# ELECTRONICS AND COMMUNICATION DEPARTMENT
## TEAM VIBHAV
## EVENTS

### 1. ROBOCALYPSE - -

Participation: Individual or a team of two.
Participants are provided with an arena. They have to compete against time to run their bots in the least time possible.
The arena is of smart NITH and students have to travel through this virtual NITH to reach their destination from Gate-1

Rules:
1. Come in a team of two.
2. In any case decision taken by team is final.
3. Dimension of bot - (13+- 5 by 25+- 30)

## 2. KNOCK OUT : -

**Round 1: Treasure Hunt-** This round will be a team round. Clues will be given to the participants, leading them to the spot where they would take a selfie with their team members and upload on the link given.
Rest of the clues will be provided on the sites leading them to their circuit elements.
After collecting all the required circuit elements, the team members may proceed to complete their circuit.

**Round 2: Make the Circuit-** After the completion of first round, participants who reached to the point of vibhav exhibition will be provided with an envelope that consist of the description of the circuit they have to make by using the components they found in first round. Then they will have to make the circuit in given amount of time as described in the envelope. Then top___ teams will proceed to next round.

**Round 3: Hoop's Trap/ Jump through the rope-** This round is based on the previous round. The top finalist players will have to cross the shuffled track made by hoola hoops. But there is a twist. One leg and one hand of the participating pair have been tied and they have to cooperatively pass through it in minimum time.

**Round 4: Bomb Confusion-**In this round we will give contestants a circuit which will be based on the bomb diffusion principle. It will be a simple circuit but we will represent it in complex form by adding unnecessary connections. There will be 3 different logics

(i) If first circuit line is completed then two LED's will glow.
(ii) If second line is completed then single LED will glow.
(iii) If third line is completed then LED will be blown out.

The participants who will complete the task in 2 minutes will be qualified to final round.

**Round 5: Tag-Tag-** In this round one participants have to chase other participant. They will be having tags on their body. One participant contains tag on his/her hand and other participant on his/her back.When first participant will chase other data will be saved on second participant's tag. They will play this round in a specific interval of time.



**Mind Martians**

**Abstract**

Here is team VIBHAV, with some Enthusiastic Departmental events. These Events are completely based on Knowledge of Electronics, some common sense, Team working spirit and bit of Analytical thinking. The event will be organized in total of three rounds and the level of rounds keeps on increasing.

Round 1 is totally based on problem solving skill, whereas round 2 is combination of problem solving skills with some basic concepts of electronics and the final round 3 is based on the team mutual Understanding, with desire to accept challenges.

## EVENT DESCRIPTION:

The event will be conducted in 3 different rounds.

### ROUND 1: Jumbled Words

There will be 20-25 jumbled words/terms related to Electronics and Communication Engineering in which words related to a specific chapter will be placed arithmetically (at arithmetic positions). For example, terms from 'Transistor' chapter can be placed at $1^{st}$, $5^{th}$ and $9^{th}$ positions. Students will have to rearrange the terms in given time to proceed to the next round.

The jumbled words will be simple and easy.

### ROUND 2: SIRKIT-OUT

A puzzle will be provided to them. The puzzle will be made by first drawing a circuit on a sheet and making them into parts which they have to reassemble and then practically completing the circuit by the exact means. Later on the circuit completed by the team members should be made practically and they must provide a desired output, the components required for the circuit will be provided in a box and they need to collect the required circuit elements on their own.

**ROUND 3: LASER MAZE**

A maze will be created using laser light. Mirrors will be used to reflect laser light and create a complex maze. The team of students will have to clear the maze in minimum time. The team member completing the maze will be Blindfolded. Other team member will need to guide him to finishing point. There will be checkpoints between the maze where the team members will have to answer certain questions while the other member will be holding his place in the maze. Each correct answer will reduce some time (10 or 20 seconds) from team's final time. Each time the participant crossing the maze touches the laser beam, time will be added (again 10 or 20 seconds) in their final time with certain limits on it.

Team with the least time will win the event.

**LEARNING OUTCOMES: -**

The event will help in improving the knowledge of students about electronics and communication while performing different activities. It will also help in improving the creativity of students all while enjoying themselves and competing with each other

## GADDI ON ROLL

Students will come in team of two. They will have to make their own bots using their own components. We will provide them arena to run their bots.

Both the teams will stand at opposite side of arena with each of their member at opposite end. Thanks arena will have a mid destination and final destination.

One player of each team at opposite end will move their bots dealing with various obstacles in arena as well as have to speed up to defeat the other team .After reaching final destination the controls are now in hands of second member of the team and they have to speed up to reach the final destination

## RULES

1. Students would bring their own bots.
2. Better strategy and speed would be deciding factor.
3. Dimension of bot - (13+- 5 by 25+- 30)