

Electrical Engineering Students Association (EESA)

Pragya – Scheduled Activities

1. ElectroQuest: Guess the Component

Rules:

1. Each team shall consist of two participants.
2. One participant will be provided with the name of an electrical/electronic component.
3. The participant must explain the behavior, working principle, or application of the component.
4. Hand gestures are allowed to help express the behavior of the component.
5. Directly stating the component name, spelling it, or giving obvious verbal hints is strictly prohibited.
6. Use of mobile phones, written text, or drawings is not allowed.
7. A fixed time limit will be provided for each team.
8. Points will be awarded for each correct identification.
9. The decision of the judges and coordinators shall be final and binding.

2. Voltage Voyage: Electrical Challenge

Rules:

1. Participation is allowed in teams of two or three members.
2. The quiz will be based on core electrical engineering concepts and fundamentals.
3. The competition may consist of multiple rounds such as MCQ, rapid-fire, or buzzer rounds.
4. Use of mobile phones, smart watches, calculators (unless permitted), or reference material is strictly prohibited.
5. Teams must answer within the stipulated time limit.
6. In case of a tie, a tie-breaker round will be conducted.
7. Participants must maintain discipline and fair play.
8. The quiz master's and judges' decisions shall be final.

3. CircuitCraze: Breadboard Build-Off

Rules:

1. Participation is strictly individual.
2. Circuit details will be provided on the spot.
3. Participants must complete the circuit within the allotted time.
4. Components and equipment must be handled carefully and safely.
5. Any short circuit or unsafe connection may lead to disqualification.
6. Evaluation will be based on correctness, neatness, functionality, and time taken.
7. Use of mobile phones or external help is not allowed.
8. The organizers reserve the right to modify the rules if necessary.