

DEENBANDHU CHHOTU RAM UNIVERSITY OF SCIENCE AND TECHNOLOGY

MURTHAL, SONIPAT (HARYANA)

TECHNOVA

2K22

15TH & 16TH DECEMBER

BE THE PART OF ANOTHER MILESTONE!!

ABOUT DCRUST

Deenbandhu Chhotu Ram University of Science & Technology, Murthal came into being on 6th November 2006 by upgrading erstwhile Chhotu Ram State College of Engineering, Murthal through an Act 29 of 2006 of the Legislature of the state of Haryana with the vision to facilitate and promote studies and research in emerging areas of higher education with focus on new frontiers of science, engineering, technology, architecture, management studies, humanities, and also to achieve excellence in the above mentioned and related fields. The University has been considered eligible for grants under Section 12[B) of UGC Act, 1956 in March, 2009.

The technical and professional College/Institutes located in the District Sonapat have been affiliated to the University. University has a Central instrumentation Laboratory which is available to scholars belonging to different departments of the university as well as outside institute as central research facility.

LOCATION

The University is located in NCR on National Highway No. (G.T. Road) about 50 km from SBT, New Delhi towards Chandigarh and 8 km from Sonapat railway station. The location of the University falls within one of the growing industrial belts of Haryana extending from Kundli to Panipat.

CAMPUS

It is a residential university with a campus sprawling over 273 acres of land. Architecturally the campus has been developed in four distinct zones - academic, residences, hostels and recreational. The academic premises comprise of five blocks including one administrative block. One iconic building Saraswati Library is operational and a convention centre has been built to hold up Cultural Fest/Conferences/Convocation, etc.

ACADEMIC PROGRAMMES

The University intends to impart high-end education through 33 Regular PG Courses and 10 Regular UG Courses in the academic session 2022-23. University is also running Ph. D. Programme in almost all the disciplines. University also offers Certificate Courses in foreign languages such as French, Chinese, Arabic languages and German.

WELCOME!

ABOUT TECHNOVA

TECHNOVA is the Annual Technical Symposium of DCRUST and is one of the largest of its kind in Haryana. Technova has grown by leaps and bounds over the years. It is held over 2 day in the month of November and has consistently attracted participants from all over NCR. Technova is all about technical creativity and innovation. Innovation in students is always cherished and supported. In its previous editions. Technova brought participation pool of over 600 students from the colleges under DCRUST.

Many technical and entrepreneurship events are held during the fest including Robotics, Coding marathons, quizzes events. These are broadly classified into various Departmental Events. Apart from this, Workshops and exhibitions are also held. To high- light the social responsibility of Engineers, social/environmental awareness initiatives are undertaken under the banner of CEEES. Project Expo is also organised in order to encourage the practical knowledge and Hobby Expo is another major attraction.

ORGANIZING COMMITTEE

CHIEF-PATRON: PROF.(DR) RAJENDER KUMAR ANAYATH (HON'BLE VICE CHANCELLOR)

PATRON : PROF.(DR) SURESH KUMAR

CONVENER: PROF.(DR) SUKHDIP SINGH

COORDINATOR: DR RAJESHWAR DASS, ASSOCIATE PROF. ECED

CO-COORDINATOR: DR MAMTA BHAGAT, ASSISTANT PROF. CHED

STUDENT COORDINATOR: HARSH TAGEJA (ECE)

STUDENT CO-COORDINATOR(S): RITISHA JINDAL(ECE) , NISHCHAY GUPTA (CSE)

GENERAL RULES

- The participants from outside institutions and affiliated colleges will be given a direct entry in mains round(without prelims) of all the events.
- The registration for outside participants will be done by Entry form provided at the university and or Technova website duly signed by Principal/Director of the institute.
- The participants can scan the complete form and send it on technova@dcrustm.org or can carry a hard copy of the complete form. They Can register themselves on the website - www.technovadcrust.org
- The registration fee per participant for external participants is Rs. 100/- (onetime Registration fee).
- There will be two positions(prizes) i.e. 1st and 2nd in each event in TECHNOVA. In case of only one participating team in an event, the event will be considered as non-competitive and hence no prize will be given. In case of a tie among the teams, the judges will decide the winner.
- The Principal/Convener/Director of the concerned institutes and various constituted committees for TECHNOVA at DCRUST shall be responsible to ensure that there is nothing vulgar, obscene or objectionable in any of the events presented by the students of his/her College/Institute.
- Rules of Project Expo, Robotics and all other events can be subjected to change without prior notice.

Technova 2k22

EVENT LIST

1. PROJECT EXPO
2. HOBBY EXPO
 - a. Exhibition
 - b. Craftsman
3. ROBOTICS
 - a. Robo Race
 - b. Robo Soccer
 - c. Tinker and Build
4. POSTER PRESENTATION
 - a. Branch wise for all branches of Engineering, Architecture & Sciences
5. COSMOS: (CSE)
 - a. Think Future
 - b. Web Master
 - c. Technical Treasure Hunt
6. INTEC: (ECE)
 - a. DEVHOLIC
 - b. Handshaking with No Code Tech
 - c. INTECH GOT TALENT
7. SEE: (EED)
 - a. Short circuit
 - b. ArdioCode
 - c. Tech-Bhumi
8. MEDITRONICA:(BME)
 - a. Poster Making
 - b. B-Quiz
 - c. Dream Project
9. SOMEK: (MED)
 - a. Quiz on Transportation and Automobile
 - b. CAD Modelling
 - c. PC Gaming (VALORANT)
10. NIRMAL: (CIVIL)
 - a. Proximate
 - b. Card's Tower
11. MANTHAN: (CHE)
 - a. Chem Quiz
 - b. Crossword Puzzle
 - c. Lets Innovate
12. ENGENISIS: (BT)
 - a. BRAIN BIOPSY
 - b. NUTRI BID
 - c. BIOGEM
13. RASAYANAM (Chemistry)
 - a. Magic of Colors
 - b. Fun with Chemistry
 - c. Welcome to QEL
14. RAMAN (Physics)
 - a. PhysiHunt
 - b. Working model
 - c. Poster Making
15. MATHEMATICS
 - a. Poster Making
 - b. Debate
 - c. Quiz
16. ZENITH (MBA)
 - a. Synergy Crew
 - b. Ad-mad show
 - c. Biz-entra
17. DEPARTMENT OF ARCH.
 - a. Archaquest
 - b. Jenga
 - c. Brick Bold
18. SAVERA
 - a. Tech Track the Technicality
 - b. Techno Gospeller
19. LISOC
 - a. Student of The Year
 - b. Lets Discuss
20. E-CELL
 - a. Pitch Start
 - b. Ensignt
21. GDSC
 - a. Coding Contest
 - b. Virtual Treasure Hunt
22. PRATIBIMB
 - a. Machine Mantra
 - b. DCRUST Sabha
23. SANJHI
 - a. Reuse it or lose it
 - b. Ske-doodle
24. SUNSHINE
 - a. Idea Challenge
 - b. Riddle Hunter

TECHNOVA 2022

CENTRALIZED EVENTS

PROJECT EXPO

Project Expo is an organized presentation and display of model/working prototype developed for the solution of a problem. Engineering/Science students are involved in different projects at different points of their engineering/science life. These project plays an important role in shaping the career of a student. The student applies their learning of engineering/science for developing a practical and innovative model.

Deenbandhu Chhotu Ram University of Science and Technology. Murthal is going to organize a "Project Expo" on the day of Technova [the technical fest of the university). The goal of this project expo is to provide a platform to the students to show their knowledge and skills, to motivate the future generations of engineers to be innovative and problem solver and to develop interest of the upcoming generation toward science and engineering. This will be a plethora of knowledge for all the technocrats out there. This year's whole new edition of the exhibition is going to be a perfect blend of innovation and eloquence. Entries for all the engineering/science branches are open. The engineering/science students will be presenting their projects of their particular domain and hence every inquisitive mind is welcomed to solicit their opinions and ideas on the projects.

General rules for Project Expo:

1. Only Engineering/science students from any institution/University are allowed for participation.
2. Every Team can have maximum 4 members.
3. Minimum two teams entry is required for declaration of winner.
4. At least one member must be present during the display of the project.
5. The project must be in working.
6. Members should have valid ID cards of their college/university.
7. One participant can participate with project only.
8. Standard laboratory safety rules must be considered.
9. Students must supply all equipment I.e. battery, charger, including extension cords etc. Outlets for electricity will be provided ONLY if requested on the entry form.
10. Abstract of the project must be sent to following email id projectexpocoordinator@gmail.com, Detailed format will be provided on the website.

Regulations for competition and display of project:

1. The Project will be considered on the basis of branch of the students, and winners will be decided branch wise.
2. The project for competition must be displayed and team should have printed block diagram of project on A4 size card board which can stand on table. OR a poster may be prepared to explain the working of project which may include introduction, Block diagram, Working principle, advantages and disadvantages of the project. OR students may come with their laptops for ppt presentation.
3. The poster must be prepared in the given format which will be sent to you in due course.
4. Participants will get 7-10 minutes of time to explain their project to the judges.

Important Points:

1. Teams will be given a space to set up their model/design at the venue for exhibition and for judging.
2. The certificates will be given to all the participants for display of their projects.
3. Students are solely responsible for the security and safety of their equipment.
4. All participating Students have to fill the participation form that will be available on the Technova website
5. The decision of the judges shall be treated as final and binding.
6. The organizers reserve the rights to change any or all of the above rules as they deem fit. Any change in the rules will be notified to the registered participants.
7. Do check the website regularly for updates.

ROBOTICS

Event 1: Robo Race

The path will consist of multiple hurdles such as sand-pits, rock zones and the bot has to traverse through the given path in order to complete the race. Path will consist of multiple checkpoints and each time a bot runs out of the path, it has to begin its race from the last crossed Checkpoint. Every time a bot crosses a checkpoint 10 points will be rewarded to the team. A total of 5 minutes will be provided to complete the race. If the bot is unable to complete the race, the total score will be determined on the basis of completed checkpoints.

RULES AND REGULATIONS :

1. The participants have to compete only using the bots provided by organizers.
2. No changes can be made to bot by any of the participant, changes or damages intentionally made to bot will lead to direct disqualification.
3. The participant will be liable to disqualification if it causes any kind of damage to the arena and the bot.
4. Arena can be changed by the organising committee in knockout matches.
5. A maximum of 5 minutes will be given to participant to traverse the bot through the path.
6. Each time bot runs out of the path, it has to begin the race from the last crossed checkpoint, the timer won't stop during this.
7. In case of any technical malfunctioning of the bot, the decision of organizing committee will be final.
8. Participant with multiple entries is liable to be disqualified and no person will be entertained related to this matter.
9. Pattern of competition will depend on number of participants, either Knock-outs or Time-trials (here the winner will be declared as the participant completing the race in minimal time, if none is unable to complete then the person with most points will win the race or else in case of tie among participants, knock outs will be played).
10. Knock-out rounds will be based on seedings of participants (means the participant with highest score will be made to play against its opponent).
11. In case of Knock-outs the participant competing second will get the time equivalent to Time remaining of the first participant. In this case if the first participant is unable to complete his race in the allotted time then the second participant will get full five minutes.
12. In Knock-outs the winners will be declared on the basis of points scored.
13. In case both the participants are unable to complete the race, the result will be declared on the basis of points scored.
14. Any changes in rule will be informed in advance to the registered teams via organising team.
15. The decision made by the Event coordinator of the event will be final and no person will be entertained regarding this.

Scoring

1. Crossing each checkpoint will earn you 10 points (A = Number of Checkpoints)
2. Completing the Race will earn you 50 points (B = 1 if you complete the race else 0).
3. Completing the race before time will earn you points equivalent to number of seconds remaining (C).

$$\text{Total points} = 10 * A + 50 * B + C$$

Event 2: Robo Soccer

The objective is to play with a manual robot that can compete in an arena specially designed for the robotic soccer match. The event is aimed at testing the manoeuvring skills and control of the robot. The event mainly consists of three rounds.

ROUND 1:

1. Both participants will start from the center of the arena having a white ball placed at it.
2. Once the whistle is blown, the match will start.
3. The time limit is 180 Seconds with two rounds of 90 seconds each. 1 minute will be given between the rounds to settle the bots.
4. A player can ask for a time-out if he faces any problem during the round with timer being stopped at the moment.
5. Participants have to goal the ball in the opponent's goal post.
6. If the participant mistakenly goals in his goal post, it will be treated as his opponent's goal.
7. 1 goal is equivalent to 20 points.
8. As soon as the first goal is scored, round one ends or 90 seconds get completed (which one is earlier).
9. The player who scores the goal is the winner of that round.
10. As soon as one round gets completed, the sides of the participant will be changed and for the last round for half of its time, the same sides as the last round will be followed and for the next half the sides will be interchanged.



ROUND 2:

Round 2 will be the same as Round 1.

Round 3 (The Game Turner):

1. The black ball is placed at the center.
2. In this round the participant gets 50 points for the goal scored.
3. The round will be played for full 90 seconds.
4. This round begins with soccer-bots placed at their respective D's of their field area.
5. The person with the highest points wins the match, in case of a tie, the person winning the most rounds wins the match.

RULES AND REGULATIONS:

1. Only participants with single entries will be entertained.
2. A robot can push or hit the ball. It cannot withhold or grab the ball.
3. Human interference (e.g. touching the robot) during the game is not allowed.
4. Decisions of the Judges and Event Organizers shall be treated as final and binding on all and cannot be contested.
5. The match referee takes all the decisions and participants have to abide by them.
6. AC power supply will be provided at the sight of play.
7. The coordinator can change the rules of the game depending on the situation.
8. Rules & Regulations may change without prior notice by the Event organizers.

Event 3: TINKER & BUILD

Thinker and Build requires your inner innovator to formulate solutions for a given problem in a specific time frame, the better the solution the higher your score will be. These problems will be based on the electronic circuits and basic coding challenges. So be ready to thinker and build.

RULES AND REGULATIONS:

1. This competition is a team event with a minimum of 2 members and a maximum of 4 members.
2. Teams are allowed to bring their own laptops and if they don't have a laptop they can avail the facility of laptops provided there.
3. The participants will be required to use THINKERCAD to formulate the solutions.
4. THINKERCAD is an online and intuitive platform that provides an easy way of designing and coding.
5. Teams will be judged based on their overall analysis of the problem and the solution they have come up with for the same.
6. A maximum of 20 minutes will be provided to a team to formulate their solution.

Decisions of the Judges and Event Organizers shall be treated as final and binding on all and cannot be contested

HOBBY EXPO

RULES AND REGULATIONS:

1. It is a team event.
2. Every team can have maximum 2 members.
3. Members should have valid ID cards of their college/university.
4. Students have to display/exhibit any collection related to their hobby in a presentable way.
5. One member can display only one hobby at a time.
6. Students are solely responsible for the safety and security of their things and the organizers do not take any responsibility for any loss.
7. Teams will be given a space/allotted one table to set up their hobby collection at the venue for exhibition and judging.
8. There will be 2 overall positions from all branches and years.
9. Students have to remain present during the exhibition of their hobby.
10. All participating students have to fill the participation form that will be made available to them on the Technova website along with the details of their exhibition.
11. The best and relevant entries will be selected for the hobby exhibition.
12. The decision of the judges shall be treated as Final and binding.
13. The organizers reserve the right to change any of the above rules if necessary and the participants will be noticed about it accordingly.



POSTER PRESENTATION

About Poster Presentation

Student will prepare and present a poster of their research work. Students will have the opportunity to showcase their posters with attendees in person. Posters will be displayed as per specified schedule.

Who is eligible to participate?

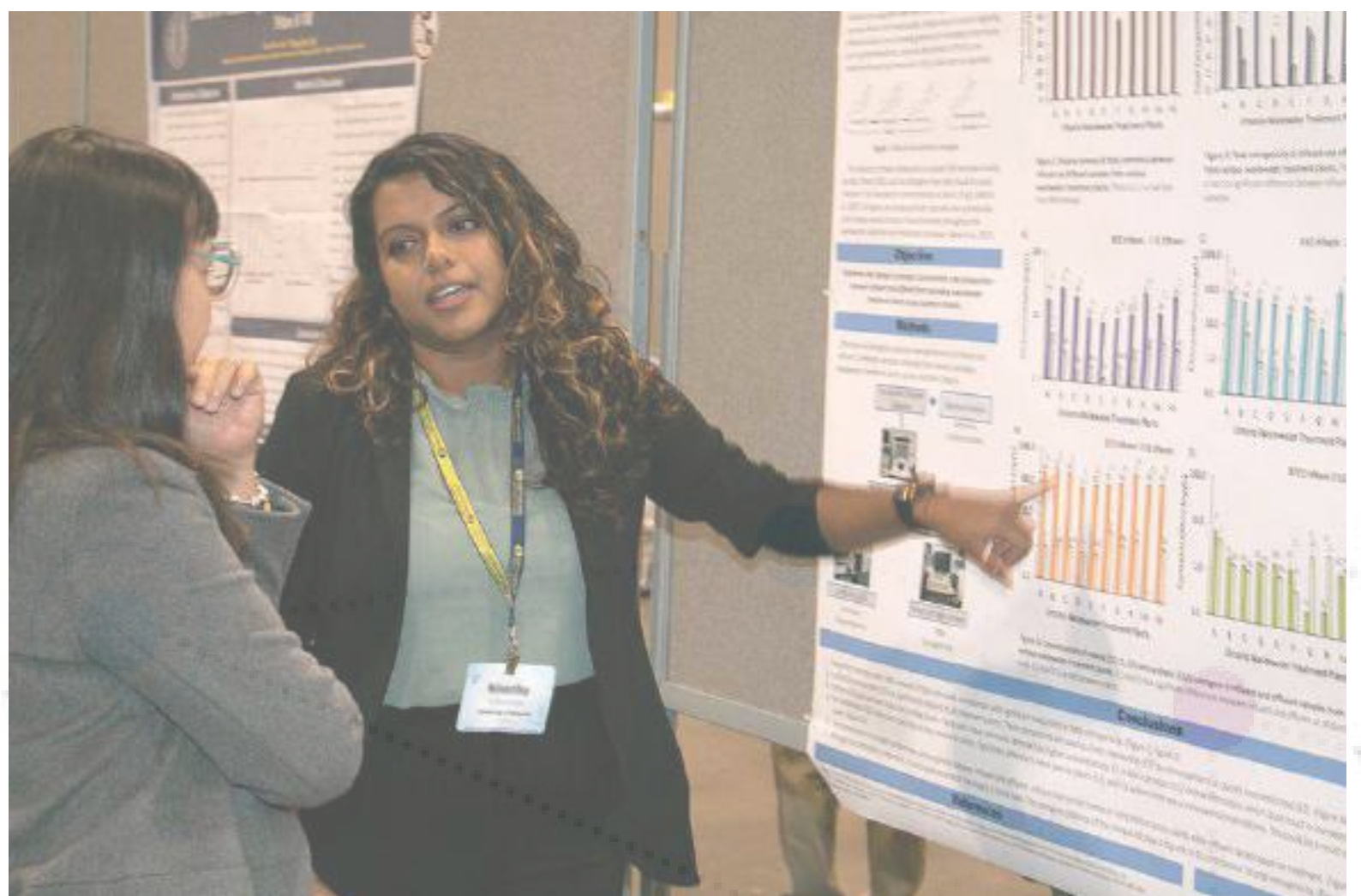
UG, PG and Ph.D. students of all disciplines related to Science and Technology are welcome to participate.

What will the poster look like?

The poster size will be 2x3 feet (60x90 cm). Your poster should include: Title, Names of author(s) and affiliated organization(s), Abstract, Background Information, Objectives, Materials and Methods, Results (tables, graphs etc.), Conclusions and Discussion of possible future directions.

Topics: Technical poster presentation topics represent a set of topics that are suitable for posters with a scientific purpose to demonstrate knowledge in technical disciplines:

- High-Performance Computing
- Advances in Communication and Networks
- Image and Multimedia Processing
- Machine Learning, Deep Learning
- Data Science
- Cognitive Computing
- Artificial Intelligence
- Data mining and Data Warehouse
- Cloud computing
- Big data and Data Analytics
- Software engineering
- Information and signal theory
- Acoustical signal processing
- IoT
- Electric vehicles
- Renewable energy
- Smart Grid
- Mobile and Wireless Communications
- Application of Power Electronics to Power Quality
- Improvement and Industrial Drives
- Emerging power semiconductor devices
- Latest Converters for renewable energies
- Computer-aided power system protection
- Robotics
- Self-Healing concrete & Green Concrete
- Recent trends in Civil engineering
- Modern Construction Techniques
- Emerging topics related to science and technology disciplines



What will be the evaluation process?

Student presentations will be evaluated based on the following criteria:

- 1. Delivery of presentation**
- 2. Originality of work, including new concepts and innovations**
- 3. Organization and structure of presentation/poster**
- 4. Quality of data and materials (clarity, use of graphics, etc.)**
- 5. Research and analysis techniques**
- 6. Completeness of work or project**

Student Competition Guidelines:

- 1. Presenter must register for the poster presentation in TECHNOVA-2022.**
- 2. Student must be both the primary author and the presenting author.**
- 3. Student must present their own work.**
- 4. During the poster presentation, a judging committee will select the best poster presentation.**
- 5. Winners will be announced on 16.11.2022 during valedictory function of TECHNOVA-2022.**
- 6. Proof of student status in UG/PG/Ph.D. degree program at the time of presentation is required.**
- 7. Merit certificates will be provided to the students securing 1st and 2nd positions while poster presentation certificates will be provided to all presenting author(s).**

Registration Fees:

There is no registration fees for DCRUST students while outside students need to pay Rs.100/- once per participant at the registration desk.

DEPARTMENTAL EVENTS

DEPARTMENT OF COMPUTER SCIENCE ENGINEERING(CSE)

Event 1- THINK FUTURE

Rules for THINK FUTURE Event-

1. No of students - 2
2. Minimum Slides - 15
3. Maximum Slides - 25
4. The language of presentation shall be English.
5. The participants should make their Title headlines.
6. The titles used by participants must tell the topics.
7. The content of the PPT should not be copied. Plagiarism, if detected, will lead to disqualification.
8. Presentations must be made by memory; notes may not be used.
9. The decision of the jury will be final.
10. The participant must complete his/her presentation in the allotted time period(10 minutes) only as per rules, no extra time will be given and no excuses will be heard.
11. There is cross question round for 2 to 5 minutes related to your topic.

Event 2- WEB MASTER

Rules for WEB MASTER Event -

1. Maximum 3 members per group.
2. Participants need to design a 3+ pages website based on the competition topic.
3. Students have to design a web-site on any one of the specified topics and present it to the judges. Decision of the judges will be final.
4. First page must be your Homepage (Containing LOGO/picture depicting the topic and the website name). Three pages must be dedicated to your discussion suitable for the website.
5. The last page must be Information Hub that provides details about.
6. Use of USB drives is strictly prohibited.
7. Maximum Time - 2 Hours.
8. Cheating: The emphasis of the competition is to create an original website. Therefore, any team found to be cheating, interfering with another team, or interfering with the competition in any form, will be punished with severe point deduction or be immediately disqualified from the competition.
9. Prohibited Content: Each website must not contain material deemed objectionable to UTAR (e.g. no pornography, no profanity, nothing offensive to a person's gender, ethnicity, or religious beliefs, no references to alcohol, tobacco, or drugs).
10. Reserved Rights: All decisions by judges with respect to any aspect of the competition are final and binding on student(s), and staff(s). They are not subject to review.
The judges reserve the right to modify the competition rules and/or submission procedures as deemed necessary should a technical issue arise during the competition. The judges reserve the right to make clarifications with regards to the competition rules as deemed necessary.
11. Participants can bring their own laptops.



Event 3 - TECHNICAL TREASURE HUNT

Rules for Technical Treasure Hunt -

1. There will be 2 rounds of quiz.
2. Participants qualified for the first round will be eligible for the second round.
3. System will be provided by the departments.
4. No mobiles phones will be allowed.
5. Any participant found cheating by any means will be immediately disqualified from the competition.
6. All decisions by judges with respect to any aspect of the competition are final and binding on student(s), and staff(s). They are not subject to review. The judges reserve the right to make clarifications with regards to the competition rules as deemed necessary.

DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING(ECE)

Event 1: DEVHOLIC

Rules and Regulations

You can register only in a team of 2 to 4 members.

The competition will be conducted in two rounds

Round 1 - This round will be an idea submission round in which you will be required to submit a PPT for review of the idea or the prototype here ,the top 5 teams will move on to the next round.

Round 2 – This round will be the Project explanation round

The theme will be released before 10 december,2022

The winner would be decided on the storyline, design, execution and presentation

All the Registered participants have to mark their attendance at the start of the TECHNOVA

Extra brownie points if you can innovate something new through your project

Event 2: HANDSHAKING WITH NO CODE TECH

- 1.Number of participants will be 50.
2. Day 1 will be an introductory session and on Day 2 we will be conducting a small competition.
3. Top 3 candidates will be rewarded accordingly.
4. Certification of participation will be awarded to all the candidates.

Event 3: INTECH GOT TALENT

Rules & Regulations:

1. 30 objective type questions
2. Only one correct answer
3. No overwriting in marking the option
4. Plus one positive marking
5. Minus one negative marking
6. 30 minutes time allowed
7. ID card is mandatory



DEPARTMENT OF ELECTRICAL ENGINEERING(EE)

Event 1: SHORT CIRCUIT

It will be a one on one match. Two team contestant of 3 players will be there. Three rounds will be there, for each one round 1 player will be selected and who makes the given circuit.

RULES

1. There will be 3 persons per team .
2. There will be 3 rounds
3. There will be only one winner team and prize will go to team (not to individual.)
4. Each team shall have three player
5. Every team have to make the circuit within the time limit
6. Winner will be decide on the basis of less time taken.
7. Participation shall wear their Identity Cards all time

Event 2: ARDIOCODE

DAY 1: Introduction to AURDINO, future scope and limitations. Ways of identifying any problem and the right way to approach the solution. Introduction and basics to the software involved in Aurdino.

DAY 2: Making a small live project and concluding the workshop.

Event 3: TECH-BHUMI

About TECH-BHUMI

It is a technically startup event, where each team showcase their startup and innovative ideas infront of the jury members. The main objective of this event is to uplift the startup culture from the institute and make students to belief in creating jobs rather than seeking jobs.

KEY-POINTS :

1. Maximum 5 members in a team are allowed in this event.
2. There is no hard and fast rule of selecting team members from same class or branch.
3. There will be two main judges and 3 virtual investors from the faculty side.
4. The team should given 15-20 minutes for the presentation of their respective startup ideas.
5. There will be a brief questioning round by the jury members just after the completion of the presentation.

DEPARTMENT OF BIO MEDICAL ENGINEERING(BME)

EVENT 1: POSTER MAKING COMPETITION

1. The theme should be the main focus of the poster and should include any of the following:

- o Human organs.
- o Digital world and healthcare.
- o Renewable energy
- o Menace of Antibiotics
- o Infrastructure as utility
- o Digital threat for nations.
- o Architecture of modern hospitals.



2. Drawing / painting must be on paper of A3 size (297 x 420 mm) or A2 size (420 x 594 mm).
3. Acceptable tools of drawing / painting include pencil, crayon, water colour, oil paint, etc. Photographs, wires, and other 3D objects are not acceptable. The completed artwork must be on a flat piece of paper.
4. Poster should be prepared on the spot.
5. The drawing / painting must not include words, national flags, or slogans.
6. The drawing / painting must not represent any particular individual, organization, or brand name and must not depict any religious theme.
7. Topic should be mentioned on the top margin of the front of the poster.
8. Name, roll no. and Department of participant along with contacts details must be clearly mentioned on the back of poster in the English Language.
9. The competition will involve two rounds:
 - o Poster making (Time limit: 75 minutes)
 - o Explanation and Spoiler involvement in the poster. Spoiler will be given on the spot. (Time limit: 10 minutes for each participant).
10. Participants should bring their required paraphernalia along with them on the day of the event.
11. The decision of the judges will be final and no sort of disputes will be entertained.

EVENT 2: B-Quiz

1. Team comprises of 3 candidates only.
2. Quiz will involve three rounds:
 - Preliminary round
 - Buzzer round
 - Rapid fire
3. Students from any discipline can participate.
4. Questions area “Broad Areas of Biomedical engineering, current affairs and other engineering discipline”.
5. The specific rules regarding time to replay a particular answer and the type of round will be given before the actual start of the competition.
6. Participants are advised to bring their mobile phones for the preliminary round.
7. Use of electronic devices after the preliminary round is strictly prohibited.
8. The decision of the judges will be final and no sort of disputes will be entertained.

EVENT 3: Dream project Power point presentation

1. Qualifying criteria will include three rounds:
Presentation
High order thinking skills evaluation
Critical thinking
2. Idea should be practically feasible. Participant must include plan of execution and SOP as well.
3. Use a Maximum of 20 Slides.
4. Time Duration per presentation will be 10 minutes only.
5. Participant should bring their laptops along with the required essentials.
6. Use only ‘GIF’ and slide animations. Video attachments not allowed.
7. Presentation should strictly be prepared in MS PowerPoint.
8. The decision of the judges will be final and no sort of disputes will be entertained. Failing this the team may be liable for disqualification.

General rules

1. Students from any discipline can participate.
2. Registration compulsory for all participants in every event.



DEPARTMENT OF MECHANICAL ENGINEERING (ME)

Event 1: AUTOMOBILE QUIZ

RULES:

1. Competition mode is Offline and students from all the universities/colleges can participate in the event.
2. Participants should be present at the allotted place at the allotted time. Delays would lead to disqualification
3. Team should comprise of 4 members
4. A Google form is to be filled prior by the respective team leaders, comprising of the details of all the members of the team
5. Maximum number of allowed entries are 20 (teams i.e. 80 candidates)
6. Quiz will consist of a screening, in which the team has to solve an MCQ type test, consisting of 40 questions.
7. Phones will be collected prior to the commencement of the screening test.
8. Only 6 teams will get qualified for the quiz
9. Use of any unfair means is strictly prohibited, if found, the whole team will be disqualified.
10. Maintaining the decorum of the quiz and test is extremely important.
11. Quiz will consist of four rounds:- MCQ, Visual, Rapid fire and Extempore.
12. MCQ round, each team will be asked a question. A right answer would give +10 points and a wrong answer would lead to -5. The answering team can even pass the question, once the question is passed, all the other teams are eligible for giving the answer. The team which will raise the hand first will get the chance to speak the answer. Right answer of the passed question will give the team +5 and the wrong answer a -5. If the passed question's answer is wrong, the question's answer will be told and the question will end.
13. Visual round would consist of a photograph or a video, the team has to answer the corresponding question. Right answer will give +10 and there's no negative marking. Wrongly answered questions will be passed only to the audience.
14. Rapid fire round will be for 1 min only. Each correct answer will give +5 (no negative marking). Team leader can Answer as many questions as he can in 1 MINUTE ONLY.
15. Extempore round, a topic related to the quiz's theme will be given to the team and any one candidate has to speak on that topic for 1 min. The content will be evaluated by the judges (marks will be out of 10). Only one minute will be given prior, to think about that topic.

The Winning team will be the one with the maximum net score.

Event 2: CAD MODELING

RULES:

1. Only AutoCAD software is allowed system will be provided by the university only
2. It is a solo event no group entries will be acceptable
3. Competitions mode is offline and students can participate from any university/college.
4. Participants need to be present at the allotted time otherwise he/she will be disqualified.
5. Any kind of discussion with fellow participant will lead to disqualification of both participants .
6. The competition will consist of 2 rounds . 1st round will be MCQ type test for elimination and 2nd round will be CAD Modeling.
7. In case of draw final quiz will take place for ultimate winner.
8. If any student/participant found in any sort of malicious activity / cheating will be disqualified.



PC GAMING - VALORANT (EVENT 3)



RULES:

1. Competition mode is offline and students can participate from any university/college.
2. Participants need to be present at the allotted time otherwise team will be disqualified. Only 5 minutes will be given to join the lobby.
3. Any form of cheating, using a glitch, abusing in-game mechanics or unsportsmanlike behavior may result in a forfeit of a game, match or ban from the tournament.
4. Teaming-up with other players rather than your own team will result in disqualification from the tournament.
5. Teams should decide one captain/leader among themselves and have to come up with a team name to be recognizable at the time of registration
6. Only one captain of the team should register their whole team details on forms
7. There will be no draw matches, matches will keep on going until a team wins
8. Matches will be played in single elimination knockout rounds, semifinals and finals will be played in best of three rounds.
9. Maps will be decided randomly
10. Any third party software is strictly prohibited, if found whole team will be disqualified
11. PC and accessories of any sort will not be provided by the organisers.

DEPARTMENT OF CIVIL ENGINEERING(CE)

Event 1: Proximate

Proximate , i.e, to guess is a fun event where in students are required to guess the dimensions of some object in front of you in any unit known. students are marked on the basis of their apt answers

RULES :

1. No communication during the game.
2. No smartphones allowed.
3. No measuring instruments is allowed.
4. All reading should be in mm.
5. If any query ask the coordinator or the teacher assigned.



Event 2: CARDS TOWER

Card Tower is the old fashioned playing cards game where you have to make a tower using playing cards without letting cards fall. Students are marked on the basis of the structure made and its uniqueness.

RULES:

1. Team of max 3 Students are allowed.
2. If any team wants to drop in between of the competition must inform the coordinators.
3. Time limit is fixed and that is 15 minutes.
4. If any takes help of any kind of external support, then they will be directly disqualified.
5. Stability & Structure of the tower will also be taken into consideration while evaluating the result.
6. The winning team is the one having highest tower.

DEPARTMENT OF CHEMICAL ENGINEERING(CHE)

Event 1: CHEMQUIZ

RULES:

1. Students from any programme can participate.
2. There will be 3 rounds.
3. Round 1 will be written test (Prelims Test).
4. Round 2 will be Oral.
5. Round 3 will be Rapid fire.
6. There can be maximum two students in a group.
7. Certificate for both 1st & 2nd Positions.
8. The decision of judges will be final.



Event 2: Crossword Puzzle

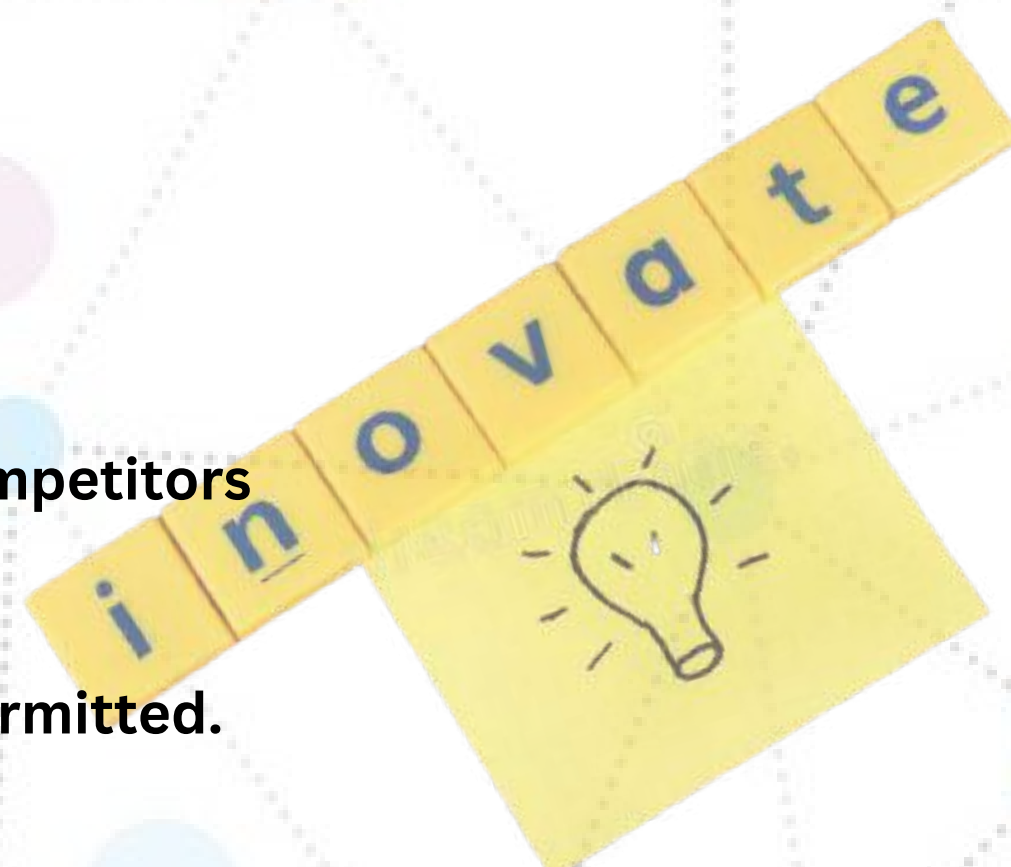
RULES:

1. Students from any programme can participate.
2. There will be 2 rounds.
3. Time limit will be 10 minutes per round.
4. There will be certificates for 1st and 2nd position.
5. The decision of judges will be final.

Event 3: Let's Innovate

RULES:

1. Students from any programme can participate.
2. Presentations should be limited to 5-8 minutes and competitors exceeding the time limit will be disqualified.
3. The presentation can be commenced in English or Hindi.
4. No additional electronic media (e.g sound and video files) are permitted.
5. There will be certificates for 1st and 2nd position.
6. The decision of judges will be final.



DEPARTMENT OF BIOTECHNOLOGY (BT)

Event 1: BRAIN BIOPSY

This is a Bioquiz event organised by the Department of Biotechnology. In this event we will be having 3 rounds as follows.

Round - 1 (MCQ Round)

1. In this round each team has its own quota of 50 questions and gets 15 minutes to
2. answer the question intended for it, and is awarded 3 points for each answering .
3. If the team, the question intended for, gives a wrong answer, the quiz master will give the correct answer.
4. The team members can discuss before giving the answer.
5. There is negative marking (-1) for wrong answers . No buzzer is used in this round.

Round - 2 (Reasoning & Assertion round)

1. Each team has to give the right answers and possible reasons for it.
2. Each team will be rewarded +10 for each right reason .

Round - 3 (Rapid Fire round)

1. In this round each team has its own quota of 10 questions and questions will be passed to the other team from the previous team if they did not answer.
2. A team gets 10 seconds to answer the question intended for it, and is awarded 5 points for answering it.
3. If the team, the question intended for, gives a wrong answer, the quiz master will give the correct answer.
4. If the team that the question intended for passes it. The next team/s get 5 seconds to answer it and are awarded 2 points for the right answer.
5. The team members can discuss before giving the answer. There is negative marking for wrong answer (-2). a buzzer is used in this round.

Event 2: NUTRI BID

This is a Bio bid & auction event organised by the Department of Biotechnology. In this event a basic brief will be given to participants about essential nutrients required by human body with their required percentage. Participants will be provided with an equal amount of coins which they have to use for the bid. The team with the most nutritional collection will be rewarded.

RULES:

1. Each team consisting of 3-5 students will have a name and representative.
2. A team gets 15 seconds to choose a bid and will be finalised. Representatives who only use buzzer will be allowed to bid.
3. It's compulsory for all teams to have all essential nutrients in their basket .
4. The Team who's left with most coins and Closest optimum calorie intake will be awarded as the winner

Event:3: BioGem

This is a pitch presentation event organised by the Department of Biotechnology. In this event participants are required to present a short pitch highlighting an idea from current trends emerging as a reliable solution to biotechnology and healthcare. The idea can be any interrelated technical innovation between Biotechnology and other fields like computers & softwares, robotics, semiconductors, mechanics etc.

1. The event welcomes ideas and solutions which make use of biotechnology and related sciences to solve the present day problems.
2. The participants can pitch original as well as previously used ideas to solve modern day problems using biotechnology.
3. Each participant should prepare a short presentation for the same, covering all the essential points.
4. Each participant will be given 5-7 mins to present their topic.
5. The panel of judges will decide who's idea and presentation they found the most outstanding.
6. Top 3 participants will be awarded .

DEPARTMENT OF CHEMISTRY(CHEM)

Event 1: Magic of Colors

1. **BLUE BOTTLE EXPERIMENT:** Take some water in a round bottom flask. Then add some amount of glucose and add some amount of potassium hydroxide (solid) and mix well then add some drop of methylene blue. The colour change to blue then check it becomes colorless.
2. **SUGAR RAINBOW:** take five glass speakers with water. Add sugar in every Baker of different concentration and then add different food colours in every beaker. Makes all with glass Rod, yeah, it looks like a rainbow. The most concentrated solution settles down at bottom.
3. **SMOKE CHEMICAL REACTION:** take some amount of hydrogen per oxide and conical flask. Then add potassium per magnet. It becomes smoky reaction.

Events 2: Fun with Chemistry.

HOUSIE

1. Volunteers are given slips with atomic number and give the choice to write any 15 atomic number from 1 to 20.
2. The game master start announcing atomic names by his choice and a noun says any 10 numbers and volunteers cut respective number.
3. Winner list will be given to the authorized person.

TREASURE HUNT

Secret puzzle codes related to Chemistry given at each stage. Stage is passed on first one. Kushal is the puzzle basis.

Event 3: WELCOME TO QEL

1. Making of elephant toothpaste
2. Quiz
3. Fun trick with Lycopodium powder

Rules and regulations:

1. Once we start performing the experiment, we request students to step back.
2. Don't touch the foam after the experiment as it will be hot, hydrogen peroxide is still reacting

DEPARTMENT OF PHYSICS (PHY)

Event 1: PHYSI-HUNT

Brief Description:

Participant have to collect selfies showing physics phenomena going around us in the university campus. it will be a 03 round event whos details are given below. The event is open for all undergraduate and graduate students of university teaching departments in any department.

Round 1: Selfie round

Each team will have to capture their ten selfies showing physical phenomena in the campus in a given time and the fastest top 10 teams will go to the second round.

Round 2 : Quiz round

Quiz shall be based on physical phenomena with negative marking, best five teams shall go to next round

Round 3 : Treasure hunt round

Each team shall be given 05 assigned task to hunt the treasure through Chit draw and they have to accomplish the task within time.

RULES:

1. There will be 2 persons per team .
2. There will be 3 rounds
 1. Selfie Round
 2. Quiz Round.
 3. Treasure hunt round
3. There will be only one winner team and prize will go to team (not to individual.)
4. Each team shall have two player
5. Every selfie should be taken at different locations .
6. Team members should bring their own phone
7. Winner will be decide on the basis of less time taken and relevant selfie.

Event 2: Working Model Event

Brief description:

Self made scientific model are invited for presentation

RULES:

1. Model should be strictly on the topics.

"Integrated approach in Science and Technology for sustainable future "
2. Maximum two teams(each of two students) are allowed
3. Best 03 model in shall be selected by the judges and prizes of each shall be given as per university rule
4. Self made models with innovative ideas will be given preference.
5. Judges decision will be the final decision.
6. Please send your entries as early as possible
7. Participation shall wear their Identity Cards all time
8. Please specify your electricity need for working model in registration form

Event 3: POSTER MAKING

All the undergraduate, graduate students from all the departments are invited to participate in the poster making competition on the topic “to be assigned on spot based on the basic sciences “.

The competition was created to inspire students to explore connections between science and society, technology and environment. Students have to prepare their poster on the spot and to be present on the sight. Poster should explore the idea of connecting science and technology with society.

Poster Design & Rules

1. Poster sheet of size shall be provided by the organizers (3X2).
2. Time duration for preparation of poster shall be max 01 hour.
3. All posters should feature a title, your name(s), Roll number and department name.
4. Participant shall bring their own color kits and other items required for preparation of poster
5. one person can present one poster only
6. 03 best poster shall be selected for the prize

Eligibility and Guidelines

1. The competition is open to all undergraduate, graduate students of university teaching departments in any department.
2. Each student have to prepare their poster on spot.
3. All posters must reflect the theme.
4. Students who intend to participate in the competition must register before the event
5. The poster must be in English.

DEPARTMENT OF MATHEMATICS (MATHS)

Event 1: Poster Making

The objective behind organisation of poster making competition is to bring out the creative expression of students and to gauge their knowledge and awareness of various trends. The aim of the Poster Making Competition is not just to judge the students based on their creative aspects but also to trigger thought process among the students towards recent trends.

Rules and Regulation for Poster Making Competition:

1. Each Participant can post only one Poster.
2. The poster must be made on the A3 size (11.7 * 16.5 inches) sheet with margins (0.5 inches) drawn with black pen/marker.
3. Poster can be made using pencil, crayon, watercolour, oil paint, etc. Photographs, wires, other 3D objects, print-outs won't be acceptable. It should be original and hand made.
4. The Topic of poster and theme should be clearly mentioned at the Top Margin of the Poster.
5. Participant should submit their poster with explanation of the topic and content of the poster to judges.



Event 2: Debate

The objective behind organisation of debate competition is to develop excellent oral and written communication skills, and to gauge their knowledge and awareness of various topics. The aim of the Debate is not just to judge the students based on their oral skills aspects but also about the knowledge among the students towards recent topics.

Process of Debate:

1. There are two teams, each consisting of two or three speakers depending on number of participants. One team (the affirmative) supports the topic, and the other (the negative) opposes the topic.
2. There shall be organizers, who shall control the proceedings.
3. The speeches and speaking time are divided equally between the two teams.
4. Each speaker makes a speech they have prepared to argue their case. The sides speak in turn, starting with the proposer of the topic (affirmative, negative, affirmative, negative). Each speaker has a specified amount of time to speak.
5. Then the debate can be opened to the floor, with speakers standing up to offer points supporting or opposing the topic. Each speaker from the floor is allowed a specified amount of time.
6. Each team may then speak in 'rebuttal', after a short period has been allowed for the teams to consult. This means that they have a chance to argue against points raised by the opposition. Each team may have one rebuttal speech each, or more. The first rebuttal speech is made by the negative side and the final rebuttal speech is made by the affirmative.

Rules and regulation for Debate Competition:

1. The team supporting the topic must not shift its point of view. The same goes for the opposition, who must oppose the topic completely (whatever their private opinions may be).
2. If a speaker makes a statement, they must be able to provide evidence or reasons to support the statement.
3. Facts presented in a debate must be accurate.
4. Speakers may not bring up new points in a rebuttal speech.
5. Members of the house (anyone involved in the debate) may interrupt a speaker by raising their hands and indicating that they have a 'point of order'. This means that they wish to point out that one of the rules of debate is being broken (e.g. the speaker is speaking overtime, or does not have evidence to support his or her point).
6. Members may also raise their hands with a 'point of information' (a question or some information they have to offer). The speaker may choose to allow the member to speak, but does not have to.
7. Each participant will be given maximum 10 minutes' time to speak either in favour or against the subject. A warning bell will be given after 8 minutes and a final bell after 10 minutes. If the participants exceed the allocated time then the marks will be deducted at the discretion of the judges.

Event 3: Quiz

The objective behind organisation of Quiz competition is to check their knowledge and awareness of subject. The aim of the Quiz is not just to judge the students based on their subject knowledge but also about the application of the subject matter what they have learned.

Rules and Regulation for Quiz Competition:

Teams will be either of 2 member or 4 members depending on number of participants.

Round 1: General Round – Each team - quota of 4 questions.

1. In this round each team has its own quota of 4 questions and other questions passed to it from the previous team that did not answer.
2. A team gets 30 seconds to answer the question intended for it, and is awarded 20 points for answering it.
3. If the team, the question intended for gives a wrong answer, the quiz master will give the correct answer.
4. If the team that the question intended for passes it. The next team/s get 15 seconds to answer it and is awarded 10 points for the right answer.
5. The team members can discuss before giving the answer. If a team cannot answer a question, they can pass it or after 30 seconds it gets automatically passed to the next team.
6. If a team is answering a question and the time passes, then the team gets to complete the answer and is awarded points for the right answer.
7. There is no negative marking for wrong answer.
8. No buzzer is used in this round

Round 2: Rapid Fire Round – Each team quota of 10 questions. Time limit

1. In this round each team will be asked 10 questions one after another.
2. On the immediate completion of a question, each team gets 5 seconds to answer it.
3. If a team is not able to answer a question, they can pass it for the next question.
4. There is no team discussion in this round.
5. 10 points is awarded for the correct answer.
6. No negative points for the wrong answer.
7. Once a question is passed the team cannot give an answer later.
8. No buzzer is used in this round.

Round 3: Buzzer Round – Ten questions in all

1. 10 questions will be fired at all the teams one after another.
2. The teams can discuss among themselves and then press the buzzer/bell to answer the question first. No discussion is allowed after pressing the buzzer.
3. The team that presses the buzzer/bell first gets a chance to answer it.
4. 10 points for the correct answer and minus 5 points for the wrong answer.
5. If a team doesn't answer or gives a wrong answer after they press buzzer, they also lose 5 points.
6. If a team presses the buzzer before the question is over, they will be asked to answer it without the question being completed.
7. The question has to be answered in 20 seconds.
8. If a question is not answered by the first team who pressed the bell. The team that pressed the bell next gets to answer.
9. There are no choices in this round.
10. If two teams press the buzzer/bell together there will be a pull of cards to decide who gets the chance to answer it. If the first team answers it correctly they get a point. If they give a wrong answer they lose 5 points and the next team that pressed the buzzer gets to answer.

Round 4: In case of a tie.

1. In case of a tie after the 3rd round, the tied teams get into a buzzer/bell round. Rules are similar to buzzer round. If a team answer right that team will win.

DEPARTMENT OF MANAGEMENT STUDIES (MBA)

Event 1: SENERGY CREW

Each team will have three members.

Round 1: Spin a Yarn “Story Telling”

1. Total time limit for the activity will be 2 min for each team.
2. Two members from each team will be selected randomly.
3. Each member will be given 1 min time to speak on the given topic.
4. Judgement will be made on the basis of creativity, relevance and communication skills.

(Two Teams with minimum score will be eliminated)

Round 2: Surprise Visual Round

Rules will be told on the spot

(Two Teams with minimum score will be eliminated)

Round 3: Draw “n” Guess

1. Two members will be selected randomly.
2. Time Limit will be 1 min & 30 seconds for each team.
3. Topic/Object would be given to one member & he will be instructing & the other member will be drawing as per the instructions.
4. Both the team members can't see each other at the time of activity.
5. Remaining Member will be guessing.

(Two Teams with minimum score will be eliminated)

Round 4: Activity Round

Rules will be told on the spot

Event 2: AD-MAD SHOW



Bring out the creativity inside you and make an outstanding advertisement of your own. Be it hilarious or sensitive, be it just your creativity and ad sense.

Rules:

- It is a team event. Each team should have 3 members only.
- Topics would be provided on the spot.
- The team has to prepare Brand name, Logo, Tagline, A Print ad & an electronic ad (Time limit 90-120 Seconds).
- Preparation time for each team will 1 hour.
- Time limit for the representing the advertisement will be 3-4 minutes.
- It should be taken care that participants do not display obscenity, violence, prejudice, defamation etc. in advertisement.
- Decision of the judges will be final and binding.
- Use of Electronic Devices is prohibited.

Event 3: BIZ- ENTRA

Business Plan Competition

Any Innovative idea that can be turned into business opportunity needs to be presented in this event in form of PowerPoint presentation

Rules for Competition:

1. Competition is open for teams comprising Graduate Post-Graduate Students.
2. Each team should have 2 members of which one should be registered as team leader.
3. Participants are allowed to choose any business idea and required to give a brief summary that may include problem, solution, USP, Scope of Business Idea, Competitive Advantage, Customer Segment, Prototype/working model, Feasibility Analysis, Execution, Conclusion.
4. Maximum 10 mins for each team to present the business idea and 5 min for question answer session by panel of judges.
5. If the number of teams are more then, a preliminary round will be conducted, in which the executive summary of their business plan will be evaluated. Limited teams will be allowed for final presentation.
6. General layout for Business Plan:
 - Cover page
 - Executive Summary
 - Scope of Business Idea
 - Competitive Advantage
 - Customer Segments
 - Prototype/working model
 - Feasibility Analysis
 - 1. Technical
 - 2. Financial
 - 3. Marketing
 - Execution
 - Conclusion



DEPARTMENT OF ARCHITECTURE (ARCH)

Event 1: ARCHAQUEST

Showcase the knowledge of architecture and contemporary world around by answering a series of interactive questions in teams of two. Archaquest is an interactive buzzer quiz that will feature questions related to the generic architectural world and technologies featuring the technicalities of Architecture.

RULES:

1. Participants will have to register in teams of two.
2. There will be five qualifying rounds with four questions in each round.
3. Each team will be given one buzzer each.
4. For every correct answer, each team receives 10 points.
5. For every incorrect answer, each team receives -5 points.
6. The last round will have 2 bonus questions. Each correct answer scores 30 points however; each wrong answer receives -30 points.
7. There will be elimination of the lowest scoring team in each round.

Event 2: JENGA

A jenga move consists of taking one block from any level of tumble tower and replacing it on the incomplete level of the tumble tower, causing the structure to grow even higher

RULES:

1. the tumble tower set comprises of 51 wooden block that is built into a tower
2. the aim of the is to dismantle the tumble tower and rebuild it without losing any of the block or causing the tumble tower to topple over in the process
3. participation is not to be in group (1 person)
4. First the tower has to be built. Each wooden Jenga block is three times as long as it is wide (the same for giant jenga as the normal jenga) and the tumble tower should be built to 17 stories high.
5. The blocks should be stacked in threes and each alternate story is laid in cross ways direction so, for example, if the blocks in the first level lie lengthwise in a north-south direction, the second level blocks should be positioned so that they lie east-west and so on, until the last block is laid on the 19th level
6. Once the tumble tower has been constructed the player who built the tumble tower moves first. A Jenga move consists of taking one block from any level of the tumble tower and replacing it on the incomplete top level of the tumble tower, causing the structure to grow even higher.
7. Any Jenga block on any level can be used, except those from the level below the incomplete top level, which should not be moved
8. Only one hand at a time should be used to remove or replace a Jenga block and it is not permitted to hold or steady the tumble tower with the other hand
9. Jenga blocks may be tapped or knocked in order to find a loose Jenga block that is safe to move without disturbing or bringing down the tumble tower
10. The player's turn is over once the next person touches the tumble tower or after 10 seconds has elapsed– whichever comes first
11. The game of tumble tower ends once the tower falls or moves even if only one or two Jenga blocks fall.
12. The only moving Jenga block allowed in the game is the one that is being moved or replaced during a player's turn

13. The loser is the player who causes the tower to fall – it may not be their fault but if the tumble tower falls during their turn, this player is counted as the loser. However, if only one or two Jenga blocks fall, the players can agree to put them back onto the tumble tower for play to continue, in keeping with the cooperative aspect of the game

14. The aim of tumble tower is not only to avoid being the loser but also to build the tower as high as possible. The tallest tumble tower on record made with Jenga blocks was forty levels high

Event 3: BRICK BOND

Bricks are a small unit that come together to create habitats but what more can come out of it? That is a possibility that we explore through this two-round activity.

RULES

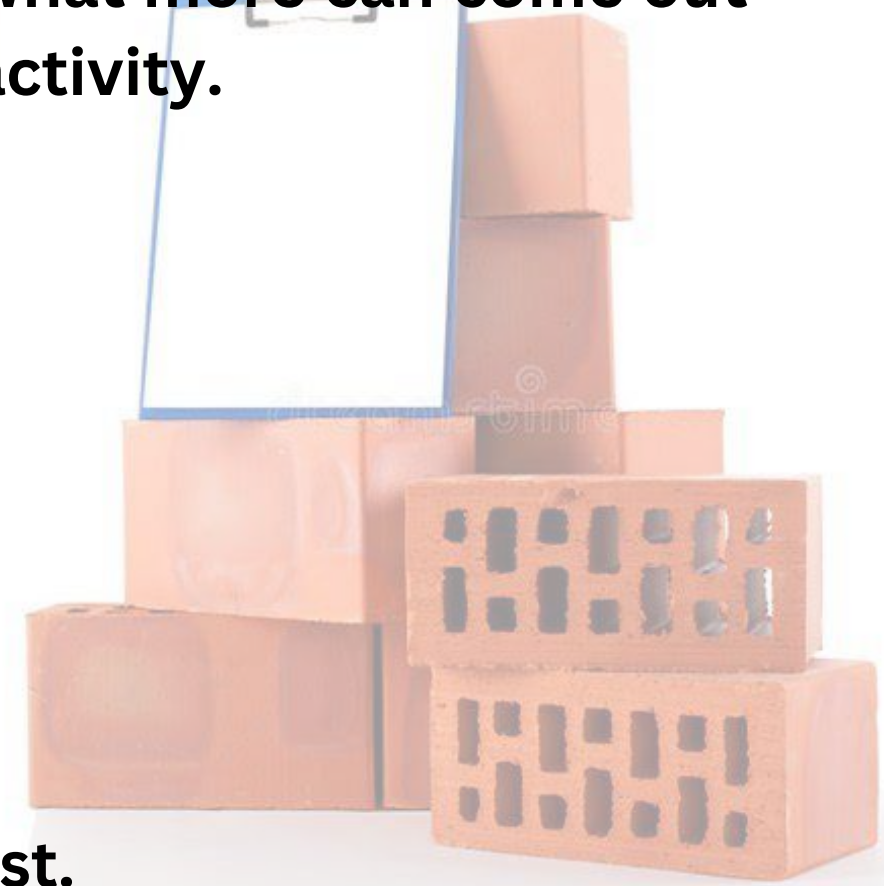
1. Each team must have a maximum of four participants.
2. Each team will be given 3 hours for one round each.
3. Teams with unstable walls will be eliminated.

ROUND 1

Each team will have to create a 'wall' with 5' x 3' dimensions at least. They may feel free to choose whatever bond that they feel comfortable with. The wall must be stable. Participants will be judged on the stability of the walls and elimination will be done similarly.

ROUND 2

In the second round, the challenge is to create outdoor furniture/shelters with the same wall that was made in the first round. Participants will be judged on creativity and usage of space and material. They may use other materials that they see fit. Bricks are a small unit that come together to create habitats but what more can come out of it? That is a possibility that we explore through this two-round activity.



SOCITIES/OTHER EVENTS

SAVERA

Event 1 -Tech Track The Technicality

Prelims - Teams of 2 member will be made by us randomly one of the member will be blindfolded and other will guide him to collect the material which will be placed randomly in the room He/ She has to guide the member with code words given by us.

Mains- Selected member will be given a synopsis about a model and he/she has guide a Savera student in model making

EVENT 2- Techno Gospeller

Prelims- there will be Quiz (time limited) consisting of basic question. Student can use pen & paper in this round.

Mains- The process will be same as prelims but there will be an increase in difficulty level of questions. No pen & paper will be given in this round.

LISOC

Event 1: Student of The Year

ROUND 1: APTITUDE TEST

1. The test contains MCQ's (multiple choice questions).
2. Each participant has to take the test individually.
3. The marking scheme for the test is as follows-
4. +4 for each correct answer, -1 for each incorrect answer and zero for unanswered questions.

ROUND 2: TALENT HUNT

1. The participant has to showcase any literary talent.
2. The participant can use both the languages, English and Hindi.
3. The time limit for each performance is 3-4 minutes.

ROUND 3: TREASURE HUNT

1. The participants selected from the previous (Talent Hunt) round are divided into two teams.
2. The participants of the winning team move to the final round.

ROUND 4: PERSONAL INTERVIEW

1. An interview is conducted in the final round. The interview will be taken by the assigned teacher.
2. The participant who clears all the four rounds will be designated as the STUDENT OF THE YEAR.

RULES:

1. No participant will be allowed entry in the mid of the event, only those who appeared for the round and got selected will be counted as qualified entries.
 2. Failure to show up for any round by the participant, will be treated as disqualification.
- body text



Event 2: Let's Discuss

ROUND 1: EXTEMPORE

1. The participant is given a topic to speak.
2. A minute is provided to think and the participant has to speak for 2 minutes on the given topic.
3. The participant can use both the languages, English and Hindi.

ROUND 2: GROUP DISCUSSION

1. The selected participants are given a topic to discuss under the supervision of the assigned moderator.
2. The participant who clears the above-mentioned rounds is declared the winner of LET'S DISCUSS.
- 3.

REWARDS:

1. The top 3 position holders and special mentions (if any) will be given certificates.

RULES:

1. No participant will be allowed entry in the mid of the event, only those who appeared for the round and got selected will be counted as qualified entries.
2. Failure to show up for any round by the participant, will be treated as disqualification.

E-CELL

Event 1: PITCH START

This event comprises of 2 rounds



Rules & Regulations of round 1:

1. Make a team of 1-3 members
2. Make a reel (of 60 seconds max.), as interesting and informative as you can in which you have to act in person (video can feature either one, two, or all three members)
3. You have to act as the CEO of the opted start-up in your Reel explaining either about your start-up/company or the life progression of the CEO or both of them
4. You can choose start-up from the options provided in the Google form or you can pitch your own Unique Idea along with your team
5. In case of tie between two teams opting for same start-up, Team who filled the Google form earlier will be considered and other team will be allotted different start-up.
6. Anyone pitching their own unique Idea with a proper business model will be extra 20% marks in the total score and will be given preference in any tie-up

Your Reel must include following details:

1. THE TEAM NAME
2. THE BASIC PRINCIPLES AND ETHICS OF THE STARTUP OPTED BY YOU.
3. SIGNIFICANT DATA OF THE VENTURE.
4. THE MARKET AND SECTOR OF THE COMPANY

Rules & Regulations of round 2:

1. You have to identify a problem, which you think had been ignored and should be brought to light.
2. The problem found must be significant and must have feasible business model
3. Your entire team is supposed to work for a probable solution by properly researching about the problem and then build a start-up plan based on the solution.
4. Your start-up idea as well as your research will be questioned during presentation.
5. You have to make a well-organized PowerPoint Presentation (Not Exceeding 8 Slides) including
6. Problem
7. How did you find it?
8. Why should it be considered?
9. Research based on problem
10. Solution
11. Concerned start-up idea
12. Teams will be judged based on the problem found, presentation, solution and start-up idea.
13. Top 3 teams will maximum score will be declared as winner

EVENT 2: EN-SIGHT

Speaker session by a renowned Entrepreneur

GOOGLE DEVELOPER STUDENTS CLUB

Event 1: Coding Contest

The contest is open to anyone with a knack for programming.



Rules & Regulations:

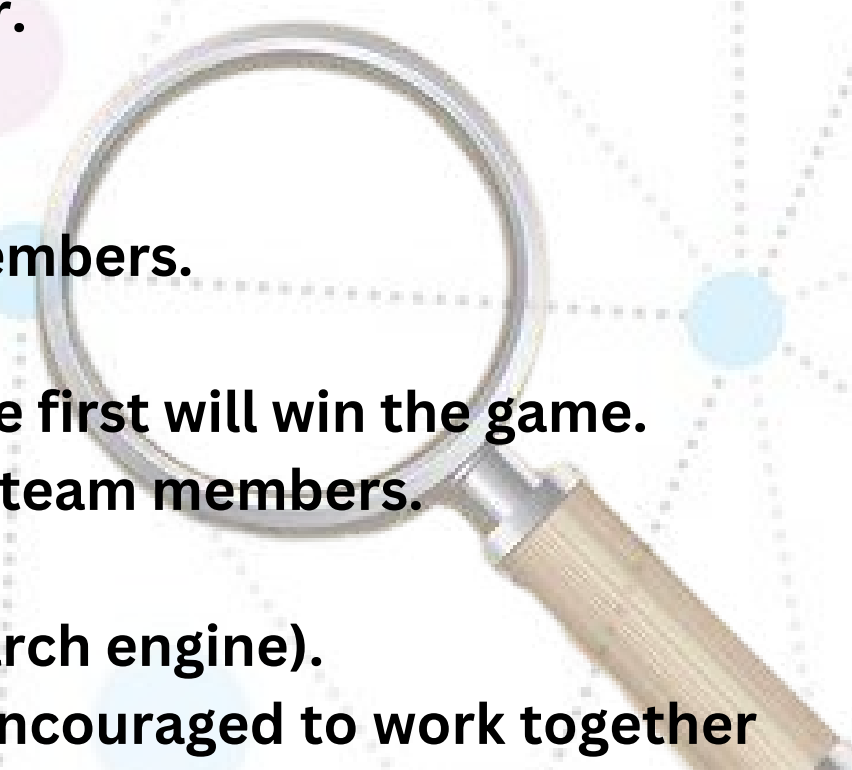
1. Number of rounds: 1
2. Duration: 3 hours
3. Number of Questions: 5
4. Number of divisions: 3 (year-wise)
5. Scoring: All the problems will be partially graded and you will get a score for passing certain test data. You will receive hundred (100) points for solving a problem (passing all test cases).
6. Problem statements are available only in one language: English
7. All mainstream programming languages are supported in this contest, including but not limited to C, C++, Python and Java.
8. If any plagiarism is found in the code of the participant, he/she will be disqualified immediately.

Event 2: VIRTUAL TREASURE HUNT

A treasure hunt is a game in which the organizers prepare a list defining specific items, which the participants seek to gather or complete all items on the list. It may involve following a series of clues to find objects or a single prize in a particular order.

Rules & Regulations:

1. All teams must have at least 1 member and no more than 4 members.
2. Duration: 3 hr
3. Scoring: The team who decodes the clue and finds the treasure first will win the game.
4. Do not discuss with friends, discussion is only allowed among team members.
5. One laptop/PC recommended for one team.
6. The players are allowed/encouraged to use Google (or any search engine).
7. Teams must stay together during the Treasure Hunt and are encouraged to work together to solve the clues and retrieve hints to advance to next levels.



PRATIBIMB

Event 1- Machine Mantra Abstract

Get ready for the “Machine Mantra” which enhances the knowledge of machinery and apparatus present in our university. In this event each team has to find a number of machines mentioned in list provided by coordinator in different departments (mentioned along with machine names) and click geotagged selfies with them.

Rules

1. Students will have to take part in teams of 2 members per team.
2. Students cannot use their vehicles in the university premises to reach different locations, strictly mentioned.
3. List of machines and departments will be provided on the venue and link to G-form will be mailed after the list is handed over.
4. Selfies will be clicked on GPS Map Camera app and to be uploaded on G-forms.
5. Each correct photo will amount to 5 points.
6. Debarring any team or reduction of scores on different faults lie in the hand of coordinators.

Event 2 – DCRUST SABHA

Sounds like Lok Sabha? Yes! You read it right. DCRUST’s own version of LOKSABHA, in which 7 to 10 policies/bills like Present Education System, Internet Equality, Upper Caste Reservation, etc. will be raised in front of the jury & speaker and participants can opt for opposition/ruling party and will be given chance to speak in the motion or against the motion. After everybody’s turn, jury will ask every participant more clearly Sabha members to vote that bill should be passed or not. In this event convincing power, fluency in the opted language, etc. will be the judging basis.

Rules

1. Students will have to take part as individuals.
2. Students can do the thumping as well as can create the ambience of Lok Sabha.
3. Winners will be chosen only from the party won.
4. Scores given by jury and their decisions will be final.
5. It will be held in two rounds.
6. Candidates can bring their written material if they want.
7. Topics will be displayed 5 days before the event. (Tentative)
8. Debarring any team or reduction of scores on different faults lie in the hand of coordinators

SANJHI

Event 1: REUSE IT OR LOSE IT

Showcase the best of your composition skills by using waste. After all, art is more than just pieces of paper!

Rules:

1. Participants will be entering the competition in teams of 4 (max).
2. Each team will be given one piece of scrap from the workshop which they will have to incorporate into their composition.
3. The height of the composition must be at least 2 ½ feet.
4. Each team has to complete an installation within 3 hours.
5. Each team will be provided with basic scraps, like newspaper, fevicol, rope, tape.
6. Participants may also bring their own waste materials like bottles etc.
7. Each team will be judged on the final composition.

Event 2: SKE-DOODLE

It is a three round event in which eliminations will be carried out in each round.

RULES:

ROUND 1

Each participant will be given a piece of paper to doodle on. The theme will be provided at the venue. The doodle has to have a central focal point in the art. (1 hour)

ROUND 2

Each participant will be given pieces of paper (used in previous round) to create paper craft out of. They will be given one hour to use the papers as per their imagination.

The challenge is to embellish the art already created on the paper. (1 hour)

ROUND 3

The participants remaining will be given half an hour to click the best pictures possible. (1/2 hour)

ROUND 4

1. Participants will be given one bar of soap and a modelling knife.
2. Participants will have to carve the soap into a soap sculpture.
3. Each participant will have to complete the soap carving within the span of the event i.e. 1 hours.
4. Participants can bring their own carving tools, if required.

SUNSHINE

Event 1 – Idea Challenge

Enthralling tasks are waiting for you if you will be participating in this competition. In this, student will be given different problem statement and they will have to give an innovative idea from those statements and have to represent it in an impressive way.

Rules

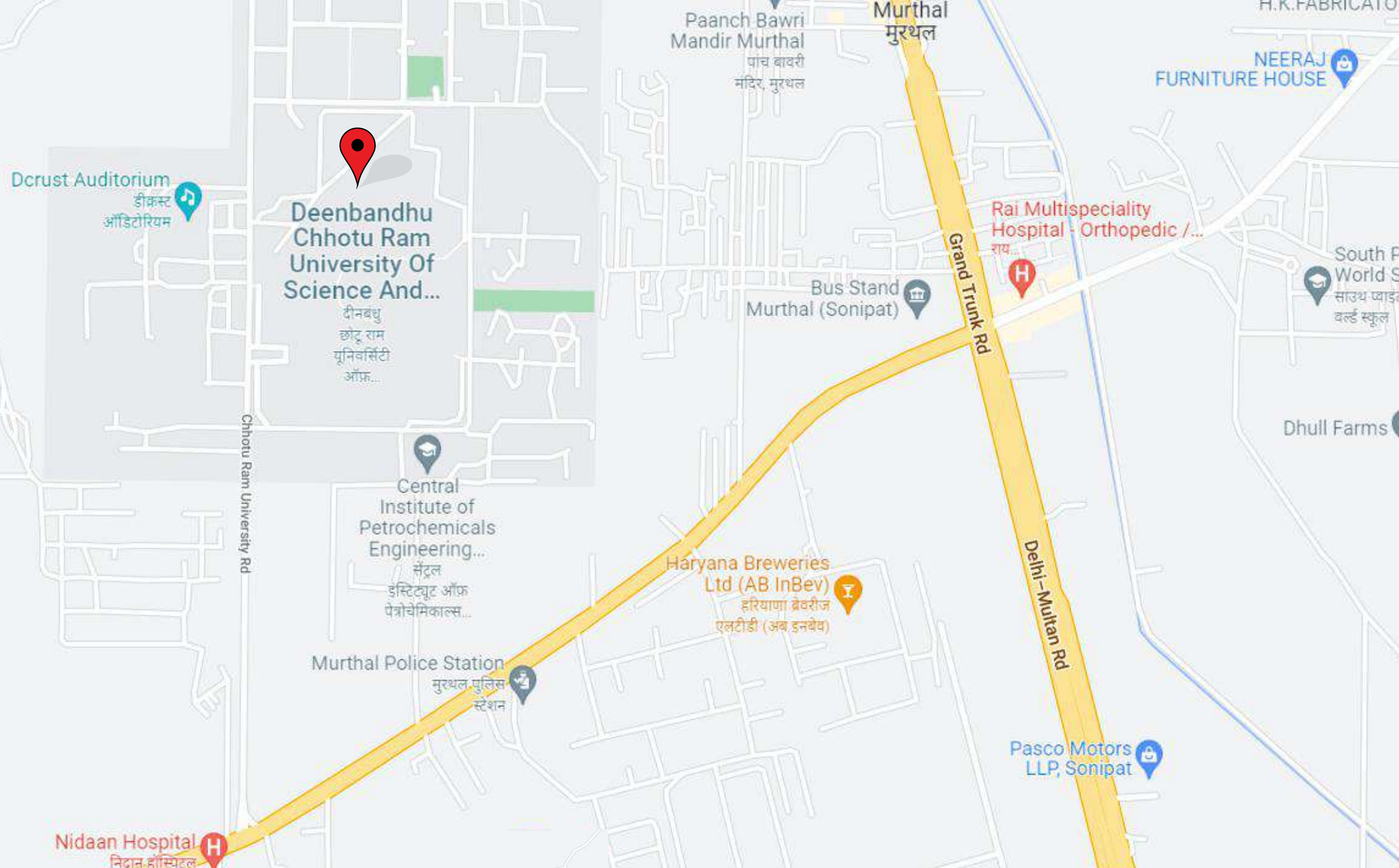
1. Students will have to take part in at max team of 2 members.
2. Students are provided with a problem statement that can be related to your surroundings.
3. Participants will have to solve the statement and they have to represent in an innovative idea.
4. Scores will be given by coordinators only and their decisions will be final.
5. Debarring any team or reduction of scores on different faults in the hand of coordinators.

Event 2 – Riddle Hunter

Enthralling tasks are waiting for you if you will be participating in this competition. In this student will be given different puzzles/riddles and they will have to find a location from those riddles and reach these locations. On reaching these locations they will be given certain tasks. Following the latter, the top 3 teams with maximum scores/minimum time will win as 1st, 2nd & 3rd respectively.

Rules

1. Students will have to take part in teams of 2 members each team.
2. Students cannot use their vehicles in the university premises to reach different locations, strictly mentioned.
3. Each correct task will amount to 5 points.
4. Scores will be given by coordinators only and their decisions will be final.
5. Riddles will be provided on the venue.
6. Debarring any team or reduction of scores on different faults lie in the hand of coordinators.



DEENBANDHU CHOTTU RAM UNIVERSITY OF SCIENCE & TECHNOLOGY
50th K.M. STONE, N.H. 1, MURTHAL, SONIPAT, HARYANA 131039

CONTACT US:

Coordinator : Dr. Rajeshwar Dass, Associate Prof., ECED
(9812688887)

Co-Coordinator: Dr. Mamta Bhagat, Assistant Prof., CHED
(7206479601)

Student Coordinator: Harsh Tageja (ECE)
(8168404341)

Student Co-Coordinator(s): Nishchay Gupta (CSE)
(9588169118)
Ritisha Jindal (ECE)
(9896679160)

