



CGC
LANDRAN
Building Careers. Transforming Lives.



NAAC
GRADE A+



EXCEPTION

COMPETE, CONNECT, CONQUER

BEING ORDINARY IS NOT AN OPTION



ABOUT XCEPTION

Flagship Multi-skill Competitive event focusing on holistic development of students.

Xception is one of its kind event based on a variety of factors with the major theme as “HOLISTIC DEVELOPMENT” where students participate in a hybrid event (online & offline) passing through 16 activities split across 4 quarters to eventually open the Mystery box. Each quarter is associated with a specific theme of overall development.

The event will also have other elements such as expert session, mystery crises, and fun sessions. This is a points based event where students earn and trade credits and have an experiential learning platform with a competitive mindset and holistic takeaway. It is a team event where students from different disciplines form a team to win together.



WHY & WHAT!

01

Why

- Traditional events focus on one skill, but Xception provides a multi-dimensional learning experience.
- Prepares students for real-world challenges through experiential learning.

02

What

- A unique competition designed to foster holistic student development.
- Focuses on key areas: Technology, Business, Interpersonal and Practical Skills.
- The mystery-based format adds thrill and engagement.



EVENT STRUCTURE

1 Mystery Box, 2 Days, 4 Quarters, 16 Activities, Infinite learning!



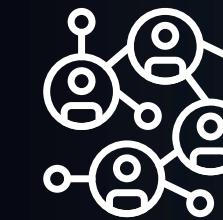
Project X

Tech Based Segment



Product X

Business Skills Based Segment



Connect X

Interpersonal Skills Based Segment



Sense X

Cognitive and Sensory based Gaming Segment



KEY HIGHLIGHTS

1. CASH PRIZE:- ₹31000, ₹21000, ₹11000
2. Mystery Box and Crises.
3. Session for rejuvenation and talent recognition and promotion.
4. Wall of Fame.
5. Expert session.
6. Exclusivity (Limited teams, FCFS, Cross-domain teams).
7. An Experience for lifetime.
8. Participation Certificates to all.
9. Welcome kits and goodies.



THE
BREAK
DOWN

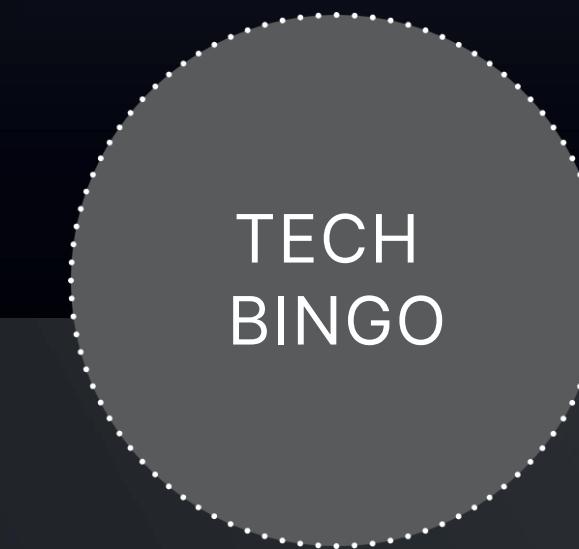
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PROJECT X

Students are given PS online based on real life problems and have a to develop a solution for the same with some other tech based activities.



Students are given 3-4 real life problem statement from which they can select one and develop a hardware / Software project and present it via power point presentation. The entire coding part would be done online in the 4 days provided after the opening ceremony of event in online mode.



A real life Human bingo played between 1 team mate from each team who has to answer a set of technical questions within or before a certain time limit and say BINGO to grab his ticket to judgement. This event focuses on pressure dealing, Knowledge analysis and critical thinking.



Techies are the future of the nation. The Battleground is an event based on the category AUTOMATA FIX where they would be given 3 problems one by one (Code writing, Debugging, Reverse Coding). All candidates solve the same problem and the fastest finger first wins the round.



Participants are given a series of puzzles or questions encrypted in other languages along with decoding sheet, they have to decrypt and solve the problems.

PRODUCT X

THE BIG
WHY

Students are randomly distributed into 2 groups to conduct a group discussion. They are given a case study on failed or successful projects and they have to discuss upon what went wrong or what made it go long. They have to answer the BIG WHY!

TAKE IT TO
MAKE IT!

A mock auction of certain items, students bid to buy items from a certain budget allotted to them and create something out of the stuff bought and justify its creation. But everything has a cost and so does this event. Do remember this event comes with a TWIST, now its your luck to make it a bliss or misery.

BRIDGE THE
GAP

Solution Based approach is a key to survival in todays world. For this activity the participant is given 2 poles apart topics and they have to show relativity between the two in a given time in front of the judge panel within a given time limit.

PITCH IT
WRONG

To think something possible is easier but to think the impossible is not everybody's cup of tea, in this event participant has to come up with an idea which is not practically feasible and convince the judges panel to agree to its possibility and make them say a "YES"

Students compete in activities based on some critical Business Management skills which foster ones overall development

CONNECT X

Students are given a certain limit of time to go and pitch to others to form new teams of random people . Focuses on Interpersonal skills

THE
SACRIFICE

HOW WOULD
YOU END IT

RELAY &
RELY

SWAP IT

The goal is to assess leadership, communication, and problem-solving skills in a high-stakes environment. During the event, each team member is assigned a role.

Teams are given a documentary / movie to watch and they have to discuss and present a new ending to the media with collaborative ideas from all the team mates.

Success depends on both speed and accuracy in solving puzzles, as well as efficiently assembling the final solution. Relay & Rely tests teamwork, problem-solving skills, and strategic thinking. The team must work together to correctly to form the final solution.

Swap It is designed to test and enhance leadership, adaptability, and decision-making abilities. How does a leader think? is it the victory of the team or the leader solely. This is the event to find it out.

SENSE X

For Cognitive and sensory development we have this segment which analyses the sensory fitness of participants in a rejuvenating way.

MAZE RUNNER

Students have to solve a maze pattern with its solution shown once for 30 seconds.

WHAT DID IT SAY

Hearing to an audio , the participant has to answer a set of questions from the audio

TOO MUCH TO TOUCH

Participants touch 10 textures / materials blindfolded and then have to arrange them in order of touch.

FRAGILE FRAGRENCE

Participants are given a written explanation of a smell and they have to tell how would it taste (The rich roasted scent alone can wake you up, filling the room with deep, earthy warmth.- coffee).



PER STUDENT
EVENT FEES

₹999

Includes 2 days stay , meals ,and event registration fees.

OUR PRICING

Not less , Not much



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THANK YOU



**SCAN TO REGISTER
AND ACCESS OTHER
EVENT LINKS**



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