



IITK APD

26-28th Oct | Online



THEME

**Love,
Sex aur
Dhokha**





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CONTEXT SLIDE 1



In a world where love is quantifiable, relationships thrive on data-driven insights. Various tools offer a detailed understanding of relationship dynamics, i.e., apps that track interactions and wearable devices that monitor physiological responses. These technologies log conversations and shared activities, enabling partners to evaluate their relationship using concrete data



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MOTION 1



THP a world where love is quantifiable



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CONTEXT SLIDE 2



You are in your early 30s. A portal suddenly appeared and showed another universe where another version of you has everything you have ever wanted. Should you choose to go to the other universe, you have to kill the other version of you.



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MOTION 2



THW choose to go to the other universe



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CONTEXT SLIDE 3



Squid Game is a game show where 456 contestants, all in desperate financial need, play successive rounds of "games". The winners progress to further rounds, while the losers are killed. Nobody can leave. The rounds continue until there is one survivor, who wins a \$4.56 million prize and returns to normal life. You have survived thus far, and are among the final 38 contestants. You are told to team up with another contestant, and you pick your childhood best friend. You are locked in a room, provided with a set of cards and dice, and told to play a game of your and your partner's choice. You must begin play immediately without any discussion. You must finish the game with a winner within 30 minutes. The winner will advance, and the loser will be executed. If there is no winner before time ends, you will both die.



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MOTION 3



TH, as the contestants, would mutually agree to play a game based purely off chance (i.e. no skill or strategy involved) rather than a competitive, skill-based game.