

School of Engineering and Computing Sciences News**Aug 13 2015****NYIT Students Place 16th Worldwide in 2015 VEX Robotics Championship and Win Build Award**

The Robotics team of NYIT's Institute of Electronics and Electrical Engineers (IEEE) Old Westbury Student Chapter recently competed in the 2015 VEX Robotics World Championship at the Kentucky Expo Center in Louisville, Kentucky and placed 16th out of 54 college teams worldwide, displaying impressive skill and ingenuity. The NYIT Bears team also placed 12th out of the 24 teams who competed in the Skills Challenges portion of the competition.

This year's team from NYIT consisted of 7 students from across several engineering disciplines, who collaborated to build this year's well-performing robot. The team members were Richard Mortimore, Matthew Wighton, Jesus Moo, Carlos Rivera, Vito Cataccio, Nick Passaro, and Nurbolat Tulgenov. Saverio Marsicano, Senior Technician for the School of Engineering and Computing Sciences at Old Westbury, served as the team's coach.

The team had worked relentlessly to build a robot that had the qualities of dexterity, accuracy, speed, and power that the competition demanded. Electrical and Computer Engineering student and team member Nurbolat Tulgenov said, "We were preparing for it for the entire twelve months that we had. We used all the knowledge that we've gained from academics as well as from previous competitions to achieve the best results we can get. We've used a lot of new ideas and equipment including 3D printers and new sensors and gyroscopes."

The team brought their well-constructed robot to the VEX Robotics World Championship in an effort to outperform those of other teams on the playing field. The objective of the game, which is played on a 12'x12' square field, is to attain a higher score than opposing teams. Teams can score points through a number of methods, which include depositing their cubes in floor goals and on posts, building their own posts, and owning the topmost cube on a post by the end of a match. The team's continuous repairs, redesigns, and programming through the competition kept the robot in tip-top shape and the team eventually came out of the competition with 7 wins and 3 losses.

The students' hard work did not go unnoticed. NYIT's team was the recipient of the Build Award, an award that is given to a team that has built a well-crafted and constructed robot that also shows a clear dedication to safety and attention to detail. The judges determined that NYIT's team built a robot that had a professional feel and quality look, with clear attention to detail in construction, efficient use of mechanical and electronic components, and reliability on the competition field.

Not only did the team members go home with the Build Award, but they also gained an unforgettable learning experience. Mechanical Engineering student and team member Jesus Moo said, "Winning the Build Award made all our hard work throughout the year more than worth it. Although we weren't able to get first place, all the knowledge and experience gained from the VEX Robotic Competition pushes us to build, design and strive for next year's game."

Watch [this video](#) to find out more about the team members and their experiences at VEX.



In the front row, from left to right, are Saverio Marsicano, Richard E. Mortimore III, Jesus Moo, and Nurbolat Tulgenov. In the back row, from left to right, are Matthew J. Wighton, Nicholas Corso-Passaro, Vito Cataccio, Kyle Cicio, and Carlos Rivera.

