



GURU NANAK INSTITUTE OF TECHNOLOGY
PRESENTS

INGENIUM 2K25

EVENT BROCHURE

ORGANIZED BY
Dept. of Electronics and Computer Science

SCAN HERE



TO REGISTER



INGENIUM

REGISTRATION
ON 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) Tech Quiz: 50/- [per HEAD]
- 4) Verbal Combat: 200/- per group [Only DUO]
- 5) Innovative Idea: 50/- [For 2 in a team], 100/- [More than 2 participants]
Max Participants: 5, Min. Participant: 1
- 6) Striker Arena: 300/- [3+1 per team]
- 7) Grandmaster's Cup: 50/- [per HEAD]
- 8) BGMI: 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)

8335083671



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.

FOR ANY QUERIES CONTACT

DIPAK MEHTA (EVENT HEAD)

8481070174

PUSKAR MAL (CO-EVENT HEAD)

8272969641

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

PIYUSH PAL (EVENT HEAD)

9083139679

PREOSEE PINE (CO-EVENT HEAD)

9123385650

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.

FOR ANY QUERIES CONTACT

SREEJA DUTTA (EVENT HEAD)

8240865185

PREOSEE PINE (CO-EVENT HEAD)

9123385650

VERBAL COMBAT

General Guidelines:

- **Team Composition:** Each team will consist of two debaters who will work together to present their arguments.

- **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

Total debate time: 30-40 minutes

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

FOR ANY QUERIES CONTACT

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8240865185

PREOSEE PINE (CO-EVENT HEAD)

9123385650



INNOVATIVE IDEA

- 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.

FOR ANY QUERIES CONTACT

ABHOY GHOSH (EVENT HEAD)

8583098262

SANTANU RAJAK DAS (CO-EVENT HEAD)

8335083671

STRIKER ARENA

Total Number of Teams: 24

MATCH TIME:

- GROUP STAGE 6 MINS (NO ET + PK)
- KNOCKOUT STAGE - 8 MINS (ET + PK ON)
- FINAL - 10 MINS (ET+PK ON)

IN MATCH RULES:

- TOTAL NUMBER OF MATCHES IN A KNOCKOUT ROUND: SINGLE LEG
- MATCH LENGTH: 8 MINUTES
- ET & PK: ON
- NUMBER OF SUB INTERVALS: 3
- NUMBER OF SUBS: 6
- CONDITION (HOME & AWAY): RANDOM
- INJURIES: ON

RULES AND REGULATION:

- TOURNAMENT TYPE: 3v3 (+1 Sub)
- ALL CARDS ARE ALLOWED.
- DURING MATCH IF ANYONE USES FOUL LANGUAGES THE INDIVIDUAL WILL BE SHOWN YELLOW CARD. 2 YELLOW CARD MEANS RED CARD WHICH WILL RESULT IN SUSPENSION FOR 1 MATCH.
- EXTERNAL ACCESSORIES LIKE JOYSTICK OR TRIGGER ARE NOT ALLOWED.
- IF ANYONE FACES LAG ISSUES OR NETWORK ISSUES DURING THE MATCH AND GETS DISCONNECTED THEN A REMATCH WITH REMAINING TIME WOULD BE ARRANGED KEEPING THE PREVIOUS SCORE IN RECORD.
- THE REGISTRATION FEE IS NON-REFUNDABLE.
- NO ONLINE PARTICIPATION IS ALLOWED. THIS IS A LAN TOURNAMENT.
- IPADS OR ANY SORT OF TABLETS ARE ALLOWED.
- SLOTS ARE LIMITED. LATE ENTRIES WILL NOT BE ENTERTAINED.
- ALL TEAMS AND PARTICIPANTS MUST ARRIVE AT TIME. IF ANY TEAM WILL NOT REPORT AT REPORTING TIME/MATCH TIME THEN OPPONENT TEAM WILL GET A WALKOVER.
- DECISION OF EVENT HEADS WILL BE FINAL DECISION
- AN EXTENSIVE RULEBOOK WITH DETAILED RULES WILL BE PROVIDED THREE DAYS BEFORE MATCHDAY.

FOR ANY QUERIES CONTACT

KRISHANU PAL (EVENT HEAD)

8335083671

SHAYAK CHAKRABORTY (CO-EVENT HEAD)

9330130326



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)

9883056867

KISHU KANT KUMAR (CO-EVENT HEAD)

7654595476

BGMI

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)

7742143317

MD. SHAHID ALAM (CO-EVENT HEAD)

6204705117

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.

FOR ANY QUERIES CONTACT
MD. TAUFFIQUE AHMED (EVENT HEAD)
7970812089
ERAM FATIMA (CO-EVENT HEAD)
8340254116

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
SANCHARI MANDAL (EVENT HEAD)
8695233713
ANANYA KAR (CO-EVENT HEAD)
8637886583

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

FOR ANY QUERIES CONTACT

SAYAN HALDER (EVENT HEAD)

9903814990

SOUMI PAL (CO-EVENT HEAD)

7278834552

CHIEF PATRON

Mr. Taranjit Singh
Managing Director, JIS Group

PATRON

Mr. Simarpreet Singh
Director, JIS Group

CHAIRPERSON

Prof. (Dr.) Swarup Kr. Mitra, Principal,
GNIT

FACULTY CONVENOR

Ms. Bapita Roy
Head of the Department, ECS

ADVISOR

Dr. Adhish Kr. Chakrabarty,
Registrar, GNIT

FACULTY COORDINATORS

Ms. Suparna Maity, Asst. Prof.,
Ms. Santana Das, Asst. Prof.
Dept. of ECS

STUDENT CONVENORS

Ravi Kumar, ECS, 4th Year, GNIT
Rohan Gupta, ECS, 3rd Year, GNIT
Debangi Chakraborty, ECS, 3rd Year, GNIT

TECHNICAL STAFF MEMBERS

Mr. Mrinmoy Dutta (T.A., Dept. of ECS)
Ms. Nabamita Paul (T.A., Dept. of ECS)
Ms. Saswati Chatterjee (T.A., Dept. of ECS)

STUDENT ORGANIZING COMMITTEE

TREASURER

Ravi Kumar, ECS, 4th Year, GNIT
Rohan Gupta, ECS 3rd Year, GNIT

MARKETING HEAD

Debangi Chakraborty, ECS, 3rd Year, GNIT
Ananya Kar, ECS, 2nd Year, GNIT

MEDIA HEAD

Shayak Chakraborty, ECS, 4th Year, GNIT

PROGRAM COORDINATION HEAD

Md. Tarique Khan, ECS, 4th Year, GNIT

FOOD COMMITTEE HEAD

Diganta Mondal, ECS, 4th Year, GNIT

SPOC

Prantik Roy, ECS, 4th Year, GNIT

GAMING HEAD

Krishanu Pal, ECS, 4th Year, GNIT

TECH HEAD

Shayak Chakraborty, ECS, 4th Year, GNIT

ANCHORING

Piyush Pal, ECS, 3rd Year, GNIT
Sreeja Dutta, ECS, 3rd Year, GNIT

CONTACT US

ROHAN GUPTA: 9123367191

RAVI KUMAR: 9830938357

DEBANGI CHAKRABORTY: 8617265402



ingenium.gnitecs@gmail.com



Ingenium.gnitecs.in



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