



Vivekananda Institute of
Professional Studies



presents

VIPS
CSI SSC
2017

21 JANUARY 2017

fb.me/vipsace

<http://ssc2017.ml>

18, Outer Ring Road, AU Block, Pitampura, Delhi, 110034

WEB DESIGNING

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This event is all about unleashing the creative genius in you.

RULES

Team Size: 2

Description:

If you have the skill and eye for the right colors, right images, right layout and right content to create a website then this is the platform for you.

Guidelines:

Round 1: In this round, participants will go through 20 MCQ questions consisting of HTML, CSS and JS.

Round 2: Top 8 teams will develop a website on the given theme using.

General Rules

- Topics will be given on the spot.
- A total of 1.5 hours will be provided for round 2.
- Participants will be provided Sublime Text 3, Notepad++, Photoshop, jQuery lib, Google Chrome.
- Decision of judges will be final and binding.
- Cross college teams are allowed.

TIME: 10:00 AM to 12:00 PM

VENUE: LAB 402, Block A

Srijit Madhavan 9818848268

Shreyans Jain 8800865832

Nitasha Bhatia 9873832688

TUG OF WAR



Defeat and Gain Power

RULES

Team Size: 6 Maximum

Description:

Tug of war teams competition is a pursuit of encourage students to achieve power that they have ever felt of. The game has to be played on a flat grassy patch of land. A line referred to as a center line is marked on the playing zone and the rope is placed in a manner that its center mark should align the center marked on the ground. On either sides of the rope at the distance of 4 m from the center line, 2 more marks need to be made. This is the point where in the first member of each team will stand.

The tug of war competition requires a judge. There are 3 different commands that the judge gives to the players. The judge first announces "Pick up the rope", he then says "Take the string", and finally he tells the players to "Pull". Once the pull command is said out the teams start pulling the rope. If a member of the team falls down that member is given a caution. Each team is allowed two cautions before getting disqualified. This event is a team based event requires strength and team coordination by the participating teams. It will be a three round race (Prelims & Final) which will test your strength.

Guidelines:

Round 1: Quarter Final

Round 2: Semi Final

Round 3: Final

Rules:

- A single team may consist of 6 players maximum
- No wrapping the rope around any body part during pull
- First team to pull mid-rope marker 6ft. Beyond the middle line is the winner
- Swapping of players amongst the team is not permitted
- Please wear proper athletic shoes
- Direction of pull will be decided by a coin toss
- Inappropriate language will not be tolerated and that team will be disqualified

Registration Fees: Rs. 20/- per person

TIME: 12:30 PM to 02:30 PM

VENUE: Main Ground

Shourye Jain 9212286377

Anmol Khanna 9999491220

MUSIC

RULES

General Rules:

- All the accompanists/instrumentalists and participants must be of the same college. No outsiders allowed.
- Instrumentalists to carry their own instruments.
- The teams should carry an official letter from their respective institute signed by the competent authority mentioning the names of the participants.
- Recorded vocals/music or karaoke will be not allowed.
- Drum kit will be provided.

Indian Vocals - Solo

- Number of participants is 1.
- Maximum one Instrumentalist is allowed.
- All types of Songs/Geet/Ghazal/Bhajan/Shabad can be presented. Words should not be vulgar.
- Sufficient thought and care must be exercised in the choice of raga, words and composition.
- Judgment will be based on the qualities like swara, taal, selection of song, composition and general impression.
- Max. Time Limit of the song : 2+1 minutes (stage setup time is separate)

Western Vocals - Solo

- Number of participants is 1.
- Maximum one Instrumentalist is allowed.
- Songs shall only be in English.
- Judgment will be based on the qualities like selection of song, tempo, range, melody and general impression.
- Max. Time Limit : 2+1 minutes (stage setup time is separate)

Instrumental - Solo

- Number of participants is 1.
- Time for stage setup is maximum 2 minutes.
- Duration of performance 2+1 minutes
- Participants to bring their own instruments.
- Both percussion and non-percussion instruments are included.
- Judgment will be based on tempo, rhythm, melody and general impression.

TIME: 11:00 AM to 03:00 PM

VENUE: Vivekananda Hall, Block B

Tushar Garg 9891947420

Rahul Sen Gupta 9654414178

MUSIC

RULES contd.

Musical Group

This event includes all type of musical group event like group singing, acapella, band etc.

- Minimum number of participants in a team is 4 and maximum 10 (Including Instrumentalists).
- Time Limit: 4 + 1 minutes (max stage set up time is 5 min).
- Judgment will be based on quality of singing/ music and coordination.

TIME: 11:00 AM to 03:00 PM

VENUE: Vivekananda Hall, Block B

Tushar Garg 9891947420

Rahul Sen Gupta 9654414178

Registration Amount:

Solo Rs.100/-

Group Rs. 300/-

PROGRAMMING



To change the world all we need to do is to change the source code

RULES

Team Size: 1-4

Description:

In this event, the ability of participants to implement innovative algorithms and make use of data structures in the best possible manner will be tested in programming language of their choice.

Event Structure:

The event shall be structured into two halves. The debugging round and the latter one being implementation round.

There can be one rapid fire round at the end in case of a stalemate.

First Half:

Participants will be presented with 20 problems and they will be tasked with finding logical and syntactical errors.

Correct Error Found	:	+2 Points
Correct Solution Suggested	:	+1 Points
Wrong Error Found	:	-2 Points
Wrong Solution Suggested	:	-2 Points
Solution / Error NOT Found	:	0 Points
Estimated Time	:	25 Minutes + 5 Minutes for Points

Second Half:

During this round, 1.5 hours will be given to solve a specific theme based problem in the programming language of your choice. Use of internet shall be allowed at your leisure.

Common end goal: A fault-tolerant program.

At half time all the teams will be randomly assigned a different team's computer where they will only have the final product to test.

TIME: 10:00 AM to 01:00 PM

VENUE: LAB 404, Block A

Vibhu Kesar 8800910447

Gaurav Gogia 9560310682

PROGRAMMING

RULES contd.

Team-Under-Siege:

Program working	+5 Points
Program NOT crashing	+2 Points

If program not working:

Good Approach	+2 Points
Broken Code	0 Points
Crashed Program	-2 Points

Testing Team:

Crashed Program	+2 Points
Program Working	-2 Points
Estimated Time	1 hour 30 Minutes

Rapid Fire (In case of stalemate):

Closest answer first	+10 Points
Closest answer second	+05 Points
Wrong answer	-05 Points
Estimated Time	20 Minutes

Total Time: 03 Hours

General Rules:

- Topics will be given on the spot.
- A total of 2 hours will be provided for the second half
- Participants will be provided Sublime Text 3 & Visual Studio Code.
- Decision of judges will be final and binding.

TIME: 10:00 AM to 01:00 PM

VENUE: LAB 404, Block A

Vibhu Kesar 8800910447

Gaurav Gogia 9560310682

POSTER DESIGNING

TIME: 12:00 PM to 02:00 PM

VENUE: LAB 402, Block A

Priya Mittal 8950087584
Nitin Mishra 8800485309

“

Do you have that digital artist in you?

RULES

Team Size: 2

Description:

A poster is just not a standard research paper stuck to a board. An effective poster uses a different, visual grammar. It shows, not tell. It expresses your points in graphical terms. So let your creativity out and express it.

Guidelines:

- Topics will be given on the spot.
- A total of 1.5 hours will be provided.
- Software's Provided - Adobe Photoshop, Adobe Illustrator
- Use of internet is prohibited. Raw files and fonts will be provided.
- Decision of judges will be final and binding.

Time Given: 1.5 hrs

Reg. Charges: Included in registration fee.

TYCHO

PAPER PRESENTATION

“

Let your mind Write

RULES

Team Size: 3

Description:

Student's Paper / Project presentation Competition that describes recently completed or on-going student's research in any one of the topics: Digital World, High Performance Computing, Changing Architectural and Programming Paradigm, Artificial Intelligence, Biomedical Instrumentation, Digital signal and image processing, Embedded Systems, Fuzzy Logic & Neural Networks, Mobile & Wireless Communication, Robotics, Data Mining and other Emerging Technologies. The topics of the Convention would include but not restricted to "Digital India" it can be from any emerging field of IT.

Guidelines:

- The paper should begin with
 - o Title
 - o short abstract
 - o a list of key words
 - o Conclusion and future scope.
- The total length of the paper must not exceed Six Letter Size (8.5 x 11) inches Pages including references and appendices, typed on one-side with double column, single-line spacing, 10 font, Times New Roman, MS Word compatible format text. The Top Margin should be 1 inch, bottom 1 inch, Left 0.6 inch and Right 0.6 portraits with 0.5 header and 0.5 footer margins. The title should appear in single column at the first page in 14 size font, below which the name of the author(s) in Bold with affiliation and E-Mail ID should be provided centrally aligned in 12 font size. Two to three lines may be used for one author. You have to select for different headers and Footers of Odd and Even pages and different for first page in layout under Page Setup in File Menu of MSWord.

TIME: 11:00 AM to 02:00 PM

VENUE: Conference Hall, Block B

Minakshi Joshi 9711749643

PAPER PRESENTATION

RULES contd.

- Last date for full paper submission is **17th January, 2017** and paper acceptance notification is **19th January, 2017**.
- Authors of selected papers will be informed well in advance so that they can make necessary arrangement for their participation in the Convention CSI-SSC - 2017.
- The papers should be submitted through E-mail at seminar.vips@gmail.com, as per the mentioned dates. All the papers will be peer reviewed with respect to their quality, originality, and relevance. Accepted papers will be published in the Convention Soft Proceedings. Conference Kit will be provided only to the registered authors.
- Student will have the opportunity to give a short presentation of their research (5-7 minutes) followed by a question and answer session which will be evaluated by a panel of judges.

Best Research Paper Award

The Best Research Paper selected and presented in the convention, based on evaluation & recommendation of the reviewers and by panel of judges in the session including originality of the work, technical quality, relevance, presentation of the work in paper format etc. shall be awarded with Cash Prizes of Rs. 5000/- along with Memento and Certificate. After the convention, selected papers shall be considered for publication in Vivekananda Journal of Research (VJR).

Rules:

1. Registration of at least one author per paper is mandatory
2. Only registered participants will get the certificate and kit.
3. A participant can submit more than one paper.
4. The decision by the judges will be final

Registration Amount:

Students (UG/PG): INR 250/- (Non CSI Member)
INR 175/- (CSI Member)

TIME: 11:00 AM to 02:00 PM

VENUE: Conference Hall, Block B

Minakshi Joshi 9711749643

NUKKAD NATAK

TIME: 11:00 AM to 02:00 PM

VENUE: Main Ground

Rashi Bajaj 8826386269
Akshay Seth 9971923093

RULES

Max Team Member: 15

Description:

However small a part you're offered, never consider it beneath your dignity to accept it. As an artist your aim should be to make the most of your opportunity, and squeeze the last drop of meaning out of your lines. Each word spoken in a play is like a fruit in a tree. Not everyone in the audience can reach it. But you, the actor, must know how to pluck it, get at its essence, and serve it up to the audience for their edification!

General Rules:

- No. of participants: 20
- Time limit: 15-20 minutes. Negative marks for exceeding time limit.
- Participants should bring their own props.
- The play may be in Hindi or English.
- Mikes are not allowed.
- Teams can use their posters and banners.
- Music Instruments are allowed.
- Word of Judge/event coordinator shall be final and abiding.
- Judgment Criteria
 - Topic/Concept/idea.
 - Performance.
 - Creativity in performance and props.

Registration Amount: Rs. 250/-

LAN GAMING

“

Easy Peasy Lemon Squeezy

RULES

Team Size: 5

"Hushed voices, silent footsteps, reload of a gun"

A gathering in which gamers(devotees of computer games) will gather to share a local area network(LAN) and participate in extended gaming sessions of popular game Counter Strike 1.6.

Tournament Guidelines:

- 5 vs 5 team play.
- 5 rounds on regulation play
- The first team to win 3 rounds in regulation is the winner
- You are responsible for your actions and equipment. We are not liable for anything that happened to you and your equipment.
- Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately.
- Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament
- All players must save end-of-game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the result of the dispute
- Once the match starts, players will not be able to dispute a match on the grounds of match settings
- Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match
- Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

Registration Charges: Rs. 40/- per Person

TIME: 10:00 AM to 5:00 PM

VENUE: LAB 406, Block A

Shashank Sharma 8447058264

Sharad Gaur 9873731413

IT QUIZ

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The popularity of this event is no big surprise. Knowledge pays off, truly.

RULES

Team Size: 2

Description:

Quiz team competition is a pursuit of trivial Knowledge, encourage students to achieve academic excellence and Increase their awareness of the world around them. It actually tests student's retention and accumulation of knowledge in a real life situation. Encourage independent study and academic excellence. Recognize and appreciate non-traditional values for competition. Build self-esteem and pride. Do you think you have challenging knowledge of IT?

Guidelines:

Total Questions: 40

Round 1: Prelim

This round will be consisted of total 20 questions.

+1 point for correct answer

No negatives

Top 6 Scorer team will move to the final

Carry forward of prelim scores to the finals in order to ensure no ties

Round 2: Final

This round will be of total 20 questions in bounce and pounce manner

+10 points on bounce for correct answer

+10/-10 points for pounce for correct/wrong answer

Bounce and Pounce format will be explained before the quiz starts.

Registration Charges: Included in registration fee.

TIME: 10:00 AM to 12:00 PM

VENUE: AUDITORIUM, Block B

Suvaansh 9711167805

Jatin Singhal 8860468770

DRY COOKING

“

A recipe is a story that ends with a good meal

RULES

Team Size: 2

Description:

A game in which each team will prepare a dish/dishes, dessert, salad etc. without using inflammable products.

General Rules:

- Judging Criteria: taste, technique, presentation and time
- Cannot make liquid or curry type of dish
- Proper kitchen dress up required.
- Time limit 70 minutes.
- Use your favourite recipe (only vegetarian dishes).
- No team can bring diced vegetables/fruits.
- No Electricity will be provided to teams.
- Participants have to bring their own material.
- A team can consist of up to 2 people, not necessarily from the same college.
- No participant can be a part of more than 1 team.
- There is no restriction on the number of teams from the same college.
- Teams must have a name for their identification.
- The decision by the judges will be final
- Rest of the rules will be instructed on the spot

Registration Amount: Included in registration fee.

TIME: 10:00 AM to 12:00 PM

VENUE: ROOM 407, Block-A

Aditi Mishra 8586847020

Charu Bhamra 9711170697

Niska Jaggi 8800552444

DEBATE

TIME: 10:00 AM to 11:30 AM

VENUE: ROOM 408, Block-A

Kunal Kalra 9953066032

Shalini Gupta 9811185066

“

World is just machinery, clockwork of events based on precise facts and calculations or is it? This is your time to prove the former statement or negate it!

RULES

Team Size: 3

Description:

A formal discussion on a particular matter in a public.

General Rules:

- Each speaker has to speak for minimum 1 min.
- The affirmative must advocate everything required by the topic itself. No revision of position of a team is permitted during the debate. He who asserts must prove.
- Visual assistance is not allowed.
- Each speaker is questioned as soon as he concludes his speech. The witness must answer the questions without consulting his colleagues.
- The questioner must confine himself to questions and not make statements, comments.
- Any gains made outside of the established procedure are disallowed.
- A team can consist of up to 03 people, not necessarily from the same college.
- No participant can be a part of more than 1 team.
- Teams must have a name for their identification.
- The decision by the judges will be final
- Rest of the rules will be instructed on the spot

Registration Amount: Included in registration fee.

DANCE

“

Practice like you have never won, Perform like you have never lost

RULES

Description:

Dance is a performance art form consisting of purposefully selected sequences of human movement. This movement has aesthetic and symbolic value, and is acknowledged as dance by performers and observers within a particular culture. Dance can be categorized and described by its choreography, by its repertoire of movements, or by its historical or place of origin. So whenever you stumble, make it a part of your Dance

General Rules:

- Teams are responsible for bringing props and clearing stage after performance. Messy props are not permitted.
- Window Media Player compatible audio format to be submitted last by 18th January 2017 at kochhar.nehal@yahoo.com
- Time Limit: Solo (4+2) minutes, Group (5+4) minutes.
- Entry to exit constitutes total time. Negative points on exceeding the time limit.
- 6-10 members required in a group.
- One team member is to sit with computer operator, optionally one lights supervisor can be introduced
- Participants should bring their Institute's Identity cards with them.

Solo Dance

- There is only one round.
- Perform dance on your own choice of song.
- Time limit (4+2) minutes.
- Negative marking for exceeding the time limit
- Dance on indecent song will be disqualified.
- Song to be submitted last by 19th January 2017 at kochhar.nehal@yahoo.com
- The word of the judges is final & abiding.
- Judgment criteria-
 - 1) Song selection
 - 2) Costumes/Props
 - 3) Choreography
 - 4) Overall Impact

TIME: 1:00 PM to 5:00 PM

VENUE: AUDITORIUM, Block-B

Nehal Kocchar
Srishti Dhingra 9711327749
Tanya Saini 9560655580

VIPS SSC 17

DANCE

RULES contd.

Group Dance

- Number of participants: 06 -10 per team strictly.
- Time limit: 5+4 minutes
- All dance forms are permitted and props to be brought along, if required.
- Teams to communicate their team details to the coordinators 01 day prior.

Dance on indecent song will be disqualified.

Min Team Member: 06

Max Team Member: 10

Registration Amount: Rs. 250/- (Group), Rs. 100/- (Solo)

TIME: 1:00 PM to 5:00 PM

VENUE: AUDITORIUM, Block-B

Nehal Kocchar

Srishti Dhingra 9711327749

Tanya Saini 9560655580

VIPS SSC 17

CONSOLE GAMING

TIME: 10:00 AM to 5:00 PM

VENUE: ROOM 205, Block-A

Vaasudev Kala 9999828001

Vibhor Ahuja 7838799185



A portal to Adrenaline Rush

RULES

Team Size: 1

Description:

EA Sports, its in the game Are you?

Let's see how good you are in the world of FIFA

General Rules:

- Third party communication is not allowed for this tournament and no custom formation to be used.
- Formation can't be changed during the game play.
- No one can choose custom teams.
- 05 Min of play game.
- The game will go to golden goal and penalties will be sudden death If the score is equal. And decision final to coordinators.
- All players have a 15 minute grace period from the match scheduled time to show up and play their match.
- No warm-up or practice Games are permitted once the game has begun.

Registration Amount: Rs. 70/-

BEST OUT OF WASTE

TIME: 12:00 PM to 2:00 PM

VENUE: CIA Hall, Block-A

Diksha Tiwari 9958849860

Naman 8826687155

“

Don't use and throw, Don't break the crack. You always have some idea how to create "Best out of Waste"

RULES

Team Size: 3

Description:

If you think opportunity when you think of waste, then you are a perfect contender for this event. Using your own materials, the participant is expected to make a value added commodity that may have some practical use. Bring out the genius within and look hard before you decide to discard the diamond in the rock

Guidelines:

- Time limit - 60 minutes.
- Judgment Criteria:
 - Concepts involve.
 - Theme/Design
 - No. Of Waste Material Used
 - Presentation
 - Eco-Friendly
 - Utility
 - Prevention
 - Reuse
 - Feasibility
 - Innovation.
- Other Stationary Things Like Fevicol, Scissors, Stapler, Tape etc. Is Allowed
- The decision by the judges will be final
- Use of hazardous chemicals and tools are not allowed.
- Bring your own relevant material.

Registration Amount: Included in event registration fee.

APP-A-THON

“

DEV>BUILD>DEPLOY

RULES

Team Size: 3

Description:

Develop an application on the given theme using any technology and language. A Mega Event of 5 hours aimed at fostering innovation and creativity among developers and designers. We will provide you the problem statement; you spell your magic.

Guidelines:

- Topics will be released one day before the event.
- A total of 5 hours will be provided for developing app.
- Decision of judges will be final and binding.
- All the participants have to bring their own laptops and chargers.
- Cross college teams are allowed

Reg. Charges: Rs. 50/-

TIME: 12:00 PM to 5:00 PM

VENUE: Room 401, Block-A

Prateek Batra 8447667571

Tanseer Saji 8586019653