PES's
Modern College of Arts, Science and Commerce (Autonomous) Ganeshkhind, Pune-16.
NAAC with A+ grade | Affiliated to Savitribai Phule Pune University

Interaction 2024

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Department Of Computer Science

Dr. Shubhangi Bhatambrekar
HOD(Computer Science)

Prof. Pooja Bahirat
Interaction Co-ordinator

Prof. Prerana Sherla
Interaction Co-ordinator

Events $ Rules

1. Brain Battle
2. Creativity Club
3. Quick Reel
4. Hack In The Dark
5. Quantum Assembler
6. Wisdom War
7. Gold Rush Quest
8. Gamer Strike

How to Register

➢ Visit Website : https://interaction24.moderncollegegk.in

➢ Click on Registration button.

➢ Enter your FirstName MiddleName LastName.

➢ Enter your College full name.

➢ Provide a working Mobile Number and Email Id (To receive confirmation Email/message).

➢ Choose the event names in which you want to participate .

➢ After selecting your events, click on the 'Generate QR Code' button. Then, make the payment through a UPI app and upload the payment screenshot.

➢ The registration fees will be **per Event Rs. 100/- for per student** (Each Event cost Rs. 100/-).

➢ Once you have registered amount will be non refundable.

➢ After the registration you will be provided the token with your Event names in the college at the same day of your Event.

➢ Token is compulsory .Through out the day you will have to carry your token in each and every place without token you will be not permitted and you cannot participate in the event.

➢ Limited groups will be allowed to participate so Registration will on first come first serve basis. After the slot is full the registration will be disabled from the portal you cannot participate in the event.

General Rules

Please go through all Event Rules before registration.

• This all events are conducted in the college premises so all participant should present with their team on the day of your event .

1. Your college ID card is compulsory without Id Card you are not permitted into the campus.

2. All the participants will be provided **breakfast**.

3. If you have any query regarding registration or Event, contact to event coordinator on provided information on Interaction website.

4. You will receive participation E-Certificate through your registered email Id & Winners will get Hard Copy of Certificates in the College on 7ᵗʰ Feb. 2024 at the time of Valedictory Function.

5. Registration is individual and if you are participating with the team of four member then all members should register individually for the event and all members should present along with the team.

6. Check the Interaction website for more update in the notice section.

7. **Website Related Query Contact :**

1. Dhananjay Kakade
   9765073521
   kakadedhananjay59@gmail.com

2. Akshay Shiralsheth
   7741853466
   shiralshethakshay@gmail.com

1 . Brain Battle (Rules)

Eligibility: 1. Each participant must register in advance.
2. Open to All (Junior Colleges + Senior Colleges).

Competition Format:
1. Only Group Entry are Permitted. The Maximum Number of Participants permitted in each group are 4.(Individual Entry is NOT allowed)
2. Replacement of any participant are NOT allowed after Registration.
3. I-Card/ Identity Proof is Compulsory during the Competition.
4. Questions will be based on the general knowledge and current affairs etc.
5. The Quiz will be Conducted in 4 Rounds.
6. Rules related to each round will be conveyed at the time of the event.
7. Participants should clarify their doubts or queries before the quiz starts.
8. Judge's Decision will be FINAL and Irrevocable.
9. Any kind of cheating will lead to immediate disqualification of the entire group.
10. The College Reserves the right to revise the rules and regulations of the competition.

2 . Creativity Club(Rules)

Eligibility: 1. Each participant must register in advance.

2. Open to All (Junior Colleges + Senior Colleges).

Competition Format:

1. Poster should be any of following subjects.
   a. AI as future
   b. Making Cities Move: Smart Traffic Solutions
   c. Climate change
   d. G20 Summit in india
   e. Enhancing Education through project based learning.
2. Poster size max. 10MB.
3. Submit e-poster in .pdf format only. (No restrictions on dimensions)
4. Number of participants per e-poster: Max 1
5. Rules for Presentation of e-poster will be communicated after the registration.
6. Name the file as Your Name_Class, eg. PriyaJadhav_TYBSc_CompSci.pdf
7. Poster should contain Topic name and Participant Details(Name of the Participant, Name of the College, Class) at the bottom of the poster.
8. Originality of the content will carry more marks.
9. Poster explanation time limit = 3 Minutes only.
10. Submission of Poster: Email us   sandhya.latpate@moderncollegegk.org
11. Last date of Poster submission is 03-Feb-2024.

3 . Quick Reel (Rules)

Eligibility: 1. Each participant must register in advance.

2. Open to All (Junior Colleges+ Senior Colleges).

Topics for video Contest:
1. Artificial Intelligence Bane or Boon
2. National Education Policy
3. Women Empowerment
4. Hack Art
5. Chandrayaan 3
6. Benefits of Yoga
7. Pros and Cons of Online leaning

Rules for video Contest:
1. Registration is compulsory for participating in the competition.
2. Opening and/or closing credits are not required, but (if added) may be up to an additional 10 seconds in total.
3. Maximum time limit of video: 1 minute
4. Participants have to put their name in the clip.
5. Power point slide presentation is not allowed.
6. Participants are requested to check the Interaction website regularly for updates.

7. After registration replacement of any participant is not allowed.
8. I-Card/Identity proof is Compulsory during the competition.
9. Ensure that all content in your clip(including footage,music,images,props,etc) is your own. If you include any copy righted content, you must be able to provide written permission for its use.
10. Entries containing any unauthorized content will be disqualified. Ensure that the clip should be based on anyone of the subjects provided in the list below.
11. Solo student participation is allowed groups are not allowed.

4 . Hack In The Dark (Rules)

Eligibility: 1. Each participant must register in advance.
2. Open to All (Junior Colleges + Senior Colleges).

Hack in the dark is where programmer work on code with MONITOR OFF and without running until completion.

Note: C Programming Language(11th,12th and UG) and JAVA Programming Language(PG).
1. The use of any unfair means will leads to disqualification.
2. Everyone must bring their current year ID card as identity proof.

Round I:
Correct it-Each Participant has to correct the erroneous code for the give solution.Time Limit-15 Minutes
1. In this round 10 to 15 lines code will be given to the Each participant in the format of hard copy.
2. Source code will contain some compiler or runtime error.
3. Participants have to correct the code by eliminating errors in C /Java editor.
4. Monitor will be switch off at the time of coding.
5. Each participant will have 15 minutes to correct the code and type it.
6. Once code will be written participant have to inform coordinator or volunteers so that they can mark time and check Code by compiling it.
7. Participant with no errors are minimum errors will be selected for the second round.
8. If number of selected Participant is more for next round then time is also criteria for selection.

ROUND II:
1. Compile and Run-Each Participant has to write the code for the given problem with MONITOR OFF. Time Limit-15 Min
2. Participant whose code gets executed will be give higher preference.
3. Second preference will be given to the code with least number of errors.
4. In case of tie, timing will be considered.
5. Three Winners will be selected based on the executable code less errors and less time to write in a case of a tie.

5 . Quantum Assembler (Rules)

Eligibility:1. The competition is open to individuals.

2. Each participant must register in advance.

3. Open to All (Junior Colleges + Senior Colleges).

Level 1 Quiz (Google Form)

1. All registered students are eligible to participate in the Level 1 quiz.
2. Every student must carefully fill out the Level 1 quiz form before submitting their answers.
3. Quiz timings and deadlines for Level 1 are strict, and late submissions will not be accepted.
4. Each student is allowed to participate in the Level 1 quiz only once.

Level 2 Assemble provided component

1. Only students who pass the Level 1 quiz will be eligible to participate in Level 2 Kit Assembly.
2. The competition consists of assembling a predetermined electronic circuit within a specified time limit.
3. Participants will be provided with a kit containing all necessary components and a circuit diagram.
4. During kit collection for Level 2, every student must present their identification proof.
5. Judges may ask participants questions about the circuit to test their understanding.
6. The participant with the highest total score at the end of all rounds will be declared the winner.
Note: Any form of cheating, plagiarism, or unethical behavior will result in immediate disqualification.

6 . Wisdom War(Rules)

Eligibility: 1. Each participant must register in advance.

            2. UG/PG students .

Competition Format:

1. All participants must be in formal attire only.
2. There will be aptitude round and personal interview round.
3. Candidates must carry hardcopy of your CV (Resume) at the time of competition.
4. Candidates must be present 30minutes before the competition.
5. There is no negative marking.
6. Aptitude round will about computer related questions.
7. Those candidates who qualified the 1st round (aptitude test) are eligible for 2nd round (personal interview).
8. There will be 25 questions in aptitude which carry 2marks each. Candidates will have 30minutes for aptitude test.
9. Making of personal interview round will be based on your attire and performance.
10. Carry your college ID compulsory.
11. Decision given by judges and coordinators will be considered as final.

7 . Gold Rush Quest (Rules)

Eligibility: 1. Each participant must register in advance.

            2. Open to All (Junior Colleges+ Senior Colleges).

Competition Format:

1. First 50 teams are allowed to participate in the competition.
2. Four participant per team are allowed.
3. Elimination Round:
4. 50 teams will get divided into 5 groups.
5. Each team will get individual clue to hunt the treasure.
6. From each group only ONE team will be selected for next round.
7. Top 5 teams will be selected for the final round.
8. For each round, copy of the rules will be provided to the team at the time of competition.
9. In case of tie, the decision of the event coordinator is final and irrevocable.
10. All teams should be present on reported time.

8 . Gamer Strike(Rules)

Eligibility: 1. Each participant must register in advance.

2. Open to All (Junior Colleges + Senior Colleges).

Game Name : BGMI (Battlegrounds Mobile India) Player Guidelines:

1. Each team must consist of **four players** for the BGMI tournament's Erangel match.
2. All players must have their mobile devices, a stable internet connection, and earphones (if available) for the gaming event.
3. Teams are responsible for ensuring the functionality of their mobile devices and internet connections during the tournament.
4. Hacking and emulation in the game are strictly prohibited. Violation of this rule will result in immediate disqualification.
5. Respect fair play: refrain from using any third-party software or exploits to gain an unfair advantage.
6. All participants should familiarize themselves with the official rules and regulations of the BGMI tournament.
7. Players must maintain sportsmanship throughout the event, treating opponents and organizers with respect.

8. In-game chat should be used responsibly, avoiding any form of harassment or inappropriate language

9. Teams are encouraged to communicate effectively and coordinate strategies during the Erangel match.

10. Spectators are not allowed to provide any form of assistance to the participating teams.

11. In the event of technical issues, teams must promptly notify the organizers for resolution.

12. All matches will adhere to a predetermined schedule; teams should be punctual for their assigned matches.

13. Teams must follow the instructions and decisions made by the tournament organizers without dispute.

14, Stream sniping, or any form of unfair monitoring of opponents' streams, is strictly prohibited.

15. Players should have the BGMI app updated to the latest version before the tournament begins.

16. Any form of cheating, including collusion between teams, is considered a serious violation of the rules.

17. Teams should refrain from engaging in any form of disruptive behavior during the event.

18. The tournament organizers reserve the right to take disciplinary actions for rule violations, including disqualification.

19. Participants are encouraged to maintain a positive and inclusive gaming environment.

Student Co-ordinator

Feel free to contact us

Brain Battle

1. Aryan Patil
   9284798713
   patilaryan036@gmail.com
   ----
2. Atharva kulkarni
   9405061540
   kulkarniatharvaprashant@gmail.com

Creativity Club

1. Shubhsm Suryawanshi
   8421173944
   shubhamsuryavanshi615@gamil.com
   ----
2. Tanveer Sheikh
   9175748508
   tanveersk5055@gmail.com

Quick Reel

1. Riya Dharve
   7391981868
   dharveriya@gmail.com
   ----
2. Prerana Patil
   9075030505
   prernapatil789@gmail.com

Hack In The Dark

1. Suraksha Doiphode
   7249266523
   @surakshadoiphode@gmail.com
   ----
2. Sweta Ubale
   8421839164
   shwetaubale46@gmail.com

Student Co-ordinator

Feel free to contact us

Quantum Assembler

1. Rajan Vishwakarma
   7058968426
   Rajanv0607@gmail.com
----
2. Aryan Wagh
   9764911438
   aryanwagh1007@gmail.com

Wisdom War

1. Ankita shahane
   8975774225
   ankitashahane64@gmail.com
----
2. Pratiksha Jangam
   7709190917
   pratikshajangam843@gmail.com

Gold Rush Quest

1. Deep Bhaleghare
   7517549846
   deepbhaleghare008@gmail.com
----
2. Sakshi Sapkal
   7620522298
   sakshisapkal02@gmail.com

Gamer Strike

1. Prasad Deshpande
   8788098130
   gurudesh2204@gmail.com
----
2. Dhananjay Kakade
   9765073521
   kakadedhananjay59@gmail.com

Mail Us: Interaction2024@moderncollegegk.org

Click on Logo's to know more about us

Instagram   Youtube   Facebook   Google

THANK YOU

PES Modern College of Arts, Science and
Commerce (Autonomous) Ganeshkhind, Pune-16.