

# CISC- CRESCENT INSTITUTE OF SCIENCE AND TECHNOLOGY



POWERING ENTREPRENEURSHIP AT  
CRESCENT

# E-Summit 2024



# Welcome

# E-Summit 2024

E-Summit, CRESCENT INSTITUTE OF SCIENCE AND TECHNOLOGY, flagship event, focuses on young entrepreneurs and their venture and is an entrepreneurial extravaganza filled with an insane amount of energy and enthusiasm. There is something for every one to gain and learn from complete entrepreneurship to startup founders.

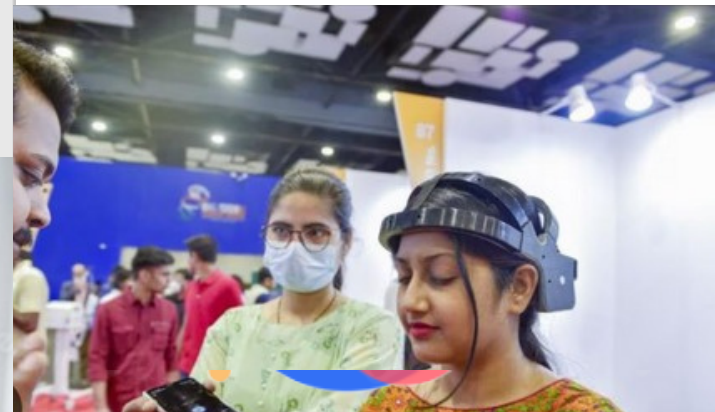
With more than 30 speakers, 10 startups, 25 investors and over 500 attendees, E-Summit is truly one of the finest learning opportunities for attendees and other stakeholders.



# INITIATIVES

## Start-upExpo

Immerse yourself in a dynamic atmosphere, where innovation and creativity converge to redefine the future of industries. This Expo offers a unique platform to not only sell your groundbreaking products but also to gain valuable insights and feedback on your offerings.



## inspirit sessions

The inspirit lecture bring you entrepreneurs from various industries to share their experiences of navigating challenges and seizing opportunities .Come and get insights and inspiration from some of the brightest minds in the startup ecosystem.





## ON SPOT PROMOTION

### DESCRIPTION

Unleash your marketing creativity in our "On Spot Promotion" event! Pitch a surprise product in just 8 minutes using your creative skills. Solo participants only. Are you up for the challenge?

### RULES

1. Only individual participation is encouraged.
2. Participants must pitch the product provided by us on the spot.
3. There will be a time limit of 8 minutes per participant.
4. Participants must use their creative skills to pitch the product.
5. The product will be given to them an hour before the actual pitch for preparation.

### WINNING CRITERIA

- The participant with the most creative presentation and pitch will be the winner.



### DESCRIPTION

Pitch your game-changing idea or product to potential investors! Form a team, get creative, and prepare for a 15-minute presentation with Q&A. Dive into the tank and make your pitch unforgettable!

### RULES

1. Participants can form a group of 1-5 members.
2. The group must submit their idea template/actual product 20 days before the event for verification by CIIC & CISC members.
3. Once the product is approved by our team, participants will be allowed to participate.



4. Presentation/pitch time must be less than 15 minutes.
6. If investors are satisfied, discussions will be initiated.
7. Participants must have knowledge of equity share, profit, loss, and other business-related parameters of their company/product.

### WINNING CRETERIA

- The team that successfully attracts investors with their concept/product will receive cash.
- Others will receive certificates, suggestions, and exposure.

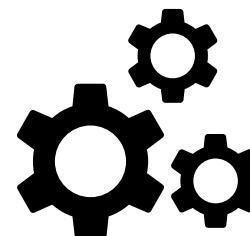


### DESCRIPTION

workshop is designed to provide valuable insights and skills for freelancers. It will cover topics like self-employment, client management, marketing, financial management, and career development within the freelance industry.

### RULES

1. Registration is required for participation through a Google Form.
2. Live interaction with an experienced speaker is guaranteed.
3. Focus on content creation aligned with current trends.
4. Workshop materials and resources will be provided to registered participants.







- 5. Topics covered include social media content, SEO optimization, and multimedia content creation.
- 6. Interactive sessions allow participants to ask questions and engage in discussions.
- 7. Practical exercises and case studies enhance learning.
- 8. Participants will receive a certificate of participation upon successful completion.

# Oneday shop

**ONE DAY SHOP (Only for Crescentians, Non-Food Items, Food Items without Cooking)**



**Rule 1: Eligibility**  
 Description: Participation in the ONE DAY SHOP event is exclusively open to individuals with a valid Crescentians affiliation, including students, faculty, staff, and alumni. Proof of Crescentians status, such as a school ID or alumni card, must be presented for registration.

**Rule 2: Non-Food Items**  
 Description: The event focuses solely on the sale and exhibition of non-food items. Participants are encouraged to showcase and sell products like clothing, accessories, art, crafts, books, electronics, and other non-edible items.

**Rule 3: Food Items without Cooking**  
 Description: While food-related items are permitted, they must not require on-site cooking or heating. Participants can offer snacks, packaged foods, beverages, and similar items that do not involve any cooking or preparation on-site.

**Rule 4: Stall Setup and Cleanup**  
 Description: Participants are responsible for setting up their stalls in an organized and visually appealing manner. It is also their responsibility to maintain cleanliness throughout the event. All materials used in stall setup should be removed at the end of the event to leave the venue tidy.

## WINNING CRETERIA

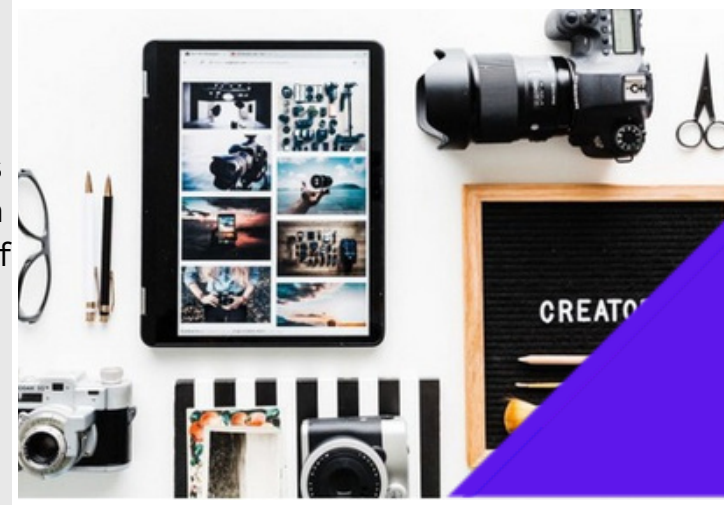
Based on profits



# 'BizLens Expo

**Rule 1: Theme Alignment**  
 Description: All submitted photographs and advertisements must align with the theme of entrepreneurship. Images and ads should reflect the spirit, challenges, and opportunities of entrepreneurship to inspire and inform viewers.

**Rule 2: Originality**  
 Description: Participants must create original content. Plagiarism or unauthorized use of copyrighted material is strictly prohibited. All entries should be the product of the participant's creativity and photography skills.





### Rule 3: Photo and Ad Specifications

Description: Photographs should be high-resolution images, and advertisements should be well-designed visuals suitable for promotion. Technical specifications for image resolution, file format, and size will be provided upon registration.

### Rule 4: Content Relevance

Description: Each entry should be accompanied by a brief description or caption explaining how it relates to entrepreneurship. Entries will be judged not only on the visual appeal but also on their ability to convey a compelling entrepreneurial message.



## Rule 5: Ethical Considerations

Description: Participants must adhere to ethical standards in their work. Content that promotes harmful practices, discriminates against any group, or violates any laws or regulations will be disqualified. Respect for cultural sensitivities is essential.



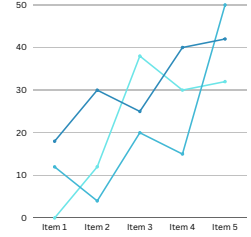
## E-Mergence Project EXPO

### 1. Rule: Project Submission Deadline

Description: All participants must submit their project entries by the specified deadline. Late submissions will not be accepted, as they need to be reviewed and prepared for the expo.

2. Rule: Project Presentation  
Description: Each participant or team will be allotted a specific time slot to present their project in the networking arena. This presentation should cover the project's goals, methodologies, and outcomes.

IDEAS TO PROJECTS



## Rule: Networking and Collaboration

Description: Participants are encouraged to network and collaborate with other attendees during the event. Building connections and forming alliances can enhance the project's potential and impact positively on the selection process.

### 4. Rule: Like-Based Winner Selection

Description: The winner of the E-Mergence Project EXPO will be determined based on the number of "likes" or positive feedback received from fellow attendees. Attendees can vote for their favorite projects, and the project with the most likes wins.



# MINI HACKATHON

By participating in our mini hackathon, you'll have the chance to showcase your talents, learn from peers, and potentially win exciting prizes while contributing to the advancement of technology and innovation. We look forward to your participation and the amazing ideas that will emerge during this event.



## Rules for 6-Hour Mini Hackathon (Team Size: Maximum 5)

### 1. Registration and Eligibility:

- Eligibility is open to individuals or teams with a maximum of 5 members.
- All participants must register by [registration deadline] to secure their spot.

### 2. Theme and Challenges:

- The hackathon theme or challenges will be revealed [specify when].
- Challenge details, including specific requirements and constraints, will be provided at the beginning.

### 3. Duration:

- The hackathon will run for a duration of exactly 6 hours.
- The event starts at [start time] and ends at [end time] (please specify time zone).

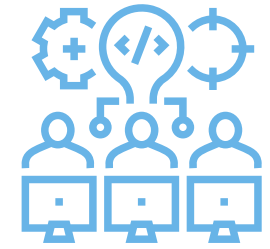


### 4. Tools and Technologies:

- Participants are free to use any programming languages, platforms, and tools of their choice.
- Ensure access to necessary resources for all participants.

### 5. Code of Conduct:

- All participants must adhere to a code of conduct that promotes respect, inclusivity, and ethical behavior.
- Cheating, plagiarism, or unsportsmanlike conduct will result in disqualification.



### 6. Submissions:

- Participants must submit their projects in the specified format by [submission deadline].
- Submissions should be made through [submission method].

### 7. Judging Criteria:

- Projects will be evaluated based on predetermined criteria, including creativity, functionality, and user experience.

### 8. Prizes and Recognition:

- Prizes and recognition will be awarded to the top-performing teams.
- [Specify details about prizes and sponsors, if applicable].





**Voting Eligibility:** All registered attendees of the E-Mergence Project EXPO are eligible to participate in the "Like-Based Winner Selection."

**Voting Process:** Attendees will have the opportunity to view and evaluate the showcased projects during the event.

**Fair Play:** Attendees are encouraged to vote honestly and fairly, based on their genuine appreciation for the projects.

1. **Voting Deadline:** The voting period will be clearly defined and communicated during the event. All likes and feedback must be submitted within this timeframe.
2. **Winner Determination:** The project with the highest number of "likes" or most positive feedback at the end of the voting period will be declared the winner of the E-Mergence Project EXPO..



- **Announcement:** The winner will be announced during the event or at a designated time and will receive the designated recognition or prize.
- **Fairness and Integrity:** Any attempts to manipulate or unfairly influence the voting process may result in disqualification.

The "Like-Based Winner Selection" rule adds an engaging and interactive element to your event, allowing attendees to actively participate in recognizing and celebrating their favorite projects. It's essential to promote fair play and maintain the integrity of the voting process



## StockMaster Challenge

### Rules:

1. The Event is open to all individuals
2. Participants will be provided with a virtual fund of \$100000 at the start of the event
3. Participants can only trade during the event hours
4. No Short selling is allowed
5. Minimum transaction amount is \$1000
6. Stock prices will refresh every few minutes to simulate real-time trading

### Winning Criteria:

The winner will be determined based on the highest portfolio value at the end of the event.

