

“NCIT Expo On Technology 2019”

1. BACKGROUND

Nepal College of Information Technology – NCIT, established in 2001, runs Pokhara University affiliated Bachelor's and Master's programs – BE, BBA, BCA, ME, MSc and MCIS. Engineering Degrees from NCIT are approved by Nepal Engineering Council and it has successfully produced over a thousand engineers since its establishment. This institute is renowned for excellence in teaching & research, while maintaining close and mutually beneficial links with various sectors and also offers a wide range of innovative, creative and flexible academic programs, both theoretical and vocational, that suit the individual needs of each student which ultimately supports ongoing social changes and economic advances.

Even though various events are being organized in NCIT college in the sphere of engineering, this time entire third year students of this college are going to organize **NCIT EXPO ON TECHNOLOGY “NEXT”**, which is going to be the first ever technological fest in the history of NCIT. This event will be the biggest technical extravaganza held at NCIT premises and we are anticipating your gracious and valuable presence on the very occasion to make this event successful. Such event would be a milestone for engineering students in boosting and enhancing their practical knowledge.

2. INTRODUCTION

NCIT EXPO ON TECHNOLOGY “NEXT” will be the first ever nationwide fest on IT organized by Nepal College of Information Technology. This event involves an active participation of students from more than 37 affiliated colleges of Pokhara University, +2 colleges within the valley and other engineering colleges. An exhilarating voyage of technical know-how, **NEXT** focuses on the promotion of Technology and Innovation. It will give a chance to start, culminate new ideas and showcase student's technical expertise on different fields. The fest will be a three-day grandeur which involves a series of competitions, workcamps, seminars, and guest lectures by some eminent personalities. **NEXT** is a fusion of creativity, imagination and innovation. It will be a perfect blend of entertainment technology and experience with the aim of rapid growth and development of the society.

The technical events included in this event are as follows:

- Hackathon
- Workcamp
- Tech talks
- Seminar
- Logic Battle
- Rapid code tournament
- Robo Racing
- Robo Soccer
- Project Exhibition
- Walk-In Interview
- Open source promotion

3. OBJECTIVES AND GOALS

Students become active participants in the learning process not only through the consumption of content but through critical thinking and problem solving by creating own content. So this event aims to provide following objectives:

- To provide students a platform to demonstrate their talent and apply their skills which help them achieve their educational and professional goals.
- To connect skilled students with members of senior management of various institutions and organization and impress them with their determination and passion.
- To avail the students a new learning environment to challenge themselves and develop new learning skills.
- To provide exposure and realistic outlook towards the competitive nature of real life.
- To offer a chance to meet new people and learn more about the diverse fields they belong to.
- To develop mutual understanding between the engineering institutions, domestic stakeholders and general public.

4. PARTICIPANTS

- Graduate and Undergraduate students from various universities
- Engineers and engineering students
- IT students
- Consultants
- General Public
- Technical Professionals
- Technical Organizations
- Industries

5. METHODOLOGY

The event will be conducted as per the following steps:

STEP-1: All our plans and strategies regarding the event will be portrayed and all government organizations, NGOs, INGOs, telecoms companies, colleges, consultancies and other ICT companies will be recognized for their crucial support and coordination.

STEP-2: Various researchers with their research works will be invited to participate in the program.

STEP-3: All the internal preparations for the whole event will be carried out in the college so as to make the event successful.

STEP-4: All colleges, professionals, different organizations interested in participation in the event will be invited for their active participation.

STEP-5: All colleges especially engineering colleges will be visited door to door so as to encourage them officially and personally for their participation.

STEP-6: The Master plan of detailed work plan will be prepared for the rest minor and major works. The performance of various activities will be strictly based on thus made work breakdown structures.

6. ORGANIZING COMMITTEE

With a vision to indulge the participation and increase the initiation of the students of this college, the college has been organizing various events to provide and encourage opportunities for students for lifelong learning. Time changes and so does our vision and incentives prominently increase to prepare the students for the current global marketing by conducting a national technology event, which will not only focus on the interaction of students within the college but also provides a platform where students of different colleges and different academic background can participate and expose their potential. So the third year students of this college presented the idea aiming to promote the continuous improvement of learning among the college students and the administration, which eventually led to the formation of the event NEXT, acronym for NCIT Expo on Technology formed by the organizing committee (NEXT Organizing Committee). The motto of this organization is to bridge the academic and industrial gap which will be organized every year.

7. MAJOR EVENT DETAILS

7.1 PROJECT EXHIBITION

Project Exhibition includes hardware, software, civil projects demonstration where all the participants would be judged on the basis of their idea, presentation skill and group work. Participants can present their respective hardware, software projects and civil models separately in the exhibition.

a. Theme

Open Domain

b. Team Specification

1. A team may consist of maximum of four members.
2. Students from engineering and IT background can only participate in the exhibition.
3. Collaboration from different colleges are not allowed but people can showcase their projects.

c. Rules and Regulations

1. The project should be completed before the time of demonstration.
2. Theme of the project should be specified at the time of registration.
3. Report should be submitted on time(before 5pm of 26th of Ashadh)
4. Participants are allowed to use any programming language.
5. At the time of judging, all the members of the team should be present.
6. Dress code of the participants should be formal.
7. Decision of Jury Panel would make the final decision.
8. Project proposal (2 pages only) should be submitted with this form with the following contents :
 - A. Short Description of the topic/introduction (with minimum 100 words).
 - B. Methodology(How are you going to do this project) (with minimum of 300 words)
 - C. Scope and application(with minimum 100 words)

d. Judgment criteria

1. Winners will be separately selected for hardware, software and civil project.
2. The winner of each category shall be chosen entirely based on the innovation and effectiveness of the project being presented.

e. Certification and winner

1. Winning team of any category will be awarded with cash prize Rs.10,000
2. Best Presentation : Rs.5000
3. Best Idea : Rs.5000
4. Young innovative idea for intermediate(+2) students : Rs.5000
5. People Choice Award : Rs.5000
6. All the participants will be awarded with a certificate of participation.
7. The winning team will be awarded with trophy as well as medals for all the team members.

f. Registration Details

1. Registration fee : Rs.2000
2. Deadline : 30th Asadh,2076
3. Registration at NCIT, Balkumari, Lalitpur (NEXT Office Room no. 504)
4. Contact : Mr. Pradip Thapa (9845956861), Mr. Roshan Mktan(9860165381)

7.2 Logic Battle

Logic Battle in **NEXT** is targeted to those candidates having good knowledge about data structure and algorithm. This competition is a good foundation for those students who have not been able to showcase their talent besides having good logic and programming skill. The competition will end with final decision of jury and awarding the winners.

a.Participants

Logic Battle mainly plans to aim engineering students and engineers as participants. Logic Battle is expected to be conducted between the groups of participants, each group containing 2-3 members. The participants are expected to have minimal knowledge on data structure and algorithms.

b.Methodology

The Logic Battle is a competitive coding competition which includes problem solving skills of a participant. Call for participation will be made through social media and candidates will be chosen in the first come first serve basis through Google registration form. The date and time of this event will be sent via mail to respective groups and participants once the registration is confirmed.

- **Competition Format**

It is going to be held on the 3rd shrawan. Coding competition is the competition between groups of candidates, each containing 2-3 members. Each group will be assigned to solve six programming questions in the time limit of 3 hours. The winner of this competition will be selected by the experts on the basis of the flow of logic (algorithm) and output of the respective programs.

c.Coding competition details

Date: 3rd of shrawan

Time: 10:00 am

No. of members: 1 to 3 per group

Duration: 3-4 hrs

Registration Deadline: 25th of Ashad

Form charge: Rs.300 per group

1st prize: Rs.9000

2nd prize: Rs.4500

[Certificates will be given to 4 groups]

d.Cash prize for winners

S.N	Categories	Amount (RS)
1	Winner	9,000
2	First runner up	4,500

e. Contact Details

Contact : Mr. Mohan Kumar Dhakal (9862790724) , Mr. Nischal Lal Shrestha (9866253930)

7.3 Rapid Coding Tournament

Rapid Coding Tournament in **NEXT** is targeted to those engineering students with an elementary understanding of programming language. The programming competition is expected to be conducted between the groups of participants, each group containing 2 members. The competition will end with judges selecting the winners and awarding them.

a.Participants

This tournament mainly plans to aim those engineering students currently studying at their first year or the beginners. The participants are expected to have knowledge of basic programming and algorithms.

b.Methodology

Rapid Coding Tournament will be held on the first day of the **NEXT** fest. Call for participation will be made through social media and candidates will be chosen in the first come first serve basis through Google registration form. More detail about the event will be sent via mail to respective groups and participants once the registration is confirmed.

Rapid coding tournament is the tournament amidst groups of candidates, each containing 2 members. The coding tournament will be divided into the number of rounds. In each round, the teams will be divided into slots of 4 or less teams and they will compete with each other by solving the given programming question. Logical accuracy of the program and time exercised in solving will play a significant role in selecting the winners of the round. The complexity level of the question increases with the number of rounds. In this competition, time and space complexity of candidate's program or algorithm won't be taken into consideration.

c. Rapid Coding Tournament details

Date: 2nd of shrawan

Time: 10:00 am

No. of members: 2

Duration: 5-6 hrs

Registration Deadline: 25th of Ashad

Form charge: Rs.200 per group

1st price: Rs.6000

2nd price: Rs.3000

Certificates will be given to 4 team.

d.Cash prize for winners

S.N	Categories	Amount (RS)
1	Winner	6,000
2	First runner up	3,000

e. Contact Details

Contact : Mr. Mohan Kumar Dhakal (9862790724), Mr. Nischal Lal Shrestha(9866253930)

7.4 HACKATHON

Hackathon in NEXT is an event, that lasts for 3 days in which different individuals from technical or non-technical background work together. It encourages the creativity of student and supports collaboration among them to come up with a product in a short time frame using tools and techniques that they are familiar with. It comprises of group of individuals (max 4) working together to get a minimal viable product in given theme. Themes will be provided to participant 3 days before the event through e-mail. The actual event will start from 8 am (2nd of Shrawan) and will end at 5 pm for 2 days (2nd and 3rd of shrawan) and in the third day(4th of shrawan) from 7:30 am till 12:30pm and prize will be distributed in the closing ceremony thereafter.

Call for participation will be made through website and google registration form.

Start time:8:00 am (2nd of shrawan)

End time : 12:30 pm (4th of shrawan)

No. of members:2 to 4

Event Duration: 23 hrs.

Registration charge: Rs. 2000 per team

a.Targeted Participants

The main targeted group for Hackathon are engineering minds although there is no restriction for the participants. Anyone who are willing to learn and create something can participate.

b.Methodology

For effective and successful completion of the most attractive sub program of the event we have traced out the layout on various phases. Hackathon is estimated to be 23 hours long in the span of 3 days starting from 2nd of shrawan at 8:00 am.

o Introduction Phase

In this phase, all the participants in the Hackathon introduce themselves, their groups and their respective project idea for Hackathon in the presence of mentors and other participants. This is expected to be of 1 hour long.

o Main Phase

This phase involves the major part of the competition i.e. work period on the specified theme and idea. Code of conduct for Hackathon will be applicable till the last minute of the program. For supervision and guidance, mentors and volunteers will be provided. This phase will be of 17 hours long starting from 9 am from day-1 to 5 pm day-2

- **Presentation Phase**

In day-3 of the event (**7:30 am to 12:30pm**), participants demonstrate their ideas and the implemented form of these ideas i.e. product in the form of presentation. These presentations will be evaluated by the respected judges. Jury prepares the result on the basis of performance on various evaluative measures.

- **Certificate & Prize Distribution Phase**

On the basis of evaluation and result prepared by the Jury, prizes and certificates will be distributed after the end of the presentation phase, in the closing ceremony of NEXT event.

c.Cash prize for winners

S.N	Categories	Amount (RS)
1	Winner	20,000
2	First runner up	10,000
3	Best idea	3,000
4	Best Presentation	3,000

d.Contact Details

Contact : Mr. Mohan Dhakal (9862790724), Mr. Madhav Gautam(9867681865)

7.5 Robo Racing

1. Dimensions and requirements

- Robot should fit in the dimension of 30cm*30cm*30cm
- Robot should not exceed 5kg of weight.
- Robot must be controlled through wireless controller only.
- Robot must use onboard power supply.
- The maximum potential difference between any two points must not exceed 24 volts.
- Remote control systems available in the market may also be used.

2. Team Specification

- A team may consist of a maximum of 4 members.
- Single person can also take participation.
- The participants can be from same or different institute.

3. Game Arena

1. The racing track will be made accordingly -start point to end point.
2. Track might be somewhat curve, straight along with obstacle.
3. Track will contain multiple obstacles like-
 - a. speed breakers
 - b. water channel/path
 - c. elevation
 - d. sand and gravels
 - e. small transparent tunnel
 - f. muddy soil
4. Obstacle can be placed at any position/any distance throughout the track.
5. Two parallel track of same model will be provided.

4. Game play:

- a. All the participants team will be divided into pair and race is started.
- b. Each round will be of 5 minute and 15 min break will be given to start another race.
- c. The players cannot skip the obstacles and move/jump to the opponent track or out of track if so happen he/she will be disqualified for race.
- d. If the robot stops in the track for more than one minute, it will be eliminated.
- e. Team which reach the end/ target point first he/she will be qualified for next round.
- f. After the game has started player cannot reset/ reprogrammed the robot until the time off.

5. General Rule

- a. Robot demonstration (fully operating robot) should be shown 3 days before the competition then only the team will be register.
- b. Each team is allowed to have only one manually controlled robot.
- c. Only one team member is allowed to operate the robot.
- d. Judge decision will be the final decision.
- e. Any changes in the rules during the gameplay will be pre-informed to the participants.
- f. Participants should not argue with other participants. If there is any problem then participants should contact with the organizing committee.
- g. Participants should build their own robots by themselves. Ready-made toys are not allowed.

6. Certification

- a. The winner will be awarded with the cash prize of Rs.15,000/- certificate and medal.
- b. The first runner up will be awarded with the cash prize of Rs.8,000/- certificate and medal.
- c. There will be provision of best category award for deserving team.

7. Registration Details:

Registration: Rs.1500 /-]

Deadline: **Ashad 29, 2076**

Register at Nepal College of Information Technology (NCIT),
Lalitpur, Balkumari

Contact:

Subarna Tiwari: 9845706332

Rajan Maharjan: 9860124285

7.6 Robot-Football (Robo Soccer)

Robot-Football is a league game competition, where two teams with 3 manually controlled Robots of each team will be competing against each other to score the highest score. The team with the highest score shall be the winner. This game is similar to normal football but instead of human, robots will be used to score points.

a. Theme:

Build 3 remote controlled robots to play football against opponents satisfying the constraints mentioned below.

b. Team Specification:

1. A team may consist of a maximum of 4 members.
2. Anyone can form a team.

c. Design and Dimensions:

1. Each robot should be of the of 30cm x 30cm x 30cm and keeper can exceed up to 40cm wide.
2. The maximum weight of each robot is 5 kg.
3. Each team must have at least 3 robots and can have up to 5 robots maximum.
4. All robots are to be controlled wirelessly and manually.
5. The robot cannot have any weapon that may harm other robot but they can have mechanisms for shooting or saving the ball.

d. Arena Specifications:

1. The arena is a simple 18ft *12ft rectangle base enclosed by a boundary wall (height 20cm).
2. All the markings shall be as per that of a regular football field which includes the center line, center circle and the D area.
3. Size of the goal post will be 3ft (l)*2.5ft (h)
4. Foam ball with the size of 10 cm (approx.) in diameter will be used.

e. Game Play:

1. Each match will be of 6 minutes divided into 2 halves of 3 minutes each.
2. Half time will be of 5 min for teams to repair any damage inflicted upon them.
3. The game will follow the general rule of football by adding 3 min of extra time in case of tie having a half of 1.5 min each with half time of 2 minutes between tie break. After that, game will be decided by penalty shootout.

f. Rules:

1. Robot demonstration (fully operating robot) should be shown 3 days before the competition then only the team will be register.
2. The potential difference between any two points must not exceed 24V.
3. No picking of the ball is allowed.
4. No Air blowing mechanism will be allowed.
5. If a robot throws the ball outside the arena, then other bot will get an advantage of throw ball.
6. In case of a free kick bot has to keep a minimum distance from the robot who is taking free kick. Distance will depend on the position from where free kick is taken.
7. Penalty kick will be given in case of foul in the D area.
8. Each penalty shootout will be of 30 second time (one on one).
9. In the case of a foul, bot will be given a warning (as Yellow card) and if the mistake is repeated, that bot will be disqualified (as Red card).
10. Referee decision will be the final decision.
11. Robot causing physical damage to the opponent robot will be immediately disqualified.
12. Participants should build their own robots by themselves. Ready-made toys are not allowed.

g. Certification:

- 1 .The winner will be awarded with the cash prize of Rs.25,000/- certificate, and medal.
- 2 The first runner up will be awarded with the cash prize of Rs 15,000/- certificate and medal.
- 3 The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.
- 4 There will be provision of best category award for deserving team.

h. Registration Details:

1. Registration: Rs.1500 /
2. Deadline: **Ashad 29, 2076**
3. Register at Nepal College of Information Technology (NCIT), Lalitpur, Balkumari
4. Contact: **Rajan Maharjan: 9860124285**

Subarna Tiwari: 984570633

7.7 HARDWARE COMPETITION (Project Demonstration)

1.Theme

Open domain (prototype demonstration)

2.Team Specification

- ⑩ A team may consist of maximum of 4 members.
- ⑩ Students from engineering and IT backgrounds can only participant in the exhibition.
- ⑩ Student from different colleges are allowed to make a team.

3. Rules and Regulations

- ⑩ The project should be completed before the time of demonstration.
- ⑩ Theme of the project should be clarified at the time of registration.
- ⑩ Report should be submitted on time.
- ⑩ Participants are allowed to use any programming language.
- ⑩ At the time of judging, all the member of the team should be present.
- ⑩ Dress code of the participants should be formal.
- ⑩ Decision of the jury will be the final decision.

4.Certificate policy

- ⑩ Winning team will be awarded with the cash prize of Rs.10,000, first runner up will be awarded with the cash prize of Rs.5000.
- ⑩ The winning team will be awarded with the trophy as well as medal and certificate.
- ⑩ All the participants will be awarded with the certificate of participation.

5.Registration information

- ⑩ Registration: Rs. 2000
- ⑩ Deadline: **Ashad 28, 2076**
- ⑩ Register at Nepal College of Information Technology (NCIT) Balkumari, Lalitpur
- ⑩ Contact:

Subarna Tiwari: 9845706332
Rajan Maharjan: 9860124285

7.8 SEMINARS

Seminars are prestigious part of this NEXT event, so they are the place where you most want the opportunity to discuss and chime in with your thoughts on the topics at hand. This allows for opening up the floor for discussion pertaining to the engineering world and hearing about other ideas on the topic.

Seminars in this event are designed to provide research talks, debate into the hot topics affecting engineers and technicians across the globe. It is a great place to test out some new ideas or theories that you have been thinking about but aren't 100% confident with yet. The seminars will be led by experienced engineer, researcher and experts from various backgrounds. Participants can share their insights and thoughts on how to resolve the problem, which can offer a fresh perspective when dealing with a problem. These seminars plan to include interactive engineering debate to ensure the maximum benefit for all participants.

The combined lists of all the forthcoming seminars are enlisted below:

- a. Cyber security & Ethical hacking. (Pros and Cons)
- b. TBM tunneling First practice in case of Bheri-Babai Nepal.
- c. Entrepreneurship, Start-up Ideas and Leadership Development.
- d. 5G Technology.
- e. WISTEM.
- f. Digital Marketing.
- g. AI and Big Data.
- h. Share market and analysis.
- i. Metro-rail and Mono-rail in Kathmandu city.
- j. Concept and challenges in Nijgadh airport/ HSETG engineering.
- k. Cloud and fog computing.
- l. Crypto currency and Blockchain technology.

Seminars time schedule:

<u>Topic</u>	<u>Date</u>	<u>Time</u>
Cyber security & Ethical hacking. (Pros and Cons)	2076/04/02	11:00 to 11:45
TBM tunneling First practice in case of Bheri-Babai Nepal.	2076/04/02	11:00 to 11:45
Entrepreneurship, Start-up Ideas and Leadership Development.	2076/04/02	12:30 to 1 :15
5G Technology.	2076/04/03	11:00 to 11:45
WISTEM.	2076/04/03	12:30 to 1 :15
Digital Marketing.	2076/04/04	11:00 to 11:45
AI and Big Data.	2076/04/02	12:30 to 1 :15
Share market and analysis.	2076/04/02	2:00 to 2:45
Metro-rail and Mono-rail in Kathmandu city.	2076/04/03	11:00 to 11:45
Cloud and fog computing.	2076/04/03	12:30 to 1 :15
Concept and challenges in Nijgadh airport/ HSETG engineering	2076/04/04	11:00 to 11:45
Crypto currency and Blockchain technology	2076/04/03	2:00 to 2:45

7.9. TECHTALKS

Tech talks are another important part of the event that hosts platform for technology based topics. Tech talk welcomes all distinguished academics to share their creative and innovative technologies. This is such a platform that unites IT professionals, researchers and great personalities and initiate knowledge-sharing events. It is beneficial for those people who are mad about the latest developments in programming languages, frameworks and technologies that shape the future of software industry. Here are some good tech talks in our list:

- a. Latex
- b. Physical Pen test
- c. Sensors Interfacing
- d. Talk Program in Quality control at construction
- e. React and Node JS.
- f. Full Stack Development.
- g. Talk program on Bio-Engineering.

Tech talks time scheduling:

<u>Topic</u>	<u>Date</u>	<u>Time</u>
Latex	2076/04/02	10:45 to 11:45
Physical Pen test	2076/04/03	10:45 to 11:45
Sensors Interfacing	2076/04/02	12:15 to 1:15
Talk Program in Quality control at construction.	2076/04/03	12:15 to 1:15
React and Node JS.	2076/04/03	2:00 to 3:00
Talk program on Bio-Engineering	2076/04/04	2:00 to 3:00
Full Stack Development.	2076/04/02	10:45 to 11:45

8. WORKCAMPS

The following are the list of **workcamps (workshop + boot camp)** that are to be held in the upcoming NEXT. These work camps are mainly targeted for **students of our college and enthusiasts**. The estimated time for each workcamp is about 10 days

WORKCAMPS:

- i. Data Science using Python.
- ii. IOT using Arduino.
- iii. Raspberry pi.
- iv. Open Source Devops.
- v. Drone Assembling.
- vi. Workshop on structural modeling analysis and design of multistory.
- vii. Workshop on 3D modeling by Sketch Up/Revit.
- viii. Workshop on estimating, costing and property valuation.
- ix. Office Package (Excel, MS-WORD, MS-POWERPOINT, Access).

9.GAMES

With every rise in technology, there is evolution of gaming. Gaming is the heart of attraction in every technical event and there is no doubt that NEXT GAMING will not live up to its expectation.

Following are the technical games:

TECHNICAL GAMES

1. PUBG: MOBILE
2. PUBG
3. DOTA 2
4. FIFA 19
5. CS: GO

And,

NON TECHNICAL GAMES

1. DART THROW
2. FUSSBALL
3. CAN KNOCKDOWN
4. TREASURE HUNT

VINTAGE GAMES

1. ROADRASH
2. NEED FOR SPEED 2000
3. MARIO
4. METALSLUG
5. MINICLIPS GAMES
6. TEKKEN
7. STREET FIGHTER(PLAYSTATION)
8. AND OTHERS

DETAILS OF ALL THE GAMES

1. PUBG: MOBILE

- ENTRY FEE: Rs.250 per person.
- 1ST PRIZE: 10,000 + CHICKEN DINNER/KFC BUCKET
- MOST KILLS: 2500
- All the winners will be provided with certificates.
- Rules and regulations:
 - Use of any abusive language is strictly prohibited.
 - All third party assisting software that changes the game content (e.g.: crosshairs, game interface, sfx, speed, game screen etc.) are prohibited during the tournament. The team will be disqualified.
 - All players are required to bring their own devices (smart phone, tablets) and chargers.
 - Emulator is strictly prohibited.

2. FIFA 19

- ENTRY FEE: 500
- 1ST PRIZE: 6,000 + JERSEY (CHOICE)
- 2ND PRIZE :4000+ JERSEY (CHOICE)
- 3RD PRIZE: 2000+ JERSEY (CHOICE)
- All the winners will be provided with certificates.
- Rules and regulations:
 - Use of any abusive language is strictly prohibited.
 - Consoles and controllers are provided and should be handled with care.
 - All matches will be the best of 1 game.
 - No warm up or practice games are permitted once the first game has begun.
 - If a match is played before the schedule time, it will not be considered a warm up and will count as an official result.
 - If a player is disconnected before the first 30 second or first goal is scored, the game must be restarted else the game will be resumed at the closest possible point.
 - Breaking any rule and any form of cheating, malfunctioning, abusing in game mechanics or unsportsmanlike behavior may result in a forfeit of a game.
 - Player may not use a turbo controller, a button macro controller or keyboard/mouse.

3. DOTA 2

- ENTRY FEE:500 PER PERSON/ 2500 PER TEAM
- 1ST PRIZE: 15000+TSHIRT+TROPHY
- 2ND PRIZE:7000+TSHIRT
- 3RD PRIZE:5000

Rules and regulations:

- The game will be played in captain draft mode.
- Foul language, offensive and disruptive behavior will not be tolerated from any player and will result in the following:
 - First Warning that the team captain has to acknowledge.
 - Second Warning will lead to forfeiting the game.
 - Third Warning will lead to disqualification from the tournament.
- All teams have to provide the administration the following information upon request:
 - full names of all members
 - Steam accounts of all members
 - Primary nicknames of all members
 - NCITity of all members
 - Identity of the captain and optionally of the manager
 - Clan logo (100x100px or bigger)
 - Skype account of the captain and/or manager

4. CS: GO

- ENTRY FEE:500 PER PERSON/ 2500 PER TEAM
- 1ST PRIZE: 15000+TSHIRT+TROPHY
- 2ND PRIZE:7000+TSHIRT
- 3RD PRIZE:5000
- Rules and regulations:
 - a. Team captions are required to update the admin beforehand and provide full details on players and stand-ins. This includes full name, in game nickname, and steam account.
 - b. Each team must have 5 players and one stand in player but cannot be an existing player in tournament. (Even if that player was eliminated in an earlier stage.)
 - c. A knife round will be played to determine the sides. This is forced by the server. The winner of this knife round will choose the side by typing, stay or, switch in the chat.
 - d. If the server crashes before three rounds have been completed (in a half), the server must be restarted and the half's score will be reset to 0-0.
 - e. If the server crashes after the third round has been completed, the half must be restarted with start money 2000 and the score will be counted from the last completed round. The start money is set to 2000 and the team that lost the last round kills itself using "kill" in the console. This round does not count. The half continues with the following round. The start money has to be set to 800 again.
 - f. If a player drops the server will be paused at the end of the current round.
 - g. The waiting time for a dropped player is 15 minutes. If the player or a substitute rejoins the server and both teams are ready, the game can be resumed. In case the dropped player does not reconnect within 15 minutes and there is no substitute available, the team must continue playing with one less player.
 - h. Foul language, offensive and disruptive behavior will not be tolerated from any player and will result in the following:
 - i. First Warning that the team captain has to acknowledge.
 - j. Second Warning will lead to forfeiting the game.
 - k. Third Warning will lead to disqualification from the tournament.

5. PUBG

- ENTRY FEE: NULL
- GIVE AWAY SPONSORS CHOICE

VINATGE GAMING

1. MARIO

2. TEKKEN

3. CONTRA

4. MINI MILITIA

5. METAL SLUG

6. ROADRASH

And so on

10.Walk-In Interview:

Walk-In Interview in NEXT is an opportunity for tech enthusiast to get into a job or an intern in front of the host companies HRM. There is no prior appointment for an individual to get interviewed by the company as it happens in place. An interested Candidate must take their CV or Resume to submit to the company for hiring. Walk-In Interview is of short duration comprising of few questions to test the candidate's ability.

Benefits for Interested Candidate:

- i) Walk-In Interview is more of casual meeting than the normal formal meeting.
- ii) Applicants get to know about company's philosophy without devoting much of their time and resources.
- iii) Applicant will be familiar about the company's working environment and can decide whether he fits in or not.
- iv) Applicants could be hired by the company if reaches the required criteria