







Hosts







Co-Organizers



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### 1. Overview

### **Contest Purpose**

The 2025 World GreenMech Contest is a fun engineering competition run by the World Forum For GreenMech Promotion. Using scientific principles, this competition combines the following five aspects of learning and growing: Science, Technology, Engineering, Art, and Mathematics, also referred to as STEAM.

There are three contests: (i) GreenMech (ii) R4M and (iii) GreenMech Jr.

The two contests GreenMech & R4M inspire contestants to engage in scientific study, creative problem solving, and help them better understand the use of scarce resources in project planning. Contestants can enjoy pitting their different skills and creativity against each other in a fun and friendly environment. There is ample opportunity for all contestants to show the benefit of their contribution.

The GreenMech Jr. contest has two components – "Science" and "Programmer". Science is an entry-level opportunity for learners to get involved in simple engineering projects. It's specially designed for children aged 5-9. Jr. Programmer uses a variety of code-oriented challenges to develop programming logic and problem-solving skills. Contestants can enjoy all the fun of hands-on design, teamwork and scientific literacy. The structure of the course, combined with a fun learning environment, means that children absorb the knowledge, skills and experience, taking it into their adult lives.











### 2. Introduction

The GreenMech contest was established in 2006, this year we are celebrating the 19<sup>th</sup> annual contest!



### GreenMech (GM, since 2006)

- Inspiring children's enthusiasm for learning.
- Giving children the opportunity for hands-on engineering experiences.
- Turning textbook knowledge into real, design solutions.
- Work in tight-knit teams (3-4), designing and assembling within challenging time limits.



### Robot for Mission (R4M, since 2015)

- Inspiring creativity and curiosity about scientific techniques.
- Extending experiences from WGM to include remote control and programming functions.
- Work in tight-knit teams (3-4), designing and assembling within challenging time limits.



## **GreenMech Junior (GMJr, since 2018)**

- Opportunities for our youngest engineers and designers to get involved. (Designed for kindergarten and elementary school grades 1 to 4).
- Simple task design allows students to enjoy hands-on fun while learning valuable teamwork skills.



# 3-1. GreenMech (Basic) Schedule

Ì	Time	Item	Remarks
	07:40 ~ 08:20	Registration	1. Time to enter the venue and find your own team table.  Please put all the contest material under the table in order.  Contestant can start to assemble the Jumbo Base Grid (60*180 cm) on the table.  2. Only contestants may be in the competition area after 8:00 a.m.Team leaders and parents/guardians are not permitted after this time.
	08:00 ~ 08:50	Materials Check & Registration Check	1. The team leaders may not enter the competition venue after 8:00 a.m.  2. Judges will carry out a building materials inspection. Except for the chain, no blocks may be assembled in advance.  3. After a brief inspection, teams will be given a "qualified" label,whereupon contestants should sit at the table and may not touch the materials.  4. Personal items can be brought into the venue but must be placed on the table in conjunction with the inspection records.  5. Contestants need to present their Certificate of Student Enrollment at this time, see the Regulations for more information.
	08:50 ~ 09:00	Opening Ceremony & Clarification of Rules	
	09:00 ~ 10:30	Production & Testing Time	Please observe all competition rules.     When leaving, do not run, be careful not to touch another group's work.     There will be 90 minutes between commencement and lunch.
	10:30 ~ 12:30	Appraisals	Please refer to the Regulations
	12:30	Award Ceremony	Organizers make every effort to finish on time, but patience may be required depending on announcements and other possible delays.



# 3-2. GreenMech (Advanced) Schedule

	ech (Advanced)	
Time	Item	Remarks
07:40 ~ 08:20	Registration	Time to enter the venue and find your own team table. Please put all the contest material under the table in order.     Contestant can start to assemble the Jumbo Base Grid (60*180 cm) on table.      Only contestants may be in the competition area after 8:00 a.m.     Team leaders and parents/guardians are not permitted after this time.
08:00 ~ 08:50	Materials Check & Registration Check	<ol> <li>The team leaders shall not enter the competition venue after 8:00 a.m.</li> <li>Judges will carry out a building materials inspection. Except for the chain, no blocks may be assembled in advance.</li> <li>After a brief inspection, teams will be given a "qualified" label, whereupon contestants should sit at the table and may not touch the materials.</li> <li>Personal items can be brought into the venue but must be placed on the table in conjunction with the inspection records.</li> <li>Contestants need to present their Certificate of Student Enrollment at this time, see the Regulations more information.</li> </ol>
08:50 ~ 09:00	Opening Ceremony & Clarification of Rules	Participants attend the opening ceremony.
09:00 ~ 11:40	Production & Testing Time	1. Please observe all competition rules. 2. When leaving, do not run, be careful not to touch another group's work. 3. There will be 160 minutes between commencement and lunch. 4. By 11:00 a.m. the Scientific Principles reference table will be collected by the Organizer.
11:50 ~ 12:30	Lunch	Remember to assist in sorting the trash.
12:30 ~ 12:50	Announcements	Contestants should wait for the Organizer's announcements and then be prepared to continue.     If Contestants are not present at this time, they may not continue with the competition.
12:50 ~ 13:00	Fine-tuning	Wait for the Organizers instruction to begin.
13:00 ~ 16:30	Appraisals	Please refer to the Regulations.
16:30 ~ 17:10	Grading Time	Parents, teachers and peers may enter and discuss the projects.
17:10	Award Ceremony	Organizers make every effort to finish on time, but patience may be required depending on announcements and other possible delays.



# 3-3. Robot for Mission (Basic/Advanced) Schedule

Time	Item	Remarks					
07:40 ~ 08:20	Registration	After registration, contestants should enter the venue and not leave until the event has concluded.     After 8:00 a.m. only contestants may be in the competition area.  Team leaders and parents/guardians are not permitted after this time.					
08:00 ~ 08:50	Materials Inspection	, , ,					
08:50 ~ 09:00	Clarification of Rules	Clarification of the rules and precautions of the competition					
09:00 ~ 11:00	Assembly & Practice Time						
09:30 ~ 11:20	Work Submission Period	1. Check to confirm the robot does not contain metal parts. 2. Participating robots (including any spares and the automation platform) must be verified by judges and will be retained until the contest time. 3. 5-Points may be deducted for messy or untidy work areas. 4. For robot size regulations please adhere the regulations of R4M Basic and R4M Advanced. 5. After submitting a project, contestants need to clear away all items from the competition area including notebook, blocks, and any unused electronic control equipment.					
11:20 ~ 12:30	Lunch	After lunch contestants are expected to assist with sorting trash and keeping the competition area clean.					
12:30 ~ 12:50	Announcements	When entering the venue, contestants may only carry a notebook, tablet, or mobile phone. Other items are not permitted.					
13:00 ~ 16:30	Competition Time						
16:30	Awards Ceremony	Organizers make every effort to finish on time, but some patience may be required depending on announcements and other possible delays.					



# 3-4. GreenMech Jr. (Science) Schedule

Time	Item	Remarks
08:00 ~ 09:00	Registration & Materials Inspection	1. Contestants should refer to the team location map on the official website before the contest begins, so they can go directly to their team table and report on the day of the contest.  2. Contestants should check the provided materials against the list they are given. If there is any part missing, the staff must be informed before the contest begins. Once the production time begins, materials cannot be replenished or replaced.  3. Contestants need to present their Certificate of Student Enrollment at this time.
08:50 ~ 09:00	Opening Ceremony & Clarification of Rules	Lot Drawing  1. The scoring area of 80 points for Competition One  2. The number of heavy objects for Competition Two
09:10 ~ 09:35	Competition One: Assembly & Practice Time	Contestants can only use materials provided by the organizer onside, please see 9.3 in the full Rule Book for more information.     Models produced for the competition are built and tested at the same time.
09:35 ~ 10:15	Competition One: Swimming Turtle Competition Time	1. During the competition, the work and the peg remover should be placed on the storage box with the lid locked, and the rest of the materials should be stored in the box; no other parts may be used for modification or production.  2. Models (including the work and the slope) will be weighed before the competition begins.
10:15 ~ 10:35	Competition Two: Assembly & Practice Time	Contestants can only use materials provided by the Organizer on site, please see the Regulations for more information.
10:35 ~ 11:15	Competition Two: Spawning Seahorse Competition Time	During the competition, the work (with the rubber tires installed) and the peg remover should be placed on the storage box with the lid locked, and the rest of the materials should be stored in the box, and no other parts may be used for modification or production.      Models (including the work and the string) will be weighed before the competition begins.
11:15 ~ 11:50	Calculation and Confirmation of Scores	
11:50	Awards Ceremony	

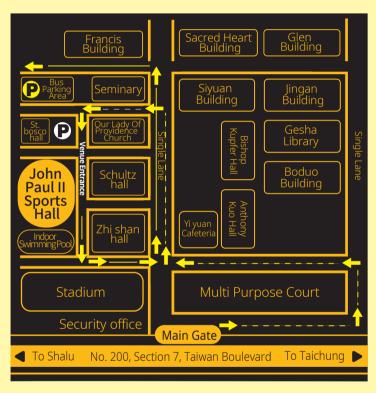


## 3-5. GreenMech Jr. (Programmer) Schedule

5-6: Greenween of: (i rogrammer) Schedule				
Time	Item	Remarks		
13:30 ~ 13:50	Registration & Materials Inspection	Teams may bring up to 3 robot control boxes, but all device memories must be erased during inspection.		
13:50 ~ 14:00	Clarification of Rules			
14:00 ~ 15:40	Official Competition Time (Lot drawing)			
15:40 ~ 16:10	Grading Time			
16:10	Awards Ceremony	Following the instructions of the chief referee, all teams move to the awards venue.		

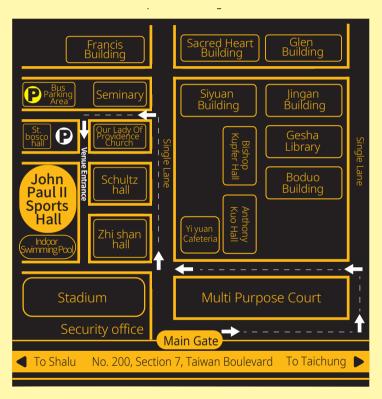


### 4-1. Campus Map



- Shuttle Bus Entry Route
  - Shuttle buses must park in Parking Lot 2.
- Each vehicle must display the parking permit prominently on the windshield for inspection by the university security office. If a vehicle without a permit is found during campus patrols, Providence University reserves the right to lock the vehicle immediately for unauthorized parking.
- 2. Large vehicles and tour buses may park in Parking Lot 2 near the hilltop. Please ensure the vehicle is parked properly within a designated parking space.





White arrows: Entry route for passenger cars

Passenger car self-parking

All vehicles must park within designated parking spaces. Each vehicle must display the parking permit prominently on the windshield for inspection by the university security office. If a vehicle without a permit is found during campus patrols, Providence University reserves the right to lock the vehicle immediately for unauthorized parking.



# 1st Floor Layout Diagram

Gym

ation Office

**Tennis** Table Room

Parent Climb-Lounge

TOILET **Stairs** 

ing Wall

parking Indoor

**Rest Area** 

Room Research Faculty

Conference Room

Spin Classroom

Award Certificate

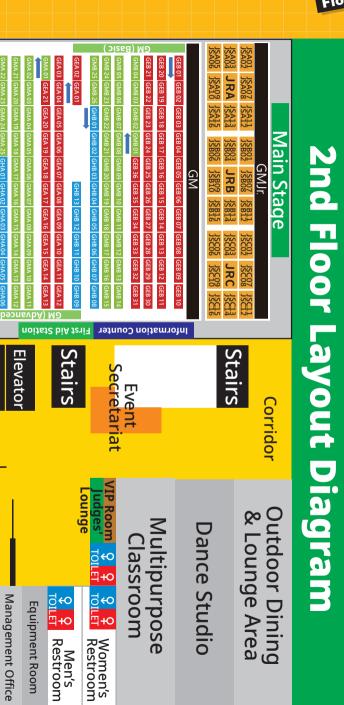
Elevator

(Winners & Honorable Mentions Collection)

**Faculty Research Room** 

1st Floor Layout Diagram





(Morning) 2nd Floor Layout Diagram - GreenMech&GMJr. S

Stairs



# 3rd Floor Layout Diagram



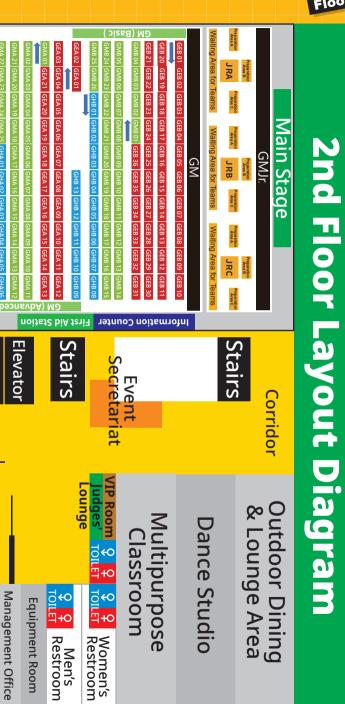
- Adya

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(Morning) 3rd Floor Layout Diagram - R4M&GMJr. S





(Afternoon) 2nd Floor Layout Diagram - GreenMech&GMJr. P

Stairs



# 3rd Floor Layout Diagram



(Afternoon)3rd Floor Layout Diagram - R4M&GMJr. P



4-2. GreenMech Basic

**Team Location Map** 

Main :	Stage
--------	-------

2F

## **GMJR**

**GreenMech-Basic** Elementary School Junior High School Senior High School GEB04 板橋國小-創客機關王 GEB01 鶯小maker GEB02 GEB03 GEB05 GEB06 GEB07 GEB08 GEB10 芋圓柚子 機智興戰隊 文武雙全 積關質晉 中信機關隊 全村的希望 暑娜沐艾 GEB14 鯨采20小奇 (積)兵 GEB11 鱷魚干國 GEB20 GEB15 創義機關王 能量守恆 青梅竹馬 旭澄行芯 文心LALALA 機不可失 GEB28 DONG CHAY XANH GEB30 GEB21 GEB22 GEB24 GEB25 uminous 派森好夥伴 奕欣祥承功 機關大師 文積起舞 i英 team 1 Ocean GEB31 GEB35 GFB36 NGUYEN SIEU GREENSTARS Biomec-LY Tectonics Gadget Tech 什麼碗糕 haneers GMB14 Elite Biosync GMB05 円貝多 GMB08 奇積隊 GMB011 八通十六莲 GMB12 哈騎隊 **GMB16** The Catalysts Beidou one GHB03 GHR04 GHB05 想不到吧 GHB01 GHB06 GEB08 PER-MATAURA 機不可失 神奇妙妙屋 PA.Pine **Yco Gears** GHB11

GreenMech-Advanced

Elementary School

Junior High School

Senior High School

GEA11 東東樂團

GEA14 KN. Study Wars

ingrongkra chome

進階殺手隊

GEA03 三和GM 進階第一

GMA02 石岡小子們

GEA04

機關大王 GEA21

火箭發射 GMA03 寄生蟲

THJH Ex-Tech

GEA05

創意小蘋果

機智小組

GEA19 嘎嘎O

GMA05 瓶安一生

臺中好棒棒

GEA17

度度博物館

未來智慧

GHA04

GEA10 做就對了

GEA15

登峰造紙隊

SK STRIVER

GEA13

Elite Squad



GHA09 我就知道







4-3. Robot for Mission

**Team Location Map** 

機器人狂潮

3F

Ve	nue A	Ve	nue B
Referee	施慧如	Referee	周妘芯
Second Referee	國外副審	Second Referee	國外副審
RA 101	Omega Ecobot	RA 208	TCCS roBotics team
RA 102	Alpha Ecobot	RA 209	Bidyut Innovation India
RA 103	STS02	RA 210	THCS HUI BANG
RA 104	G-Labs R4M	RA 211	TOAN THANG
RA 105	Divine Power 3	RA 212	FPT BAC NINH WARRIOR
RA 106	UNITY	RA 301	RAZORS SMA SUTOMO 1
RA 107	FLS STEAM Legends	RA 302	MARS SUTOMO 2
RA 201	HACONA MATATA SMP SUTOMO 1	RA 303	Tarak- anita Innova- trons
RA 202	POTIO- NWIN SMP SUTOMO 1	RA 304	OREO SUPREM
RA 203	The A Team SMP Sutomo 1	RA 305	Bionic
RA 204	The Last Spark	RA 306	QUATRO SMAK 4
RA 205	PRIDE-C P2C	RA 307	泉家 就是你家
RA 206	Chrono-C Labs	RA 308	機器人狂源
RA 207	INDEPEN- DENCE	RA 309	螞蟻 統治世界

	_
	nue C
Referee Second Referee	洪睿璟 國外副審
RA 108	大豐B
RA 109	海軍 陸戰隊
RA 110	信義好玩 2
RA 111	不要針隊
RA 112	大豐A
RA 113	謝黃 牛張芝
RA 114	信義好玩 1
RA 115	洪黃宏隊
RA 116	三和R4M 基礎第二
RA 117	大明 妙妙屋
RA 118	關聖帝君
RA 119	三和R4M 基礎第一
RA 120	永和 小愛思丁 2
RA 121	菜就多練
RA 122	北旗尾 創客

e C		Ve	nue D	Ve	nue E
璟		eferee	謝清仁	Referee	谷俊龍
副審	S R	econd eferee	李志輝	Second Referee	吳貴榮
豐B	1	RA 213	我們的 隊名剛好 十個字	RA 123	機戰先鋒
運 戦隊	1	RA 214	哈囉 你好嗎	RA 124	長興NO.1
好玩 2	!	RA 215	山豬	RA 125	SGPS-B
針隊	!	RA 216	蘭分 蘭捨	RA 126	亂碼 探險家
豐A	!	RA 217	麻吉黑熊	RA 127	草國 小創客 你最棒
撗 振芝	1	RA 218	烈火不滅 V.S 有夢最美	RA 128	蛇麼 都隊
好玩 1	1	RA 219	Taiwan NO.1-B	RA 129	無敵 星星隊
宏隊		RA 220	桃市建國	RA 130	草國 小創客 好棒棒
IR4M 第二	:	RA 221	水星 の魔女	RA 228	萬和R4M
:明 沙屋		RA 222	信義機任	RA 229	立新 保時捷
帝君	:	RA 223	睿睿炫	RA 310	宜中 開路者
IR4M 第一	:	RA 224	碳纖維 地爬蟲	RA 311	好啦 你說的 都隊
和 想丁 2		RA 225	軍權制度	RA 312	TL
找多練		RA 226	不滿不歸	RA 313	喔啦啦 啦啦啦啦
旗尾		RA 227	鶯雄 聯盟隊	RA 314	魑魅魍魎

Ve	nue F
Referee	曾如意
Second Referee	張慧娟
RB 101	PSP Zenith hunters
RB 102	SYB. next robot one
RB 103	黃金拍檔
RB 104	隨便 接都通
RB 105	特務King
RB 106	四個天兵
RB 107	永和 小愛思丁 4
RB 108	SGPS-A
RB 109	你輸我 對不隊
RB 110	機冠王
RB 111	龍飛鳳舞
RB 112	永和 小愛思丁 3
RB 113	一加一 等於三

enue F		V	e	nue G	Ve	nue H
ee	曾如意	Refere	e	吳豪承	Referee	王世恩
ıd ee	張慧娟	Secon	d e	李美諄	Second Referee	陳秋蘋
	PSP Zenith hunters	RB 201		佳佳 簡簡	RB 114	CCC Kei Tsz Primary School
	SYB. next robot one	RB 202		Taiwan NO.1-A	RB 209	TCCS Conquer- or team
	黃金拍檔	RB 203		小崴崴	RB 210	JTS team Ba One
	隨便 接都通	RB 204		Z.Z.Z.Z	RB 211	SK New Project
	特務King	RB 205		被遺棄者的崛起	RB 212	WCP3 - UN- NERDY
	四個天兵	RB 206		限定 七個字	RB 305	SK LEGEND
	永和 小愛思丁 4	RB 207		тнт	RB 306	WCP1 - ONE ARM
	SGPS-A	RB 208		不知道要 取什麼	RB 307	The Exotic
	你輸我 對不隊	RB 301		宜中 豬豬俠	RB 308	JTS BAO BAO HAI
)	機冠王	RB 302		米迪亞 暴龍 二軍	RB 309	VICTORI- OUS SMA SUTOMO 1
	龍飛鳳舞	RB 303	,	炎炎冰茶	RB 310	AGS01 Team
	永和 小愛思丁 3	RB 304	ı	米迪亞暴龍	RB 311	Real Steel
	40					

Elementary School

Junior High School

Senior High School

17

Contest Floor Plan

**Waiting Area for Teams** 

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4-4. GreenMech Jr.

Waiting Area for Teams

**Team Location Map** 

GMJr. Science								
2F Basketball Court Main Stage								
JSA01 JSA07 炫豐smart	JSA11 Red Fire JSA12 成功19隊	JSB01 學進勁猛 JSB02 鬼蝠魟	JSB07 德化小創客 JSB08 蝴蝶步	JSB11 月眉小創客 JSB12 文雅科技創意家	JSC01 龍兄虎弟 JSC02 海豚小勇士	JSC07 積木探險隊 JSC08 童心偕力	JSC11 文雅科學隊 JSC12 跑跑冠軍	
JSA03 積不可失 JSA04 恐龍來了・跑呀!	JSA13 龍 JSA14 亂七八糟	JSB03 聞定無敵 JSB04 礁溪強棒	JRB	JSB13 幸運意志 JSB14 三好	JSC03 炫豐A JSC04 炫豐GO	JRC	JSC13 最好的隊友 JSC14 苙金戰隊	
JSA05 JSA09 光采奪木 布拉克戰隊2 JSA06 JSA10 翰叡兄弟 布拉克戰隊1	JSA15 月眉創客 JSA16 小企鵝	JSB05 武林高手 JSB06 救不活隊	JSB09 人見仁愛gogogo JSB10 機關之星	JSB15 貮榮 JSB16 一光	JSC05 超組戰隊 JSC06 麗湖雙星	JSC09 胡思胡搞 JSC10 赢了就對	JSC15 線西殺手隊 JSC16 HOPE-2	
			GM					
<b>3F</b> Tennis Court				R4M				
JSD01 JSD07 奇區蛋 雙人徐Jr. JSD02 JSD08 死神卡比 防暴創客	JSD11 中信創客隊1 JSD12 中信創客隊2	JSE01 金蛇呈祥 JSE02 月眉馬戲團	JSE07 青綠街 JSE08 童學同樂	JSE11 SPEED X - TOC DO - DOT PHA JSE12 TIEU HOC VIET NAM TINH HOA	JSF01 PPIP DEKTHEP JSF02 PSP Victory Crew	JSF07 Java Sparrow 6 JSF08 Angela's Kids The Little Engineer	JSF11 Smart4City JSF12 Stars	
JSD03 臺中小鐵人 JSD04 意小創課小丸子	JSD13 角落生物 JSD14 夢幻隊	JSE03 鶯小創客站 JSE04 智慧宇宙人	JRE	JSE13 <sub>BotXcelerators</sub> JSE14 <sup>The Nexus</sup> Collective	JSF03 BRN. Junior I JSF04 B.R. ROBOTIX	JRF	JSF13 Galaxy ingeneers JSF14 Dream Greators	
JSD05 JSD09 品康啾 南投至誠國小 JSD06 JSD10 振彈勇士 北旗尾積木3號隊	JSD15 天外奇積 JSD16 興德GOGOGO1	JSE05 線西冠軍隊 JSE06 線西熙宸隊	JSE09 亞小劍客英雄 JSE10 TRUONGTIEU HOC NGUYEN VIET XUAN	JSE15 PPiP Copter9 JSE16 PSP A-RI-DEE-NA	JSF05 Bright Minds Felly JSF06 Laudatosi Ecobot	JSF09 NeoEngineers JSF10 Techtwins	JSF15 Star kids JSF16 <sup>Avkhaaljtai</sup> <sub>huuhduud</sub>	
GMJr. Programmer								
2F Basketball Court		ſ	Main Stag	е				
Preparation Area B			Preparation Area B			Preparation Are B	а	
Preparation Area A	reparation Area C	Preparation Area A	JRB	Preparation Area C	Preparation Are	JRC	Preparation Area C	
Waiting Area for Te	ams	Waiti	ng Area for T	eams	Wai	ting Area fo	r Teams	
			GM					
3F Tennis Court				R4M				
Preparation Area B		Preparation Area B				Preparation Are B	a	
Preparation Area JRD Pr	reparation Area C	Preparation Area A	JRE	Preparation Area C	Preparation Are A	JRF	Preparation Area C	

Waiting Area for Teams



### 5. Number of Awards

Competition	GM		R4M		GMJr.	
Category / Division	Basic	Advanced	Basic	Advanced	Science	Coding
Elementary School	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 1 Bronze Medal 1		
Junior High School	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 2 Bronze Medal 3	Gold Medal 1 Silver Medal 1 Bronze Medal 1	Gold Medal 1 Silver Medal 3 Bronze Medal 6	Gold Medal 1 Silver Medal 2 Bronze Medal 3
Senior High School	Gold Me	dal 1 · Silver M				



### Remarks

- 1. The Contest Organizers hold the right to adjust the above prize schedules for any reason, which may mean increasing or decreasing them. The total number of teams entered in the competition may be a factor in deciding final prizes if the number of contestants' changes.
- 2.The Gold Medal, Silver Medal, Bronze Medal winners will be announced on the day of the contest. All certificates will be sent to the first named person listed on the registration document. If time permits, the Organizer will start distributing the certificates about 30 minutes after the award ceremony. For teams that do not collect their certificates within the announced time on the contest day, a mailing fee may apply for post-event delivery. However, if the Organizer cannot start distributing the certificates about 30 minutes after the award ceremony, certificates for winning teams will be sent to the first named advisor listed on the registration document.
- 3.All contestants will be presented with digital certificates as a gesture of encouragement. These certificates will be downloadable by contestants and team leaders after the contest, and can be printed by participants.



### GM, R4M & GMJr. Trophies











•••••	 •••••••••••••••••••••••••••••••••••••••
***************************************	 
***************************************	 •••••

**AVC** 

# **Global Thermal Solutions Leader**

AVC, a global leader in thermal solutions, was founded in 1991 and listed on the Taiwan Stock Exchange in 2002 (TSEC#3017). It is also a constituent of the FTSE Global Equity Index Series. As a pioneer in thermal and mechanical components, AVC is committed to creating long-term value for its customers, with the goal of ensuring satisfaction and mutual success.

As a comprehensive thermal solutions provider, AVC recorded revenue exceeding NT\$70 billion in 2024. The company employs over 18,000 people worldwide, including more than 1,700 engineering experts in its R&D team. To date, AVC holds 3,462 patents in the field of thermal product design.

# **AVC** offers three core product categories:

- **Fans :** Customized and optimized fan solutions for PCs, servers, and telecommunications equipment.
- Thermal Components: Including cold plates, heat pipes, vapor chambers (2D/3D VC), and heatsinks.
- **Mechanical Components:** Such as racks, enclosures, manifolds, rail kits, and rack manifolds.

These solutions are widely applied across consumer electronics, networking equipment, and AI server platforms.







### consumer electronics

networking equipment

Al server platforms

Recognized for its ability to provide next-generation thermal system design and simulation, AVC also distinguishes itself through its large-scale automated manufacturing, integrated production capabilities for key components, operational agility in response to geopolitical challenges, and robust financial foundation that supports the needs of major cloud service providers (CSPs).





### **World Forum For GreenMech Promotion**

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