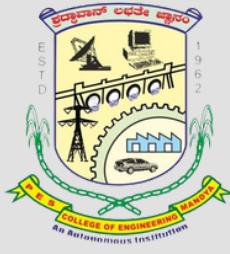




Sri KV Shankara Gowda
Founder



Sri. K S Vijay Anand
President

19th ISTE KARNATAKA STATE - LEVEL STUDENT CONVENTION

ON FRIDAY, 7th JUNE 2024

ORGANISED BY

P. E. S. COLLEGE OF ENGINEERING, MANDYA



**Rank Band 151 - 200
Innovation 11 - 50**

&



**INDIAN SOCIETY FOR TECHNICAL EDUCATION
NEW DELHI & KARNATAKA STATE SECTION**

**UNDER THE THEME OF
“EMPOWERING YOUNG MINDS FOR INNOVATIVE STARTUP
CULTURE”**



About PESCE

P. E. S. College of Engineering, Mandya was started in the year 1962 by People's Education Society®, Mandya under the leadership of Nitya Sachiva Late Sri K. V. Shankara Gowda. The college is permanently Affiliated to Visvesvaraya Technological University (VTU), Belagavi, and has obtained Autonomous status in the year 2008-09 by the UGC. It is recognized by All India Council for Technical Education (AICTE), New Delhi. All eligible UG and MBA programs are Accredited by National Board of Accreditation (NBA). The institution has been Accredited by NAAC with Grade A, ranked 151- 200 Band in NIRF 2023 and ranked 11 - 50 by NIRF among innovation. The college is functioning under the Grant-in-Aid code under Government of Karnataka and beneficiary of TEQIP grants.

About ISTE-PESCE

The ISTE-PESCE Chapter, established in 1989 at PES College of Engineering, Mandya, under the Indian Society for Technical Education, aims to advance engineering education and research. ISTE focuses on upgrading curriculum, faculty, and educational infrastructure to align India's technical education with global standards. PES College became an institutional member in 1986, with almost all staff members as life members of ISTE, benefiting from short-term courses and activities. Since its inception, the chapter has conducted numerous activities benefiting staff, students, and their families, including short tours, get-togethers, and games, promoting a holistic educational experience.

ABOUT ISTE

Founded in 1941, the Indian Society for Technical Education (ISTE) is a premier national non-profit organization dedicated to engineering and technology education, registered under the Societies Registration Act of 1860. With over 1,35,525 technical teachers and 5 lakh student members, along with numerous institutional and faculty chapters nationwide, ISTE boasts a vast and influential membership base. The organization's primary focus is on career development for engineering teachers, student personality enhancement, and overall advancement of technical education. Offering quality training programs for teachers and administrators, ISTE ensures continuous updating of knowledge and skills, fostering the production of top-notch professional engineers and technicians demanded by industry and other organizations. With its extensive reach and resources, ISTE plays a pivotal role in shaping India's technical education landscape and nurturing future innovators and leaders in the field.

OBJECTIVE OF STUDENT CONVENTION

The objective of the 19th ISTE Student Convention, themed "Empowering Young Minds for Innovative Startup Culture" is to inspire and empower the next generation of engineers and innovators. Through this annual event, students from diverse technical backgrounds convene to exchange ideas, foster creativity, and explore opportunities in entrepreneurship and sustainable technology. By promoting collaboration and dialogue, the convention aims to cultivate a culture of innovation and entrepreneurship among students, ultimately contributing to India's technological advancement and sustainable development goals.

Convention Honorees and Distinguished Speakers

CHIEF PATRON

Sri. K. S. Vijay Anand
President, PET®

PATRON

Sri S. L. Shivaprasad
Secretary, PET®

Dr. Suresh D. S.

Director, CIT Group of Institutions
Chairman, ISTE Karnataka Section

CONVENTION CHAIR

Dr. H. M. Nanjundaswamy
Principal, PESCE Mandya

CONVENTION CO-CHAIR

Dr. Vinay S.
Vice-Principal, PESCE Mandya

KEYNOTE SPEAKER

Sri. Suresh Narasimha
Co-Founder and Managing Partner of CoCreate

NATIONAL EXECUTIVE COUNCIL MEMBERS ISTE, NEW DELHI

- Dr. Sangappa S. B.
- Dr. J. Prakash
- Dr. Rangaswamy B. E.
- Dr. T. N. Sreenivasa
- Prof. Rajappa Velur
- Dr. Malashetty S. G.
- Dr. M. S. Govinde Gowda
- Dr. Puttamadappa C.
- Dr. C. K. Subbarayya
- Prof. S. B. Devaraju
- Dr. S. M. Shashidhara

SECTION MANAGING COMMITTEE MEMBERS ISTE, KARNATAKA STATE SECTION

- Dr. Narendra B. K.
- Mr. Nijananda Reddy
- Mr. Lingaraj G. Vaidya
- Dr. Shashank M. Gowda
- Dr. Sangmesh B.

Event Catalog

"Click on the event name to view its description and learn more about the event."

- [**1. PAPER PRESENTATION**](#)
- [**2. ROBO RUSH \(RACE\)**](#)
- [**3. ROBO RUMBLE**](#)
- [**4. AD-VENTURE**](#)
- [**5. AUTOCAD**](#)
- [**6. IDEATHON**](#)
- [**7. REVERSE CODING**](#)
- [**8. UXPERIENCE – XPERTS**](#)
- [**9. LINE FOLLOWING ROBOT**](#)
- [**10. LOGO RUSH**](#)
- [**11. POSTER PERFECTION**](#)
- [**12. CIRCUIT DETECTIVES**](#)
- [**13. SKIT PERFORMANCE**](#)
- [**14. SHORT FILM**](#)
- [**15. TREASURE HUNT**](#)
- [**16. THE QUEST FOR QUIZ DOM**](#)
- [**17. ONE MINUTE MARVELS**](#)
- [**18. BGMI**](#)
- [**19. SKETCH SLAM**](#)
- [**20. ESSAY EXCURSION**](#)
- [**21. BATTLE OF WORDS**](#)
- [**22. ACT AND FRENZY\(DUMB CHARADES\)**](#)
- [**23. CUBE MASTERY**](#)
- [**24. SPELL BEE**](#)
- [**25. CAPTURE CARNIVAL**](#)

Event Timeline Overview

Morning Events	
10:30 AM - 1:30 PM	11:00 AM - 1:00 PM
Paper Presentation	<u>Uxperience-Xperts (UI/UX)</u>
Robo Rumble (Sumo Robo)	Logo Rush
Line Following Robot	Short Film
Reverse Coding	Treasure Hunt
Battle of Words	Sketch Slam
Skit Performance	Essay Excursion
Click and Capture Carnival	

Afternoon Events	
1:45 PM - 4:30 PM	2:00 PM - 4:30 PM
Robo Rush (Robo race)	<u>BGMI (Mobile Gaming Tournament)</u>
Ad-Venture	Quiz
Ideation	Poster Perfection
Circuit Detectives	Act and Frenzy (Dumb charades)
One Minute Marvels (Minute to win)	<u>Cube Mastery (Rubik's Cube)</u>
AutoCAD	Spell Bee

"Please ensure that the events you select do not overlap in timing, and choose based on your interests and preferences."

Registration Info



Scan or Click on the QR Code for
Registration Form

- **Access Registration Form:** Scan or click the QR code to access the registration form.
- **Register:** Click on the "Register" button and fill out your basic details.
- **Upload Membership Card:** If you are ISTE Member, then upload your ISTE membership card as shown in the sample photo provided.



- **Review Fees:** Go through the registration fees details chart and pay the applicable fees. If you require accommodations, include this amount in your total payment.
- **Payment Confirmation:** After payment, take a screenshot of the transaction and upload it on the registration page within the specified time frame.
- **Provide Transaction Details:** Fill out the transaction details and select the event(s) you are interested in. Ensure you select the same number of events for which you have paid. Over selection may result in disqualification.
- **Accommodation Selection:** If you've paid for accommodation, indicate "yes" during the upload process.
- **Confirmation:** Await confirmation details via email or WhatsApp. Further instructions and the link to the respective event's WhatsApp group will be provided.

REGISTRATION FEES OVERVIEW

FOR ISTE MEMBERS	RS 250/- PER HEAD	FOR ANY 2 EVENTS
FOR NON ISTE MEMBERS	RS 300/- PER HEAD	FOR ANY 2 EVENTS
FOR ACCOMMODATION	RS 200/- PER HEAD	
FOR ADDITIONAL PARTICIPATION IN EVENT	RS 50/- PER EVENT	
EXTRA FEE FOR ON-SPOT REGISTRATION (ISTE/NON-ISTE MEMBERS)	RS 350/- (250+100 EXTRA) PER HEAD (ISTE MEMBERS) RS 400/- (300+100 EXTRA) PER HEAD (NON-ISTE MEMBERS)	

Registration last date: 31st May 2024

Cash Price will be awarded for Winners and e-participation certificates for all Participants

CONTACT US

REGISTRATION COMMITTEE:

**Dr. T. M. Geethanjali : 9980725333
Smt. Deepika : 9482024207**

ACCOMMODATION:

**Dr. N. Jagadeesh : 9449203469
Tushanth S (Student) : 6366456374**

ORGANIZING COMMITTEE

FACULTY COORDINATORS

Executive Committee:

Chairman:

Dr. Veena M. N. : 98451 42764

Secretary/Treasurer:

Dr. Nayaka S. R. : 96116 00098

Members:

Dr. N. Jagadeesh

Dr. Mohammed Rafi H Kerur

Dr. T. M. Geethanjali

Sri. B. N. Harish

Smt. Deepika

Dr. Lakshmi P. S.

Dr. Thejas Urs G.

Smt. A. N. Ashraya

Smt. Archana G.

Sri. Mahendra Kumar B. R.

STUDENT COORDINATORS

Sagar Simha M N : 9148610396

Gagan Ganapathi T V: 9902871190

Darshan M R : 9141027446

Meghana M Y : 7975736616

Deendayal B K : 7411139276

Mahantesh P : 6366194679

Gowtham C K : 9738686282

Vijetha B C : 7899587067

D Hariharan : 9611228198

Rohan S M : 6364417363

Paper Presentation

(MORNING 10:30 AM-1:30 PM)



Paper presentation is an event where the participants are required to make a paper about a certain topic or area, and then present it in front of a jury, following which it will be rated and judged based on their performance. The purpose of a paper presentation is to enhance a particular student's ability in writing and presenting a technical paper. It helps students express their ideas through paper presentation.

Rules & Regulation:

- This is an individual event. No spot registration for this event. Abstracts should be sent in PDF format.
- Only abstracts related to the given topics will be considered. Abstracts from your projects are accepted as long as they're in line with the domains. Word limit for the abstract is 300-500 words.
- Abstract should be submitted before the deadline through the Unstop platform only.
- Abstracts should contain participant details like Name, College name, Department name, phone number, and email ID.
- Development Each domain will have 6 subtopics from which abstracts can be written.
- The last day for submission of abstracts is 30 May 2024.
- Abstracts will be evaluated based on their validity and relevance to the topics given.
- Abstracts will be shortlisted, and emails will be sent to the respective participants regarding the same by 3 June 2024.
- Participants shortlisted will have to come to the campus and give their paper presentation. Time limit is 8+2 mins.

Domains:

- Artificial Intelligence and Information System
- Circuits and System Design
- Sustainability in Civil Engineering
- Signal, Image and Video
- Cyber security, Block chain, Big Data
- Humanoid robot

Event Coordinators

Nanditha – 6362477151

Deena Dayal BK-7411139276

Prizes



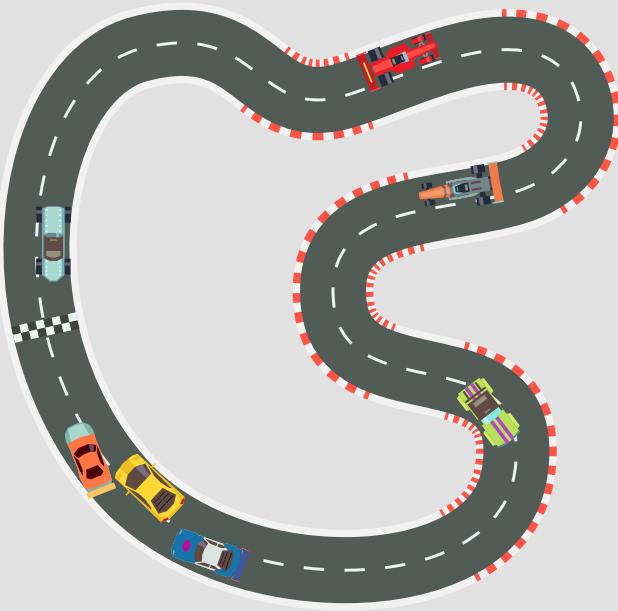
Abstract Submission Form



Abstract Submission Last Date:28/05/2024

Robo Rush

(ROBO RACE) (AFTERNOON 1:45 PM-4:30 PM)



Event Details:

- Team Size: Minimum of 1 member, Maximum of 4 members
- There are no Screening Rounds. Teams must be present physically at the venue after registering through Unstop.

Competition Structure:

If a bot gets stuck or deviates off-course, it's allowed three hand touches, penalty will be awarded if more than three hand touches are done; however, surpassing this threshold will result in 15 seconds of added time as a penalty. The final winner will be determined by considering the least total time, including penalties.

Arena Specifications and Dimensions:

The arena will include various elements such as upward slopes, downward slopes, sand and pebbles, circular arcs, random path shapes with irregularities, and more. The final track layout will be revealed at the event.

Bot Specifications:

- Wired and wireless bots are acceptable with a battery voltage of 6-24V.
- The maximum weight allowed for the bot (without payload) is 3kg.
- The maximum permissible dimensions of robots are 25x25x20 cm.
- No restrictions on motor speed; high torque motors are recommended for the terrain.

Race Flow:

Teams in the Robo Race must start from a designated point, navigating through a challenging track while overcoming obstacles. If a bot gets stuck or deviates off-course, it's allowed three hand touches, if more than three hand touches are done it will result in 15 seconds of added time as a penalty. Coordinators will calculate the finishing times by the rules. The undulating track demands efficient navigation as teams aim to avoid disruptions, maintain stability, and swiftly complete the course. The time measured by the organizers will be final and will be used for scoring the teams. Time measured by any contestant by any other means is not acceptable for scoring.

Event Coordinators:

Deenadayal BK: 7411139276

Arjun C: 9110895225

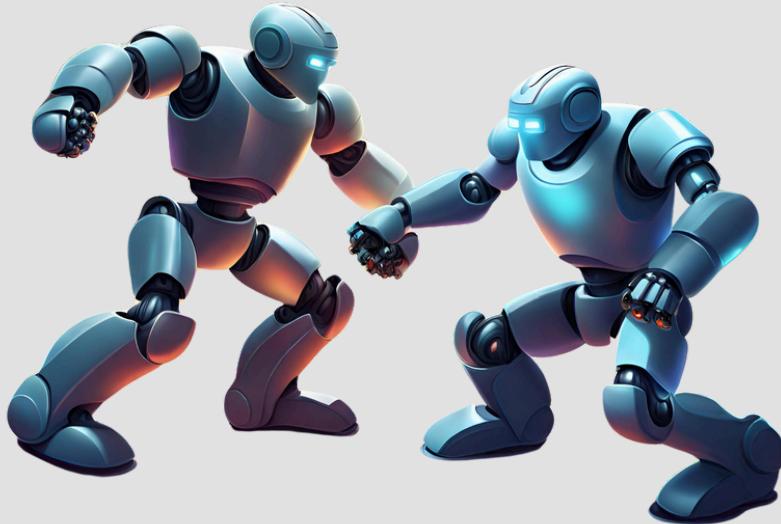
Prizes

1st Prize: ₹4000/-

2nd Prize: ₹2000/-

Robo Rumble

(SUMO ROBO) (MORNING 10:30 AM-1:30 PM)



Event Details:

Bot Wrestling is basically a competition of two wirelessly operated or wired-operated robots competing to push the opponent out of the arena. These robots must be remotely operated.

Event Structure:

- The arena consists of one ring which is black surrounded by a white Zone. The aim of the robots is to push the opposition robot out of the black zone. Robots gain points for pushing the opposition robot in the white zone.
- Points are deducted from the team's score if it enters the white zone on its own. The team that successfully completely pushes the opposition robot into the white zone will win the round.

Rounds:

Qualifier Round:

- Qualifier round will be held prior to the knockout round. The duration of the qualifying round will be 3 minutes.
- In each match, two teams will compete against each other at a time to try to earn maximum points.
- The teams will be ranked according to their points and time.
- The top 8 teams will qualify for the finals. Other than this, the performance in the qualifier round is of no significance to the contest.

Knockout Round:

- Two teams will compete against each other like in the qualifier one.
- There will be three rounds of 3 minutes each.
- The team that wins two rounds first will be declared the winner of the match.
- The team that pushes the opposition robot out of the arena (i.e. out of the black zone) is declared the winner of that round.
- The scoring pattern will be uniform throughout, and the scores will be considered only in case of a tie, i.e. if no team is able to push the opponent's robot out of the arena in that round.
- In the case of a tie in a round (i.e. none of the team's robots can push the opposition robot out of the arena), the winner will be decided by the points earned by each team in that round.
- In case of a tie in the match, the winner of the match will be decided by a tiebreaker.

Arena:

- The arena will be disclosed on the spot.
- The basic dimension:
- Diameter: 30 1/16 inches
- Height: 3/4 inches
- Border Width: 1 inch.

Machine Specifications:

- The machine should fit in a square of 250mm x 250mm. There is no height limit.
- The combined weight of the robot must not exceed 1.5kg.
- Robots can be autonomous or wirelessly connected.
- The robot must be stable and must stand on its own at the beginning of the run when put at the starting point. Robots not fulfilling this criterion will be disqualified.
- During the match, the robot can expand itself as long as it remains within the specified dimensions even in its fully expanded state provided it does not damage the arena in any way. Any robot with expanding mechanisms must declare its expansion capabilities and provide specifications of its maximum dimensions beforehand for approval before competing.
- The machine should not shoot or fire anything at the opponent's robot.
- Any robot found damaging the arena will be immediately disqualified. The final decision is at the discretion of the organizers.

- Also using of Sticky substances and vacuum attachments to improve traction are not allowed.
- Robot must be propelled by electric motors only.

Power Supply:

- The machine must be completely self-contained and should receive no outside assistance. It should not use an energy source employing a combustion process.
- The machine should have an on-board power supply. No external power supply is allowed.
- The voltage on the machine at any point should not exceed 24V DC.

Points:

- One match shall consist of a total time of 3 minutes it remains unchanged unless extended by the judges.
- Each team earns 20 points for pushing the opposition into the white zone.
- If a robot goes into the white zone on its own without being pushed by the opponent robot, then 10 points will be deducted from the team's score entering the white zone. No points will be given to the opponent in such a case.
- The team that wins two rounds within the time limit shall win the match. If the time limit is reached, the team who scores more points will win.
- If the time limit is reached and both teams score equal points, then an extended match may be fought. During the extended time, the team who scores first will win the match.
- The score of teams may be negative.
- The Judge's decision shall be treated as final and binding to all.
- The organizers reserve the right to change any or all the above rules as they deem fit.

General Rules:

- Any team that is not ready at the time specified will be disqualified from the competition automatically.
- The machine will be checked for its safety before each match and will be discarded if found unsafe for other participants and spectators.
- Team members will not be allowed to step into the arena. Only organizers are allowed in any situation. The team will be disqualified if any of the team members step into the arena without the approval of the presiding organizers.
- Only one member of the team is allowed to handle and operate the robot.

- You are not supposed to bring commercial bots; you have to build your own bot.
- Participants are not allowed to keep anything inside the arena other than their robot.
- Proper protection measures from short-circuiting of batteries are required to be taken by participants for the safety of everyone present at the arena.
- The time measured by the organizers will be final and will be used for scoring the teams. Time measured by any contestant by any other means is not acceptable for scoring.
- In case of any disputes/discrepancies, the organizers' decision will be final and binding. The organizers reserve the right to change any or all the above rules as they deem fit. Changes in rules, if any, will be highlighted on the website and notified to the registered teams.
- During the match, robots can't be touched unless both operators agree to a restart, in which case they're returned to their starting zones, but the clock won't stop or reset for hand touches.

Match Rules:

- Qualifier Matches: Each match consists of 1 round.
- Knockout Matches: Each match consists of 3 rounds.
- If a robot begins operation before the five-second wait period, the round will be restarted, and a warning will be issued. If a robot is issued three warnings, it immediately forfeits the round.
- Before the match, a 1-minute setting time will be given. The run-time clock will commence after that 1 minute time limit even if the handler is still adjusting the robots.
- 30 seconds setting time will be given in between the rounds.
- The robot must start from the starting point. The operator may abort the run at any time · In such a case, the opposite team will be declared as the winner
- The use of jammers is not allowed.
- Participants found violating this rule will be disqualified from the competition.
- There can be interference problems related to RF modules in case you are using them it is the responsibility of the participants to overcome it. Organizers are not responsible for it.
- Judges' decisions shall be treated as final and binding on all.

Event Coordinators:

Suhas Karthik: 9741208020

Rohan: 6364417363

Prizes

1st Prize: ₹3000/-

2nd Prize: ₹2000/-

Ad-Venture

(AFTERNOON 1:45PM-4:30 PM)



Rules & Regulation:

- The competition is open to all registered attendees of the ISTE convention.
- Participants can compete with 2 to 4 members.
- Upon registration for the competition, participants should choose a topic related to educational technology or innovation.

Here are the options:

- Gamification of Education
- Digital Citizenship.
- Cryptocurrency.
- Renewable energy solutions.
- Cultural Competence and Diversity.
- Maker Education.

- After choosing the topic, we will give you a generous amount of time for preparation.
- Participants should create a pre-recorded video advertisement. The length of the advertisement should be somewhere between two to four minutes.
- Advertisements must be related to the assigned topic and should focus on showcasing the potential impact, benefits, and practical applications of technology or innovation within the field of education.

- All content presented in the advertisement must be original, and participants must avoid any copyright infringement.
- Participants are encouraged to use visual aids, props, and technology to enhance their advertisement presentation.
- Advertisements will be judged based on creativity, effectiveness in communicating the message, relevance to the assigned topic, presentation skills, and overall impact.
- Prizes will be awarded to the top two advertisements, with recognition given to both individual participants and teams.
- Participants found violating the rules or engaging in any form of misconduct will be disqualified from the competition.

Event Coordinators

Nirupama: 6361327 315
Deena Dayal BK-7411139726

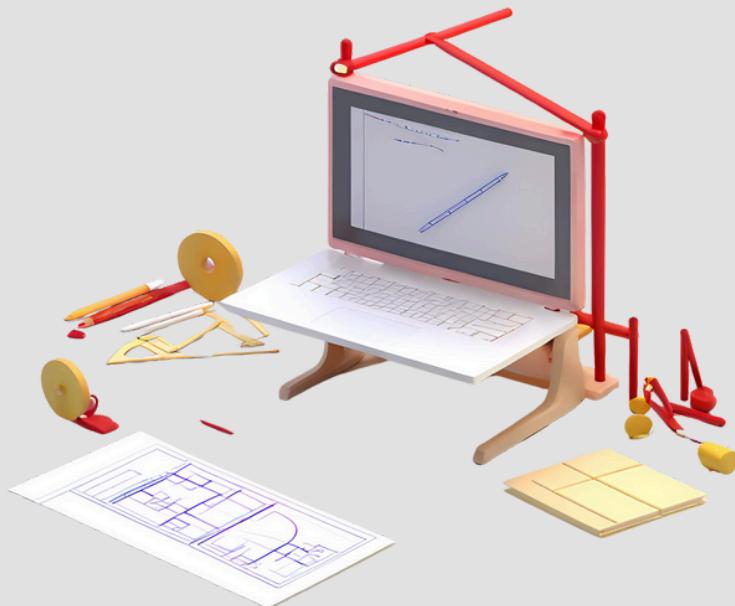
Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Auto Cad

(AFTERNOON 1:45PM-4:30 PM)



AutoCAD is a computer-aided design (CAD) software that is used to create precise 2D and 3D designs for a wide range of industries, including architecture, engineering, and construction. This event is an intercollegiate competition organized every year for students interested in creativity and technical skills

Rules & Regulations:

1. Individual event.
2. Systems will be provided by the department (version 2024)
3. Participants should not use any of their electronic accessories.
4. Participants should complete their designs within the specified time.
5. One who completes the drawing first can submit it before time.
6. Once the drawing gets submitted, no one gets a chance to correct it.
7. Time: 1:45 pm to 4:30 pm, submission of CAD drawings 2 hrs.
8. Mention the schedule of openings

Ideathon

(AFTERNOON 1:45PM-4:30 PM)



An ideation is a short, intensive, workshop-like experience for students to address some of the most pressing challenges of our time. The event is a platform for all students of all educational institutions to showcase, demonstrate their ideas and views. The event will give a platform to the young innovative talent and encourage them to continue, innovate and get into the idea of being capable of contributing meaningfully to the ecosystem of innovation and startups. The event gives a chance to the young innovators to submit their innovative ideas under identified themes of utmost importance.

Rules & Regulations:

- Idea should be unique and novel. If it has business potential more weightages will be given.
- A team must consist of 3 participants, and all must belong to the same college.
- Define a real-time/unique problem statement based on the given themes.
- Submit your innovative ideas by 1st June 2024 (you may make changes to the submitted presentation till the day of the competition)
- Attend Ideation on 7th June 2024

Sub-themes

- Sustainable Technology
- Community centric Engineering project
- Circular economy
- Cross disciplinary innovation

Evaluation:

Participants will be awarded points (0-50) in round of CAD on basis of various design-related criteria:

1. Design Approach by architectural view (Aesthetic)
2. Vaastu Considerations
3. Accuracy and precision of design
4. Presentation and neatness
5. Points are noted for drafting, detailing, labelling and coloring
6. Dimensional correctness and errors

Event Coordinators:

Darshan Surya: 9663858824

Deekshith Murthy: 9591256280

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Format: You need to select one sub-theme, define a problem statement and propose a solution along with the implementation plan

Guidelines for Presentation

Teams need to select any one sub-theme from the list given on the previous page. Your Presentations should include:

- Team Name
- Track Chosen
- Problem Statement
- Solution Proposed
- Unique Selling Proposition
- Market research
- Revenue / Cost Stream
- Implementation Plan

Event Coordinators:

Aditya Verma- 7975480720

Deena Dayal BK-7411139726

Prizes

1st Prize: ₹3000/-

2nd Prize: ₹2000/-

Reverse Coding

(MORNING 10:30 AM-1:30 PM)



Calling all code masters! Join us for the Reverse Coding Challenge, where you'll be presented with the output and tasked with creating the code that produces it! This is your chance to showcase your problem-solving prowess, think outside the box, and conquer a unique coding challenge.

The Challenge:

This is a twist on the traditional coding competition. Instead of being given a problem statement and needing to write the code to solve it, you'll be given the expected output and need to reverse engineer the code that would generate that output! Sharpen your logic, challenge your assumptions, and see if you can crack the code!

Rules & Regulation:

- Fair Play First: During a live contest, discussions about strategy, suggestions, or tips in the comments section are strictly prohibited. If you have any questions clarifying the problem, statement or Unsure about anything? Feel free to contact organizers.
- Discussing problems or any aspect of the problem on any other online platform can lead to disqualification.
- Platform: Unstop
- Coding Freedom: You can use almost any programming language supported unstopp.

- **Testing:** Each program will be rigorously tested against a set of critical test data. Ensure your code's output precisely matches the samples provided.

There will be 3 level:

- Level 1: 10 basic outputs will be given. Time limit:30 min
- Level 2: 8 Moderate level output will be given. Time limit:25 min
- Level 3: 6-bit hard level output will be given; top 2 participants will be considered as winners.
- Time limit:15 min.

How Winners are Decided:

- **Points for Every Solved Problem:** All problems will carry the same weight in terms of points. **Masters of Efficiency:**
- The ranking will be determined by the most problems solved correctly.
- Time is of the essence. In the case of a tie, the total time taken by each user will be the deciding factor (ascending order).
- There's no penalty for incorrect submissions. However, the time taken for these attempts will be factored into the total time.
- The total time is the sum of the time spent on each solved problem.
- Unsolved problems won't contribute to the total time.
- The decisions of the organizers regarding the results are final.

Event Coordinators:

Lakshmi R: 9141018372

Sharanya K: 8310256447

Prizes

1st Prize: ₹3000/-

2nd Prize: ₹2000/-

Uxperience-Xperts (UI/UX)

(MORNING 11:00 AM-1:00 PM)



General Information:

- Team Size: 1-3 participants per team.
- Nature of Competition: This is a design-based competition and does not require coding skills.
- Participant Equipment: Participants should bring their own system for design.
- Allowed Software: Participants are allowed to use Figma, Adobe XD, and Sketch for the competition.

Competition Structure:

- Time Duration: 1 hours
- Problem Statement: The problem statement will be revealed on the day of the event.
- Overview: In this round, participants will showcase their skills and understanding of user interface (UI) and user experience (UX) principles. The goal is to evaluate their ability to create visually appealing, user-friendly designs that enhance the overall user experience.

General Rules:

- All work must be original and done on the spot.
- The use of AI tools is not allowed.
- In case of plagiarism, the participant will be terminated immediately.
- Rules for the event may be subject to change at the discretion of the organizing team, but participants will receive prior notice.
- The decision of the judges will be final and binding.
- A participant can be disqualified by the organizers for breaking event rules, the code of conduct, or engaging in unsportsmanlike behavior.

Event Coordinators:

Kaushik C: 9448705646

Hariharan: 9611228198

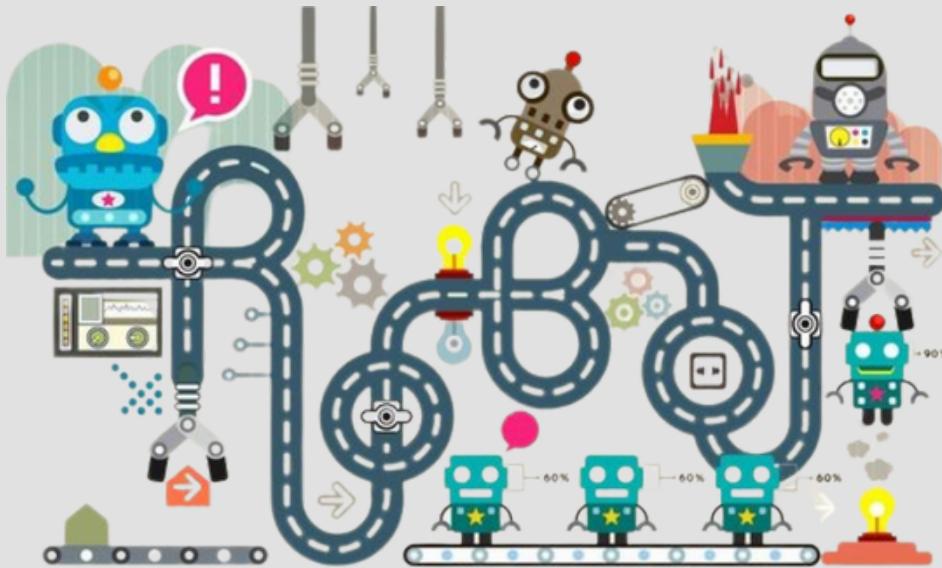
Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Line Following Robot

(MORNING 10:30 AM-1:30 PM)



In this competition, the teams need to make an automated locomotive bot that can follow a line maze and reach the End of the maze as fast as possible.

Rules & Regulation:

- The robot must start on the starting square and must move above the maze line until it enters the destination square.
- A team consists of 4 members.
- Team members will be given 1 minute of setting up time before the start of their game.
- After the 1 minute of setting up time, the team is required to start their robot from the starting line and the timer will Start.
- Each competing robot is allocated five (5) minutes of access to the maze in one (1) round.
- The robot can attempt the maze as many times as required during the available time of five (5) minutes.
- Any time used to adjust a robot between runs is included in the five (5) minutes.
- The run timer will start when the front edge of the robot crosses the start line and stops when the front edge of the Robot crosses the finish line.
- Each run shall be made from the starting square. The operator may abort a run at any time.

- If the leader/operator touches the robot during the route, the attempt is considered void and the robot has to return to The starting point.
- There will be two rounds in this competition. The qualified participants will advance to the next rounds.
- The team is allowed to:
 1. Change switch positions;
 2. Adjust sensors;
 3. Make repairs in case the robot breaks down.
- Only the team leader is allowed to enter the game field.
- Once the robot reaches the destination square successfully, its time is recorded in the system.
- The minimum time for the robot's attempts will be the robot's official time.
- If the robot does not reach the destination at all, then the robot's distance from the destination is recorded and taken Into account.

Track Specifications:

- The thickness of the line path will be uniform and equal to 3 centimeters.
- The lines will be black in colour, on a white background.
- The path may consist of straight lines, hairpin bends, acute-angled bends, crossovers (intersecting lines), and curved lines.

Robot Specifications:

- The robot shall be autonomous and self-contained (no remote controls).
- The robot shall not leave any part of its body behind while negotiating the maze.
- The size of the robot shall not exceed 20cm (length) x 15cm (width) x 10cm (height).
- If a robot changes its geometry during the competition, its dimensions must still be at maximum of 30 cm (length) x 25 cm (width) x 10 cm (height).
- The robot shall not damage or destroy the lines of the maze.
- The total weight of the robot including its power source and other parts of the robot shall not exceed 1.2kg.
- The robot cannot be split or separated into more than a unit.
- All robots must be designed to cause no damage to the field.
- The robot will be inspected before every game. Robots that are not made in conformity with the rules will not be Allowed to participate.

- Any violation/ non-compliance of the above rules will immediately disqualify the robot from the competition.
- Scoring Criteria:
 1. +50 points for completing the path.
 2. +20 points for crossing each checkpoint.

EVENT COORDINATORS

Kaushik C: 9448705646

Yashwanth H T: 8660158320

Prizes

1st Prize: ₹3000/-

2nd Prize: ₹2000/-

Logo Rush

(MORNING 11:00 AM-1:00 PM)



Description:

Calling all aspiring designers and creative minds! Get ready to showcase your artistic Hair and design prowess in Logo Rush, the logo designing competition. Whether you're a seasoned graphic designer or a budding artist, this is your chance to create a captivating logo that embodies the spirit of innovation, technology and creativity. Join us in this solo competition and let your imagination run wild!

Rules & Regulation:

- Participation is individual; no team entries are allowed.
- Participants must register for the competition within the specified deadline to be eligible for submission.
- Participants must submit their logo designs electronically via the designated submission portal
- Each participant is allowed to submit only one entry.
- Submissions must include a brief description (100 words maximum) explaining the inspiration behind the design.
- The deadline for logo submissions will be communicated well in advance.
- Late submissions Will not be accepted under any circumstances.
- while submitting your design do mention which software platform you have used.
- The decision of the judging panel will be final and binding

Theme:

- The theme for LogoRush will be announced on the spot.
- Participants are encouraged to design a logo that reflects the essence of technology, innovation, and competition.
- Creativity and originality are highly valued, so feel free to explore unique interpretations of the theme.

Design Specifications:

- Logos must be original creations designed specifically for this competition.
- Participants are not allowed to use any pre-made templates or clip art in their designs.
- Can be created using any graphic design software or tool of the participant's choice,
- Submissions must be in digital format (JPEG, or PDF) and of high resolution for clarity and printing purposes.
- The maximum file size for submissions is 5MB.
- Logos will be evaluated based on creativity, originality, relevance to the theme, and visual appeal.
- Participants are expected to adhere to the highest standards of integrity and honesty. Plagiarism, AI generated or the use of copyrighted material in submissions will result in disqualification.

Event Coordinators:

Kaushik C: 9448705646

Thanushree M: 8073299636

Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Poster Perfection

(AFTERNOON 2:00PM-4:30 PM)



Description:

This exciting event invites participants to showcase their artistic skills and design abilities by crafting captivating posters on the spot. With a theme revealed at the start of the competition, participants will have the opportunity to let their imagination soar and create visually stunning posters that capture the essence of innovation, technology, and competition.

Rules & Regulation:

- Participants will have a specified time limit to complete their poster designs.
- The duration of the competition will be communicated to participants prior to the event.
- Once the limit expires, participants must submit their complete posters to the designed submission area.
- Each participant is allowed submit only one entry.
- Participation is individual; no team entry is allowed.
- Participants should use only recommended apps for poster making.
- Participants must carry their own laptops.

Theme:

- The theme for Poster Perfection will be announced on the spot.
- Participants are encouraged to design a poster that reflects the essence of the given theme.
- Creativity and originality are highly valued, so feel free to explore unique interpretations of the theme.

Judging Criteria:

- Posters will be evaluated based on creativity, originality, relevance to the theme, visual impact, and overall composition.
- Judges will consider the use of colour, imagery, typography, and artistic techniques in the designs.
- The decision of the judging will be final and binding.
- AI generated or the use of copyrighted material in the poster designs will result in disqualification.

Event Coordinators:

Tejashwini M.P-7204277684

Bhuvi Nandish-7892080339

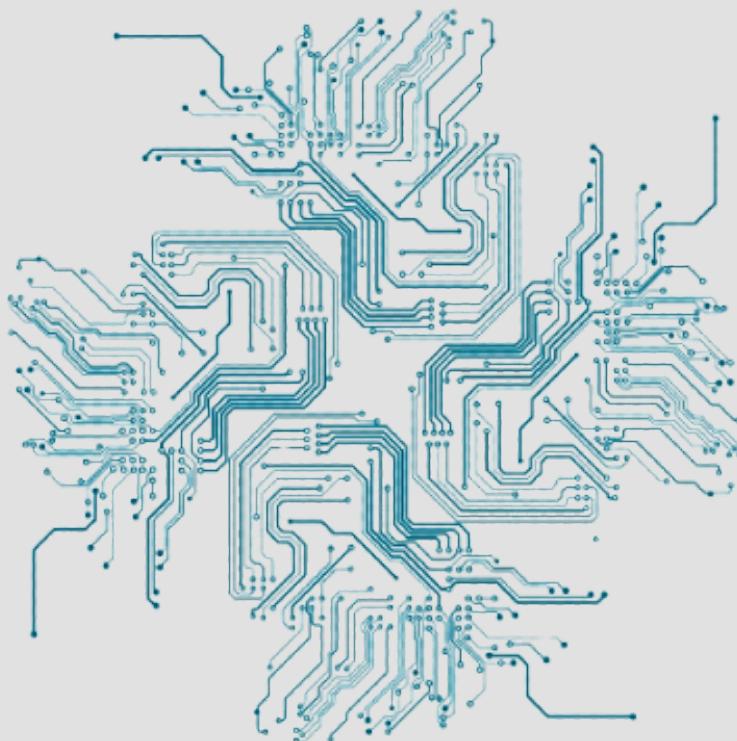
Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Circuit Detectives

(CIRCUIT DEBUGGING!) (AFTERNOON 1:45PM-4:30 PM)



Are you ready to put your problem-solving skills and circuit knowledge to the test in a thrilling online competition? Then buckle up for Circuit Masters 2024, a challenging event designed to ignite your passion for circuit design and debugging!

What is Circuit Masters 2024?

Circuit Masters is an exhilarating online competition where you'll showcase your electrical and electronics engineering prowess through circuit construction and debugging. Using online simulation software, you'll tackle problems crafted by our expert team, constructing and perfecting functional circuits within a virtual environment.

Rules:

Here's what you need to know:

- Team Size: Team of 2 .
- In total, there will be three rounds. Participants who successfully qualify will have the opportunity to progress to the next stage.
- Building Blocks for Success: You'll be provided with a variety of virtual circuit components. Utilize these components strategically to construct a circuit that meets the specified requirements.

- Welcome to Tinkercad: The online simulator used for this competition is Tinkercad. Familiarize yourself with the platform before the competition begins.
- Time is of the essence: Be sure to submit your completed circuit solutions before the designated deadline.

How Your Work is Judged:

- Accuracy is Key: Your circuit must function flawlessly according to the provided specifications.
- Efficiency Matters: The judges will also evaluate the efficiency of your design. A simpler and more elegant solution may be favoured.
- Creativity Counts: Think outside the box! Innovative solutions that demonstrate a unique approach will be highly regarded.

Playing Fair and Square:

- No External Assistance: Rely on your own skills and knowledge. The use of external software or physical components for circuit construction is strictly prohibited.
- Originality is Paramount: Plagiarism of any kind will result in disqualification.
- Consequences of Violations: Any team found violating the rules will face immediate disqualification.
- Judge's Call is Final: The decisions made by the judges are final and binding.

Do you have the problem-solving skills and electrical and electronics engineering knowledge to be crowned the Circuit Masters Champion?

Event Coordinators:

Suman: 7676836738

Surya Kashyap: 8904070089

Prizes

1st Prize: ₹3000/-

2nd Prize: ₹2000/-

Skit Performance

(MORNING 10:30 AM-1:30 PM)



Description:

In the skit performance event, participants displayed their artistic ingenuity and talents, delivering captivating performances that entertained and delighted the audience. The event provided an invaluable opportunity for participants to hone their skills, build confidence, and connect with their peers in a shared celebration of creativity and performance art.

Theme:

- Mime skit
- Media literacy and ethical journalism
- Transformative power of education and society
- Work place diversity and inclusion

Rules:

- Each participating team should consist of a minimum of 4 members and a maximum of 8 members
- The actual performance time for each team is 4-6 minutes.
- During this time, teams can showcase their creativity and acting skills.
- Teams are responsible for arranging their own props.
- General furniture like tables and chairs will be made available at the event venue.
- Props should be relevant to the skit and enhance the overall performance.

Judging Criteria:

- The competition will be judged based on several factors
- 1. Facial expressions:
- 2. How effectively do the performers convey emotions.
- 3. Creative use of props: Are props used innovatively
- 4. Stage mannerism: How well do the actors move on stage
- 5. Voice modulation: Is the dialogue delivery clear and expressive
- 6. Overall performance: Coherence, coordination, and impact.
- A panel of judges will award points based on the above criteria.
- The team with the highest aggregate score wins.
- In case of any disputes, the decision of the event organizers shall be final and conclusive.

Event Coordinators:

Ganavi A S –9844034686

Nischitha M C: 8296749092

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Short Film:

(MORNING 11 :00 AM-1:00 PM)



Description:

The short film competition invites filmmaker's allover to craft original 8–12-minute films . Participants must register online and submit their films digitally. . It's a platform for storytellers to shine, fostering innovation and global connection through the art of filmmaking.

Rules:

- Participants must create their films based on the announced theme.
- Each short film must have a duration between 8 to 12 minutes, including credits. Films exceeding this duration will be disqualified.
- Participants must submit their short films before the specified deadline which is **31st of May 2024**. Late submissions will not be accepted.
- All content, including visuals, audio, and storyline, must be original and created specifically for this competition. Plagiarism or copyright infringement will result in disqualification.
- The short films can be in either Kannada or English language.
- Films must be submitted in digital format (MP4 or MOV) and adhere to technical specifications.
- Credits: Participants must include opening and closing credits in their films, mentioning the title, director, and any other relevant contributors.
- Disqualification: Films that violate any of the competition rules or contain inappropriate content will be disqualified from the competition.
- Short films will be evaluated based on creativity, storytelling, technical quality, adherence to the theme, and overall impact.

Theme:

- Historical legends and folklore
- Human connections- Pandemic reflections
- The pursuit of innovation
- The cyber heist
- The blackmail plot

Announcement of Results:

The results of the short film competition will be announced on ISTE convention.

Event Coordinators:

Nischitha M C: 8296749092

Nirupama B: 6361327315

Submission Form:



Submission Deadline is on 31st May 2024

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Treasure Hunt

(MORNING 11:00 AM-1:00 PM)



Description:

This exciting event will transform campus into a giant puzzle waiting to be solved. Team up with your fellow explorers, navigate a designated route using a map, and crack a series of mind-bending clues that will lead you to the ultimate prize – the treasure!

Rules:

- **Team Composition:** Teams consist of exactly 4 members.
- **Route Map:** A map of the campus will be provided, indicating designated locations for clues and the treasure.
- **Electronic Devices:** No electronic devices are allowed during the event. Any team found with electronic devices will be disqualified.
- **Clue Skipping:** Teams must solve all clues in order. Skipping any clue will result in disqualification.
- **Announcement of Details:** Main event details will be announced at the start of the event.
- **Time Limit:** The event has a strict time limit of 45 minutes. Treasure found after this time will not be considered.
- **Coordinator's Decision:** The Co-ordinators decision is final in all matters related to the event.
- **Behavior:** Any unnecessary arguments or disruptive behavior will result in the removal of the team from the event.
- **Luck Factor:** Finding the treasure also depends on luck, in addition to solving clues.
- **Expected Knowledge:** Basic knowledge in C/C++, logic gates, and binary conversion is expected. An open mind to accept fate is required.

Game Structure

The Treasure Hunt was designed with 2 rounds, each presenting unique challenges and clues that lead the teams closer to the hidden treasure with a time limit of 45 minutes for each round.

Event Coordinators:

Kushala M: 6361979994

Surya Kashyap K P: 8904070089

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

The Quest for Quiz Dom

(QUIZ) (AFTERNOON 2:00PM-4:30 PM)



Are you brimming with general knowledge and eager to showcase your intellectual prowess? Then join us for the Online Quiz , a thrilling online event designed to challenge your brainpower and crown the ultimate trivia champion!

Rules:

- The quiz will be held at a scheduled time during the ISTE convention, and participants must log in to the Unstop platform promptly at the designated start time.
- The quiz will consist of multiple-choice questions covering diverse topics related to general knowledge, including technology, education, current affairs, and ISTE-related themes.
- The quiz consists of two rounds.
- Round 1 has 30 questions with a time limit of 30 minutes.
- Round 2 consists of 30 questions with a time limit of 15 minutes.
- Participants will be assessed based on their individual performance in answering the quiz questions. Collaboration or assistance from others is not permitted.
- Participants will earn points for each correct answer. There will be no penalties for incorrect answers.

- A real-time leaderboard will display the top scorers during the quiz, motivating participants to perform their best.
- Participants are expected to adhere to the principles of fair play and integrity. Any form of cheating, including but not limited to using external resources or communication tools, will result in disqualification.
- Participants must ensure a stable internet connection and access to a compatible device (such as a computer, tablet, or smartphone) to participate in the quiz smoothly.
- In case of any disputes or technical issues during the quiz, decisions made by the quiz organizers will be final and binding.

Event Coordinators:

Yashwanth: 8660158320

Rohan : 6364417363

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

One Minute Marvels

(MINUTE TO WIN) (AFTERNOON 1:45 PM-4:30 PM)



Rules:

- One-minute time limit: Contestants have exactly one minute (60 seconds) to complete each challenge.
- The time starts ticking as soon as the challenge is announced and after completing the challenge the contestant must stop the time. The time will be noted down.
- Team plays: Contestants are allowed to compete as a team. Different members of the team may tackle different challenges (2 members in each team).
- The decisions made by the Minute to Win Organizers are final. Respect their rules and focus on having a fun and challenging experience.
- Unnecessary arguments or disruptive behavior will not be tolerated. Maintain a spirit of friendly competition and respect for your fellow candidates.
- No practice attempts: Contestants are not allowed to practice the challenges before attempting them for real. They must rely on their skills and quick thinking to complete the tasks successfully within the time limit.
- No external assistance: Contestants must complete the challenges on their own. Contestants are allowed to take assistance from their team members only.
- Specific objectives: Each challenge has a specific objective that must be met to be considered successful. This objective is usually explained by the host before the contestant begins the challenge.

Game Structure

- This competition contains 5 games. All the teams are allowed to participate in all the 5 games, the teams with least time will be considered Winners.
- After the completion of each game the time will be noted, and the teams shall proceed to play the next game.
- All the 5 games must be completed within the given time span.

Event Coordinators:

U Nandini: 9019640945

Rohan : 6364417363

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

BGMI

(Mobile Gaming Tournament)

(AFTERNOON 2:00PM-4:30 PM)



This exciting event will test your ability to think critically, structure a strong argument, and express your ideas with clarity and flair.

Rules:

- Form a team of four registered players. Substitutes are allowed , but ensure proper registration for all participants.
- At least two players per team must maintain a Point of View (POV) throughout the tournament. This ensures fair play and transparency.
- Participants must have an in-game ID level of 40 or higher to qualify. Sharpen your skills and climb the ranks before the tournament begins!
- Mobile Masters Only: This is a mobile-only tournament. Tablets and iPads are not permitted. Get ready to dominate with your smartphones!
- The use of emergency pickups during the tournament is strictly prohibited. Rely on your team's skills and coordination to secure victory.
- Sportsmanship is Key: Treat fellow competitors and management with respect. Disrespectful behavior will result in disqualification. Let's foster a positive and competitive environment!

- Ensure your team joins the designated tournament room 2 minutes before the scheduled match time. Management is not responsible for teams missing matches due to late arrival.
- Take your assigned slots in the tournament room according to the provided list. Sitting in another team's slot may lead to disqualification or zero points awarded.
- Capture a screenshot of your team's results at the end of each match. Management may request this screenshot at any time. Failure to provide it could result in zero points awarded

Fair Play and Enforcement:

- Evidence is Essential: If you suspect any team of foul play, you must provide valid POV evidence to support your claims. Death cam footage alone will not be considered sufficient.
- Teaming up with players outside your team during the tournament is strictly forbidden. Maintain fair play and compete independently.
- Leaking sensitive In-Game Data and Passwords (IDP) is a major violation and will lead to immediate disqualification. Protect your accounts and maintain fair competition.
- Logistics: Semi-Finals and Finals: Only full teams of four are allowed to participate in the Semi-Final and Final rounds. Solo and Duo players will not be permitted to advance.

Event Coordinators:

Shashank Swaroop G: 7676828106

Suhas Karthik: 9741208020

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Sketch Slam

(ART / DRAWING COMPETITION!) (MORNING 11.00AM-1:00 PM)



Description:

This exciting event is your opportunity to showcase your artistic abilities and compete against fellow artists. You'll be presented with a theme or prompt at the beginning of the competition, and your task is to create an original and visually captivating drawing within a designated timeframe.

Rules:

- The competition theme will be revealed at the start of the event. Prepare to think creatively and translate the theme into a compelling visual piece!
- You'll be given a specific amount of time to complete your drawing. Manage your time wisely and ensure your artwork is finished within the allotted timeframe.
- Drawings will be evaluated based on a set of criteria, including originality, creativity, technical skill, adherence to the theme, and overall artistic merit.
- To ensure a fair playing field, this competition focuses on traditional drawing techniques. Express yourself using pencils, pens, markers, paints, or a combination of these mediums. Electronic drawing tablets and software are not permitted.
- Always maintain a respectful and sportsmanlike attitude towards other participants, judges, and organizers. Disruptive behavior or violations of the competition rules may lead to disqualification.
- It's your responsibility to bring all the necessary drawing materials you'll need to complete your artwork within the timeframe.

- A3 sheets will be provided .
- Plagiarism or copying of existing artwork will result in disqualification. Let your own creativity guide your hand!
- The decisions made by the judges are final and binding

Event Coordinators:

Prajwal Shetty –7975065383

Nischitha M C: 8296749092

Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Essay Excursion

(ESSAY COMPETITION) (MORNING 11.00AM-1:00 PM)



This exciting event will test your ability to think critically, structure a strong argument, and express your ideas with clarity and flair.

Rules:

- The essay topic will be revealed at the very beginning of the competition. 3 topics will be revealed, among those you need to choose one topic and prepare to think on your feet and craft a captivating response!
- You'll be given a designated timeframe to complete your essay. Stay focused, manage your time effectively, and ensure you deliver a well-developed response.
- Essays will be evaluated based on a set of criteria, including originality, clarity of thought, coherence of argument, and overall writing quality.
- Showcase your unique perspective and persuasive arguments.
- Proper grammar, spelling, and punctuation are essential for clear communication. Ensure your essay is not only insightful but also error-free.
- The use of electronic devices such as laptops, smartphones, or tablets is strictly prohibited during the competition. Rely on your knowledge, writing skills, and ability to think critically.
- The decisions made by the judges are final and binding.

Event Coordinators:

Yuktha – 8088611376

Yashas .S -9731874851

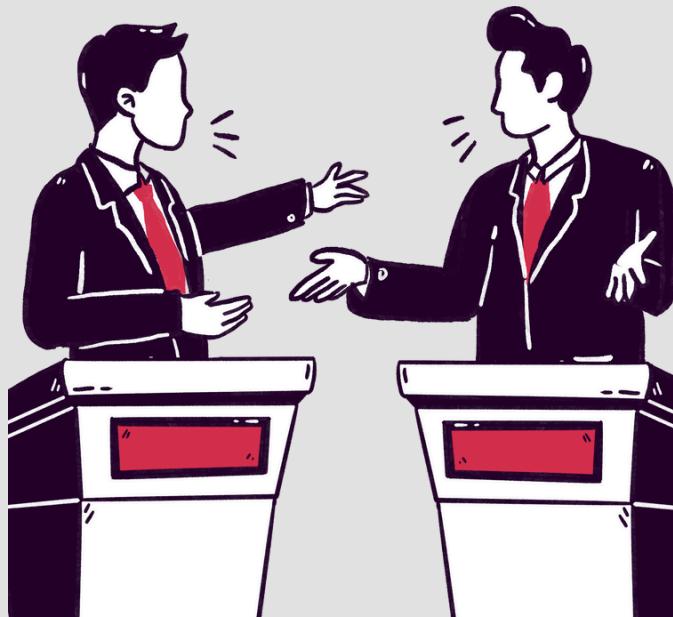
Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Battle of Words

(DEBATE COMPETITION) (MORNING 10.30AM-1:30 PM)



Description:

This event is your platform to engage in stimulating discussions on thought-provoking topics. Prepare to think on your feet, present compelling arguments, and defend your positions with logic and persuasion!

Rules:

- The debate will follow a structured format, typically including opening statements, rebuttals, and closing arguments.
- Form a team of 1-2 with a designated captain to lead your arguments.
- At least one member of each debating team must possess proficiency in Kannada. This ensures effective communication and engagement with the audience and materials related to Kannada culture or topics specific to Karnataka.
- Each segment of the debate will have designated time limits. Make your points count and manage your speaking time effectively.
- Maintain a civil and respectful tone throughout the debate. Focus on presenting strong arguments and avoid personal attacks or disruptive behavior.
- Participants are allowed to use both Kannada and English words during the debate. However, the majority of the conversation, including arguments, rebuttals, and cross - examination, should be conducted in Kannada. This ensures that the debate maintains a focus on the local language while still allowing for the incorporation of English terminology when necessary.

- Depending on the format, you might have the opportunity to challenge your opponent's arguments directly through cross-examination. Sharpen your questioning skills and identify potential weaknesses in their stance.
- A panel of judges will evaluate the debate based on criteria such as the strength of your arguments, the evidence you present, your logical reasoning, and your overall presentation skills.
- In this debate competition, the decision rendered by the panel of judges at the conclusion of each debate round is absolute and final.

Rounds:

Round 1: Pick and speak.

- In this round any one of the participants from each team randomly selects a topic by picking chits from a container. Once a topic is chosen, they should speak about it for a minute without any prior preparation.

Round 2: Debate round

- In this round the teams which has been shortlisted from the first round will be entering into the debate round.

Event Coordinators:

Rohan : 6364417363

Nayana: 6360652722

Dhanush S Yadav: 7353778925

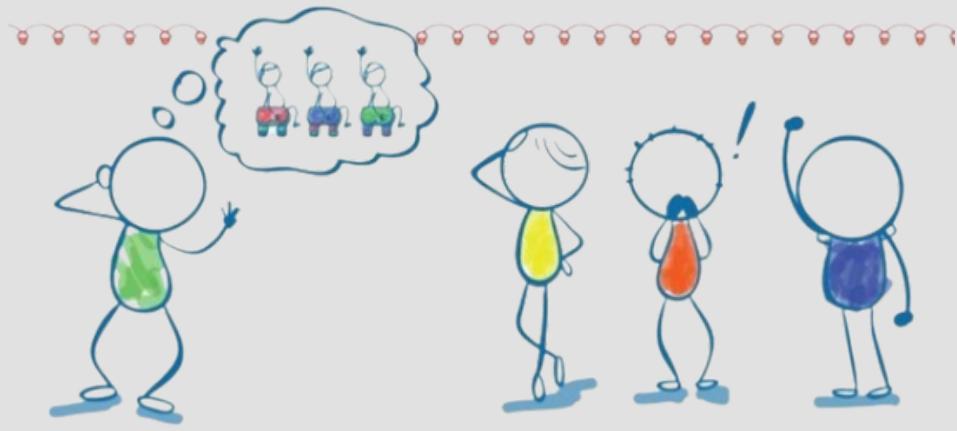
Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Act and Frenzy

(DUMB CHARADES) (AFTERNOON 2:00PM-4:30 PM)



Calling all aspiring actors, mimes in the making, and teams with unbeatable teamwork! The Dumb Charades Tournament is here, ready to test your acting skills, communication abilities, and side-splitting humour! Gather your squad, prepare to act outlandishly, and get ready for a night of unforgettable fun!

Rules:

- Team consist of min 3 and max of 4 members.
- Before each round, the organizers will reveal the secret topic your team needs to act out. Prepare to unleash your inner thespian (without a single word!)
- One designated team member will become the actor for the round. Their mission? To convey the topic solely through gestures, facial expressions, and body language. No talking, no singing, no humming – just pure, hilarious acting!
- The remaining team members become the guessers. Work together, brainstorm possibilities, and decipher the clues your teammate is silently presenting. Communication and creativity are key!

- There will be 2 rounds:
- Round 1: one member from a team need to pic a slip from the bowl and should convey it to their team within 1 min.
- Round 2: one member from a team need to pic a slip from the bowl and should convey it to their team within 3 min
- Time is of the Essence , team that successfully guesses the title within the shortest time limit will be considered
- Guess the topic correctly within the time limit, and your team scores a point! The scorekeeper will keep track of your team's progress throughout the tournament.
- Maintain a spirit of sportsmanship and friendly competition. Verbal hints, outside communication with the actor, and any form of cheating will lead to disqualification.

Event Coordinators:

Likitha B N: 7795780147

Lakshmi R: 9141018372

Prizes

1st Prize: ₹2500/-

2nd Prize: ₹1500/-

Cube Mastery

(RUBIK'S CUBE) (AFTERNOON 2:00PM-4:30 PM)



This is a fun enthusiastic game and get ready to challenge your Brain. The participants' completion times will be recorded, and the results will be determined based on those times.

Event Structure:

Round 1:

- 3x3 Rubik's Cube
- Each participant will be given a trial to check the functionality of the Rubik's cube
- Maximum of 4 minutes will be given to solve.

Round 2:

- In round two, the participants should solve two cubes within 6 minutes.
- If no one completes the cube, The one who has neared the completion of the cube on analysis will be declared as the winner.

General rules:

- The time measured by the organizers will be final.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.

Event Coordinators:

Chiranth S: 9986278942

Surya Kashyap K P: 8904070089

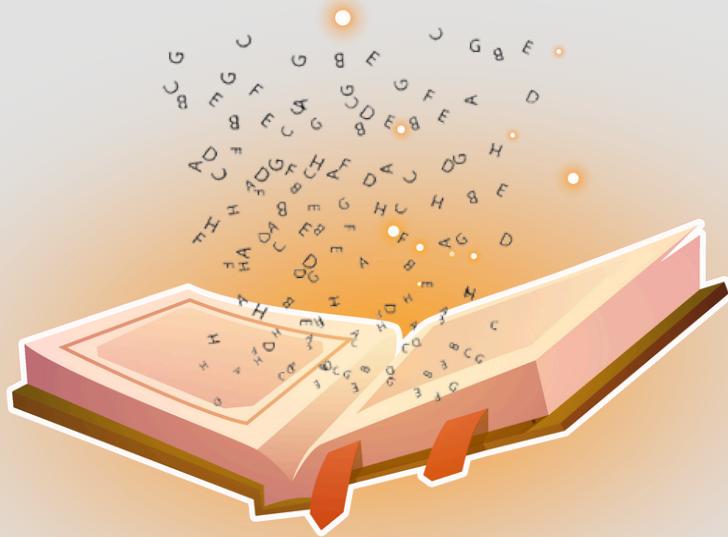
Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Spell Bee!

(AFTERNOON 2:00PM-4:30 PM)



Attention wordsmiths and spelling enthusiasts!

Are you a master of language and precision? Join us for the Technical Spell Bee competition, an engaging event designed to showcase your exceptional vocabulary and spelling prowess in a technical context!

About the Competition:

This is your chance to showcase your linguistic prowess and compete against your peers in a series of exciting word-based challenges.

Here's what you need to know:

Team size: It's an individual event.

Spelling Challenges: Test your skills with technical terms and industry-specific vocabulary.

Word Guide: Word guide may be provided in advance or revealed at the competition itself. Be prepared to tackle a diverse range of technical terminology.

Time Management: Each task will have designated time limits to demonstrate accuracy under pressure.

Fair Play Only: Cheating or any form of academic dishonesty will result in immediate disqualification. Let's maintain a spirit of sportsmanship and celebrate excellence!

Device Policy: Electronic devices are strictly prohibited. Rely solely on your own knowledge and skills.

Judge's Call: The decisions made by the judges are final and binding.

Event Coordinators:

Nayana T P: 6360652722

Brinda H:8792092757

Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-

Capture Carnival

(PHOTOGRAPHY CONTEST) (MORNING 10:30 AM-1:30 PM)



Do you have a keen eye for capturing compelling moments? Then join us for the Photography Contest, a creative competition designed to showcase your talent and unique artistic vision!

Theme:

The theme of the competition will be revealed by the organizers on the day of the event.

Rules & Regulation:

- Each participant can submit a minimum of 10 and a maximum of 15 photos.
- You can use either a phone camera or a DSLR camera to capture your photos.
- Ensure your photos are high-resolution and free of watermarks.
- Photo editing is allowed, but the edits should enhance the originality and uniqueness of your photos.
- Submit your photos in PDF, PNG, or JPEG format.
- Include captions, dates, and camera-recorded metadata with your photos for identification purposes.
- Any photos with adult content will be immediately disqualified.
- Judge's decision will be final.

Event Coordinators:

Kaushik C: 9448705646

Manya: 8660284531

Prizes

1st Prize: ₹1500/-

2nd Prize: ₹1000/-



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