**MUFFAKHAM JAH COLLEGE OF ENGINEERING & TECHNOLOGY**

**INFORMATION TECHNOLOGY DEPARTMENT**

**ADSOPHOS 2019**

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**EVENTS DETAILS**

**1. PAPER PRESENTATION**

**Description:**

In this event, there will be a team of three participants who needs to prepare a Powerpoint Presentation on any of the trending affairs or technological aspects. The time duration to present will be 10 minutes. Participants can also bring posters, newspapers cuttings etc, about their topic to make their presentation more attractive. There will be a judging panel who will decide the winner based on the content and the student’s capability.

**Reg Fee:60**/-

Prize: 1st 2nd

**Team Size:**3 members

**Venue:** Room No. 5206

**Mapping:** PO1, PO10

**2. INFOQUEST**

**Description:**

**ROUND 1:** The first round is based on the very famous game “heads up” where in one of the team members has to select a card from the deck and show it to his teammate and should guess the contents of card based on suggestion provided by his teammate.

**ROUND 2:** The second round is “choose it”. It is a pen and paper round where the participants will be given a program along with the set of outputs and they have to choose the correct output.

**ROUND 3:** The third round is “Explorer” in which each team will be given hints about 3 spots at MJCET and they have to bring the info of the technical content present at that particular spot.

**Mapping**: PO1, PSO1.

**Reg Fee:**50/-

**Team Size:**2 members

**Prize:** 200/-

**Venue:** Lab 12

**3. AUCTION HOUSE**

**Description:**

In this event, a team of three members is given a virtual amount of 100 million dollars. A slide is then showed to the teams which consists of information about a particular player. The slide consists of various attributes about a player. Every player is assigned a base price and a rating. If a team is interested to buy a player, a bid is placed. The bid keeps on increasing, if other teams also bid for the same player. In the end, the player is sold to the highest bidder. The goal of the event is to assemble a team of 7 players consisting of 1 goal keeper, 3 defenders, 2 midfielders and 1 attacker. Failing to achieve such formation results in disqualification. In the end, the team with the least budget spent and highest overall rating of the assembled team is declared the winner. The purpose of this event is to enhance the financial management skills of students and make them meticulous at planning.

**Mapping:** PO1

**Reg Fee:**50/-

**Team Size:**3 members

**Prize:** 200/-

**Venue:** Project Lab

**4. CODE-JURING**

**Description:**

**ROUND 1:** The first round would be a buzzer challenge in which the first team to answer 3 or 4 short riddles would move on to the next round. The riddles would test the logical thinking of the participants.

**ROUND 2**: The classroom will be made into a maze. There will be 4-5 volunteers standing at different places with a program code and a souvenir. The participants will enter the room and try to collect as many souvenirs as possible by solving the code and getting that souvenir from the volunteers in a specified amount of time. The team to collect the most number of souvenirs in that amount of time will be the winner.

**Mapping:** PO1, PSO1

**Reg Fee:**50/-

**Team Size:**2 members

**Prize:**200/-

**Venue: Room No. 5201**

**5. TECH EXTREME**

**Description:**

**ROUND 1:** In this round the teams will be given a set of encrypted strings, from which they have to identify the strings and decrypt it. The first three teams to finish the task quickly will be sent to the next round.

**ROUND 2:** In this round the teams will be given a sheet of paper with a C-program containing minor syntax errors they will have to identify the errors (they should not be allowed to mark the errors on the paper) then they will have to type the program on the system with monitor display OFF. The team which finishes with successful execution(or) least number of errors among the three teams will be declared as the winner.

**Mapping:** PO1, PO2, PSO1

**Reg Fee:** 50/-

**Team Size:**2 members

**Prize:** 200/-

**Venue:** Lab 13

**6. CODE VENTURES**

**Description:**

**ROUND 1:** In the first round, the team members are expected to guess the hardware components and software applications displayed on the projector. Each team will be given a time limit of 1 minute and the slides will be changed according to their pace of responses. Points are given maximum to the team that identifies the maximum components / application.

**ROUND 2:** The second round would be a charades in which, rather than mimicking the word, the teams would draw the said word on the touch screen of a laptop, on the paint application, which would be projected on a screen by a projector. The words would be technical terms.

**ROUND 3:** In this round the remaining team members are given an option of choosing the subject of their choice. A set of five questions will be asked from that domain. Based on the total aggregated scores from ROUND 1, the winning team is awarded with cash prize.

**Mapping:** PO1, PO2, PSO1

**Reg Fee:**50/-

**Team Size:**2 members

**Prize:** 200/-

**Venue:** Lab 11