Y'S MEN INTERNATIONAL

"To acknowledge the duty that accompanies every right"

INDIA AREA | SOUTH CENTRAL INDIA REGION | DISTRICT-3

Y's Service Club of GCT YOUTH

Presents

INTELLECT'23

Register Here

5 DAYS

20 EVENTS

9TH OCT - 13 OCT
GCT CAMPUS
COIMBATORE

ysyouth_gct

ysyouthgct.in

ysyouth_tdc

List Of Events

- Edifice
- Electrify
- BioFest
- BrainBlitz
- CodanoByte
- Shark Tank
- Dash of Trivia
- CADventure
- GraphiBot
- Quiz Whizzers
- Circuitrix
- Squid Game
- CodeCrux
- Among Us
- Colour Splash
- Virtual Venture
- Ideaholic
- Balloon Blast
- AutoLink
- GCTianz Got Talent

GAME : 1

EDIFICE

EVALUATE STUDENTS' KNOWLEDGE IN CIVIL ENGINEERING AND THEIR ABILITY TO ARTICULATE THEIR PERSPECTIVES.

ROUND 1- BRAIN BATTLE

- A 3-member team will answer engineering subject questions to uncover clue letters within a 20-minute duration.

ROUND 2-TALK ROCKS

- Team members will take turns speaking about a provided topic for 5 minutes while engaging in discussions that can involve pointing out negative thoughts from other teams, with a focus on constructive conversation.

ROUND 3- BUILD RUSH

- Teams shortlisted from round 2, must construct a model using provided materials within a 2-hour timeframe.

GAME : 2

BIO FEST

TO ENHANCE THEIR KNOWLEDGE IN THE FIELD OF INDUSTRIAL BIOTECHNOLOGY

ROUND 1-FACTFLARE

- Teams of 2 players are assigned topics and must present on them for 5-10 minutes using research papers or articles, with a soft copy of the PPT presentation required.

ROUND 2-BRAINLYBOWL

- Participants will randomly select a sheet containing multiple-choice questions, which they must solve using paper and pen within the given time frame, with the use of a calculator but without the use of mobile phones.

GAME : 3

CODANOBYTE

TEAM UP WITH YOUR CODING BUDDY TO CHECK YOUR EXPERTISE IN CODING AND DEBUGGING.

ROUND 1 - BUGBASH

- Participants have a questionnaire with 5 aptitude questions, 5 debug questions in C/Python, and 10 tech questions to complete.

ROUND 2- PATTERN MASTER

- Participants require a laptop with a stable Wi-Fi connection and a development environment or IDE to write code for generating and printing patterns of varying difficulties (Easy, Medium, Hard).

ROUND 3- HACKFEST

- Participants need a laptop with a stable Wi-Fi connection and a development environment/IDE to solve five problems of varying difficulties, with marks awarded based on each question's topic and difficulty.

GAME : 4

DASH OF TRIVIA

THIS EVENT WILL CHALLENGE PARTICIPANTS' CODING SKILLS WITH THOUGHT-PROVOKING PROGRAMMING CHALLENGES.

ROUND 1-TECHTIAN

- Teams of two participants must solve multiple-choice questions, including puzzles and riddles, within a specified time frame, with only the top performers advancing to the next round.

ROUND 2-HACKOHUNT

- This round combines coding and treasure hunting, where participants receive a problem statement and clues to various locations. They must follow these clues, gather necessary information, and solve the problem statement. The first team to solve it wins.

GAME : 5

CIRCUITRIX

TO EVALUATE THE FUNDAMENTAL UNDERSTANDING OF PARTICIPANTS IN THE FIELD OF ELECTRICAL ENGINEERING.

ROUND 1-EXACTEDGE

- In this round, team of 2 to 3 participants will be challenged with a series of questions.

ROUND 2- WIREDIN

- Treasure Hunt-style round where participants receive clues to locate various electrical components within the campus.

ROUND 3- VOLTVAULT

- The participants will be given a problem statement. They need to design and build a circuit that meets the requirements of the problem.

GAME : 7

GRAPHIBOT

THIS ACTIVITY ASSESSES PARTICIPANTS' KNOWLEDGE OF FUNDAMENTAL ENGINEERING DRAWING CONCEPTS BY EVALUATING THEIR ABILITY TO ACCURATELY CREATE VISUAL REPRESENTATIONS OF ENGINEERING DESIGNS

ROUND 1-DRAWIQ

- Individual participants will answer Engineering Graphics questions on their own, filling in their answers on the question paper within a 30-minute timeframe.

ROUND 2-SKETCH OFF

- Selected participants from Round One should bring drafting tools, and A2 sheets will be provided for replicating a given design with dimensions within a 1 hour timeframe.

GAME : 6

CODECRUX

THIS IS AN INDIVIDUAL PARTICIPATION EVENT DESIGNED TO ASSESS PARTICIPANTS' SCRIPTING SKILLS IN HTML AND CSS WITH A FOCUS ON THEIR KNOWLEDGE IN THESE LANGUAGES.

ROUND 1 – TYPOTOPIA

- Participants should bring their laptops with a stable internet connection for a typing challenge that assesses both speed and precision.

ROUND 2 – PICTOFIX

- It aims to assess HTML and CSS skills through practical challenges in a quiz format.

ROUND 3 – WEBDESIGN PRO

- Students are encouraged to bring their laptops with a stable internet connection to showcase creativity and technical skills in website design and development.

GAME : 8

COLOUR SPLASH

EVALUATE CREATIVE SKILLS IN MAKING POSTERS, LOGOS, MEMES, AND ADS.

ROUND 1 – PIXELCLASH

- Participants need a device with uninterrupted WiFi, and they must complete the task within the given time, ensure individual participation, adhere to the theme, create original content using platforms like Canva, and avoid using other tabs or providing ready-made materials.

ROUND 2 – ADWIZ

- Participants must create an advertisement on the spot for a given product using a laptop or mobile phone with uninterrupted WiFi.

GAME : 9

IDEAHOLIC

CREATING A PLATFORM FOR CONCISE PAPER PRESENTATIONS, ALLOWING PARTICIPANTS TO SHARE INNOVATIVE IDEAS AND RESEARCH FINDINGS BY CHOOSING FROM 10 PROBLEM STATEMENTS AND ENGAGING IN Q&A.

MUST HAVES:

- Supporting documents

RULES:

- Team size is limited to 3 members.
- Advance submission of presentations is required.
- Each team has a maximum of 8 minutes to present to judges, focusing on clarity, conciseness, and engagement.
- Evaluation criteria include innovation, creativity, and execution ability.

GAME : 10

AUTO LINK

TO PUT TO TEST THE MECHANICAL ENGINEER IN EACH PARTICIPANT.

ROUND 1-TOOL FINDER

- A team of 2 blindfolded players must identify tools by touch and communicate clues to each other without using the tool's name, all within a 2-minute game time frame, with no cheating allowed.

ROUND 2-MACHPRO

- Participants will receive a dimensional drawing and must machine the workpiece to the desired shape with precision within the given time limit for evaluation.

ROUND 3-AUTOBUILD

- Teams are provided with a working component that they must dismantle and reassemble to working condition within an hour. Mobile phone usage is strictly prohibited, and any violation will result in disqualification.

GAME : 11

ELECTRIFY

THE AIM IS TO ASSESS STUDENTS' CURIOSITY AND ANALYTICAL THINKING IN ELECTRICAL FIELD THROUGH PROBLEM-SOLVING, SIMULATION, AND HANDS-ON ROUNDS.

ROUND 1- ELECTROQUEST

A Team of 2-3 participants will receive a circuit-designing problem statement. Detailed answers, along with circuit designs, are highly encouraged.

ROUND 2- CIRCUIT SIM

- Participants have the option to utilize simulation tools such as Tinkercad or Proteus to simulate the circuits designed in the round 1.

ROUND 3- SOLDERX

- Participants will implement the circuit designed in the round 2 with the soldering kit and other required components.

GAME : 12

BRAINBLITZ

THE GOAL IS TO INSPIRE LEARNING, TEAMWORK, AND ENJOYMENT THROUGH ENGAGING QUESTIONS, FOSTERING COLLABORATION AND HEALTHY COMPETITION FOR THE PURPOSE OF LEARNING.

ROUND 1-QUIZZIZ

- Teams of two participants will log into a website through mobile phones, starting simultaneously, and answer each questions within a 10-second time limit.

ROUND 2-RAPID FIRE

- Selected participants from Round One proceed to Round Two, where questions are orally dictated, and the team members who raise their hands first get the opportunity to answer. If the answer is incorrect, the question will be repeated at the end.

GAME : 13

SHARK TANK

SHARK TANK PROVIDES AN EXCITING PLATFORM FOR ASPIRING ENTREPRENEURS TO SHOWCASE THEIR STARTUP IDEAS. PARTICIPANTS WILL PRESENT THEIR CONCEPTS, AND THE MOST PROMISING IDEA WILL BE SELECTED FOR PROTOTYPING.

WHAT IT TAKES:

- Pitch Presentation
- Supporting Documents
- Prototyping Resources

RULES:

- Team size is limited to 4 members.
- Advance submission of startup ideas is required.
- Each team will have a specific time to pitch their idea to judges, focusing on clarity and engagement.
- Evaluation criteria include innovation, feasibility, market potential, and execution ability.

GAME : 14

CADVENTURE

EMPOWER STUDENTS TO EXCEL IN ENGINEERING FUNDAMENTALS THROUGH COMPETITIVE CHALLENGES AND PRACTICAL APPLICATIONS THROUGH CAD.

ROUND 1-MIND MASTERS

- Two-player teams compete in a 30-minute quiz on Mechanical engineering topics, with points for correct answers and penalties for wrong ones. Mobile phones or electronic devices are not allowed.

ROUND 2-CAD CHAMP

- Two-player teams use AutoCAD on laptops to draw a plan and section for a given area within 2 hours, with calculators allowed.

GAME : 15

QUIZ WHIZZERS

THIS EVENT ASSESSES PARTICIPANTS' CURIOSITY AND KNOWLEDGE OF BASIC BIOTECHNOLOGY CONCEPTS THROUGH A PAPER AND PEN METHOD.

ROUND -1 QUIZZED AND CURIOUS

- Individual participation is required to answer questions displayed on the board within the allotted time (mobile phones are allowed) in a 30-minute task.

ROUND -2 KNOWLEDGE KNOCKOUT

- Selected participants from Round One receive a set of questions to complete within a 40-minute task, with mobile phones being strictly prohibited.

GAME : 16

SQUID GAME

TO ACTIVELY INVOLVE CONTESTANTS IN A DEADLY COMPETITION WHERE THEY PLAY CHILDHOOD GAMES WITH A LETHAL TWIST.

ROUND -1 RED LIGHT GREEN LIGHT

- Songs will be played and contestants are allowed to move only during the playing of audio. If contestants are found in movement when there is no songs played, then they'll be eliminated via spraying water through water gun.

ROUND -2 TUG OF WAR

- The contestants crossing first round will be split into teams. Each team consists of 5 members initially. They'll play "Tug of War" and winning teams will be selected and again the same procedure is followed till a final winner is found.

GAME : 17

AMONG US..

TO CREATE AN IMMERSIVE REAL-LIFE "AMONG US" GAME THAT BRINGS THE THRILL AND STRATEGY ALLOWING PLAYERS TO EXPERIENCE THE EXCITEMENT OF DECEPTION, TEAMWORK, AND DEDUCTION IN A LIVE-ACTION SETTING.

DESCRIPTION :

- Players will be given with task cards enlisted and will be tagged either as a crewmate or an imposter.
- They will be monitored and have to complete all the tasks enlisted for them in the game area.If they are imposter,they will eliminate other crew mate without being encountered.
- Players will be shortlisted on the basis of doing all tasks in a shortest duration.

GAME : 18

VIRTUAL VENTURE

TO UNITE THE PARTICIPANTS UNDER A VIRTUAL GAMING PLATFORM AND PROMOTE THE SKILLS SUCH AS TEAMWORK AND COORDINATION.

DESCRIPTION :

An Online Game through Mobile phones

GAME : 19

BALLOON BLAST

A TEST FOR PRECISION AND ENTHUSIASM!

DESCRIPTION :

- The core gameplay mechanic would focus on precision shooting with archer pins (arrows).Also the participants are free to put their skills to the test with other engaging games.Winners will be awarded with yummy "Pani puri"as a treat!.

GAME : 20

GCTIANZ GOT TALENT

AN OPEN STAGE EVENT WHERE PERFORMERS FROM ALL WALKS OF LIFE SHOWCASE THEIR TALENTS THAT PROVOKES PASSION,CREATIVITY AND ENTHUSIASM..

DESCRIPTION :

- In this event, participants are asked to showcase their talents in the open stage.It can be of any genre;right from entertainment or thought provoking performances that include dance,singing,acting etc.
- Materials must be brought by yourself.

RULES :

- Any Number of members can be participate as team
- Price will be awarded based on your performance
- Vulgarity must be strictly avoided
- A maximum of 8 minutes will be given for each team

MR AND MS INTELLECT

THE PURSUIT OF THE MOST INTELLECTUAL BOY AND GIRL.

DESCRIPTION :

- In the arena of competition, you thrived,with determination, you truly strived.Embraced the challenge and gave it your all,Victory awaited, you heeded the call to become the next Mr. And Ms. Intellect! Brace yourself and give it your all!

RULES :

- Just your presence matters !
- Every step of yours is keenly observed !