



HINDUSTHAN
INSTITUTE OF TECHNOLOGY



DEPARTMENT OF INFORMATION TECHNOLOGY

TECHMAGNETZ 2K25

EVENT

BROCHURE



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ABOUT HITECH

Welcome to Hindusthan Institute of Technology (HIT), where dreams take flight and innovation knows no bounds! Situated in the heart of Coimbatore, HIT isn't just a college – it's a powerhouse of possibilities, where students embark on an epic journey of discovery and success. With cutting-edge facilities, top-tier faculty, and a vibrant campus culture, HIT is the place to be for anyone passionate about engineering and technology. Here, ideas come to life, creativity thrives, and breakthroughs happen every day. Whether you're coding the next big app, designing futuristic gadgets, or engineering solutions to global challenges, HIT is your launchpad to greatness. Join us at HIT and be part of a community that's shaping the future of technology – because here, your potential is limitless, and the sky's the limit!



ABOUT DEPARTMENT OF INFORMATION TECHNOLOGY

Welcome to the Department of Information Technology at Hindusthan Institute of Technology (HITECH), Coimbatore! Established in 2007, our department offers a four-year undergraduate program approved by AICTE, Accredited by NBA and affiliated with Anna University, Chennai. Led by Dr. M. Duraipandian, our faculty ensures a curriculum that's both up-to-date and goes beyond the syllabus. Our IT program is a fusion of innovation and hands-on learning, covering cutting-edge software development, cybersecurity, and data analytics. With state-of-the-art facilities and exciting industry partnerships, HITECH prepares students to excel in the fast-paced realm of IT. Join us at HITECH and embark on an exhilarating journey into the world of Information Technology!

TECHNICAL EVENTS

I. IDEA SPRINT [PAPER PRESENTATION]

- Each team must present their paper using PowerPoint slides (maximum 10 slides).
- The presentation should be completed within 5 minutes, followed by a 2-minutes Q&A session.
- Exceeding the time limit will lead to point deductions.
- The paper must be original
- The topics should be based on technical (ex: AI).
- Proper citations should be included for references.
- The jury's decision is final, and any disputes will not be entertained.
- In case of a tie, teams will go through a rapid Q&A round to determine the winner.
- Need to send abstract and research paper(min 6 pages) 3 days before the event .

2. INNOVIBE EXPO (PROJECT EXPO)

1. Team Composition: Each team may consist of 1 to 4 members.

2. Presentation Time:

- Each team will have 7 minutes to explain their project.
- Judges will have an additional 5 minutes to ask questions.

3. Project Abstract Submission:

- All participating teams must submit a detailed abstract of their project before the expo.

4. Project Categories:

- Both software and hardware-integrated software (IoT) projects are accepted.

- Software project participants must submit a 1-minute working model video before the event.
- All teams (software and hardware) must bring a working prototype for the presentation.

5. Evaluation Criteria: Projects will be judged based on:

- Presentation Skills – Clarity and way of presenting the project.
- Explanation Clarity – How well the concept, working, and application are conveyed.
- Working Condition of Prototype – Proper functionality and demonstration of the project.
- Failure to comply with these guidelines may result in disqualification or score penalties.

3.BUG BOUNTY (CODE DEBUGGING)

- Focus on Critical Thinking The event is designed to test participants' ability to analyze problems, think logically, and solve them efficiently.
- Round 1 - Quick Analysis Participants answer 15 MCQs in 10 minutes, focusing on predicting code outputs and understanding basic programming concepts.
- No External Help Participants must rely solely on their knowledge and critical thinking skills without any external resources.
- Round 2 - Problem Solving Participants solve 3 coding problems and debug 2 faulty code snippets within 25 minutes, testing their logical reasoning and problem-solving abilities.
- Language Flexibility Participants can use any programming language, encouraging them to think critically in their preferred environment.

- Evaluation Criteria Solutions are judged on correctness, efficiency, and successful debugging, emphasizing logical and optimized thinking.
- Time Pressure Strict time limits in both rounds push participants to think quickly and prioritize effectively.
- Fair Play Strict rules against malpractice ensure participants rely on their own critical thinking skills.
- Tiebreaker In case of a tie, faster submissions and optimized code are prioritized, rewarding efficient problem-solving.
- Goal The event challenges participants to think critically, write efficient code, and debug effectively, sharpening their logical and analytical skills.

4.SQUID GAME(ACTION PITCH)

- Focus on Critical Thinking The event is designed to test and improve participants' ability to think critically and solve problems effectively.
- Round 1 - Quick Thinking A 10-minute technical quiz with 15 MCQs challenges participants to think fast and make accurate decisions under time pressure.
- Round 2 - Problem Solving Teams get a spot topic and must brainstorm a creative, practical solution in just 10 minutes.
- Presentation Skills Teams pitch their solution in 5 minutes, focusing on clear and logical explanations to showcase their critical thinking.
- Judging Criteria Solutions are evaluated based on how well they demonstrate critical thinking, feasibility, creativity, and clarity.
- Management Strict time limits in both rounds push participants to prioritize ideas and communicate efficiently.

- No Cheating Strict rules ensure fair play, emphasizing independent thinking and problem-solving.
- Team Collaboration Teams of 1-3 members work together, combining their critical thinking skills to succeed.
- Tiebreaker In case of a tie, a rapid Q&A round tests quick thinking and decision-making under pressure.
- Goal The event encourages participants to analyze problems, think innovatively, and present solutions logically, sharpening their critical thinking skills.

5.WEB WAR(WEB DEVELOP)

- Focus on Critical Thinking The event challenges participants to think critically and creatively to design a functional and visually appealing webpage under tight constraints.
- On-Spot Topic Participants are given a topic on the spot, requiring quick analysis and planning to execute their ideas effectively.
- Time Management With only 30 minutes to complete the task, participants must prioritize tasks and think efficiently to meet the deadline.
- Resource Constraints After a 5-minute download window, the internet is disconnected, forcing participants to rely on their critical thinking and problem-solving skills without external help.
- Judging Criteria The webpage is evaluated on design, creativity, accessibility, code quality, and user experience, encouraging well-rounded critical thinking.
- Preparation Phase A 5-minute preparation time allows participants to brainstorm and strategize before starting the development phase.

- Development Phase Participants use HTML, CSS, and JavaScript (if needed) in VS Code, testing their ability to translate ideas into functional code.
- No External Help The event emphasizes independent thinking, as participants cannot access the internet or external resources during the development phase.
- Team Collaboration Teams of 1-2 members work together, combining their critical thinking and technical skills to create the best solution.
- GoalThe event encourages participants to think critically, plan effectively, and execute their ideas creatively within a limited timeframe, enhancing their problem-solving and design skills.



NON-TECHNICAL EVENT

I. ADZAP

- Team Size Each team can have 1 to 4 members, encouraging collaboration and diverse ideas.
- Duration The ad must be between 30 to 60 seconds, requiring teams to think critically and deliver a concise yet impactful message.
- Theme The theme will be given on the spot, challenging teams to think creatively and adapt quickly.
- Format Ads can include audio, video, or skits, allowing teams to choose the best medium to showcase their creativity.
- Originality The ad must be original; any form of plagiarism will lead to immediate disqualification.
- Resources Teams can use any resources (e.g., props, editing tools, music) to create their ads, encouraging innovative thinking.
- Judging Criteria Ads will be evaluated based on creativity, clarity, engagement, relevance, and humor, pushing teams to think critically about their content.
- Preparation Time Teams must plan, create, and present their ad within the given time, testing their ability to work under pressure.
- Presentation Teams must ensure their ad is clear, engaging, and aligns with the theme, showcasing their critical thinking and communication skills.
- Goal The event challenges teams to think creatively, work collaboratively, and deliver a compelling ad that resonates with the audience and judges.



2.FIRE CRACKERS(E-SPORTS)

- Team Composition: Teams must consist of a certain number of players (e.g., 2 players for BGMI, 4 players for Free Fire).
- Official Game Accounts: Players are generally required to use their official game accounts
- Device Rules: Participants must use mobile phones or tablet
- Communication: Voice chat and in-game text communication are allowed, but hate speech, offensive language, or anything that violates the terms of service will lead to disqualification.
- CAUTION: Any player found using cheats or exploiting bugs will be banned.
- BGMI
 - Erangel map Will be Played
 - MODE: DUO
 - FREEFIRE :
 - Initially BR Mode will be played ,
 - There top 4 teams will be picked based on Kills
 - And 4 teams will play ClashSquad With each other,
 - And Final clashsquad will be played to pick the "WINNER".1

3.PIXEL BRIDGE (CONNECTIONS)

- Each team can have a maximum of three members.
- If you find the answer through discussion with your team, only one person should reveal the answer by completing the given task.
- Once an answer is given, do not argue with teammates.
- Rounds are conducted based on the participants' arrival in the game.
- Each round consists of 10 questions.
- The different and innovative tasks are conducted in this game

4. VIEW FINDER (PHOTOGRAPHY)

- Eligibility: Open to registered symposium participants; only individual entries allowed.
- Theme: Photos must align with the announced theme; unrelated images will be disqualified.
- Equipment: Any camera, including DSLR, mirrorless, or smartphones, is allowed.
- Originality: Only original photos taken during the symposium are accepted; no stock or AI-generated images.
- Editing: Basic adjustments (cropping, brightness, contrast) allowed; no heavy editing or composite images.
- Submission: Photos must be in JPEG/PNG (1080p min.), named as ParticipantName_EventName.jpg, with a brief description (50-100 words).
- Judging: Based on creativity, relevance, composition, visual impact, and technical quality



5.SHINE FEST (TALENT SHOW)

- Focus on Critical Thinking Participants must plan and execute their performances creatively and strategically within the given time limits.
- Time Management Acts must be between 3-6 minutes, requiring participants to think critically about how to deliver their best performance within the timeframe.
- Preparation Singing and dancing participants must send their tracks and songs in advance, encouraging thoughtful planning and organization.
- Group Coordination Group performances (singing, dancing, instrument play) require critical thinking to coordinate roles, timing, and synchronization among members.
- Creativity Participants must think critically to create unique and engaging performances that stand out to the judges.
- Adaptability Solo acts like standup comedy and mimicry require quick thinking and adaptability to engage the audience effectively.
- Resource Management Participants must make the best use of limited time and resources to deliver a polished performance.
- Judging Criteria Judges evaluate performances based on creativity, execution, and impact, encouraging participants to think critically about their presentation.
- Teamwork Group performances require critical thinking to divide tasks, harmonize, and ensure a cohesive act.



FOR REGISTRATION:



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