



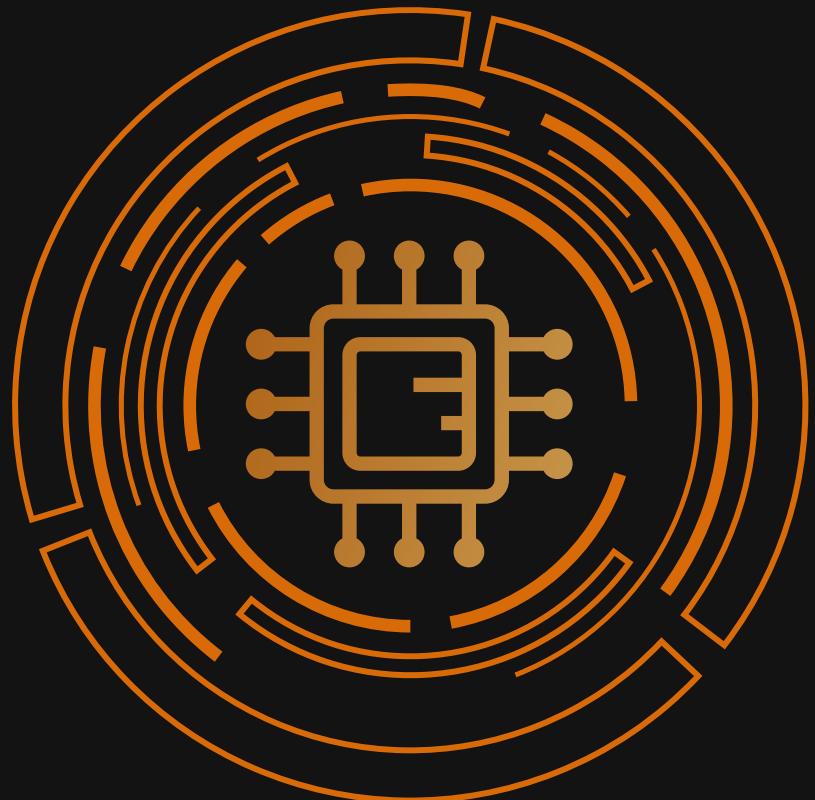
INSTITUTION'S
INNOVATION
COUNCIL
(Ministry of Education Initiative)



DAYANANDA SAGAR COLLEGE OF ENGINEERING

TECH CHALLENGE SERIES UNDER THE AEGIS OF DSCE INNOVATION COUNCIL

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING



Anokhya 3.0

Where tech meets the unforeseen

November 21st-22nd, 2025

01

Prof. Kavya D N
Faculty Coordinator

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HoD, AI& ML

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EVENT LIST

 ACCURACY
IS ALL YOU
NEED

 SIMPLY
AUTOMATION

 TREASURE
HUNT

 RADIANT
CLASH

 FREE FIRE

 FIGMA CLASH

 AIRCRASH

Accuracy Is All You NEED

Description:

Accuracy is All You Need is a machine learning competition where participants must develop the most accurate predictive model on a given dataset. The event focuses on real-world data analysis, model development, and optimization within defined constraints. Only machine learning models are allowed — the use of deep learning models or large language models (LLMs) is strictly prohibited.

Mode of Conduct and Procedure:

Online Shortlisting Round	<ul style="list-style-type: none">• Teams receive a dataset via the official website, build an ML model, and submit predictions.• Shortlisting based on accuracy.• Ties decided by EDA & Feature Engineering.
Onsite Final Round	New dataset provided on event day. Bring laptops (internet available). Test data hidden during the event. Winners decided by accuracy on hidden data. Ties again decided by EDA & Feature Engineering. Results & test data shared publicly after the event.

Accuracy is All You NEED

Judging Criteria:

- Accuracy: Primary metric for model ranking.
- EDA & Feature Engineering: Used as tiebreakers in both rounds.
- Transparency: Final test data and evaluation results are shared post-event.

Grounds of Disqualification:

- Participants will be disqualified for any of the following:
- Use of deep learning models or large language models (LLMs) — only traditional machine learning algorithms are permitted.
- Use of unauthorized external datasets or pre-trained models not provided or approved by organizers.
- Late submissions or failure to submit predictions within the time limit.

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor, 501,
Building No. 21

Date: 22nd November 2025

Time: 9:00 AM - 1:00 PM

PRIZE
2250 INR
PRIZE

SIMPLY AUTOMATION

Description:

Simply Automation is a hands-on, open-innovation event where participants design and implement automation workflows that solve real-world problems. Each team will build an automation prototype using any platform or technology of their choice. The event focuses on innovation, practicality, and real-world applicability of automation systems. The main objective is to encourage creative thinking and technical execution that demonstrates automation's potential to simplify or optimize real processes.

Mode of Conduct and Procedure:

- The competition can be individual or team-based (maximum 2 members).
- A PPT submission round will be conducted prior to the event for shortlisting participants.
- The main event duration is 4 hours, including ideation, development, mentoring, testing, and submission.
- Each team must present their automation within 3–4 minutes, covering the problem overview, demo, and Q&A.

SIMPLY AUTOMATION

Judging Criteria:

- Innovation & Creativity : Originality of the idea
- Real-world Impact: Practical usefulness
- Functionality & Demo : Performance of automation
- Workflow Design : Efficiency and structure
- Presentation : Clarity during demo
- Scalability Bonus : Potential for reuse/extension

Grounds of Disqualification:

- Plagiarism or reuse of previously developed automation workflows.
- Submitting workflows not built during the event duration.
- Any form of malpractice or misconduct during the competition.

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor, 502,
Building No. 21

Date: 22nd November 2025

Time: 1:00 PM - 4:00 PM

PRIZE
2250 INR
PRIZE

TREASURE HUNT

Description:

Embark on a thrilling adventure across campus! Anokhya presents Treasure Trail: The Hidden Quest, a fully offline treasure hunt that will test your wit, teamwork, and determination. Solve clever riddles, follow cryptic clues, and complete exciting challenges scattered around the campus. Only the most resourceful and united team will uncover the final treasure and claim victory!

Mode of Conduct and Procedure:

- Single Round: Offline Treasure Hunt
- The entire event will be conducted offline on campus.
- Each team begins with a starting clue leading to the first checkpoint.
- Every checkpoint includes a unique puzzle, riddle, or mini-task to complete before receiving the next clue.
- Teams must progress through all checkpoints to reach the final treasure.
- The team that reaches the treasure first after successfully completing all challenges wins.

TREASURE HUNT

Judging Criteria:

- Completion Time: The first team to reach the final treasure wins.
- Accuracy: Correct completion of each checkpoint task or riddle.
- Team Coordination: Collaboration, logical thinking, and creativity.

Grounds of Disqualification:

- Tampering with or damaging clues or event materials.
- Taking shortcuts, skipping checkpoints, or following other teams.
- Any form of cheating, misbehavior, or disrespect toward organizers or participants.
- Leaving the designated hunt areas without permission.

Venue, Date and Timings:

Venue: Amphitheater
Date: 22nd November 2025
Time: 10:00 AM – 1:00 PM

PRIZE
2250 INR
PRIZE

RADIANT CLASH - VALORANT SHOWDOWN

Description:

Gear up, Agents! Anokhya presents the ultimate test of skill, strategy, and teamwork. Assemble your squad and battle through intense online qualifiers for a shot at glory. The top 8 teams will advance to a high-stakes, offline showdown on campus to prove their mettle. Only the most elite team will defuse the competition and claim the title of champion. Teams consist of 5 members each. Maximum of 32 teams participating. All players must have valid Riot IDs and be registered before the deadline.

Mode of Conduct and Procedure:

Round 1: Online Qualifiers

- Single-elimination bracket format with Best-of-One (BO1) matches
- Map selection through veto process
- Top 8 teams advance to offline finals

Round 2: Offline Finals

- Top 8 teams compete on campus in single-elimination format
- Quarter-Finals & Semi-Finals: Best-of-One (BO1)
- Grand Finals: Best-of-Three (BO3)

RADIANT CLASH - VALORANT SHOWDOWN

Judging Criteria:

- Skill & Strategy: Team coordination, tactical execution, and individual player performance
- Match Results: Winners determined by in-game outcomes following tournament format
- Sportsmanship: Maintaining respectful conduct throughout the competition

Grounds of Disqualification:

- Use of cheating software, scripts, bug exploitation, or third-party tools (zero-tolerance policy)
- Failure to appear in game lobby within 10-minute grace period
- Toxic behavior, foul language, or disrespectful conduct towards opponents or organizers
- Misuse of pause feature or violation of technical pause rules
- Using accounts other than registered player accounts

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor
Building No. 21

Date: 21 & 22nd November 2025

PRIZE
2250 INR
PRIZE

FREE FIRE - CLASH FOR GLORY

Description:

An electrifying mobile-based Free Fire Clash Squad tournament open to all students. Teams will compete head-to-head in intense matches to prove their dominance and claim the title of ultimate champions.

Mode of Conduct and Procedure:

- A total of 16 teams (4 players each → 64 participants).
- Round 1: 4 matches (4 teams per match).
- Round 2: 2 semifinals featuring the winners of Round 1.
- Final: 1 grand match to determine the champion squad.
- All participants must report 30 minutes before match start.
- Each match duration: ~20 minutes.
- Full tournament time: Around 3 hours.



FREE FIRE - CLASH FOR GLORY

Judging Criteria:

- The winning team of each Clash Squad match automatically advances to the next round.
- Final winner will be the team that wins the grand match.
- No external judging or coordinator decision — victory is based purely on in-game results.

Grounds of Disqualification:

- Use of emulators, hacks, scripts, or mods.
- Any form of cheating or unfair gameplay.
- Gun skills will be disabled — violation leads to disqualification.
- Failure to report on time before the match.

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor, 503,
Building No. 21

Date: 21nd November 2025

Time: 12:00 PM - 4:00 PM

PRIZE
2250 INR
PRIZE

FIGMA CLASH

Description:

A fast-paced UI/UX design face-off where creativity meets clarity!

Participants will be given a design challenge or prompt and must create a functional, aesthetic interface within a limited time using Figma. It's all about how effectively you convert an idea into an impactful user experience.

Mode of Conduct and Procedure:

- The event will be conducted offline.
- Individual or team participation (2 members max).
- A theme or prompt will be revealed at the start of the event.
- Participants must design a complete interface (mobile/web) using Figma within the given time.
- Judges will review submissions based on design logic, usability, and creativity.
- Internet access will be provided; participants must bring their own laptops with Figma pre-installed.
- All submissions must be uploaded to the shared Figma link before the deadline.

FIGMA CLASH

Judging Criteria:

- Creativity & Originality : Innovative ideas and fresh perspectives in the design.
- Usability & Functionality : Intuitive flow, logical layout, and user experience quality.
- Visual Design & Aesthetics : Consistency, spacing, color harmony, and typography balance.
- Problem Understanding & Execution : How effectively the final design solves the given challenge.

Grounds of Disqualification:

- Plagiarized or copied designs.
- Submission after the deadline.
- Offensive or inappropriate content.
- Failure to adhere to event theme or prompt.
- Disruptive behavior or non-compliance with coordinators' instructions.

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor, 503,
Building No. 21

Date: 22nd November 2025

Time: 9:00 AM - 1:00 PM

PRIZE
2250 INR
PRIZE

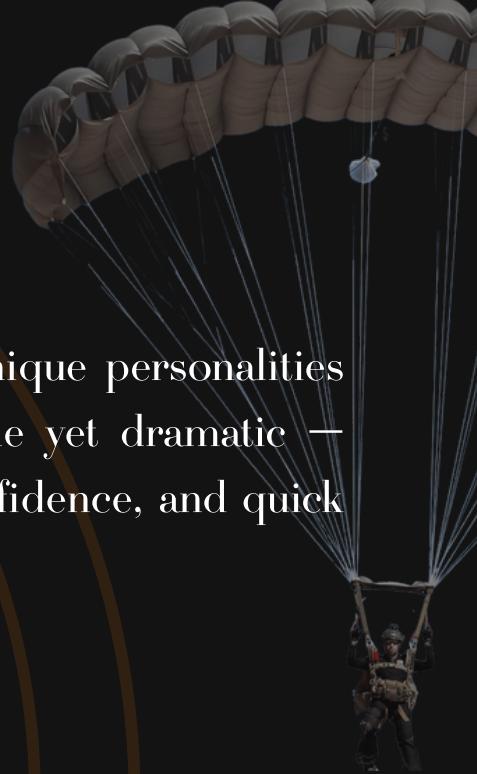
AIRCRASH

Description:

An electrifying roleplay and improvisation contest where participants take on unique personalities aboard a crashing plane. With only two parachutes left, your mission is simple yet dramatic — convince the pilot (judge) that you deserve to survive!. It's a test of creativity, confidence, and quick thinking.

Mode of Conduct and Procedure:

- Conducted offline with individual participation.
- Each participant is assigned a random personality before the round.
- Scenario: The plane is going down, and only two parachutes remain.
- Participants must argue persuasively why they deserve one, staying in character throughout.
- Props and gestures are allowed to enhance performance.
- Each act will have a time limit decided by the judge.
- The pilot's (judge's) decision is final and binding.



AIRCRASH

Judging Criteria:

- Character Portrayal : Staying true to your assigned personality.
- Creativity & Improvisation : Originality, quick wit, and spontaneous humor.
- Persuasiveness : Logical and convincing arguments.
- Entertainment & Expression : Stage presence, delivery, and audience engagement.

Grounds of Disqualification:

- Use of offensive, inappropriate, or disrespectful content.
- Breaking character during performance.
- Exceeding the allotted time limit.
- Ignoring judges' or coordinators' instructions.

Venue, Date and Timings:

Venue: AI & ML Department, 5th Floor, 502,
Building No. 21

Date: 22nd November 2025

Time: 1:00 PM - 4:00 PM

PRIZE
1500 INR
PRIZE

CONTACT US

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