# Paper Presentation

## Rules of Paper Presentation to all groups

1. A maximum of 4 participants are allowed per team.
2. The entry fee per participants 100 rupees.
3. Participants can select topics for the paper presentation from their respective group based on their domain or area of interest. Each group will be provided with a list of topics, from which they can choose their presentation topic.
4. Authors should send a soft copy of their paper to the email ID of the respective **group faculty coordinators** by 7th October 2025.
5. Submission Guidelines
   - **Abstract Submission**: Teams must first submit a one-page abstract outlining their research topic, problem statement, methodology, and expected results.
   - The abstract must be submitted by the designated deadline.
6. **Full Paper Submission**: Approved teams must submit a full paper with the following specifications:
   - Length: A maximum of 10 pages, including figures, tables, and references.
   - Formatting: The paper must follow the IEEE format. All papers must be submitted in PDF format.
7. College ID cards and event registration receipts must be brought on the day of the event.
8. Power Point Presentations should be brought in a pen drive or can be send via mail.
9. A time slot of 10 minutes will be given to each team for the presentation, followedby a question-and-answer session.

**MAXIMUM TEAM SIZE: 04**
**Entry Fee: Rs. 100/- per Participant.**

# Topics of Paper Presentation: Group 1 (Aeronautical Engineering)

## Materials

1. Advanced Materials and Manufacturing
2. High-Temperature Materials and composites
3. Surface Modification of Materials
4. Materials for Space Applications
5. Conventional Aerospace Metals and Materials

## Structure

1. Statics and dynamics of structures
2. Behavior of Aerospace Structures
3. Rocket, Helicopter, Missiles, and Spacecraft Structural Design
4. Conventional and Non-Conventional Methods in Aerospace Structural Design
5. Non-Destructive Testing (NDT) in Aerospace Systems

## Aerodynamics

1. Aerodynamic Optimization of Aircraft Wings
2. Subsonic, Transonic and supersonic flow analysis
3. Aerodynamic Flow Control

Unmanned Aerial Vehicles (UAVs) Technologies

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
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# Topics of Paper Presentation: Group 2 (Mechanical Engineering)

1. Advances in Automation and Robotics
2. Innovations in Automotive Industries
3. Advances in Materials and Manufacturing
4. Renewable Energy and Sustainability
5. Developments in Thermal Engineering
6. Industry 4.0 and Digitalization
7. Mechanical Engineering and Future Technologies
8. Energy Innovations and Green Technology
9. Advanced Manufacturing and Smart Factories

| **Faculty Coordinator** | **Student Coordinator** |
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# Topics of Paper Presentation: Group 3 (Electrical Engineering)

1. Power Generation Transmission and Distribution
2. Power system Quality, Stability Reliability and Flexibility
3. Trends in Power Electronics and applications
4. Applications of AI in power system
5. Electric and Hybrid vehicles
6. Electrical machines and Protection

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
| Mr. I.D.Pharane<br>9657240024<br>idp_ele@adcet.in | Mr. Sujal Gaikwad<br>9021982438<br>sujalgaikwad2500@gmail.com |

# Topics of Paper Presentation: Group 4 (Civil Engineering)

1. Sustainable Construction Materials / Practices
2. Smart Cities and Urban Infrastructure Development
3. Wastewater Treatment Technologies
4. Disaster-Resilient Structures
5. Use of AI and Machine Learning in Civil Engineering
6. Advances in Civil Engineering

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
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# Topics of Paper Presentation: Group 5 (Computer Science)

1. Emerging Computing Paradigms
2. Networking & Communication
3. Human-Computer Interaction
4. Innovative Applications
5. Computational Intelligence
6. Communications and Networks
7. Security and Privacy
8. Applications of Computing

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
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# Topics of Paper Presentation: Group 6 (Artificial Intelligence and Data Science)

1. Big Data, Big Impact: The Power to change the world,
2. Robo Revolution: The future of automation.
3. The AI Dilemma: Ethical considerations for the future of machines
4. The cloud: streamlining your digital life.
5. Cybersecurity: Protecting yourself in the digital age.
6. Drones: Taking Flight into the future
7. Deep learning.
8. Robotics in Agriculture.
9. Natural Language processing.

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
| Mrs. Priyank S. Patil<br>7875642616<br>psp_aids@adcet.in | Name: Kavyanjali Kishor Kamble.<br>Contact no: 9309079890<br>Email: kavyanjalikamble29@Gmail.com |

# Topics of Paper Presentation: Group 7 (IOT and Cyber Security Including Block Chain Technology)

**Group 1: -IoT (Internet of Things)**

1 Smart Healthcare Monitoring using IoT Sensors

2 IoT-based Smart Agriculture for Precision Farming

3 Role of IoT in Smart Cities and Intelligent Transport Systems

4 IoT and Edge Computing: A New Era of Real-Time Data Processing

5 Energy-Efficient IoT Devices for Sustainable Environments

**Group 2: -Cyber Security**

1 AI and Machine Learning in Intrusion Detection Systems

2 Cyber Security Challenges in Cloud Computing

3 Ransomware Attacks: Trends, Prevention, and Response

4 Zero Trust Architecture for Modern Enterprises

5 Cyber Security in SCADA and Critical Infrastructure Systems

**Group 3: -Blockchain Technology**

1 Blockchain for Financial Inclusion and Digital Payments

2 Smart Contracts: Applications Beyond Cryptocurrencies

3 Blockchain in Supply Chain Transparency and Logistics

4 Role of Blockchain in Healthcare Data Security

5 Integration of Blockchain with IoT for Secure Data Sharing

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
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# Topics of Paper Presentation: Group 8 (Bachelor of Business Administration)

1. Creative Advertising Ideas That Changed Brands (e.g., Amul Ads, Fevicol)
2. How Jugaad (Simple Local Innovations) Solves Daily Problems
3. Simple Innovations in Indian Agriculture (Drip Irrigation, Solar Pumps, etc.)
4. How Small Businesses Use Creativity to Attract Customers
5. Innovation in Indian Startups: Case Studies of Zomato, Ola, and Byju's

| **Faculty Coordinator** | **Student Coordinator** |
|---|---|
| Mr. Aftab Mulla<br>8928735958<br>ahm_bba@adcet.in | Mr. Rudrapratap Chavan<br>70283 54005<br>rudrachavan4005@gmail.com |

# Mechanical Engineering

## Event 1: ROBO RACE: Rules and Regulations

### Bot Specifications

1. The dimensions of the bot must not exceed 300 mm x 300 mm x 300 mm (L X B X H).
2. Weight of bot should not exceed 4kg.
3. Bot must be controlled manually.
4. The Machine cannot be constructed using ready-made 'Lego kits' or any ready-made mechanism.
5. The maximum allowed voltage to power the robot is 12V
6. Failing to meet any of the above specifications will lead to disqualification of the team.

### Rules

1. Only two members of the team are allowed to handle and operate the bot.
2. The bot should not damage the arena. In case of arena damage team will be immediately Disqualified.
3. The bot should not break or split into two or more Parts during the run. In such a case the team will be Disqualified immediately
4. The bot would be checked for safety before starting and disqualified if found unsafe for other players.
5. The bots will be given five minutes to prepare their bots for the race.
6. If a participant team fails to start the bot after 5 minutes the team will be disqualified.
7. No one can comment on the referee's decision.
8. Only three hand touches are allowed. After the third touch, the participant will be disqualified.

### Gameplay

1. The race begins with the teams launching their bot From a START mark.
2. Checkpoints are strategically placed throughout the Course.
3. The bot must navigate between checkpoints without damaging the obstacles.

4. If in case the team is unable to cross the obstacle then the team can choose to skip the obstacle.
5. If an obstacle is skipped then the points will be Deducted.
6. If the bot goes out of the track then start it from the Previous checkpoint.
7. During the game if any of the team members touch the bot without the approval of the organizer then the bot has to start from the previous checkpoint.
8. During the game bot has to cover all checkpoints and Finally reach the final endpoint then only the race Will be completed

## Student Coordinator

| Student Coordinator | Faculty Coordinator |
|---|---|
| Aman Mulla<br>7385303243<br>Aditya Jagdish Yadav<br>8767785044 | Mr. Pritam V. Mali<br>8600664009 |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- per Participant.

# Mechanical Engineering

## Event 2: CAD Conqueror : Rules and Regulations

1. Individual participation is allowed and If the entry is more than 45 candidates, pre-qualifier round will be conducted
2. Participant should make the models in **Solid works /CATIA**
3. Computer and software facility will be provided in the event venue
4. Participant are not allowed to take digital gadgets and storage devices inside the event hall
5. Evaluation will be conducted by the Event management team with pre-defined rubrics
6. Task will be revealed during the event, and maximum time allowed in 1 hour for the event per candidate
7. If the candidate is consuming more time over the scheduled period will not be considered for evaluation.
8. Event will be conducted in the scheduled time, flexibility will not be there.
9. Focus areas are CAD Modelling, Assembly, Drafting and Rendering.
10. Final output has to be in PDF file format, and it should be submitted to the Event Management team.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Shailendra Prakash Wadar<br>+919322493449 | Dr. R. R. Gaji<br>9923391006 |

**MAXIMUM TEAM SIZE: 01**
Entry Fee: Rs. 100/-

# Aeronautical Engineering

## Event 1: Paper Rocket Flight Competition: Rules & Regulations

### 1. Competition Overview

This competition challenges engineering students to design, build, and launch a rocket made solely from paper. The primary goal is to achieve the maximum possible flight time and horizontal distance. This contest promotes creative problem-solving, teamwork, and the application of fundamental aerodynamic and physics principles. All teams must adhere strictly to the rules outlined below.

### 2. Eligibility

- The competition is open to all enrolled engineering students.
- Teams must consist of a minimum of two (2) and a maximum of four (4) members.
- Each team may only submit one (1) rocket for the competition.

### 3. Rocket Specifications

The following specifications are mandatory for all rocket entries. Any deviation will result in disqualification.

- **Materials:** Rockets must be constructed *exclusively* from paper, tape, and adhesive (glue, glue sticks, etc.).
    - Prohibited materials include, but are not limited to: cardboard, plastic, metal, wood, foam, or any pre-fabricated components.
- **Dimensions:**
    - Maximum Length: 30 cm.
    - Maximum Diameter: 5 cm.
- **Weight:**
    - Maximum Weight: 50 grams.
    - The rocket will be weighed by the judges before each launch attempt.
- **Structure:**
    - The rocket must be a single, self-contained unit.
    - No external devices or components for guidance, deployment, or active stabilization are permitted.

### 4. Launch & Flight

- **Launch Attempts:** Each team will be given two (2) official launch attempts. The best score from these two attempts will be used for final ranking.
- **Pre-Flight Inspection:** All rockets must pass a pre-flight inspection by the judges to verify adherence to all material and specification rules before being cleared for launch.

**5. Scoring**

The final score will be a combination of flight duration and horizontal distance.

- **Duration:** Measured in seconds, from the moment the rocket leaves the launcher until it makes its first contact with the ground.
- **Distance:** Measured in meters, horizontally from the launch point to the point of first contact with the ground.

**6. Safety Regulations**

- Safety is the highest priority. All participants, judges, and spectators must be at a safe distance from the launch pad as designated by event staff.
- All team members within the designated launch area must wear safety goggles, which will be provided.
- Any team or individual found to be engaging in unsafe behavior will be immediately disqualified.

**7. Disqualification**

A team will be disqualified for any of the following reasons:

- Failure to meet the rocket specifications.
- Use of unapproved materials or propulsion systems.
- Tampering with the official launch system.

Unsportsmanlike conduct or unsafe behavior

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Pradyumn Deshmukh<br>94040 13880<br>pradyumndeshmukh28@gmail.com | Dr. Sakthipriya Balu<br>9500713664<br>sbl_aero@adcet.in |

**MINIMUM TEAM SIZE: 02**
**MAXIMUM TEAM SIZE: 04**
Entry Fee: Rs. 100/- Per Participant

# Aeronautical Engineering

## Event 2: Water Rocket Flight Competition: Rules & Regulations

### 1. Competition Overview

This competition challenges engineering students to design, build, and launch a rocket made from a plastic bottle. The primary goal is to achieve the maximum possible flight time and horizontal distance. This contest promotes creative problem-solving, teamwork, and the application of fundamental aerodynamic and physics principles. All teams must adhere strictly to the rules outlined below.

### 2. Eligibility

- The competition is open to all enrolled engineering students.
- Teams must consist of a minimum of two (2) and a maximum of four (4) members.
- Each team may only submit one (1) rocket for the competition.

### 3. Rocket Specifications

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- **Materials:** Rockets must be constructed from one or more standard plastic soda bottles (PET bottles).
  - Additional materials such as paper, cardboard, tape, and adhesive (glue, glue sticks, etc.) are permitted for fins, nose cones, and other external components.
  - Prohibited materials include, but are not limited to: metal, wood, glass, or any pre-fabricated components designed for model rocketry.
- **Dimensions:**
  - The rocket must be built around a main body tube of standard 2 L or smaller plastic soda bottles.
  - Maximum Length: 75 cm**.**
  - The maximum diameter is determined by the bottle used.
- **Fuel:**
  - The only propellant is water and compressed air. No other liquids, gases, or solid propellants are permitted.
  - Water Volume: A maximum of 1/3 of the bottle's total volume. This will be measured by judges prior to launch.
- **Structure:**
  - The rocket must be a single, self-contained unit.
  - Fins and nose cones must be securely attached and may not detach during flight.
  - No external devices or components for active guidance, deployment, or stabilization are permitted.

**4. Launch & Flight**

- **Launch System:** All rockets will be launched using a standardized water rocket launcher provided by the competition organizers. Teams are not permitted to use their own launch systems.
- **Air Pressure:** The launch system will be pressurized to a standard pressure of 80 psi for all rockets.
- **Launch Attempts:** Each team will be given two (2) official launch attempts. The best score from these two attempts will be used for final ranking.
- **Pre-Flight Inspection:** All rockets must pass a pre-flight inspection by the judges to verify adherence to all material and specification rules before being cleared for launch.

**5. Scoring**

The final score will be a combination of flight duration and horizontal distance.

- **Duration:** Measured in seconds, from the moment the rocket leaves the launcher until it makes its first contact with the ground.
- **Distance:** Measured in meters, horizontally from the launch point to the point of first contact with the ground.

**6. Safety Regulations**

- Safety is the highest priority. All participants, judges, and spectators must be at a safe distance from the launch pad as designated by event staff.
- All team members within the designated launch area must wear safety goggles, which will be provided.
- Do not attempt to modify the launch system. Any tampering will result in immediate disqualification.
- Any team or individual found to be engaging in unsafe behavior will be immediately disqualified.

**7. Disqualification**

A team will be disqualified for any of the following reasons:

- Failure to meet the rocket specifications.
- Use of unapproved materials or propellants.
- Tampering with the official launch system.
- Unsportsmanlike conduct or unsafe behavior.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Anil Nandkumar Bhanuse<br>70282 80307<br>anilbhanuse18@gmail.com | Mr. Sabarishwaran R<br>Ph: 9500395443<br>Email: sr_aero@adcet.in |

**MINIMUM TEAM SIZE: 02**
**MAXIMUM TEAM SIZE: 04**
Entry Fee: Rs. 100/- Per Participant

# Electrical Engineering

## Event 1: Circuit Builder : Rules and Regulations

**Description: Building the circuit as per problem statement**

1. Student must carry a valid college ID card.
2. Event consist of 2 rounds.
3. There will be certain time span for each round.
4. Participants should not use any electronic accessories inside a venue hall.
5. All the rights related with the competition are reserved to organizers.

- Round 1: This is offline quiz round where you will be boosting your knowledge.
- Round 2: Here's the most interesting part, based on of given circuit diagram you have to build the same circuit using the components.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Ms. Samruddhi Patil<br>9021681044 | Mrs. Rutuja S Pawar<br>9765317323 |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# Electrical Engineering

## Event 2: Troubleshooting: Rules and Regulations

**Description: Fault finding in electric circuit**

1. Total 10 Circuits will be provided.
2. Only two participants are permitted per team.
3. Each Team will get one Minutes to find out Fault in one circuit.
4. The answer paper will be distributed at the commencement of the event.
5. College ID cards and event registration receipts must be brought on the day of the event.
6. Host institute reserves rights related to modification and updating the rules for successful completion of the event.
7. Decision of Judges will be final.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Mr. Vivek Borage<br>(8080220991)<br>vivekborage1711@gmail.com | Mr. P. D. More<br>09657175613<br>pdm_ele@adcet.in |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# Civil Engineering

## Event 1: AKARUTI: Rules and Regulations

**Event Description:**

AKARUTI is a CAD modeling competition designed to test participants' proficiency in computer-aided design (CAD) software. Participants will be provided with civil engineering–related PDF drawings, which they are required to replicate using AutoCAD. The competition emphasizes precision, technical detailing, and efficiency in drafting.

1. **Each team shall consist of a single participant only**.
2. The problem statement will be distributed at the beginning of the event.
3. Evaluation criteria will include drafting accuracy, detailing, labeling, and use of appropriate coloring.
4. Final assessment will be based on overall completeness of the drawing and effective utilization of time.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
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**MAXIMUM TEAM SIZE: 01**
Entry Fee: Rs. 100/- Per Participant.

# Civil Engineering

## Event 2: SETU – Bridge Making Competition: Rules and Regulations

SETU is an engaging bridge-making competition that challenges participants to design and construct model bridges using limited resources. The event aims to test creativity, structural efficiency, and engineering skills by applying fundamental concepts of civil engineering. Participants will build bridges with popsicle sticks and adhesive, which will then be tested for load-bearing capacity and strength-to-weight performance.

### Bridge Construction Guidelines

1. **Span (clear distance between supports):** 60 cm (±1 cm).
2. **Maximum height:** 20 cm.
3. **Maximum width:** 8 cm.
4. The bridge must be a **free-standing structure** without external support.
5. Bridges must be constructed **solely with Popsicle sticks and white adhesive glue (e.g., Fevicol type)**.
6. The use of any other adhesives, fasteners, pins, clips, wires, or tapes is strictly prohibited.
7. Popsicle sticks may be cut or trimmed but must not be split into multiple thin pieces.
8. Bridges must be **completed prior to the event day** and brought to the venue for testing.
9. Each team is responsible for transporting their bridge safely; any damage during transit is the team's responsibility.

### Rules and Regulations:

**1.** Each team must consist of maximum **two members**. All participants must be registered students of their respective institutions.

### 2. Testing Procedure

- Load will be applied at the **center of the span**.

- Additional loading will be done using sandbags or small weights.
- Participants themselves will apply the load under supervision.
- The bridge must sustain the applied load for at least **20 seconds**.
- Teams will be given **four attempts** to increase the load incrementally.
- The **load carried just before failure** will be recorded for calculation.
- The **Strength-to-Weight Ratio** will be calculated as:

$$\textbf{Strength-to-Weight Ratio} = \frac{\textbf{Load carried in kg before failure}}{\textbf{Bridge weight in g}}$$

### 3. Disqualification

- Use of unauthorized materials.
- Non-compliance with the given specifications.
- Misconduct or unfair practices during the event.

### 4. General Instructions

- Teams must submit their bridge at the **registration desk** before testing begins.
- Once submitted, bridges **cannot be altered or repaired**.
- The organizers reserve the right to modify rules if necessary, and any such changes will be announced before evaluation.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| 1) Vedant bajare<br>9172919766<br>bajarevedantraje@gmail.com<br>2)Atharv Harugade<br>8767593145<br>atharvharugade001@gmail.com | Dr. Bajirao V. Mane<br>9373277474<br>bvm_civil@adcet.in<br>Mr. Ajim G. Mujawar<br>7588823230<br>agm_civil@adcet.in |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# Computer Science & Engineering

## Rules of Event 1: Code 2 Compete

1. The contest will be having **two rounds**. 1st round continues for 1 hour and 2nd round will continue for 2 hours.
2. Contestants are given MCQ test of 50 questions based on C, C++, Java and Python concepts in 1st round and 3 problem statements in 2nd round.
3. Shortlisted students from 1st round can appear for 2nd round.
4. Statements of all problems become available to read at the moment the round starts.
5. If any plagiarism is found in the code of the participant, he/she will be disqualified immediately.
6. If any copy cases found in Round1, the participant will be directly eliminated from the contest.
7. Participants must prefer **C,C++,Java or Python** to solve problems
8. Environmental setup for Round2: **HackerRank.**
9. The leader board generated will be final and no queries about it will be entertained.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Mr. Zahoorahmad Sayyad<br>8767354046<br>zahoor.adcet@gmail.com | Mr. Yogesh V. Koli<br>9503265322<br>yvk_cse@adect.in |

**MAXIMUM TEAM SIZE: 01**
Entry Fee: Rs. 100/- Per Participant.

# Computer Science & Engineering

## Rules of Event 2: B Plan

1. Team size: Maximum 2 students per team.
2. Poster must be 300–800 words, readable from 10 feet.
3. Use clear graphics, colors, and fonts for better impact.
4. Presentation time: 10 minutes + 5 minutes Q&A.
5. Teams must present both poster and business idea to judges.
6. Entry fee: Rs. 200/- (per participant or per team of 2).
7. Posters and presentations must be clear, concise, and focused on key aspects.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Mr. Shardul Mane<br>9307708830<br>shardulmane369@gmail.com | Mrs. Shubhangi Patil<br>9730623168<br>spp1_cse@adcet.in |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# Artificial Intelligence and Data Science

## Rules of Event 1: BGMI Dominator

1. The player should join the room 10 min prior to the match time.
2. All the players in the squad should be in the registered list.
3. Any suspicious activity detected then the squad will be disqualified.
4. Any use of unfair means such as aimbot, trigger bot, ESP and other then the squad will be disqualified.
5. Any game modifying tool is not allowed.
6. Only in game voice chat should be used while playing.
7. Organizers would not be held responsible for the connectivity issue of the participant's side.
8. The entry fee will not be refunded under any circumstances.
9. The BGMI app must be in its updated version
10. Participants should carry their id cards

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Ronit Swami<br>820 898 0085<br>ronitswami43@gmail.com | Mr.V. N. Honmane<br>+91 832 949 0361<br>Vikas_aids@adcet.in |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# Artificial Intelligence and Data Science

## Rules of Event 2: Coding Competition

1. Contest have 3 round, problems are given at the time of round
2. Each round 2 problems are given
3. If any plagiarism is found, participant will be disqualified
4. Single participant
5. Every round must be of 30 min

| Student Coordinator | Faculty Coordinator |
|---|---|
| Gaurav Kumbhare<br>7768807185 | Ms. Smita Dhanaji Patil<br>7498695865<br>Sdp_aids@adect.in |

**MAXIMUM TEAM SIZE: 01**
Entry Fee: Rs. 100/- Per Participant.

# IOT and Cyber Security Including Block Chain Technology

## Event 1: IDEATHON: Rules & Regulations

- **Team Composition:**
  1. Teams can have a maximum of 2 members.
  2. Cross-department and cross-year collaborations are allowed.
  3. No individual can be a member of more than one team.
- **Themes:**
  1. Teams can work on any topic relevant to the event theme (e.g., technology, innovation, sustainability.
  2. Projects should be original and not previously submitted in other competitions.
- **Submission Guidelines:**
  1. Initial submission should include a brief (500-word) abstract outlining the idea.
  2. Final submission must include a presentation, prototype demo (if applicable), and supporting documentation.
  3. Deadline to submit abstract is 1st October 2025.
  4. Deadlines for abstract and final submission will be strictly followed

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Vishwajit M Bavadhankar<br>9852511717 | Mrs. Prachi S. Pathak<br>9158839366 |

**MAXIMUM TEAM SIZE: 02**
Entry Fee: Rs. 100/- Per Participant.

# IOT and Cyber Security Including Block Chain Technology

## Event 2: BOX CRICKET LEAGUE

### Rules & Regulations:

1. Each team shall consist of six (6) players. A player may represent only one team.
2. The match shall be of three (3) overs per side, with each bowler permitted to bowl a maximum of one (1) over.
3. Throw bowling is strictly prohibited. Legitimacy of bowling action shall be determined solely by the umpire.
4. In the event of a tie, a Super Over shall be conducted to determine the winner.
5. Umpire's decisions shall be final and binding. Any argument or dispute with the umpire will result in immediate disqualification of the team.
6. All rules and regulations shall be explained and clarified before the commencement of the match.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Mr. Ruturaj Wani<br>9226990917/922388927 | Prof. Kumarsagar M. Dange<br>9922425350<br>Prof. Rushabh RPatil<br>9096993070 |

**MAXIMUM TEAM SIZE: 06**
Entry Fee: Rs. 100/- Per Participant.

# FOOD

## Event 1: Functional food : Rules of Event

1. The idea to be presented must focus on food, food processing, and food waste management.
2. The idea should be innovative, creative, and achievable.
3. The idea should be presented using **MS PowerPoint presentations only**.
4. Each group must have a minimum of 1 and a maximum of 4 participants.
5. Each presenter will have a maximum of 10 minutes for their presentation.
6. After the presentation, there will be a 10-minute question and answer session

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Sahil Suresh Ghatage<br>7385166092<br>sahilghatage970@gmail.com<br>Haresh Gaikar<br>8983604948<br>gaikarharesh98@gmail.com | Dr. Jagruti J. Jankar<br>7028492068<br>jjj_ft@adcet.in |

**MAXIMUM TEAM SIZE: 04**
Entry Fee: Rs. 100/- Per Participant.

# FOOD

## Event 2: New Product Development

1. Product must be unique or significantly better than existing options.
2. Avoid copies of competitors' products.
3. Product must comply with national and international standards (e.g., FSSAI, FDA, ISO, HACCP).
4. Product must be technically feasible with available resources.
5. Product should be cost-effective for both producer and consumer.
6. Create small-scale **prototypes** and present them at the time of event.
7. Sensory evaluation will be conducted during the event's official evaluation by a pane of judge.
8. Each group/Team must consist of minimum 1 to maximum 4 members.
9. Each presenter will get a maximum of 5 minutes for their presentation.
10. All development must adhere to ethical standards, including safety and intellectual property respect.

| **Student Coordinator** | **Faculty Coordinator** |
|---|---|
| Vaishnavi Suryawanshi<br>87675 82279<br>Omkar Dhananjay Malvade<br>Mobile no.: 8898110998<br>malvadeomkar2005@gmail.com | Mr Yashodip R. Pawar<br>8308571863<br>yrp_ft@adcet.in |

**MAXIMUM TEAM SIZE: 04**
Entry Fee: Rs. 100/- Per Participant.