***PSYCHE ATTACKS***

Ever watched “Bigg Boss”? What about “Khatron Ke Khiladi”? These successful shows boast of millions in viewership. Ever wondered why? There’s this event to show you how it works. We are bringing to you “Psyche Attacks” under the module THE PSYCHE WIZARD XXI. It is a powerful idea that is two steps further ahead from all others. To bring a package full of emotions, entertainment and lifelong learning for the first time in a college is a feat in itself. And participating in it is an even bigger feat. Believe us – you won’t want to miss it!

ABOUT THE EVENT

*Procedure*

In this game two teams will be chosen to compete with each other in efforts of ‘surviving’ i.e., to stay in the game till the very end. The game set will be arranged in accordance with a chosen theme – World War II for example. They will be confined in a space for ten hours and will be given special tasks to perform putting their mental and psychological strengths to test. The whole game show will be closely monitored and will be broadcasted, divided into episodes for the outside world to watch.

*Rules and Regulations*

1. The game will be in three phases – Prelims, Mains and Grand Finale.

2. Prelims will be in two steps. It will start with a questionnaire filling and the selected ones will go for interview round. This selection process will be done by the organizing heads and their decision will be final.

3. During the mains, the participants will get eliminated on the basis of their task performance and general survival.

4. The finalists will be selected from online voting process which will be closed for the participants who will get eliminated during the mains in the corresponding episodes.

\*if a participant gets eliminated he/she still holds a chance to be finalist, if he/she collects enough votes during the surviving hours.

5. Finalists will perform one final task on the third day of Tecnoesis, on basis of which winner will be selected.

6. Any kind of electronic gadgets like mobile phones, laptops etc. will not be allowed. In urgent cases, they will be notified.

7. Every participant has to strictly follow the rules of the game or he/she will be eliminated.

***WEBDOORS***

Have you ever wondered, how psychology plays a major role in solving practical problems? What about the sharp mind of Sherlock Holmes?

Take a look at the following case. There is this man whose body is athletic, fit and fine. One day in particular, he stretches his arms in attempt of grabbing as much food from the table as possible. People are around and he doesn’t care. Calories are high and he doesn’t care. What inference do you draw here?

Take a pause and give it time. The situation easily depicts that the ‘*athletic*’ man must be **very hungry** at that time.

***What is WebDoors?***

Imagine, now you are given hundreds of cases interlinked to one another in subtle ways. Can you take the challenge of connecting the dots and arrive at bold answers? Make use of your common knowledge of the way people behave, and you’ll get there!

There will be a logically sequenced story that you’ll have to decipher. Predict the next sequence with your psychological tools. If you get it right, you’ll make it to the next level. Be smart enough to reach to the last stage and shine.

If you believe in your reasoning skills then this is the right time to challenge you on ‘WebDoors’. This is the opportunity to prove your unsung skills.

*PROCEDURE*

* Register yourself via GoogleDoc link, which will be provided.
* After getting the ticket, the first few sequences will be given. Based on them, the participant will predict the next sequence.
* The participants with the correct predictions will move on to the next stage and next sequences will be provided. Further predictions from the participants will be collected.
* Based on who gets to the last stage and how quickly, winners will be declared.

*RULES AND REGULATIONS*

* Individual participation.
* The participants are not allowed to disclose their answers to anyone.
* **\***The original story will be tamper proof.

**\*The original story is safely enveloped from all four sides. The only possible way for extracting it is by tearing the envelope. To prevent duplication, more than three signatures from the concerned signatories will be taken and a proper scan will be recorded. The scan of the signatures on the envelope will be uploaded to internet for later verification. This process ensures that there is no tampering with the original story.**

***TRUE & FALSE***

What happens to your body language when you speak a lie? There’s a lot of debate on whether it is possible to detect a liar or not. Wouldn’t you like to check your skills in this art used intensely in interrogations by police and secret agencies? Sometimes speaking false may give rise to humor and sometimes it is more stressful. This mixture of sharp and soft is presented in the event “True & False”. Come, see what makes you a good liar or a good detector. It is a fun filled edutainment event that you’ll definitely enjoy.

***PROCEDURE***

Each participant will be asked to write down ten statements. There will be two columns as mentioned below here:  
One column will contain the statement and the opposite column will contain the claim from the participant whether the statement is true or false.

Participants will sit on stage. The projector will project a computer screen. Any random person will be chosen by the host, and his/her statement’s card will be displayed with the claim column invisible. The host will slightly interact with the standing participant and entertain the audience. Host or any random participant or anyone from the audience will choose a statement for the standing participant. He/she will have to get the opposite response than the claim he/she recorded. For example, suppose the standing participant’s sixth statement is chosen for challenge. The sixth statement is originally recorded as true. He/She will be challenged to act in a way about the statement that the audience says he/she is false. If he/she succeeds, he/she will get the point, otherwise not. At the same time, other participants will also be allowed to judge whether the standing participant’s statement is true or false. But this comes with a risk. If the competing participant gets it wrong, he/she will lose a point, but if he/she gets it right, he/she will get four points.

At the end, the participant with the most points will be declared **winner**. The participants who are chosen by the audience as the most entertaining will also be **awarded**. A psychology graduate will join the event and interact further with the participants and the audience, giving judgement opinions.

The event shall be held outside in a nicely **decorated** setup with maximum public exposure for maximum fun and engagement. The whole event is very promising and entertaining whose discussions will last very long with the viewers and the participants.

***RULES AND REGULATIONS***

The organizing committee holds the right to eliminate any participant from the event if he/she is causing obstruction in smooth running of the event.