PSG College of Technology

Students Union 2023-24

The Global Clash of Techno Talentz

KRIYA 2K24

Event Resource Form

Event

ASSOCIATION NAME : ai club

EVENT NAME : page3

<u>INSTRUCTIONS</u>

(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: EVNT73

Secretary Details

N	R N N	Mobile No

Convenor Details

N	R N N	Mobile No

Volunteer Details

N	R N N	Mobile No

Faculty Advisor Details

Name	Designation	Contact Details
Elamathi Muthusamy	22z322	3458220039

Judge Details

Name	Designation	Contact Details
Elamathi Muthusamy	22z322	1234567890

Day 1: ○ Day 2: ○ Day 3: ● Two Days: ●	

Technical Event: ●	Non-Technical Event: ○

Rounds: 89

Participants: 26

Individual: ●	Team: ○ Min Size: Max Size:

Halls Required: 9
Preferred Halls: y102

Slot Details:
     Slot 1: 9:30 to 12:30   ○
     Slot 2: 1:30 to 4:30   ●
     Full Day   ○

Extension Boxes: 2

Signature of the Secretary:

Signature of the Faculty Advisor:

Items Required

S.No.	Item Name	Quantity	Price per Unit	Total Price
1	pencil	1	0	0
2	pen	2	10	20
3	paper	5	7	35
4	pencil	12	5	60
5	bluepen	15	10	150
6	blackpen	5	7	35
7	gum	12	9	108
8	colorpaper	16	8	128
9	glitter	12	6	72
10	greenpen	14	5	70

EVENT DESCRIPTION

EVENT NAME: TechFusion 2024

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

ABOUT THE EVENT:

TechFusion 2024 is a dynamic platform where technology enthusiasts come together to explore cutting-edge innovations, engage in hands-on workshops, and showcase their expertise through exciting competitions and networking opportunities.

ROUND - 1

NAME: TechSprint (Elimination Round)

DESCRIPTION:

TechSprint is a rapid-fire quiz designed to test participants' foundational knowledge in programming, algorithms, databases, and emerging technologies like AI and blockchain. Participants will race against the clock to answer multiple-choice questions, code snippets, and problem-solving challenges. This round ensures a fair evaluation of every participant's core technical aptitude.

ROUND RULES:

Each team or individual will have 30 minutes to complete 25 questions. Questions will be a mix of multiple-choice, short answer, and debugging challenges. No use of the internet or external reference material is allowed. Only the top 50% of participants (or a fixed cutoff based on scores) will advance to the next round. Teams can consist of up to 3 members or individuals can participate solo.

ROUND - 2

NAME: CodeCraft (Problem-Solving Round)

DESCRIPTION:

This is the coding marathon of the event. Participants will be given two real-world problem statements to solve within a fixed timeframe. This round evaluates the participants' problem-solving skills, coding efficiency, and ability to develop optimal solutions under pressure.

ROUND RULES:

The duration of this round is 90 minutes. Participants can use programming languages like Python, Java, C++, or any IDE of their choice. Solutions must be submitted through the provided platform (online/offline). Partial points will be awarded for partially correct solutions. Plagiarism is strictly prohibited; any form of copying will lead to disqualification. Teams/participants with the top 10 highest scores will proceed to the final round.

ROUND - 3

NAME: TechInnovate (Project Presentation)

DESCRIPTION:

In the grand finale, participants will be challenged to pitch a tech innovation idea or develop a prototype based on a real-world problem statement provided at the start of the round. The goal is to showcase creativity, technical depth, and practical application. This round will be judged by an expert panel of industry leaders and professors.In the grand finale, participants will be challenged to pitch a tech innovation idea or develop a prototype based on a real-world problem statement provided at the start of the round. The goal is to showcase creativity, technical depth, and practical application. This round will be judged by an expert panel of industry leaders and professors.

ROUND RULES:

Participants will be given the problem statement at the start of this round. They will have 2 hours to brainstorm, prepare their ideas, and create a working prototype or a detailed presentation. Presentations must not exceed 7 minutes, followed by a 3-minute Q&A session with the judges. Scoring criteria will include creativity (30%), technical feasibility (30%), presentation skills (20%), and real-world applicability (20%). Use of online tools for coding and collaboration is permitted but must be disclosed during the presentation.