**\*\* Digital Ganesha: Event Format \*\***

1. **Event Introduction:**

* Welcome and opening remarks by the organizers or faculty members, including an overview of the event's objectives, rules, and schedule.
* Introduction of the panel of judges, highlighting their backgrounds and expertise.

1. **Participant Setup:**

* Participants will have 15-30 minutes to set up their laptops or devices and ensure their code is running properly on the provided equipment.

1. **Presentations:**

* Participants will present their projects according to a pre-determined schedule.
* Each participant or team will have 10 minutes for their presentation, which should include:

1. An introduction of the participant(s) and the programming language or technology used.
2. A demonstration of the program to display the digital representation of Lord Ganesha.
3. An explanation of the code logic, design decisions, and challenges faced.
4. A Q&A session where judges may ask questions about the project.
5. **Judging and Evaluation:**

* Judges will evaluate each project based on the following criteria:
* Creativity and originality of the digital representation.
* Technical complexity of the code.
* Code quality, including readability, documentation, and structure.
* Presentation skills, focusing on clarity and effectiveness.
* Functionality of the program and how well it meets the objectives.
* Judges will fill out score sheets after each presentation to record their evaluations.

1. **Breaks and Networking:**

* Short breaks will be scheduled between presentation sessions for participants and judges to rest and network.

1. **Awards and Closing Ceremony:**

* Announcement of the winners for each language cluster based on the judges' evaluations.
* Distribution of awards to the winners, including certificates or prizes for outstanding projects in each category.
* Closing remarks from the organizers, thanking participants, judges, and sponsors, and encouraging continued learning and creativity.