



DECIPHER



Schedule for Events

Day 1- 1st Half

- Inauguration Ceremony
- Lamp Lightning
- Briefing of all Events – Coordinators and rules
- Prize Distribution of Logo Making Competition
- Announcement of Decorative Campus Corridor
- Announcement of Ideathon 1st round & Quick design sprint

Day 1 – 2nd Half

- Decision Making (2- 3 pm)
- Interactive Story Building (3 – 5 pm)

Day 2 – 1st Half

- Ideathon – 2 & 3 round (9:00-11:30am)
- Limited Resources Announcement
- Collaborating Art installation (11:30am-12:30pm)
- Decision making – 2nd round (12:30-1:30pm)

Day 2 – 2nd Half

- Treasure Hunt

Day 3 – 1st Half

- Ideathon – final round – 1 hr
- Quick design sprint- 1hr
- Minefield Navigation- 2hr

Day 3 – 2nd Half

- Welcome and briefing of external participants
- External Ideathon Announcement
- Small Games

Day 4- 1st Half

- External Ideathon- Final Round
- Project Expo
- Award and Closing Ceremony

Rules For All Events & Competition in Decipher

Internal Ideathon: -

- **Participation-**

1. Each team has 4-6member
2. Problem statement uploaded before 3 weeks

- **Competition-**

1. Problem Statement give to participants.
2. Each problem has more than one solution
3. 2 solutions qualify for next round
4. Each solution presents their idea with best presentation
5. Out of all solution best revenue model selected as winner & other 2 has runner up

Decision Making: -

- **Participation-**

1. Participation by candidate individually

- **Competition-**

1. Competition done on the basis of quiz and buzzer round

Limited Resources: -

- **Participation**

1. Each team has max 4 members

- **Competition**

1. Resources are limited
2. 5 resources given to all team
3. 3 given by coordinators
4. 2 chosen by team member
5. Best model for creation and innovative as well as entrepreneurial based is selected as winner.

Collaborating Art Installation: -

- **Participation**

1. Individual

- **Competition**

1. Each candidate has some craft material to design a creative model
2. Best model and vision of candidate selected as winner

Quick Design Sprint

- **Participation**

1. Individual / Team Participation

- **Competition**

1. Make a prototype for any solution

Minefield Navigation

- **Participation**
 1. Team Participation (2 member)
- **Competition**
 1. 1 member play as director
 2. Other one follows this direction to pass the whole path
 3. Mines are placed in path
 4. Commands are change with other words
 5. Less time-consuming team selected as winner

Interactive Story building

- **Participation**
 1. Team
 2. 4 members
- **Competition**
 1. One sentence is given to all team
 2. Rest of the story will be written by all team members periodically
 3. One member has limited attempts

Treasure Hunt

- **Participation**
 1. Team event
 2. 5 members
- **Competition**
 1. Stages are there for qualification of all teams
 2. Fastest team consider as winner

Decorative Campus Corridor

- **Participation**
 1. Team event
 2. 5 members in a team
- **Competition**
 1. All teams are required to decorate the given area in the campus

Project Expo

- **Participation**
 1. Individual or team
- **Competition**
 1. Exhibition