



ELECTROWIZ'25

RULEBOOK

EVENTS

<i>IDEA IGNITION</i>	<i>2</i>
<i>IMAGINARIUM</i>	<i>4</i>
<i>QUIZTRONICS</i>	<i>6</i>
<i>BYTE AND BREAKTHROUGH</i>	<i>8</i>
<i>INFINITY SQUAD</i>	<i>10</i>
<i>MELODY MADNESS</i>	<i>12</i>
<i>PIXEL PERFECT</i>	<i>14</i>
<i>LINKED UP</i>	<i>16</i>
<i>MYSTERY MATTERS</i>	<i>18</i>
<i>WORKSHOP</i>	<i>20</i>



"UNLEASH YOUR CREATIVITY AND TECHNICAL POWERS AT OUR MUST-ATTEND EVENTS, WHERE ENDLESS OPPORTUNITIES AND ELECTRIFYING EXPERIENCES AWAIT!"



IDEA IGNITION

Description:

If you're ready to explore your creativity, this is your chance to let your ideas shine through the mic. Unleash your imagination and take the stage!

Conduction Procedure:

- The paper should be in IEEE format
- Plagiarism should be avoided.
- The list of shortlisted candidates will be informed by e-mail or by mobile.
- Participants are requested to send their papers with the following details
 1. Team members name
 2. College Name
 3. Contact Number
 4. Mail ID: ideaignition.vec@gmail.com before the deadline 30 Jan 2025
- Domain: Telecommunication, Robotics&AI, Digital Signal Processing, Embedded Systems and IoT , Networking and other topics in engineering domain.
- The shortlisted participants should present their work on the day of the event 01 Feb 2025.
- The Teams will get 8 minutes to present their paper followed by a 2 minute QnA session.

Team Description:

A team can have a 3-4 participants.

Rules and Regulations:

- The event is open to all the students pursuing B.E/B.Tech.
- Participants should come in Formal dress code along with student ID.
- The Shortlisted teams should bring a softcopy of the PPT and hardcopy of the paper on the day of event(01.02.2025)
- Participants must report before 8:30Am on the day of event(01.02.2025)
- The decisions of the judges & the moderators is final.

Contacts:

- NANDHINI-7868933944
- LAKSHANA-9600318401

IMAGINARIUM

Description:

Here's an exciting event for innovative minds!
Showcase your creativity—get your projects ready and let the world witness your brilliance!

Conduction Procedure:

- Participants should bring all their requirements to execute their project.
- The project can be hardware/software related to science and technology.
- Each team can present their work in the chart containing objectives, descriptions, and outcomes.
- Teams will be given a space of 30x30 inch space to set up their model at the venue for the exhibition.
- Registered participants are requested to send the abstract, objectives, novelty, outcomes and prototype photos of the project to the mail id given below submission@electrowiz.info

Team Description:

A team can have a 3-4 participants.

Judging Criteria:

Presentation	Technical content	Novelty	Working condition and Outcomes	Total
15	10	15	10	50

Rules and Regulations:

- Participants should have a valid student ID card for verification.
- The organising committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest. Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- The decision made by the judging committee will be final and binding.

Contacts:

- THARANI - 8939451469
- JAYASHRIE - 8015752278

QUIZTRONICS

Description:

Unlocking knowledge at the speed of thought.

Be ready. Be smart. Be noticed!! for a technical quiz.

Timing : 10.30 Am - 12.00 Pm

Conduction Procedure:

Round 1: PAPHYRUS PUZZLE

This preliminary round is an elimination round. It is a pen and paper round where each team is provided with 25 questions. It is expected to finish within the 20 minutes time limit.

Round 2: FAST FRENZY

Each team will designate one member to use their mobile phone to join the game with a unique PIN, respond to MCQs displayed on the screen, and witness your answers and scores update in real-time on the same screen, with the top performers showcased on the leaderboard.

Note: Tiebreaker rounds will be conducted if necessary.

Team Description:

- A team can have a maximum of 3 members permitted.
- Individual participation is not allowed.
- All department Students can participate.

Quiz Contract:

- Events must start and End on Schedule with no delay or exceptions permitted.
- Mobile phones and all other devices of communication or IoT devices are strictly prohibited.
- The organising committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest. Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- The decision made by the judging committee will be final and binding.
- A participant can be disqualified by the organisers in case they are found to be breaking the event rules and Regulations.

Contacts:

- SASHITHA THUMMAGUNTA: 8248953048
- YUTHIKA.S : 97910 77501

BYTE AND BREAKTHROUGH

Description:

Are You the Ultimate Coding Ace?

Test your skills in this thrilling challenge packed with tricky programming puzzles.

Compete, conquer, and claim your spot as the best—let the showdown begin!

Conduction Procedure:

The competition will be held in two rounds.

Round 1: **CODEQUEST**

Test your basic knowledge on programming languages by providing multiple choice questions

Round 2: **THE FINAL DECODE**

Participants will be provided with questions one after the other. They have to solve it with their coding skills.

Team Description:

Individual participation only.

Game Contract:

- Events must start and End on Schedule with no delay or exceptions permitted. Mobile phones and all other devices of communication or IoT devices are strictly prohibited.
- The organising committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest.
- Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- Participant selection is based on the round 1's Number of correct answers, time consumption and code efficiency.
- Participant selected from round 1 only will be able to go to round two.
- The decision made by the judging committee will be final and binding.
- A participant can be disqualified by the organisers in case they are found to be breaking the event rules and Regulations.

Contacts:

- SHARMILA DEVI - 9080969747
- SUBA SHOBICA - 76038 57211
- DILIP KUMAR - +91 97042 08881

INFINITY SQUAD

Description:

Calling all Marvel fans! Show off your Marvel knowledge in an exciting round of dumb charades. It's your chance to shine like a superhero under the Avengers' spotlight. As Captain America would say, "Whatever it takes!" Gear up and embark on this epic quest to defend the Marvel universe at the symposium. Good luck, heroes!

Conduction Procedure:

Round 1: **INFINITY QUOTES CHALLENGE: Pick and Act**

Activity: A fun-based acting game

In this round, one player is the performer. They are given a dialogue and must figure out which Marvel character it belongs to. The performer then acts out the character, and the other players try to guess who it is.

Round 2: **AVENGERS IN SILENCE**

Activity: Watch a muted Avengers scene and figure out the dialogue together.

In this round, a conversation scene from the Avengers will be shown without sound. Teams must work together to figure out the dialogue of the scene and recreate it as accurately as possible.

Team Description:

Each team will consist of 2 to 3 members.

Game Contract:

- Mobile phones and all other devices of communication or IoT devices are restricted. You must rely on your team members only.
- The organising committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest. Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- Sharing hints/solutions with anyone else while the event is live is strictly prohibited, and it would immediately lead to your team's disqualification
- The decision made by the judging committee will be final and binding.

Contacts:

- SHARAN - 9710310083
- SYED KAAMILUDDIN AHMED - 9490839489



MELODY MADNESS

Description:

If there's anything we can all agree on, it's that music is an integral part of life. If you are a person who loves listening to or playing with songs then this is the perfect place to cast off your talents. To all the melomaniacs, feed your soul with music!

Conduction Procedure:

Round 1: **SOUND TRUCK HUNT**(2K songs)

Identify the songs from provided BGM clips to earn points. The participant with highest points will move to next round.

Round 2: **ONE WORD MISSING**(early 2K songs)

It's an elimination round where each team is questioned and expected to answer within a given time limit.

Round 3: **MUSICAL LINKUP** (90's songs)

Participant's should analyze pictures to decipher song lyrics. The first to correctly identify the most lyrics wins the game.

Note: Tiebreaker rounds will be conducted if necessary.

Team Description:

A team can have a maximum of 4 Members. Individual entry is not permitted.

Game Contract:

- Each team should find the answer in the stipulated time.
- Each team will be given chance based on the buzzer.
- Mobile phones and all other devices of communication or IoT devices are restricted.
- The organizing committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest. Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- The decision made by the judging committee will be final and binding.

Contacts:

- ALEKHYA - 6381614897
- ARUN -7200105028

PIXEL PERFECT

Description:

Calling All Photophiles!

It's time to showcase your photography skills.

Grab your MOBILE PHONE or DSLR and capture the moment!

Conduction Procedure:

Round 1: **COLLEGE REMEMBERING THEME**

Participants must submit a photograph that captures a memorable moment or aspect of college life.

The photograph must be taken on the theme of "College Remembering".

Round 2: **PRODUCT PHOTOGRAPHY**

Shortlisted participants from Round 1 will be required to take an advertisement photograph of any random object.

The object will be given by co-ordinators, and participants are encouraged to be creative with their composition and concept.

General Rules:

- All photographs must have a watermark with the date, time, and device name.
- Participants must ensure that their submissions are original and do not infringe on any copyrights or intellectual property rights.

Prizes:

The best competitor will receive an award for their outstanding photography skills.

Game Contract:

- The student co-ordinators reserve the right to modify or change the rules and regulations of the competition at any time without prior notice.
- The student co-ordinators' decisions regarding the competition, including the selection of winners, are final and binding.
- By participating in the competition, participants acknowledge that they have read, understood, and agreed to abide by the rules and regulations of the competition.
- The student co-ordinators are not responsible for any errors, omissions, or technical difficulties that may occur during the competition.

Contacts:

- ARUNVEL - 88382 01979
- GOVARDHAN S - 6369437174
- HARISH R - 93427 77194

LINKED UP

Description:

“LINKED UP” represents the bonds and links that bring people, ideas, or entities together, fostering collaboration, understanding, and growth. If you excel in team work, this event offers a remarkable opportunity to demonstrate your collaborative skills and shine as a valuable team player.

Conduction Procedure:

Round 1: **CRACK THE LINK-N-CHARM!**

☒ **Session 1:** “Bioscope Battles”

Each team will receive a paper and pen for the activities, with a 1-minute time limit per question, totaling about 5 minutes for the session. The activities include:

1. Spot the Odd Shot: Spot the odd(incorrect) statement with a set of correct statements.
2. Melody Mystery: Decode the Tamil song from English lyrics.
3. Picture Puzzles: Identify the song from the given set of images one by one.
4. Lyric Gaps: Fill the beautiful Tamil song which is given one or two words gap.
5. Cinematic Cipher: Identify the Tamil Movie with the defined clues.

☒ **Session 2:** “Lights, Camera and Act-ion”

Each team member will select a movie from a bowl of movies, enact it and other team members will identify in 1-2 minutes.

☒ **Session 3: “Piece It Together!”**

Teams will work collaboratively to solve a puzzle and recreate the complete image. A reference picture will be displayed for 30 seconds before the solving phase begins. Teams will have 2 minutes to complete the puzzle.

Note: Selection of teams based on their points and time taken to do the activities will be announced in a WhatsApp group created exclusively for the participants.

Round 2: **BRAINIAC BONDING!**

The round mixes luck and skill, with questions on quantitative aptitude, logical reasoning, and verbal ability. Teams have a fixed time to answer each question. Each team selects one member to use the buzzer link on their device and stay on the page throughout the round. The first team to buzz gets the chance to answer. If the first team answers incorrectly or doesn't answer in time, other teams can attempt to answer. The winner is decided based on speed, accuracy, and response time.

Participants must not refresh or leave the buzzer page once it's opened.

Note: Winners will be determined based on the number of correct answers and the time taken to complete the round.

Team Description:

Each team will consist of 2 to 3 members.

Game Contract:

- Each team will receive a entry token and an accompanying form. The form will require the following details: Names of all team members, contact details, and their respective academic information.
- Mobile phones and all other devices of communication or IoT devices are restricted. Mobile phones will be allowed by the organizing committee if needed.
- Each team will participate and should answer within the stipulated time period
- The organizing committee has every right to amend the existing rules or introduce new rules at any time before/during/after the contest. Any such rules would be communicated to the participants beforehand, and all the participants must follow them.
- The decision made by the judging committee will be final and binding.

Contacts:

- YESHWANTHY - +91 7550142563
- HARSHAVARDHINI - +91 7010965469

MYSTERY MATTERS

Description:

“Clue – Solving fun, treasure awaits!”

“Adventure through hidden discoveries!” ,

if you want to explore the campus or just want to make some new friends - treasure hunt is what might catch your fancy.

Conduction Procedure:

ROUND 1

1. Your quest begins with a unique QR code.
2. Scan this code with your device to unlock the next clue.
3. As you progress, you will encounter a series of intricate puzzles, each leading you closer to the Conveted prize
4. This round 1 consist of 3 clues.

ROUND 2:

1. Make sure to be quick, This round going to be decide the Treasure hunt winner.
2. Any of the team have the same time duration then tie breaker round will be conducted.
3. All the means used by the teams should be fair, in case of any violation of the rules or any use of unfair means, teams will be disqualified from the contest.

Team Description:

- 1.A team can have Permitted a maximum 3 members permitted.
- 2.Individual participant is not allowed
- 3.Alldepartment students can participate.
- 4.Timeduration 30 minutesfor each Batch.

Game Contract:

PLAN:

Choose a location and format decide where to hide the treasure.

CLUES:

1. Create a trial of clues that leads to place to place (4 location)
2. Give the participants the first clue and encourage them to find the other

Contacts:

- PAVITHRAN - 6381329220
- KABILAN - 7200606487
- DHESHVANTH S - 8248988041

WORKSHOP

Description:

Get ready to explore the Hands-On Workshop for KNIME Tool:No-Code Platform for Machine Learning Application Development. This interactive workshop is perfect for learners of all levels, offering a practical introduction to data science and machine learning without the need for coding skills. Learn how to build machine learning models effortlessly using KNIME's intuitive interface. Gain hands-on experience in data preprocessing, workflow creation, and model evaluation, all through drag-and-drop functionalities. Explore real-world applications of machine learning in various industries and see how KNIME simplifies complex data challenges. Join us to unlock the power of KNIME and take the first step in mastering machine learning!

Resource Person:

Dr.E. ARUNKUMAR ETHIRAJ (Vice President Retech Solutions Private Ltd.)

A conscientious reliable and hardworking engineer expertise in Power Electronics and Drives, Power System, VLSI Design, Image Processing, Embedded Development, Robotics Design and Applications, Marketing management and Lean Product Development.

Rules and Regulations:

- We request all the candidates maintain their decorum while attending the session at VEC.
- Take notes and carry the laptops during the workshop. Refer to these notes during and after the workshop.
- Formal dress code is necessary.
- The candidature of the participant will be cancelled by the organisers immediately in case they are found to be breaking the event rule/s, the code of conduct or other unsavoury behaviour.
- Avoid side conversations and keep your phone at bay.

Contacts:

- NANDHINI K - 9025014461
- DRAVIYA M -8610010843