

DAY 3

1. LOGIC LAYBRINTH

2. BIO TREASURE TRACE

3. VISUAL TO VIRTUAL

4. DIGIBYTE

EVENT: 11

LOGIC LABYRINTH

Decode • Connect • Conquer

ROUND 1: SPOT THE ERROR – CIRCUITS

- Each team must:
 - Analyze given digital logic diagrams, truth tables, or timing diagrams
 - Identify conceptual, logical, or connection errors
 - Justify why the identified part is incorrect
 - Provide the correct logic or explanation within the given time

ROUND 2: TECH CROSSWORD PUZZLE

- Participants will solve a crossword based on:
 - IT, CSE & Digital terminology
 - Computer fundamentals
- Correct technical understanding is key to completing the puzzle

ROUND 3: DIGITAL CIRCUIT DESIGN

- Finalists will participate in digital circuit design challenges
- Each team must:
 - Analyze the given digital logic or circuit design problem.
 - Discuss and design the required circuit
 - Present the correct output within the given time

Event type

- Team of 2

EVENT: 12

BIO TREASURE TRACE

Observe • Collect • Explain

- Teams will be given 10–15 minutes to explore the campus
- Each team must identify and collect one biology-related item from the surroundings. (Examples: tree leaf, flower, soil sample, water sample, moss, seed, insect wing – non-harmful items only)
- After collection, teams must:
 - Identify the biological significance of the item
 - Explain its structure, function, or application
 - Relate it to real-world biology or biotechnology concepts

PRESENTATION FORMAT

- Each team will get 2 minutes to present
- No slides or digital aids allowed
- Only the collected item and verbal explanation may be used

RULES

- Only naturally available or fallen materials are allowed
- No damage to plants, animals, or campus property
- Use of mobile phones, internet, or digital aids is strictly prohibited

EVENT TYPE

- Team of 3

EVENT: 13

VISUAL TO VIRTUAL

See it. Spot it. Shape it.

ROUND 1: SNAP IDENTIFY

- Participants will be shown a sequence of images depicting tools, instruments, and machine components
- Each image will be displayed for a short duration of five seconds
- Participants must carefully observe and correctly identify the component

ROUND 2: SPOT THE ERROR

- A combination of engineering drawings and technical statements will be provided
- Each item will contain a deliberate error
- Participants must analyze the given content and identify the error within the specified time limit

ROUND 3: MODEL SPRINT

- Shortlisted participants will create 3D CAD models of two given components
- Software allowed: SolidWorks, Creo, AutoCAD

EVENT TYPE

- Solo

EVENT: 14

DIGIBYTE

Decode. Quiz. Code.

ROUND 1: DECRYPT HUNT

- Participants will be given challenges involving binary, hexadecimal, or logic gate-based representations of decimal numbers.
- The task is to decode the given data and deduce a meaningful name such as a technology term or invention.

ROUND 2: DIGIQUEST

- Questions will cover logic gates, flip-flops, multiplexers, counters, and other digital fundamentals.
- Both accuracy and speed will determine qualification for the final round.

ROUND 3: VERI SYNTH

- Finalists will be given a logic circuit problem to solve using Verilog HDL.
- Participants must write and simulate the code using EDA Playground.

EVENT TYPE

- Team of 2

EVENT: 15

GAME-O-MANIA

ROUND 1: LUCKY CORNER

Event Description:

- A musical elimination game where participants move through themed boxes drawn on the ground.
- When the music stops, specific boxes are called out, eliminating the players inside them until only one remains.

Rules:

- Participants must walk through the named boxes while music plays.
- When music stops, everyone must stand inside a box.
- The referee calls out a box name; everyone in that box is eliminated.
- The game continues until the last surviving participant wins.

ROUND 2: BILLA BILLI

Event Description:

- A reflex-based game with two teams.
- Members are assigned numbers and must compete to grab a central object and return to their team line without being tagged by the opponent.

Rules:

- Two teams are assigned matching numbers for their members.
- An object is placed in the center.
- When a number is called, the corresponding players run to the object.
- The player must grab the object and return to their team without being touched.
- The team with the most successful rounds wins.