

Engineering Games Competition Report

January 3rd 2015 – January 7th, 2015

This year Concordia sent 40 delegates to the 25th edition of Jeux de Genie du Quebec, hosted by Sherbrooke University.

EngGames is a 4 day competition with schedule running 24 hours a day. We first stop at the Chasse-Galerie in Trois-Riviere at 6 in the morning to meet with other schools headed to the games, we sing songs and overall welcome each other. Not long after that, we headed to the hotel, located next to Sherbrooke in Orford.

When we got there the Organizing Committee (CO) does a welcome speech for each school individually, and then the games begin! Every school's delegation gets mixed up to form teams of 6-10 people for some friendly competition (the games are like those you would play at a summer camp), as well as to break the ice and meet new people. The goal is to get comfortable with delegates from other schools.

Every school presents their theme for the games during opening night, these themes are related to the general theme of EngGames, which was "Back to the Future" this year. Concordia decided to go as Bichop University, as an inside joke with all the other schools, the fact that the B-Annex is located on Bishop, and Bishop's does not have an engineering faculty.

The second day we head to Sherbrooke University for the academic competitions where the 40 delegates are split between: mechanical, chemical, civil, electrical, computer, and project management, both practical and theoretical competitions. Sponsors such as Canam for the civil competition, and IBM for the computer competition host most of those competitions. After academics, a specially picked team of the finest engineers from different disciplines (4 of them) go to the majeure competition where they take all the results from the practical competitions and combine them into one cohesive project. After a quick lunch, this leads us to the cultural competitions, many of which are qualification rounds such as Improv or some of the game-show like competitions (Family Feud etc.).

The third day is sports day, the 40 delegates are split into teams, each playing a different sport and each with their own schedule of matches, these sports range from being indoor, outdoor, and in the pool. The rules of the sports are announced before the competition and the distribution of the delegates was made depending on the skills of each student. That night is the quarter-finals for the improv competition, everyone is gathered to watch the qualifying teams go head to head to make the audience, and each other, laugh. This year Concordia qualified and went up against Laval University, an improvement from prior years.

The final day is the machine competition, the most glorious award of all. The main sponsor (Arcelor Mittal), the dean of Sherbrooke and 2 others judges, judge every Machine Team that had been working since September on a machine for this competition. The machine has to perform a specific task, within a specific time, and adhere to other rather specific rules laid out in advanced to all the teams. Every year touches on different disciplines, and this years' competition involved electrical, computer and mechanical skills.

Overall, Concordia's University had an epic ending at engineering games. We finished 3rd place overall, with 2nd place in computer engineering, 3rd place in chemical engineering, 1st place in the

machine competition, 1st place in general knowledge, 1st place in the water sport, and finally we are the school that raised the most money for charity. Concordia University's last podium position in the overall standings was in 2001, and this was the first time we had a 1st place finish in the machine (the most prestigious prize); also to note a 3rd place finish in chemical engineering when Concordia does not offer chemical engineering. This year was a good year and we think that EngGames will be able to use the momentum to achieve even greater things in the future.

EngGames is a diversified society that incorporates the efforts of engineering students of all fields as well as students in computer science. This year in particular the society has outdone itself; organizing a BBQ during the summer, a camping trip, conferences, lunch and learns, crazy lizard lounges, as well as organized and encouraged Concordia students to get involved in inter-universities events by organizing ticket sales and busses where need be.

We highly encourage people to be sociable, outgoing and to accomplish themselves by creating a social network. Furthermore, Engineering Games is a friendly competition in itself, that causes students to outdo themselves in a non-hostile environment. This competition, which is known throughout Quebec, regroups nearly 500 undergraduate students, and is the biggest engineering competition of its type in Quebec. To conclude, the goal of this society continues to be to build a team that will best represent Concordia and show that we are among the best in Quebec.