INNERVE
(PROJECT EXHIBITION)
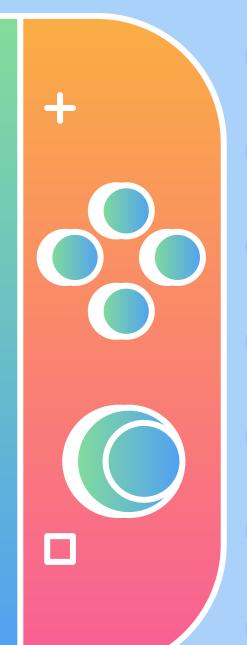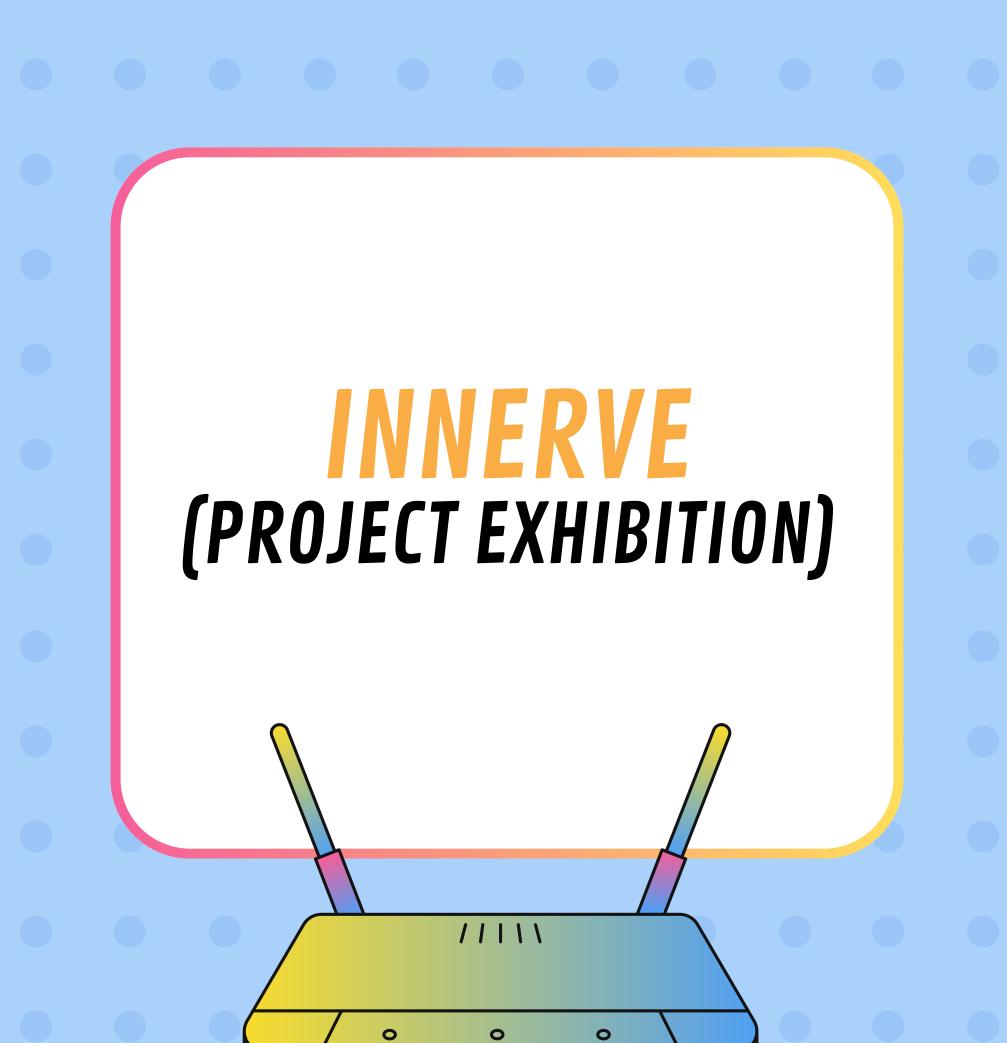
RULES : PROJECT EXHIBITON

1.Eligibility: Engineering students from recognized institutions.

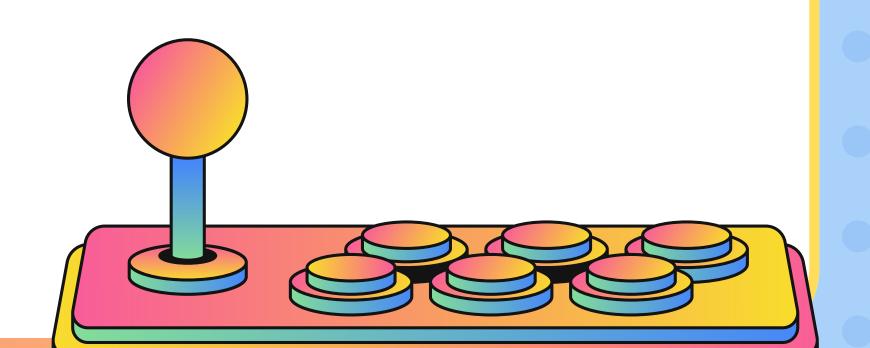**2.Categories: Computer Engineering, IT, E&TC, and Sister branches.**

3.Proposal:

- Clear project idea, objectives, methodology, and expected outcomes.
- Problem statement and proposed solution.

4.Execution: Working project models with 100 % completion.

5.Presentation:

- Clear, concise, and structured.
- Effective communication of objectives, methodology, results, and conclusions.
- Use of visual aids.

6.Judging Criteria:

- Originality
- Technical Complexity
- Innovation
- Quality of Literature Review
- Commercial Viability or Benefit to Society
- Teamwork
- Communication skills
- Problem Solving Abilities
- Feasibility
- Q&A

VISIOVERSE
(POSTER PRESENTATION)

RULES : POSTER PRESENTATION – PROJECT POSTER

ELIGIBILITY FOR PROJECT POSTER:ENGINEERING STUDENTS FROM RECOGNIZED INSTITUTIONS.
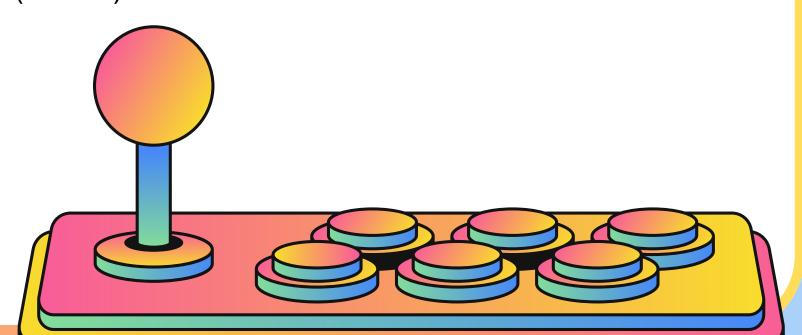
CATEGORIES:COMPUTER ENGINEERING, IT, E&TC, AND SISTER BRANCHES.

RULES:
- Poster should be strictly according to
    - 1) Clear Project statement
    - 2) Objectives
    - 3) Methodology
    - 4) Unique design
    - 5) Conclusion
- Poster should be printed only.
- Poster should be prepared by students, should not be copied from any sources.
- Poster Size should be strictly in dimensions 48 height * 36 width (inches).

EXECUTION:
- Group of 2-4 people or Individual Participation.
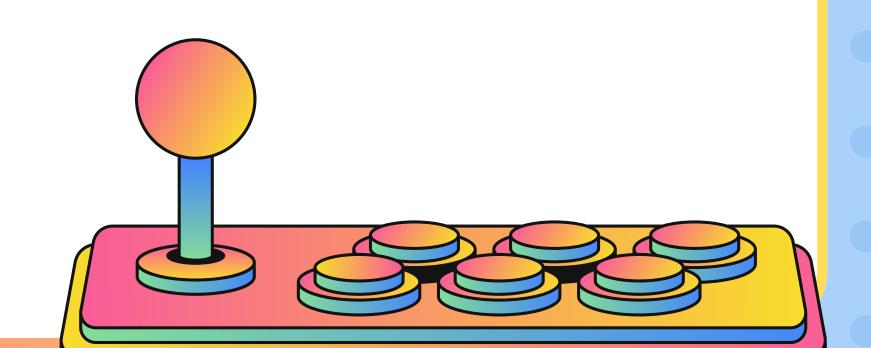- Duration 5-7 mins for presentation.

RULES : POSTER PRESENTATION – PROJECT POSTER

PRESENTATION:

- Poster is not allowed if it is not according to the points mentioned should be strictly according to rules mentioned
- Clear, concise, and structured.
- Effective communication of objectives, idea, design, conclusions.
- Use of visual aids.
- Poster should be self- Explanatory.
- Participants should be at their event location 45 minutes before the given time.

EVALUATION :

- Evaluation will be strictly based on your poster and presentation of idea.
- Originality of Project
- Technical Complexity of Project
- Innovation in Project statement
- Commercial Viability or Benefit to Society of proposed Project
- Teamwork in presenting Project.
- Communication, presentation skills
- Problem Solving Abilities
- Feasibility of Project
- Q&A

RULES : POSTER PRESENTATION – BUSINESS/STARTUP POSTER

ELIGIBILITY FOR BUSINESS/STARTUP POSTER:ENGINEERING, MBA, BBA STUDENTS FROM RECOGNIZED INSTITUTIONS.
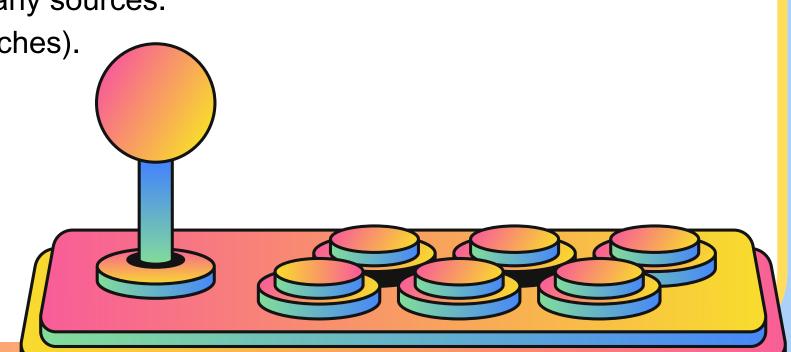
CATEGORIES:COMPUTER ENGINEERING, IT, E&TC, AND SISTER BRANCHES, MBA, BBA

RULES:

- Poster should be strictly according
    1) Clear startup/Business Problem statement
    2) Objectives
    3) Proposed solution or methodology
    4) Unique design
    5) Conclusion
- Poster should be related to Technical Idea, New generation Technology and start-up or business idea.
- Poster should be printed only.
- Poster should be prepared by students, should not be copied from any sources.
- Poster Size should be strictly in dimensions 48 height * 36 width (inches).
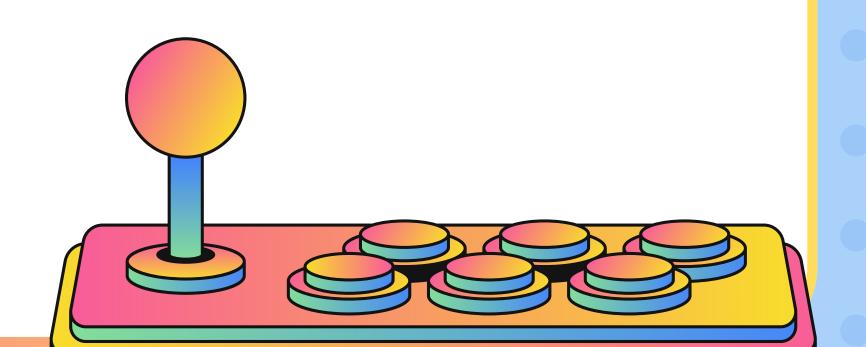
EXECUTION:

- Group of 2-4 people or Individual Participation.
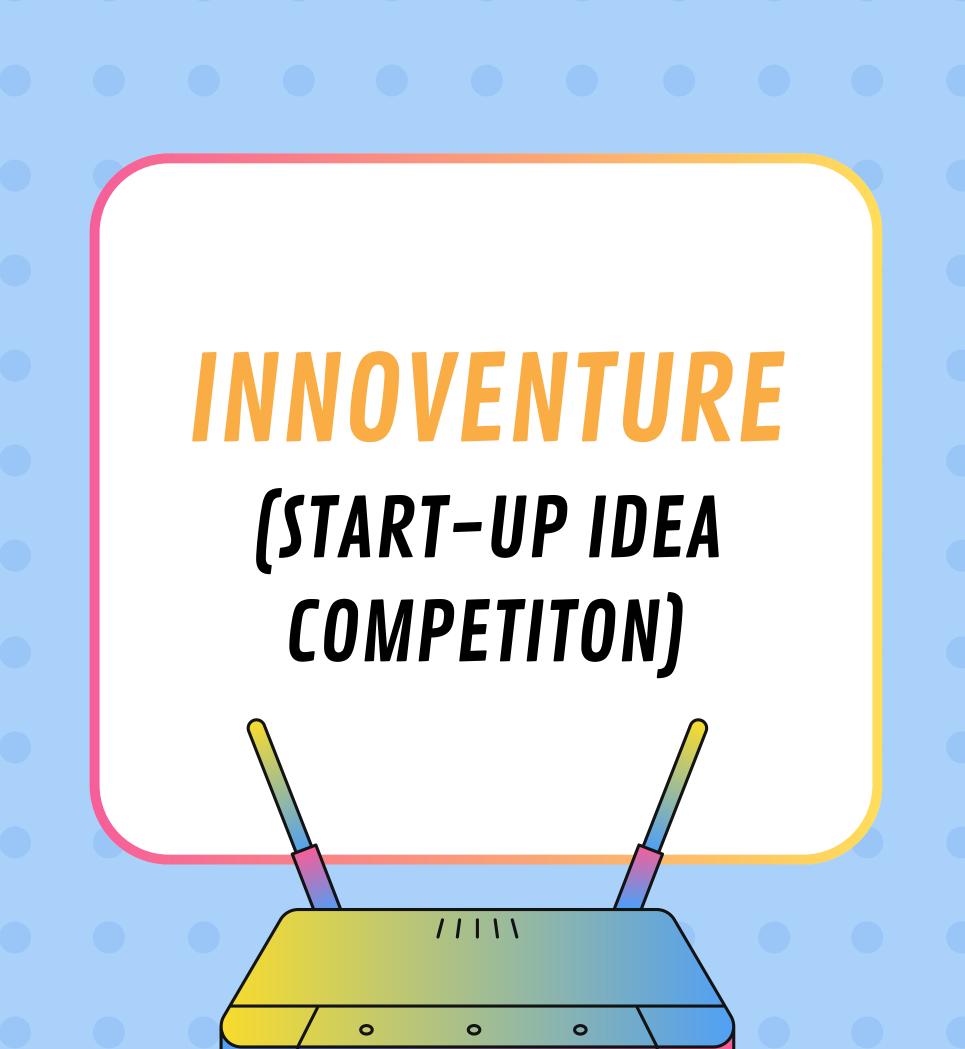- Duration 5-7 mins for presentation.

PRESENTATION: POSTER IS NOT ALLOWED IF IT IS NOT ACCORDING TO THE POINTS MENTIONED SHOULD BE STRICTLY ACCORDING TO RULES MENTIONED

1. Clear, concise, and structured.
2. Effective communication of objectives, idea, design, conclusions.
3. Use of visual aids.
4. Poster should be self- Explanatory.
5. Participants should be at their event location 45 minutes before the given time.
6. Evaluation will be strictly based on your poster and presentation of idea.
7. Originality of idea
8. Technical Complexity of idea
9. Innovation in idea
10. Commercial Viability or Benefit to Society of proposed idea
11. Teamwork in presenting idea.
12. Communication, presentation skills
13. Problem Solving Abilities
14. Feasibility of idea
15. Q&A

INNOVENTURE

(START-UP IDEA COMPETITON)

RULES : STARTUP IDEA

Eligibility: Students from recognized institutions.

Categories: Any Undergraduate or postgraduate program (e.g. Engineering, Science, MBA, Commerce etc)

Participants: Group of 2-4 members or Individual Participation

Proposal:

- Specified vision and mission
- Correlation with societal problem and solution
- Total addressable market, Product scope

Presentation:

- Clear, concise, and structured.
- Effective communication of objectives, methodology, results, and conclusions.
- Use of visual aids.
- Strongly focusing on startup idea
- Duration: 5 to 10 minutes

Judging Criteria:
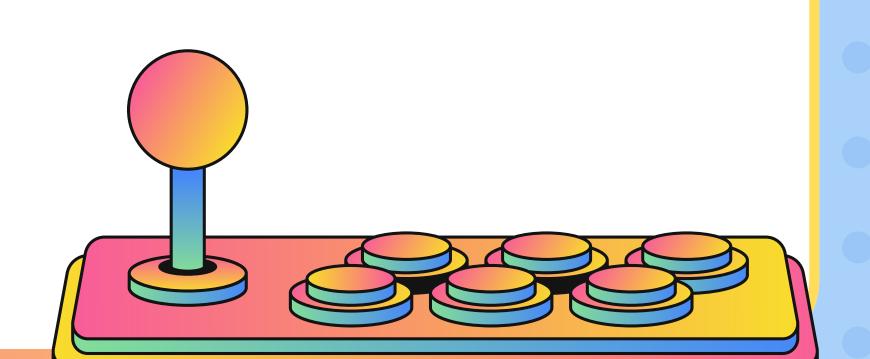
1. Originality
2. Technical Complexity
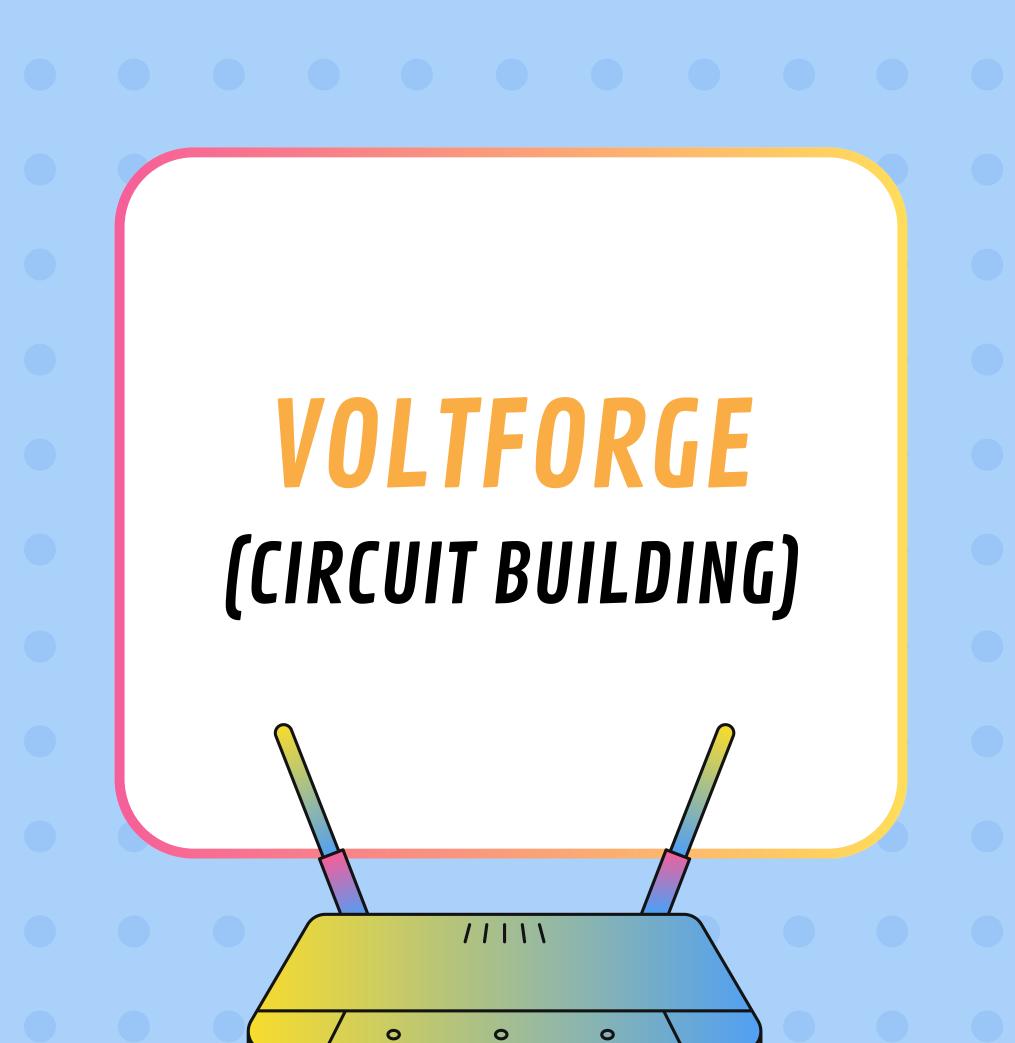3. Innovation
4. Quality of Market Review
5. Market value of the product
6. Benefit to Society
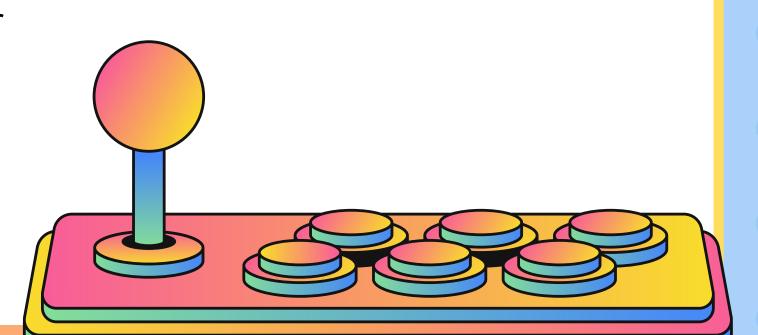7. Feasibility
8. Q&A

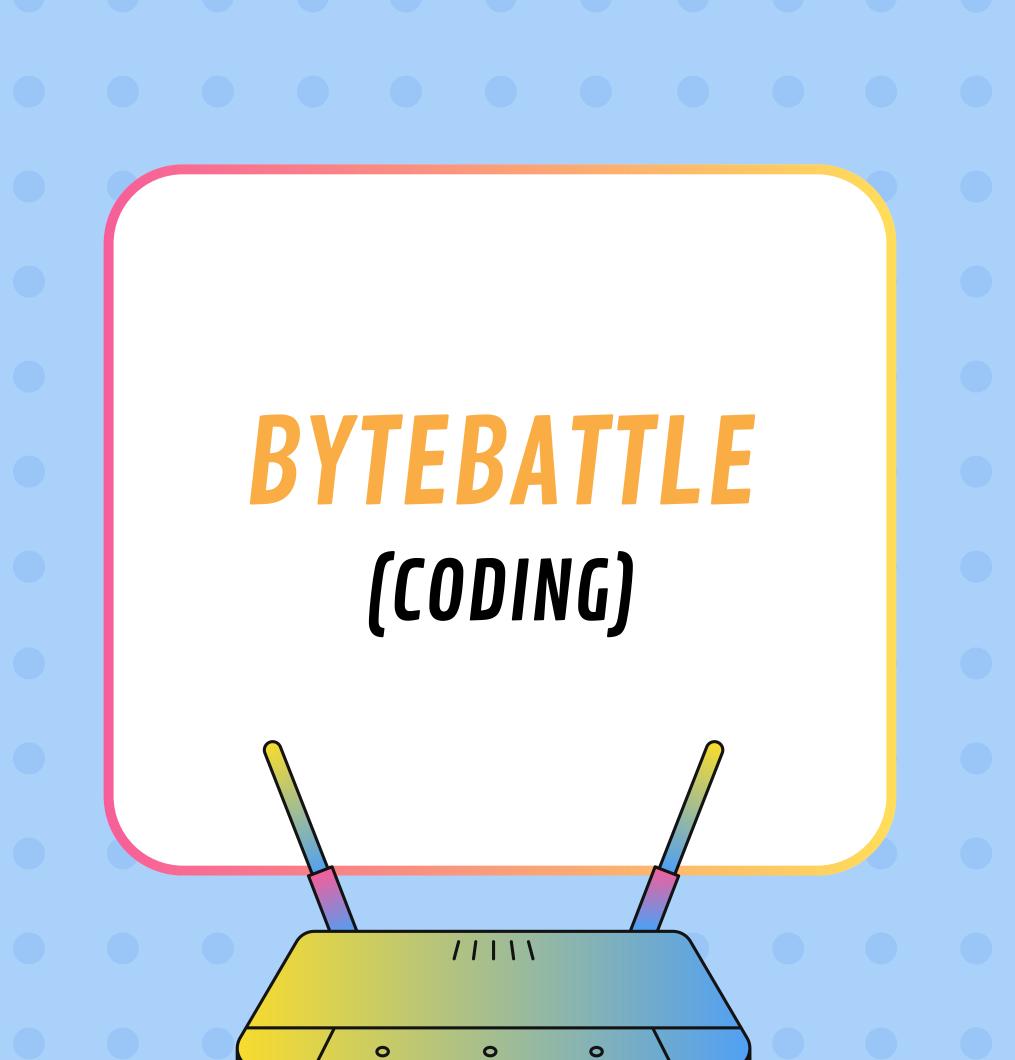# VOLTFORGE
(CIRCUIT BUILDING)

RULES : CIRCUIT BUILDING

ELIGIBILITY:GROUP OF 2 PEOPLE OR INDIVIDUAL PARTICIPATION.

CATEGORIES:EXCLUSIVELY E&TC , ELECTRONICS , INDUSTRIAL ELECTRONICS , ELECTRICAL.

RULES:-

1. There will be 2 rounds in this competition.
2. Firstly MCQ round followed by practical implementation.
3. Both the rounds are time bounded.
4. MCQ questions and implementation will be based on the subject Digital Circuits.
5. Once candidate receive the problem statement it cannot be changed for implementation.
6. In round 1 the candidate with high score will be shortlisted for round 2.
7. In final round judging is based on which candidate will be getting the correct output in less time, will be 1st followed by 2nd and 3rd winner.
8. Candidates should carry their college ID card with them on the particular day.
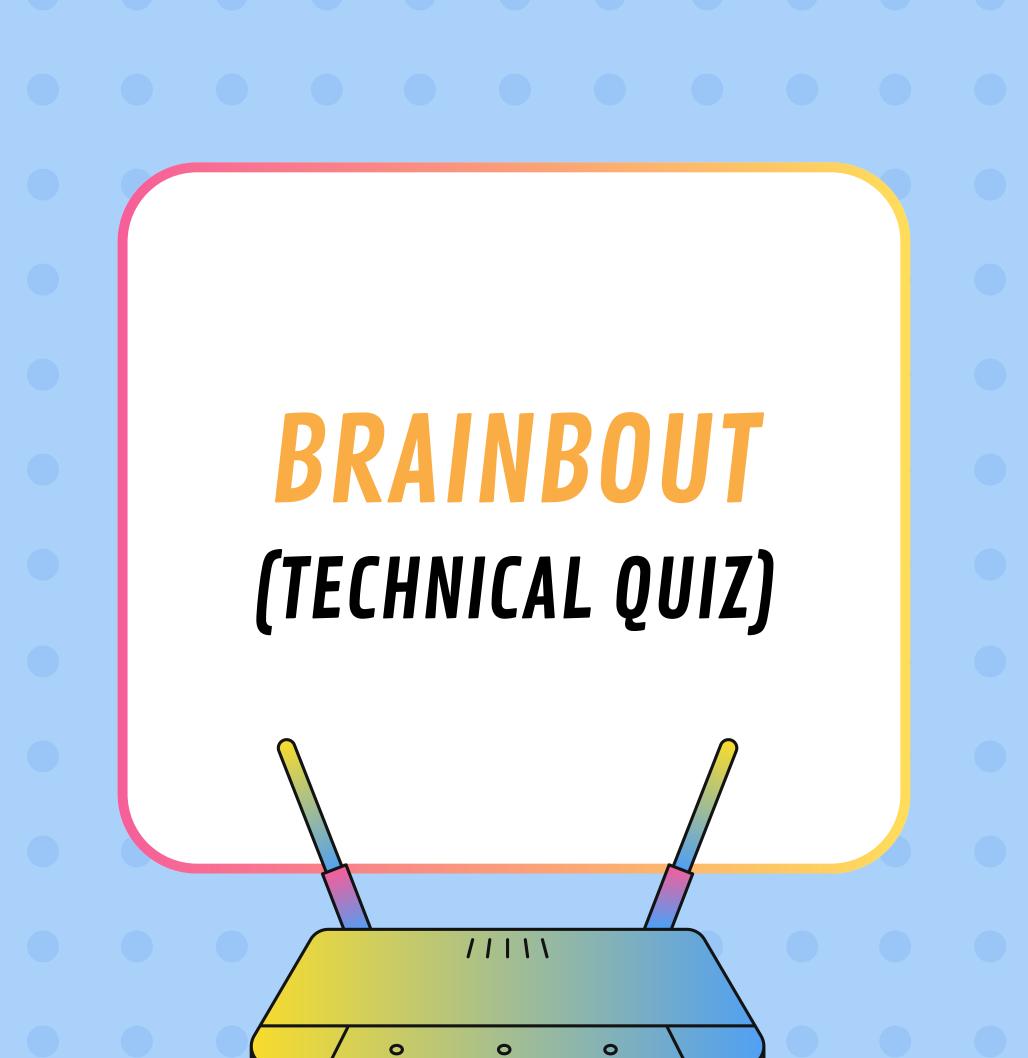
BYTEBATTLE
(CODING)

ELIGIBILITY:STUDENTS FROM RECOGNIZED INSTITUTIONS.

CATEGORIES:COMPUTER ENGINEERING, IT, E&TC, AND SISTER BRANCHES.

INDIVIDUAL PARTICIPATION (MAX PERSON:1)

RULES:

1. Use your preferred language.
2. Give an optimized solution to increase your chances of winning.
3. For the ties between 1st three winners the completion time with appropriate answer should be considered.
4. Once the candidate receives the problem statement it cannot be changed.
5. Continuously test and iterate your project. Don't wait until the last minute to test your code or demo your project.
6. Submissions must be completed and uploaded before the designated deadline. Late submissions may not be accepted for judging.
7. Competitions may have a designated time limit for coding or for the entire event. Adherence to these time limits is essential.

BRAINBOUT
(TECHNICAL QUIZ)

RULES : TECHNICAL QUIZ

1] **Team Formation:** Each team should consists of maximum 4 members.

2] **Registration Requirement:** Only teams that have successfully registered within the specified deadline are eligible to participate in the event.

3] **Two-Round Structure:** event will consist of two rounds, namely the Google Form Round and the Buzzer Round.

4] **Time Limit:** In the first round, participants will have limited time to complete the google form containing 20-25 technical questions.

5] **Qualification for Second Round:** Only teams that meet the predefined threshold score in the first round will proceed to the second round.

6] **Point System:** In the buzzer round, the team that presses the buzzer first will get the opportunity to answer the questions. Correct answers will be awarded points.

7] **Determining Winners:** The top three teams with the highest cumulative scores from buzzer round will be declared as winners.

8] **No External Assistance:** Participants must rely solely on their own knowledge and skills. The use of external resources, including electronic devices, is strictly prohibited during the quiz rounds.

PALETTE POP
(T-SHIRT PAINTING)

RULES : T-SHIRT PAINTING

ELIGIBILITY:STUDENTS FROM ANY RECOGNIZED INSTITUTIONS.

RULES:

- Individual Participation
- Only plain white T-shirts are allowed.
- Participants shall bring their own materials like T-shirt, fabric or acrylic paints, glitter, brushes, mixing plate, pencil, pen, and eraser.
- Participants shall bring old newspapers to cover the drawing board, to prevent paint spills.
- Use of any other materials or ready-made stickers is prohibited.
- Participants shall not be allowed to use any photographs for reference.
- Mobile phones or any other electronic devices shall not be allowed during the competition.
- Any sort of tracing or copying is not allowed.
- The entire work, from scratch to finish, must be done and submitted at the venue within the stipulated period of 2 hours.
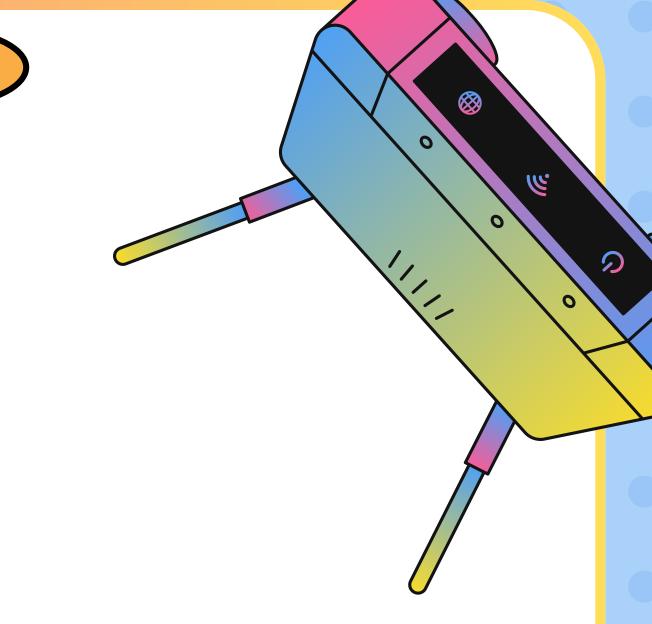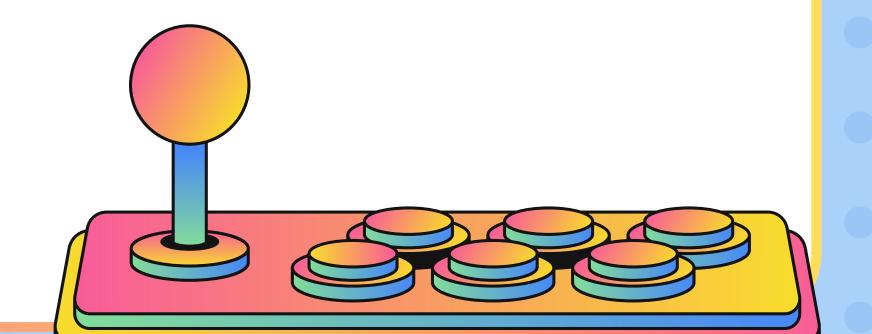- The decision of the judges shall be final and abiding.

THEMES:

1. Nature Inspired Designs.
2. Abstract Patterns.
3. Tribal and ethnic patterns

JUDGING WILL BE BASED ON:

1. Artistic Skills
2. Creativity
3. Flow of Design
4. Visual Impact
5. Color Scheme
6. Quality of Application
7. Communication of theme.

ROLL-THE-REEL

(REEL MAKING)

RULES : REEL COMPETITON

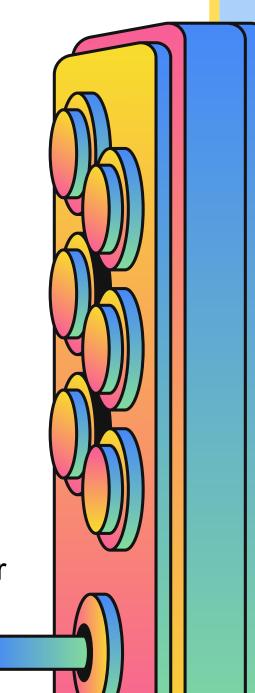*PROPOSALS: CLEAR OBJECTIVES, METHODOLOGY AND EXPECTED OUTCOMES FROM THE REEL.*

PRESENTATION: EFFECTIVE COMMUNICATION OF OBJECTIVES, METHODOLOGY, RESULTS AND CONCLUSIONS.

JUDGING CRITERIA:
- Originality.
- Technical complexity.
- Innovation.
- Benefit to society.
- Team work.
- Communication skills.

HERE ARE SOME GENERAL RULES FOR REEL COMPETITIONS:
- The original reel of maximum 60 seconds.
- The team of maximum 3 members.
- The reel quality up to 1080px and aspect ratio 9:16.
- The file format is .mp4 or .MOV only.
- The caption in English can contain maximum 2200 characters.
- The contents should be respectful and avoid offensive language, such as name-calling, derogatory remarks, or regional slang.
- Avoid representation of any particular individual, organization, or brand name.
- The reel must be submitted on 2nd April, 2024 up to 12 noon.

RANG-O-HOLIC
(RANGOLI)

RULES : RANGOLI

ELIGIBILITY:STUDENTS FROM ANY RECOGNIZED INSTITUTIONS.

RULES:
1. Individual Participation or Group of 2 Participants.
2. Rangoli designs must fit within the designated space.
3. Specific time limit to complete their rangoli designs.
4. Participant will be responsible for arrangement of material required to prepare Rangoli.

THEMES:
1. Nature and Wildlife (themes inspired by nature like flowers, birds, animals, landscapes)
2. Social messages
3. Mythology (Draw inspiration from Indian mythology)
4. Modern and abstract

JUDGING WILL BE BASED ON:
1. Creativity
2. Originality
3. Technique
4. Use of colors
5. Adherence to the theme
6. Overall visual impact

NOTE:PARTICIPANTS SHOULD TRY TO CREATE ORIGINAL RANGOLI DESIGNS AND REFRAIN FROM COPYING OR REPRODUCING DESIGNS FROM EXTERNAL SOURCES.