

DAY 1

1. CONSTRUCTA

2. ELECTRO HUNT

3. SPEAK UP

4. CODE QUIZ ARENA

EVENT: 1

CONSTRUCTA

Think it. Plan it. Build it.

ROUND 1: MASTERMIND

- This round consists of multiple-choice questions (MCQs)
- Questions will cover:
 - Structural Engineering
 - Geotechnical Engineering
 - Environmental Engineering
 - Basic Construction Practices

ROUND 2: EDIFICA

- Participants must construct a structural building model using chart papers
- The model should demonstrate:
 - Structural stability
 - Proper load distribution
 - Innovative design concepts

EVENT TYPE

- Round 1(solo)
- Round 2(team of 2)

EVENT: 2

ELECTRO HUNT

Find it. Build it. Prove it works.

ROUND 1: COMPONENT CLUE QUEST

- One team member will be shown an electronic component by the coordinator.
- The participant must give clues based on the function, behavior, or application of the component.
- Direct naming, spelling, or gestures are not allowed.
- The second team member must correctly identify and the component.
- Only the components identified in this round can be used in Round 2.

ROUND 2: CIRCUIT DESIGN & SIMULATION

- Shortlisted teams will design a circuit using Only the components collected in Round 1.
- The circuit must be designed and simulated using Tinkercad Circuits.
- Teams must achieve the required output and explain their circuit logic.

EVENT TYPE

- Round 1 (team of 2)
- Round 2 (team of 2)

EVENT: 3

SPEAK UP

Your voice. Your Power

ROUND 1: GROUP DISCUSSION

- Participants will take part in a group discussion on a topic provided on the spot
- All viewpoints must be respected
- Interruptions are strictly prohibited
- Participants should speak clearly and remain focused on the given topic
- Personal criticism or offensive remarks are not allowed
- Discussion duration: 20 minutes

ROUND 2: PUBLIC SPEAKING

- Participants may choose a topic of their own interest
- Content must be relevant and well-structured
- Appropriate language, tone, and body language must be maintained
- Participants should respect fellow speakers and engage with the audience
- Time limit: 1 minute per participant

ROUND 3: MARKETING

- Finalists will be assigned a product by the panel
- Participants must enhance the product by introducing an innovative feature
- They will then deliver a persuasive marketing pitch
- The objective is to convince the panel to “purchase” the improved product

EVENT TYPE

- Round 1&2:solo
- Round 3:Team of 3

EVENT: 4

CODE QUIZARENA

Think • Debug • Solve

ROUND 1: MCQ BLITZ

- Participants will answer multiple-choice questions based on programming fundamentals
- Topics include:
 - Java & Python & C basics
 - Loops and conditional statements
 - OOP concepts
 - Output prediction and error identification.

ROUND 2: TECH LOGO IDENTIFIER

- Participants will identify:
 - Famous tech company logos
 - IT-related icons and tools

ROUND 3: CODE QUEST

- Finalists will solve competitive programming-style problems
- Participants must:
 - Read problem statements
 - Apply algorithms
 - Produce correct outputs within time limits

EVENT TYPE

- Solo or team of 2

EVENT: 5

STEPX (BRICK WALK)

EVENT DESCRIPTION:

- Brick Walk is a team-based coordination game designed to test balance, teamwork, and focus.
- Each team consists of two participants and is provided with two bricks.
- Using only these bricks, participants must move from the starting point to the opposite end and back, coordinating with their teammate to complete the course successfully.

RULES:

- Each team consists of two participants.
- Only the two provided bricks may be used for movement.
- Hands or feet must not touch the ground.
- After reaching the opposite end, the teammate must return using the same bricks.
- Any rule violation results in disqualification.
- The team that completes the task first will be declared the winner.