YOUNG MINDS INTERNATIONAL

"To Impact Lives through Service"

INDIA AREA | REGION - 4 | DISTRICT- 2

Young Minds Club of GCT YOUTH

Presents

INTELLECT'26

RULEBOOK

5 DAYS

25 EVENTS

REGISTER

ysyouth_gct

ysyouthgct.in

ysyouth_tdc

LIST OF EVENTS

- SHARK TANK
- SLIDE O'VERT
- CODE QUIZ ARENA
- ELECTRIC SCOPE
- ARCHOVA
- DIGIBYTE
- VISUAL TO VIRTUAL

Fees Structure

₹150 PER HEAD

GROUP OF 2: ₹275 TOTAL

GROUP OF 3: ₹400 TOTAL

GROUP OF 4: ₹500 TOTAL

INTELLECT'26

INTER COLLEGE

SESSION 1	SESSION 2	SESSION 3
SHARK TANK	CODE QUIZ ARENA	ELECTRIC SCOPE
SLIDE O'VERT	ARCHOVA	VISUAL TO VIRTUAL
	DIGIBYTE	

NOTE : EACH TEAM OR INDIVIDUAL CAN PARTICIPATE IN ONLY ONE EVENT PER SESSION.!!

SESSION 1	9:30 AM - 11:10 AM
SESSION 2	11:10 AM - 12:50PM
LUNCH	12:50 AM - 1:40 PM
SESSION 3	1:40 PM - 3:10 PM

SHARK TANK

A high-stakes pitching event where student innovators present unique business ideas to a panel of expert judges.

THE ESSENTIALS

Pitch Deck: A professional presentation of your vision.

Justification: Clear problem/solution breakdown.

Prototype: Optional (but highly encouraged).

KEY RULES

Teams: Max 4 members.

Originality: Self-developed ideas only; pre-submission required.

Verdict: Timed pitches; judges' decision is final and binding.

EVALUATION PILLARS

Innovation: Creativity and uniqueness.

Feasibility: Practicality and implementation.
Market Scope: Scalability and business potential.

Execution: Presentation quality and delivery.

SLIDE'O'VERT

EVENT TYPE : TEAM OF MAX 4

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

COMPUTER SCIENCE & IT:

1.Generative AI: How Tools Like ChatGPT are Changing Work

2.Low-Code and No-Code Development Platforms

3.Green Computing and Energy-Efficient Software

4.AI in Cybercrime Detection and Prevention

5.Human–AI Collaboration in the Workplace

ELECTRONICS & ELECTRICAL ENGINEERING:

1.Smart Sensors in Healthcare and Wearables

2.Power Electronics in Fast EV Charging Stations

3.Energy Harvesting Technologies (Self-Powered Devices)

4.Role of AI in Electrical Fault Detection

5.Wireless Power Transfer Technologies

SLIDE'O'VERT

EVENT TYPE : TEAM OF MAX 4

MECHANICAL ENGINEERING:

1.Role of Mechanical Engineers in Electric Vehicle Design

2.Robotics in Healthcare and Rehabilitation

3.Lightweight Materials for Aerospace and Automotive

4.Hydrogen as a Future Fuel

5.Automation in Sustainable Manufacturing

CIVIL ENGINEERING:

1.AI and Drones in Construction Monitoring

2.Climate-Resilient Infrastructure Design

3.Smart Materials in Construction (Self-Healing Concrete)

4.Sustainable Road Construction Technologies

5.Flood Prediction Using Technology

SLIDE'O'VERT

EVENT TYPE : TEAM OF MAX 4

OPEN CATEGORY:

1.Role of Engineers in Achieving Net-Zero Emissions

2.AI and Automation in Disaster Management

3.Smart Healthcare Systems

4.Technology for Assistive Living

5.Ethical Challenges of Emerging Technologies

CODE QUIZARENA

THINK.DEBUG.SOLVE.

ROUND 1: MCQ BLITZ

Participants will answer multiple-choice
Based On:

- 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

- Read problem statements
- Apply algorithms
- Produce correct outputs within time limits

EVENT TYPE : TEAM OF 2 OR 3

ELECTRIC SCOPE

DECODE. DISMANTLE. EXPLAIN.

ROUND 1: CHROMACODE

Participants will be provided with a set of passive electronic components.

Each component must be analyzed to determine its electrical characteristics within the given time.

Reference materials and electronic devices are not permitted.

ROUND 2: REVERSE ENGINEERING

Shortlisted participants will be given a consumer electronic device.

Participants must carefully dismantle the device using the provided tools.

Internal components must be identified and categorized based on their function.

Participants must explain the working principle.

EVENT TYPE : TEAM OF 2

ARCHOVA

OBSERVE IT. ANALYZE IT. DRAW IT.

ROUND 1: FAULTLINE

Participants will be shown a series of civil engineering–related images

Images may include construction sites, structural elements, and building components

Each image will contain one or more construction/structural errors

Participants must carefully observe and identify the faults or mistakes
Basic civil engineering knowledge is sufficient

ROUND 2: STRUCTURA

A civil or structural problem will be given.

Participants must draw a proper structural drawing.

The drawing should include correct dimensions and members.

EVENT TYPE : SOLO

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: DIGI QUEST

Shortlisted participants from Round 1 will advance to a timed quiz.

Questions will cover logic gates, flip-flops, multiplexers, counters, and other digital fundamentals.

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

VISUAL TO VIRTUAL

SEE IT. SPOT IT. SHAPE IT.

ROUND 1: SNAP IDENTIFY

Participants will be shown a sequence of images like instruments, and machine components 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