



Malnad College of Engineering,  
Hassan



# PRAGYATHA-22

Proclaim your potential



A state level entrepreneurial fest

## RULE BOOK



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meriise.org  
@me\_riise



## GENERAL RULES

- All participants must be present at the event venue 30 minutes before the start of the event.
- Vulgarity, obscenity, indecency and malpractice in any form will lead to IMMEDIATE DISQUALIFICATION.
- Neither Malnad College of Engineering nor ME-RIISE is responsible for your valuables.
- Offline confirmation of all the registrations is compulsory for all events.
- Decision of the jury panel and organizers will be final.
- Participants are responsible for any damage made to the property of Malnad College of Engineering and ME-RIISE due to mishandling or misuse of resources.
- Accommodation and food will be provided (T&C apply).
- All certificates and prizes will be distributed on the last day of the event.

## GENERAL RULES

- Participants are eligible for certificates only on attending the complete event.
- It is mandatory for all the students to display their ID card while they are in college premises and produce it to the security guards on demand.
- Organizers have all the rights to disqualify participant/team. Arguments will not be entertained.
- Refreshments during the events will be provided.
- If accommodation is required, one must register beforehand.



SCAN HERE TO REGISTER



## Overview:

UI/UX is used to create user-friendly interfaces that enable users to understand how to use complex technical products. It's a 24-hours Hackathon. The participants will be given a problem statements for which they need to build the prototype using the Figma tool. The visualisation of participants can be prototyped, and the participants need to build UI.

## Rules and Regulations:

1. Any one of the team members should register for the event.
2. A team must consist of 2 members.
3. Contestants may bring their laptops if required.
4. Contestants ought to be present until the hackathon concludes.
5. The entire solution to the problem should be framed during the hackathon itself.
6. Leaving the campus between 9 pm and 6 am without a valid reason is not allowed.
7. The tool used to design will be Figma.
8. If accommodation is required, one must register beforehand.

## Overview:

In this 24-hours coding marathon, contestants must build solutions to the given problem statement in the software domain. Contestants are scrutinized based on their analytical skills, time optimization, and domain expertise.

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## **Overview:**

A blockchain is a decentralised, distributed, and public digital ledger that is used to record transactions across many computers. This two-days blockchain workshop will let you know a glimpse of blockchain methodologies.

## **Rules and Regulations:**

1. All the participants must be present in time.
2. The participants can bring their own laptops if needed and all cables and chargers related to it must be taken care of.
3. Participants have to make sure that they have internet connection on their laptops.
4. No participant is allowed to leave the workshop without the permission of the coordinators.
5. For any requirements, participants are informed to contact the organisers, ME-RIISE.
6. If accommodation is required, one must register before hand.

## Overview:

With the enhancement in technology, the need for cyber security and ethical hacking is increasing. It is a hands on experience from the scratch to upskill them as cyber forensic investigators.

## Rules and Regulations:

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3. Participants have to make sure that they have internet connection on their laptops.
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5. For any requirements, participants are informed to contact the organisers, ME-RIISE.
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## Overview:

Entrorphosis is an exciting entrepreneurial venture that tests your entrepreneurial skills through five intriguing phases. Participants team up and put in their ingenuity and efforts to simulate a lucrative enterprise. The five stages are:

1. Yojana (Ideation)  
Innovate to keep your team going!
2. Nirmana (Prototyping)  
Finesse your artistry and dexterity to give shape to your brainchild.
3. Pregkha (Pitching)  
Weave your words guilefully to give a picture of your brainchild to the jury.
4. Vighnapana (Advertisement)  
Kindle demand for your product through enticing advertisements.
5. Sanchalana (Crusading the enterprise)  
Give wheels to your brainchild and race it towards the highest bidder.



## Rules and Regulations:

1. It is a two-day event.
2. Each participant should register individually.
3. Individuals will be congregated by organizers.
4. If accommodation is required one must register beforehand.
5. The participants will understand the complete event as it unfolds.

## Overview:

Aspiring entrepreneurs from all over the state pitch their business models to a panel of investors and persuade them to invest money in their idea.

## Rules and Regulations:

1. All teams have to be present in time.
2. A team can have a maximum of 5 members.
3. Any one of the team members should register for the event.
4. Maximum time for presentation is 8 minutes.
5. Participants should prepare a pitch deck to explain their idea.
6. Participants can also use a video pitch.



## Overview:

Your experiments result in an exhibition, but the process never ends.

A trade show is an event where participants showcase and demonstrate their latest products and services. A trade show is essential for marketing and business networking.

Come witness a captivating street full of intriguing enterprises. Experience, enjoy, and learn from this entrepreneurial fair.

## Overview:

Adspize is an inter-branch strife where creativity meets madness. Adspize is a platform that brings out individual and collective talent of captivating the crowd in students. Students will design an advertisement for a product and perform it on stage. Participants are suggested that their Ad should contain the essentials of advertisement, like clarity, provoking in nature, creativity, appeal, and simplicity.

## Rules and Regulations:

1. It is an inter branch event.
2. Branch representatives have to register the teams representing their branch.
3. A team can have any number of members.
4. Maximum time for enacting the ad is 5 minutes.
5. On stage dialogues aren't allowed. Participants have to prepare background audio or jingle for their advertisement, or live background voice can be given by participants in the backstage.
6. Any language can be used.
7. In case of any vulgarity or obscenity in the act, it will be immediately disqualified.