



DHANALAKSHMI SRINIVASAN

COLLEGE OF ENGINEERING & TECHNOLOGY

APPROVED BY AICTE | AFFILIATED TO ANNA UNIVERSITY

| ACCREDITED BY NAAC & NBA

ECR, MAMALLAPURAM, CHENNAI - 603104



SYMPOSIUM-23

DEPARTMENT OF CSE(CYBER SECURITY)

PROUDLY PRESENTS

A National Level Technical Symposium

VulniX'25

TECHNICAL EVENT

Glith Docs
Pixel Punk
Flag Runner 0x7E9
Zero Day - Code
Busted
Concept Clash

100 /- per
individual

NON-TECHNICAL EVENT

Survival Showdown
Mix n' Fix
Real or Ruse
Shutter Sync
S's Football

***participants
certificate for all**

Date
17.05.2025

***Exciting prizes**

FACULTY CO-ORDINATOR

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STUDENT CO-ORDINATOR

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GLITCH DOCS (PAPER PRESENTATION)

--- EVENT DESCRIPTION ---

GLITCH DOCS INVITES UG AND PG STUDENTS FROM ALL DOMAINS TO SHOWCASE THEIR INNOVATIVE IDEAS THROUGH IMPACTFUL PAPER PRESENTATIONS. PARTICIPANTS CAN WORK INDIVIDUALLY OR IN TEAMS OF UP TO FOUR. TOPICS RELATED TO CYBERSECURITY WILL RECEIVE EXTRA CREDIT.

--- RULE FOR PAPER PRESENTATION---

1. ELIGIBILITY: OPEN TO STUDENTS PURSUING UG/PG (ALL DOMAINS).
2. MAXIMUM OF 1 TO 4 MEMBERS PER TEAM. INDIVIDUAL PARTICIPATION IS ALSO ALLOWED.
3. SLIDES LENGTH SHOULD BE BETWEEN 4 TO 10 PAGES, INCLUDING REFERENCES.
4. TIME LIMIT: 8 MINUTES FOR PRESENTATION, FOLLOWED BY 2 MINUTES FOR Q&A.
5. PRESENTATIONS MUST BE IN POWERPOINT (.PPT/.PPTX) OR PDF FORMAT.
6. JUDGING CRITERIA: PAPERS WILL BE JUDGED ON THE BASIS OF ORIGINALITY, RELEVANCE TO THE TOPIC, CLARITY OF CONTENT, PRESENTATION SKILLS, AND Q&A RESPONSE.
7. DECISION: THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.
8. CERTIFICATE & AWARDS: PARTICIPATION CERTIFICATES WILL BE GIVEN TO ALL, AND WINNERS WILL BE AWARDED.

STUDENT CO-ORDINATOR

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PIXEL PUNK(POSTER PRESENTATION USING GIVEN AI)

EVENT DESCRIPTION:

PIXELPUNK IS AN AI-DRIVEN EVENT WHERE PARTICIPANTS CRAFT AND FINE-TUNE PROMPTS TO GENERATE SPECIFIC OUTPUTS IN POSTERS USING ADVANCED AI MODELS. THE CHALLENGE LIES IN MASTERING PROMPT ENGINEERING TO ACHIEVE ACCURATE, CREATIVE, OR TARGET-ORIENTED RESULTS, SHOWCASING SKILLS IN AI MANIPULATION AND PROBLEM-SOLVING.

---RULE FOR POSTER PRESENTATION---

* A TEAM MUST HAVE AT LEAST ONE TO TWO MEMBERS.

ROUND1:

SCENARIO BASED AI GENERATIONS.(OUTPUT SHOULD BE BASED ON THE GIVEN STATEMENT).

ROUND 2 :

POSTER PART. A SIMILAR POSTER SHOULD BE CREATED WITH ONLY GIVEN AI.

ROUND 3 :

THE BUILT POSTER IS POLISHED USING CANVA ALONE. .

* THE FINAL ROUND IS THE REVIEW. ACCURACY OF THE CREATED IMAGE WILL BE THE MAIN CRITERION FOR JUDGING AND SELECTING THE WAY.

STUDENT CO-ORDINATOR

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FLAGRUNNER 0X7E9(CAPTURE THE FLAG)

--- EVENT DESCRIPTION ---

WELCOME TO FLAGRUNNER 0X7E9, A CYBERPUNK-STYLE CAPTURE THE FLAG EVENT HOSTED ON OUR LOCAL NETWORK. BRING YOUR SKILLS, YOUR TEAM, AND YOUR INSTINCTS. THIS IS NOT JUST A GAME — IT'S A DIGITAL STREET FIGHT FOR GLORY, FLAGS, AND DOMINANCE

---CHALLENGES RANGE FROM---

- REVERSE ENGINEERING
- WEB EXPLOITATION
- CRYPTOGRAPHY

---RULES---

TEAM SIZE: EACH TEAM CAN HAVE UP TO 2 MEMBERS.

TEAMWORK IS KEY!

NO FLAG SHARING: PLEASE AVOID SHARING FLAGS WITH OTHER TEAMS.

ONE ACCOUNT PER PARTICIPANT: DUPLICATE OR MULTIPLE ACCOUNTS PER PERSON ARE NOT ALLOWED.

NO DDOS OR BRUTE-FORCE ATTACKS: THESE METHODS ARE DISCOURAGED AND MAY DISRUPT THE EVENT FOR OTHERS.

BYPASSING QUESTIONS WILL LEAD TO DISQUALIFICATION.

STAY OFFLINE FROM SOCIAL MEDIA.

STUDENT CO-ORDINATOR

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ZERODAY -CODE(CODING CONTEST)

🌟 ROUND 1: EASY QUESTIONS

--- EVENT DESCRIPTION---

IDENTIFY TEAMS SOLVING ALL PROBLEMS ACCURATELY AND QUICKLY.

- ELIGIBILITY: MUST SOLVE ALL EASY PROBLEMS WITHIN THE TIME LIMIT.
- SORTING:
 - PRIMARY: EARLIEST FULL SUBMISSION TIME.
 - TIEBREAKER 1: MORE CORRECT SUBMISSIONS EARLIER.
 - TIEBREAKER 2: LOWEST TOTAL TIME ACROSS INDIVIDUAL PROBLEMS.

⚙️ ROUND 2: MEDIUM QUESTIONS

OBJECTIVE: TEAMS MUST SOLVE WITH CORRECT AND OPTIMIZED SOLUTIONS.

- ELIGIBILITY: ALL MEDIUM PROBLEMS MUST BE CORRECTLY SOLVED.
- SORTING:
 - PRIMARY: BEST TIME COMPLEXITY (E.G., $O(N) > O(N \log N) > O(N^2)$).
 - SECONDARY: EARLIER FULL SUBMISSION.
 - TIEBREAKER: LOWEST CUMULATIVE PROBLEM-SOLVING TIME.

🧠 ROUND 3: HARD QUESTIONS

OBJECTIVE: SOLVE ACCURATELY USING OPTIMAL ALGORITHMS AND SPEED.

- ELIGIBILITY: ALL HARD PROBLEMS MUST BE SOLVED CORRECTLY.
- SORTING:
 - PRIMARY: MOST EFFICIENT ALGORITHM.
 - SECONDARY: EARLIEST SUBMISSION TIME.
 - TIEBREAKER: LOWEST TOTAL TIME ACROSS ALL PROBLEMS.

STUDENT CO-ORDINATOR

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BUSTED (CODE INVESTIGATION)

---EVENT DESCRIPTION---

» STEP INTO THE ROLE OF A CYBERSECURITY ANALYST AND BRING YOUR DETECTIVE IN INCIDENT RESPONSE AND INVESTIGATION SKILLS. PARTICIPANTS WILL BE PROVIDED WITH REAL-WORLD INSPIRED CYBERSECURITY BREACH SCENARIOS, SIMULATING ATTACKS ON NEWLY ESTABLISHED COMPANIES. » WORKING INDIVIDUALLY OR IN TEAMS OF TWO, PARTICIPANTS WILL ANALYZE THE CASE STUDY, OUTLINE THE RECOVERY PROCESS, AND DETAIL THEIR INVESTIGATION STRATEGY. YOUR CHALLENGE IS TO IDENTIFY VULNERABILITIES, TRACE THE ATTACK VECTORS, RECOMMEND ACTIONABLE RECOVERY MEASURES, AND PROPOSE A SOLID CYBERSECURITY FRAMEWORK TAILORED TO A STARTUP ENVIRONMENT.

---WHAT TO EXPECT---

1. REALISTIC AND ENGAGING CASE STUDIES BASED ON COMMON CYBERSECURITY INCIDENTS
2. INVESTIGATION OF BREACH ORIGINS, TIMELINE ANALYSIS, AND AFFECTED SYSTEMS
3. FORMULATION OF A RECOVERY PLAN AND SECURITY ENHANCEMENT RECOMMENDATIONS
4. PRESENTATION OF YOUR FINDINGS TO A JUDGING PANEL

STUDENT CO-ORDINATOR

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CONCEPT CLASH (IDEA PITCH)

---EVENT DESCRIPTION---

IDEA PITCH IS AN ON-THE-SPOT IDEA PITCHING COMPETITION WHERE CREATIVITY MEETS CHALLENGE. PARTICIPANTS WILL BE GIVEN A REAL-WORLD PROBLEM STATEMENT OR THEME AND MUST GENERATE, DESIGN, AND PRESENT A VIABLE SOLUTION — ALL UNDER TIME PRESSURE. THE GOAL IS SIMPLE: THINK FAST, PITCH SMART, AND STAND OUT.

---RULES & REGULATIONS---

1. EACH TEAM MUST HAVE 1 TO 3 MEMBERS.
2. PROBLEM STATEMENT WILL BE GIVEN ON THE SPOT
3. FOLLOW ALL EVENT ROUNDS AND TIME LIMITS.
4. ALL PRESENTATIONS MUST BE ORIGINAL AND CREATED DURING THE EVENT.
5. TEAMS MUST SUBMIT THEIR FINAL PITCHES WITHIN THE GIVEN TIME.
6. PARTICIPANTS MUST RESPECT THE JUDGES AND OTHER TEAMS.

ROUNDS:

ROUND 1

IDEATION (15 MINS) GET A PROBLEM AND THINK OF A SMART SOLUTION.

ROUND 2

ANALYSIS (WITHIN 15 MINS) CHECK IF YOUR IDEA IS PRACTICAL AND USEFUL

ROUND 3

DESIGN (15 MINS) CREATE A SIMPLE POSTER OR SLIDE USING CANVA.

ROUND 4

FINAL PITCH :(7MINS) PRESENT YOUR IDEA IN 3-5 MINS + 2 MINS FOR QUESTIONS.

STUDENT CO-ORDINATOR

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SURVIAL SHOWDOWN

ROUND 1:

MEMORY LAZE - RULES AND REGULATIONS

1. EACH PARTICIPANT WILL BE SHOWN AN IMAGE CONTAINING MULTIPLE COMBINED ITEMS FOR 15 SECONDS ONLY.
2. NO NOTE-TAKING OR VERBAL COMMUNICATION IS ALLOWED DURING THE IMAGE VIEWING TIME.
3. PARTICIPANTS MUST RELY SOLELY ON MEMORY FOR THE UPCOMING CHALLENGE.
4. AFTER VIEWING, PARTICIPANTS WILL HAVE 1 MINUTE TO ANSWER BASED ON WHAT THEY REMEMBER.
5. THE TASK INVOLVES ESTIMATING THE APPROXIMATE NUMBER OF ITEMS SHOWN IN THE IMAGE.
6. PROVIDING FALSE OR MISLEADING INFORMATION.PARTICIPANT MAY LOSS -1 POINT.

ROUND 2:

DIFFERENCE HUNT - RULES AND REGULATIONS

1. PARTICIPANTS WILL BE SHOWN TWO SIMILAR IMAGES SIDE BY SIDE.
2. THE TASK IS TO IDENTIFY ALL THE DIFFERENCES BETWEEN THE TWO IMAGES WITHIN THE GIVEN TIME LIMIT.
3. NO EXTERNAL HELP, MOBILE PHONES, OR NOTE-TAKING IS ALLOWED DURING THE ROUND.
4. PARTICIPANTS MUST MARK OR LIST THE DIFFERENCES CLEARLY AS INSTRUCTED.
5. FALSE MARKING OR INTENTIONALLY MISLEADING RESPONSES MAY LEAD TO DISQUALIFICATION.
6. TEAMS MUST CONSIST OF THE CORRECT NUMBER OF PARTICIPANTS AS ANNOUNCED.
7. TIME LIMIT AND NUMBER OF DIFFERENCES WILL BE REVEALED AT THE START OF THE ROUND.
8. JUDGES' DECISIONS ARE FINAL AND BINDING.

--- WINNING: • THE PLAYER/TEAM WITH THE HIGHEST SCORE AT THE END OF THE GAME WINS. •IN CASE OF A TIE, A BONUS ROUND (SUDDEN DEATH) CAN DETERMINE THE WINNER.

STUDENT CO-ORDINATOR

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MIX N' FIX

---EVENT DESCRIPTION---

MIX N' FIX IS A FAST-PACED AND ENGAGING TEAM-BASED GAME DESIGNED TO TEST PARTICIPANTS' VOCABULARY, TEAMWORK, AND GENERAL KNOWLEDGE. OPEN TO ALL UG AND PG STUDENTS, THIS EVENT BLENDS WORDPLAY AND QUICK THINKING WITH A TWIST OF FUN. PARTICIPANTS WILL FORM TEAMS OF THREE OR FOUR AND COMPETE IN TWO STAGES: UNSCRAMBLING JUMBLED WORDS AND ANSWERING A NON-TECHNICAL QUIZ. IT'S A RACE AGAINST TIME AND WIT — THE QUICKEST AND SMARTEST TEAMS WIN!

--RULES FOR MIX N' FIX--

ELIGIBILITY: OPEN TO UG/PG STUDENTS FROM ALL DOMAINS.

TEAM SIZE: EACH TEAM MUST CONSIST OF 3 OR 4 MEMBERS.

ROUND 1 – WORD PUZZLE:

A WORD WILL BE GIVEN IN JUMBLED FORM.

TEAM MEMBERS MUST COLLABORATIVELY ARRANGE THE LETTERS INTO THE CORRECT WORD WITHIN THE ALLOTTED TIME.

THE TEAM THAT FINISHES FIRST PROCEEDS TO THE NEXT STEP.

ROUND 2 – QUIZ:

THE SELECTED TEAM WILL ANSWER A NON-TECHNICAL QUIZ.

CORRECT ANSWERS WITHIN THE TIME LIMIT EARN THE TEAM ONE POINT.

NO POINTS ARE AWARDED FOR INCORRECT OR UNANSWERED QUESTIONS.

STUDENT CO-ORDINATOR

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REAL OR RUSE

---EVENT DESCRIPTION---

PLAYERS MUST DETERMINE WHETHER A GIVEN STATEMENT IS "REAL" (TRUE) OR A "RUSE" (FALSE).

ROUND 1 :

PARTICIPANTS : EACH TEAM CONSIST OF 2 MEMBERS ONLY

ROUND 2 :

PARTICIPANTS : ONLY 1 MEMBER FROM THE SELECTED TEAMS

GAME PLAY:

1. THE HOST READS A STATEMENT ALOUD. 2. PLAYERS/TEAMS ARE GIVEN LIMITED TIME (30 SECONDS) FOR FIRST ROUND AND SECOND ROUND (15 SECONDS) TO DECIDE AND RESPOND WITH EITHER:

- "REAL" - IF THEY THINK THE STATEMENT IS TRUE
- "RUSE" - IF THEY THINK THE STATEMENT IS FALSE

3. ROUND 1 (10 QUESTIONS) ROUND 2 (5 QUESTIONS)

4. CORRECT ANSWERS EARN A POINT.

5. INCORRECT ANSWERS EARN ZERO POINTS AND POINTS WILL AWARDED FOR OPPONENTS .

WINNING:

- THE PLAYER/TEAM WITH THE HIGHEST SCORE AT THE END OF THE GAME WINS.
- IN CASE OF A TIE, A BONUS ROUND (SUDDEN DEATH) CAN DETERMINE THE WINNER.

STUDENT COORDINATOR :

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SHUTTERS SYNC

PHOTOGRAPHY EVENT - SNAPSHOT CHALLENGE

UNLEASH YOUR CREATIVITY AND CAPTURE THE WORLD AROUND YOU! IN THIS ON-CAMPUS CHALLENGE, SOLO PLAYERS OR TEAMS OF TWO WILL COMPLETE A LIST OF UNIQUE PHOTO TASKS USING A DSLR OR SMARTPHONE.

- DURATION: 2 HOURS
- LOCATION: WITHIN COLLEGE CAMPUS
- ALL PHOTOS MUST BE TAKEN DURING THE EVENT TIME
- NO EDITING OR FILTERS ALLOWED (UNLESS SPECIFIED)
- STAY RESPECTFUL—NO DISTURBING PEOPLE, ANIMALS, OR NATURE
- ASK PERMISSION BEFORE TAKING PICTURES OF STRANGERS
- USE ONLY YOUR OWN CAMERA/PHONE
- SUBMIT PHOTOS BEFORE THE DEADLINE TO QUALIFY FOR JUDGING

BEST SHOTS WIN BASED ON CREATIVITY, CLARITY, AND RELEVANCE!

STUDENT CO-ORDINATOR

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VulniX²⁵

5'S FOOTBALL

- **TEAM SIZE:** 5 PLAYERS (4 OUTFIELD + 1 GOALKEEPER)
- **MATCH TIME:** TWO HALVES OF 7 MINUTES EACH, WITH A 2-MINUTE HALFTIME
- **NO OFFSIDE RULE**
- **GOALKEEPER RULE:** CAN HOLD THE BALL FOR ONLY 4-6 SECONDS
- **THROW-INS REPLACED WITH KICK-INS**
- **NO SLIDING TACKLES ALLOWED**
- **FREE-KICKS:** OPPONENTS MUST STAY 5 METERS AWAY
- **FOULS:** ACCUMULATED FOULS MAY LEAD TO PENALTY KICKS
- **CARDS:** YELLOW AND RED CARDS APPLY; MINOR FOULS MAY LEAD TO 2-MINUTE TIME-OUTS

✗ ELIMINATION CRITERIA

- DISRESPECTING REFEREES OR OPPONENTS
- IGNORING TIME LIMITS OR REFEREE INSTRUCTIONS
- FAILING TO SHOW UP ON TIME FOR THE MATCH
- UNSPORTSMANLIKE BEHAVIOR (ARGUING, ABUSING, DELAYING)
- NOT FOLLOWING GAME RULES (E.G., SLIDING TACKLES, ILLEGAL KICK-INS)

STUDENT CO-ORDINATOR

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