

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)

BALLOON (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.

IDEA PRESENTATION RULES

1. DURATION OF THE EVENT: 1.30 HRS (11.00 AM TO 12.30 PM)

2. NUMBER OF TEAM MEMBERS: 3

3. TIME ALLOWED FOR EACH TEAM: 10 MINS (8 MINS PRESENTATION + 2 MINS Q&A SECTION)

4. COLLEGE ID CARD IS COMPULSORY.

5. CRITERIA FOR JUDGEMENT:

- BEST POWER POINT PRESENTATION
- TIME MANAGEMENT
- BODY LANGUAGE

VIDEO EDITTING RULES

RULES

- 1) INDIVIDUAL PARTICIPANT
- 2) TOTAL TIME ALLOTTED 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 IN 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 IF 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 PERMITTED
- JUDGING ON CORRECTNESS, LOGIC, AND SYNTAX
- ANY RULE VIOLATION = IMMEDIATE DISQUALIFICATION