

# **EVENT GUIDELINES**

## **1. REGISTRATION**

- BOTH ONLINE REGISTRATION AND SPOT REGISTRATION ARE AVAILABLE. ENSURE TO REGISTER BEFORE THE EVENT DEADLINE OR UNTIL SPOT SLOTS ARE FILLED.
- PARTICIPANTS CAN JOIN ONLY ONE ITEM  
A COLLEGE ID OR SCHOOL ID MUST BE PRESENTED AT THE HELP DESK DURING VERIFICATION.

## **2. REPORTING TIME**

- PARTICIPANTS MUST REPORT 30 MINUTES BEFORE THEIR EVENT STARTS.
- LATE ENTRY IS NOT ALLOWED UNLESS APPROVED BY THE COORDINATOR.

## **3. DISCIPLINE**

- ANY FORM OF MISBEHAVIOR, CHEATING, OR DISTURBANCE WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- RESPECT TOWARDS JUDGES, VOLUNTEERS, AND FELLOW PARTICIPANTS IS MANDATORY.

## **4. JUDGING**

- JUDGES' DECISIONS ARE FINAL AND ARE NOT SUBJECT TO CHALLENGE.  
JUDGING CRITERIA MAY INCLUDE SKILL, CREATIVITY, ACCURACY, TIME, AND INNOVATION, DEPENDING ON THE EVENT.

## **5. EQUIPMENT**

- PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN LAPTOPS OR MOBILE DEVICES UNLESS STATED OTHERWISE.
- THE ORGANIZERS ARE NOT LIABLE FOR ANY DAMAGE, LOSS, OR THEFT OF PERSONAL DEVICES.

## **6. FAIR PLAY**

- INTERNET USAGE IS PROHIBITED WHERE RESTRICTED BY EVENT RULES.

- PRE-MADE SOLUTIONS IN CODING OR DESIGN EVENTS ARE NOT ALLOWED UNLESS EXPLICITLY PERMITTED.

# **PUZZLE GAME RULES**

*PUZZLE AS YOUR OPPONENT*

## **RULES AND REGULATIONS**

1. THE EVENT IS AN INDIVIDUAL PARTICIPATION EVENT (ONLY ONE PARTICIPANT IS ALLOWED).
2. THE EVENT CONSISTS OF THREE ROUNDS, AND EACH ROUND IS ELIMINATORY.
3. EACH ROUND WILL HAVE A FIXED TIME LIMIT, WHICH WILL BE ANNOUNCED BEFORE THE START OF  
THE ROUND.
4. PARTICIPANTS MUST COMPLETE THE PUZZLES WITHIN THE GIVEN TIME; LATE SUBMISSIONS WILL NOT BE ACCEPTED.
5. TIME AND ACCURACY WILL BE CONSIDERED FOR EVALUATION AND SHORTLISTING.
6. THE TIMER WILL START AND END SIMULTANEOUSLY FOR ALL PARTICIPANTS IN A ROUND.
7. USE OF MOBILE PHONES, SMART DEVICES, INTERNET, OR ANY EXTERNAL HELP IS STRICTLY PROHIBITED.
8. PARTICIPANTS MUST CARRY A VALID COLLEGE ID CARD.
9. ANY FORM OF MALPRACTICE OR MISCONDUCT WILL LEAD TO IMMEDIATE DISQUALIFICATION.
10. IN CASE OF A TIE, A TIE-BREAKER PUZZLE WILL BE CONDUCTED.
11. PARTICIPANTS MUST FOLLOW THE INSTRUCTIONS GIVEN BY THE EVENT COORDINATORS.
12. THE DECISION OF THE JUDGES/EVENT COORDINATORS WILL BE FINAL AND BINDING.
13. THE ORGANIZERS RESERVE THE RIGHT TO MODIFY THE RULES IF NECESSARY.

## **GUESS THE TECH RULES**

- 1) TEAM: EACH TEAM CAN PARTICIPATE 2-3 PARTICIPANTS.
- 2) GAME OBJECTIVE: IDENTIFY THE CORRECT APP OR TECH-RELATED ICON/IMAGE DISPLAYED ON THE SCREEN.
- 3) ROUNDS:

### **ROUND 1**

10SEC (20 QUE)

15SEC FOR 1 QUESTION

APP LOGO (NEG MARK)

### **ROUND 2: SOFTWARE LOGO (NEG MARK)**

BALOON (16 QUE)

### **ROUND 3: LOGO SCRAMBLING (NEG MARK)**

BELL (14 QUE)

- 4) NO EXTERNAL HELP: USE OF MOBILE PHONES, SMART WATCHES, OR INTERNET IS STRICTLY

PROHIBITED.CHEATING LEADS TO DISQUALIFICATION.

- 5) DECISION AUTHORITY: THE QUIZ MASTER'S / EVENT COORDINATOR'S DECISION IS FINAL.

- 6) COLLEGE ID MANDATORY

### **WINNER SELECTION**

1 THE TEAM WITH THE HIGHEST TOTAL SCORE WINS.

2 IN CASE OF A TIE, ONE TIE-BREAKER QUESTION WILL BE CONDUCTED.

3 TIE-BREAKER: NO HINTS. FASTEST CORRECT ANSWER WINS.

## **IDEAPRESENTATION RULES**

- 1.DURATION OF THE EVENT: 1.30HRS (11.00AM TO 12.30PM)
2. NUMBER OF TEAM MEMBERS: 3
3. TIME ALLOWED FOR EACH TEAM: 10MINS (8MINS PRESENTATION + 2MINS Q&A SECTION)
4. COLLEGE ID CARD IS COMPULSORY.
5. CRITERIA FOR JUDGEMENT:
  - BEST POWERPOINT PRESENTATION
  - TIME MANAGEMENT
  - BODY LANGUAGE

# **VIDEO EDITTING RULES**

## **RULES**

- 1) INDIVIDUAL PARTICIPANT
- 2) TOTAL TIME ALLOTED 1 HOUR
- 3) THEME WILL BE ANNOUNCED
- 4) PARTICIPANTS MUST BRING THEIR OWN LAPTOPS, CHARGERS, AND HEADPHONES.

## **SOFTWARE ALLOWED**

**PREMIERE PRO**

**CAPCUT**

**AFTER EFFECTS**

**DAVINCI RESOLVE ETC**

- 5) DURATION 60-90 SECOND (STRICT)
- 6) MP4 FORMAT RESOLUTION (MINIMUM 1080P)
- 7) PLAGIARISM OR USE OF COPYRIGHTED WILL DISQUALIFIED

## **SUBMISSION**

PARTICIPANTS MUST SUBMIT THE FINAL OUTPUT IN GIVEN TIME (LATE SUBMISSION WILL NOT BE ACCEPTED)

## **JUDGING CRITERIA**

*CREATIVITY*

*EDITING SKILLS*

*RELEVANCE TO THEME*

## **DECISION**

JUDGE'S DECISION WILL BE FINAL AND BINDING

# **POSTER EDITING RULES**

## **RULES AND REGULATION**

- 1) INDIVIDUAL EVENT
- 2) TIME EVENT " 1 HOUR"

3) THEME WILL BE GIVEN ON THE SPOT

4) SOFTWARE ALLOWED

CANVA, PHOTOSTOP, GIMP

(ANY DESIGNING SOFTWARES)

5) ORIENTATION PORTRAIT / LANDSCAPE (A3/A4)

6) FINAL SUBMISSION IN JPEG, PNG FORMAT

### **DISQUALIFICATION**

1) ANY VIOLATION OF RULES WILL RESULT IS DISQUALIFICATION

### **DECISION**

JUDGE'S DECISION WILL BE FINAL

### **GENERAL RULES**

1. PARTICIPANTS MUST CARRY THEIR COLLEGE ID

2 MALPRACTICE OR MISCONDUCT WILL LEAD TO DISQUALIFICATION

3 REGISTRATION IS MANDATORY

4. ORGANIZERS RESERVE THE RIGHT TO MODIFY RULES IS NECESSARY

## **UI-WEB SPRINT**

1. VIBE CODING ALLOWED
2. ENTRY FEE 50
3. PRIZE 1000
4. MAKE A WEBSITE WITH GIVEN ASSETS
5. NO BORING RULES

## **BLIND CODING**

TIME LIMIT: 15 MINUTES

- 5 MINUTES FOR PROBLEM ANALYSIS (SCREEN ON)
- BLIND CODING (SCREEN OFF)
- LANGUAGES ALLOWED: JAVA, C (PRE-DECLARED)
- NO COMPILATION OR EXECUTION ALLOWED DURING THE CONTEST
- SCREEN MUST REMAIN OFF DURING BLIND CODING PHASE
- NO USE OF INTERNET, MOBILES, AL TOOLS, OR EXTERNAL HELP
- NO HARD-CODED VALUES/OUTPUT PERMITED
- JUDGING ON CORRECTNESS, LOGIC, AND SYNTAX
- ANY RULE VIOLATION = IMMEDIATE DISQUALIFICATION