Module Guidelines

SciRun

Introduction

Putting your minds through a series of difficult but fun challenges? If yes, then SciRun is the module for you!

What is it about? As its name speaks for itself, SciRun is basically a race against time where the participants' skills to analyse, deduce and act will be assessed in the toughest of environments. With the clock ticking at every moment, the participants will have to work as a team and bring out the best of their skills in these two hours or else face the horror of defeat. SciRun will take you from SCME to other locations in NUST where you will find exciting challenges.

Procedure

- The team will be provided with an app. This app is to be download by one team member per team.
- The app will be used to access clues which will lead the teams to different locations in NUST.
- At each specific location the teams have to perform a certain task managed by the SB team. The task requires the entire to show team work and coordination.
- The performance of task will be judged according to a rubric and they will be awarded with marks keeping 2 general things mind: *Precision & Time consumption.* More precise the results produced by a team, higher the marks. Lesser the time consumed, higher will be the marks awarded.

- In the end even if a team completes more tasks but is unable to score high on the given grading scheme, will be placed lower than a team that has completed a smaller number of tasks but preformed them with better according to the marking criteria.
- The evaluation and marking will be done by the management team and will be kept confidential.
- Teams will have to report back to the starting point within the specific time for their scored to be registered from the application

Rules and Regulations

- Each team has to be present at the venue before the assigned time that will be intimated to them, otherwise shortage of time will be suffered.
- Participants can get help from everyone apart from the managing team or participants of other teams. If participants are found breaking this rule, points will be deducted according to the level of breach. *The team might even get disqualified from the module if the offense is too serious.*
- Clues must not be manipulated by any participant.
- Use of any vehicle such as cars, motorbikes as well as cycles is *STRICTLY prohibited*. Any team found guilty could be disqualified immediately.
- If it is found that a team has downloaded the application on more than one device, a negative penalty will be placed on their scoring card.
- Actions that result in disrupting another team's progress are not allowed and will result in disqualification.

- All the participants must follow and adhere to any conditions & instructions implied and given by the managing team during the event.
- The decision of managing teams would not be challenged in any circumstance.
- In case of any inquiry or complaint, the module heads can be contacted at any time during the run.

NOTE: The teams consisting of participants from NUST H-12 campus will not be allowed to participate in Sci-Run to ensure a fair game.