



# S.S. JAIN SUBODH P.G. COLLEGE, JAIPUR

Re-accredited with A++ Grade (3.60 CGPA-Highest in Northern India) by NAAC-UGC

12-13  
FEB.

- Artistic Odyssey
- Bit Brush
- Bitrate Blitz
- Code Canvas
- Cipher Seekers

DAY -  
I

DAY -  
II

- AlgoRhythm
- Data Dice
- Frame Rate
- Tech Tales
- Virtual Domination



Scan Me!

DEPARTMENT OF COMPUTER SCIENCE PRESENTS

## SUBODH

# TECH | NITUDE 2K26

Unleashing Innovation, Igniting Minds

### Faculty Co-ordinators

Dr. Sonal B. Jain : 9351562280

Dr. Mamta Sharma : 9414273747

### Student Co-ordinators

Mohit Singh Shekhawat : 9950956626

Manashvi Shekhawat : 9887625111

# PROGRAM SCHEDULE

1	<b><i>Artistic Odyssey</i></b>	<b>10:00 AM</b>
2	<b><i>Bit Brush</i></b>	<b>12:00 NOON</b>
3	<b><i>Code Canvas</i></b>	<b>10:00 AM</b>
4	<b><i>Cipher Seekers</i></b>	<b>12:00 NOON</b>
5	<b><i>Bitrate Blitz</i></b>	<b>12:15 PM</b>

DAY 1

DAY - 2

1	<b><i>Tech Tales</i></b>	<b>10:00 AM</b>
2	<b><i>Frame Rate</i></b>	<b>11:00 AM</b>
3	<b><i>Virtual Domination</i></b>	<b>11:30 AM</b>
4	<b><i>AlgoRhythm</i></b>	<b>10:30 AM</b>
5	<b><i>Data Dice</i></b>	<b>10:00 AM</b>

For any queries

Sumit Singh Rathore - 9782722004

# EVENT GUIDELINES

- *The college with the highest number of participants will be awarded a Trophy for Maximum Participation.*
- *Event registrations will be closed on 10th February 2026 by the End of the Day (EOD).*
- *All participants are required to carry their college ID cards on the day of the event. Entry without a valid ID card will not be permitted.*
- *After registration, you will receive a confirmation email within 24 hours. Your participation will be confirmed only after this email. If not contact the respective student co-ordinators.*
- *Participants are allowed to register for multiple events. However, they must ensure that the selected events do not have overlapping schedules. In case a participant registers for events with conflicting timings, the responsibility to manage the conflict will lie solely with the participant.*
- Last date of registration is 10th February 2026.

# ARTISTIC ODYSSEY

10:00 AM Onwards

Artistic Odyssey is a technical-art competition that challenges participants to transform E-waste materials into innovative, functional, or artistic creations.

## THEME

Best Out of Waste – Creating meaningful, innovative, or technical models using discarded or E-waste materials. The focus is on sustainability, functionality, creativity, and technical relevance.

## GENERAL GUIDELINES

- Participation is solo only.
- Selection of participants from each college will be done on a first come, first serve basis.
- The competition is open to students from technical and allied disciplines.
- Only E-waste or discarded materials should be used (e.g., cardboard, plastic, metal scraps, e-waste, fabric waste).
- Use of ready-made decorative items is strictly prohibited.
- Last date of registration is 10th February 2026.
- The presentation duration shall not exceed 2 minutes.

## JUDGING CRITERIA

- Innovation & Creativity
- Effective use of waste materials
- Technical relevance / functionality
- Aesthetic appeal
- Explanation & presentation

Participants should be ready to explain the concept, materials used, and technical relevance of their creation.

### FACULTY CO-ORDINATORS

Dr. Vandana Srivastava - 9928400311  
Dr. Sunil Agarwal - 9079028535

### STUDENT CO-ORDINATORS

Arushi Khandelwal - 8306550503  
Bhawna Sain - 9982458389

# BIT BRUSH (FACEPAINT)

12:00 Noon Onwards

"Technologia in every stroke on skin. Join us to be coloured in the colours of technology."

## GENERAL GUIDELINES

- Activity will be a duo activity (participant and subject)
- All participants would be required to bring their own supplies (like brushes, paints, rags, etc.) along with their subjects on whom the painting will be performed. \*the material should not be harsh.\*
- The time limit will be 60 minutes.
- The theme is strictly technology and IT.
- The project must be performed in real-time
- From each college maximum 2 duos can participate. Selection of participants from each college will be done on a first come, first serve basis.
- Last date of registration is 10th February 2026(subject to the number of registrations done.)
- Judges will finalise the top two artists and subjects

## JUDGING CRITERIA

- Relevance to Theme
- Creativity & Originality
- Visual Appeal & Design
- Social Impact

## FACULTY CO-ORDINATORS

Dr. Sandeep Bothra - 9352856105  
Dr. Priyanka Totlani - 8078656544

## STUDENT CO-ORDINATORS

Kashish Kilanawat - 9509106593  
Bhawna Sain - 9982458389

# CODE CANVAS

10:00 AM Onwards

When nature is painted with the brush of technology

## GENERAL GUIDELINES

- This is a solo event. Each participant will submit only one poster.
- The poster must strictly adhere to the given theme. Content should be original and free from plagiarism.
- The poster should creatively depict the relationship, balance, or integration between nature and technology.
- Top three participants will be selected.
- Posters must be submitted within 120 mintues (2 hours).
- Once submitted, posters cannot be replaced or modified.
- Offensive, inappropriate, or sensitive content is strictly prohibited.
- Participants must write their Name, College Name, and Contact Details on the back of the poster.
- Participants must carry their own materials. Any form of plagiarism or copying will lead to immediate disqualification.
- Damage to posters during display due to external factors will not be the responsibility of the organizers.
- Participants must follow instructions given by coordinators.

## JUDGING CRITERIA

- Relevance to Theme
- Creativity & Originality
- Visual Appeal & Design
- Clarity of Message
- Overall Impact

### FACULTY CO-ORDINATORS

Dr. Vandana Srivastava - 9928400311  
Dr. Sunil Agarwal - 9079028535

### STUDENT CO-ORDINATORS

Arushi Khandelwal- 8306550503  
Bhawna Sain - 9982458389

# CIPHER SEEKERS

12:00 Noon Onwards

Cipher seekers is a team based Event where participants solve a series of loose to reach different location and finally find the treasure .

## GENERAL GUIDELINES

- Each team must consists of 2 to 4 members. Participant can be part of only one team.
- Each team must appoint one team leader. Team members cannot be changed after registration.
- Any damage to the college property or misbehaviour will lead to direct disqualification of the team .
- Maximum 2 teams per college are allowed.
- Only 15 teams will be allowed to participate. Entries will be accepted on a first-come, first-served basis.

## ROUND 1

### Lemon Spoon Race

One member from each team must balance a juicy lemon on a spoon as they dash towards the finish line .

#### Rules:

- Tag number will be provided to the team members.
- Only top 12 team will be qualified for second round

## ROUND 2

A clue and a blueprint will be provided to each team. Using the first clue, the team will uncover subsequent clues, and with each clue they will discover a piece of the puzzle. The final clue will contain a code that the team must use to unlock a box revealing the last piece of the puzzle. Only the first four teams will qualify for this round.

# **ROUND 3**

In this round, the team will solve the puzzle using the pieces discovered. Once completed, they will detonate a party popper. The team that pops the party popper first will be declared the winner.

## **JUDGING CRITERIA**

Winner and runner-up will be decided from the results of round 3.

### **FACULTY CO-ORDINATORS**

- Dr. Aleem Khan - 9460441740  
Dr. Pooja Nahar - 9929639800  
Ms. Shabnam Bano - 9057085501  
Dr. Kshetarpal Singh - 97833 59487

### **STUDENT CO-ORDINATORS**

- Aniruddh Sharma - 9772971611  
Prathana Shekhawat - 9392411780

# BITRATE BLITZ

12:15 PM Onwards

Bitrate Blitz is a lan gaming event in which participants will be playing a car racing game named as asphalt legends. Each participant will be competing with each other in the race to be the champion.

## GENERAL GUIDELINES

- Total number of registrations will be 48. Criteria is simple first come, first served.
- Touch Drive is prohibited for every player in every round.
- Any player violating rules (TouchDrive ON, wrong car, wrong slipstream setting, cheating/exploits, refusing organizer instructions) will get disqualified immediately.
- The total number of contestants will be 48. They will be divided into two groups of 24 each.
- Each group of 24 will then be further divided into three sub-groups consisting of 8 contestants each.
- A race will be conducted among these three groups, and the top three contestants from each group will qualify for the next round.

## ROUND 1

- Room Size: 8 contestants
- Car Model: BMW Z4 LCI E89
- Participants: 8 racers (contestants only)

The total number of qualified players shall be 18. These 18 players shall be divided into three groups, with 6 players in each group. A race shall be conducted within each group to determine the top two positions.

Each group shall have one Inspector assigned. The Inspector's responsibilities shall include:

- Damaging vehicles during the race,
- Creating obstacles on the track, and
- Maintaining fair play throughout the game.

## **ROUND 2**

- Room Size: 8 participants
- Car Model: Chevrolet Camaro LT
- Participants: 6 contestants and 1 Inspector

The total number of qualified players shall be 6. All six players will compete in single group. A final race will be conducted to determine the top positions.

The race shall be supervised by two Inspectors.

The powers and responsibilities of the Inspectors shall remain the same as in the previous rounds, including:

- Creating obstacles on the track,
- Damaging vehicles during the race, and
- Ensuring fair play throughout the competition.

## **ROUND 3**

- Room Size: 8 participants
- Car Model: Anonymous
- Participants: 6 contestants and 2inspectors

## **JUDGING CRITERIA**

Winner and runner-up will be decided from the results of round 3.

### **FACULTY CO-ORDINATORS**

- |                       |               |
|-----------------------|---------------|
| Dr. Praveen Choudhary | - 97824 14541 |
| Dr. Vipin Jain        | - 9414605879  |
| Dr. Sandeep Bothra    | - 9352856105  |
| Dr. Simran Sharma     | - 7023419589  |

### **STUDENT CO-ORDINATORS**

- |                              |              |
|------------------------------|--------------|
| Vaibhav Pratap Singh Chouhan | - 9680890897 |
| Sumit Singh Rathore          | - 9782722004 |
| Niket Pareek                 | - 8000223091 |

# **TECH TALES**

**10:00 AM Onwards**

Create Freely. Film Honestly.

Tech tales is a creative media competition where participating students will record, edit, and present a short film.

## **GENERAL GUIDELINES**

- The theme of the short film should be based on Information Technology (IT), Artificial Intelligence (AI) thematic films will be given preferences. The short film must not be generated using AI and should be based on technological concepts. Morals and ethics should be considered.
- The content should be original and should not be taken from any internet platform.
- Participants may take part as: Individual OR Team (maximum 2 members per team)
- If your film feels like: A classroom explanation or A PowerPoint with visuals or Voice-over explaining “what is AI” it will be disqualified
- Duration-  
Minimum: 2 Minutes  
Maximum: 5 Minutes (STRICT)
- Last date of registration is 10th February 2026.

## **JUDGING CRITERIA**

- Storytelling & creativity
- Use of AI theme
- Direction & cinematography
- Editing & sound design
- Clarity of Message

Final date of submission IS 11 feb last by 8:00 PM  
Late submissions will not be accepted.

### **FACULTY CO-ORDINATORS**

Dr. Vaibhav Sharma - 9414847476  
Dr. Sunil Agarwal - 9079028535

### **STUDENT CO-ORDINATORS**

Shubham Singh: 8875346699  
Yuvraj Singh : 9216801121

# **FRAME RATE**

**11:00 AM Onwards**

An exhibition of creativity through your unique talent, skillfully captured on the reel.

## **GENERAL GUIDELINES**

- Only solo entries are allowed.
- Reels submitted by participants must not contain any sensitive or plagiarized content.
- First 5 participants will be considered per college.
- On 11th feb 2026 reel are to be submitted on **frameratechnitude@gmail.com** time between(11 am to 4 pm)
- Winner will be announced on 13 feb 2026 ,11 am
- Last date of registration is 10th February 2026.

## **ROUND DESCRIPTION**

- The reel should be pre-recorded.
- The time duration of the reel should be 20–60 seconds.
- Make sure to submit your entries (reels) to the provided coordinators, (ideally before the event starts).
- Your reel will be posted on the official Instagram handle of Subodh College on 12 feb 11 am with collaboration of your Instagram handle.

## **JUDGING CRITERIA**

- Complete view insights will be considered for evaluation, including likes, views and followers gained from the reel.

### **FACULTY CO-ORDINATORS**

Dr. Vipin Jain - 9414605879  
Dr. Sandeep Bothra - 9352856105

### **STUDENT CO-ORDINATORS**

Kashish Kilanawat- 95091 06593  
Arushi Khandelwal- 8306550503

# **VIRTUAL DOMINATION**

**11:30 AM Onwards**

Virtual domination is a mobile gaming In the pixelated arena, where avatars clash with might. Free fire India unveils a virtual fight.

## **GENERAL GUIDELINES**

- The tournament will be played in duo (classic) mode on the Bermuda or Kalahari maps. Each team must consist of two players. All characters and pets are permitted during gameplay.
- All players will start with 200 HP and 200 EP. Gun skins are strictly prohibited to maintain fair competition.
- Gloo Walls will be limited in Classic mode and unlimited in Clash Squad mode.
- Zero Tolerance Policy: Any player found using hacks, cheats, or third-party applications will result in an immediate team disqualification.
- All players must be present in the lobby at the given time.
- The Tournament Coordinator's decision is final and binding in all matters.
- Room ID and Password will be shared before the match. Spectator slots are only for organizers. No room restart after match starts (except technical issue approved by organizer).
- Only mobile devices are allowed. Internet will be provided by college itself.
- Total number of registrations will be 64. Criteria is simple first come, first served.
- Last date of registration is 10th February 2026.

## **ROUND 1**

### **The Qualifiers**

There will be total of 32 duos, which will be divided into two groups of 16 duos each, and separate matches will be conducted for both groups in classic match.

## **ROUND 2**

### **Selection Round**

Top 2 teams from Match 1 and Match 2 each will qualify. The two qualified teams will then play against each other in a Clash Squad match. The same format will apply to the qualified teams from Match 2 as well.

## **ROUND 3 (Final)**

### **Final Round**

Top 2 teams from Match 3 and Match 4 will qualify. The two qualified teams will then play against each other in a Clash Squad match.

## **JUDGING CRITERIA**

Winner and runner-up will be decided from the results of round 3.

### **FACULTY CO-ORDINATORS**

Dr. Vaibhav Sharma - 9414847476  
Dr. Vipin Jain - 9414605879

### **STUDENT CO-ORDINATORS**

Niket Pareek - 8000223091  
Sumit Singh Rathore – 9782722004

# ALGORHYTHM

10:30 AM Onwards

"Experience the captivating fusion of rhythm and emotion as dancers weave tales with every synchronized heartbeat and whispered step."

## GENERAL GUIDELINES

- Each team consisting of minimum 5 and maximum 8 members should be formed.
- Vulgarity at any point is strictly prohibited; songs must be chosen accordingly.
- Track should be submitted to the event co-ordinator 2 day prior (10<sup>th</sup> Feb.) to the event.
- **NO** green rooms for the participants will be available in the college premises.
- Maximum 2 registrations allowed from one college.
- Last date of registration is 10th February 2026.
- All tracks are to be send on E-mail **algorhythmsubodh@gmail.com**
- A participant who is engage in algorhythm cannot participate in any event on Day 2.

## ROUND 1

### **Elimination Round**

In this round, teams must perform on their submitted tracks with a time limit of maximum 2.5 minutes.

Only 8 teams will be qualified for the next round.

## ROUND 2

### **Prop Round**

In the Prop Round, teams will receive specific props and tracks chosen by the organizers.

Only 1 member from each team should perform on the spot with the given track and prop in this round.

# **ROUND 3**

## **Face Off**

In Face Off, only one member from each team will perform, with tracks provided by the organizers.

The candidates will engage in a duel against their respective competitors in this round.

Team member who have participated in Round 2 will not be permitted to participate in this round.

## **JUDGING CRITERIA**

Winner and runner-up will be decided from the results of round 3.

### **FACULTY CO-ORDINATORS**

Dr. Pooja Nahar - 9929639800  
Dr. Simran Sharma - 7023419589  
Ms. Shabnam Bano - 9057085501

### **STUDENT CO-ORDINATORS**

Manashvi Shekhawat - 9887625111  
Diva Sharma - 6378744098

# **DATA DICE**

**10:00 AM Onwards**

In this event, two teammates take on the challenge together. One answers a tech question, and if they nail it, their buddy gets to climb the ladder in the classic snake-and-ladder game. It's all about teamwork and tech know-how!

## **GENERAL GUIDELINES**

- Each team, consisting of 2 members, shall be formed.
- Maximum 2 teams are allowed from one college.
- The team that first reaches the top of the ladder wins the game
- Only 30 teams will be allowed to participate. Entries will be accepted on a first-come, first-served basis.
- Last date of registration is 10th February 2026.

## **JUDGING CRITERIA**

- The judgment rendered by the panel of judges and event organizer shall be final.

### **FACULTY CO-ORDINATORS**

Dr. Mamta Sharma - 9414273747  
Dr. Aleem Khan - 9460441740  
Dr. Kshetrapal Singh - 9783359847

### **STUDENT CO-ORDINATORS**

Prathana Shekhawat - 9392411780  
Aniruddh Sharma - 9772971611



*We seek your presence for an adventure filled with*

**MIND-BENDING CHALLENGES,  
UPROARIOUS GAMES, AND  
MEMORIES THAT WILL LAST  
FOR LIFETIME.**

Venue: Department of Computer Science  
S.S. Jain Subodh P.G. (Autonomous) College  
Rambagh Circle, Jaipur