



DELHI TECHNICAL CAMPUS  
PRESENTS



# VIKIRAN 2020

The Annual Techno-Cultural Fest

**20th and 21st of March, 2020**

## Information Booklet

For Registrations and More Info:  
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# VIKIRAN 2020

## LIST OF EVENTS

SOLO DANCE  
DUET DANCE  
GROUP DANCE  
CLASSICAL DANCE  
DEBATE  
JAM  
POETRY  
TURN A QUOTE  
RANGOLI MAKING  
FLOOR PAINTING  
LIVE SKETCHING  
MONOACTING  
STREET PLAY  
FASHION TROPHY  
PHOTO EXHIBITION  
ON SPOT PHOTOGRAPHY

INDIAN VOCAL SOLO  
WESTERN VOCAL SOLO  
GROUP SONG  
/PASSWORD HUNT  
INTERFACE DESIGN  
CS-GO LAN TOURNAMENT  
ROBO SOCCER  
LINE FOLLOWING ROBO  
ROBO RACE  
PROJECT EXHIBITION  
DRONE COMPETITION  
QUIZ  
SRESHTA BHARAT  
CRANE - O- MANIA  
BRIDGE IT  
INFRAVILLA



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20th and 21st of March 2020  
Delhi Technical Campus, Gr. Noida



## Details of Prize Money & Registration Fees



Event	Event Type	Prize Money* Up to Rs	Entry fee
Solo Dance	Individual	1000	100
Duet Dance	Team of 2	1000	200
Classical Dance	Individual	500	100
Group Dance	Team of 6 - 14	3000	500
Indian Song Solo	Individual	1000	100
Western Song Solo	Individual	1000	100
Group Song/ Battle of Bands	Team of 3 - 10	1500	300
Turn a quote	Individual	500	100
Slam Poetry	Individual	500	100
Just a minute	Individual	500	100
Debate (Hindi)	Team of 2	1000	200
Debate(English)	Team of 2	1000	200
Mono act	Individual	500	100
Street Play	Team of 6 - 18	5000	500
Fashion Show	Team of 8 -12	2000	300
Floor Painting	Team of 2 - 6	500	100
Live Sketching	Individual	500	100
Rangoli Making	Team of 2 - 4	500	100
Face Painting	Team of 2	1000	200
Password Hunt	Individual	1000	100
Interface Design	Individual	1000	100
CSGO LAN Tournament	Team of 5	1500	300
Robo Soccer	Team of 3 - 5	1000	100
Line Following Robo	Team of 1 - 5	1000	100
Robo Race	Team of 3 - 5	1000	100
Project Exhibition	Team of 1 - 5	1000	100
Drone Comp	Team of 3 - 5	1000	100
Quiz	Individual	1000	100
Srestha Bharat, Mera Bharat	Team of 1 - 4	1000	100
Crane-o-mania	Team of 3 - 4	500	100
Bridge it	Individual	500	100
Infra Villa	Team of 2 - 3	500	100
On Spot photography	Individual	500	100

**\*The prize money for any event is not fixed, the ammont mentioned here is the maximum prize money that can be given and it is for indicative purpose only based on the average number of registrations. The organizers hold full right to withdraw or decrease prize money for any event at any point of time without any prior information. No claims for prize money will be entertained based on this list.**



## Vikran 2020

### Flow of Events

**Day 1 – 20<sup>th</sup> March 2020**

#### Stage Events

Time	Event	Venue
9:30 am – 10:15 am	Opening and Speeches	Auditorium
10:15 am – 10:45 am	Classical Dance	Auditorium
10:45 am – 11:45 am	Indian Music Solo	Auditorium
11:45 am – 12:45 pm	Solo Dance	Auditorium
12:45 pm – 1:15 pm	'Intezar' a play by Avaansh	Auditorium
1:15 pm – 2:00 pm	Duet Dance	Auditorium
2:00 pm – 2:45 pm	Fashion Round 1	Auditorium
2:45 pm – 3:30 pm	Group Dance	Auditorium
3:30 pm – 4:10 pm	Star Event (Comedian)	Auditorium

#### Non – Stage Events

Time	Event	Venue
10:30 am – 12:00 pm	Rangoli Making	Reception
10:30 am – 1:00 pm	Street Play	Architecture Courtyard
10:30 am – 12:30 pm	Bridge it	Amphi (Sides)
10:30 am – 12:30 pm	Shresth Bharat	Classroom A02
10:30 am – 1:30 pm	Robo Soccer	Amphi (Middle)
10:30 am – 12:30 pm	CSGO LAN Tournament	Computer Labs
12:00 pm – 1:30 pm	Debate (Hindi)	Classroom A03
12:00 pm – 2:00 pm	Code Hunt	Computer Lab
12:00 pm – 2:30 pm	Drone Competition	A - Block Lawn
12:00 pm – 1:30 pm	On Spot Photography	No Venue Required
1:30 pm – 3:00 pm	Stylus Quiz	Classroom A02
1:30 pm – 3:00 pm	Turn a Quote	Classroom A03
1:30 pm – 3:00 pm	Live Sketching	Amphi (Stage)
1:30 pm – 3:00 pm	Line Following Robo	Seminar Hall

## Day 2 – 21<sup>st</sup> March 2020

### Stage Events

Time	Event	Venue
9:30 am – 10:00 am	Just a Minute	Amphitheater
10:00 am – 10:30 am	Poetry	Amphitheater
10:30 am – 11:00 am	Western Music Solo	Amphitheater
11:00 am – 11:40 am	Mono-act	Amphitheater
11:40 am – 12:15 pm	Fashion Round 2	Amphitheater
12:15 pm – 1:15 pm	Battle of Bands	Amphitheater
1:15 pm – 2:15 pm	Prize Distribution	Auditorium
2:15 pm – 3:30 pm	Star Event (Band)	Amphitheater
3:30 pm – 4:10 pm	DJ Session	Amphitheater

### Non - Stage Events

Time	Event	Venue
10:00 am – 11:30 pm	Debate (English)	Classroom A02
10:00 am – 12:00 pm	Interface Design	Computer Labs
10:00 am – 12:00 pm	Infra Villa	Seminar Hall (Front)
10:00 am – 1:00 pm	Robo Race	Classroom B02
11:00 am – 1:00 pm	Crane – O – Mania	B – Block Lawn
11:00 am – 1:00 pm	Floor Painting	Walkway near Football Ground
11:00 am – 1:00 pm	Project Exhibition	Seminar Hall (Back)
11:00 am – 1:00 pm	Photo Exhibition	Architecture Courtyard
11:00 am – 1:00 pm	Face Painting	Architecture Courtyard



# Rules and Regulations

## General Instructions:

- All the participants must register on our website [www.thevikiran.com](http://www.thevikiran.com) before 18<sup>th</sup> of March 2020.
- The registration fee is non-refundable
- All the participants must carry their college id card otherwise entry to the event will not be permitted.
- All the teams / participants must reach the venue of their event an hour before the scheduled start of the event.
- The decision of the judges shall be final.
- Props, dresses, stationary, special equipments etc. will not be provided by the organizers.
- Any participant found involved in the acts of indiscipline or misconduct shall be liable for disciplinary actions.
- The organizers hold the right to reschedule or cancel any event, in case of cancelation the registration fee paid will be refunded back.
- All the participants must adhere to all the rules and regulations of their event.
- All the accompanist/participants must be of the same college, no outsider is allowed.

# Rules and Regulations of Various Events

## DAZZLE (Solo Dance):

- Time Limit – 3 + 2 minutes.
- Props allowed.
- Classical or folk dance is not allowed.
- Participants need to bring their tracks in pen drives (USB option is also available).
- Judging criteria will include the choreography, stage utilization, energy level, innovation, presentation and overall impact on the audience.

## MALANG (Duet Dance) :

- Time Limit – 4 + 2 minutes.
- Two participants per team ( 1 boy and 1 girl / 2 boys / 2 girls ).
- **Use of a prop is compulsory.**
- Participants need to bring their tracks in pen drives (USB option is also available).
- Judging criteria will include synchronization, expressions, energy level, stage utilization, costumes, innovation and creativity which appeals to the judges and the audience.

## SABRANG(Group Dance) :

- Time Limit – 6 + 2 minutes.
- Minimum participants – 6 , Maximum participants – 14.
- Props allowed.
- Participants need to bring their tracks in pen drives (USB option is also available).
- Judging criteria will include co-ordination, synchronization, creativity, costumes, songs selection, formations and overall impact on the audience.

## TARANG (Classical) :

- Time Limit – 3 + 2 minutes.
- One participant and two accompanists allowed.
- No bollywood song allowed.
- Restriction to one particular classical dance form.
- Participants need to bring their tracks in pen drives (USB option is also available).
- Judging will be based on rhythm, formation, synchronization, expressions, make-up, costume and overall impact.

**RANGOLI COMPETITION:**

1. Rangoli should be made in given dimensions only
2. Colours should be brought by the participants itself, no wastage of food material is allowed.
3. Use of any electronic device is strictly prohibited, disqualification if found cheating.

**FLOORPAINTING COMPETITION:**

1. Painting must be done in the given floor dimensions.
2. Acceptable drawing/painting tools include pencils, crayons, chalk, watercolor, fabric color, oil paint.
3. The painting must not include words, slogans or any kind of text.

**LIVE SKETCHING COMPETITION:**

1. Any kind of text shall not be included in sketch.
2. Participants shall bring their own material for sketching (pencils, pens, colors and other sketching tools).
3. The size of sketch is fixed.
4. Sketch shall be completed in given time period.
5. Topic will be provided on the spot.

**FACE PAINTING COMPETITION:**

- 1) A team of two members are allowed 1 model 1 assistant.
- 2) The materials for the events should be brought from home.
- 3) Theme can be chosen by the participation.
- 4) The ideas should be original.

**INDIAN VOCALS SOLO:**

- Max no. of participants  
- 1 Performer and 2 accompanists
- Time limit- 4+2 minutes

**WESTERN VOCALS SOLO:**

- Maximum no. of participants  
- 1 Performer and 2 accompanist
- Time limit- 4 +2 minutes



**GROUP SONG / BATTLE OF BANDS:**

- Maximum no of participants- 10
- Minimum no of participants- 3
- Time limit- 8 + 2 minutes

**MONO ACT:**

1. Decision of the judges will be final and binding.
2. Time limit - 10 minutes including stage arrangement time.
3. Use of vulgar and inappropriate language is prohibited.
4. Participant should reach the venue 30 minutes before commencement of the event.

**STREET PLAY:**

- Decision of the judges will be final and binding.
- Use of inappropriate language is prohibited.
- Late entries will not be entertained.
- Time limit- 30 minutes per team including stage arrangement.
- Team size- 6 to 18.
- The institute will not provide with any kind of instrument or electronics, the team needs to carry their own.

**FASHION SHOW:**

1. Team size- 8 to 12.
2. Decision of the judges will be final and binding.
3. Themes will be given on first come and first serve basis.
4. No obscenity allowed else will be disqualified there itself.
5. Time limit 8 to 10 minutes per team.
6. The teams selected in this round will be eligible for individual walk in round 2.

**ON SPOT PHOTOGRAPHY COMPETITION:**

Description- the participants will be given theme on the spot and participants will try to highlight the given them with their photography skills

- A max of 120 mins will be given .the participant have to click pictures in the given time
- All submissions to be sent via email in given time.

**DEBATE:****Description:**

A debate is a structured argument. Two sides speak alternately for and against a particular contention usually based on a topical issue.

We'll be having debate in teams of 2 participants each, in which one will be speaking on with the favor of the notion and the other will be speaking on against the motion.

The participant will be delivering their notion for a time limit of 3+1 minutes. Here, the sole responsibility is to create an original narrative on the topic.

This will include Rebuttal and Interjection. Rebuttal means that the participant will counter the viewpoints of their fellow participants so as to strengthen their own narrative.

Interjection will include questions from the audience and judges in a manner to understand the narrative better.

Event Type:

Team event (Team of 2)

**JUST A MINUTE (JAM EXTEMPORE):****Description:-**

Just a minute is an impromptu speech where the participant is supposed to express the idea (s) on a topic given on spot, within the duration of a minute.

Be brief and to the point.

Don't shy away from expressing your ideas.

Marks will be awarded or deducted on the parameters of the time limit, word repetition, fluency, and quality of content.

JAM Talk is completely unilingual.

The participants will pick up a random chit, indicating their topic. Participants will be allowed 30 seconds to think and will have to speak on the same for a minute.

Interjections from judges and the audience are allowed.

**TURNQUOTE:**

TurnQuote is a conventional debate event which will follow the standard turn quote format. The participant's will have to prepare both for and against the motion. Once the participant starts speaking, after some time a table will be banged which will be a signal for the participant to switch sides.

Motion will be given on the spot along with the topic.

**Rules:-**

Time limit has been subsequently increased to 3 minutes (1 min negotiable)

Approximately half the time will be given to both sides

**SLAM POETRY:**

This is an individual event. Each participant has to recite his/her poetry.

Rules:-

- \*It will be an open themed event.
- \*Participants will be given 2 mins 30 secs to present their poetry.
- \*A warning will be given when the clock hits 2mins marking that only 30secs are remaining.
- \*Exceeding the time limit will result in negative marking.
- \*The language used must not be slang.
- \*No usage of instruments or background music is allowed
- \*Multiple recitations aren't allowed.

**PASSWORD HUNT:**

1. Participants have to find QR codes, which will contain pieces of the password.
2. These QR codes will be hidden in the various areas of campus.
3. Every QR code will code contain pieces of passwords and the location of the next QR code.
4. Participants have to follow the lead and complete the password.
5. For winning the competition, participants have to submit the password as soon as possible

**INTERFACE DESIGN:**

1. The topic for designing the interface will be announced before the competition
2. Designing Platform will also be announced before competition.
3. The best designed interface, according to judges will be declared as the winner.

**COUNTER-STRIKE LAN TOURNAMENT:**

1. Team of 5 members will play against the rival team in a competitive match.
2. Players have to bring their own gaming devices for the event. The devices will be checked for external scripts, mods, hacks and if anything found in between match will lead to immediate disqualification of that particular team.
3. There will be only 3 maps on which the teams will be allowed to play on, Mirage, Inferno and Dust 2.
4. Coin toss event will be done before start of matches and winning team will decide which map they will play and latter will choose their side (i.e. Counter Terrorist or Terrorist).

**BRIDGE-IT SIMULATOR:**

- Introduction:  
As the name specifies simulator means sample. This is a gaming event which has a civil engineering theme. The game revolves around the sense of making bridge using your knowledge & experience.
- Problem Statement:  
This is a PC game.

The participants have to construct bridges in a given period of time.

An extra time of 10 minutes will be given for trial to play level 1 of the game.

The rest of the information related to this completion will be provided on the spot.

- Rules:

This is an individual player game.

The decision of judges shall be final and binding.

Judging Criteria:

The judging criteria will be released on the spot.

**INFRAVILLA:**

- Introduction:

Infravilla is an event that deals with planning and designing of a model of residential structure using stationary items of your own choice. This event requires innovation & creativity and also involves teamwork and compatibility with each other.

- Problem Statement:

The participants have to design a residential structure using the stationary materials.

They have to bring the materials as no materials will be provided from our side.

Materials which can be used are thermocol, sun board, popsicle sticks, bamboo sticks, glue gun, fevi-bond, any material for improving the aesthetic appearance of the structure etc.

- Rules:

Team must consist of a minimum of 2 and maximum of 3 participants.

Participants can form teams from different branches/institutes.

The decision of judges shall be final and binding.

- No two teams can have any common member.

Judging Criteria:

- Creativity
- Application of ideas
- Presentation

**ROBOSOCCOR:**

1. Judge's decision will be final.
2. Number of goals will be the points.
3. The robot must be within 30cm\*30cm\*30cm.
4. One participant have to control the bot another player cannot be exchanged.
5. Team limit- 3

**DRONE COMPETITION:**

Judge's decision will be final.

Points will be awarded based on the smoothness of taking off and landing, distortion in quad, vibrations and control accuracy etc.

If the drone crashes then you have to reset your position and the timer will not be paused.

The drone needs to be assembled on the spot with calibration

There will be hurdles which the Drone have to cross.

The complete Quadcopter (including Battery and landing gear) should be of length 75cm\*75cm\*75cm (LxBxH) and must weigh less than 1Kg.

**LINE FOLLOWING ROBOT:**

- The completion, time of completion and the touches will be noted.
- Size of the BOT must be within 25 cm x 25 cm.
- Once the track is revealed alteration of BOT is not allowed.
- Your Bot must be capable for all type of tracks.
- Judge's decision will be final.

**ROBO RACE:**

Judge's decision will be final.

The maximum dimension of the robot can be 25 cm x 20cm x15 cm (l x b x h).

This is racing event so fastest and most balanced robot will win.

The robot should not damage the arena.

The robot will be judged on basis of (in priority):- a. Time to complete the track. b. Number of checkpoints cleared.

### PROJECT EXHIBITION:

- Judge's decision will be final.
- Project should be a working project.
- Marks will be given on the basis of presentation, usage, working, implementation etc.
- No. of team members-3.
- Participants have to bring their own Laptops and other equipment related to their projects.

### SRESTHA BHARAT, MERA BHARAT:

As the name suggests, focuses on creating a glorious India of 2030. The event wants to create and encourage science-based solutions for the benefit of mankind and society at large. The event will focus on developing the country which is healthy & prosperous, where governance is good, transparent & corruption free. An India which is free of poverty, where children go to schools, graduates have jobs, farmers flourish, businesses grow and this is achieved through sustainable development.

**Srestha Bharat, Mera Bharat** aims to tackle some of these problems like Smart Villages, water management, eradication of corruption, prevention of pollution, healthcare & education for all. The Participant have to present their idea in support of the above statement. It will be presented in the form of a report and then in a form of a model. It can be presented in a team of maximum FOUR students.

[NOTE: **Detailed description will be provided through mail id to the registered person**]

### CRANE-O-MANIA:

Task: Design a Tower Crane using popsicle sticks cotton strings and Fevicol as adhesive (without using any strengthening coating) that can sustain the maximum possible load with optimum radius and self-weight, satisfying all the understated constraints.

This event is a team event which can accommodate 3-4 People per team.

**(Note: Detailed Specifications will be provided after registration.)**

### ΤΕΧΝΙΚΟΣ QUIZ COMPETITION:

**Τεχνικός (Technikos)** is a Greek word for the term technical. It is the name given to the Quiz competition. The quiz is based on the five different topics:

- a. Outer Space
- b. All about Cricket
- c. Business Strategies/development
- d. Indian Heritage
- e. Value Awareness.

This event involves both online and offline quiz competition.

Team participation is prohibited.

## **Contact Details**

### **For General Details:**

Sahil Malik – President, Cultural Council - +91-8826719789

Krishan Kumar Srivastava – Vice President, Cultural Council - +91-9069990990

### **For Sponsorship / Media Tie Ups –**

Sumit Kumar Mishra – +91-8178735951

### **For Queries Related to Registrations:**

Parinita Rastogi – +91-9716275198

### **For Event Related Queries:**

**Dance** – Stuti Sharma - +91-9717019183

**Drama** – Kunal Tanwar - +91-8076227416

**Literary** – Simran Rajhans - +91-9315815250

**Fine Arts** – Richa - +91-8210723185

**Music** – Fahad Siddiqui - +91-8318691736

**Technical Events** – Shikhar Saraswat - +91-9868132807

**Mail us at** – [vikiran.dtc@gmail.com](mailto:vikiran.dtc@gmail.com)

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**Venue** – 28/1, Delhi Technical Campus, Knowledge Park III,

Greater Noida, Uttarpradesh - 201306