

THE KNOCKOUT

Date: 1st day

Venue: Students park

Prize: 1st – 1500 2nd – 1000

Organising Team: Vibhav

Description: Departmental event

The event consists of 5 fun rounds.

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: Hula Palooza

This round is based on the previous round. The top finalist players will have to cross the shuffled track made by hula 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: Tag Tag

In this round one participant have to chase another 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.

Round 5: Pick 'o' Ball

In this round participant will be provided with a robot and some balls. They will have to move that robot and collect balls in a given interval of time and who collects maximum number of balls will be the winner.

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MIND MARTIANS

Date: 1st day

Venue: Seminar hall

Prize: 1st – 2000 2nd – 1500 3rd – 500

Organising Team: Vibhav

Description: Quiz

Round 1:

Participants are given MCQ's and other questions to answer .Based on their performance, they are selected to next round.

Round 2:

There is a wheel on which different circuits are present and participant must spin the wheel and where the indicator stops , the participant must demonstrate the circuit . The participant who performs at least time gets the chance to participate in next round

Round 3:

In this round, there are 10 questions to each participant and points are allotted to each question based on the difficulty. Participants are provided three life lines 1.50-50 2. Audience pole 3. Expert advice. There is a safe point that is 3 question and each and every participant must answer it by any means or else they will be eliminated. Negative points start from 4th question and increases as the difficulty of question increases. Participants have limited time to answer the question and if participant fails then there is a buzzer round. Participant who secured more points qualify to the next round

Round 4:

In this round participant are provided desired output and their compete each other to make the circuit. Those participants who 2 completes the circuit in least time using simple components are eligible to participate in the next round.

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TECHAGON

Date: 2nd day

Venue: Students Park

Prize: 1st – 1500 2nd – 1200

Organising Team: Vibhav

Description: Departmental event

This 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 1st, 5th and 9th 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.

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ROBOCALYPSE

Date: 2nd day

Venue: Students park

Prize: 1st – 2500 2nd – 1500 3rd – 1000

Organising Team: Vibhav

Description: Institutional event

In this event a, a blue bot equipped with a laser, a sensor and a shield will compete against another similar bot (or multiple bots at once) in an arena. If a laser is detected by the sensor, the bot will stop working and be considered “destroyed”. The team which collects most points wins and advances to the next round. The team advancing to further rounds and collecting most points will be declared as winner and runners-up.

Participation: Individual or a team of two.

Rules:

1. While firing the laser the shield will be in off state and the bot will be prone to getting attacked by another bot.
2. Laser cannot be fired when the shield for protection from other laser fires is in on position.
3. Each laser shot will last 3 seconds and the shield will have to be activated manually after each laser is shot.

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GADDI ON ROLL

Date: 3rd day

Venue: Student park

Prize: 1st – 2500 2nd – 2000

Organising Team: Vibhav

Description: Preparatory event

Students will come in team of 2. They will have to make their own bots using their own components. We will provide them with arenas to run their bots.

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

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

Rules:

1. Students will bring their own bots.
2. Better strategy and speed would be the deciding factor.

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