



VORTEX 2025 EVENT RULEBOOK

27TH AND 28TH FEBRUARY 2025
CHANGE THE GAME

REGISTRATION LINK



BROCHURE LINK



MODEL UNITED NATIONS STATE LEVEL

General Guidelines

Punctuality: Ensure timely arrival as late entries can disrupt the sessions and are strongly discouraged.

Dress Code: Western formal attire is mandatory (suits, ties, blazers); Casual clothing is strictly prohibited.

Identification: Delegate badges must be worn at all times to get access to the venue.

Speaking Time: Do not exceed the time limit as it may affect the debate flow.

Points:

Point of Personal Privilege: For audibility or personal comfort.

Point of Order: To address procedural issues.

Point of Inquiry: For procedural clarifications from the Chair.

Motions: Use motions for debate structure, moderated/unmoderated caucuses, or adjournment.

Committee Conduct

Moderated Caucus: Raise your placard to speak. Address all remarks to the Chair and maintain decorum.

Unmoderated Caucus: Discuss informally but remain respectful. Follow the Chair's instructions.

Draft Resolutions: Ensure resolutions follow the prescribed format. Originality is mandatory.

Voting Procedure

Delegates may vote in favor, against, or abstain (if applicable); silence must be maintained.

Code of Conduct

Respect all participants, the Chair, and organizers. Harassment or offensive behavior leads to disqualification.

Laptops and phones may only be used for drafting with permission.

DATE : 27th February 2025

Paper Presentation

STATE LEVEL

General Guidelines

- Team Composition: Participation is open to individuals or teams of two.
- Manuscript Submission: Participants must submit their manuscripts by 10th February. Submissions after this date will not be accepted.
- Paper Status Notification: Participants will be informed about the status of their paper (Accepted/Rejected/Recommendations) by 16th February.

Manuscript Formatting Rules:-

- Use Times New Roman, 12 pt font, with 1.5-line spacing.
- Manuscripts should be typed on one side of the paper only.
- Margins: 4 cm (left), 3 cm (right, top, and bottom).
- Header: Center-aligned, bold, in 18 pt font, fully capitalized.
- Footer: Page numbers must be center-aligned in Times New Roman, 10 pt font.
- Paragraphs: Justified, starting with a single tab space, with 1.5-line spacing.
- Tables and figures should be in portrait orientation and incorporated into the text.
- Numbering: Bold-numbered in section-part format (e.g., Figure 3.2, Table 3.2)

Format of Presentation

- Introduction Speech: Each participant/team will have 1 minute to introduce their paper and key objectives.
- Presentation Round: Each participant/team will have 7 minutes to present their paper.
- Conclusion: Each participant/team will have 2 minutes to summarize their findings.
- Question-Answer Round: Judges may ask questions to assess understanding, depth of research, and clarity.

Scoring Criteria

- Manuscript Quality (30%): Adherence to formatting guidelines, depth, and relevance of research.
- Delivery (20%): Clarity, confidence, and body language during the presentation.
- Content (30%): Originality, depth of analysis, and use of credible data.
- Time Management (10%): Staying within the time limit for each segment.
- Visual Aids (10%): Effective use of visuals (if applicable).

Disqualification

Participants or teams will be disqualified for the following:

- Failure to adhere to submission deadlines or formatting rules.
- Use of inappropriate language or misbehavior.
- Presenting plagiarized content or irrelevant material.
- Exceeding time limits or failing to follow guidelines.

Power Card System

- Each participant/team can use a Power Card once during their presentation to:
 - Extend their presentation time by 30 seconds.
 - Request clarification from the judges.
 - Address a key point or counter a query from the judges.

DATE : 27th February 2025

Paper Presentation

STATE LEVEL

TOPICS (CO/IT)

1) Quantum computing: A new era in computing

A phenomenon where qubits are interconnected enabling computers to process vast amount of data simultaneously.

2) Clustered Regularly Interspaced Short Palindromic Repeats technology (CRISPR-Cas9)

A revolutionary gene editing technology that allows precise and very concise modifications in DNA sequences.

3) Java script and art of deception

Use of JavaScript in both terms that is good as well as evil.

4) Swarm robotics: A new ally in disaster management

An emerging technology that is derived from collective action of ants and bees which uses autonomous robots that work in harmony during any kind of calamities.

5) Tech-Driven Transformation: Shaping the future of education

IT is set to transform digital education by making learning more accessible, engaging and personalized.

6) Beyond the screen: The Expanding Horizons of Metaverse Technology.

The Metaverse promises a Future Where the boundaries between physical and digital world blurs offering new opportunities for innovation.

7) Blue Brain: Unveiling the Digital mind

Blue Brain Technology is an ambitious effort to digitally replicate the human brain, stimulating its neural circuits to understand cognition, disorders and brain functioning.

8) Invisible shields: digital Watermarking for Copyright protection.

It involves embedding hidden information into media files to assets copyright ownership and unauthorized use. A method for safeguarding digital content.

9) Resilient Connections: AI-Driven self-healing networks.

Self-Healing networks powered by AI can automatically detect, diagnose and fix issues within network without human intervention.

10) Guardians of the Digital Realm: Ai's Role in shaping Cybersecurity's Future.

The fusion of AI with cybersecurity promises enhanced protection but requires constant innovations to stay ahead of malicious actors.

DATE : 27th February 2025

Paper Presentation

STATE LEVEL

TOPICS (ECE)

1. Interactive Virtual-Physical Integration

This involves seamlessly blending virtual elements with the physical environment to enhance user interaction and real-world applications, commonly used in augmented and mixed reality systems.

2. AI-Driven Medical Imaging and Analysis

Artificial intelligence enhances medical imaging by enabling automated image processing, pattern recognition, and diagnostics, improving accuracy and efficiency in healthcare.

3. Design and Applications of Nanotechnology-Based Devices

Nanotechnology enables the creation of devices at the atomic and molecular scale, with applications in fields like electronics, medicine, and energy systems.

4. High-Performance Computing Enabled by Quantum Circuitry

Quantum circuits are revolutionizing high-performance computing by leveraging quantum mechanics to solve complex problems faster and more efficiently than classical systems.

5. Terahertz-Based Spectroscopic Techniques

Spectroscopy in the terahertz range enables non-invasive analysis of materials, offering unique insights into molecular structures, chemical compositions, and biological systems

DATE : 27th February 2025

Paper Presentation

STATE LEVEL

TOPIC(MECHANICAL AND CIVIL GROUP)

- 1)Smart Manufacturing and IoT – Automated, data-driven production using AI and sensors.
- 2)Sustainable Energy (EVs) – Energy-efficient electric vehicles reducing emissions.
- 3)F1 Aerodynamic Designs – Optimized airflow for speed and efficiency in racing.
- 4)Biofuels – Renewable fuels from organic materials like crops and waste.
- 5)Data Analytics & Performance – AI-driven insights for efficiency and optimization.
- 6)Sustainable Construction – Eco-friendly materials and energy-efficient buildings
- 7)Advanced Traffic Management – AI-controlled signals to reduce congestion.
- 8)Infrastructure Sustainability – Long-lasting, eco-conscious urban development.
- 9)Smart Roads – Roads with sensors and solar panels for efficiency.

DATE : 27th February 2025

Moot Court

STATE LEVEL

General Guidelines

- Moot Court topics will be general facts relating to current affairs and will be revealed to all groups on 24th February
- Marks will be deducted for misbehaviour or violation of rules
- Marks will be deducted for exceeding the time limit.
- Participants must talk about what is relevant to the topic during their speech.
- All groups have to prepare pros and cons for the fact and get a printed copy of the REPORT
- The report must be typewritten, without a specific format, and printed in triplicate: one copy for the judge, one for the opposing team, and one for retention.
- Usage of the internet or electronic devices during this time is strictly prohibited
- Participants must dress formally, reflecting a professional courtroom setup. This competition will simulate a courtroom-style debate similar to a moot court, emphasizing legal arguments and structured rebuttals.
- **NOTE: Only 20 teams will be selected On a first come first serve basis**

Format of Debate

- Introduction Speech: Each team will have 1 minute to introduce themselves and their stance.
- Debate Round: Each team will be given 5 minutes to present their arguments.
- Conclusion: Each team will have 1 minute to summarise their points.
- Question-Answer Round: Judges may ask questions to test understanding and rebuttals.

Scoring Criteria

- Report Quality (30%): Depth of arguments, facts, and relevance. Delivery (20%): Clarity, confidence, and body language. Rebuttals (30%): Effectiveness in countering opponent arguments. Time Management (10%): Staying within the time limit. Information: Relevance of information used and its correctness.

Disqualification

- Using dark humor or meme elements, Failing to adhere to the rules (e.g., exceeding time, misbehaviour), Using languages other than English & Hindi . Irrelevance to the assigned topic.

Power Card System

- Teams can play a "power card" once during the debate to gain an extra 30 seconds, ask a question to opponents, or request a clarification.

Code of Conduct

1. Participants must maintain decorum and professionalism at all times. 2. No personal attacks, offensive language, or hate speech will be tolerated. 3. Decisions made by the judges are final and binding. 4. All participants must be in formal attire

DATE : 28th February 2025

AUTOCAD & CODEX STATE LEVEL

CODEX & AutoCAD Competition Rules & Regulations

General Guidelines:

Team Formation:

Teams can consist of a maximum of 2 members (from the same college).

All team members must be enrolled in the relevant courses/branches specified for each competition.

Competition Duration:

Each competition will last for 2 hours.

The team with the fastest, correct solution will be declared the winner.

Competition Platforms:

Participants must use the provided coding platforms and tools for submitting their solutions.

Categories:

Codex Programmers (CO/IT/AI/DS/CSE/(other IT domains))

Objective: Solve programming challenges in C or C++.

Focus Areas: Emphasis on efficiency, accuracy, and creativity in solving the problems.

AutoCad Planners (Mechanical and civil engineering domains)

Objective: Design structures or product sketches based on a provided scenario.

Tool: Participants must use AutoCAD for creating and submitting their designs.

Codex's Coders (ENC/EJ/EXTC/EX/(other electrical domains))

Objective: Solve programming tasks and word problems using Python or C.

Focus Areas: Problem-solving skills and correct implementation of the solutions.

DATE : 28th February 2025

Projectathon

Guidelines:-

- Each team gets 5 minutes to present their project, followed by 2 minutes for Q&A.
- Teams must ensure their presentation is ready when it's their turn and stick to their allotted time.
- Late submissions or delays may result in penalties.
- Participants must be enrolled in Vortex, with a team of up to 2 members.
- A participant can only be part of one team. Each team must appoint a team leader for communication with organizers.
- Projects must align with the provided domain, be original, and developed by the team. Use of existing projects without proper citations is not allowed.
- Offensive, controversial, or illegal content is strictly prohibited.
- All team members must be present during their turn; absence of key members may lead to penalties or disqualification.

Domain:-

- Artificial Intelligence
- Blockchain / Web3
- Machine Learning
- Cybersecurity
- Robotics
- Smart cities and Urban planning
- Automation and transportation
- Agriculture technology (AgriTech)
- Resource management / renewable energy
- Edtech (Education Technology)
- Any of your choice

Code of Conduct:-

- Follow the timeline of the event and the directives of the coordinators.
- Respect must be adhered to as teams should not cause distractions to other teams.
- Any inappropriate language, behavior and/or submission may lead to disqualification.

DATE : 28th February 2025

GAMER'S GAUNTLET

Valorant

- 5 players per team are mandatory.
- Entries are limited and based on first come first basis.
- 2 timeouts available per match for either side.
- Any use of foul language on stage / pre-match/post-match/during match will result in one warning any repetitions of such behavior will result in straight disqualification from the tournament. (disqualify)
- No peeping in opponent's screens as it violates fair play rules / code of conduct of the match first case will be provided with a warning , any repetitions of such behavior will result in straight disqualification from the tournament.
- Participants should be present on venue at least 45 mins prior to the first match.
- Matches will be displayed on a bracket.
- Voice Chat will be monitored by officials , any use of derogatory terms results in straight disqualification from the tournament.
- Immoral ways of playing the game will not be tolerated and the team will be disqualified.
- The Initial rounds through quarterfinals will be played remotely
- Semifinals and Finals will be played on LAN at TSEC campus
- All matches will be streamed on TSEC's Youtube channel

(REMOTE PLAY) DATE : 25th & 26th February 2025

(LAN) DATE : 27th & 28th February 2025

Following the guidelines of

<https://playvalorant.com/en-sg/news/announcements/valorant-organized-play-summary/>

GAMER'S GAUNTLET

E-chess

Registration:

- Tournament registration operates on a first-come, first-serve basis.
- Players must register through the designated platform or form to secure their spot.
- Tournament Format:
- Initial Rounds: Played in Blitz mode (e.g., 3+2 or 5+0 time control) on chess.com.
- Semifinals and Finals: Played in Classical mode (e.g., 15+10 or 30+0 time control) on chess.com.

Eligibility:

- All players must have a verified chess.com account.
- Players should not have a history of fair-play violations on chess.com.
- Pairings and Scoring:
- Pairings will be auto-generated by the tournament organizer or chess.com system.
- Each match is a single game until the semifinals and finals.
- Fair Play:
- All games will be monitored for fair play by chess.com.
- Any player found violating fair play rules (e.g., using assistance or engines) will be immediately disqualified.

Semifinals and Finals:

- Matches will be Best of 3 in Classical mode.
- In case of a tie, an Armageddon game (Blitz) will determine the winner.

Scheduling:

- Matches must start at the specified time; failure to join the game within 5 minutes will result in forfeiture.
- Players are responsible for ensuring stable internet connectivity.
- Communication:
- All participants must join the designated communication platform (WhatsApp) for updates and match coordination.

Prizes:

- Prizes will be announced before the tournament begins.
- Winners must provide valid proof of identity to claim prizes.
- Disputes:
- Any disputes will be resolved by the tournament organizer, whose decision will be final.

(LAN) DATE : 27th & 28th February 2025

TECHF AIR 2025

General Rules for Games and Activities:

Game Participation:

- All games and activities (e.g., Typing Test, Osu) are repeatable, allowing participants to try multiple times to improve their performance.
- Participants must follow the instructions provided for each game or activity.
- Prizes for games are distributed via a raffle system at the end of the two-day event.
- Each participation counts as an entry into the raffle for that specific game or activity.
- Winners of the raffle will receive the prize money for their respective events.
- Goodies are limited and will be distributed on a first-come, first-serve basis or based on specific participation milestones.
- Participants must collect their goodies at the designated counter during the fair.

Rules for Setting Up a Stall:

Stall Availability:

The number of stalls is limited and will be allocated on a first-come, first-serve basis. Participants must register for a stall in advance through the official platform.

Eligibility for Stalls:

Stalls must either:

Showcase something related to technology (e.g., demos, tech concepts, apps, gadgets).

Feature a product for sale or display (e.g., accessories, innovative solutions).

Non-technology-related stalls will not be permitted.

Setup Guidelines:

Stall owners must complete their setup at least 1 hour before the event starts each day.

Stall dimensions and power supply limits will be communicated in advance.

Presentation and Conduct:

Stalls must be neat, professional, and engaging for visitors.

Stall owners must follow fair rules and avoid disruptive behavior.

Requirements:

Stall owners are responsible for bringing their own materials and equipment.

Restrictions:

No offensive, inappropriate, or non-compliant content is allowed in the stall setup.

Organizers reserve the right to remove any stall not adhering to the rules.

DATE : 27th & 28th February 2025



REGISTRATION LINK



FOR MORE DETAILS

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ISTE COMMITTEE 24-25 PRESENTS VORTEX 2025

INNOVATE. EDUCATE. ELEVATE