



ENGINEERING GAMES 2027



Delegation from école de technologie supérieure (ETS)



THE ENGINEERING GAMES

In 1990, the Engineering Games were launched across Quebec, **becoming the largest multidisciplinary engineering competition in Canada.** This five-day competition takes place in January and brings together more than 500 engineering students. The delegation from the École de technologie supérieure (ÉTS) will compete against 13 engineering faculties in intellectual, athletic, sociocultural, robotics, and entrepreneurial challenges.



The 36th edition of the Engineering Games will take place at Laval University in Quebec City under the theme: Unleash Your Genius. The current executive committee will choose a theme related to the main theme that our delegation will appreciate. Throughout the Fall 2026 semester, several activities will be organized to allow us to select the students who will be part of the delegation.



THE DELEGATION

The Engineering Games offer the next generation of engineers a valuable opportunity to build **professional connections** early in their journey. Meeting peers who will work in related fields also helps foster future **collaborations**. This competition allows future engineers to become the architects of **tomorrow's** innovation and change.



COMPETITION PROCEEDINGS

ACADEMIC COMPETITIONS

The academic competitions include **theoretical** and **practical** exams covering all the main fields of engineering. There is also the **Major Challenge** where delegates work together to understand, create, and design a prototype that meets a set of specifications.

Additionally, there is the **Engineering Consulting Challenge**, which requires participants to solve a problem and then present their solution to the jury. The **Capital** competition is an event in which delegates must design a multidisciplinary solution that addresses a civil engineering-related problem.

SPORT COMPETITIONS

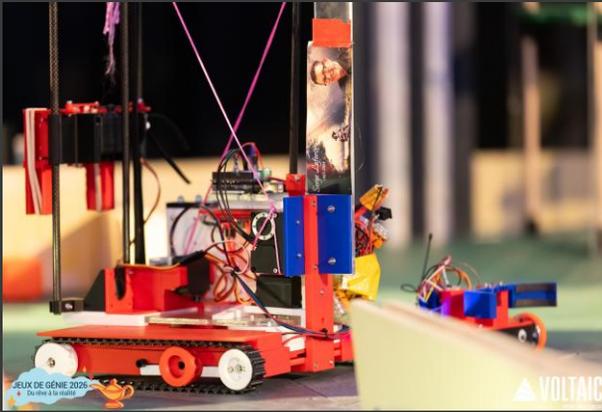
The delegations compete in various sporting events, including **outdoor** sports, **pool** sports, **indoor** sports, a **surprise** event, and an **eSport** tournament. These events assess both the physical condition and the team spirit of the delegates.

SOCIOCULTURAL COMPETITIONS

The cultural events are divided into three categories: **debating**, **improvisation**, and **génie en herbe**. In debating, participants must quickly develop a complete and structured argument. Improvisation requires players to demonstrate creativity, spontaneity, and good teamwork. Finally, the **génie en herbe** tests the general knowledge of the participants.



Machine 2026 (Picture)



THE ROBOTIC MACHINE

The Machine challenge involves **designing** and **fabricating** a robotic device to meet a specific challenge according to a set of specifications that changes each year. This event requires the integration of various disciplines (electrical, mechanical, software, etc.) to create a prototype capable of performing a series of tasks controlled by a remote control.

It is a crucial part of the competition as it assesses the participants' ability to **design**, **be creative**, and **innovate**.

THE ENTREPRENEURSHIP PROJECT

The entrepreneurial challenge requires a team to create a viable business within 4 months according to a given set of specifications. This competition aims to encourage students to consider **commercializing** their projects while providing them with the necessary skills. They must learn to identify market **needs**, assess **competition**, develop **business plans**, and effectively **communicate** their ideas to potential investors.



Milo (2026)

BECOMING PARTNER

For many years, the Engineering Games have maintained **trusted relationships** with our partners. By partnering with us, you will benefit from **visibility** among 500 students from 14 engineering universities in Quebec, Ontario, New Brunswick, as well as a wide range of audiences, media, and judges from various companies and sectors.

By choosing the gold option or higher, you can double your corporate visibility by gaining **exposure** with our delegation, as well as with ÉTS's Alumni Services and Philanthropy department.

By engaging with us, you will have guaranteed visibility within the community, engineering students, graduates, ÉTS business partners, and the public. It is also an ideal opportunity to kickstart your **recruitment** process.



Partnership plan

Benefits offered	Diamond	Platinu	Gold	Silver	Bronze	Supporters
	7500\$ and +	5000 to 7500\$	3000 to 5000\$	2000 to 3000 \$	1000 to 2000 \$	1000 \$ and -
Company visit or lunch & learn at school						
Support period for Machine and/or Entrepreneurship						
Clothing for the delegation bearing the company logo, day of choice*						
Company name and logo on the machine						
Access to information from delegation members						
Company name and/or logo on the jersey						
Size and placement of the logo on the jersey	Large, front & back of the jersey	Large, jersey front	Medium, jersey front	Medium, jersey back	Small, jersey back	
Presentation of the ÉTS 2027 Engineering Games honorary plaque**						
Invitation to the pre-Games sponsors' evening (September 2026)						
Participation in a preparatory activity	Capital, Major and Consulting Engineering ***	Individual (Sport and cultural)	Individual (Sport and cultural)	Grouped (Sport and cultural)	Grouped (Sport and cultural)	
Acknowledgements on our social media	Individual	Individual	Individual	Grouped	Grouped	Grouped

* Some exceptions may apply; details of the selection order will be communicated to you in due course.

** All partners will be invited to our thank-you event in January 2027.

*** Please note that the Capital, Major, and Consulting Engineering activities will be conducted once per activity type.

the options according to your needs and desires.





CONTACT US!

Jean-Nicolas Yelle

VP Sponsorship

ÉTS Delegation Engineering Games 2027

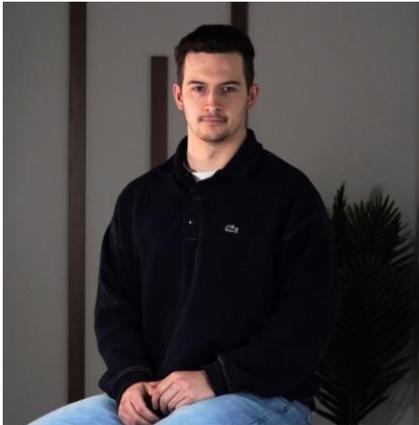
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**YOUR SUPPORT IS THE ENGINE THAT
DRIVES THE ÉTS DELEGATION
TOWARDS EXCELLENCE. JOIN US TO
SHOWCASE OUR TALENTS AND
TOGETHER **MAKE HISTORY** AT THE
ENGINEERING GAMES!**

