

**SRI SIVASUBRAMANIYA NADAR COLLEGE OF ENGINEERING
&
SHIV NADAR UNIVERSITY CHENNAI**

PRESENT



invente '24
Imagine. Create. Inspire

27th & 28th SEPTEMBER

EVENT RULEBOOK

www.ssnsnucinvente.com

About SSN Institutions



SSN College of Engineering, located in the vibrant city of Chennai, Tamil Nadu, is a premier institution established in 1996 by Padma Bhushan Dr. Shiv Nadar, a visionary leader and the founder of HCL Technologies. SSN has rapidly ascended to the top echelons of engineering education in India, with a NIRF ranking of 46 among private engineering colleges in India.

Boasting a 230-acre state-of-the-art campus with top-notch facilities, SSN offers diverse engineering programs and fosters innovation through robust research centers and global collaborations. The institution emphasizes high academic standards and cutting-edge research, while promoting entrepreneurship through initiatives like incubation centers and hackathons.

SSN has a robust placement cell that maintains strong ties with leading companies and organizations. The placement cell organizes various training programs, workshops, and seminars to enhance students' employability skills. As a result, SSN graduates are highly sought after by top recruiters, including multinational corporations, leading Indian companies, and innovative startups.

The college also places a strong emphasis on holistic development, offering a wide range of extracurricular activities, sports, and cultural events. The SSN campus is home to numerous clubs and societies that cater to the diverse interests of students, fostering a vibrant and inclusive community. Overall, SSN College of Engineering stands as a beacon of excellence in engineering education, dedicated to nurturing future leaders and innovators who will drive progress and make significant contributions to society.

About SNU Chennai

SNU Chennai, a premier institution in Tamil Nadu, offers a multidisciplinary approach with programs in engineering, humanities, management, and natural sciences, all designed to promote holistic development and innovative thinking. Established with a vision to foster excellence in education, SNU Chennai aims to create a dynamic learning environment that nurtures intellectual curiosity and creativity.

The university boasts a modern, expansive campus equipped with state-of-the-art facilities, including advanced laboratories, a comprehensive library, and various recreational amenities. The campus infrastructure is designed to support a vibrant academic life, with smart classrooms, dedicated research centers, and collaborative workspaces that facilitate student and faculty interaction.

With a focus on fostering a global perspective, SNU Chennai offers students the chance to engage in international programs and initiatives. The university's global partnerships enable students to gain exposure to different cultures, ideas, and academic practices, preparing them for successful careers in an increasingly interconnected world.

Overall, SNU Chennai stands as a leading institution dedicated to providing a holistic and transformative educational experience. Through its commitment to academic excellence, research, innovation, and social responsibility, SNU Chennai equips students with the knowledge, skills, and values needed to make a meaningful impact in their chosen fields and in society at large.





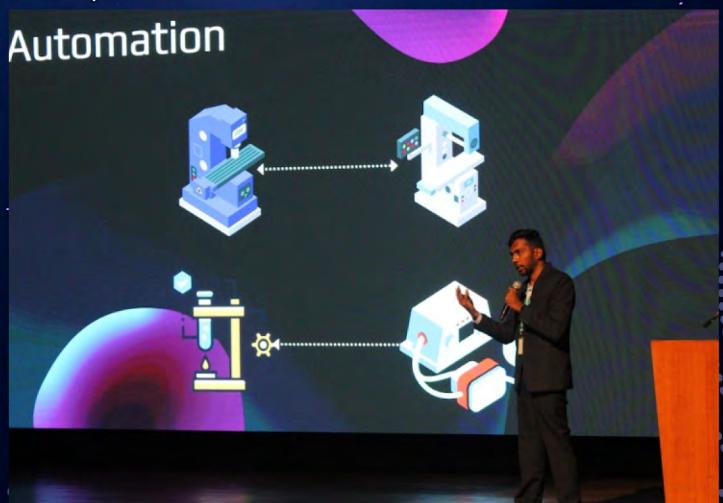
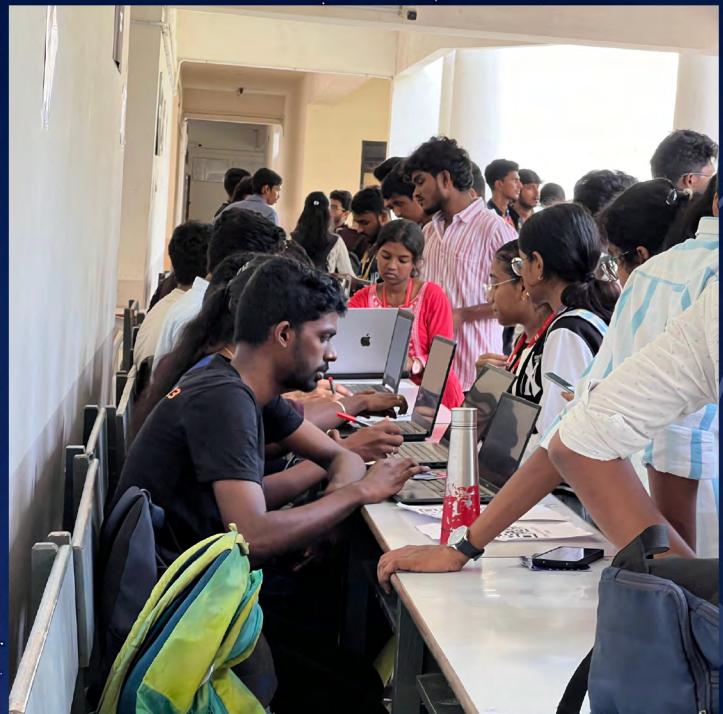
About InvenTE

INVENTE, the flagship technical fest of SSN College of Engineering, is a celebrated annual event that showcases a blend of technical and non-technical competitions. Drawing participants from various colleges, the fest features coding challenges, robotics contests, hackathons, quizzes, debates, and fun games, ensuring something for everyone. Specialized workshops led by industry experts cover diverse topics, enhancing students' technical skills and career readiness. Beyond competition and learning, INVENTE fosters camaraderie, teamwork, and networking, contributing significantly to students' holistic growth and reinforcing SSNCE and SNU Chennai's commitment to excellence.

About InvenTE'23

INVENTE 2023, the flagship technical fest of SSN College of Engineering and SNU Chennai, was a resounding success, marking a significant milestone in the college's calendar of events. This two-day extravaganza featured a blend of technical and non-technical events, drawing participants from numerous colleges across Tamil Nadu. The fest was not only a celebration of innovation and creativity but also a platform for students to showcase their skills, compete for attractive cash prizes, and gain valuable exposure. The event featured a diverse array of competitions, including coding challenges, robotics contests, hackathons, and quizzes, alongside non-technical events like debates and fun games. This variety ensured that there was something for everyone, catering to a wide range of interests and talents. The competitive spirit was palpable as students vied for the top spots, with generous cash prizes adding to the excitement and motivation. INVENTE 2023 also stood out for its educational value, with each department of SSN College of Engineering hosting specialized workshops.

PHOTO GALLERY



80+ Events From



Biomedical
Engineering



Chemical
Engineering



Civil Engineering



Computer Science
and Engineering



Electronics and
Communication
Engineering



Electrical and
Electronics
Engineering



Information
Technology



Mechanical
Engineering



Commerce and
Economics



SNUC- Computer
Science and
Engineering



www.ssnsnucinvente.com

For registration queries, contact:

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Sanjnaa

(97898 93371)

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Vishal Surya

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SSN College of Engineering
&
Shiv Nadar University Chennai



invente '24
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27th & 28th SEPTEMBER

EVENT RULEBOOK

Department of Biomedical Engineering

ABE

PAPER PRESENTATION

This flagship event of Invente 24, gives you an opportunity to showcase your groundbreaking ideas, demonstrate your research prowess and move a step closer to having a meaningful impact in Healthcare Technology. Here are the exciting domains that will be featured this year -

- Signal Processing
- Image Processing
- Biomechanics
- Bio Instrumentation
- Wearable Health Devices
- Assistive Technology
- AI in Healthcare
- Healthcare Information Systems and Telemedicine
- Physiological Modeling
- Nanotechnology
- Biomaterials
- Bioinformatics
- Genetic engineering
- Computational Biology
- Regenerative Medicine and Drug Delivery Systems

Preliminary Round :

The participants are required to submit their research papers in the **IEEE format** to the email ID given below. The title of the paper, as well as the authors' names, should be clearly mentioned in the email. The last date for the submission of papers is **21 September 2024**. The papers will then be shortlisted based on the IEEE paper norms (novelty, social impact, economic status, and implementation factor). The selected participants will be notified via email.

Finals :

The selected participants will be required to showcase their research work in the form of a detailed powerpoint presentation. This round will be conducted in both, online and offline modes. A few pointers must be kept in mind -

- The Presentation must be delivered in **7 minutes**, participants must plan accordingly and strictly adhere to the time limit.
- Following the presentation, we will have a **3 minute Q&A session** with the panel of judges.
- There is no restriction on the number of members allowed per team. However, a maximum of two members from each team will be permitted to present their work in this round.

Stand out and you could earn noteworthy mentions such as "Best Presentation" and "Best Innovation." Whether you're a novice with innovative solutions, or an experienced scholar pioneering cutting-edge research, this event is the perfect platform to gain recognition for your hard work and creativity in a reputable forum. Come join us for an extremely insightful time, filled with an abundance of knowledge and scientific fervor !



Team size:
1 - 2



Hybrid
mode



Paper deadline:
21st September

CASH PRIZES



Rs. 4000



Rs. 3000



Rs. 1000

Ishwarya - 8904561379
Nivedita - 7338757385
Ishank Nandhan - 8870644162

QUEST FOR CLARITY

Gear up to embark on our Imaging Insight Venture to create engaging visuals and enhance the clarity of your thoughts. This event features two rounds each with a duration of one hour

ROUND 1 - UNRAVEL

Analyze the given problem statement to extract and comprehend the underlying message.

The task is to decode and understand the core message. Once uncovering the details, use your preferred software or online tool to design visuals that effectively represent this information. Ensure that the visuals are tailored to clearly convey the insights or solutions related to the problem. After presenting the visuals, a *Mentimeter* quiz is conducted among the teams to evaluate quick-thinking.

ROUND 2 - IMAGE MASTERY

For the given Image, participants will apply Image processing techniques to tackle a specific challenge. Teams can use MATLAB, OpenCV, or any other software of your choice to process the image

Dive in with us to Satisfy your Imagination. Exciting Cash prizes are awaiting for the winners with the maximum scores from both the rounds. Open to participants from all departments.



Team size:

2 - 3



Offline

mode

CASH PRIZES



Rs. 3000



Rs. 2000



Rs. 1000

Bharathi Priya S - 9489326940

Geetika H P - 9150259224

Shreenidhi S - 9003120349

SCRUBS OF SECRECY

Embark on an enthralling journey of discovery! First, crack the code in a word-based game where one-word clues reveal hidden words, but beware of the bomb card. Next, solve challenges with your team to unlock clues, leading to the ultimate treasure and uncover the final secret. This event consists of 2 rounds

Round - 1 : SPY MASTER

Each team is divided into a Spymaster and Field Operatives for the first round, where they engage in a high-stakes word-based challenge in the quest to guide them to identify the correct word in a 5x5 Blue and Red colour coded grid (Where each team is assigned with a colour). And BEWARE Black is the bomb card. The goal is to correctly identify their team's words while avoiding the bomb card, which ultimately ends the game immediately.

Round 2 : ADVANCEMENT ODYSSEY

The winning teams will find their first clue under the Q-card. This clue will lead them to the treasure hunt. Finding the clue under the Q-card, teams will embark on a race against time as they decipher clues and solve tasks at each location to advance to the finish point. With volunteers guiding them along the way, only the most cunning and quick-thinking team will emerge as the ultimate champions of Scrubs of Secrecy.



Team size:

3 - 4



Offline
mode

CASH PRIZES



Rs. 4000



Rs. 2000

Vayishnavee B - 9677066791

Rithika S K - 9994348628

Sandeep B - 7904453518

INK VORTEX

Ink vortex is a vibrant competition that challenges participants to design compelling and visually striking posters based on a given theme. It's an opportunity to merge creativity, design skills, and meaningful messages into a single piece of artwork. Choose your preferred medium: digital or traditional. Create a visually captivating poster that resonates with the audience. Each participant can submit one entry showcasing their artistic prowess. Cash prize will be awarded for the first three places.

Design Platform : Use any medium – traditional drawing, painting, or digital design – to craft your poster.

Round 1: The Future of Artificial Intelligence in Healthcare

Round 2: Nutrition and Lifestyle: Preventing Chronic Diseases



Team size:

1 - 3



Offline
mode

★ CASH PRIZES ★



Rs. 3000



Rs. 2000



Rs. 1000

Catherine P - 6382815894
Harshavardhni A - 9787772165
Nevedhaa P - 9345486886

INNOVENTE HEALTHATHON

Introducing **INNOVENTE HEALTHATHON** — a thrilling hackathon driving innovation in healthcare! Focused on medical electronics, assistive tech, bio-image, and bio-signal processing, this event is your chance to create impactful solutions, collaborate with brilliant minds, and shape the future of healthcare. Don't miss out — join the health revolution!

ROUND 1: Ideation and Research

Teams will select a topic within medical electronics, assistive technology, bio-image processing, or bio-signal processing. The teams will research the topic's importance, significance, define the scope, and articulate clear objectives. This foundational phase ensures each project tackles a critical healthcare issue with potential impact.

ROUND 2: Solution Development and Prototyping

Teams will now design and develop innovative solutions, merging technology with practical feasibility. Using available resources, the teams will create and present the prototypes, adapting to challenges along the way. Teams without prototypes can present their solutions through simulations and workflows, ensuring a well-rounded approach to problem-solving.

ROUND 3: Final Presentation and Evaluation

Teams will present their solutions to a panel of judges/ experts. Following a strict template, the teams should showcase the viability and impact of their projects. The panel will provide feedback and recognize exceptional contributions.

Overall performance in all 3 rounds will be evaluated according to the rubrics.

Join us at the INNOVENTE HEALTHATHON and showcase your talent in revolutionizing healthcare technology. This is your opportunity to shine as a leading innovator, creating impactful solutions and making a difference in the future of health!



Team size:
1 - 5



Offline
mode

★ **CASH PRIZES** ★



Rs. 3500



Rs. 2000



Rs. 1000

Kishore S - 9840719804

Krupasagar M - 7200950856

Rishvega K R - 8438580520

WATT'S UP 2.0

Prepare to immerse yourself in a dynamic competition that blends entertainment with educational enrichment. This event invites teams of 3 or 4 participants to engage in a stimulating journey designed to spark curiosity, enhance problem-solving abilities, and broaden your knowledge across diverse fields.

ROUND 1 : Connect-ions

In Round 1, teams will confront a series of images related to Engineering, Science, and Technology. By decoding clues and providing precise answers, teams will establish their standing and pave the way for progression to the subsequent round.

ROUND 2 : Gene-ious Quest

Round 2 allows teams to select their areas of expertise and compete in a quiz tailored to their chosen domains. This round features questions that align with each team's interests, with top performers advancing to the final stage.

ROUND 3 : Power-Play

The competition culminates in the final round, where teams face a rigorous challenge of rapid-fire questions and crossword puzzles. This stage tests both speed and knowledge, and the team with the highest score at the conclusion of this round will earn their championship status.

Prepare to elevate your intellectual prowess with electrifying questions and seize the opportunity to win impressive cash prizes!



Team size:

2 - 4



Offline
mode

CASH PRIZES



Rs. 3000



Rs. 2000



Rs. 1000

Shivani - 8973327686

Sibi Chakkaravarthi - 9025065611

Selvam - 9080234771

BIOBAZAAR

BIOBAZAAR is an exciting competition designed for marketing geniuses with a touch of technical expertise! The teams are given one biomedical related instrument based on which all 3 rounds will be conducted.

ROUND 1: MEDZAP

The teams are provided 3 mins for preparation and 3 mins(max) for presentation of the given equipment. They are expected to name their product and discuss the advantages and specialities of their particular product. When one team is presenting, other teams are expected to note their specialities for the subsequent rounds.

ROUND 2: BIOWAR

Each team is allotted one minute for a rapid fire questioning round by the other teams Scores are marked based on the ability of the team to quickly answer the questions and also on the questioning ability to the other teams

Round 3: MediCine

For the final round, the teams will be shown short movie clips from which they are supposed to identify the medical instrument or device used. The team that first presses the buzzer will be given a turn to answer. A right answer fetches 2 points and a wrong one a negative 2. Three rounds will be conducted and in case of a tie, a tie-breaker round of 3 points will be conducted to decide on the winner of the round.

The final winner will be decided on the basis of points scored collectively in all 3 rounds.

Join us at **BIOBAZAAR** and showcase your ability to innovate, market, and excel in the biomedical field. This is your chance to shine as the ultimate biomedical marketing genius!



Team size:

2 - 4



Offline
mode

CASH PRIZES



Rs. 3000



Rs. 2000



Rs. 1000

Abinaiya Priya - 6382952739

Rakshana R - 6369279946

G Sharadha - 7810085843

TRI-TECH TOURNAMENT

Get ready for a high-octane battle of brains and speed. The **TRI TECH TOURNAMENT** is a thrilling event which challenges participants to conquer three distinct rounds: Picscribe- mind-boggling image guessing challenge, Sci-Bingo - a fast-paced bingo showdown, and Wits and Bits - a puzzle-solving enigma

Round 1: Picscribe

One team member is given flashcards with images of software or hardware and must describe them using only technical terms, while the other team members guess based on those clues. The team with the most correct guesses within 10 minutes advances to the next round.

Round 2: Sci - Bingo

Each team receives a 5x5 bingo card filled with electronics and instrument-related terms. As the facilitator calls out terms, teams mark their cards, and those who complete a row, column, or diagonal and shout "BINGO!" advance to the final round.

Round 3: Wits and Bits

Groups receive pieces of pictures with logos of software tools and hardware devices, which they must arrange by similarity. Teams answer questions based on the images to earn additional pieces, and the group that assembles the most complete images within 10 minutes wins; if time runs out but pieces are finished, teams with more correct answers can trade pieces to complete their images.

Don't miss out on this electrifying event! Gather your team, bring your best game, and join us for the Tri Tech Tournament—where your wits, speed, and teamwork will lead you to victory!



Team size:

2 - 4



Offline
mode

CASH PRIZES



Rs. 3000



Rs. 2000



Rs. 1000

Ezhil meenaa A S - 8939863213

Harish M S - 9566554938

Shravan Kumar - 9884476919

STRIKERS

Experience the thrill of the classic carrom game in this tournament, where high stakes and intense drama define the competition.

This event is conducted on a knockout basis, the last two will share winner and runner.

The game method is based on black and white coins, the first person to pocket their coin will be moved to the next round.

The game will follow traditional Carrom rules, and thumping will not be permitted.

Both singles and doubles will be following the same aspects.

Single entry fee - RS 100.

Double entry fee - RS 150.

A referee will be monitoring the fouls and plays, their decision would be final.

Haameem ali - 9600144107

Hari hara Sudhan - 9160572835

REELVOLUTION

Get ready for Reelvolution, an exciting two-day content creation challenge where your creativity takes centre stage! Participants will draw their reel topic from a curated selection, introducing an element of surprise and creativity to the competition. Whether you choose to make it fun, dramatic, or completely out-of-the-box, the reel must be shot on the first day of the event, right here on campus

- The reel must be filmed on Day 1 of the event and submitted to the event head by 6:00 PM.
- By 7:00 PM, all reels will be showcased on our exclusive Instagram page.
- The winner will be determined by the number of likes received between 7:00 PM on Day 1 and 2:00 PM on Day 2.

Cash price will be awarded for the first three places.



Team size:
1 - 5



Offline
mode

CASH PRIZES



Rs. 3000



Rs. 2000

Dharini S - 9710226644

Gavishna R - 8870443244

For registration

Registration gateway

For Further Details

SURIYAPRAKASH B - 73052 35090

VAISHALI S - 98414 42406

SSN College of Engineering
&
Shiv Nadar University Chennai



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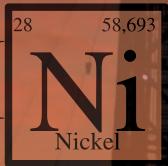
27th & 28th SEPTEMBER

EVENT RULE BOOK

Department of Chemical Engineering

A photograph showing the silhouettes of several tall industrial structures, likely oil or gas drilling rigs, against a vibrant orange and yellow sunset sky. The structures are dark against the bright background.

TECHNiCAL EVENTS



PAPER FEST

Paper Presentation

EVENT DESCRIPTION:

Are you a research enthusiast? Here's your opportunity to present your papers and win exciting prizes! If you're unable to attend in person, we also offer the option to present your ideas online. Please note that research topics must align with the specified areas. Don't miss out—share your innovative ideas with us and make your mark!

TEAM SIZE: 1-3 members

MODE: Hybrid (Participants can choose to attend either online or offline)

THRUST AREAS:

- Sustainable development
- Environmental engineering / renewable and green technology
- Material technology / nanotechnology / polymer science and technology
- Energy technology/ energy engineering/ food technology
- Biochemical/ biotechnology/ food technology/pharmaceutical
- Fuels and petrochemicals/ fuel alternatives/ chemical crystallography
- Separation processes & reaction engineering/ carbon capturing and utilization
- Computational modelling and simulation / CFD
- Process optimization / process safety
- Pollution control/ wastewater treatment

OFFLINE PRESENTATION:

DATE: 27.09.2024 (tentative)

- Participants should reach the venue on time.
- In case of participating in other events, it should be intimated to the organizers prior to the commencement of the paper presentation to ease the timings for other event participation.
- Winners will be announced at the end of the day.

ONLINE PRESENTATION:

DATE: 28.09.2024 (tentative)

- Participants will receive the google meet link via mail.
- Participants are requested to join the meet 10 minutes before the notified time.
- Any technical inconveniences will not be handled by the organizing team.
- Participants will need to share the presentation by themselves and present it.
- Presentation time is restricted to 8 minutes after which questionnaire will happen for 2 minutes.
- Winners will be announced at the end of the day.

RULES:

- Event registration must be completed on the official website.
- All abstracts must be submitted by 25th September at 12:00 PM. No extensions will be granted. Late submissions will only be considered if prior permission is obtained from the event organizers.
- Abstracts should adhere to the following format: Times New Roman, font size 12. Each abstract must include the title, name(s), email addresses, and affiliation of the authors. The word count must not exceed 300 words. Abstracts should be sent to paperfest.invente24@gmail.com
- Upon acceptance, participants will receive a confirmation email along with a presentation template.
- The prepared PowerPoint presentations must be submitted to the same email address for approval by 26th September at 12:00 PM. Any delays or requests for time extensions must be communicated to the event organizers as early as possible to facilitate alternative arrangements.
- Presentations on the event date must utilize the provided template exclusively. The maximum number of slides is limited to 15 (including the introduction and conclusion). Each team will be allotted 8 minutes for their presentation, followed by a 2-minute question-and-answer session.
- The judges' decisions will be final.

CONTACT DETAILS:

KARTHICK – 9345657450

AKSHAYA M C – 9841681045

[OR]

Mail to : paperfest.invente24@gmail.com

CANVAS OF IDEAS: NEW FRONTIERS IN CHEMICAL TECHNOLOGY

Poster Presentation

EVENT DESCRIPTION:

Prepare to be captivated by the fusion of science at " CANVAS OF IDEAS: NEW FRONTIERS IN CHEMICAL TECHNOLOGY " This event is a voyage into the imaginative realm where chemical processes transform into works of innovation and creativity! Whether you are a chemical engineering student, a passionate innovator, or simply curious about the latest advancements, "Poster presentation" is the place to be. Join us in celebrating the power of innovation in chemical engineering!!!!!

TEAM SIZE: 1-3 members

MODE: Offline

NO. OF ROUNDS: 1

DURATION: 10 minutes

PRESENTATION- 5 to 7 min

QUESTIONING- 3 to 4 min

THRUST AREAS:

- Biochemical and Biotechnology
- Catalysis and Reaction Engineering
- Chemical Crystallography
- Chemical Technology/ Process Design and Intensification
- Electrochemical Process Technology/ Separation Technique
- Energy Conservation/ Sustainable energy/ Green Technology
- Fluid Mechanics/ Computational Fluid Dynamics
- Food Technology and safety/ Pharmaceuticals and Nutraceuticals
- Material Science and Technology/ Nanotechnology
- Process integration & system Optimization
- Process Control/ Process Safety
- Waste Water Treatment/ Pollution control/ Waste Management
- Advanced Nano-materials and Nanotechnology
- Petrochemicals and refining
- Renewable energy science and technology
- New chemical approaches for circularity
- Waste re-integration and conversion into high – value products with zero hazards

RULES:

- Abstracts must be sent at least **a week prior** to the event day after which the poster template will be shared.
- The abstract must be done only in a WORD document and should NOT exceed 300 words. It must include Title, Participant(s), Email Address and Affiliation of the authors, and should strictly adhere to the following format:
 - Font: Times New Roman
 - Font size :12pt
 - Line Spacing:1.5
- The soft copy of the poster must be mailed at least 3 days prior to the event day and only use the template sent for creating the posters.
- The Subject of the email should be "POSTER (Participants 'names)" and the file name should be the title of your poster.
- The e- mail id to which the abstract and the posters must be sent will be shared after the registration.
- All the participants must join the link 10 minutes before the scheduled time of the event .
- All the registered participants should be present throughout the session.
- Ensure that the posters reach us 2- 3 days before the event and strictly adhere to the template sent through the mail.
- Judge's decision is final.

CONTACT DETAILS:

JENISHA CHRISTY.C – 9488245672

LHALITH.C - 7904790188

ESCAPE ROOM

The bonds you break are the clues you need to escape

EVENT DESCRIPTION:

Step into the world of excitement with the Chemical Engineering Escape Room Challenge! "Unleash your inner detective" and embark on an adventure where thrilling escape room puzzles meet fascinating chemical engineering concepts as you solve mind-bending challenges. Choose from two unique game themes and immerse yourself in an experience that's both "educational and electrifying."

Remember, "every clue is a step closer to victory" and the key to solving the puzzle is hidden in the details. Don't miss this chance to unleash your inner engineer and have a blast!

TEAM SIZE: 2-4 members

MODE: Offline

RULES:

➤ Preliminary Round:

Before entering the escape room, participants should earn initial points to gain valuable clues for the main game. (No Elimination)

➤ Objective:

Solve the 4 challenges to gather clues and identify the culprit behind the industrial disaster. The 5th challenge will provide crucial hints to determine the cause of the accident.

Complete each challenge to gather clues and advance to the next challenge.

Mafia Character:

→ If a team member makes a mistake during a challenge, the mafia character will eliminate them.

→ Teams have 3lives for the entire game. Losing the lives results in the team losing points they gained in the challenges.

→ **Winning Criteria:** Points, time taken and whether the team finds the culprit will determine the winner

CONTACT DETAILS:

KARTHIKEYAN S – 93846 62552

ANISHA S - 7358175123

MARAGATHA NAANAYAM

Treasure Hunt

EVENT DESCRIPTION:

Welcome to the Chemical Engineering Treasure Hunt, an exciting adventure designed to challenge your problem-solving skills, creativity, and knowledge of chemical engineering principles. This event is perfect for students, professionals, and enthusiasts who are passionate about chemical engineering and eager to test their abilities in a fun and engaging way.

TEAM SIZE: 2-3 members

MODE: Offline

RULES:

- This game consists of only one round with six different levels against time.
- Teams receive a treasure map with clues leading to various locations within the chemical department.
- The game has a specified time limit for completion.
- Teams must return to the starting point to complete.
- Teams are allowed to communicate with each other and collaborate on solving challenges.
- Communication devices such as phones, tablets, or laptops are not permitted for reference purposes.
- Prizes will be awarded to the first team to successfully complete the treasure hunt in less time.

CONTACT DETAILS:

MEENAKSHI LALITHA S - 7305760728

TARUN GOPAL S - 9940490398

QUIZZLER

Quiz

EVENT DESCRIPTION:

Get ready for "Quizzler," the ultimate chemical engineering quiz that's pure sigma energy! This isn't just a quiz—it's a skibidi-fueled adventure where equations collide with meme-tier chaos. Whether you're flexing your reaction skills or just mewing, "Quizzler" is where big brain meets giga-chem. Think you've gyatt the grindset to crush these questions? Jump in and looksmax your way to the top!

TEAM SIZE: 2-3 members

MODE: Offline

RULES:

» Round 1 - Potpourri

Potpourri is an amalgamation of the cult classic word games shaded with a Chemical Engineering brush. The game will involve participants first unscrambling words and solving riddles from chemical engineering topics to pass to the next round.

» Round 2 - Charades

Test your chemical engineering knowledge under time pressure with Charades! Charades is a popular team game where a team member try to guess prompt words using the clues the other team members give within a set time period.

» Round 3 - So you think you can multitask?

The top teams face off in the final with the multitask challenge. Each team is given 1-2 balloons initially based on team size and their motive is to prevent the balloons from touching the ground while answering questions. The only catch is that every few questions, a new balloon is added for them to keep in the air. May the best participant win!

CONTACT DETAILS:

SMRUTHI - 7092230140

DHARUNYA - 9444840865

AUCTION AVENUE

Bid Smart, Think ahead and Dominate the Industrial Market

EVENT DESCRIPTION:

Get ready to raise your paddle and your spirits at the ultimate bidding showdown! Whether you're a seasoned auctioneer or a first-time bidder, our event promises a whirlwind of excitement, laughter, and fierce competition. So, grab your friends, bring your A-game, and let's make some memories—one bid at a time.

TEAM SIZE: 3 - 4 members

MODE: Offline

RULES:

- **Preliminary Round:** The event kicks off with each team receiving an initial allocation of 1000 points. Teams then bid their points to select a preferred Chemical Industry. Once the industries are chosen, Round 1 begins.
- **Round 1:** Teams take turns spinning a wheel to determine the type of question they'll face. The wheel includes games like Pictionary, Wordle, Charades, 2 Truth 1 Lie as well as power-ups and power-downs. The questions that follow will be based on the category selected by the spin but tailored to the industries each team bid on. The two teams with the highest points at the end of this round will advance to the final round.
- **Round 2:** This is a debate-style relay round. Both teams are given 10 minutes at the start to review their selected industries. When the questions are asked, teams take turns defending their positions in a relay format against the opposing team. Silence signals a transition to a new topic, and the relay continues. The team with the most accurate arguments and the fewest stumbles will be declared the winner.

CONTACT DETAILS:

CHARAN KUMAR - 9962213241

BALAN P - 9042315859

KAHOOT

Win the game, stack the cash!

EVENT DESCRIPTION:

Welcome to Kahoot! Here you can compete with your friends online and win crazy money just by a click!! So, just like the new GOAT song, we say... Quiz it! Kahoot it! Crack it! Win it!

TEAM SIZE: 1 member

MODE: Offline

RULES:

- The participants are required to login to a game website with the pin we give.
- The game consists of three rounds increasing in difficulty level and the number of participants entering the subsequent rounds will be decided by the leaderboard which will be displayed after each question and also after each round.
- The participants are required to assemble at the venue in-person though the game is online, as the rules of each round will be announced before each round.
- Attendance will be taken to ensure that all participants are present during the game.

CONTACT DETAILS:

S.Sanjnaa- 97898 93371

S. Vaibavashri- 99620 26535

FALL GUYS

EVENT DESCRIPTION:

Welcome to "Fall Guys," a dynamic and exciting team-based game designed for chemical engineering enthusiasts. Combining the strategic elements of Jenga with the word-guessing fun of Hangman, this event offers a unique blend of skill, strategy, and knowledge. Additionally, step into the world of creative marketing with a technical twist in our special edition of Adzap. Tailored specifically for chemical engineering enthusiasts, this event merges the art of advertisement creation with the intricacies of chemical engineering, challenging participants to think innovatively and technically.

TEAM SIZE: 2 - 3 members

MODE: Offline

RULES:

ROUND-1

- In "Fall Guys," teams will take turns removing color-coded Jenga blocks from a tower, each block corresponding to different point values:
 - Red Blocks : 5 points
 - Blue Blocks : 3 points
 - Green Blocks : 1 point
- After successfully pulling a block, the team will engage in a round of Hangman, where they will guess words commonly found in the field of chemical engineering. The points earned from each round of Hangman will depend on the color of the block that was pulled.
- In addition to the standard blocks, there are special yellow blocks scattered throughout the tower. These blocks offer unique advantages, such as:
 - Stealing 5 points from the opposing team
 - Skipping the opposing team's turn
 - Doubling the points for the next round
- The first team to accumulate 15 points wins the game. Teams must carefully balance their Jenga skills with their chemical engineering knowledge to outplay their opponents and claim victory.

ROUND-2

- **Team Formation:** Teams will consist of 2-3 members.
- **Topic Assignment:** Each team will draw a random topic from a pool of chemical engineering subjects.
- **Preparation Time:** Teams will have 10 minutes to brainstorm and create their advertisements.
- **Presentation:** Each team will have 3 minutes to present their advertisement to the judges and audience.
- **Evaluation Criteria:** Advertisements will be judged based on creativity, technical accuracy, clarity of message, and overall presentation.
- **Judge's decision is final.**

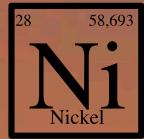
CONTACT DETAILS:

Sudarsan Ranganathan - 70106 28651

Santosh Krishna R B - 73057 32170



NON- TECH **Ni** CAL EVENTS



BLITZ CHESS

Chess

EVENT DESCRIPTION:

At a grand symposium, intellectuals gather for a chess game. Amidst whispers and tweed jackets, knights gallop and queens sashay. Pawns march like eager interns, while bishops zigzag like tax accountants. The tension peaks as the rook glides gracefully, and a checkmate sparks polite applause. Attendees debate strategies, pondering their laptop chess skills.

TEAM SIZE: 1 member

MODE: Offline

RULES:

- There will be three rounds in total .
- Round 1- Participants will be paired up against each other . Winners qualify for Round 2.
- Round 2 - Winners from round 1 will be paired up, At the end of Round 2, Eight contestants qualify for the final round (Top 4 contestants will be shortlisted based on Leftover time , participants who have won with greater time difference in stop clock will get a higher ranking and the other four would be shortlisted based on matches between Round 2 losers vs Wildcard winners)
- Round 3 - 8 participants compete for Round 3, It will have quarterfinals followed by Semis and Final match(The final round will either be Armageddon or Blitz)
- Every match is a knockout in Round 1 and 2.
- For Round 1 and 2 , It will be a 5 minute game . The first to lose on time or the first to get checkmated gets eliminated.
- In case of a stalemate, There will be a rematch(regardless of any round).
- Participants who join once the event has started will almost have the same pattern of progression to Round 3 , but will have to compete against participants who lost in Round 2.
- People who join the event late are referred here as wildcard participants.
Losers Of semifinals will have a Third place match.
- The leaderboard prepared after Round 2 will be in such a way that it will have advantage for people who had high leftover time.

CONTACT DETAILS: SUJITHA S – 8428931450

SUDIKSHA - 88706 80417

BGMI

Battle of grounds

EVENT DESCRIPTION:

Hey, Tired of technical events? Prove yourself on the tournament battleground. We got you. Progress takes place out of your comfort zone. Get your guns up and put on your armor to knock down enemies. Immerse yourself in thrilling mobile gaming action in our BGMI showdown. Win cash prizes for your chicken dinner.

TEAM SIZE: 4 member(squad)

MODE: Online

RULES:

- Overall, 4 matches will be conducted.
- Winners will be declared based on points.
- Organizers decision is final.
- Emulators player are prohibited.
- Point split up:
 - Kill - 1 point.
 - 1st - 15 points.
 - 2nd - 12 points.
 - 3rd - 10 points.
 - 4th - 8 points.
 - 5th - 6 points.
 - 6th - 4 points.
 - 7th - 2 points.
 - 8th - 10th - 1 point.
- Teams with any unfair means will be disqualified

CONTACT DETAILS:

Roshan.U: 94455 84645

Kamalakannan : 73387 13344

VinithKumar : 63810 32819

FREEFIRE

Battle of grounds

EVENT DESCRIPTION:

Get ready for the most electrifying, heart-pounding Free Fire tournament to hit your screen—the Clash Squad Room Match Rumble! This is where the best (and bravest) squads come to test their skills, battle strategies, and maybe even their friendships in a series of high-stakes, 4v4 face-offs. Watch as teams dive headfirst into intense, close-quarters combat, where every move counts, and the margin for error is about as thin as a sniper's crosshair. Will they outflank the enemy, or will they just end up out of ammo and out of luck? Expect to see masterful tactics, clutch revives, and—let's be honest—some epic blunders that will leave you questioning how they even made it this far. It's not just a tournament; it's a war zone where only the sharpest shooters and quickest thinkers will rise to the top. So, grab your gear, rally your squad, and prepare for a series of room matches that will push your teamwork and trigger fingers to the limit. The battlefield awaits, and so does your shot at glory (or, at least, not total embarrassment).

RULES:

- Hackers& PC Players not allowed.
- Use of only Gloo wall, No other grenades or smoke.
- Roof and Building Not allowed, (Fighting from hidden not allowed and from back).
- Gun Upgrade not allowed, No gun ability.
- No Character skills. Pet's skills allowed. (Till a round)
- Per Round Specific guns only allowed for each level and every round gun
- upgrade and choice will be provided.
- Pranks allowed.
- Room Id will be given 5-10 mins before the match starts.
- The matches details or timings will be priorly informed 10-20 mins before it starts. If delay for joining the room match is after 5 mins, then team gets disqualified.

CONTACT DETAILS:

Roshan.U: 94455 84645

Kamalakannan : 73387 13344

VinithKumar : 63810 32819

ADDRESS FOR COMMUNICATION

STUDENT ORGANISERS

RAJASHRI
(80158 03616)

PRANAVAVEL M
(87547 54842)



Department of Chemical Engineering,
SSN College of Engineering,
Rajiv Gandhi Salai, OMR,
Kalavakkam, Chennai-603110

SSN College of Engineering
&
Shiv Nadar University Chennai



EVENT RULE BOOK

CIVIL ENGINEERING

PAPER PRESENTATION

Event description:

All of us claim to study but only a few of us can delve deep into the subject in order to present what we have gained from our studies. Presentations, now-a-days, are an indispensable part of the corporate sector. People wanting to move mountains in future must begin by carrying small stones and this is the impetus of this technical paper presentation. The purpose of this technical paper presentation is to judge efficaciously how skilled we are in our own fields.

Mode: HYBRID - Online & Offline

Rules:

- The participants will be given 7 minutes for presenting their paper.
- Followed by 3 minutes of Q&A session from the participants and panel members

No. of rounds: 1

No. of participants per team: 2 - 4

Participation criteria if any: Only for Civil Engineering Stream

Prize money description: Rs. 5000/-
Winners - Rs.3500/-
Runners - Rs. 1500/-

Event heads:

R Anbunathan - +91 99625 85538
Hemalatha R - +91 7397 234 903
Poorneshwaran S - +91 86800 90149

BOB THE BUILDER

Event description:

Have you always dreamt of displaying your skills to the world through your resilient designs ? Here we bring to you the BOB the Builder event to bring you a step closer to your dream. Bridges are one of the greatest contributions of civil engineers to the world. Design and erect one and bag exciting cash prize.

Mode: Offline

Rules:

- Participants must design and erect a structure for a given span.
- The type of structure will be provided on spot.
- Materials and criteria will be provided on spot.

PRELIMS:

- Questions will be asked regarding structure.
- Top 5 teams will be qualified for the next round.

FINALS:

- Construction round.
- Judgement will be provided based on the stability of the structure after application of certain weight.

No. of rounds: 2

No. of participants per team: 4

Participation criteria if any: Open to all

Prize money description: Rs. 5000/-

Winners - Rs.3500/-

Runners - Rs. 1500/-

Event heads:

Namachivayam L - +91 8825798625

Vishva T - +91 9952541470

REAL ESTATE

Event description:

Auction days yet again. A set of prime locations across the country will be disclosed to the teams on-spot and they will bid for the same, bid wisely as your assets will be evaluated against the liabilities you might carry.

Mode: Offline

- Rules:**
- Using mobile phones for any assistance is prohibited.
 - A detailed brochure on the locations will be provided with a preparation time of 15 minutes.
 - Location once sold cannot be traded or sold again.

No. of rounds: 1

No. of participants per team: 2 - 4

Participation criteria if any: Open to All

Prize money description: Rs. 5000/-
Winners - Rs.3500/-
Runners - Rs. 1500/-

Event heads:

Thanush Kumar M V - +91 9841185567

Thithiksha L - +91 78452 63917

KNOW-IT

Event description:

A technical event comprising of questions to test our knowledge. The participants are split into teams. Event comprises of 2 rounds and the teams for round 2 are chosen with points and bonus obtained from the round. The winning team with highest score is rewarded with exciting prizes.

Mode: Offline

Rules: PRELIMS:

- 20 minutes written quiz with 30 questions.
- Teams that complete their test earlier will get bonus points.
- Top 6 teams will be qualified for the next round.

FINALS:

- Rapid fire buzzer round.
- Number of questions and points will be calculated on spot .

No. of rounds: 2

No. of participants per team: 2

Participation criteria if any: Open to All

Prize money description: Rs. 4000/-
Winners - Rs.2500/-
Runners - Rs. 1500/-

Event heads:

Harini S - +91 9843560215

Sanmati K - +91 9344409845

SNAKE & LADDER

Event description:

Want to put your technical knowledge to the test and have fun at the same time? Then look no further than the Snake & Ladder event and stand a chance to win exciting cash prizes.

Mode: Offline

Rules: PRELIMS:

- 25 MCQ questions within 10 minutes should be solved.
- 5-10 teams with high points will be shortlisted for the next round.

FINALS:

- Set of questions will be displayed to the teams.
- Buzzer based round - team answering first will be awarded points based on the difficulty of the question.
- Questions will not pass to the next team until it's answered wrong.
- Based on the points rewarded, teams will move forward in the ladder₂
- Team with the highest score or that reaches 100 wins.

No. of rounds: 2 - 4

No. of participants per team:

Participation criteria if any: Open to All

Prize money description: Rs. 4000/-

Winners - Rs.2500/-

Event heads: Runners - Rs. 1500/-

Sarvesh Nikhil M - +91 8056533300

P Pradeep Kumar - +91 9943915070

CADD - PRO

Event description:

"Drawing is the art of taking a line for a walk!" - Paul Klee

"Cad Drawing is the art of taking a building for a walk."

Has your perfect drawings and models always made you earn those extra marks? Are you a person who is much into greener side of a building? Here is the platform for you. Prove your mettle by Creating with AutoCad.

Note: The event platform is AutoCAD

Rules:

- Participants will be given a specific type of room and a set of questions based on the design which is to be answered.
- The participants are expected to design an aesthetic and sustainable room.
- The participants should answer those questions also.
- The evaluation is based on both answers and design.

No. of rounds: 1

No. of participants per team: 2

Participation criteria if any: Only for Civil Engineering stream

Prize money description: Rs. 4000/-

Winners - Rs.2500/-

Runners - Rs. 1500/-

Event heads:

Elanthalir - +91 80154 16061

Ravi Raam S - +91 79042 31114

APT-IQ

Event description:

Put your problem-solving skills to the test in our event! This aptitude event is designed to push your logical thinking, numerical ability, and analytical reasoning to the limit. Whether you're a seasoned quiz enthusiast or just love solving puzzles, this event will challenge your mental agility in a fun and competitive environment.

Mode: Offline

Rules: PRELIMS:

- No. of Questions : 25
- Duration : 30 minutes

FINALS:

- No. of Questions : 15
- Duration : 20 minutes

No. of rounds: 2

No. of participants per team: 1

Participation criteria if any: Open to all

Prize money description: Rs. 4000/-

Winners - Rs.2500/-

Runners - Rs. 1500/-

Event heads:

Santhosh Kumar S - +91 9486181909

Raheina A - +919345446008

INTERVIEW-X

Event description:

Prepare yourself for the real-world interview experience with Interview-X! This event is crafted to simulate the high-pressure environment of professional job interviews. Whether you're gearing up for campus placements or preparing for your dream job, Interview-X provides you with the opportunity to face challenging interview scenarios, receive constructive feedback from industry experts, and sharpen your interview skills. This is your chance to identify your strengths, work on your weaknesses, and gain the confidence you need to ace any interview.

Mode: Offline

Rules: PRELIMS:

- No. of Questions : 15
- Duration : 30 minutes
- Basic Interview questions (Aptitude, Numerical, Technical) will be given in prelims.
- Top 10 participants will be selected for the final round.

FINALS:

- The finalists will be interviewed by the judges.

No. of rounds: 2

No. of participants per team: 1

Participation criteria if any: Open to all

Prize money description: Rs. 4000/-

Winners - Rs.2500/-

Runners - Rs. 1500/-

Event heads:

Annamalai N - +91 9585848184

Hariharan K - +91 7550151319

Kranisha S - +91 8148047319

NON TECHNICAL EVENTS

PHOTOGRAPHY

Event description:

Capture the world through your lens and showcase your creativity! Whether you're an amateur or a seasoned photographer, this event is designed for all photography enthusiasts. Participants are encouraged to submit their best shots, reflecting the given theme. The competition will be judged by a panel of members. Don't miss this opportunity to let your photographs tell a story and inspire others.

Mode: Online

- Rules:**
- Only one entry per person
 - Entry fee per person Rs.25
 - Basic editing is allowed.
 - Winners will be selected based on judgement.
 - Last day of submission : 26/09/2024 by 11.59 p.m
 - Send your photos to acephotographycontest24@gmail.com.
 - The mail should contain: Name, College name and Contact details of the participant.

Themes: Nature, Historic places, Abandoned buildings

No. of rounds: 1

No. of participants per team: 1

Participation criteria if any: Open to all

Prize money description: Rs. 750/-

Winners - Rs.500/-

Runners - Rs. 250/-

Event heads:

N Jewison Jacob - +91 9847591945

URUTTU

Event description:

Get ready for a thrilling game of chance and excitement with our URUTTU Extravaganza! Inspired by the classic game show, URUTTU challenges participants to drop ball down a vertical board filled with pegs, where they'll bounce unpredictably before landing in one of several prize slots at the bottom. With each drop offering the chance to win various prizes, the stakes are high and the fun is endless. Join us for this exhilarating game of luck, strategy, and surprise, and see if you can win big!

- Rules:**
- The prize amount displaced at the point where the ball landed will be provided .
 - Entry fee per chance Rs.25

Event heads:

Meer Ismail Shoib H - +91 9944564110
Karthikeyan J - +91 8270047725

DEPARTMENT OF CIVIL ENGINEERING

President :

Vijay pandian.M - 9585666634

Vice President :

N.Yashmitha - 9345285217

SSN College of Engineering
&
Shiv Nadar University Chennai



invente '24

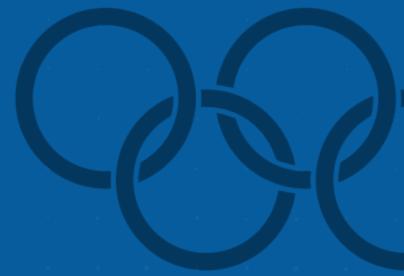
Imagine. Create. Inspire

27th & 28th SEPTEMBER

EVENT RULE BOOK

Department Of Computer Science and Engineering

CODOLYMPICS



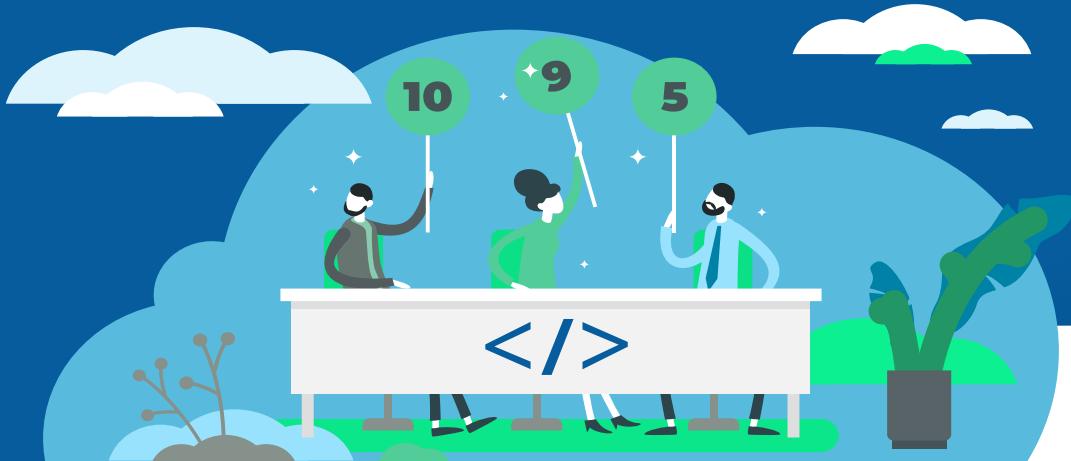
This is a coding competition based purely on Data structures and Algorithms. Participants will contest against each other in teams of 2 in a competitive programming contest.

Round 1

- The first round is a prelims round where participants take part in a coding competition consisting of 3-5 questions; the questions are of easy-medium-hard levels. Participants are to switch positions with their teammates every 3 minutes.

Round 2

- This round has the teams trying to guess the code from executable files. Essentially, teams will be able to give their input and view the output. They have to code the logic by analysing input and output, which will be verified by our team manually.



HACKERS'S ASYLUM



- "Hacker's Asylum" is a cybersecurity oriented treasure hunt and capture the flag event that tests the codebreaking and cracking skills of participants in a thrilling treasure hunt taking them across campus in teams of 2-3.

Round 1: "Just like the simulations"

- The participants will be tasked with solving 5-6 easy-medium Capture-The-Flag challenges in a variety of topics ranging from Reverse Engineering to Web Security, all of which reveal clues about the final challenge.
- The top 5 teams in this round will advance to the next round.

Round 2: "The Hunt"

- The selected teams will be given an initial starting clue to start the treasure hunt. Each clue on solving leads to the location of the next clue. The penultimate clue will lead to the location of the Treasure, where the participants will have to solve one final challenge to claim their prizes!

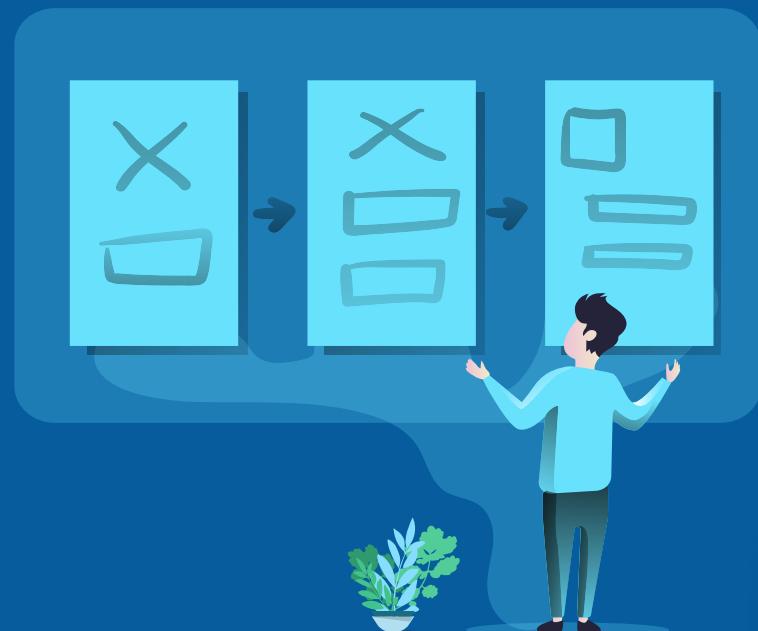
Team Performance will be evaluated first and foremost on the completion/incompletion of a challenge, followed by time taken to complete the challenge. Bonus points will be awarded for unintended or creative solutions!

SKETCH AND SCALE

“Sketch and Scale” is a unique and engaging event designed to test your design and problem-solving prowess! This two-round event invites teams of two to demonstrate their skills in wireframing and architecture design based on a given business requirement or use case.

Round 1: “Sketch and Connect?

- Teams start by analysing the use case, creating wireframes, and developing a basic prototype. They will then collaborate with another team, exchanging feedback to refine their designs before submitting their final wireframes, prototypes, and a concept note for evaluation.



SKETCH AND SCALE



Round 2: "Perfect Pitch Please!"

- Teams that advance to the second round will focus on designing a robust, scalable architecture for their application. This round emphasizes technical expertise, as teams create detailed architecture diagrams and scalability plans. The event wraps up with a final pitch, where each team presents their complete solution—from wireframes to architecture—to a panel of judges. The pitch will be followed by a Q&A session to assess the team's understanding and depth of their solution.

Judges will evaluate teams based on their design innovation, usability, technical robustness, and ability to communicate their ideas effectively. The top teams will be awarded based on their overall performance across both rounds.

PAPER PRESENTATION

The Paper Presentation event aims to provide a prestigious platform for students from various colleges to showcase their innovative research and ideas. This event encourages intellectual collaboration among young scholars, fostering a spirit of academic excellence and contributing to the advancement of knowledge across diverse fields.

Round 1: Initial Screening

- Participants must submit an abstract on their chosen topic by x date. The abstract should be submitted through the designated form, which will be sent by mail upon registration.

Round 2: PPT Submission

- Shortlisted participants will be notified via email by x date. Presentations should be submitted in MS PowerPoint (ppt/pptx) format by y date. The format for the presentation will be sent via email for all shortlisted teams.



PAPER PRESENTATION



Final Round: Paper Presentation

- Finalists will present their papers at Invente 2024 at SSN College of Engineering. Each presentation is allotted 10 minutes, followed by 3 minutes for Q&A.

Themes

Theme 1: Current Progress in Engineering Sciences (Chemical, Civil, Computer Science, Electrical & Electronics, Mechanical Engineering)

Theme 2: Current Progress in Biochemical, Biomedical, and Physical Sciences (Biosciences, Health Sciences, Chemistry, Physics)

Theme 3: Current Progress in Interdisciplinary Research (Artificial Intelligence, Energy, Humanities & Social Sciences, Mathematics, Nanotechnology)

CODE IN THE DARK



Do you have what it takes to recreate a webpage without even looking at the screen? Welcome to "Code in the dark," the ultimate challenge for coding enthusiasts who are ready to showcase their skills in the most exhilarating way possible.

In this one-of-a-kind event, participants will face the challenge of recreating a webpage with their screens turned off! Yes, you read that right—no visual feedback, just pure muscle memory and code mastery. Each participant will tackle two distinct tasks, each with a time limit of 20-25 minutes.

But don't worry, we've got you covered with a few lifelines to help you along the way. These lifelines can be used



CODE IN THE DARK



Round 1: The Blind Layout

- Recreate the basic structure of a webpage using only HTML, after being shown the site for a brief period.

Rules:

1. Time Limit: 20 minutes.
2. Preview: Participants will be shown the webpage for 60 seconds before the round starts. Memorize the layout!
3. Blindfold Mode: Once the coding begins, participants must turn off their screens.
4. Basic Structure Only: Focus on creating the HTML structure—headers, footers, divs, and basic content placement.
5. Lifelines:
 - Quick Glance (1x): Turn on your screen for 5 seconds to check your progress.
 - Layout Hint (1x): Ask for a small hint about the structure.
6. Scoring: Points will be awarded based on how accurately the structure matches the original site.

CODE IN THE DARK



Round 2: The Blind Styling

- Style the recreated HTML structure with CSS to match the original site's design.
- Rules:
 1. Time Limit: 25 minutes.
 2. Preview: The webpage will be shown again for 60 seconds before this round begins. Focus on the design details!
 3. Blindfold Mode: Continue with your screen off, relying on your memory and CSS skills.
 4. Focus on CSS: Apply styles such as colours, fonts, margins, and positioning to replicate the design.
 5. Lifelines:
 - Peek (1x): Turn on your screen for 5 seconds to review your work.
 - Style Tip (1x): Request guidance on CSS properties or a specific design element.
 6. Scoring: Points will be awarded for how closely the styling matches the original site, with bonus points for creative solutions under pressure.

Bonus: The closer your final product is to the original site, the more likely you are to advance!



ML MAZE RUNNER

This is a competition designed to test your machine learning expertise through a series of interactive challenges. This event encourages participants to apply their knowledge of ML to solve real-world problems. The competition is divided into two rounds: a hands-on AI Scavenger Hunt followed by an Algorithmic Problem-Solving round.

Team event: 3 participants per team.

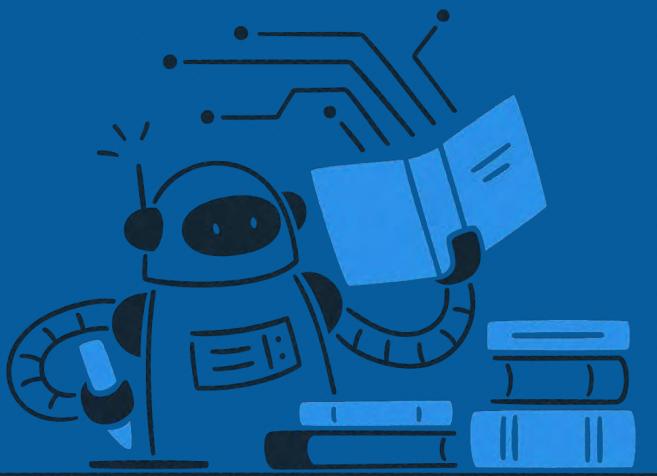
Round 1: AI Scavenger Hunt (**No Internet Access**)

- Solve machine learning tasks to reveal clues and advance to the next challenge.
- Description: Teams will work on a series of ML tasks using pre-provided datasets. Each task will involve developing a model or performing an analysis that outputs a clue, which will guide them to the next task and the location of the dataset for the next task. Teams will be provided with a list of tasks, datasets and a cheat sheet. The output of each task will provide an endpoint (a URL or code) that leads to the next challenge.

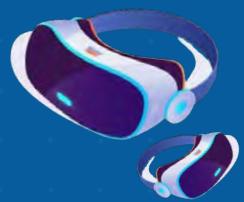
ML MAZE RUNNER

Round 2: Algorithmic Problem-Solving (Internet Access Provided)

- Apply and fine-tune uncommon machine learning algorithms to solve real-world problems.
- Description: Teams will be assigned a specific ML Algorithm and they have come up with a problem statement and solve it using the given algorithm. They must fine-tune and apply the algorithm to achieve the best solution. Teams will be provided with internet access and they can use platforms like Colab & Kaggle.



REALITY REDEFINED



"Reality Redefined" is an immersive event that challenges participants to showcase their skills in developing cutting-edge AR applications through a thrilling, two-round competition. Working individually or in a team of 2 members, participants will be tasked with creating AR applications aligned with the following agenda.

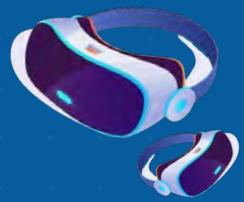
Round 1:

- This qualifier round challenges participants to replicate a given design using Adobe Aero. The specific design will be provided to all teams, ensuring that everyone works on the same task. The teams will have an hour and a half to complete this challenge. The top teams whose applications meet our evaluation criteria will advance to the next level.

Round 2:

- Teams that advance to the second level will focus on creating their own design for a AR application. Unlike Round 1, - participants have the freedom to choose and create a design of their choice for the given topic using Adobe Aero. You will have an hour and a half to complete this challenge. The top three teams whose applications meet the evaluation criteria will be declared as the winners.

REALITY REDEFINED



Rules:

1. Each team must consist of 1-2 participants. No changes to team members are allowed after the competition begins.
2. All work submitted must be original and created within the competition timeframe. Use of pre-built templates or fully developed applications will result in immediate disqualification.
3. Participants are allowed to use any development tools, libraries, or frameworks they are familiar with.
4. Judges will evaluate the applications based on the criteria outlined for each round. Their decision will be the final and binding.



DATA WHIZ



Join us for a data-driven adventure at this captivating event that blends creativity, analytics, and storytelling into a seamless experience. Uncover the art of transforming raw data into compelling narratives using dynamic tools. Our event welcomes everyone, from seasoned designers to analytical newcomers. Participation as individuals or in teams of a maximum of three members is allowed. Let your creativity run wild and your analytical skills shine - join us and discover the magic that happens when data and design unite.

Round 1: Unveil

- In this round, you'll have 20 minutes to acquaint yourself with the data. Your grasp of the data's intricacies will then be put to the test through a 10-minute quiz.

Round 2 : Unravelling Data's Hidden Narratives

- Here, you'll receive 120 minutes to refine your data, and craft visuals that not only convey captivating stories but also unearth intriguing insights and present them.

PITCH PERFECT



Join us for a challenge where creativity meets strategy, and quick thinking is your best asset. Get ready to turn flops into winners and deliver pitches that pack a punch—all while beating the clock!

Round 1: Topic Swap Challenge

Participants will submit their favourite business topics, which will be placed into a draw. Teams will randomly select a topic that is not their own and create a business pitch around it. This round tests adaptability and creative thinking.

Round 2: The Impossible Pitch

In this round, teams will be given a real product or concept that has been considered a flop or deemed useless. Their challenge is to reimagine and present it as a viable business idea. This exercise assesses their ability to market and sell, despite the inherent challenges of the product.

Round 3: Speed Pitch

Participants will present their own business ideas in a high-pressure, time-constrained pitch. With only 60 seconds, this round emphasises clarity, precision, and the ability to captivate an audience quickly. Join us for a challenge where creativity meets strategy, and quick thinking is your best asset. Get ready to turn flops into winners and deliver pitches that pack a punch—all while beating the clock!



READY PLAYER ONE



Round 1: Campus Quest

- In the first round, teams participate in "Campus Quest," a Bingo-style game where they must complete a variety of tasks across categories like Trivia, Creative Challenges, Physical Tasks, Social Interactions, and Mystery Hunts. Teams earn points by completing tasks and achieving Bingo (completing a row, column, or diagonal). Tasks range from solving riddles to taking creative photos or completing physical challenges. The goal is to collect the most points and achieve Bingo before the time runs out. First round might have on spot surprise tasks as well!!!.

Example Quest:

- Photo Frenzy: Teams must take a creative group photo in front of a campus landmark, following specific guidelines (e.g., everyone must be jumping, or the photo must include a funny prop).

Round 2 : Unravelling Data's Hidden Narratives

- Here, you'll receive 120 minutes to refine your data, and craft visuals that not only convey captivating stories but also unearth intriguing insights and present them.

READY PLAYER ONE

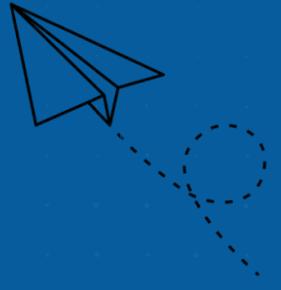


Round 2: Spy vs Spy

- In the second round, "Spy vs. Spy: Campus Edition," players are divided into two teams—Spies and Counter-Spies. Spies have secret objectives to complete around campus without being detected, while Counter-Spies aim to identify and thwart the Spies' plans. The game involves stealth, strategy, and periodic meetings where players can vote to eliminate suspected Spies. The round ends when either the Spies complete all their objectives or the Counter-Spies successfully eliminate all the Spies.



CONTACT



Register Now! 

For Further Details

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SSN College of Engineering
&
Shiv Nadar University Chennai



invente '24

Imagine. Create. Inspire

27th & 28th SEPTEMBER

EVENT RULE BOOK

**Department of Electronics and Communication
Engineering**

HACKINFINITY

Host: Tech Club

Team size: 2-4

1st Prize. : Rs. 12000

2nd Prize : Rs. 8000

3rd prize : Rs. 5000

Participation: Open to All Departments

Hackinfinity, the flagship event of Invente, emerges as a celebration of ingenuity, collaboration, and relentless passion for problem-solving. Problem statements can be in any of the domains and are not limited to Healthcare, Renewable Energy, Fintech, Sustainability, Smart cities, supply chain and logistics, Agritech, Education, and Criminal forensics. It's not just another hackathon, it is a whirlwind of imagination and coding prowess that unfolds over 24 hours where aspiring developers, designers, and creators converge to transform their ideas into reality.

General Instructions

- Participants are required to have their own components and software in order to implement their solution (including extension boxes).
- Each team will be allocated separate mentors.
- Participants are allowed to use existing libraries or components, however only the work done during the 24 hrs will be considered for evaluation.
- Solutions/products can be a mix of hardware and software technologies, but can be purely software or hardware based as well.
- Participants will be informed of the order in which reviews will happen and must attend their meetings at the specified times.
- Solutions/products will be judged based on Innovation, Impact, Feasibility and Marketability.

Event Heads:

- Sanjay B - 73058 34440
- Nadhim - 73054 21618

SOLDER IT

Host: AECE

Number of rounds: 2

Team size: 2-3

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: ECE, EEE, BME (Or any Electronics related majors)

SOLDER IT is a dynamic event where students and electronics enthusiasts can bring their circuit designs to life. Participants will apply their theoretical knowledge in a hands-on setting, developing practical skills in circuit design and assembly. Get ready to solder, innovate, and showcase your creations in a high-energy environment that celebrates learning, creativity, and fun!

Round 1 (30 minutes)

- Participants shall attempt a technical quiz (Pen and Paper) based on Circuit Analysis, Semiconductor Devices, Analog Electronic Circuits and Digital Electronics.
- Only one submission per team would be allowed.

Round 2 (45-60 minutes)

- Each shortlisted team will be given a circuit description that has to be solved and solder the components according to the circuit layout they inferred.
- You will be scored on how well and neat your circuit is soldered and implemented.

Event Heads:

- S.A.Kaniska Kiran -8248972915
- Jayashree C G -8667023324

PITCH IT PLEASE!

Host: AECE

Number of rounds: 3

Team size: 1-3

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: Open to All Departments

Pitch it Please! will provide the unique opportunity to present your product, service, or solution to a panel of experts. This is your chance to showcase your ideas and receive insightful feedback on how to enhance your strategies and make your vision a reality. Seize this moment to turn your aspirations into action and achieve your goals.

Round 1 (25-30 minutes)

- The printed questionnaire will include scenarios designed to test the team's problem-solving skills in current marketing strategies.
- Teams will need to address various challenges and demonstrate their marketing expertise through this assessment.

Round 2 (15-20 Minutes)

- Shortlisted teams will answer questions on marketing and sales strategies using a printed questionnaire, based on a case study.
- Selection for the third round will focus on how effectively teams address the case study with innovative and practical solutions.

Round 3 (60-100 Minutes)

- Shortlisted teams will receive a list of topics related to their domain or general themes and will need to develop a product that aligns with these topics.
- Teams will pitch their product ideas to a panel of judges, and will be evaluated based on their pitch.

Event Heads:

- Suruthikha KS - 7092487893
- Namrutha SK - 9444089976

ENIGMA

Host: AECE

Number of rounds: 2

Team size: 2-3

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: Open to All Departments

Get ready to unleash your problem-solving skills and dive into the world of puzzles, logic, and tech with CodeXtreme, the ultimate challenge for sharp minds! Hosted by AECE, this two-round event will test your knowledge, teamwork, and speed. Gather your squad of 2-3 members and compete for the top spot across all departments.

Round 1 (30 Minutes)

- An exciting questionnaire will be held in the first round with two sections, Section 1 will have 30 technical MCQs, and Section 2 will feature tech puzzles.
- All teams will participate in both sections, and advancement to future rounds depends on the total points scored.

Round 2 (60 Minutes)

- A set of puzzles 3 will be given to each team which has to be completed to reach the final stage.
- The solution of each puzzle will be a clue for the final task which is to crack an enigmatic code.
- The difficulty level will increase with each task. The points for each task will depend on the difficulty level. Teams can avail a clue but at the cost of reduction in points.
- The first team to complete the final task with all the collected clues having the highest points will be declared as the winner.

Event Heads:

- Abirami Vaidyanathan - 8608167405
- Abhivedha A - 9995377534

MAKE-A-THON

Host: AECE

Number of rounds: 2

Team size: 1-2

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: Open to All Departments

Make-A-Thon is an exhilarating two-round coding challenge where creativity, speed, and strategy collide! Whether it's tackling rapid-fire questions or bidding on hidden challenges, every moment is packed with opportunities to score big and rise to the top. With unique problem statements, strategic power-ups, and bonus objectives, Make-A-Thon promises an action-packed experience that pushes the boundaries of your coding skills.

Round 1 (15-20 Minutes)

- Participants shall attend a quiz on basic programming concepts.
- A lightning round at the end will be conducted, where teams have 60 seconds to answer as many rapid-fire questions as possible, to boost their scores.

Round 2 (50-60 Minutes)

- Selected participants are given credits based on their quiz score.
- The participants will be shown 10 programming questions, among which 2-3 mystery problems will also be available for bidding, which may be more challenging but offer higher rewards if solved correctly.
- An auction is conducted where participants are allowed to bid for their preferred problem and power ups with their awarded credits.
- Participants can code their solutions using C/C++/Python within 45 minutes.

Event Heads:

- Gopinath. M – 89254 34461
- Karthik Raju. RD – 75488 97230

PAPER PRESENTATION

Host: IEEE ComSoc

Number of rounds: 2

Team size: 1-3

1st Prize : Rs. 8000

2nd Prize : Rs. 6000

3rd prize : Rs. 4000

Participation: Open to all departments

Paper Presentation event is designed to provide a platform for students and researchers to showcase their original research, innovative ideas, and technical knowledge. Participants will have the opportunity to present their papers on a range of topics, engage with peers, and receive valuable feedback from a panel of experts.

Round 1

- The paper must be sent through mail.
- Only original research works are accepted.
- All the entries from various colleges will be evaluated and shortlisted by the chair and secretary.

Round 2

- The Authors of the shortlisted papers will be given 5 – 10 minutes to explain their paper and present their idea to the panel of judges LIVE during the time of the event.
- The Judges can ask questions regarding the paper during the presentation on their will.
- The team with the highest score will be declared as the “Best Student Presentation”.

Event Heads:

- Taruna - 9965905000
- Chankya - 7603883729

CITYSCAPE 2050

Host: IEEE ComSoc

Number of rounds: 2

Team size: 3-4

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: Open to All Departments

Cityscape 2050 is a futuristic city design challenge that revolves around the theme "Ecovolution," focusing on sustainable and net-zero urban development. Participants will work in teams to conceptualize and design a metropolitan city of the future, adhering to strict sustainability guidelines and budget constraints.

Round 1

- Participants will answer questions on sustainability, environmental science, and urban planning to demonstrate their foundational knowledge.
- Alternatively, the quiz can take the form of a Pictography, where participants will be shown images related to sustainability and urban development.

Round 2 (The Net-Zero City Design Challenge)

- Teams must design a perfect net-zero metropolitan city for the year 2050, keeping within a budget of \$50,000.
- They will be given a set of 30 cards, each representing a specific facility with associated costs and carbon emissions.
- Teams must strategically choose and place these facilities on their city map, optimizing for sustainability and economic feasibility.
- Teams will present their city design to the judges, explaining their choice of facilities, the rationale behind their decisions, and how their city achieves net-zero emissions.

Event Heads:

- Rupadharshini R - 8637451018
- Shruti Chandrasekar - 7305637779



ECO FUSION

Host: IEEE ComSoc

Number of rounds: 2

Team size: 2-3

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: ECE, EEE, BME (Or any Electronics related majors)

Ecofusion is a thrilling elimination game where knowledge, quick thinking, and strategy come together! Spin the wheel to reveal themed clues, guess the hidden items, and mark them on your card. With each spin bringing a new challenge, the race is on to cross five in a row. Packed with surprise twists and intense competition, Ecofusion is your chance to shine and outsmart the crowd in a fast-paced, eco-inspired battle!

Round 1 (15-20 minutes)

- The first round is a mixture of questions ranging from crosswords, connections, trivia, and find the link.

Round 2 (60 minutes)

- A wheel consisting of 5 topics based on the theme eco-volution, will be displayed to the teams.
- The teams are provided a 5x5 grid sheet with 25 random words and pictures.
- A member from the team is required to spin the wheel and choose a topic, based on which a question will be asked to all the teams.
- If the team can guess the answer for the question and if it is present on the sheet they are provided, they are required to strike it out.
- The first team which makes 5 matches, either in vertical, horizontal or diagonal will be the winner.

Event Heads:

- Kavya S - 8838994576
- Aruna - 6381557784

DEAL DASH

Host: IEEE ComSoc

Number of rounds: 2

Team size: 2-3

1st Prize : Rs. 3000

2nd Prize : Rs. 2000

3rd prize : Rs. 1000

Participation: Open to All Departments

Deal Dash is identifying technical terms related to physics, electronics, and communication. It also includes designing of circuit using provided and traded components. Trades are based on answering technical questions. This event tests both theoretical understanding and practical problem-solving under pressure.

Round 1 (10 Minutes)

- Set of 20 questions with 3-4 pictures for each question would be given.
- The team has to connect the pictures given, each picture denotes a syllable of a word related to the domains.

Round 2 (30 - 45 Minutes)

- Shortlisted teams are given a circuit design and a set of components either in surplus or in insufficient quantity.
- Trade commencement is announced after which the teams can negotiate. Based on a QnA between the teams the transaction is done.
- After each trade session the transaction history will be displayed using which the prediction of components for the next session can be done.

Event Heads:

- Padmaja R - 8667764651
- Philo Valencia V - 9489847597

IPL AUCTION

Host: AECE

Number of rounds: 2

Team size: 2-3

1st Prize. : Rs. 1500

2nd Prize : Rs. 1000

Participation: Open to All Departments

IPL Auction is a thrilling non-technical event where participants act as team managers, bidding for cricket players with a virtual budget. Each team aims to build the best squad by strategizing their bids wisely. It's a test of quick thinking, decision-making, and sports knowledge, all while experiencing the excitement of an actual IPL auction.

Round 1 (30 Minutes)

- The team will attempt a pen and paper test of 25 questions based on cricket and IPL.
-

Round 2 (150 Minutes)

- The team leaders of the shortlisted teams would bid when the auction starts.
- Top 2 teams with highest points will be awarded.

Event Heads:

- Logesh J -9840817324
- Adriana Blessy J J -9344274210

CINE MAZE

Host: AECE

Number of rounds: 2

Team size: 3-4

1st Prize : Rs. 1500

2nd Prize : Rs. 1000

Participation: Open to All Departments

Cine Maze is where your movie knowledge and problem-solving skills are tested to the max! Start with a fast-paced picture quiz, and if you succeed, face the ultimate challenge—a Movie-Themed Escape Room. Crack codes, solve puzzles, and race against time in this thrilling cinematic adventure.

Round 1 (30 Minutes)

- Teams analyse the given a set of pictures representing a movie to deduce the movie names.
- Guesses can be made or the turns can be passed on to others.

Round 2 (15 - 20 Minutes)

- Teams receive a clue related to a movie and enter the ESCAPE ROOM.
- The team continues solving clues, finding movie-related props, and unlocking subsequent clues and the last prop holds the key to unlock the room.

Event Heads:

- Dinesh - 8248480323
- Ajay B - 9444516592

CONTACT

AECE - PRESIDENT

**: SAI VIGNESH C
84388 93583**

IEEE COMSOC - CHAIR

**: VARSHAA SJ
75500 59950**

TECH CLUB - PRESIDENT : MOHAMED NADHIM

73054 21618

REGISTRATIONS

<https://ssnsnucinvente.com/register>

SSN College of Engineering
&
Shiv Nadar University Chennai



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27th & 28th SEPTEMBER

EVENT RULE BOOK

**DEPARTMENT OF ELECTRICAL
& ELECTRONICS ENGINEERING**

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**TRANSFER
FIESTA**

TENTUKOTTA

ELECTROTHON

TIMING : 9:00 AM TO 5:00 PM

- Eligibility: Open to all departments and years.
- Team Size: 2-3 members per team.
- Registration: On-spot registrations are allowed. Team leads should submit an abstract via Google Form before the event.
- Google forms will be available on our website and posters.

ROUND 1 - PITCH YOUR IDEA

- Presentation: Up to 10-12 slides.
- Time Limit: 15 minutes to present your idea.

ROUND 2 - BUILD AND DEMONSTRATE

- Output: Can be a simulation, prototype, or software output.
- Showcase Time: 15 minutes, including Q&A from judges.
- There will be no elimination till the second round.

A surprise round will be introduced to further enhance your skills, with the rules announced on the spot.

Domains: AI/ML, IoT, Robotics, Digital Electronics, VLSI, Embedded Systems, Electric Vehicles, Power Electronics, Renewable Energy.

EVENT HEADS

Sangamithirai S - 93607 66513

Manasa K - 94872 39003

Monishkumar R - 93632 46736

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IDEATE

ROUND 1

- The team should consist of 1-3 members.
- A panel of judges will evaluate the papers submitted via the Google Drive link.
- Please ensure that research papers are submitted within the specified deadline. In your submission, include the paper's title and the names of the authors.
- The deadline for submitting papers is 15 days prior to the event.
- Plagiarism reports for the research papers will be taken into account during the selection process.
- Adherence to the mentioned rules is essential for research paper submissions via a Google Drive link.

ROUND 2

- This stage of the competition will be conducted in person.
- Participants must prepare and deliver a PowerPoint presentation during the final round.
- Following the presentation, there will be a question and answer session with the panel of judges.
- If there are scheduling conflicts with other events happening during INVENTE'24, please contact the Event Heads in advance.

EVENT HEADS

Akshaya S - 98942 59127

N Arthika - 90254 94992

Eashwar K R - 75500 29864



EL CASINO

RULES

- Each team must consist of 2-3 members.
- All teams will start with a fixed amount of virtual currency at the beginning of the Prelims. This currency will be used throughout the competition.

PRELIMS

- Each team begins with a predetermined amount of virtual currency (1000 casino chips).
- Teams can participate in a variety of casino-style games to increase their virtual currency. (Games- Blackjack Wiring, Slot Circuitry, Baccarat Battery and circuit roulette)
- Teams must wager a portion of their currency on the outcome of each game. Successfully solving a challenge or answering correctly in a game will result in a gain of currency based on the wager. Failing to solve will result in loss of wagered casino chips.
- Teams with the highest account balances at the end of the Prelims will advance to the Finals. The exact number of teams advancing will be announced at the start of the competition.

Will hit you with surprise rounds in ways you never expect.

FINALS

- Teams will carry forward the virtual currency they have at the end of the Prelims into the Finals.
- The Finals consist of a series of electrical puzzles and circuit design challenges.
- Teams may purchase hints using their virtual currency.
- Each hint will have a fixed price, and the cost will increase with each subsequent hint purchased. Additional circuit components can be purchased using virtual currency.
- The team that completes all puzzles in the shortest amount of time or has the highest remaining currency balance at the end of the Finals wins the competition.

EVENT HEADS

Saimidra S S - 88701 83077

Shruthieshreya R - 63790 02596



TRACE AND RACE

ROUND -1

- Teams complete a set of multiple-choice questions (MCQs) and solve them to earn points.
- The team with the highest score in this round will receive an immunity which could be used in the next round.
- Teams then play a Snake and Ladders-style game, rolling dice to move forward by answering questions set by the moderator.
- The teams to reach the end of the board set by the moderator will win the round 1 and proceed the next and final round(the team that won the immunity can swap places with a team of their interest if needed, this immunity cannot be used after after a specific number of questions which will be revealed during the game ,by the moderator).
- The teams that win the game will advance to the next round of the event.

ROUND 2

- The teams will then play Jenga&Seven stones type game. Questions will be asked openly to all the teams and first team to answer wins a block.
- These blocks should be used to form a tower like structure and with each correct answer that team would get a block.
- If a team fails to make a stable tower with the blocks given that team should start building the blocks from the scratch, or if a team fails to give a correct answer they remove all the blocks and start arranging from the scratch again.
- Bonus questions will also be asked in between at random time intervals and if a team gets this bonus question right they can try to hit a specific team's tower or can neglect it by taking 2 blocks at once for themselves.
- The team that manages to build a complete tower that is stable using the given blocks first wins the cash prize.

EVENT HEADS

Varshini S - 73581 96442

V Shrikar - 76049 33054

TRACE AND RACE

DROP THE MIC

TEAM SIZE : 1 OR 2

TOPIC WILL BE GIVEN ON SPOT

ROUND 1 - THE DUEL

- **Pairing:** Each participant will be paired with another participant for a duel.
- **Character Assignment:** Each participant will be assigned an electrical or electronic term (e.g., resistor, diode, waveform) as their character.
- **Preparation Time:** Participants will have 3 minutes to prepare their arguments, focusing on why their assigned term is crucial and deserves to survive.
- **Debate Format:** Each duel will last for 10 minutes. Each participant will be given a chance to defend their TERM, followed by 2 minutes of rebuttal against their opponent.
- **Interaction:** Judges may ask questions during the rebuttal phase to challenge the participants.
- **Scoring:** Participants will be judged on creativity, knowledge of the term, persuasiveness, and how well they handle questions. Bonus points for witty humour and sarcasm
- **Advancement:** The winner of each duel, determined by the judges, will advance to Round 2.

ROUND 2 - THE FINAL SHOWDOWN

- **Solo Presentation:** In this round, each advancing participant will present solo. They will be assigned a new EEE term to argue for.
- **Preparation Time:** Participants will have 3 minutes to prepare their final arguments.
- **Presentation:** Each participant will have 5 minutes to defend their TERM, explaining why their new term is the most essential to save in the shipwreck.
- **Question and Answer:** Judges may ask questions during the argument to challenge the participant.
- **Judgment Criteria:** The final judgment will be based on creativity, depth of knowledge, ability to answer questions, and overall persuasiveness. Bonus points for witty humour and sarcasm.
- **Winner Selection:** The participant with the highest score in Round 2 will be declared the winner of this event.

EVENT HEADS

K Aswathy - 93425 71857

M Aravind Krishna - 87544 99660

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CIRCUITX

TEAM SIZE : 2-3

**INDIVIDUAL PARTICIPATION IS ALSO
ENCOURAGED**

ROUND 1 : TEST YOUR CIRCUIT THEORY KNOWLEDGE!

- **Objective:** Kick off CircuitX with a challenging technical quiz that assesses your understanding of key concepts in electrical engineering.

Format:

- Question Type: Multiple-choice questions (MCQs) and short answer questions.
- Topics Covered: Circuit Theory (Ohm's Law, Kirchhoff's Laws, Thevenin and Norton Theorems, etc.) Basic MATLAB Simulation Concepts Electrical Engineering Fundamentals
- Scoring: Based on accuracy and speed.
- Outcome: Teams with the highest scores will advance to Round 2.

ROUND 2 : PUT YOUR DEBUGGING SKILLS TO THE TEST!

MATLAB Error Detection and Component Identification

- **Teams will be provided with a pre-built** MATLAB circuit containing deliberate errors. The task is to identify and correct these errors to ensure the circuit functions as intended.
- **Evaluation:** Teams will be judged on how accurately and efficiently they can troubleshoot the circuit.
- **Task 2:** Component Identification Description: Teams must locate and identify specific components within the MATLAB library browser.
- **Evaluation:** Points will be awarded based on the speed and accuracy of identification.
- **Outcome:** The team with the highest cumulative score from both tasks will be declared the winner of CircuitX.

EVENT HEADS

Aathiswari M - 93617 75362

Vishnuppriyan B - 75502 63865



LOCKED IN:

The Escape Room Experience

THE GREEN ESCAPE

- Step into an immersive adventure with our Escape Room Challenge! Work together with your team to solve puzzles, find hidden clues, and unlock mysteries within a themed room. Test your problem-solving skills and race against the clock for an unforgettable, fun-filled experience. Can you escape in time?

RULES AND REGULATION :

- Each team must have 4 members, you'll start with a 100 points.
- Total Time: Complete the escape room within 30 minutes.
- Extensions: 10 minute extension will be given with a compromise of removing 2 members from the team.
- Winning Criteria: The team with the quickest escape, including penalties, wins.

Hint Usage: Fewer hints and penalties give a competitive edge in case of a tie.



EVENT HEADS

Deepti K - 75501 50659

Rajamithra K - 95000 53401

OHM MY!

ROUND 1 - VIDEO GAME

- Participants shall consist of teams with 2-3 members each with each participant having a mobile phone or laptop in the team.
- The students will be playing the video game in a local-lan network.
- Each team shall be given 30 minutes to reach certain checkpoints across the game
- The checkpoints for the video game will be announced on the day of the event.
- The quickest team that reaches the checkpoints shall be awarded maximum points.

ROUND 2 - ADZAP

- An electronic or an electrical product will be given on the spot.
- The team will be given a preparation time of 2-3 minutes.
- The time limit for the advertisement will be 5 minutes.
- Any form of vulgarity will lead to disqualification.
- Once the advertisement is over, the team will have to answer the questions asked by the judges regarding the product
- It is mandatory for the teams to abide by the judge's decision.

ROUND 3 : TREASURE HUNT

Rules and Regulation

- There is a time limit of 2 hrs for all the competing teams to find the treasure.
- The clues are to be found in a particular order. A team cannot skip a clue. Skipping a clue leads to disqualification of the team.
- The entire team must stay together. It cannot split up to find different clues. If a team splits, it will be disqualified.
- All the means used by the teams should be fair, in case of any violation of the rules or any use of unfair means, teams will be disqualified from the contest.
- The Treasure Hunt consists of clues, each one leading to the next clue. Each correctly solved clue carries 10 points. And final Treasure carries 50 points.
- All the clues of the teams are at different and located at different places but the final destination i.e. the treasure is same. The team which finds the treasure first wins.

EVENT HEADS

Anusha P D - 95660 70235

Smithaa M - 98848 62808



TENTUKOTTA

RULES

- Each team must consist of 2-3 members and Individual Participation is also encouraged.
- Every round starts with a fresh set of points. No previous points will be carried out.

ROUND 1:

- In this round, each team will be presented with three iconic dialogues from well-known movies.
- The objective is for the teams to accurately identify and name the movie from which the dialogues originate.
- If a team correctly identifies the movie based on the first dialogue, they will be awarded 30 points.
- If the correct movie is identified using the second dialogue, the team will receive 20 points.
- Finally, if the movie is determined after hearing the third dialogue, the team will earn 10 points.

ROUND 2:

- In this round, the shortlisted teams will need to identify the song based on the background music (BGM) that is played.
- Points will be given accordingly based on the time taken to identify the song.

ROUND 3:

- In the final round, the shortlisted teams will be presented with five clues, each related to a specific movie.
- These clues could pertain to various aspects of the movie, such as its plot, characters, actors, or memorable scenes.
- Teams must carefully analyse the clues and accurately identify the movie.
- The clues will be revealed one by one, and the goal is to name the movie as quickly as possible based on the information provided.

EVENT HEADS

Ananda Priyadharshan V - 75581 94432

Lokkshanaa S - 99409 46694

TRANSFER FIESTA

ROUND 1: PRELIMS

- Round 1 of Transfer Fiesta kicks off with a fast-paced quiz featuring 45 questions to be answered in a time limit of 15 minutes.
- Participants can take up quiz anytime between the stipulated time period
- Participants will tackle questions on famous records, transfers, clubs, managers, players, and stadiums, testing their football knowledge to the limit.
- Top scorers from this round will be shortlisted for the second round.

ROUND 2: AUCTION

- Round 2 of Transfer Fiesta features an exhilarating silent player auction where participants build their dream football teams.
- Players are categorized according to their FIFA 23 ratings, and teams bid to assemble the strongest squad within a budget.
- Each team must draft 2 goalkeepers, 5 defenders, 4 central midfielders, and 4 forwards (15 players).

ROUND 3: GAME-ON

- Round 3 of Transfer Fiesta is a dynamic knockout tournament in a FIFA 23 PC Game where one player from each team competes using the squad they assembled during the auction.
- The two teams with the highest squad ratings from the auction receive a direct bye to the semifinals, while the other teams must compete in knockout rounds to qualify.
- The tournament concludes with the announcement of the winner, runner-up, and third-place team.

EVENT HEADS

Siddhartha G - 86678 74822

Selva Kalusalingam R - 63747 03068

TRANSFER FIESTA

FOR FURTHER DETAILS

HARINI SREE VS - 9486091047

RAMYALAKSHMI - 7339062076

SSN College of Engineering
&
Shiv Nadar University Chennai



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EVENT RULE BOOK

Department of Information Technology

CODERA

Domain: Competitive Programming

Team Size: Individual

Number of Rounds: 2

Event Description

A quintessential event that tests the contestant's ability to conjure up and master data structures and algorithms to compete against multiple participants across the country.

Round 1- Coding Contest

Duration: 90 minutes

Participants would participate in a classical style competitive programming contest with 90 minutes time and 4-5 questions in increasing difficulty. The round is time bound and participants who perform well in this round would be qualified to the finals.

Round 2- Final Showdown!

Duration: 60 minutes

Participants will attend a quiz that will test their coding skills, problem solving ability, lateral thinking and programming knowledge. The questions have internal tie breakers and the winners are decided based on the points the participant scores.

Event Coordinators:

Adharsh Gurudev - 95666 97621

Sri Sai Ankit - 97908 31970

WEBSITE

Domain: Web Development

Team Size: 1-3

Number of Rounds: 2

Event Description

Welcome to Websitica, the ultimate challenge for web app maestros! If you thrive on crafting remarkable digital experiences, this is your arena. This is an event that tests the participants' knack for web app development.

Round 1- The WebWizard

Duration: 45 minutes

Participants are given a basic HTML/CSS template and tasked with enhancing the design and layout according to a specific theme. Elevate the webpage with your best styling, responsive techniques, and multimedia elements like images or videos. Keep your ears open: every 5 minutes, you'll face a design-related question. Nail it, and you'll unlock a sneak peek into your competitors' work, giving you the edge to stand out.

Round 2- The dare-DEV-ils

Duration: 60 minutes

Participants are shown a landing page for 30 seconds. This page could be a real-world example or a custom-designed one that includes various elements such as headers, images, text, buttons, forms, and animations.

After the 30-second preview, participants must recreate the landing page from memory as accurately as possible within the allotted time.

Event Coordinators:

Selcia S - 8778377419

Srithaja- 91107 70893

ML GRAND PRIX: THE DATA CIRCUIT

Domain: Machine Learning

Team Size: 2-4 members

Number of Rounds: 4-5

Event Description

In this high-stakes competition, teams will navigate through a series of rooms, each presenting unique datasets and challenges, as they work to build, refine, and deploy machine learning models under intense time pressure. The race isn't just against the clock—it's a battle of wits and strategy.

The Qualifier

Teams receive their first dataset and must train a model swiftly. Accurate predictions will unlock the next room.

Do You Dare? Checkpoints

1. EDA Challenge: Analyze the dataset to answer a hidden bonus question. Success earns a time bonus, but failure risks a penalty.
2. Quiz Challenge: Achieve the highest accuracy to unlock this quiz. Correct answers gain time; wrong answers add pressure with a time penalty.
3. Model Steal: As datasets become more complex, teams can "steal" another team's model, but it comes with a 10% accuracy penalty. Choose wisely!

The Final Sprint

In the last room, the pressure peaks. Teams must navigate the most challenging dataset yet. With everything on the line, the EDA and Quiz Challenges offer one last chance to gain an edge—or fall behind.

The team that completes the course in the least time, after all penalties and bonuses, will be crowned the ML Grand Prix champion.

Event Coordinators:

Mitul - 95513 98396

Thanuja- 99447 77943

CACHE ME IF YOU CAN

Domain: Programming

Team Size: 2 members

Number of Rounds: 4

Event Description

Welcome to our thrilling multi-round challenge! Get ready to dive into a series of electrifying tasks designed to test your problem-solving prowess, technical acumen, and teamwork.

Round 1: Decode & Decrypt

Crack the encrypted clue to reveal the next location, where a brand-new challenge awaits. Sharpen your decryption skills and set the stage for the adventure ahead.

Round 2: Network Explorer

Dive into network data analysis to unearth a hidden IP address. The teams will be provided a packet capture file that they must analyze using a packet analyzer to find the destination IP address within the captured traffic. Your detective work will unlock the gateway to the next phase.

Round 3: Digital Quest

Clues will be present at various places of the website (both hidden and visible), and will be asked to find the clues. The clues will consecutively lead to further more clues at various places. At the end, they have to figure out the API endpoint. Teams will have to work with the endpoint and figure out the final reward.

Round 4: The Grand Finale

Brace yourself for the final round, where fun meets skill. The Grand Finale will test both your physical and mental agility in a unique and thrilling challenge. Curious about what the final event will entail? You'll have to wait until D-Day to find out! Make it to the last round and prepare for an unforgettable finish.

Gear up, bring your A-game, and get ready for an unforgettable experience!

Event Coordinators:

Shrikar - 87545 88946

Viswvardinii - 73585 2240

IDEAXPORT

Domain: Product Pitch

Team Size: 2-3 members

Number of Rounds: 4

Event Description

Welcome to our exciting two-round challenge, where innovation meets practicality! This event is designed to test your ability to think creatively, develop technical solutions, and present them effectively.

Round 1 – Innovation Pitch

Duration: 60 minutes

Teams are given pressing issues and problems faced currently in the society and they have to come up with creative ideas and solutions on overcoming it with technical solutions. Teams have to pitch their ideas and present it in the form of a presentation to the panel of judges on how the idea can be implemented and how it could be marketed.

Round 2: Prototype Showcase

Duration: 90 minutes

Teams will develop their concepts by creating a prototype using tools like Canva, Figma, HTML, or any other platform of their choice. Over the course of 90 minutes, teams will bring their ideas to life and present their prototypes to the judges. The evaluation will focus on the feasibility, scalability, and marketability of the proposed solutions.

Teams must demonstrate not only the innovation behind their ideas but also their potential for practical implementation and market success.

Event Coordinators:

Srujana - 63805 13878

Madhu- 73055 66689

CYPHER CHASE

Domain: Cyber Security

Team Size: 2-3 members

Number of Rounds: 3

Round 1: PhishTrace

Duration: 30 minutes

In this round, teams will hunt for phishing clues hidden within 5 simulated emails. Each email contains 5 potential phishing indicators. Your task is to identify as many correct clues as possible within the time limit. Teams will be judged on the number of clues identified, the time taken, and accuracy.

Round 2: PasswordCraft

Duration: 30 minutes

In this round, teams will craft a password that adheres to 30 unique and often humorous rules. From basic requirements like uppercase letters and numbers to quirky rules involving negative numbers and emojis, you'll need to meet as many rules as possible within the time limit. Teams that craft the most compliant password will move on to the final round!

Round 3 (FINALE): HackQuest: Capture the Flag

Duration: 60 minutes

Gear up for the grand finale—HackQuest: Capture the Flag! Team members in this round will tackle a series of thrilling cybersecurity tasks across cryptography, web security, and reverse engineering. Each challenge hides a unique "flag" that teams must uncover.

Teams will be evaluated on the number of flags captured, the accuracy of their solutions, and the time taken to complete the challenges. The team with the highest score at the end of this round will be crowned the champions of the event!

Event Coordinators:

Sabarish -80560 99616

Rupam - 8072 384 210

CRAWL AND CONQUER

Domain: Web Scraping

Team Size: 2-3 members

Number of Rounds: 3

Round 1 - Data Gathering (Web Crawling/Scraping)

Duration: 60-90 minutes

Participants must develop efficient crawlers or scrapers to gather data from assigned websites within the given time frame. The teams that successfully collect the required data will move on to the next round.

Round 2 - Data Analysis/Visualisation:

Duration: 60-90 minutes

Teams will either analyze the data collected in Round 1 or create visualizations to extract meaningful insights. The focus is on the accuracy of the analysis and the clarity of the visualizations.

Round 3 - Presentation:

Duration: 30-40 minutes

Participants will present their work in the format of their choice, focusing on the insights derived from the data. They will be judged on the accuracy of their analysis, the quality of their visualizations, and the overall user experience.

Event Coordinators:

Priyamvadha -95660 64483

Priyanka - 63851 54151

IMPROPTU

Domain: Prompt Engineering

Team Size: 3 members

Number of Rounds: 2

Round 1 - Prompt Relay

Duration: 15-20 minutes

In this round, teams will be given a description, such as the layout of an e-commerce website landing page. The first team member drafts a detailed prompt for an AI to generate a webpage based on this description. This initial draft is then passed to the second team member, who refines and improves it. The refined prompt is subsequently passed to the third team member for final edits. The final version of the prompt is submitted for AI generation, and the resulting webpage is judged on how well it adheres to the original description. Only teams whose outputs meet the criteria will advance to the final round.

Round 2 - Collaborative Prompt Refinement

Duration: 20 minutes

Teams that qualified from Round 1 will advance to the collaborative round. In this round, teams are provided with an image and must work together to create and refine prompts to generate an AI-produced image that closely matches the given image. After completing their collaborative efforts, teams will submit their final prompt, and the AI-generated image will be judged based on how accurately it replicates the original image in terms of relevance and alignment.

Event Coordinators:

Rahul V - 80727 44158

Bhuvaneshwarran - 99620 31244

CHARADES

Domain: Non-Technical

Team Size: 2-4 members

Number of Rounds: 3

Event Description

Despite its seemingly simple name, Dumb Charades is a game that invites the most perceptive minds. Originating as a form of drama, it involves one person acting out a given phrase or song while the others strive to decode it. The game's challenge lies in effectively conveying the given with subtle clues without the use of spoken words or sounds. This event promises both enjoyment and a measure of contestants spontaneity, making it a fun-filled yet thought-provoking experience.

Round 1 : Mix & Mingle

Provide hints for the specified word by describing it while adhering to a list of forbidden words that you'll receive in advance.

Round 2 : Pictionary

Provide hints only through illustrations on a whiteboard, with a restriction against using written words or numbers

Round 3 : Tune Quest

Provide hints to guide your headphone-wearing teammate to guess the specified song solely through dance and expression.

Event Coordinators:

Aishwarya - 89253 90169

Arshat - 81485 49401

PIXEL PLAYOFF

Domain: Non-Technical

Team Size: Valorant: 5 people, Fifa: 1 person

Event Description

Are you ready to showcase your gaming skills like never before? We're thrilled to invite you to our action-packed gaming tournament featuring two of the hottest esports titles around: FIFA and Valorant. Get ready to compete, strategize, and triumph in this electrifying gaming extravaganza!

Valorant:

Join us for an intense 5v5 Valorant competitive tournament, where teams will battle it out in the official format.

1. Bring your own laptop for offline play, or join the online action from anywhere.
2. You can register as a 5-man team or sign up solo, and we'll create dynamic teams for solo participants.
3. Coaches are allowed to guide teams, and tactical timeouts can be used to strategize during the game.
4. The tournament will span two days, with group stages on Day 1 and playoffs on Day 2. Master teamwork, outwit your opponents, and claim victory in this high-stakes 5v5 tournament. Get ready for an even more exhilarating Valorant experience!

FIFA - 1v1 Showdown

1. Prove your soccer prowess in thrilling 1v1 matches.
2. Feel free to bring your own input device or use one of our generic controllers if needed.
3. Solo registrations are open! Sign up, showcase your FIFA skills, and vie for the top spot.

Event Coordinators:

Vishal - 94448 30470

Vishnu - 75581 07725

FOR FURTHER DETAILS

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SSN College of Engineering
&
Shiv Nadar University Chennai



invenTE '24

Imagine. Create. Inspire

27th & 28th SEPTEMBER

EVENT RULE BOOK

Department of Mechanical Engineering



HOVERCRAFT

The Department of Mechanical Engineering invites you to participate in the "RC Hovercraft Racing Competition" to showcase your creativity and technical skills. This event offers a unique opportunity to design, build, and race your own amphibious craft. Tech enthusiasts, it's time to put on your thinking caps and get hands-on with this exciting challenge!

Compete against your peers, where the best-designed hovercraft and the fastest one on the track will emerge victorious. This event not only tests your teamwork but also allows you to measure your skills in a competitive environment, with the chance to win!

RULES:

- Only DIY hovercrafts that are pre-made will be accepted. These will undergo inspection, and any hovercrafts purchased from a shop will be disqualified.
- RPM can be adjusted as desired.
- The hovercraft must be remote-controlled, either through wired or wireless means.
- The event will be conducted in heats (batches), depending on the number of participants.
- The track layout will be disclosed on the spot.
- The track has a width of 50 cm, so design your hovercraft to fit within these dimensions.
- Hovercrafts must be capable of traveling on both water and land and should not topple.
- Scoring will be based on lap times.
- General instructions will be notified on the event day.
- E-certificates will be provided to all participants.

Point of Contact - Bhavani - +91 9445276689

Blitz GP: The Race of Willpower and Skill

"In racing, it's not just about having the fastest car—it's about refusing to lose."

- Dale Earnhardt. Are you ready to push the limits? SSN College of Engineering invites you to Blitz GP, the ultimate test of speed, strategy, and determination at Invene '24. Experience a thrilling new dimension of racing on September 2024, right here at the SSN College of Engineering Campus.

Blitz GP is more than just a race - it's a battle of wits, where the sharpest minds and the most resilient teams rise to the top. With two intense rounds, each team of up to 4 members will have to bring their A-game. Whether you're here for the glory of victory or the thrill of competition, this is your chance to become the Blitz GP champion of Invene '24.

RULES:

1. Qualifiers:

- If the driver is willing to take up a second chance, Even if they take more time that only will be considered.

2. Face-Offs:

- 1vs1 knockout
- The final will take place amongst the two best teams

3. Vehicle Specifications:

- The obstacles on the circuit will test the stability, durability, grip and speed of the car.

4. Wired and wireless are allowed.

- 4WD and 2WD are allowed.
- Width of the track = 150cm. Recommended vehicle track width around 50cm.

5. Maximum number of participants per team: 4

- Multiple paths filled with obstacles will be available on the race track. The driver must decide the most suitable path.
- It is compulsory to collect one of the two Flag points present on the track.
- Participants to bring own RC vehicles and batteries.
- No spare batteries or components will be provided. reamstime
In case of a tie, there will be another match for one more lap.
- The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered participants.
- Organizers' decision shall be treated as final and binding on all.
- Violation of rules will lead to disqualification.

MECHATHLON

The "Mechathlon" event, part of INVENTE, is designed as a mock placement process to help students prepare for real-world job placements. The event engages participants in a series of competitive rounds, starting with a quiz that tests both technical knowledge and aptitude. This is followed by a group discussion, where students can showcase their communication and analytical skills. The final round features a mock interview, conducted by experienced professionals, offering participants a realistic interview experience. The event not only enhances students' placement readiness but also offers attractive rewards, including internships and cash prizes for top performers.

RULES:

ROUND 1: QUIZ CHALLENGE

The first round will feature a quiz that includes tech and aptitude questions.

ROUND 2: GROUP DISCUSSION

The shortlisted participants will engage in a group discussion. Participants will be grouped into teams and given an in to describe and discuss collaboratively.

ROUND 3: MOCK INTERVIEW

Reach the pinnacle of the event with a mock interview conducted by our professors. Win exciting cash prizes and internship opportunities

Point of Contact - Abinesh - +91 9487670400

ROBO WARS

ROBOWARS is a event in which two robots attempt to push each other out of a circle. The robots used in this competition are called sumobots. The weight category was below 10kgs and voltage of 12 V . The primary goal of the event is to disable the opponent's bot by using various tactics. Usage of weapons in the bots was strictly prohibited.

RULES:

- Participants apply their engineering skills to create robust, innovative robots capable of withstanding and delivering powerful attacks. The competition tests the design, control, and mechanical strength of each robot.
- In RoboWars, two robots face off in a competitive battle. The objective is to either disable the opponent's robot or outlast it in terms of functionality and durability within a specified time limit.
- The competition will be played on a knock-out basis consisting of 2 players at a time.
- The maximum duration of each round will be 5 minutes. Any team that is not ready at the time specified will be disqualified from the competition. The machine will be checked for safety before the competition. Any robot found unsafe to other participants and spectators will be disqualified. The organizers reserve the rights to change any or all of the above rules as they deem fit.
- Violation of any rule will lead to disqualification. Judges' decision shall be treated as final and binding on all.

Point of Contact - Rajarajan - +91 9894616856

PAPER PRESENTATION

The "Paper Presentation" event provides a platform for participants to showcase their innovative ideas and groundbreaking research across four key domains: Manufacturing, Design, Robotics, and Thermal. The process begins with the submission of abstracts, which are then shortlisted for the main presentation. Faculty members evaluate these presentations based on various criteria and provide feedback. Winners and runners-up from each domain are recognized with cash prizes.

RULES:

1. The subject must be the title of the paper.
2. The body of the email should include- Name and Institute of the participant (from the first author till the fourth one), Department and Year, Contact numbers, Email addresses.
3. Paper as an attachment.
4. The paper must be in two columns IEEE format. This format must be strictly adhered to. The paper length must be limited to 6 pages.
5. The paper must be in .pdf format.
6. Plagiarism is a very serious consideration. Only original research works are accepted.
7. Only a maximum of 4 authors and only student authors are allowed.
8. Shortlisted teams based on the papers will be called for a presentation.

Point of Contact - Aravind Kumar- +91 9486062537

PROJECT PRESENTATION

The "Project Presentation" event offers an ideal platform for participants to showcase their ideas and skills across various engineering domains, including thermal, solar, design, mechatronics, and robotics. Participants submit their project presentations and working videos a week in advance. On the event day, they present their project models to faculty members, who evaluate them based on various criteria and provide feedback.

RULES:

1. Registration of the event should be done prior to the event along with the title and specifying the field (robotics, solar etc).
2. Project can be from any field from mechanical engineering.
3. The winners of the contest will be decided based on the evaluation by the judges after their presentation.
4. Participants are encouraged to bring their projects, but if this is not possible, a clear recorded video demonstrating how they work is required.
5. A ppt jolting down Title, objective, working principle, novelty needs to be prepared.

Point of Contact - Thulasiraman - +91 7395861094

BOTTLE ROCKETRIX

07

Imagine a group of enthusiasts, their eyes sparkling with anticipation, hands crafting rockets with care and precision. Bottle Rocketrix is about turning everyday objects into vessels of dreams. It's about turning a plastic bottle, water, and air pressure into a roaring spectacle that defies gravity.

The rocket has a fixed volume and the compressed air inside pushes on the water as it tries to expand. The water pushes downwards through the nozzle. The water rushes through the nozzle, making a thrust to counter the weight and air resistance. The thrust pushes the rocket upwards into the sky.

The event had two rounds, range and accuracy with two trials for each round. The range test tests the maximum distance the rocket can reach.

RULES:

Round 1: Rocket Building and safety test (1 trial launch and 1 main launch for the judgement optional)

Round 2: Range test (2 chances of launching, farther the distance, more the points)

Round 3: Accuracy test (launch the target and land the target zone, points will be based on the Accuracy of the landing area).

All the teams will be participating in all three rounds, and if the rocket gets broken in action then it cannot proceed to the next round

Point of Contact - Abirami - +91 9748645657

AERO VELOCITY

DRONE RACING

08

Drone racing is an electrifying sport that fuses cutting-edge technology with adrenaline-fueled competition where every second counts and the smallest mistake can mean the difference between victory and defeat.

Drone racing isn't just for the pilots—it's a captivating experience for spectators, too. Spectators are drawn to the intense, high-stakes races, where the roar of the drones and the split-second decisions create a thrilling atmosphere.

ROUNDS:

QUALIFYING TIME TRIAL (no elimination):

- Each participant will have two attempts to complete the course. The pilot's best lap time from the two attempts will be used to determine their qualification ranking.

The top pilots with the fastest lap times will advance to the next two rounds.

OBSTACLE GAUNTLET (elimination round):

- The course features a sequence of challenging obstacles designed to challenge pilots' reflexes and precision.

The pilots will be awarded points based on time taken to complete the course and the number of obstacles circumvented without penalties.

- The top 4 teams will get qualified to move on to the third and final round of the competition.

Top Team Face Off (Final):

- Participants are divided into teams based on their rankings from previous rounds.

- Teams will compete in a single-elimination format

The pilot who crosses the finish line first earns a point for their team.

- The team with the most points at the end of the face-off round advances to claim victory.

AERO VELOCITY

DRONE RACING

09

RULES:

- No. of Participants: 1 racer, 1 mechanic. Participants are responsible for bringing their own racing drones that comply with the competition's technical specifications. First-person view (FPV) goggles or monitors can be used by the participants to navigate their drones.
- Courses will be designed to challenge participants' piloting skills, featuring sharp turns, dives, climbs, and obstacles.
- The competition consists of several rounds, including qualifying rounds and knockout stages.
- Unsportsmanlike conduct, intentional obstruction, or interference with opponents' drones will result in penalties or disqualification.
- All participants are expected to exhibit fair play, respect, and courtesy towards fellow competitors and event staff.
- Each round's winner earns a predetermined number of points based on their finishing time.
- Accumulated points determine the leaderboard rankings
- Penalties may be given for going off track, ascending above the height limit, contact with the ground during the race, etc.

Point of Contact - Rishi Kranti - +91 9962386302

MURDER MYSTERY

The "Murder Mystery" event, part of INVENTE, is a non-technical event that engages participants in a thrilling scenario involving interrogation and detective work. Participants take on the roles of investigators, gathering clues, questioning suspects, and piecing together evidence to identify the culprit. It's an exciting and interactive experience that challenges participants' critical thinking and problem-solving skills in a fun and immersive way.

RULES:

Each team should consist of 3-4 members.

- Game consists of 3 rounds, which includes various levels of investigations and interrogation.
- Briefing will be done before the start of every round.
- Participants must bring their own notepad & pen.
- Organizer's decision will be final

Point of Contact - Uvaraj - +91 9843674159

SQUID GAME

The "Squid Game" event, part of INVENTE, is a non-technical event inspired by the popular series. It features a series of thrilling and competitive games, where participants must navigate challenges that test their strategy, endurance, and wit. The event captures the excitement and tension of the show, offering an engaging experience that keeps participants on their toes.

RULES:

- Registered players compete with 4 other players in each session.
- Each session consists of 3 rounds.
- The players can choose from the set of games available (5 indoor).
- 2 players will be eliminated in the first round and 1 in the following 2 rounds.
- The winners from each session will compete against other winners to win exciting prizes.

FOR FURTHER DETAILS :

Contact

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SSN College of Engineering
&
Shiv Nadar University Chennai



invente '24
Imagine. Create. Inspire

27th & 28th SEPTEMBER

EVENT RULE BOOK

**DEPARTMENT OF
COMMERCE & ECONOMICS**



TECHNICAL EVENTS

PRICE 'N' PITCHES

Price 'n' Pitches is an exciting two-part competition that tests participants' price-guessing skills and marketing creativity. Teams will compete in "The Price is Right" preliminary round, guessing prices of everyday items. Top teams advance to the "Adzap" finals, where they'll create impromptu, engaging advertisements for given products.

RULES

1. The event consists of two rounds:
Prelims and Finals
2. All teams will participate in the prelims and contest for the top positions
3. Only selected teams advancing from prelims will compete in "Adzap" for the Final round.
4. Teams must have 4 – 5 members.
5. The decision of the organizers and judges is final and binding.
6. Indecent behavior or any form of malpractices will lead to immediate elimination of the team.

TEAM SIZE

4 – 5 per team

PRIZE MONEY

First Place: Rs 4000/-

Second Place: Rs 3000/-

Third Place: Rs 1000/-

CONTACT

Aathithiya Ganesh – 8122325132

Deepak Pranav – 6380983694

BIZQUIZ

The Business Quiz is an intellectually stimulating competition centered around putting your trivia knowledge in the domain to the test.

It provides a one-of-a-kind quizzing experience that requires participants to use critical thinking and problem-solving abilities while demonstrating their strategic acumen in the fast-paced quizzing world.

RULES

1. This event is for participation in teams of 2
2. The quiz will entail questions from different categories like business, brands and more. This will be a mixed bag format.
3. The event will have a prelim and the top teams will move onto the final round.
4. The decision of the quiz masters will be final and binding.
5. Indecent behavior or any form of malpractices will lead to immediate elimination of the team.

TEAM SIZE

2 per team

PRIZE MONEY

First Place: Rs 4000/-

Second Place: Rs 2500/-

Third Place: Rs 1500/-

CONTACT

Parthiv S - 8522817577

Adithya A - 8247667696

STARTUP SHOWDOWN

Startup Showdown is a forward-thinking event where participants will pitch innovative business ideas envisioned for the year 2050. This event challenges students to think creatively and explore future trends, technologies, and consumer needs. Teams will present their futuristic ideas to our panel of judges, aiming to secure investment by demonstrating both the viability and potential impact of their product. The participants will be judged on the basis of their creative and innovative product, how unique they stand in the market, and their business acumen.

RULES

1. Each team will be given 5 minutes to present their business plan. The participating teams must pitch a creative business idea about a product which will be very useful for us in the year 2050. The presentation slides can be done beforehand. Only the presentation of the product would take place in the prelims.
2. The top 5 teams will be selected for the final round.
3. A product will be given for the top 5 teams on-spot and they will have to pitch the business plan for the given product.
4. The prep time for the final round will be 20 minutes and for the presentation will be 10 minutes.
5. Indecent behavior or any form of malpractices will lead to immediate elimination of the team.
6. The decision of the organisers and judges would remain final and binding.

TEAM SIZE

2 – 4 per team

PRIZE MONEY

First Place: Rs 5000/-

Second Place: Rs 3000/-

CONTACT

Adithya Madhav – 8056207527

Srinidhi – 9150152801

ECONEXUS

EcoNexus - Where economics meets excitement! This engaging competition challenges teams to apply economic concepts to real-world scenarios, pushing the boundaries of traditional knowledge. Perfect for policy enthusiasts looking to test their knowledge, think on their feet, and tackle global economic challenges in a fun, competitive environment. Beyond economics, participants are encouraged to use their practical reasoning, creative problem-solving, and critical thinking skills to navigate through the real-life scenarios, making the competition as practical as it is thrilling.

RULES

1. No external resources allowed during the competition.
2. **Round I:** All teams participate in a multiple-choice quiz on economics.
3. Top-performing teams from Round I advance to Round II.
4. **Round II:** Qualified teams develop strategies and policies for assigned economic scenarios.
5. Teams have 45 minutes to prepare and 5 minutes to present in Round II, followed by 3 minutes of Q&A.
6. Exceeding time limits results in point deductions.
7. Indecent behavior or misconduct leads to immediate disqualification.
8. Judges' decisions are final and binding; disputes must be raised immediately to organizers.

TEAM SIZE

2 – 4 per team

PRIZE MONEY

First Place: Rs 5000/-

Second Place: Rs 3000/-

CONTACT

Tanishk Jalan – 8651943296

Nivedha – 9894173527

YOUTH ECONOMIC SUMMIT

The Youth Economic Summit is an exciting platform for young minds to explore the intersection of economics, sustainability, and global policy. This summit features two engaging streams: a poster presentation and a conference presentation on sustainability and economics. Join us to showcase your research, debate global challenges, and connect with like-minded peers passionate about shaping a sustainable economic future.

RULES

1. Participants can individually work on the poster/paper or work with a maximum of three authors.
2. Participants must be currently enrolled in an undergraduate program and need not be from the same institute/college/university.
3. Two participation streams are available:
 - a) **Stream I:** Poster Presentation
 - b) **Stream II:** Conference Paper Presentation
4. Participants may choose only ONE stream.
5. All submissions, presentations, and communications must be in English.
6. Participants must prepare a poster/term paper on one of the provided topics.
7. Plagiarism or misrepresentation of work will result in immediate disqualification.
8. All sources must be properly cited, including any use of AI tools.

YOUTH ECONOMIC SUMMIT

9. If AI tools are used for any part of the work, their use must be explicitly cited and explained.
10. Indecent behavior or misconduct leads to immediate disqualification.
11. Judges' decisions are final and binding; disputes must be raised immediately to organizers.

STREAM I:

- Participants must create a visual poster (physical/digital) summarizing their research or ideas.
- **Poster size:** 2 ft (height) x 3 ft (length)
- **Poster format:** Both physical and digital posters are accepted, however, physical posters, either handmade or printed, are encouraged.
- **Presentation time:** 5 minutes presentation and 3 minutes of Q&A.

STREAM II:

Paper format:

- Title page with author(s) details and affiliation
- Abstract
- Contents
- List of figures and tables
- Prelude/Introduction/Background
- Objectives
- Literature Review
- Analysis (Qualitative/Quantitative)
- Conclusion/Results Discussion/Recommendations
- References

YOUTH ECONOMIC SUMMIT

- **Paper size:** A4
- **Margins:** 1 inch on all sides
- **Line spacing:** Double-spaced throughout
- **Alignment:** Left-aligned (not justified)
- **Indentation:** First line of each paragraph indented 0.5 inches
- **Font face:** Times New Roman
- **Font size:**
 - 12 pt for body text
 - First-level heading: Bold, 14 pt font, left-aligned
 - Second-level heading: Bold, 12 pt font, left-aligned
 - Third-level heading: Italicized, 12 pt font, left-aligned
 - Title: Centered, bold, 16 pt font
 - Author name: Centered, 12 pt font, below title
 - Educational information: Centered, 12 pt font, below author name
- **Page Number:**
 - Bottom right corner of each page (except title page)
 - Use Arabic numerals (1, 2, 3...)
- **Citations and References**
 - To be given in APA 7th style
 - In-text citations:** (Author's last name, year)
 - Reference list/Bibliography:** At end of paper, alphabetized
- **Word Limit:** 1500 -2000 words (including abstract)
- **Abstract:** One separate page after title page
- **Tables and Figures:** Labeled and numbered consecutively and indexed after abstract in the table of contents page
- **Appendices:** If necessary, after reference list

YOUTH ECONOMIC SUMMIT

- **Oral presentation:**
 - Duration: 7 minutes
 - Q&A session: 3 minutes
 - Visual aids: Clean Powerpoint Presentation with 10-15 slides
- **Submission:** Papers need to be submitted for plagiarism check and grading after the presentation to the event organizers as a pdf. Mode of submission shall be informed during the event.

Presentation Themes:

1. Green Finance and Sustainable Investing
2. The Economics of Renewable Energy Transitions
3. Behavioral Economics and Environmental Conservation
4. Green Innovation and Sustainable Technology
5. Any other topic that is aligned with the areas of Environmental Economics and Sustainability

TEAM SIZE

1 – 3 per team

CONTACT

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Shobi Iva – 8637477324

PRIZE MONEY

STREAM I (Poster Presentation)

First Place: Rs 2000/-

Second Place: Rs 1000/-

STREAM II (Conference Paper)

First Place: Rs 3000/-

Second Place: Rs 2000/-



NON - TECHNICAL EVENTS

RESUME ROULETTE

Resume Roulette is an exciting event where students create resumes for surprise job descriptions, simulating real-world job applications. Participants will enhance their resume-writing skills, learn to navigate AI-based screening systems, and practice impressing interviewers with their personality. This unique challenge combines creativity, quick thinking, and professionalism, preparing students for the competitive job market. It's an invaluable opportunity to build confidence, develop crucial job-hunting skills, and potentially network with young professionals – all in a fun, engaging environment.

RULES

1. Participants will be assigned a job description on the spot.
2. Participants will have 35 minutes to create a resume tailored to the given job description.
3. Resumes will be evaluated through an Applicant Tracking System (ATS).
4. Participants will attend a brief interview based on their resume.
5. All resume creation including design/layout and content must be done on-site during the allocated 35-minute period.
6. Participants must bring their own devices (laptop/tablet) for resume creation.
7. Internet access will be provided for research purposes.
8. Participants can use tools like Canva, Overleaf, etc to create the resumes.

RESUME ROULETTE

9. Use of pre-written content or use of AI-powered tools is prohibited.
10. Indecent behavior or misconduct leads to immediate disqualification.
11. Judges' decisions are final and binding; disputes must be raised immediately to organizers.

TEAM SIZE

Individual

PRIZE MONEY

First Place: Rs 1000/-

Second Place: Rs 500/-

CONTACT

Adithya V - 9962054949

Jonathan - 8925297980

SENSE AND SENSIBILITY : MEDIA EDITION

Lights, Camera, Action... but no Sound! This isn't just about recognizing famous scenes – it's a test of communication, quick thinking, and pop culture prowess. Can you paint a picture with words? How well do you know your partner's knowledge of media? From blockbuster movies to viral ads, every second counts as teams race against the clock to guess correctly. Join us for a ride of laughter, suspense, and maybe a few cinematic surprises.

RULES

1. One team member will be blindfolded, the other will receive clues from the other member.
2. A muted video clip will be played on a screen behind the blindfolded participant.
3. The non-blindfolded member must communicate clues about the video to their blindfolded partner.
4. The blindfolded partner must guess the name or nature of the clip being played.
5. Clips may be from movies, advertisements, or web series.
6. Indecent behavior or misconduct leads to immediate disqualification.
7. Judges' decisions are final and binding; disputes must be raised immediately to organizers.

TEAM SIZE

2 per team

PRIZE MONEY

First Place: Rs 1000/-

Second Place: Rs 500/-

CONTACT

Jonathan - 8925297980

Kavyaa - 9384332535

FOR FURTHER DETAILS CONTACT:

Madhumitha Dayalan – 9500091496

Raghav S – 7022047864

SSN College of Engineering
&
Shiv Nadar University Chennai



EVENT RULE BOOK

SNU CSE DEPARTMENT

TECHNICAL EVENTS

IMPACT ARCADE

- **Domain:** Game Development
- Game Jam is an intense 24-hour game development competition where teams are tasked with creating engaging and thoughtful games based on the theme that will be announced on the day of the competition.
- This theme will be related to the United Nations Sustainable Development Goals (SDGs), ensuring the games focus on relevant global issues.

RULES

- **Team Size:** Each team can consist of up to 2 members.
- **Time Limit:** 24 hours, starting from the official theme announcement.
- **Judging Criteria:** Games will be judged based on creativity, gameplay, adherence to the theme, and technical execution.
- **Mentor Feedback:** Teams can earn additional points by incorporating feedback from mentors after the first 12 hours of the competition.
- **Use of Tools:** Participants are free to use any game development tools, engines, or frameworks of their choice, as long as they adhere to the competition's theme and time constraints.
- **Theme Adherence:** Games must clearly reflect the given theme, related to the United Nations SDGs. Creativity in interpreting and integrating the theme is encouraged.
- **Submission:** Games must be submitted before the 24-hour deadline. Late submissions will not be accepted.
- **Platforms:** The game must be playable on at least one of the following platforms: Windows, macOS, Linux, or a web browser.
- **Original Work:** All content, including code, art, and audio, must be created during the Game Jam. Pre-existing assets are not allowed, except for fonts and publicly available libraries/frameworks.
- **Code Submission:** The full source code must be submitted alongside the game, with clear instructions on how to run the game

PRIZE MONEY

First place: Rs 8000/-

Second place: Rs 4000/-

CONTACT

Karunya Harikrishnan - 7305634359

Saanjith Reddy - 9492753456

HARDWIRED IDEATHON

- The Hardwired Hackathon 2024 invites you to a day of innovation and technical challenges. Hosted by the SNUC Robotics Club, this event encourages participants to showcase their skills in IoT and Business thinking through a dynamic multi-round competition. Teams of 3 members will tackle a series of tasks designed to test their technical expertise, business acumen and adaptability.

RULES

- Team Size** - 3 members

Round 1: Tech Scavenger Hunt:

- Kick off with a Tech Scavenger Hunt where teams solve coding puzzles, hardware challenges and tech riddles. Completing these tasks will provide teams with crucial resources and clues for the upcoming rounds. This round sets the stage for the challenges ahead.

Round 2: Problem Statement & Solution Development:

- With resources from Round 1, teams will receive a detailed problem statement. They will work on developing an innovative IoT solution, turning their ideas into functional prototypes. This round emphasizes practical application and technical creativity.

Round 3: Tech Explanation- "Deep Dive":

- Teams will present a detailed breakdown of their solution, including technology, design choices and implementation. This round focuses on evaluating the technical depth and clarity of your project.

Round 4: Business Pitch- "Market Ready":

- Teams will pitch their project from a business perspective, covering market potential, scalability and revenue models. Demonstrate that your solution is not only technically sound but also commercially viable.

Round 5: Wildcard Pivot- "Pivot Point":

- Face an unexpected twist! Teams will draw a wildcard challenge, such as adding a new feature, reducing costs or finding a new use case for their project. This round tests your creativity and ability to adapt under pressure.

Round 6: Final Presentation & Evaluation:

- Teams will present their final projects, showcasing how they have incorporated feedback and adapted to the wildcard challenge. Judges will assess the overall impact, feasibility and innovation of the solutions
- Each team must consist of 3 participants. No changes to team members are allowed after the event starts.
- All work must be original and completed within the event timeframe. Use of pre-built solutions is prohibited.
- Participants may use any development tools, libraries, or frameworks they are familiar with.
- Attendance is required for all rounds to remain in the competition.
- Judges decisions are final and binding

PRIZE MONEY

First Place: Rs 4000/-

Second Place: Rs 2500/-

Third Place: Rs 1500/-

CONTACT

Abhay C Mathen – 6309190023

COMPILE COMBAT

- **Domain:** CP
- Welcome to Compile Combat: Where Coding Meets Crazy Fun! Are you ready to add a thrilling twist to your competitive programming skills? Compile Combat is the event you've been waiting for! Get ready to compete, connect, and conquer in an experience filled with laughter, challenges, and unforgettable moments.

RULES

- **Number of members per team:** 1-2

Round 1: The Blindfold Blitz!

- Welcome to the first round, where your teamwork and quick thinking will be put to the test! In the Blindfold Blitz, each team will dive into a quiz packed with brain-teasers on data structures and algorithms. But here's the twist: one of you will be blindfolded while the other explains the questions and brainstorms the answers. The points you score will be your lifeline in the next round. So, get ready to communicate, collaborate, and conquer!

Round 2: The Sabotage Showdown!

- Now that you've made it through the quiz, it's time to up the ante in the Sabotage Showdown! Bring your points from Round 1, because you'll need them to survive this chaotic coding frenzy. As you tackle medium to difficult coding challenges, you'll also participate in a live auction where you can bid on wacky sabotages to throw at other teams. From coding with a goofy hat on to having a teammate blindfolded and dictating the code, the sabotages will keep you on your toes and the competition laughing. The wilder, the better! Use your points wisely to outmaneuver your opponents, all while racing against the clock to solve the problems and pass all test cases. The team with the most points at the end will be announced as the winners!

PRIZE MONEY

First place: Rs 4000/-

Second place: Rs 2000/-

CONTACT

Nithya Dharshini - 7397597634

Ragadharshini R - 9840607008

CODE AUCTION

- Code Auction is a coding competition where teams use strategy and coding skills to win. Compete in teams, bid wisely, and solve challenging Data Structures and Algorithms (DSA) problems to claim victory. Each team starts with a set of coins, used to bid on coding questions of varying difficulty. The event unfolds over two intense rounds:

RULES

Round 1:

- **Structure:** 12 teams, 2 sub-rounds.
- **Format:** Each sub-round features 6 DSA questions (3 easy, 2 medium, 1 hard).
- **Objective:** Bid on and solve one question per sub-round. Points are awarded based on problem difficulty. The top 6 teams with the highest points advance to the next round.

Round 2:

- **Sub-round 1:** Silent Auction
 - Bid on 6 domains (DSA, EDA, SQL, CSS styling etc.) secretly. The highest bidder for each domain wins the corresponding question. Teams solve one question.
- **Sub-round 2:** Alliance Mode
 - Teams can form alliances to pool their coins and bid on one of three DSA questions (1 easy, 1 medium, 1 hard). The alliance that wins the bid works together, but only the fastest team in solving earns the points.

PRIZE MONEY

First place: Rs 4000/-

Second place: Rs 2000/-

CONTACT

Manav Karthikeyan - 7338980753

Vedant Nair - 7303963857

CTRL + ESCAPE

- **Domain:** General
- CTRL + Escape is a fun and exhilarating adventure where coding skills and logic lead the way. This isn't your typical escape room; instead, you'll use flashcards to unravel tech-based puzzles and dive into a thrilling digital story

RULES

- Each team must consist of exactly 2 players
- Teams will solve coding challenges one after another.
- Each solved puzzle reveals a new flashcard with your next clue.
- You'll test your knowledge of algorithms, debugging, and problem-solving as you go.
- Your goal is to complete the quest by solving coding tasks in order.
- If you find yourself stuck, you can request up to 2 hints per team.

PRIZE MONEY

Champion: Rs 3000/-

Silver Coder: Rs 2000/-

CONTACT

Anantha Murthy – 8807793679

Smruthi Balaji – 8148265065

CRYPTIC CADAVERS

- **Domain:** Cybersecurity
- **Code & Clue:** A Murder Mystery CTF is a murder mystery-themed Capture the Flag event designed for both newbies and cybersecurity enthusiasts. Participants will embark on a thrilling, story-driven adventure filled with a variety of puzzles and challenges. With exciting cash prizes up for grabs, everyone has a chance to prove their skills and solve the mystery

RULES

- **Team size:** 1-3 members

Round 1: The Cyber Quiz Showdown

- In this preliminary round, participants will face a series of challenges that test their fundamental knowledge of cybersecurity. The tasks will range from answering a fast-paced, gamified quiz on cybersecurity concepts to cracking passwords of varying complexity. While the top-performing teams will have an advantage, all participants will advance to the next round, where the real mystery begins. Points earned in this round will carry over and contribute to the final score.

Round 2: The Murder Mystery Challenge

- In the final round, all teams will dive into a thrilling murder mystery scenario. Working together, they'll face a series of intricate challenges that will test their problem-solving skills in unexpected ways
- Teams will need to uncover hidden clues, decipher cryptic messages, and navigate through a web of deception. Along the way, they may encounter mysterious locations, suspicious images, and other surprises that will push their sleuthing abilities to the limit.
- The goal is to solve the mystery by identifying the culprit and unmasking their motive, all while navigating a web of deception and misdirection.
- Teams will be evaluated on their ability to complete each challenge, the speed at which they solve them, and the creativity they demonstrate in their approach.
- Get ready to engage your mind and unleash your inner detective, because in this game, the truth is buried deep within a labyrinth of lies!

PRIZE MONEY

First Place: Rs 3000/-

Second Place: Rs 1000/-

Third Place: Rs 500/-

(Top 10 teams – Special mention)

CONTACT

Trishaa S - 9958228489

CODE GOLF

- Code golf is a unique and exciting form of competitive programming where participants aim to solve a particular problem using the shortest possible source code. It's a test of both programming skill and creativity, pushing participants to craft concise, efficient, and often unconventional solutions.

RULES

Code Golf Round 1: The Classics

- **Theme:** An nostalgic trip down memory lane with classic coding problems.
- **Overview:** The first round will focus on well-known and fundamental code golf challenges, testing participants understanding of basic algorithms and data structures.

Code Golf Round 2: The Modern Twist

- **Theme:** A blend of classic algorithms with modern programming concepts, but with a twist.
- **Overview:** This round will feature the same types of challenges as the first round, but with a special hindrance or constraint. The participants will have to think creatively and find innovative solutions within the given limitations.

PRIZE MONEY

Champion: Rs 2000/-

Silver Coder: Rs 1000/-

Bronze Coder: Rs 500/-

CONTACT

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Shruthi Mohan - 7200842741

NON- TECHNICAL EVENTS

TYPING BATTLE

- Typing Battle is a fun-filled competition where teams of 2 compete in unique typing challenges.
- In the first round, each team member faces individual challenges.
- In the second round, teamwork is put to test as members share a single keyboard! The top teams will battle it out for the win.

RULES

Round 1: Individual Typing Challenge

- Each member of the team will be given 3 different typing challenges. These challenges will test the typing skills of the team members individually.
- The score of the team in this round will be the sum of the individual scores of both team members.
- The top 5 teams with the highest combined scores will advance to the next round.

Round 2: Team Typing Challenge

- In this round, team members will work together on the same keyboard. One member will only use their left hand, while the other will only use their right hand.
- Similar to the first round, teams will be given 3 typing challenges. However, this time both members must coordinate and work together to complete the challenges.
- The top 2 teams with the best performance in this round will be declared the winners.

PRIZE MONEY

First place: Rs 1000/-

Second place: Rs 500/-

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