

PSG College of Technology

Students Union 2024-25



The Global Clash of Techno Talents

KRIYA 2K25

Event Resource Form

Workshops

ASSOCIATION NAME : CSEA

WORKSHOP NAME : Tech

INSTRUCTIONS

(TO BE READ BEFORE FILLING THE FORM)

* If two different events are to be conducted then fill the above form for each event separately and submit it.

** If the same event continues on both the days (i.e.) Preliminary round on first day and final round on second day, then fill the needed requirement in the same form.

Instructions:

1. Not all the events and workshops submitted will be approved.
2. Maximum of two events, one workshop, one paper presentation can be proposed.
3. Events and workshops should be innovative or based on the trending new technologies relating to the respective stream.
4. Judges must be present throughout the duration of event.
5. No cash prize / memento or any other form of prizes should be given by clubs/association to the event winners.
6. Names for the external guest should be provided by the Students Union if filled-in the items required table.
7. Certificates to the winners, runners, coordinators & volunteers of each event will be provided by the Students Union.
8. If any materials are required prior to the day of the event, please mention "Required in advance" near that material in the "Item Name" column.
9. Halls will be allocated on the basis of availability.
10. The projector will not be provided by the Students Union, use the projector available in the hall.
11. Winner and runner details should be submitted within one hour from the end of event.
12. HDMI cables / VGA converter will not be provided.
13. Take enough copies of the form, for your reference.
14. Further changes are not accepted.
15. Submit it to the point of contact allocated to your club/association.
16. For more details contact your respective point of contact.

Signature of the Secretary

Signature of the Faculty Advisor

Event Preview: EVNT100

Secretary Details

Name	Roll Number	Mobile No
Mithilesh	21z229	2345678900
dtydhjsik	67238	1234567890

Convenor Details

Name	Roll Number	Mobile No
fgthy	135654	2436456578
dgrthtyjuy	34364	1234567890

Volunteer Details

Name	Roll Number	Mobile No
hyjrfhfre	24346	2435456768
sgtrjyjuu	243535	3545768897

Faculty Advisor Details

Name	Designation	Contact Details
dfgshjkh	ertyuio	4456789678

Judge Details

Name	Designation	Contact Details
Elamathi	CSE	5673826789

Event Details

Day 1: <input type="radio"/>		Day 2: <input type="radio"/>		Day 3: <input type="radio"/>		Two Days: <input checked="" type="radio"/> Days: 1,3	
No of Rounds: 2 Expected no of Participants: 3 Duration of the event: 2 hrs							
Individual: <input checked="" type="radio"/>				Team: <input type="radio"/> Min Size: Max Size:			
No of Halls Required: 3 Preferred Halls: grd,programming lab,software computing lab Reason: dont know							
Slot Details: Slot 1: 9:30 to 12:30 <input type="radio"/> Slot 2: 1:30 to 4:30 <input checked="" type="radio"/> Full Day <input type="radio"/>							
Extension Boxes: 2 Reason: blahh							

Signature of the Secretary:

Signature of the Faculty Advisor:

Items Required

S.No.	Item Name	Quantity	Price per Unit	Total Price
No items available				

EVENT DESCRIPTION

EVENT NAME: TechFusion 2024

ONE LINE DESCRIPTION (TAG LINE): "Innovate, Inspire, Integrate."

ABOUT THE EVENT:

round.round_rulesround.round_rulesround.round_rulesround.round_rulesround.round_rules

ROUND - 1

NAME: TechSprint (Elimination Round)

DESCRIPTION:

round.round_rulesround.round_rulesround.round_rulesround.round_rulesround.round_rules

ROUND RULES:

- The objective is to checkmate the opponent's king.
- Set up the board with pawns in the second row and pieces (Rook, Knight, Bishop, Queen, King) in the back row.
- Each piece moves uniquely: pawns move forward, rooks straight, knights in "L" shapes, bishops diagonally, queens in all directions, and kings one square in any direction.
- Special rules include castling, en passant, and pawn promotion.
- The game ends with checkmate, stalemate, or a draw.

ROUND - 2

NAME: CodeCraft (Problem-Solving Round)

DESCRIPTION:

nrjeorierxrsknxs feyr f skzs

ROUND RULES:

- The objective is to checkmate the opponent's king.
- Set up the board with pawns in the second row and pieces (Rook, Knight, Bishop, Queen, King) in the back row.
- Each piece moves uniquely: pawns move forward, rooks straight, knights in "L" shapes, bishops diagonally, queens in all directions, and kings one square in any direction.
- Special rules include castling, en passant, and pawn promotion.
- The game ends with checkmate, stalemate, or a draw.

Signature of the Secretary

Signature of the Faculty Advisor