



GURU NANAK INSTITUTE OF TECHNOLOGY
PRESENTS

INGENIUM 2K25

EVENT BROCHURE

ORGANIZED BY
Dept. of Electronics and Computer Science

SCAN HERE



TO REGISTER



REGISTRATION
FREE !!
FOR SCHOOL
STUDENTS

8th & 9th April, 2025



REGISTER

NOW!!



INGENIUM

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“INGENIUM” the Inter-Institutional technical competition for school and college students, returns for its second edition, promising even more innovation and excitement. Building on the success of its inaugural season, this year’s event features a diverse array of competitions, providing a dynamic platform for students to showcase their talents, creativity, and ingenuity. With a strong foundation now in place, we are expanding our vision, introducing new events, increasing participation, and fostering greater collaboration within the department. As we continue to inspire a spirit of exploration and discovery, Ingenium is set to become a hallmark event on our department’s calendar, celebrating the brilliance and dynamism of our students and faculty alike.

ABOUT INGENIUM

ABOUT THE DEPARTMENT

The Department of Electronics and Computer Science, established in 2021, focuses on providing premier education and research opportunities. With a dedicated faculty, it offers undergraduate and graduate programs in Electronics and Computer Science engineering. Research spans IoT, Robotics, VLSI design, Cybersecurity, ML and more. Equipped with modern facilities, including advanced laboratories, the department emphasizes practical learning. It fosters industry collaborations for internships and projects, aligning curriculum with industry needs. Student organizations drive extracurricular activities, enhancing skills and community engagement. Graduates find diverse career opportunities in leading technology sectors, underlining the department's commitment to excellence and innovation.

REGISTRATION FEES

- 1) Model Wars: 100/- [For Individual or a group of participant(s)]
Max. Participants: 4, Min. Participant: 1
- 2) Code Mania: 50/- [per HEAD]
- 3) Quizly Bears: 50/- [per HEAD]
- 4) Verbal Combat: 200/- per group [Only DUO]
- 5) Idea Spark: 50/- [For 2 in a team], 100/- [More than 2 participants]
Max Participants: 5, Min. Participant: 1
- 6) Striker Arena: 80/- [SOLO Participant]
- 7) Grandmaster's Cup: 50/- [per HEAD]
- 8) BGMI Warzone: 250/- [per TEAM]
- 9) Pool Masters: 50/- [per HEAD]
- 10) Mysterious Hunt: 200/- [per TEAM]
- 11) Beyond the Frames: 50/- [per HEAD]
- 12) Science Quiz: **Only for School Students** (No participation fees)

**** ALL EVENTS ARE FREE FOR SCHOOL STUDENTS**

MODEL WARS

- For each group there should be a maximum of 4 participants.
- Participants may present a ppt on their own device if they feel the need for better explanation of the Technical Model.
- Proper uniform and ID card is mandatory for all team members.
- Participants from other Institutes or schools are requested to bring their Institutional ID cards.
- Judge's Decision will be final decision.
- The team leader from each group will have to register with proper details and no entries will be allowed without registration.

FOR ANY QUERIES CONTACT

ABHOY GHOSH (EVENT HEAD)

8583098262

SANTANU RAJAK DAS (CO-EVENT HEAD)

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General Rules:

The coding competition will consist of two rounds:

Round 1: Coding MCQ Round

Round 2: DSA Coding Round

- Participants must compete individually
- All participants must join the designated platform(platform not disclosed) on time.
- Internet access is only permitted for official coding documentation .
- Any form of cheating or plagiarism will lead to immediate disqualification.

Round 1: Coding MCQ Round:

- Format: Multiple Choice Questions based on coding concepts, syntax, and logic.
- Duration: 30 minutes.
- Number of Questions: 20 questions.
- Evaluation: Each correct answer carries one marks. No negative marking.
- Selection Criteria: Top 20 participants based on scores will qualify for the DSA Coding Round.

Round 2: DSA Coding Round:

- Format: Hands-on coding problems focused on Data Structures and Algorithms.
- Duration: 90 minutes.
- Number of Questions: Three to Five problems of varying difficulty.
- Submission Guidelines: Code must be submitted before the deadline. Partial solutions will be considered if they pass at least one test case. Code must execute without errors.
- Evaluation Criteria: Problem-solving approach and correctness. Code optimization (time and space complexity). Passing hidden test cases.

Other Necessary Rules:

- Programming Languages: all Programming languages are allowed.
- In case of a tie, participants with the lesser execution time in the DSA Coding Round will rank higher.
- The decision of the judging panel will be final and binding.

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QUIZLY BEARS

- Participation is strictly individual; Team participation is not allowed.
- The quiz will be conducted offline. Questions will be displayed on the screen or asked by the event coordinators.
- There will be two rounds, both conducted in pen-and-paper mode:
 - a) The First Round will be open to all the registered participants.
 - b) The top 10 participants from the first round will qualify for the Second Round.
- In the second round, the participant who scores the highest in the given time will be declared the winner.
- All questions will be multiple-choice (MCQ).
- Participants should focus on:
 - a) Science & Modern Technology
 - b) Pop Culture & Weird Physics
 - c) Internet Memes & Digital Trends, while preparing.
- Use of mobile phones, smartwatches, or any electronic devices during the quiz is strictly prohibited.
- Any form of cheating or misconduct will lead to immediate disqualification.
- Participants must arrive at the venue at least 15 minutes before the quiz starts. Latecomers may not be allowed to participate.
- In case of a tie in the final round, a rapid-fire tiebreaker will be conducted.
- The registration fee is ₹50 per participant and is non-refundable.

FOR ANY QUERIES CONTACT

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PREOSEE PINE (CO-EVENT HEAD)

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SCIENCE QUIZ

ONLY FOR SCHOOL STUDENTS

- Participants: Individual.
- Topics: Physics, Chemistry, Biology, Earth Science, Space, and Inventions.
- Rounds: General Science, Visual, Rapid Fire (will be told before the event by the official)
- Questions: MCQs, True/False, Fill in the blanks, and Image based.
- Scoring: Correct answers get points; no negative marking unless stated.
- Fair Play: No external help, gadgets, or discussions during the quiz.

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VERBAL COMBAT

General Guidelines:

- Team Composition: Each team will consist of two debaters who will work together to present their arguments.
- Participants will get their topics on the day of the event.

- Speaking Order:

Team A - Speaker 1 (Opening Argument)

Team B - Speaker 1 (Opening Argument)

Team A - Speaker 2 (Supporting Argument & Rebuttal)

Team B - Speaker 2 (Supporting Argument & Rebuttal)

Team A - Speaker 1 (Counter-Rebuttal & Conclusion)

Team B - Speaker 1 (Counter-Rebuttal & Conclusion)

- Time Limits:

Opening Argument: 3-5 minutes per speaker

Supporting Argument & Rebuttal: 3-5 minutes per speaker

Counter-Rebuttal & Conclusion: 2-3 minutes per speaker

- There will be lottery, on the basis of which team will speak either on favour or against the motion
- Paper / phone reading is not allowed.
- The judge's decision will be the final decision

Rules of Engagement:

- Respect & Decorum: Debaters must maintain a respectful tone, avoid personal attacks, and engage in a civil manner.
- No Interruption: Opponents must not interrupt while a speaker is presenting. They can note down points for rebuttal.
- Logical & Fact-Based Arguments: Arguments must be based on logic, evidence, and credible sources rather than personal opinions.
- Rebuttal Strategy: Speakers

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IDEA SPARK

- Participants have to make a ppt or poster based on their ideas.
- Fabrication of the poster is permitted only on A3 paper
- Including the team leader, a group of maximum 4 students can participate.
- Team leader have to register on behalf of the whole group. Registration will be done on both online and offline mode.
- The poster should consist of scientific or technical notions. It may contain technical and innovative business Ideas.
- Judge's Decision will be final decision.

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STRIKER ARENA

Total Number of Participants: 24

- Team Type – Dream Team
- Players' Condition – Random
- Match Format – 1v1, each match lasting **6 minutes**
- Each participant plays 2 matches
- Points System (for 2 matches):
 - Win – 3 points
 - Draw – 1 point
 - Loss – 0 points
- Qualification – Only the top 8 players qualify for the quarter-finals. Others are eliminated
- Tiebreaker (if points are the same before knockout) – Goal Difference Goals Scored.
- Knockout Stage (Quarter-finals onward) – If a match ends in a draw, extra time will be played. If still tied, penalties will decide the winner.

FOR ANY QUERIES CONTACT

KRISHANU PAL (EVENT HEAD)

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SHAYAK CHAKRABORTY (CO-EVENT HEAD)

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General Rules

- The tournament will follow standard FIDE chess rules.
- Each match will be a knockout game, meaning the winner advances to the next round.
- In case of a tied match, Each player will be given a time control of 3 minutes + 0 seconds increment.
- The use of mobile phones or external assistance is strictly prohibited.

Format of the Tournament

- Knockout Format: The winner of each game advances, and the loser is eliminated.
- Each player will have a 10-minute base time + 0 seconds increment for each move on day-1.
- Each winners from day-1 will play the Quarter-finals, Semi-finals and the Finals on day-2.
- Each player will have a 15-minute base time + 0 seconds increment for each move on day-2.

Game Rules

- Illegal moves: The first illegal move results in a warning. A second illegal move leads to a forfeit.
- Touch-Move Rule: If a player touches a piece, they must move it if a legal move is possible.
- Check and Checkmate: Players are responsible for recognizing check/checkmate; no verbal announcements are required.
- En-passant: A pawn can capture an adjacent pawn that moves two squares forward as if it had move one square.
- Pawn-promotion: Upon reaching the last rank, a pawn must be promoted to a queen, rook, bishop, or knight.
- Castling: Allowed if neither the king nor the rook has moved, and no squares between them are attacked.
- Draw Conditions:
 - a) Stalemate (No legal moves, but the king is not in check)
 - b) Threefold repetition (Same position occurs three times)
 - c) 50-move rule (No pawn moves or captures for 50 consecutive moves)

* No Mutual agreement(Either win or lose)

FOR ANY QUERIES CONTACT

ARPAN DAS (EVENT HEAD)

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KISHU KANT KUMAR (CO-EVENT HEAD)

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BGMI WARZONE

DAY 1: QUALIFIER (ONLINE)

- We recommend recording gameplay footage to report suspicious behavior. Action shall only be taken after reviewing the recording.
- No rematch will be conducted if any player fails to join (for any reason, whether personal or game-related).
- One player must record the full game and send it to the official group after the match.
- Join the room and sit in the allotted slot.

DAY 2: FINAL (OFFLINE)

- A team must have a minimum of four players and a maximum of five players. No duos allowed.
- Matches will be played on Erangel, Miramar, and Sanhok, so ensure these maps are downloaded.
- No respawn points, no event mode.
- The game must be played on mobile phones. Emulators & iPads are not allowed.
- The game will be monitored by spectators. If any player is found using hacks during the match, the entire team will be banned from all upcoming events.
- Team names and player names must be appropriate, any abusive or slang names will lead to disqualification.
- Only accounts with Level 45 and above will be considered.
- Players must use the BGMI username provided during tournament registration.
- Bring your own equipment, such as chargers, pillows, fans, etc.

FOR ANY QUERIES CONTACT

YASH VIJAY SAIN (EVENT HEAD)

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MD. SHAHID ALAM (CO-EVENT HEAD)

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POOL MASTERS

The event is conducted as an elimination tournament. In every round, winners move on while losers are eliminated from further play.

General Guidelines:

- All participants will receive a detailed explanation of the rules, match formats, and elimination procedures during the pre-event briefing.
- Organisers reserve the right to make necessary adjustments in real time to ensure the event runs smoothly.
- Any attempt to manipulate the process or cheating will result in immediate disqualification.
- Decision taken by the organising team will be final.

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MYSTERIOUS HUNT

General Guidelines:

- Each team should consist maximum of 4.
- There are three rounds in the Adventurous Challenge. Each round provides mysterious clues that guide you to the destination.
- Teams must overcome exhilarating games and solve hints to advance to the next game location during this challenge.
- Teams have a total of 15 minutes, with 5 minutes of allocated to each round. Teams are free to manage their time during the rounds, but the full game must be finished in the allotted amount of time.
- The organizers of the event will closely monitor the teams.
- The use of mobile phones, smart watches and any other electronic communication devices is strictly forbidden.
- Any attempt to cheat will lead to immediate disqualification.
- Winning depends on finishing the game within the set timeframe.
- Basic knowledge of technology is required, while not all of the hints will be related to technology.
- The overall winner will be determined by the quickest time.

FOR ANY QUERIES CONTACT
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BEYOND THE FRAMES

- Participants must submit one pre-captured photograph to the provided google drive link
- Submission will not be accepted once the deadline lapses
- Basic editing like brightness, contrast, cropping is allowed. The Photographs must be original, plagiarized or stock images will be disqualified.
- Watermark of any kind should not be on the photograph
- Offensive or sensitive contents, vulgarity, community issues, political issues will not be entertained and would lead to direct disqualification.
- Judges decision will be final decision

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CHIEF PATRON

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PATRON

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STUDENT ORGANIZING COMMITTEE

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