

SANGRAHA 2024

PAPER PRESENTATION:

We invites participants to showcase their cutting-edge research or innovative ideas in technology. It is an excellent opportunity for you to showcase your research and innovative ideas in front of a panel of experts and fellow students. This event is designed to encourage academic excellence and provide a platform for you to demonstrate your knowledge and presentation skills.

Format:

Presentations can be submitted in PPT and Paper format. There might be downloadable templates or formats available.

Rules:

1. Maximum number of participants in a team is 2 to 4.
2. The topics that the papers can be chosen by your own. It is advisable that the presentation focuses on one particular topic. Report should be well comprehended, albeit advanced which could appeal to an undergraduate.
3. The final paper should be the domain and sub-category under which the paper is categorized.
4. Bring your college ID-Card
5. Link will be share soon to upload your ppt
6. The teams will get 10 minutes for presentation and followed by question and answer session.
7. Persons from different institutions can be a part of the same team. However, one person may and can participate any one non technical event

Prizes:

- First Place: ₹1000
- Second Place: ₹750
- Third Place: ₹500

PROJECT PRESENTATION:

We are excited to invite you to participate in our upcoming Project Presentation event, where you'll have the opportunity to present your innovative projects and practical solutions in the field of technology. This event is designed for students who are passionate about demonstrating their technical skills, creativity, and real-world problem-solving capabilities.

Rules:

1. Team size: 2 to 4 members.
2. Topics: Choose your own topic, focus on a single area.
3. Paper: Must include domain and sub-category.
4. Bring college ID-card.
5. Presentation: PowerPoint on a pendrive.
6. Time: 10 minutes for presentation and Q&A session.
7. Cross-institution teams allowed, but each participant can join only one non-technical event alongside the project presentation.

Prizes:

- First Place: ₹1000
- Second Place: ₹750
- Third Place: ₹500

TREASURE HUNT :

Game Description:

It is an exciting challenge where teams will race across the college campus to solve clues and uncover hidden locations. Each clue will lead to the next, with a total of six clues spread out across the college. The first team to solve all six clues in the shortest time and document their progress will be declared the winner.

Game Structure:

- Each team will be given their first clue at the start of the hunt.
- The first clue will lead the team to a specific location in the college, where they will find their second clue, and so on.
- Teams must find and solve a total of six clues in sequence.
- Once a clue is found, teams must take a picture of the clue as proof before moving on to the next.
- The team that finds and documents all six clues in the shortest amount of time will be declared the winner.

Team Rules:

- Team Size: Each team must consist of 2 to 3 members.
- Team Composition: No switching teams once the hunt begins. Teams must work together to solve the clues.
- Collaboration: All team members must work collectively to find, solve, and document the clues.

General Rules:

1. Clue Order: Teams must find the clues in the correct sequence. Skipping a clue is not allowed.
2. Clue Retrieval: Teams are responsible for picking up each clue, taking a picture of it, and moving to the next location. They must not tamper with clues meant for other teams.
3. Picture Requirement: Teams must take a clear picture of each clue when found. The photo will be checked at the end of the hunt to ensure all clues were found.
4. Respect College Property: Do not damage any property during the hunt. Stay within the designated college area for the clues.
5. No Outside Help: Teams are not allowed to seek help from anyone outside their group (including other teams, students, or staff). Use of phones or electronic devices is only permitted to take pictures of clues.

6. Time Limit: Teams must complete the hunt as fast as possible. Time will be tracked from the moment the first clue is given until the sixth clue is found.

7. Safety First: Ensure all team members follow safety guidelines while moving around campus. Running or engaging in unsafe behavior is discouraged.

Prizes:

- First Place: ₹1000
- Second Place: ₹750
- Third Place: ₹500

Crack the Case:

Game Description:

It is an intense and interactive crime-solving challenge. Each team will be presented with a crime scenario where they must examine clues, study the details of the crime scene, and solve the mystery within a limited time. It's not just about being smart – it's about teamwork, keen observation, and connecting the dots!

Game Structure:

1. -Each team will be shown a crime scene photo or scenario description.
2. -Teams have 2 minutes to analyze and discuss the clues provided.
3. -At the end of the time, the team must solve and find the solution.
4. -Points will be awarded based on the accuracy of the solution and the team's reasoning.

Team Rules:

1. Team Size: Maximum 4 participants per team. No individual registrations are allowed.
2. Team Composition: Each team must work together as a unit – no switching teams after the game begins.
3. Collaboration: Each team must collaborate and provide one unified answer at the end of each case. The answer must be given verbally within the 2-minute limit.

General Rules:

1. No Phones or Electronic Devices: Use of phones or any electronic device is strictly prohibited during the game. Any team found using electronic devices will be disqualified immediately.
2. One Team, One Answer: Only one answer is allowed per team per case. Once a team submits their answer, it cannot be changed.
3. Respect the Time Limit: Teams must finish analyzing and present their solution within the allotted 2 minutes. Any team exceeding this time limit will not be allowed to submit an answer for that round.
4. Clarity in Explanation: Teams are encouraged to clearly explain their reasoning for their solution. The more logical and evidence-based the explanation, the higher the points awarded.
5. No Outside Help: Teams must not seek assistance from anyone outside their group during the game. Any team found doing so will be disqualified.

Prizes:

- First Place: ₹1000
- Second Place: ₹750
- Third Place: ₹500