ANNAI MIRA
College of Engineering and Technology

DEPARTMENT OF CSE

PROUDLY PRESENTS

A NATIONAL LEVEL TECHNICAL SYMPOSIUM

INNOVIZ '23

INSTITUTION'S INNOVATION COUNCIL (Ministry of HRD Initiative)

COMPUTER SOCIETY OF INDIA · ESTO. 1965

LUNCH WILL BE PROVIDED

CASH PRICES FOR 1ST & 2ND PLACES

PARTICIPATION CERTIFICATES & REFRESHMENTS WILL BE PROVIDED FOR

ALL ATTENDEES OF BOTH TECHNICAL & NON-TECHNICAL EVENTS

REGISTRATION FEES ₹200

NON-TECHNICAL EVENTS
- Connection
- Meme Creation
- PUBG/Free Fire
- Treasure Hunt

TECHNICAL EVENTS
- Paper Presentation
- Coding & Debugging
- Technical Quiz
- Techathon

GAMES
- Find the Rhythm
- Pattern
- Mystery Box
- Think and Act

LAST DATE TO REGISTER : 23.09.2023

EVENT DATE : 25TH SEPTEMBER 2023

GENERAL COORDINATOR:
HEMA HARIHARAN.S – 9080602796

STUDENT COORDINATORS :
WASEEMULLAH. K – 9003626187
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ANNAI MIRA COLLEGE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE ENGINEERING
INNOVIZ'23

General Instructions

The program will commence at 9:00 AM.

1. The fee structure is as follows:

    - Rs 200 per person (for all Technical and Non-technical events).

    - Rs 250 per person (for all Technical, non-technical events, and fun games).

    - Rs 100 per head (for all fun games).

2. All events will strictly adhere to their scheduled timings. We cannot be held responsible if participants miss any events due to scheduling conflicts.

3. Participants are welcome to form teams regardless of their colleges and departments.

4. Certificates, food, and refreshments will be provided exclusively to participants in technical and non-technical events.

5. In all events, the judges' decisions will be final, and no arguments or disputes will not be entertained.

6.Participants are kindly requested to maintain discipline within the campus premises throughout the day.

7. Participants are required to bring their ID cards when entering the college premises.

PAPER PRESENTATION

TIME : 09.30 AM

Team Formation:

- Each team may consist of a maximum of two participants, and individual participation is also allowed.

- Participants may form teams regardless of their college or department affiliations.

Presentation Submission:

- Soft copies of the presentation must be submitted in PDF format to the following email address: joohijahan2003@gmail.com.

- The submission deadline is on or before 24th September 2023, in the afternoon.

- Each participating team should have a minimum of 10 slides in their presentation.

- Presentations must be delivered in PDF format.

- The participants should save their PDF on their name(caps) Ex: JOHN.pdf

Eligibility:

- Paper presentation is open to participants from all departments.

Topic Selection:

- Participating teams may present on various technical topics of their interest. Topics should be of a technical nature.

- Sample topics include Artificial Intelligence and Machine Learning, Blockchain Technology, Cybersecurity, IoT, Cloud Computing, Data Science and Big Data, Robotics, Bioinformatics, Quantum Internet, and Ethical Hacking.

Judging Criteria:

- Presentation will be evaluated based on Introduction (20 points), Presentation (50 points), Flow of the Content (20 points), and Conclusion (10 points).

CODING AND DEBUGGING

TIME : 10.00 AM

Team Formation:

- Teams may consist of 1 to 3 members, and team members must remain consistent throughout the competition.

Code of Conduct:

- Coding and debugging tasks will be presented in programming languages such as Python, C, and Java.

- Participants are required to bring their laptops with a stable network connection.

- Cheating or discussions with other teams are strictly prohibited and will result in immediate elimination.

Competition Format:

- The competition consists of two rounds: Debugging Round and Coding Round.

- In the Debugging Round, participants debug code errors within a 25-minute time limit.

- In the Coding Round, participants write code to solve programming questions within 25 minutes.

- Each round has its scoring system and evaluation criteria.

Rules for Debugging Round:

- Participants earn points for correctly identifying and rectifying errors.

- Errors are categorized (e.g., syntax, logic, runtime) with varying point deductions.

- The highest-scoring participant or team advances to the coding round.

Rules for Coding Round:

- Participants are evaluated based on code correctness and minimal errors.

- Points are awarded for correct solutions.

- The highest-scoring participant or team in this round wins.

- Tiebreakers may apply in case of score ties

TECHATHON - WEB DEVELOPMENT

TIME : 10.00 AM

Rules:

- Each team may consist of a maximum of three participants.

- The event consists of a single round.

- Participants are tasked with developing a webpage based on a scenario provided on the day of the competition.

- The allotted time for webpage development is 1 hour.

- The participant who completes first will have priority.

Requirements:

- Participants must bring their own laptops with stable internet connection.

- Participant can refer any sources.

Judgment Criteria:

- Creativity (25 points)

- Functionality (25 points)

- Responsiveness (25 points)

- UI/UX (25 points)

TECHNICAL QUIZ

TIME : 11.00 AM

Rules:

1. Each team must consist of 2 to 3 members; individual participation is not permitted.

2. The quiz consists of a single round. In the event of a tie, an additional round will be conducted exclusively for the tied participants.

3. There will be a total of 25 questions in the quiz.

4. Participants have a maximum of 20 minutes to answer all the questions.

5. There are no negative points for incorrect answers.

6. The winner will be determined based on the total points scored by each team.

CONNEXIONS

TIME : 1.30 PM

Rules:

1. Max three participants 2-rounds (1st round 20 questions) (2nd round 10 questions).

2. In the event of a tie between teams, a tiebreaker question will be presented.

3. The winner will be determined based on the total points earned by each team.

4. The judge's decision will be final and not open to dispute or appeal.

TREASURE HUNT

TIME : 03.00 PM

Rules:

1. Max 4 members.

2. Need to find the treasure with the given time (on spot time will be given).

3. Don't tear the clues.

4. If the game ends in draw according to time the first one will be considered as winner.

5. The main motto is to enjoy and explore.

MEME CONTEST

TIME : 02.30 PM

Rules:

1. On spot creation.

2. Topic will be provided on time.

3. No 18+ content.

4. No politics and trolls.

5. One person can create upto 2 memes (no reels)

PUBG

TIME : 02.00 PM

Rules:

1. Max 4 numbers.

2. No hackers allowed.

3. Classic mode only.

4. Erangle map.

FREE FIRE

TIME: 02.00 PM

Rules:

1. Max 4 numbers.
2. No hackers allowed.
3. Character skills allowed with limited ammos.
4. Bermuda.

FUN GAMES

Instructions:

1. There is a charge of Rs 100 per person to participate in all four games.

2. The person who wins three games will gain access to the lucky room.

3. Participants who only play in the games will not receive certificates or food.

4. Fun games will be opened from 09.30 AM

FIND THE RHYTHM

Rules:

1. Team members must range from a minimum of 2 to a maximum of 4.

2. One person from the team must find a song, and we will provide headphones with loud music playing inside.

3. The remaining team members must perform actions in accordance with the rhythm.

4. The team must find a total of 3 songs within a 5-minute timeframe.

Notes:

1. Points will not be considered if the rules are not followed.

2. No lip movement or talking is allowed while performing actions.

THINK AND ACT

Rules:

1. A team must consist of a minimum of 2 and a maximum of 4 members.

2. One person from the team acts as the presenter and performs actions based on pictures. These pictures may be related to flowers, animals, actors, etc.

3. The remaining team members must identify the picture based on the actions performed by the presenter.

4. The team must find a total of 5 pictures within a 2-minute time frame.

Notes:

1. The acting person should not lip sync or talk to team members while performing the actions.

2. Points will not be considered if the rules are not followed.

MYSTERY BOX

Rules:

1. Team members must range from a minimum of 2 to a maximum of 4.

2. The mystery box contains mystery contents.

3. Each member of the team will take turns interacting with the mystery box.

4. If participants find the correct answer, points are added. If not, they will receive a special juice.

Notes:

1. Participants can ask questions or make statements about their guesses to their team members.
2. No peeking: Participants should not open the box or attempt to see its contents during their turn.

PATTERNS

Rules:

1. A team must consist of a minimum of 2 and a maximum of 4 members.

2. The game involves a 5x5 grid and one specific pattern.

3. One person from the team acts as the indicator, while the remaining members attempt to find the correct pattern within 2 minutes.

4. Players make their moves based on the pattern provided to the indicator, and they can only ask yes or no questions to determine their next move.

5. If a player steps into the wrong grid, they must start from the beginning.

Notes:

1. The indicator is only allowed to respond with "yes" or "no" and should not provide any additional information.

2. Same person should not start again in the next try.

3. Only moves in the directions of left, right, up, or down are allowed; diagonal moves are not permitted.