

DON BOSCO COLLEGE

PANJIM

DEPARTMENT OF COMPUTER APPLICATIONS

PRESENTS

COLLOSSUS X 10.0

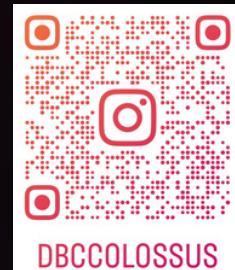
#thinkdifferent



email : colossusx10@gmail.com



instagram : dbccolossus



DBCCOLOSSUS

# DAY 1 SCHEDULE

Timing	Hall	BCA Lab 1	BCA Lab 2	Room 1	Room 2
8:30 - 9:30	Registration				
9:30 - 10:00	Inaugural Ceremony				
10:00 - 10:15		TEA BREAK			
10:15 - 11:15	Filmatory (Round 1)				
11:15 - 12:15	Tech-Drive	Runtime Terror (Round 1)		Smarticus (Round 1)	High-Tension (Round 1)
12:15 - 1:15	Research Time	Runtime Terror (Round 2)		Let's Re-Scrap	
1:15 - 2:15		LUNCH BREAK			
2:15 - 3:15	Extempore	Runtime Terror (Round 3)	Archi-Tech		
3:15 - 4:00	Let's Re-Scrap (Display)			Filmatory (Round 2) Submission	

# DAY 2 SCHEDULE

Timing	Hall	BCA Lab 1	BCA Lab 2	Room 1	Room 2
9:30 - 10:30	<b>High-Tension (Round 2)</b>	Webster	Develop-Verse		
10:30 - 11:30	<b>Smarticus (Round 2)</b>		<b>Surprise Event</b>		
11:30 - 12:00	<b>Meme Making</b>				
12:00 - 1:00	<b>Shark Pitch</b>				
1:00 - 1:30	<b>Filmatory (Round 2)</b>				
1:30 - 2:30	<b>Prize Distribution &amp; Closing Ceremony</b>				

# **GENERAL RULES**

- REGISTRATION FEE RS. 1800/- PER TEAM.
- EACH COLLEGE MUST CONSIST OF A TEAM OF 12 STUDENTS PARTICIPATING (EXCLUDING GAMING EVENTS)
- COLLEGES PARTICIPATING MUST CONFIRM THEIR PARTICIPATION LATEST BY 31ST DECEMBER 2022
- COLLEGE ID IS MANDATORY FOR REGISTRATION.
- JUDGE'S DECISION WILL BE FINAL AND BINDING.
- EARLY BIRDS WILL GET 50 POINTS.
- ANY INDISCIPLINE ACT OR VIOLATION OF CODE OF CONDUCT BY PARTICIPANTS WILL LEAD TO DISQUALIFICATION OF THE TEAM.
- KINDLY MAINTAIN DECENCY AND DECORUM. YOUR COOPERATION IS THE KEY TO SUCCESS.
- PARTICIPANTS ARE RESPONSIBLE FOR THEIR BELONGINGS, COLLEGE IS NOT RESPONSIBLE FOR ANY LOSS.
- ALL THE SUBMISSIONS DONE BY THE PARTICIPANTS WILL BE CONSIDERED AS THE PROPERTY OF DON BOSCO COLLEGE.



A complex network graph composed of numerous small, glowing red dots (nodes) connected by thin, translucent red lines (edges). The nodes are scattered across the frame, creating a sense of organic, interconnected data. The lighting is low, making the red glow stand out against the dark background.

**PRE - EVENT**

# MEME MAKING

## TOPIC: LIFE OF A CODER

- PARTICIPANTS MUST USE FUNNY OR RELATABLE IMAGES OR VIDEO CLIPS ABOUT THE LIFE OF A CODER. USE OF COPYRIGHTED MATERIAL IS PROHIBITED.
- ADD A CAPTION OR TEXT TO THE IMAGE OR VIDEO CLIP THAT IS BOTH FUNNY AND RELEVANT TO THE TOPIC, BUT NOT OFFENSIVE.
- USE OF VULGARITY OR ABUSIVE LANGUAGE WILL LEAD TO DISQUALIFICATION.
- PARTICIPANTS CAN INCLUDE A SOUND BITE OR VOICEOVER TO ENHANCE THE MEME'S HILARIOUSNESS.
- THE MEME MUST BE SENT TO THE PROVIDED EMAIL ADDRESS BY 02 JANUARY 2023.

COLOSSUSX10@GMAIL.COM

- THE MEME WILL BE POSTED ON THE DON BOSCO COLLEGE INSTAGRAM PAGE, THE PARTICIPANTS CAN SHARE THE LIKES OF THE POST TO INCREASE THEIR LIKES
- EVALUATION CRITERIA: CREATIVITY, HILARIOUSNESS & SOCIAL MEDIA REACH

# OFF-STAGE EVENTS

# RUNTIME TERROR

**NUMBER OF PARTICIPANTS: 2**

- **COMPETITION CONSISTS OF 3 ROUNDS**
- **ROUND 1 CONSISTS OF SOLVING A PROBLEM IN C**
- **ROUND 2 CONSISTS OF DEBUGGING**
- **ROUND 3 CONSISTS OF SOLVING A PROBLEM WITH A SURPRISE TWIST.**
- **USE OF THE INTERNET IS PROHIBITED**
- **WINNER WILL BE DECLARED ON THE NUMBER OF ROUNDS THE TEAM WINS**

# LETS RE-SCRAP

**NUMBER OF PARTICIPANTS: 2**

- **PARTICIPANTS MUST GET THEIR OWN MATERIALS.**
- **ONLY E-WASTE MATERIALS WILL BE ACCEPTED.**
- **USE OF THERMOCOL IS PROHIBITED.**
- **PARTICIPANTS WILL NOT BE PERMITTED TO INTERACT WITH MEMBERS OF OTHER TEAMS.**
- **EVALUATION CRITERIA: CREATIVITY, EFFECTIVENESS, CLEANLINESS**

# ARCHI-TECH

**NUMBER OF PARTICIPANTS: 2**

- THE OBJECTIVE OF THE EVENT IS TO BUY ESSENTIAL PARTS TO ASSEMBLE A WORKING COMPUTER USING E-SHOPPING WEBSITES.
- PARTICIPANTS WILL BE PROVIDED WITH A LIMITED BUDGET AND A TIME LIMIT OF 1HR
- A LIST OF PARTS THAT NEED TO BE PURCHASED WILL BE PROVIDED AND ONLY A SELECT FEW WEBSITES WILL BE ALLOWED FOR THE COMPETITION.

# WEBSTER

NUMBER OF PARTICIPANTS PER TEAM: 2

- **BUILD A WEBSITE.**
- **TOPIC WILL BE GIVEN ON THE SPOT.**
- **PARTICIPANTS WILL HAVE TO USE HTML, CSS, AND JS.**
- **WEBSITE SHOULD HAVE DATABASE CONNECTIVITY.**
- **NO TEMPLATES WILL BE ALLOWED.**
- **JUDGING CRITERIA**
  - ❖ **UI DESIGN**
  - ❖ **VALIDATIONS AND TESTING**
  - ❖ **DATABASE DESIGN**
- **TIME LIMIT: 1 HR**

# DEVELOP-VERSE

NUMBER OF PARTICIPANTS : 2

- THE PARTICIPANTS WILL HAVE TO BUILD A GAME USING HTML, AND CSS JAVASCRIPT IN THE GIVEN PERIOD.
- TIME LIMIT: 1 HOUR

# ON-STAGE EVENTS

# FILMATORY

## ROUND 1 (ICEBREAKER)

- THE PARTICIPANTS HAVE TO MAKE A TEAM INTRODUCTION VIDEO OF 2 MINS DURATION
- ALL THE PARTICIPANTS SHOULD BE PART OF THE VIDEO.
- PARTICIPANTS MUST SUBMIT IT ON COLOSSUSX10@GMAIL.COM
- PARTICIPATING TEAM MUST MENTION THE TEAM NAME IN THE VIDEO
- FORMAT OF NAMING THE FILE SHOULD BE AS FOLLOWS:  
EG: TEAMNAME\_ICEBREAKER.MP4

## ROUND 2

- THE TOPIC FOR VIDEO EDITING WILL BE REVEALED FOLLOWING THE INAUGURATION OF THE EVENT.
- ONE ENTRY PER TEAM.
- PARTICIPANTS WILL CREATE THE VIDEO ON THE FIRST DAY OF THE EVENT AND SUBMIT IT ON COLOSSUSX10@GMAIL.COM BY THE END OF THE FIRST DAY (I.E., BEFORE 05:00 PM).
- MAXIMUM DURATION FOR THE VIDEO IS 3 MINUTES
- NO COPYRIGHT MATERIAL SHOULD BE USED IN THE VIDEO.
- THE VIDEO MUST BE SHOT ON CAMPUS AND COLLEGE PREMISES.
- INAPPROPRIATE CONTENT WILL LEAD TO DISQUALIFICATION.
- WINNING CRITERIA: CREATIVITY AND UNIQUENESS.

# TECH-DRIVE

**NUMBER OF PARTICIPANTS: 1**

- CANDIDATE SHOULD INTRODUCE HIMSELF.
- CANDIDATE SHOULD BE DRESSED IN FORMAL ATTIRE
- A TECHNICAL INTERVIEW WILL BE CONDUCTED.
- JUDGING CRITERIA
  - ❖ OVERALL PRESENTATION
  - ❖ CONFIDENCE
  - ❖ TECHNICAL KNOWLEDGE
- TIME LIMIT PER CANDIDATE - 10 MINUTES

# RESEARCH TIMES

**NUMBER OF PARTICIPANTS: 1**

**TOPIC WILL BE GIVEN BY LOT PICKING ON 2ND JANUARY 2023 ALONG WITH PAPER FORMAT.**

## **PRELIMINARY ROUND - OFFSTAGE**

- PARTICIPANTS WILL HAVE TO SUBMIT A WORD FILE & PRESENTATION SLIDES OF THE PAPER ON YOUR TOPIC IN THE GIVEN FORMAT.**
- WORD FILES & PRESENTATION SLIDES SHOULD BE SUBMITTED AT THE TIME OF REGISTRATION.**
- PAPERS WILL BE DISQUALIFIED IF THE FORMAT IS NOT FOLLOWED.**
- THE TOP 4 TEAMS WILL QUALIFY FOR THE FINAL ONSTAGE ROUND.**

## **FINAL ROUND – ONSTAGE**

- QUALIFIED TEAMS WILL HAVE TO PRESENT THE PAPER WITH THE HELP OF PRESENTATION SLIDES.**
- MAXIMUM DURATION FOR PRESENTATION WILL BE 5 MINUTES.**
- THIS WILL BE FOLLOWED BY A QUESTION-AND-ANSWER SESSION.**
- PARTICIPANTS HAVE TO BE FORMALLY DRESSED.**
- WINNING CRITERIA: RELEVANCE TO THE TOPIC, KNOWLEDGE OF THE TOPIC, OVERALL PRESENTATION, AND AESTHETICS.**

# EXTEMPORE

**NUMBER OF PARTICIPANTS: 1**

- **ON-STAGE EVENT.**
- **PARTICIPANT HAS TO PICK A TOPIC.**
- **PARTICIPANTS WILL BE GIVEN 2 MINUTES FOR PREPARATION AND 3 MINUTES TO TALK.**
- **EXCEEDING THE DURATION WILL LEAD TO THE DEDUCTION OF POINTS OR DISQUALIFICATION.**
- **USE OF ELECTRONIC GADGETS IS PROHIBITED.**
- **WINNING CRITERIA: RELEVANCE TO TOPIC, CONFIDENCE, CONTENT & PRESENTATION**

# HIGH TENSION

**NO. OF PARTICIPANTS PER TEAM - 1**

**NO. OF ROUNDS: 2**

## **ROUND 1**

- A GROUP DISCUSSION WILL BE CONDUCTED.
- THE BEST 4 GROUPS WILL MOVE TO ROUND 2.
- CRITERIA FOR SELECTION:
  - ❖ COMMUNICATION SKILLS
  - ❖ VALIDITY OF ARGUMENTS MADE

## **ROUND 2**

- TOPIC WILL BE GIVEN ON THE SPOT.
- PARTICIPANTS WILL PICK LOTS TO DECIDE WHETHER THEY WILL SPEAK FOR OR AGAINST THE MOTION.
- 2 MINUTES TO PREPARE
- PARTICIPANTS WILL BE GIVEN 3 MINUTES TO PUT FORWARD THEIR ARGUMENTS.
- ONCE EVERY PARTICIPANT PUTS FORTH HIS ARGUMENTS, THE COUNTER-QUESTIONING ROUND BEGINS WHERE EACH PARTICIPANT HAS AN OPPORTUNITY TO COUNTER THEIR OPPONENTS.

## **JUDGING CRITERIA**

- ORATORY SKILLS.
- VALIDITY OF ARGUMENTS
- COUNTERS AND RESPONSES

# SMARTICUS

NUMBER OF PARTICIPANTS: 2

## PRELIMINARY ROUND - OFFSTAGE

- PARTICIPANTS WILL HAVE TO ANSWER A PRELIMINARY TEST TO QUALIFY FOR THE FINAL ONSTAGE ROUND.
- THE TOP 4 TEAMS WILL QUALIFY FOR THE FINAL ONSTAGE ROUND.
- USE OF ELECTRONIC GADGETS IS PROHIBITED.

## FINAL ROUND – ONSTAGE

- PARTICIPANTS QUALIFIED FOR THE FINAL ROUND WILL HAVE TO APPEAR ONSTAGE FOR THE QUIZ.
- THE TEAM TO SCORE THE HIGHEST POINTS FOR THE QUIZ WINS.
- DECISION OF THE QUIZ MASTER WILL BE FINAL AND BINDING.
- USE OF ELECTRONIC GADGETS IS PROHIBITED.

# SHARK PITCH

NUMBER OF PARTICIPANTS: 2

INVENT ANY PRODUCT OF YOUR OWN RELATED TO TECHNOLOGY TO THE PRESENT.

CHOOSE ANY ONE:

1. SOFTWARE TECHNOLOGY
2. HARDWARE TECHNOLOGY

- PARTICIPANTS MUST PRESENT IN ABOUT 3-5MINS
- PROTOTYPE PRESENTATION IS OPTIONAL.
- PRODUCT SHOULD HAVE A NAME AND PRICE.
- PARTICIPANTS HAVE TO EXPLAIN THE FEATURES & FUNCTIONING OF THE PRODUCT FOLLOWED BY A QUESTION-AND-ANSWER SESSION.
- PARTICIPANTS HAVE TO BE FORMALLY DRESSED.
- WINNER WILL BE SELECTED BASED ON UNIQUENESS OF THE PRODUCT, PRESENTATION AND CREATIVITY.

# EVENT INCHARGES

• MEME MAKING - RACHEL WAIKAR	8668233597
• RUNTIME TERROR - SAHIL PATEL	9106878189
• LETS RE - SCRAP - DIVYA KAMAT	9405646147
• ARCHI - TECH - KANISHK JOHARI	9936062878
• WEBSTER - DILIP VISHWAKARMA	8412099017
• DEVELOP - VERSE - ADITYA KARANDE	9307278143
• FILMATORY - RACHEL WAIKAR	8668233597
• TECH-DRIVE - OM NAIK	7972593612
• RESEARCH TIMES - SELWYN D'SOUZA	9767432388
• EXTEMPORE - MYRON COELHO	9527322829
• HIGH TENSION - VARUN THANKI	7057536378
• SMARTICUS - KENNETH RODRIGUES	9764367742
• SHARK PITCH - MANASVI BODKE	9922433683

# SEE YOU AT THE EVENT GOOD LUCK

- COLOSSUS CHAIRMAN - ADITYA KARANDE

9307278143

- COLOSSUS VICE CHAIRMAN - OM NAIK

7972593612

- FACULTY IN-CHARGE

ASST. PROF. SHANTANU ARLEKAR

9657962064

ASST. PROF. ROHAN KERKAR

9158095645

ASST. PROF. SHREESHA P.J.

9686976577

ASST. PROF. PALASH RAIKAR

9158968961