AZURETRIX – 2K24

A National Level Technical Symposium

Guidelines

TECHNICAL EVENTS

* Paper presentation-(Maximum 10 batches)&(2 Members per batch)
* Project expo-(Maximum 8 batches)&(4 Members per batch)
* Circuit debugging-(10 Members)
* Poster presentation- (Online Mode)
* Technical Quiz-(5batches &3 members per batch)

NON TECHNICAL EVENTS

* POTOGRAPHY CONTEST- (Online Mode)
* CONNECTION-(5 batches & 4 members per batch)
* KOLLYWOOD QUIZ-(5 batches & 4 members per batch)

PAPER PRESENTATION TOPIC

* Power Electronics and Drives.
* Internet of Things for Smart Cities.
* Electrical Vehicle.
* Advanced Sensors for Industrial Application.
* Biomedical Electronics - Design and Application.
* Modern Electrical Machines and Drives
* Applications of Control System in Real time problems
* Recent Trends in Power System
* Renewable Energy Systems

& Application of Electrical and Electronics Engineering in recent trends.

PAPER PRESENTATION

* 1-2 members per team.
* Maximum 10 slides.
* Submit papers in PDFformat as per IEEE format.
* 7 minutes for presentation, followed by 3 minutes of Q&A.
* Original work only.Plagiarism will lead to disqualification.
* Winners will be announced at the end of the day.
* Send the paper to mail id([azuretrix2024@gmail.com](mailto:azuretrix2024@gmail.com)).
* Mention your Name, Register number, college name & Event name in mail.
* Last Date for submission 03/11/2024.
* The paper which is selected by the committee members will be final.
* 10 Batches will be selected for paper presentation.
* According to their performance the committee members will select the 1st, 2nd, and 3rd prizes .
* If the paper is selected,we will send the invitation letter through a mail.

PROJECT EXPO

* 1-4 members per team.
* Maximum 10 slides.
* Submit papers in PDF format as per IEEE format.
* Prototype model presentation is mandatory.
* 7 minutes for presentation, followed by 3 minutes of Q&A.
* Original work only.Plagiarism will lead to disqualification.
* Winners will be announced at the end of the day.
* Sent to mail id([azuretrix2024@gmail.com](mailto:azuretrix2024@gmail.com))
* Send the paper to mail id ([azuretrix2024@gmail.com](mailto:azuretrix2024@gmail.com))
* Mention your Name, Register number, college name & Event name in mail
* Last Date for submission 03/11/2024
* The project expo which is selected by the committee members will be final.
* 8 Batches will be selected for projects presentation.
* According to their performance the committee members will select the 1st, 2nd, and 3rd prizes .
* If the paper is selected,we will send the invitation letter through a mail.

CIRCUIT DEBUGGING

* Solo participation subject to maximum of 10 participants
* Offline GAME
* 6 Circuits will be given to each to Debug.
* Questions from Basic electrical and electronic circuits
* Winners will be announced at the end of the day.

POSTER PRESENTATION

* Solo participation.
* Submit poster in jpg format.
* Innovative ideas about renewable energy, microelectronics& Smart grid innovation.
* Results will be revealed on spot.
* Send the paper to mail id ([azuretrix2024@gmail.com](mailto:azuretrix2024@gmail.com)).
* Mention your Name, Register number, college name & Event name in mail.
* Rules defined by the organising team is final.
* Last Date for submission 03/11/2024.
* If the paper is selected,we will send the invitation letter through a mail.

TECHNICAL QUIZ

* 5 batches with e members per batch.
* 3 rounds.
* Objective is to promote learning, teamwork, and competitive spirit among participants.
* Judging Criteria - Accuracy, speed, and comprehensiveness of answers.
* Rules defined by the organising team is final.

 Round 1: Preliminary Round

1. Format: Objective-type questions.
2. Content: General technical knowledge.
3. Objective: Top teams will qualify for the next round.

 Round 2: Specialized Round

1. Format: Subject-specific questions.
2. Content: Topics like AI, Data Science, Coding, etc.
3. Objective: Teams will be tested on their in-depth knowledge in their chosen specialization.

 Round 3: Final Round

1. Format: Mixed-bag questions.
2. Content: Questions from various technical domains.
3. Objective: The winning team will be declared based on overall points.

 Rules and Regulations:

1. Each team must consist of 3 members.
2. Participants should be on time for each round; latecomers may be disqualified.
3. Decisions made by the quizmaster and judges are final and binding.

NON – TECHNICAL EVENTS

POTOGRAPHY CONTEST

* Submit photo in jpeg format.
* Original work only.Plagiarism will lead to disqualification.
* Title - Preserve the nature.
* Winners will be announced at the end of the day.
* Send the paper to mail id ([azuretrix2024@gmail.com](mailto:azuretrix2024@gmail.com))
* Mention your Name, Register number, college name & Event name in mail
* Rules defined by the organising team is final
* Last Date for submission 03/11/2024
* Topic –Natural Scenary.
* If the paper is selected,we will send the invitation letter through a mail.

CONNECXION

* Round 1: Preliminary Round
  + All teams compete, answering up to 20 questions.
  + Points:Each question is worth 5 points.
  + Limit:30 minutes.
  + Advancement: Teams with the highest scores move to the next round.
* Round 2: Final Round
  + Top 10 teams answer up to 13 questions.
  + Points:Each question is worth 5 points.
  + Time Limit: 15 minutes.
  + Winner: Highest score wins.
* Buzzer System: Teams buzz in to answer. Wrong answers result in a -3 penalty.
* Tiebreaker: A single question determines advancement in the event of a tie.
* General Rules:
  + Internal discussion is allowed before buzzing.
  + No outside resources permitted.
  + Any team found cheating will be disqualified.
* Rules defined by the organising team is final

KOLLYWOOD QUIZ

* Round 1: Preliminary Round
  + All teams compete, answering up to 20 questions.
  + Points:Each question is worth 5 points.
  + Limit:30 minutes.
  + Advancement: Teams with the highest scores move to the next round.
* Round 2: Final Round
  + Top 10 teams answer up to 13 questions.
  + Points:Each question is worth 5 points.
  + Time Limit: 15 minutes.
  + Winner: Highest score wins.
* Buzzer System: Teams buzz in to answer. Wrong answers result in a -3 penalty.
* Tiebreaker: A single question determines advancement in the event of a tie.
* General Rules:
  + Internal discussion is allowed before buzzing.
  + No outside resources permitted.
  + Any team found cheating will be disqualified.
* Rules defined by the organising team is final