**Rules**

Number of teams - No Restrictions. Registration fee Rs.100/- per student.Student of IT related departments of Arts and Engineering (Computer Science, Computer Technology, Information Technology and Software Engineering) can participate. Participant must have bonafide certificate and college identity card for spot registration. While selecting the event ensure that no clashes take place. Internet usage is prohibited. Judges decision is final. For more information visit [www.kgisliim.ac.in](http://www.kgisliim.ac.in)

**Programs and Events**

**Geek Zorro - Paper Presentation**

**Topic:** Indicated and not limited to

Data Mining ,Image Processing, Networking ,Cloud Computing, Nano Technology, Internet and Mobile Technology, Grid Computing, SAS, Soft Computing, Web and Text Mining, and Computational Intelligence.

**Rules:**

Maximum two authors. Paper should be submitted in IEEE format. Not more than six pages. Participants must specify email id, address and phone number. Last date of submission of papers is on August 22, 2016. Intimation of paper acceptance through mail will be on August 24, 2016.Participants are requested to hand over the presentation soft copy to registration counter at 9.00 am. Presentation time – 10 minutes. Send your papers to [geekmatics@kgisliim.ac.in](mailto:geekmatics@kgisliim.ac.in)

**Geek Tango – Network Gaming**

**Rules:**

* Two participants per team.
* Participants will enter various stages of the preliminary rounds.
  1. Password (breaking).
  2. Logical Networking.
  3. Crembing.
  4. Network (Debugging).
* Top six teams will be selected for final.

**Geek Junk – Debugging**

**Rules:**

* Preliminary round
  + Two members per team.
  + 30 questions (Time duration - 20 minutes).
* Final
  + Final round based on programming.

**Geek Trix – Software Testing**

**Rules:**

* Write any fifteen valid test cases.
* Solving dumps (half an hour).
* Debugging of program in C++.
* Working of QTP tool.
* Problem solving through boundary value analysis and equivalence portioning, statement coverage.
* Preparing bug report.
* Two members per team.
* Domain will be given on spot.

**Geek Mesh – Web Designing**

## Rules

* Two members per team.
* Permitted tools are HTML & CSS, Flash, Dreamweaver
* Five teams will be selected for final.
* Design theme will be given on spot.

**Preliminary Round**

* Logo design for on the spot topic using Photoshop.
* Byte size is 2.5 MB maximum.

**Final**

* Number of Web Pages 2-4 & Byte size is 20 MB maximum.
* Time duration 30 minutes
* No snooping with another team/other workstations/servers.

**Geek Face – Face Art**

**Rules:**

* Two participants per team.
* Time duration one hour.
* This competition is strictly with Brush & Sponge only.
* Accessories and Stencils are not allowed.
* Glitter is permitted.
* Theme will be given on spot.
* Contestants should bring their own materials.

**Geek Adz – Marketing**

**Rules:**

* Four members per team.
* The event will be conducted in two rounds.
* The product will be specified five minutes before the team goes on stage.
* You will have to enact the given product in front of the juries and it should be entertaining.
* Different forms of expressions like a short skit, jingles, slogans, banners or any other innovative form can be used
* Vulgarity in any sort will lead to disqualification.

ROUND I - (30 minutes)

* Written Test with two members of the team on advertising skills

ROUND II - (5 + 2 minutes):

* Products will be given to the team and they should present it with more humor, creative ideas.

**In case of any queries contact:**

**The Coordinator**

**Head of the Department**

**KGiSL Institute of Information Management**

**KGiSL Campus, Saravanampatti, Coimbatore-35**

Phone: 2666187

E-mail: geekmatics@kgisliim.ac.in