

LIST OF EVENTS

Shark Tank

Slide'o'vert

Tech Trek

Electrogen

Civitas

Comtronics

**MR.Work
shop**

Uno'minute

IPL Auction

EVENT: I

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.

EVENT: 2

SLIDE'O'VERT

A Paper presentation event

EVENT DETAILS:

- Participants should choose topic from any one of the following stream and should create PPT.

Computer Science and IT:

- a) Artificial Intelligence (AI) and Machine Learning (ML) Applications
- b) Cybersecurity Threats and Mitigation Strategies
- c) Blockchain Technology and Its Applications
- d) Internet of Things (IoT) and Smart Cities
- e) Cloud Computing and Its Advantages

Electronics and Electrical Engineering:

- a) Renewable Energy Systems (Solar, Wind, Hydro)
- b) Power Electronics and Drives
- c) Wireless Communication Systems (Bluetooth, Wi-Fi, Zigbee)
- d) Microcontrollers and Embedded Systems
- e) Analog and Digital Signal Processing

EVENT: 2

SLIDE'O'VERT

A Paper presentation event

- Participants should choose topic from any one of the following stream and should create PPT.

Mechanical Engineering:

- a) Sustainable Energy and Green Technologies
- b) Robotics and Mechatronics
- c) Thermal Systems and Heat Transfer
- d) Materials Science and Nanotechnology
- e) Fluid Mechanics and Hydraulic Systems

Civil Engineering:

- a) Sustainable Infrastructure and Urban Planning
- b) Geotechnical Engineering and Soil Mechanics
- c) Water Resource Management and Hydrology
- d) Transportation Engineering and Traffic Management
- e) Construction Management and Project Planning

EVENT: 2

SLIDE'O'VERT

A Paper presentation event

- Participants should choose topic from any one of the following stream and should create PPT.

Other Topics:

- a) Covid-19 Applications and Mitigation Strategies (e.g., contact tracing, vaccination tracking)
- b) Robotics and Automation in Industry 4.0
- c) Advanced Materials and Nanomaterials
- d) Biomedical Engineering and Medical Devices
- e) Environmental Engineering and Pollution Control

NOTE:

- PPT presentation should be limited to 10-12 slides.
- The PPT's are presented to the judges for evaluation.

EVENT: 3

TECH TREK

Testing the technical skills and problem-solving abilities of participants across various areas, including general aptitude, programming, and circuit design.

ROUND 1: APTI-QUEST

- participants tackle questions on general aptitude. Topics like quantitative reasoning, logic, and verbal skills are covered, giving students the chance to prove their analytical abilities under a limited timeframe. Those who perform well advance to the second round.

ROUND 2: TECH-TRIVIA

- This round focus on technical knowledge, specifically programming, algorithms, and data structures . Here, teams must debug error in the given program or to draw flowchart for the given program or to write algorithm or pseudo code for the given program..

ROUND 3: CODE CLASH

- This round requires participants to solve competitive programming problems, testing their coding skills in real-time, where the most adept teams will showcase their programming prowess.

EVENT: 4

ELECTROGEN

Evaluate the problem-solving skills in the world of circuit design and debugging.

ROUND 1: CONNECTOPIA

- each team will draw a question paper from a bowl and receive the necessary components at their table. Teams will have 15 minutes to design a circuit based on the block diagram or problem statement provided in their question paper.

ROUND 2: ERROR HUNT

- These teams will select a new question and must identify and correct errors in a given circuit. After debugging, they will redesign the circuit with a focus on producing the correct output, all within a time limit of 45 minutes

EVENT: 5

CIVITAS

ROUND 1: LINK UP

- Participants will be shown a set of images related to civil engineering.
- They must analyze and relate the images to determine the corresponding civil engineering term.
- Correct answers will earn points.
- Time limit : 30 minutes

ROUND 2: CIVIL DISCOURSE

- Participants will be asked to draw an engineering graphics diagram.
- required components will be given.
- Judges will determine the winning team based on overall performance.
- Time limit : 30 minutes
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ROUND 3: MODEL MASTERS

- Participants must create a scale model of a specified civil engineering structure within the set timeframe.
- Required materials will be provided.
- Judging criteria will be based on accuracy, creativity, stability, and presentation.
- Time limit: 45 minutes

EVENT: 6

COMTRONICS

To evaluate the fundamental understanding of participants in the field of electronics and communication engineering and information.

ROUND 1: EXACTEDGE

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

ROUND 2: HACK O HUNT (Treasure Hunt)

- Participants will receive a problem statement accompanied by clues leading to various locations. They must navigate through these clues, gather essential information, and ultimately solve the problem statement to find the IC chips.

ROUND 3: LOGICLORD

- Participants are asked to debug the circuit given and to draw truth table and logic gate diagram for that circuit.

EVENT: 7

MR. WORKSHOP

To evaluate the fundamental understanding of participants in the field of electronics and communication engineering and information.

ROUND 1: MACHINE MASTER

- Participants were asked to recall and enumerate the primary mechanical components of the designated quantity of machines.
- Those who have the most mechanical pieces are selected for the following round.
- There is a 15-minute limit.

ROUND 2: WORKSHOPGEEK

- Participants from the shortlist are permitted to take part in this round.
- Participants are given questions based on lathes and other unique machines.

ROUND 3: RIZZ WORKSHOP

- In order to present a product of the specified design, finalists are permitted to operate a lathe.

EVENT: 8

UNO'MINUTE

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
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- Vulgarity must be strictly avoided
- A maximum of 3 minutes will be given for each team

EVENT: 9

IPL AUCTION

GENERAL EVENT INSTRUCTIONS:

- Open to all students with a valid ID.
- Teams must consist of 2-3 members.
- Mandatory registration via Google Form before the deadline.

ROUND : IPL AUCTION

- Top 10 teams from Round 1 will advance.
- Each team gets a budget of ₹80 crores.
- Bid on players with different ratings for batting, bowling, and all-rounders.
- Aim to form the best team based on player ratings.

IMPORTANT:

- 1) No jump bids allowed.
- 2) Teams must buy 11-15 players.
- 3) Teams should include at least 3 bowlers, 3 batsmen, 2 all-rounders, and 1 wicketkeeper.
- 4) Failure to meet criteria will lead to disqualification.