General Instructions:

- Participants must register themselves before 15th Feb, 2019.
- Students Pursuing B.Tech, BE, M.Tech, ME, MCA, M.Sc .(IT or Computer Science), B.Sc. (IT or Computer Science) & other relevant branch interested participants are eligible.
- All participants should mandatory bring their college Identity Card .
- The registration fee for an individual participant is applicable.
- It is the discretion of the selected participants to prioritize/ choose the event in which they wish to participate.
- Any act of indiscipline will lead to disqualification from the events.
- Decision of Judges will be final.
- Report at venue 30 Minutes before to registration desk.
- Lunch will be provided for all participants. Good hospitality is our forte.
- Accommodation will not be provided but we can suggest hotels, lodges, hostels.

1. For Research Paper & Articles:

Topics:

- Recent trends on Cloud computing and Big Data
- Artificial Intelligence
- Wireless Networking area
- Blue Brain Technology
- Open source technologies.
- Other latest expertise technical topics are also welcomed.

Rules:
Team size: Maximum 2 members per team

- Technical Papers should be in IEEE format(Max. 12 pages)
- Maximum slides per presentation should be 15.
- Presentation time is limited to 5 mins.

Important Dates

The paper in .pdf or .doc format should be mailed to kaushal19.csi@svvv.edu.in on or before 15th Feb 2019.

Notification of paper acceptance: 25th Feb,2019.

Convention on: 15th & 16th March 2019.

Scrutinizing Procedure:

- Selection of problem in paper.
- Technical exposure in the paper.
- Write up presentation skill and language presentation.

2. For Project Contest:

Team size: Upto 2-3 Members per team

- The participant should bring their own kit and exhibit their Project presentation in their own cost.
- Participant(s) name with year, department and Institute name should be send along with Project Title and Abstract of the project to the registration mail on kaushal19.csi@svvv.edu.in or before 15th Feb, 2019.
- The abstract should be in Times New Roman with font size of 12p, 1.5 line spacing and in Justify alignment.
- While presentation, the snapshots/output of your project should be submitted along with the project title.
- Selected paper or articles will be publish in CSI Journal of computing or CSI Communication & University proceedings.

Scrutinizing Procedure:
- Innovative approach.

- Technical expertise.
- Benefits for the development of society.
- Application and real-time wide usage of the project.

Candidates should mail their abstracts/ post Queries and registration details to the following mail address: kaushal19.csi@svvv.edu.in

3. For Technical Quiz:

Team size: Maximum 2 Members per team

Technical Quiz will test your technical and lateral thinking ability. Be prepared to face questions from every nook and corner of Computer Science and Technology. Get ready, be prepared and give this test your best shot.

4. For Web Designing Contest:

- Competition Requirement:

  The requirement of the competition is to produce a minimum of 4 pages of website. Each contestant can do all the work of creating the web pages using ANY available web development tools.

- Team Size:

  Only one (1) submission per contestant will be judged. If multiple submissions from the same contestant are received, only the last submission will be judged.

- Judging Criteria:

  Section 1: Content

✓ Relevance of content ✓ Accuracy of content ✓ Correct spelling and grammar ✓ Good use of content chunking ✓ Adherence to copyright laws

Section 2: Aesthetics

✓ Visual appeal and style ✓ Consistent look and feel ✓ Readability ✓ Minimalist design

Section 3: Design

✓ Adherence to HTML standards ✓ Effective navigation and working links ✓ Effective use of multimedia content ✓ Browser compatibility

Section 4: Usability and Accessibility

✓ Written in user's language ✓ Minimize user's memory load ✓ Minimize required user actions ✓ Progressive exposition of levels of details ✓ Navigation feedback mechanism ✓ Effective user guidance

- Cheating:

  The emphasis of the competition is to create an original website. Therefore, any contestant found to be cheating, interfering with another contestant, or interfering with the competition in any form, will be punished with severe point deduction or be immediately disqualified from the competition.

- Prohibited Content:

  Each website must not contain material deemed objectionable (e.g. no pornography, no profanity, nothing offensive to a person's gender, ethnicity, or religious beliefs, no references to alcohol, tobacco, or drugs).

- Content Attributions:

  Entries must adhere to copyright laws. Therefore, all graphics and multimedia components used in the competition must have been granted permission before using the file.

- Cascading Style Sheets:

  Cascading Style Sheets must either be created from scratch, or by using one of the permitted web development software programs. Use of a cascading style sheet from the internet, or any other source without originator permission is considered cheating.

- JavaScript:

  Each contestant may utilize JavaScript in their website, provided the contestant writes the code during the competition. Use of pre-made JavaScript code from the internet or any other source without originator permission is considered cheating.

- Templates: Templates must be created using any of the following methods:

  ✓ From scratch. ✓ From creating custom template files with editable and non-editable zones. ✓ Use of any built-in template, template wizard, or template from the internet or any other source is not permitted, and is considered as cheating.

- Submission of Work:

  Each participant must submit their work In a CD with the following items:

  ✓ Participating members name in a text document ✓ A folder that contain the contestant work ✓ Any special instruction to execute the work (optional)

5. For MOBILE APPLICATION DEVELOPMENT RULES :

Competition Requirement:

The Contest is for novel and innovative mobile applications utilizing any computing architecture (stand- alone, client/server, client/proxy/server, peer-to-peer/ad-hoc, cloud/mobile, others). It is intended as a platform-neutral Contest. Applications can be developed for, but not limited to, Android, iOS, Windows Phone, Blackberry OS 10 and HTML5. All applications must be demonstrated on real devices and on off- the-shelf operating systems, i.e., the phone should not be jail broken or rooted. Bonus points will be assigned to apps that can be directly downloaded from an app store. Network services that are part of the application should also be real services embodying no mock-up components. Each mobile application created and submitted in this Contest will be called an "entry". All entries will be screened and only eligible AND innovative entries will be invited to enter the Contest.

- Team Size :

  Only one (1) submission per contestant will be judged. If multiple submissions from the same contestant are received, only the last submission will be judged.

- Judging Criteria:

  Perceived Value & Importance: The first step in building a great mobile application is identifying the need you seek to meet with your application. This could be a problem you wish to solve, a task your application will help mobile users do, or maybe a better, faster way to accomplish something for the people on the go. A successful application will meet an important need and may be part of a sustainable business.

- Originality & Innovation: How unique and original is your application idea? How well does your application compete against any competitors? How does your application make innovative usage of the mobile platform to meet users' needs?
- Quality of User Experience: Does the application have clear user experience goals and well-defined user scenarios? How polished and visually appealing is your application's user interface? Is the user interface responsive? Are errors handled gracefully?
- Definition and Business Viability:

④

How does your application fit into a business model for meeting your users' needs? At the final competition, does your Live Presentation convince the judges that you've got a great project and a clear market opportunity?

Cheating:

- The emphasis of the competition is to create an original website. Therefore, any contestant found to be cheating, interfering with another contestant, or interfering with the competition in any form, will be punished with severe point deduction or be immediately disqualified from the competition.
- Submission of Work:
- Each contestant must submit their work in a CD with the following items:
- ✓ Contestant members name in a text document ✓ A folder that contain the contestant work ✓ Any special instruction to execute the work (optional)

6 . For Programming Contest

Resources

- Each contestant can use only a single notebook computer. Contestants should make sure they have installed and configured the programming tools (e.g., Java or C++ compiler, Python interpreter, editors) that they plan to use for programming problem solutions.
- You CAN NOT access the internet during the contest.
- Format of Competition
- The contest will consist of some problems. Each problem will be worth some number of points as specified in the problem description. The more points, the harder the problem is likely to be. The winning contestant will be the contestant with the most points. In the event of a tie, the winning contestant will be the first to have submitted the final correct solution.

- Programming Languages

Problem solutions may be coded in C, C++, Java, or Python. The language versions are GCC 4.8, G++ 4.9, Java 1.7, Python 2.7, and Python 3.4.

- Submission of Solutions:

Solutions will be submitted in source form and should be named by the single letter (or letter and digit) identifying the problem and an extension indicating the type of program, e.g., A.cpp or A.java or A.py. Each solution must consist of just a single source file, although that source file may contain much class and function definitions. In the case of Java, there must be exactly one public class and its name must agree with the source file name.

- Scoring

Each submitted solution that is correct will earn the specified number of points for the problem. Ranking is determined by the point total of the correct solutions which have

been submitted. However, each incorrect solution submitted for a problem that is eventually solved correctly will incur a penalty of one point subtracted from the total, so it is important to only submit a solution when you are fairly certain that it is correct.

- Judging

  Your submission is in source code form. Depending on the language, your solution will be compiled by the judges, and then run with some test input data (which may be more extensive than the sample given in the problem description). Your program must produce the correct output for the test data, and cannot execute for longer than two minutes. The result will be whether your solution is correct or not.

  Sometimes additional information will be given, e.g., your program did not compile, or the execution time limit was exceeded.

- Problem Description Clarifications

  You may request clarifications of the problem statement. These should not be frivolous questions, or questions that try to get hints for a solution; they should be legitimate questions to clarify problem wording or assumptions. Clarification requests may be submitted by writing the request on a notepad that will be provided in the contest room.

- Contest Duration The contest will end one hour after the official start.

7 . For Workshop

Workshop topic will be on recent topic like Cloud Computing, Big Data, Machine Learning, Internet of Things.

Workshop Duration: 02 days

Timings: 09:00 A. M. to 03: 30 P. M. (including lunch break of 45 minutes)

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