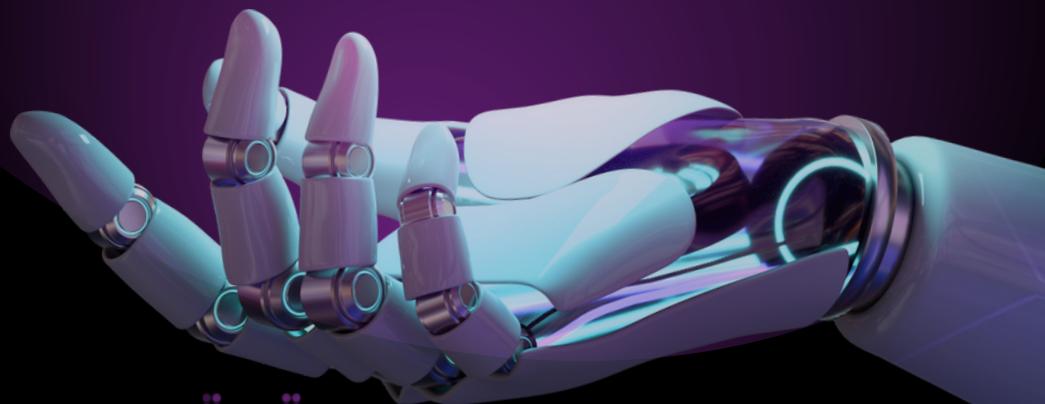


XENIA '24

BRIDGING IMAGINATION
& REALITY

1 TO 4 FEBRUARY



PICT CSI STUDENT BRANCH
RULEBOOK
2024

ABOUT XENIA

XENIA is an Annual Technical Fiesta, organised by PICT CSI Student Branch.

It is a well-known inter-college fest, with technical and non-technical events.

It is a four-day fest, where bright minds from all around participate, to compete amongst themselves.

The organising team in XENIA consistently strives in exploring various technologies to bring you the most innovative events.

XENIA emphasises on the technical events while also bringing you the opportunity of participating in various ingenious non-technical events.

ABOUT COMPUTER SOCIETY OF INDIA



Today the Computer Society of India takes pride in being the largest and the most professionally managed association of and for IT professionals in India. The purposes of the Society are scientific and educational directed towards the advancement of the theory and practice of Computer Science and Information Technology. The seed for the Computer Society of India (CSI) was first sown in the year 1965 with a handful of IT enthusiasts who were a computer user group and felt the need to organize their activities. They also wanted to share their knowledge and exchange ideas on what they felt was a fast emerging sector.

ABOUT PICT CSI STUDENT BRANCH



PICT CSI Student Branch [PCSB], working under CSI, was established in 2016 with an objective to facilitate research, knowledge and career enhancement for the students of PICT, along with inspiring and nurturing new entrants into the industry.

It provides a platform for technical and non-technical education.

One of our key strengths at PCSB is our rate of growth in a short span of time. We take pride in the fact that we are one of the best student communities in Pune, still growing at an exponential rate.

SCHEDULE

HACK-AI-THON

Seminars: 31 Jan & 1 Feb

Round 1: 2nd Feb, 10am onwards

Round 2: 4th Feb, 9am-2pm

XENALYTICS

Round 1: 2nd Feb, 9am - Datasets released, 12-6pm - News broadcasting
Round 2: 3rd Feb, 2pm-6pm

XENOGENIC

Round 1: 2nd Feb, 6:00pm-6:30pm

Round 2: 3rd Feb, 2pm-3pm

Round 3: 4th Feb, 11am-12pm

XENATHON

Ideathon

R1: 2nd Feb till 6:30pm

R2: 4th Feb 1-3pm

ChannelXpo

R1: 1st Feb till 10pm

R2: 4th Feb 10-12pm

CODESTRIKE

Round 1: 1st Feb, 8-10pm

Round 2: 2nd Feb, 9-11pm

SCHEDULE

NINJA CODING

Round 1: 2nd Feb, 7-8pm

Round 2: 3rd Feb, 9-11:15pm

C2C

Round 1: 1st Feb, 5:00-5:30pm

Round 2: 2nd Feb, 4:45-5:45pm

Round 3: 3rd Feb, 10-11am

FANDOM

Round 1: 2nd Feb, 4:15-6:15pm

Round 2: 3rd Feb, 12:00-1:00pm

CRICWARS

Round 1: 1st Feb, 10-11pm

Round 2: 2nd Feb, 4-5pm

Round 3: 10am onwards

DECRYPTO HUNT

Round 1: 1st Feb, 5:30-6:30pm

Round 2: 3rd Feb, 11am-12pm

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HACK-AI-THON

GENERAL INSTRUCTIONS

- Registration fee for this event is Rs. 120 only.
- The hackathon registration form is posted on Unstop.
- Each team must decide upon a team leader, and he/she must fill the form on behalf of the team.
- Team size: 2 to 4 members.
- Problem statements will be released on 30/01/24.

ROUND 1 PRESENTATION ROUND

- Teams must report to the specified venue in their respective time slots with their presentations.
- Each team must present their approach to a solution based ONE problem statement of their choice.
- Presentations must be precise and contain no more than 4 slides.
- Each team shall present for not more than 5-7 minutes.
- Teams will be evaluated based on their presentations and proof of concept.
- Selected teams will advance to Final Round.

HACK-AI-THON

ROUND 2

FINAL ROUND

- Teams selected for the Final Round can start working on their projects immediately.

3rd February:

- Teams can remotely work on the problem statement selected by them.
- Since there are no restrictions herein, teams are expected to come up with innovative solutions that contain key differentiating factors when compared to existing solutions. This will be one of the primary evaluation criteria.

4th February [offline]:

- Teams need to be present at the specified venue with their projects for the completion phase.
- Judges will review the projects and suggest runtime changes which the teams need to implement efficiently.
- Teams will be evaluated on this basis.
- There is NO RESTRICTION on use of any and all resources available.
- Datasets will NOT be provided by the organizers and can be obtained from online sources (Kaggle, Google Dataset Search, etc.)

XENALYTICS



GENERAL INSTRUCTIONS

- Xenalytics is an event that integrates finance analytics with the strength of AI and machine learning effortlessly.
- This event is based on a broad dataset, which includes the stock prices of companies for a period of 50 days.
- The main focus of Phase 1 is to explore the dataset, news and use advanced analytics and ML model training techniques.
- In Phase 2, participants present their analysis reports, ML models and charts/visualizations in a competitive showcase.
- This ends up to a very interesting pitch economic investment strategies to a board of respected judges.
- The service offered by Xenalytics is dynamic as it combines financial insights with machine learning competence, which gives a path to innovation and cooperation between finance and technology.

XENALYTICS

RULES

- Team should consist of 1-3 members.
- Presentation round is divided into two parts:
 - a. Pitch - 15 minutes
 - b. QnA - 5 minutes.
- At time of presentation you are expected to have a Strategy report, and PPT.
- These may contain your Visualisations, predictions of ML model, etc.
- Allowed Report types - PDF.
- Allowed Data visualisation tools - PowerBi, Tableau, Matplotlib, Seaborn.
- Competitors are free to use any ML libraries.
- Use of AI assistants like ChatGPT, Bard, etc. are prohibited.
- Your content will be scanned to detect whether it is AI generated

XENALYTICS

REPORT FORMAT

1. Your proposed company/companies for investment.
2. Strategy/ Reason
3. Data visualisations
4. Results of ML model

MARKING SCHEME

- Application of AI/ML - 20
- Data visualisations - 20
- Report - 15
- Strategy of investment - 15
- Investment of judges in proposed company - 10
- Presentation skills - 10
- QnA - 10



XENOGIC

GENERAL INSTRUCTIONS

- All rounds are individual and group participation is not allowed.
- Judging criteria are established and fixed for each round to ensure fairness.
- Extra time won't be allocated unless some technical glitch occurs.
- The venues for each round will be communicated well in advance to all participants.
- All participants are supposed to register individually for Round 1 through the Xenia web portal or application.

XENOGIC

ROUND 1

ONLINE APTITUDE CHALLENGE

- This round will be conducted in online mode.
- This round will consist of 35 logic-based and aptitude questions which will check the efficiency and problem-solving skills of the candidate.
- One mark is awarded for each right answer. There is no negative marking.
- The time limit for this round is 30 minutes.
- The top 75 contestants will qualify for Round 2
- The time taken to solve the quiz would act as a tiebreaker in case of a tie.
- No extra time will be allotted.

ROUND 2

SCENARIO ROUND

- This round is conducted in offline mode.
- The shortlisted students from the Online Aptitude challenge will appear for this round.
- This is a situation-based round. 20 situations will be given to the candidate and they are expected to provide creative and logical solutions to these situations and write them on paper.
- The time limit for this round is 45 minutes.
- No extra time will be allotted.
- Candidates must carry a blank paper and a pen with them.
- Based on the solutions' quality, the top 10 contestants will be selected for the final round.

XENOGIC

ROUND 3

FINALE - GPE ROUND

- This round will be conducted in offline mode.
- The top 10 finalists will appear for this round.
- This is a Group Planning Exercise (GPE) Round. All 10 finalists will be grouped for the activity.
- A hypothetical situation that requires a solution will be presented to the group. The group is given a set of resources and a limited amount of time to discuss and develop a plan to address the situation.
- This round is divided into three phases- understanding the problem, noting down the possible solutions, and Group discussion.
- Time allotted to read the card and understand scenario: 5 min.
- Time allotted to note down the possible solutions: 10 min.
- Time allotted for Group Discussion: 20 min.
- Each candidate is expected to actively participate in the group discussion, contribute ideas, and collectively arrive at a feasible and effective solution.
- They will be assessed on leadership skills, communication abilities, decision-making capabilities, and their approach to problem-solving.
- Participants are requested to carry a pen and a blank paper with them.
- The top 2 contestants, who can convince the judges, will be considered winners and will bag the cash prize.

XENATHON



IDEATHON

GENERAL INSTRUCTIONS

- Individual and group size upto 3 members is allowed.
- Registration for Xenathon carried on Xenia main website.
- All rounds will be conducted within the college premises.
- Themes for the problem statements are environment, healthcare, finance and banking, agriculture and rural development, education, defence and security, lifestyle and entertainment media, smart cities ,travel,others[mention].
- The venues for each round will be communicated to all participants on Xenathon whatsapp group.
- The final round will remain open for all the participants to spectate and learn from the teams that are shortlisted for the final round.

XENATHON

ROUND 1 ELIMINATION ROUND

- Conducted in online mode.
- Entries for round 1 will be taken through google form.
- Participants can choose any problem statement from the mentioned themes.
- All the registered teams are required to upload a ppt on 2nd February 2024 till 6:30 pm.
- The PPT should not contain more than 6 slides.
 - Slide 1: Title/Problem Statement
 - Slide 2 : Solution
 - Slide 3: Market Research and Competition Analysis
 - Slide 4 : Business Model and Prototype
 - Slide 5 : Challenges and Mitigations
 - Slide 6 : Marketing and Outreach
- Results of round 1 will be declared on 3 rd February 2024 on 12 PM.
- Short-listed teams will be notified via mails.

ROUND 2 FINAL ROUND

- All the shortlisted teams will be required to present their ideas and solutions in front of skilled panel of judges.
- Time limit : 3 minutes for presentation 3 - 4 minutes for Q&A.
- Participants are requested to present their presentations at the allotted time slots only.
- The decision of the judges and the organizing team will be final.
- The results will be declared on the closing ceremony of our Techfest XENIA'24.
- Winners will get the winning certificates and cash prizes.

XENATHON

CHANNELXPO

GENERAL INSTRUCTIONS

- Open to college students with a passion for creating YouTube content.
- Participants can be individuals or team size upto 2 members is allowed.
- Registration for Xenathon carried on Xenia main website.
- All rounds will be conducted within the college premises.
- The venues for each round will be communicated to all participants on Xenathon whatsapp group.
- The final round will remain open for all the participants to spectate and learn from the teams that are shortlisted for the final round.
- Every participant will receive Participation Certificate.

XENATHON

ROUND 1

- Conducted in online mode.
- All entries for Round 1 must be submitted via the provided Google Form on 1st February 2024 till 10 PM.
- Selection will be decided on the description of youtube idea and the answers to the questionnaire.
- Description of Youtube idea should not exceed 1000 word limit.
- Shortlisted participants for Round 2 will be notified via email on 2nd February 2024 at 7 PM.

ROUND 2

- Shortlisted participants are required to prepare a ppt about their youtube idea.
- Shortlisted participants are required to present their youtube ideas in front of skilled panel of judges.
- Participants can either present a ppt or a video presentation of not more than 3 minutes.
- The presentation should not exceed 6 slides.
- Participants will have an additional 3 to 4 minutes for a Q&A session with the judges.
- Participants will be judged based on the uniqueness of their channel idea, content quality, presentation skills, and responses during the Q&A session.
- Participants are requested to present their presentations at the allotted time slots only.
- The decision of the judges and the organizing team will be final.
- The results will be declared on the closing ceremony of our Techfest XENIA'24.
- Winners will get the winning certificates, cash prizes and a shout-out on PCSBs' official Instagram handle.



CODESTRIKE

GENERAL INSTRUCTIONS

- It is a competitive programming contest.
- Programmers may take up any language of their choice.
- Entries should be online booked or pre-registered.
- Plagiarism is strictly prohibited.
- If codes of 2 people are found, the same points will be deducted.
- Programmers may take up any language of their choice. [C, C++, Python, Java,etc.]
- Leaderboard is ACM Style. There is penalty of 5 minutes for every incorrect submission.

ROUND 1

- Number of Problems - 5 to 6
- Time Limit - 120 min
- Type - ONLINE
- Level - Easy to Medium-Hard
- The top 20 percent of students will move to round 2 from each category i.e. Junior/Senior.

CODESTRIKE

ROUND 2

- Number of Problems - 5 to 6
- Time Limit - 120min
- Type - Online
- Level - Medium-Hard to Hard

SCORING

- Each challenge has a pre-determined score.
- A participant will get the full score for a question only if they pass all test cases.
- If a participant submits more than one solution per challenge, then the participant's score will reflect the highest score achieved. In a game challenge, the participant's score will reflect the last code submission.
- Participants are ranked by score. If two or more participants achieve the same score, then the tie is broken by the total time taken to submit the last solution resulting in a higher score
- Leaderboard is ACM Style. There is a penalty of 5 minutes for every incorrect submission.

NINJA CODING



GENERAL INSTRUCTIONS

- Entries should be pre-registered.
- Plagiarism is strictly prohibited
- All the submissions will be checked after the contest. The organizers have all the rights to disqualify anyone.
- An extra attempt will not be provided in any case.
- The decision of the organizers will be final and binding on all participants. Any queries on same will not be entertained.
- Leaderboard is ACM Style. There is a penalty of 5 minutes for every incorrect submission.

ROUND 1

- Number of MCQ(Multiple Choice Questions) - 30 MCQ
- Time Limit - 1 hour
- Type - Online
- These Programming MCQs contain Programming, Coding, Problem Solving, Conceptual, Theoretical, and Diagram centric Questions.
- These Programming MCQs also cover True/False or Yes/No type of Questions.
- Programming Questions are a mix of Basic, Advanced, Tricky and/or Tough Questions.
- Programming language Covers Basic CPP, C, and python.

NINJA CODING

ROUND 2

- Number of Problems - 5 to 6
- Time Limit - 2 hours 15 mins
- Type - Online
- Participants have to analyze the logic behind input-output sets and write a source code for the same.

SCORING

- Each challenge has a pre-determined score.
- A participant will get the full score for a question only if they pass all test cases.
- If a participant submits more than one solution per challenge, then the participant's score will reflect the highest score achieved. In a game challenge, the participant's score will reflect the last code submission.
- Participants are ranked by score. If two or more participants achieve the same score, then the tie is broken by the total time taken to submit the last solution resulting in a higher score
- Leaderboard is ACM Style. There is a penalty of 5 minutes for every incorrect submission.



CAMPUS TO CORPORATE

GENERAL INSTRUCTIONS

- All rounds are individual, and group participation is not allowed.
- All rounds will be conducted within the college premises.
- Fixed judging criteria are established for each round, ensuring fairness in candidate selection for subsequent rounds and winner declaration.
- Dedicated supervisors will be present during each round, and participants must strictly adhere to the instructions provided by the supervisors.
- Extra time will not be allocated unless a technical glitch occurs.
- The venues for each round will be communicated well in advance to all candidates.

ROUND 1

- Conducted in online mode.
- This round will consist of 40 questions and will last for 30 minutes.
- No extra time will be given.
- There will be 1 mark awarded for every right answer. There is no negative marking.
- The shortlisted students from Aptitude round will proceed to Round 2 i.e. the Coding round.

CAMPUS TO CORPORATE

ROUND 2

- Conducted in online mode
- Questions will be hosted on the PCSB Coding Platform
- Login credentials will be provided to shortlisted candidates
- There will be 3 competitive programming questions and round will last for 60 minutes
- No extra time will be given
- Participants should bring their own Laptops and stationary.
1 Blank sheet is allowed per person
- The shortlisted candidates from the coding round will proceed for Round 3 i.e. Interview and GD
-

ROUND 3

- Conducted in online mode
- Interview and GD venues will be communicated to the participants in advance.
- Participants must report 15 mins before the allotted time
- Participants must follow the formal dress code
- Participants must carry a copy of their resume while appearing for the interview

FANDOM



GENERAL INSTRUCTIONS

- Participation should be in a group of minimum 2 or maximum 5 members.
- Registration Fee for each team will be Rs. 75.
- All the participants must be present 15 minutes before the event.
- Participants are required to register on the official website of Xenia.
- No third-party entries or transfer of registration will be entertained.
- All the participants must maintain proper decorum.
- Any participant caught cheating shall be disqualified.
- Prize Pool of Rs. 12000 which comprises Rs. 7000 as the first prize and Rs. 5000 as the second prize.

ROUND 1

- Consist of 40 MCQs based on the famous series, movies and dramas.
- The Game will be played in Online mode every team's leader will be provided with a portal link on which they need to answer the multiple choice questions.
- The marks will be allotted based on correct answers.
- Top scorers will be promoted to the next round.

FANDOM

ROUND 2

- The round will be having some special credits on the basis of the theme your teammates follow. Teams with the most relevant theme will get some grace credits through which their chance to get to the next round , becomes more.
- Participants will be provided with an application of a Buzzer and the fastest buzzer activator will be given a chance to answer the question read out by the host.
- The round will consist of 15 questions out of which first 10 will be based on one word answer or complete the dialogue and the next 5 will be based on performing hook steps of various popular songs.
- The questions will revolve around famous dance moves of popular songs, followed by well-known scene remakes.
- Top 4 teams will be promoted to the next round.

ROUND 3

- This round consists of 3 GDs of 15 minutes each.
- Each team will get 10 minutes to prepare for the round.
- The winner of each GD will go for the final round.
- You will be provided some hot controversial topics in which you will have to put up your points suppressing the others.
- The top 2 teams will be promoted to the final round.
- The winner will be decided from these teams.



CRICWARS

ROUND 1

- Powerplay [15 seconds each][10 questions][40 marks]: Quick and snappy questions to challenge your cricket knowledge. Each question carries 4 marks with 4 marks given for a right answer within the first 7 seconds, 2 marks for a right answer within the rest of time and 0 marks for an incorrect/unattempted answer.
- Middle [30 second each][15 questions][30 marks]: A bit more time to ponder and respond accurately. Each question carries 2 marks with 2 marks for a correct answer and 0 marks for an incorrect answer.
- Death Overs [1 minute each][5 questions][30 marks]: The final stretch where you'll need to show your in-depth knowledge. Each question carries a maximum of 6 marks. If there are 3 correct answers, each right answer will fetch $6/3=2$ marks. If there are 2 correct answers, each right answer will fetch $6/2=3$ marks. Any incorrect option selected will directly amount the question to 0 marks.

CRICWARS

ROUND 2

- The second round will be to make the ultimate team.
- Top 30 members shortlisted for round 2 will be randomly divided in 5 groups of 6 participants each.
- On the basis of the given criterions[mentioned below], participants need to make the best team possible.
- In this round participants have to assign rating to the players in their set on the basis of their likings from 1 to 10.
- Average of all ratings given by participants of that group to each player will be displayed in front of every participant.
- All players in the set will be given a fixed price.
- Participants will be given a budget in which they need to make the best team.
- Also participants will be given a stadium , the knowledge/facts about the pitch of that stadium should be kept in mind by participants while making teams.
- There will be deductions or additions in total teams ratings considering these stadium factors at the end. (Example = Bangalore Pitch is good for batters so Batsman ratings in your team will increase by +1/+0.5 while calculating the final results.)
- Number of players from each category should be taken in consideration.
- Criterion for creating teams: 1 wicket keeper, 3 batsman, 3 bowlers
- In case there is tie in ratings at the end of round , time factor will be taken into consideration.
- Top two participants from each team will be qualified for the next round
- Also to boost the participants score there will be a bonus question regarding Impact player for that stadium where your cricketing knowledge will come into play and need to choose best Impact player out of given options for that particular stadium given.

CRICWARS

ROUND 3

- There will be 10 teams entering the Auction. The venue of the Auction will be conveyed beforehand.
- Each team will be allotted a budget of 90 Crores to buy various players in the Auction.
- There will be a grand pool of 180 players who will be auctioned.
- Each player will enter the auction with an initial base price, ahead of which, the bidding will start. There are no restrictions on the value to which a player can go in the auction.
- Before the start of the auction, the players being auctioned will be categorized into sets (similar to the actual auction). After the completion of a set, there will be a 5-minute break during which the teams can discuss further strategies.
- The player being auctioned at the moment will be displayed to all the teams accordingly.
- If a player fetches no bids, he goes unsold and may only return to a rebid after the completion of all sets.
- There will also be 2 Right To Match Cards (RTMs) allotted to each team which they can exercise during the auction to match the final bid of a player to snatch him from another team who had the closing bid.
- After the conclusion of the Auction, if any team fails to meet the squad – constraints, the team will be disqualified instantly.

SQUAD CONSTRAINTS

A team must conclude with a squad of at least 13 and at most 17 players. Furthermore, the Playing 11 can consist of:

Batsmen: Minimum 3; Maximum 6

Bowlers: Minimum 3; Maximum 6

Wicketkeepers: Minimum 1; Maximum 3

Allrounders: Minimum: 1; Maximum 3

Overseas Players: 3 or 4 are mandatory in the playing 11; Maximum 6 in the squad.

Uncapped Players: Atleast 1 in playing 11

Legends: At most 1 in the squad.

CRICWARS

TEAM FORMATION

- The participants that qualify for this round are required to form a team of 3 members.
- The team members cannot be any of the other qualified participants.
- The team members should have participated in Round 1.
- You are required to submit your team to the event coordinators as per the deadline.
- The teams will get to select their bidding franchise as per the leaderboard of Round 2.
- The bidding franchise you choose is very vital because you get the RTMs for a player who actually plays for the franchise.
- The auction is all about strategic bids and you will get ample amount of time to strategize before and during the Auction.

POINTS SYSTEM

- Each player in the Auction pool will have a rating out of 10.
- At the conclusion of the Auction, the teams will be required to submit their Playing 11 along with the appointed Captain and Vice-Captain.
- The submitted Playing 11 should strictly follow the Squad constraints, else will result in an immediate disqualification.
- The Captain and Vice-Captain tags that you allocate to players of your Playing 11 will act as score multipliers during the tallying of scores. Captain and Vice-Captain have a score multiplier of 2x and 1.5x respectively.
- The final scores of each of the teams will be calculated by aggregating the ratings (with the assigned score multipliers) of all the players of the Playing 11.
- The top 3 teams with the highest aggregate ratings will be crowned the Winners of the Auction and CricWars.

CRICWARS

QUESTION TYPES

- Questions can be single correct, worth 2/4 marks each [25 questions]
- Multiple correct questions are worth 6 marks each [5 questions], but be cautious—selecting incorrect options in these questions means you won't earn any points for that particular question.

ACCURACY IS KEY

- To succeed, be both quick and accurate in your responses. The faster you answer, the better your chances.

ADVANCEMENT

- The top 30 contestants will proceed to the next round. If a contestant is absent on the day of round 2, the next in line will have an opportunity to participate.
- 30 Random questions will be selected for a particular participant from a pool of questions.

DECRYPTO HUNT



GENERAL INSTRUCTIONS

- Registering for the event will be done beforehand. On the spot registrations are welcomed.
- Only the leader of the formed team is to fill the form, all members of the team must not fill the form.
- Registration fees for the same is ₹70 per team.
- Participants are to form a team of 4 to 7 members
- There will be 2 rounds to the event. The first round will be of 1 hour and the second will be for 45 minutes.
- Clues can be placed inside or outside college, no restrictions
- Volunteers will be present with the teams to avoid confusion and to maintain crowd control.

ROUND 1

- Participants will be shown the campus for the first 5 minutes of this round
- This round will consist of 20 clues. At every stage one(or two) lesser than the previous number of clues will be found.
- The hunt will take place inside and around the college campus.
- The last 7 teams standing will move on to the next round.

DECRYPTO HUNT

ROUND 2

- This round will be strictly within the college
- The round will last 45 minutes.
- Each clue will lead the teams to a QR code which is to be scanned and decrypted to move on to the next location closer to the treasure.
- The QR will be clues in visual form and not words
- There will be a time limit to these clues.
- No extra time will be given.

MALPRACTICES

- Use of mobile phones in the first round is not allowed.
- Changing teams during the hunt will not be permitted
- Picking up of more than 1 clue by a team at clue location is not allowed.
- The behaviour of all contestants will be strictly observed and there shall be no absurd act by any individual towards the opponents or the volunteers or the organisers.

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