

# **KINGS**

## **ENGINEERING COLLEGE**

### **DEPARTMENT OF ELECTRONICS COMMUNICATION ENGINEERING**

#### **Symposium Events Rule Book**

#### **GENERAL RULES:**

1. ID card is mandatory.
2. Decision of the judges will be final and will not be subjected to any further discussions.
3. Dress Code “FORMALS”
4. We cannot take any responsibility for personal belongings lost, damaged or stolen on the day of the event.

#### **TECHNICAL:**

#### **PAPER PRESENTATION RULES:**

1. Each Team must have 2 candidates.
2. The presentation time is 8 minutes and queries for 2 minutes.
3. Should submit two hard copies while presenting paper.
4. Please bring your power point presentation on a pen drive.
5. PPT presentation should consist of minimum 15 and maximum 20 slides.

#### **INNOVATIVE PROJECTS BASED ON AURDINO:**

1. Each team should have 2 candidates.
2. The team must bring the complete setup of their project.
3. Each Team have to explain their project within 2mins through PPT presentation which should consist of minimum 5 and maximum 10 slides.

4. Demonstration with setup has to be explained between 5 to 10 minutes.

### **NON-TECHNICAL:**

### **CONNECTION:**

1. Each team should have 2 candidates.
2. Game will have 3 rounds.
3. Within stipulated time answers should be given.

### **READY STEADY GO:**

1. Each team should have 2 candidates and the game will have 3 rounds.
2. Top 5 teams will be allowed to 2<sup>nd</sup> round.
3. Top 3 teams of the 2<sup>nd</sup> round will be allowed to the 3<sup>rd</sup> round.
4. 2<sup>nd</sup> and 3<sup>rd</sup> are time based.

### **PENCIL ART:**

1. Only one participant is allowed.
2. Topic will be on the spot.
3. Drawing Sheets will be provided and other necessary items must be owned by yourself.
4. Drawing should be completed within stipulated time.

### **FUNK FROM JUNK:**

1. Each team should have 2 candidates.
2. Product must be made within the time provided.
3. Candidates should bring the needed items.
4. The product you make must be innovative and it must be meaningful.

