TECHNICAL EVENTS

PAPER PRESENTATION

DESCRIPTION:

Whether you're a seasoned expert or a curious enthusiast, this event promises to offer valuable insights and foster thought-provoking discussions. Don't miss out on this opportunity to expand your knowledge and explore the fascinating world of technology.

RULES:

1. Paper submission: IEEE format.

2. Prior Abstract submission.

3. Members: max (4).

4. Duration: max 10 mins.

5. Plagiarism is not allowed. If data is taken from an article or research paper then the source must be mentioned.

VENUE – ECE SEMINAR HALL (Ground Floor)

TIME – 9:00 to 12:00

IDEA VOYAGER

DESCRIPTION:

ROUND 1 – Idea Adventure

The participants must present their ideas in front of the judge within the provided time. The presentation will be evaluated by the presentation explanation and the explanation given to questions asked by the judge.

ROUND 2 – Make It Poster

In this round the participants will have to make a poster using canva or any editing app without using internet for the given topic. The poster will be used to pitch the ideas and marketing ideas should be explained to the judge

RULES:

1. A team of 2-3 participants can participate in Idea Voyager.

2. Each team's presentation must be completed within 5-6 minutes.

3. Having a laptop is mandatory for every team participating.

4. Network/internet usage will be strictly prohibited.

VENUE – IT LAB-7 (3ʳᵈ Floor)

TIME – 9:00 to 12:00

METAL MAYHEM

DESCRIPTION:

ROUND 1 – Robo Maze

In Robot Maze challenge the teams are tested with their problem solving skills. The robots should find its path to reach the end point of the maze. It is a time based round.

ROUND 2 – Obstacle Course

The second round presents a dynamic obstacle course designed to challenge the agility and precision of participating robots. They are challenged to cross the obstacle and finish the given task.

ROUND 3 – Robo Soccer

In the culminating round , the teams face off in a thrilling display of robotic athleticism and strategy. The robots dribble, pass, and shoot their way towards victory, in the robo soccer competition.

RULES:
TEAM RULES:

1. Each team can consist of a maximum of 2 players.

2. Each team should have a robo.

ROBOT RULES:

1. Robots size should not exceed the width of 30 cm, length 30cm and height of 20 cm.

2. Robots control can be wired or wireless.

3. The motor speed should not exceed 500rpm.

GAME RULES:

1. If the team doesn't have a robot, it will provided by the organizers for rental.

2. The first rounds duration will be 15 minutes. The team which finishes the maze in short duration will be qualifies for the next round.

3. The second round will be based on the timing in which the robo overcomes the obstacles given.

4. The opponents for the final round will be decided by the organizers.

5. The winners of the final round will be selected based on the timing and number of goals.

6. Golf ball will be provided.

7. If the opponents robot is paralyzed by the other robot a penalty to reduce a goal will be given.

8. Players are not allowed to touch the ball and their robots during the game.

9. The organizing team will not be responsible for any damage caused in your robot.

VENUE – II ECE-B (Ground Floor)

TIME – 9:30 to 11:30

CURRENT CRUSADE

DESCRIPTION

ROUND 1 – Tech Tangle

Get ready to test your electronics knowledge with these fun and challenging riddles they'll require you to think creatively about the functions and components of various electronic devices. Time limit: 30 minutes

ROUND 2 – Electro Memory

In this round, participants will test their skills in circuit building. Participants will have limited time to observe the circuit diagram. Once the time is up, you will need to replicate the circuit on a bread board using the components provided by the coordinator.

ROUND 3 – Circuit gaze

Embark on the Circuit Connection Challenge: gather components through activities, then race against time to connect them as per the diagram and generate the output for victory!

RULES:

1. Only team entries are allowed, and team shall consist of two – three persons. There is no limit of teams from single institution.

2. The participants shall not be allowed to use mobile or other electronic instruments.

3. Participants should not damage any components in the laboratory.

4. Also participants should follow the college rules and regulations.

VENUE – ECE LAB – 1,2 (1st Floor)

TIME – 9:30 to 12:00

CODE QUEST

DESCRIPTION:

ROUND 1 – Quiz

A set of 20 questions based on c programming will be displayed in slides. The teams who know the answer must click the buzzer through the buzzer app. The team who clicks the buzzer first will be allowed to answer. If the team answers it correctly they would be given points. If the team answers wrongly the question will be passed to the second team who has clicked the buzzer. And goes on.

ROUND 2 – Debugging

A set of 5 questions with the problem statement along with the code will be given. The teams must find the errors and correct it to obtain the correct output.

ROUND 3 – Prompt

A problem statement will be given to each selected team. The teams must type the prompt in chat gpt and can get the code from chat gpt. The code must be executed in the compiler to get the desired output. If none of the teams gets the desired output then the output that is most appropriate/close to the answer will be the winner.

RULES:

1. In each team there can be max of 3 members

2. Each team must have a team name and register it with.

3. Atleast one person per team must have the EZBuzzer app.

4. Use of mobiles during the event is not allowed.

5. Internet will be provided during second and third rounds.

6. Internet facilities will be provided by the college .

VENUE – ECE LAB – 5,6 (2ⁿᵈ Floor)

TIME – 9:30 to 11:30