



# Institute of Commerce

*Presents*

# Elysian



# INSTITUTE OF COMMERCE

Founded on the vision of Padma Shree – Dr. Karsanbhai K. Patel, the Institute of Commerce, Nirma University NAAC Accredited "A+" symbolizes the principles of brilliance, excellence and professionalism, it aims to impart top-class education in the field of Accounting profession and Banking, Financial Services and Insurance (BFSI) Sector.

Institute of Commerce believes in serious academic pursuit by means of prudent mix of relevance and rigor in its curriculum design and delivery with regard to national and internationally relevant skills, knowledge and ideas through intellectually stimulating debates & discussions, innovative teaching pedagogies and exposure to relevant industry practice at all levels.

The Institute is dedicated towards its goal of adding value to life and professional standards. Institute of Commerce, a center of learning where knowledge fuels the desire for distinction, aims to pioneer in serving the changing needs of the industry.

The campus infrastructure and amenities are comparable to any reputed university around the world. It hosts fully equipped classrooms where focused discussions, interactive study sessions, role plays, presentations, case studies commerce labs are held as part of the upcoming professionals' everyday work schedule.

The students of Institute of Commerce display active encouragement to plan, organize and participate in various co-curricular and extra-curricular activities on their own with basic support from the Institute. Spirit of leadership and exemplary management skills are instilled through such an environment.

They undertake such activities not merely for the learning values but also for the pleasure that comes with the experience of well accomplishment of the job. In such a process, students' talents and skills are discovered which further inspire them to develop themselves further. One such initiative is our Annual Cultural & Literary Fest ELYSIAN.

# ABOUT THE EVENT

## ELYSIAN 8.0: A CELEBRATION OF CULTURE, TALENT, AND TOGETHERNESS

With the dawn of a new chapter and hearts brimming with excitement, the Institute of Commerce at Nirma University proudly presents Elysian 8.0, the eighth edition of our flagship cultural fest! Taking place on our vibrant campus, this three-day extravaganza promises to be a spectacular blend of creativity, talent, and entertainment. This year, Elysian evolves further, introducing exclusive workshops tailored for undergraduates, designed to inspire learning and hone skills. Alongside breathtaking performances and enthralling events, students from universities all over India will gather to celebrate their unique talents and embrace the joy of collaboration and growth. We warmly invite you to be part of this unforgettable journey. Here's what we have in store for you this year:

### EVENTS

**Academic:** Startup Failure Analysis

**Dance:** Switch It Up (SOLO), Prop Power (DUET), Beat Busters (Group)

**Music:** Solo, Battle of Events

**Literary:** The Literary Auction- Word/Plot Auction

**Fashion:** Melange

**Orator's:** Talkin' Outta the Box

**Theatre:** Act - Off Arena (SOLO), Jugaad Junction (Group)

**Fine Arts:** Folded Wonder

**Media:** Treasure Hunt with Vlogging

**Finance:** Scamfluence 2025

**Executive:** Brainware v/s Hardware

**Sports:** E-Sports

**Marketing:** Aldea To Brand

### CULTURAL EVE

We are here to add some dazzle and dash to our annual fest by bringing in the Cultural Eve. Music and pop always bring in more enthusiasm and cheer, we are sure this eve shall bring in more shimmer and light to the event. **Cultural Eve will be open for all Nirma Students only to attend.**

**THE COUNTDOWN TO ELYSIAN 8.0 BEGINS NOW. LET'S MAKE MEMORIES TOGETHER!**

# INDEX

EVENTS	PAGE NO.
The Academician Of the Year	5-10
Scamfluence 2025	11-14
The Literary Auction	15-17
The Dance Event	18-20
The Theatre Event	21-23
The Music Event	24-26
The Fashion Event	27-29
The Orator's Event	30-31
The Debate Event	32-34
Brainware Vs Hardware	35-38
Vlogger's Hunt	39-40
The Fine Arts Event	41-42
E-Sports Event	43-44
The Marketing Workshop	45-46



# ACADEMICIAN OF THE YEAR



For any queries contact :  
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Date:  
7<sup>th</sup> -9<sup>th</sup> NOVEMBER 2025  
Venue:  
NIRMA UNIVERSITY

# **THE ACADEMICIAN OF THE YEAR**

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## **ABOUT THE EVENT**

“Academician of the Year” is the flagship academic competition organized by the Student Advisory Committee.

The event aims to identify and celebrate the most well-rounded, analytical, and versatile students who demonstrate excellence across economics, commerce, and business reasoning.

The competition unfolds in three progressive stages – Group, Duo, and Solo – each designed to test different academic and practical competencies such as analytical reasoning, teamwork, strategic thinking, and decision-making.

## **EVENT 1: ECONOMIC TUG OF WAR (GROUP EVENT)**

“Economic Tug of War” is an academic event designed to enhance conceptual and analytical understanding of real-world economic issues.

Participants will explore a single economic scenario from two perspectives – Consumers and Producers – and present their viewpoints supported by logic, theory, and factual reasoning.

The purpose is to promote evidence-based analysis and awareness of economic interdependence.

## **PARTICIPATION RULES**

- Participants can form a group of 3–5 members.
- Students may also register individually; in such cases, the organizing committee will assign them to groups.
- Each group will be assigned either the Consumer or Producer perspective.
- The case scenario will be released 24 to 48 hours prior to the competition to allow adequate preparation time.
- The entire group will qualify together for the Duo Event based on performance, and duos for the next stage will be formed anonymously by the organizing committee.

## EVENT FLOW

1. All groups will receive the same case scenario on a current economic issue (for example, minimum wage revision, price ceiling, fuel subsidy, or policy reform).
2. Each group will analyze and prepare a structured presentation following the format: Issue → Economic Impact → Supporting Logic → Solutions or Measures.
3. Judges will ask analytical questions after each presentation to assess the participants' depth of understanding and application of concepts.
4. The judges' decision will be final and binding in all matters.

Criteria	Marks Allocation
Economic Understanding	25%
Analytical Reasoning	20%
Use of Evidence and Data	15%
Clarity and Communication	15%
Team Coordination	15%
Innovation and Original Insight	10%

**REGISTRATION FEE: RS 100 PER PARTICIPANT**

## **EVENT 2: MIND YOUR BUSINESS – THE COMMERCE PUZZLE CHALLENGE (DUO EVENT)**

“Mind Your Business” is a fast-paced commerce-themed puzzle challenge that combines logic, teamwork, and strategic thinking.

The event challenges duos to decode riddles, analyze visuals, and solve business-oriented puzzles that test their grasp of accounting, economics, and marketing concepts.

The goal is to crown the “Smartest Duo in Commerce” who can think critically under pressure while maintaining accuracy and collaboration.

### **PARTICIPATION RULES**

- Each team will consist of two members (duos).

### **STRUCTURE OVERVIEW**

- Total Rounds: 4
- Difficulty: Increases round by round
- Questions per Round: 10–12
- Duration: 60–75 minutes
- Judges: 2 Faculty Members

### **ROUND 1 – DECODE ECONOMICS**

Teams face rapid-fire riddles blending economics and business logic. Each question tests wit, analytical thinking, and core commerce awareness.

Example:

“I never sleep but decide the world’s mood each morning.” → Stock Market

### **ROUND 2 – BALANCE THE BRAINS**

A visual puzzle round combining charts, advertisements, and infographics.

Teams must identify accounting errors, brand clues, or ethical issues hidden in visuals.

Example:

An advertisement showing unrealistic product claims – teams must identify the violation of advertising ethics.

### **ROUND 3 – CRACK THE CODE**

A financial puzzle series featuring formula-based and numerical riddles.

Participants solve calculations, interpret ratios, and decode hidden financial meanings.

### **ROUND 4 – THE GREAT BUSINESS LABYRINTH**

#### **OBJECTIVE:**

Each duo will receive a few short clues that all connect to form one big commerce-related term or concept.

Their job is to piece all clues together – like connecting words in a puzzle – to find the final answer.

Example:

Clue 1: “It is the company’s ultimate goal.”

Clue 2: “It measures earning capability.”

Clue 3: “It is found at the bottom of an income statement.”

Answer: Net Profit / Bottom Line

### **SCORING CRITERIA**

Criteria	Weight
Accuracy	40%
Speed	25%
Creativity and Approach	20%
Teamwork	15%

**REGISTRATION FEE: RS 100 PER PARTICIPANT**

### **EVENT 3: BIDSTART – THE SOLO INVESTOR CHALLENGE (SOLO EVENT)**

“BidStart” is the final round of the competition, designed to simulate a venture capitalist experience.

Each participant acts as an independent investor with a virtual fund and must bid strategically on fictional startups to build a valuable investment portfolio.

The event tests business acumen, risk management, and persuasive presentation skills.

#### **EVENT STRUCTURE**

##### **Round 1: The Startup Auction**

- Each participant will be granted a virtual budget of XX amount (to be announced on the day of competition).
- Ten to twelve fictional startups will be presented sequentially.
- Participants will bid live using their allocated fund.
- The highest bidder wins that startup, and the bid amount is deducted from their virtual budget.

##### **Round 2: Market Twist**

- During the auction, surprise “market updates” such as booms or crashes may alter startup valuations.
- Participants must adapt quickly to the changing environment and revise their bidding strategies.

##### **Round 3: The Portfolio Pitch**

- After the auction, each participant will present their acquired startups as a portfolio.
- The presentation should justify their investment logic, risk-reward balance, and expected portfolio growth.
- Each participant will have 2–3 minutes to present.

#### **RULES**

- Individual participation only.
- Once an amount is spent in bidding, it is considered final.
- The auctioneer’s decision is final and binding.
- Participants must manage their remaining virtual budget carefully.
- Exceeding the presentation time limit may lead to score deduction.
- Professional conduct is mandatory throughout.

## JUDGING CRITERIA

Criteria	Weight
Investment Reasoning and Logic	25%
Market Understanding	20%
Creativity and Innovation	20%
Budget Utilization	20%
Presentation and Confidence	15%

## FINAL EVALUATION

The participant who demonstrates the best balance of intellect, logic, and adaptability will be crowned as the “Academician of the Year”. Decision to be taken by judges only.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# SCAMFLUENCE



23 NOVEMBER,  
**NIRMA UNIVERSITY**

For any queries contact :  
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# SCAMFLUENCE 2025

The **SCAMFLUENCE 2025** is a thrilling and intellectually engaging finance event where teams design and pitch a fictional Ponzi scheme disguised as a legitimate business. Participants will act as entrepreneurs convincing “investors” (judges) to buy into their idea and later reveal how the scheme actually worked. For Example – Laxmi Chit Fund The event encourages creativity, financial awareness, and ethical reasoning through an immersive, simulation-based experience.

## GUIDELINES

- Each team must include **4-5 members**. Every member should contribute actively to the concept and presentation.
- Teams will participate in **two rounds**, testing both creativity and reasoning skills:
  - a. **Round 1 – Pitch the Dream:** Teams will present their fake “startup” as a legitimate business idea, aiming to convince investors of its success and potential.
  - b. **Round 2 – Confess & Defend:** Teams will reveal how their business was actually a Ponzi scheme and justify their structure, followed by an integrated Q&A and ethics discussion with the judges.
- Each presentation must be completed within 5–7 minutes, followed by a short interactive session with the judges. Teams must adhere strictly to the time limit to avoid penalties.
- Teams may use visual aids such as slides, posters, or props to enhance their pitch and explanation.
- The use of foul or inappropriate language, offensive content, or plagiarism will result in immediate disqualification.
- All participants are expected to maintain professionalism and decorum throughout the event.

- The decision of the judges and event organisers will be final and binding in all matters.

## JUDGING CRITERIA

- Creativity & Originality
- Plausibility of the Business Idea
- Presentation & Persuasion
- Understanding of Fraud Mechanics
- Ethical Reasoning & Awareness

## WHY PARTICIPATE?

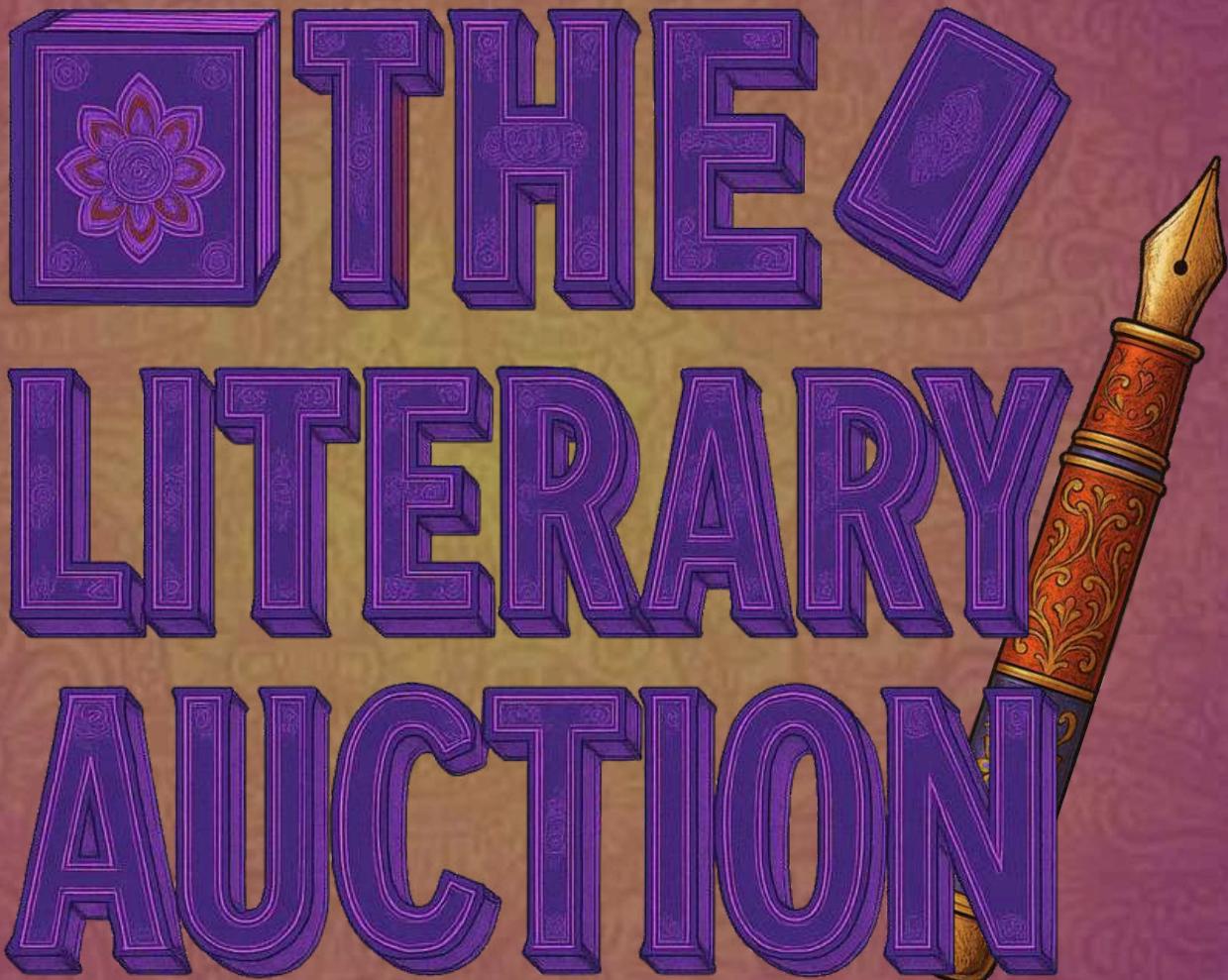
- To enhance creative and analytical thinking in finance.
- To understand how Ponzi schemes and financial frauds operate.
- To develop communication, teamwork, and quick reasoning skills.
- To explore ethics and investor psychology through an engaging, hands-on simulation.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**





# THE LITERARY AUCTION



The title "THE LITERARY AUCTION" is rendered in large, 3D-style letters with a purple-to-gold gradient. To the left of the first letter "T", there is a small book with a floral cover. To the right of the last letter "N", there is a quill pen with an ornate red and gold handle.

7th - 9th NOVEMBER 2025

NIRMA UNIVERSITY

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Miranki Kapadia - 6352230355

# **THE LITERARY AUCTION**

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## **GUIDELINES FOR ‘THE LITERARY AUCTION’:**

- Step into a literary marketplace where words and plots are treasures waiting to be claimed.
- In The Word/Plot Auction, creativity meets cunning — participants bid for words and story elements using limited Word Coins and then craft original poems or short stories using their winnings.
- It’s not just about writing — it’s about outbidding, outthinking, and outcreating your peers.
- The event is open to all college/university students all over India.
- All participants have to participate individually.

## **ROUND 1 – THE AUCTION**

- Each participant/team will receive 50 Word Coins.
- Words and plot elements will be revealed one by one.
- Participants bid strategically to “buy” the ones they want.
- Minimum bidding increments and time per auction lot will be announced at the start.
- Each team must secure at least 3 items (words/plots combined) to qualify for the writing round.

## **ROUND 2 – THE WRITING CHALLENGE**

- Participants will have 30–40 minutes to craft an original short story (300–400 words) or a poem (minimum 12 lines).
- All purchased words/plots must be used meaningfully in the piece.
- Submissions should be original, coherent, and creative.
- Titles are encouraged.

## **ROUND 3 – THE PRESENTATION (OPTIONAL)**

- Entries may be invited to perform or read their work before the audience.
- Bonus points for flair, expression, and engagement!

## **RULES FOR 'THE LITERARY AUCTION':**

1. Participants must use only the words/plots they've purchased (plus necessary connectors).
2. Plagiarism will lead to immediate disqualification.
3. No additional Word Coins will be provided — spend wisely!
4. Respect time limits for all rounds.
5. Language and themes must remain appropriate and inclusive. Derogatory remarks and language will be disqualified immediately.
6. Judges' decisions will be final and binding.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# DANCE EVENT

7-9 NOVEMBER  
NIRMA UNIVERSITY



For any queries contact :  
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Yash Dhanuka- 79-90554157  
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# **THE DANCE EVENT**

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Dance is the silent poetry of the body, a language spoken directly from the heart. This is your moment—the grand opportunity to shed inhibition and embrace the pure, unfiltered joy of motion. At ELYSIAN 8.0, the stage is a sanctuary where you're free to dance like the world dissolves around you. Don't hide the imperfections; use them. If you stumble, let it be the most dramatic moment of your performance. We invite you to channel your deepest passion into every step, transforming groovy tunes into a truly heartfelt spectacle.

## **CATEGORY: SOLO (SWITCH IT UP)**

## **THEME – "THE CHAMELEON"**

### **CONCEPT**

The solo dance event " Switch It Up " focuses on the dancer's versatility, quick adaptation, and creative interpretation across disparate dance styles. Participants are encouraged to perform to a mashup of 3 genres (e.g., classical, hip-hop, contemporary) that switch every 30 seconds. The goal is to connect with the audience by conveying different dance genres uniquely.

### **RULES AND REGULATIONS:**

- Time for solo performances should be minimum 2 minutes and maximum 3 minutes. (any violation of time limits will lead to minus marking).
- The outfit and songs should match the theme for the category accordingly.
- Any crass, indecent or offensive soundtrack, costume or steps would lead to disqualification of the individual.

## **CATEGORY: DUET (PROP POWER)**

### **THEME – “PROP- THE THIRD WHEEL”**

#### **CONCEPT:**

The Duet Dance event “Prop Power”, This challenge focuses on the synchronicity, chemistry, and innovative use of a shared or complementary prop within a dual performance. Both dancers must demonstrate technical skill while integrating the prop as an essential element of the choreography.

The performance must feature one central prop used by the duo. The prop must be used by at least one dancer for a minimum cumulative time of 60 seconds during the performance.

#### **RULES AND REGULATIONS:**

- Duet performances must be a minimum of 2 minutes and a maximum of 4 minutes.
- The outfits, music and prop selections should align with the themes and relevant to this category.
- Any crass, offensive, or inappropriate soundtrack, costume, or movements may result in disqualification of the duo.



## **CATEGORY: GROUP (BEAT BUSTERS)**

### **THEME- ANYTHING OF YOUR CHOICE.**

#### **RULES AND REGULATIONS:**

- Time limits for group performance should be minimum 4 minutes and maximum 7 minutes. (violation leads to negative marking or disqualification)
- Any crass, offensive, or inappropriate soundtrack, costume, or movements may result in disqualification of the team.
- Minimum 3 members and maximum 8 members can be included.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**

**FOR ALL THE CATEGORIES**



# THEATRE EVENTS

Date:- 7-9 November  
Venue:- Nirma University

Act-Of Arena (Solo)  
Jugaad Junction (Group)



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# **THE THEATRE EVENT**

## **I) ACT – OFF ARENA**

### **CATEGORY- SOLO**

#### **GUIDELINES**

- The event is a solo acting face-off, where two participants will be given the same situation/prompt to perform individually.
- Each participant will get 1 minute for preparation and 1.5 minutes for performance.
- Both participants will perform separately. The second performer will not be allowed to watch or listen to the first performer's act.
- The performance should be completely original and improvised based on the given prompt.
- No use of props, background music, or multimedia elements is allowed.
- The act should not contain any abusive language, offensive content, or disrespectful remarks towards any individual, institution, or the university.
- Performances can be interpreted in any tone or genre—comic, dramatic, emotional, or abstract.
- Judging Criteria: Expression, voice modulation, creativity, emotional control, and stage presence.
- Time Limit: 1 minute preparation + 1.5 minutes performance. Exceeding the time limit may lead to point deduction.
- Judge's decision will be final and binding.

**RULES MAY CHANGE ACCORDING TO THE NUMBER OF PARTICIPANTS**

## **2) JUGAAD JUNCTION**

### **GROUP – IMPROV BATTLE**

#### **GUIDELINES**

- In this improv battle, participants will form teams consisting of 3–4 members.
- Each team will be allotted 4 minutes for internal discussion after receiving the improv prompt.
- The performance duration will be 5–7 minutes per team.
- The improv scenario (plot/place/situation) will be provided just before the discussion time and will vary for every group.
- Any kind of obscenity or offensive gestures/dialogues is strictly prohibited.
- No props or prior scripting allowed.
- Additional guidelines may be provided just before your performance to enhance creative challenge and spontaneity.

**REGISTRATION FEE: RS 100 PER PARTICIPANT  
FOR ALL THE CATEGORIES**

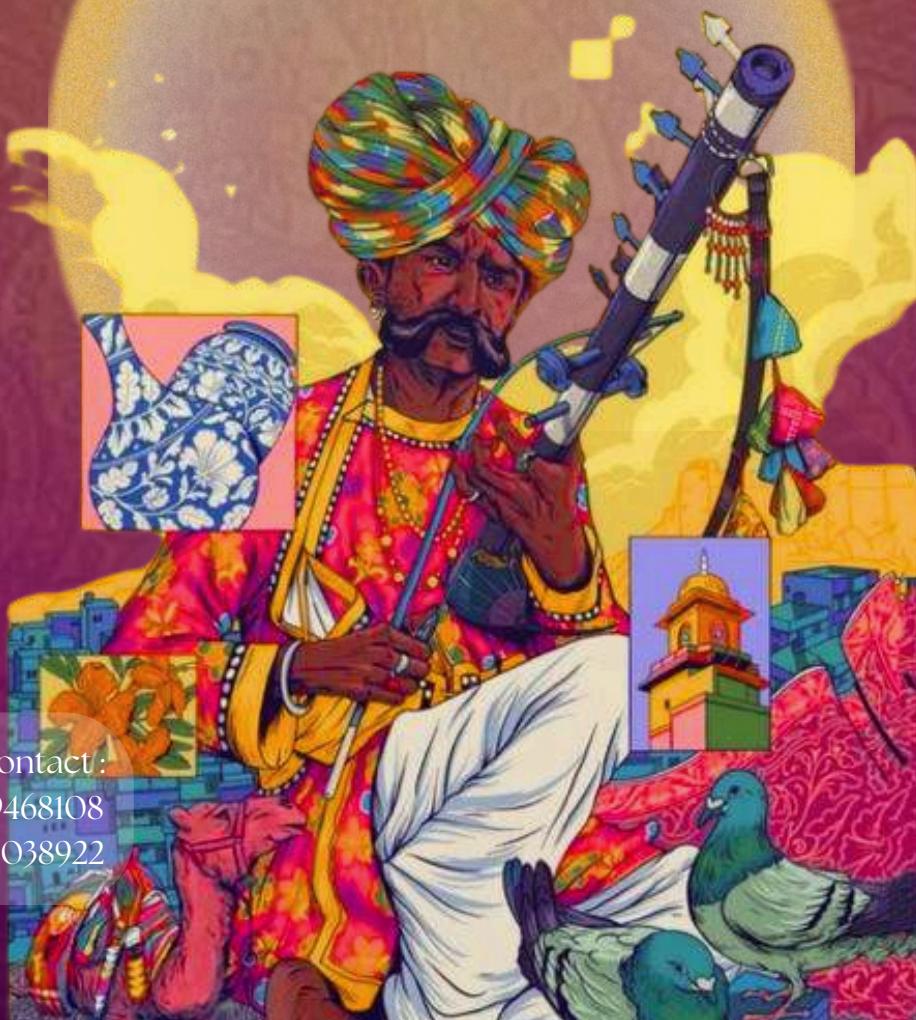




# MUSIC EVENT

- NOTE-NIRVANA
- RAAG RIFF OFF

7th -9th NOVEMBER  
NIRMA UNIVERSITY



For any queries contact:  
Rutvee Bhatt- 8799468108  
Khush mehta-7016038922

# THE MUSIC EVENT

## GENERAL GUIDELINES

- The event will take place at Nirma University.
- Any crass, indelicate or offensive soundtrack, would lead to the disqualification of the individual/team.
- Soundtrack should be and prepared, and be sent on the said date and time that will be conveyed.

## ROUND 1 | PRELIMS [ONLINE ELIMINATIONS]

The participants (or groups) need to submit a video of their performance.

Time limit: 3 minutes

During the video, the following guidelines must be met:

- The frame should capture the entire body
- If any instruments are being used, the setup should be clear.
- NO EDITING/AUTOTUNE/MIXING of the video is allowed.

## NOTE- NIRVANA (SOLO/DUET SINGING)

**Participation:** Participants can have at most 2 accompanists

**Time Limit:** Maximum 5 minutes and a setup time of 5 minutes.

## RAAG RIFF-OFF (BATTLE OF BANDS)

**Participation:** Each group can have a Minimum of 4 and a maximum of 8 members.

**Time Limit:** 25 minutes (including 10 minutes of setup time)

No accompanist allowed

## **RULES & REGULATIONS**

- Exceeding the time limit will fetch negative points.
- Obscenity during the act is not permitted and will lead to immediate disqualification.
- In case of any discrepancies, the final discretion lies with the “RAAG Riff-Off” team.
- Backing tracks are allowed if needed by the participant.
- Songs should be in the language of Hindi and English only.
- Instruments are to be arranged by the participants themselves, and if any Karaoke Music has to be submitted before the Event.
- Note: Drums and an Electric Guitar will be provided.

## **PRELIM SUBMISSIONS**

- The video file entries should be named as follows:  
**FullName \_ CollegeName \_ Elysian 8.0**
- Participants must send their video entry/link to the video entry through the drive link provided.

**REGISTRATION FEE: RS 100 PER PARTICIPANT  
FOR ALL THE CATEGORIES**

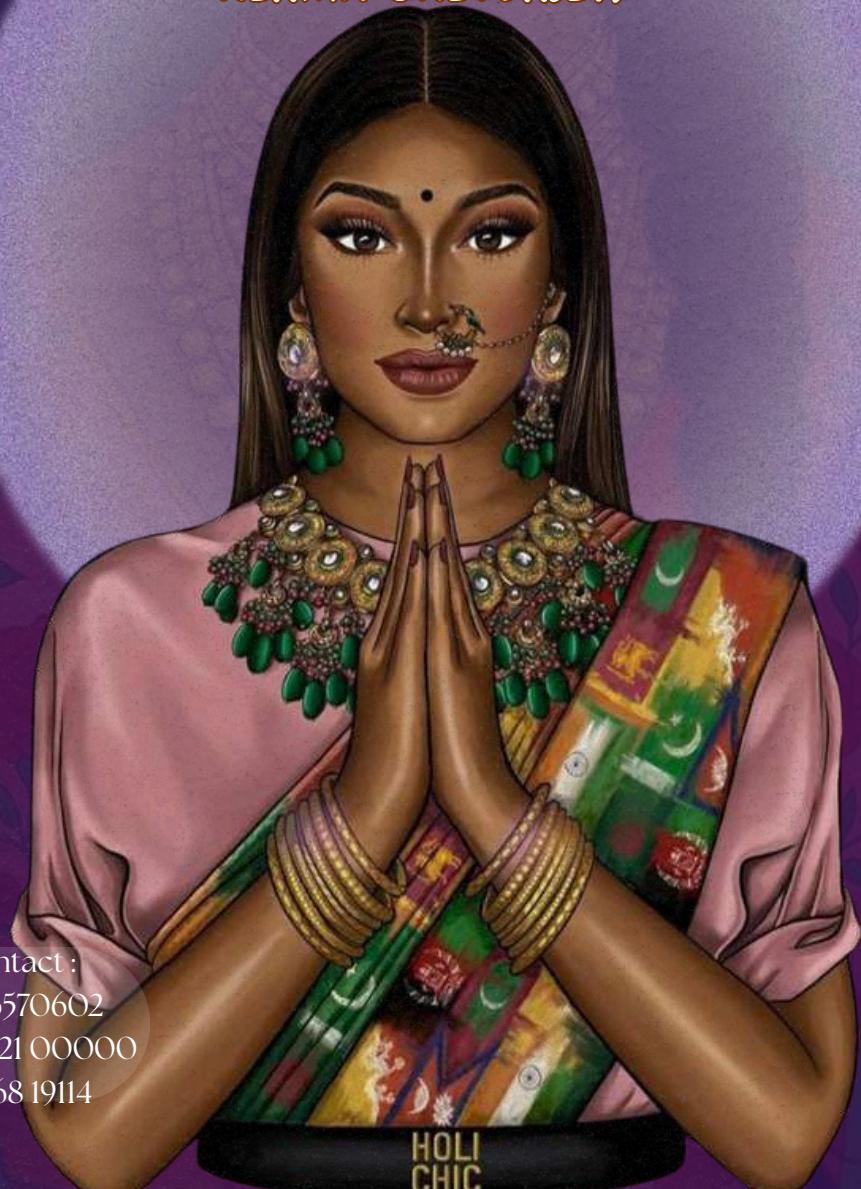




# THE FASHION EVENT

7th -9th NOVEMBER 2025

**NIRMA UNIVERSITY**



For any queries contact :

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Shourya veer singh-89821 00000  
Anvi Goswami - 83068 19114

HOLI  
CHIC

# **THE FASHION EVENT**

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Everyone aspires to be a fashionista in their own dream world. And what is a better way to celebrate the stylish spirit of your dream world than to walk the ramp and show your fashion quotient. After all, clothes out there mean nothing until and unless someone carries them in style. So, come and walk down the ramp set here at Nirma University with a cheering crowd full of energy. As the trend says I could have my Gucci On! I could have My Louis Vuitton! But we want you to put every swag you got to make us look. That's right! It's time to sizzle things up; it's time for the fashion show!

**The event comprises of 2 rounds.**

## **ROUND-1:**

- For the 1st round (eligibility round), the participants will have to introduce themselves and walk through the ramp.
- The participants will be judges on the basis of their walk, attitude, confidence and confidence.
- Only shortlisted participants in round 1 will appear for the round 2.
- The theme for this round is "**Monochromatic**". A blend of timeless frontier aesthetics with bold accessories.
- Refrain wearing oversized dresses and shorts.

**Note:Tentative date for ROUND 1 will be announced via mail.**

## **ROUND-2:**

- Theme for the round 2 will be revealed to the shortlisted contestants.
- The costumes will be provided by the sponsors of the fest.
- The contestants must return the costumes in the same condition as it was received.
- The participants will have to give the penalty (decided by the sponsor) in case of any damage done.
- The participants will be judged on the basis of how they carry their costume, walking, stance, attitude etc.
- Indecency is strongly prohibited. Any form of obscenity will lead to debarring the participant from the event.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# TALKIN' OUTTA THE BOX



For any queries contact :  
Divya Singhvi 8368728063  
Hill Patel 99047 06465

Date:  
7<sup>th</sup>-9<sup>th</sup> NOVEMBER 2025  
Venue:  
NIRMA UNIVERSITY

# THE ORATOR'S EVENT

## TALKIN' OUTTA THE BOX

ordinary objects, extraordinary stories

“Talkin’ outta the box” is a spontaneous speaking event where participants must use their creativity and communication skills to turn an ordinary object into something extraordinary. Participants will randomly pick an object from a “mystery box” and must either report it as breaking news or sell it as a product — live, on the spot.

### **EVENT FORMAT:**

1. Each participant will come on stage one by one.
2. They will pick one object from the Mystery Box (without looking).
3. Once the object is revealed, the participant will have 30 seconds to prepare and 2 minutes to perform.
4. The participant can choose one of two options:  
    Option A: Present it as a Breaking News Report  
    Option B: Present it as a Product Advertisement or Sales Pitch

### **RULES AND GUIDELINES:**

- 1. Participation:** Individual participation only.
- 2. Time Limit:**
  - Preparation time: 30 seconds
  - Speaking time: 2 minutes(strictly enforced).

Exceeding the time limit may lead to deduction of marks.
- 3. Content:**
  - The speech must be original and spontaneous.
  - No use of vulgar, offensive, or inappropriate language.
  - The content must be relevant to the chosen theme (news report or product ad).
- 4. Props:** Participants must use only the object provided — no external props or materials.
- 5. Language:** English & Hindi
- 6. Judgment Criteria:** Judgement will be based on creativity, originality, fluency and relevance to theme.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# THE DEBATE EVENT



For any queries contact :  
Divya Singhvi 8368728063  
Hill Patel 99047 06465

7TH-8TH NOVEMBER 2025  
NIRMA UNIVERSITY

## **ANNOUNCEMENT OF TOPICS**

- The topics for the Round 1 will be announced 24 hours prior to the event.
- The topic for the Round 2 will be announced 12 hours prior to the event.

## **FORMAT**

### **1. Opening Speech (1.5 minutes each speaker)**

- Team 1 – Speaker A (For the Motion) presents arguments.
- Team 1 – Speaker B (Against the Motion) presents counterarguments.
- Team 2 – Speaker A (For the Motion) presents arguments.
- Team 2 – Speaker B (Against the Motion) presents counterarguments.
- At this stage, no interruptions. Everyone lays down their case.

### **2. Rebuttal Round (1 minute each speaker)**

- Team 1's speakers rebut points made by Team 2's speakers.
- Team 2's speakers rebut points made by Team 1's speakers.
- Very important: Rebuttals are always across teams, never within the same team.
- For example, Team 1 (For) may rebut Team 2 (Against), and Team 1 (Against) may rebut Team 2 (For).

### **3. Conclusion (45 seconds each speaker)**

- Team 1 – Speaker A (For) summarizes and strengthens their side.
- Team 1 – Speaker B (Against) summarizes their case.
- Team 2 – Speaker A (For) gives closing remarks.
- Team 2 – Speaker B (Against) gives closing remarks.
- Purpose: Each speaker re-emphasizes their strongest points and leaves the judges with a clear impression.

## 4. Judging

- Strength of arguments presented.
- Effectiveness and relevance of rebuttals.
- Coordination within the team (both sides presented well).
- Style, clarity, and delivery.

Each team shows both perspective (FOR & AGAINST). Both the teams presents both sides but still work as one unit. The competition lies between teams and not teammates.

### **RULES:**

1. The use of mobile phones during the competition is strictly prohibited.
2. Participants may refer to written sheets or notebooks for notes or points related to the topic
3. Content must not contain vulgar, derogatory terms, insulting or shameful remarks. It must remain RESPECTFUL.



# BRAINWARE V/S HARDWARE

## CAN HUMANS OUTTHINK AI?



EVENT COORDINATOR:  
Ved Patel - 8140867179

Date:  
**7<sup>th</sup> - 9<sup>th</sup> NOVEMBER**  
Venue:  
**NIRMA UNIVERSITY**

# **BRAINWARE VS HARDWARE**

## **CATEGORY: DECISION-BASED INTERACTIVE SIMULATION**

- Event Overview Step into a futuristic world where human intuition faces the power of artificial intelligence. Can Humans Still Outthink AI? is a fast-paced, decision-making simulation where teams act as real-time problem solvers. Each round presents intense situations that test logic, creativity, teamwork, and ethical reasoning — while competing directly against AI's logic. The challenge: prove that human thinking still has the edge.
- Event Structure The competition unfolds through four progressive rounds, each featuring multiple real-time scenarios called “cases.” With every round, the difficulty, speed, and strategic depth increase.
- Teams must reach the **minimum qualifying score** in each round to progress further. Failing to reach the minimum will result in elimination.

ROUND	NAME	NO.OF CASES
1	The Decision Protocol	3 Cases
2	The Logic Test	2 Cases
3	The Algorithm Twist	2 Cases
4	The Video Verdicts	3 Cases

## **PROCESS OF THE EVENT**

- All questions will be displayed on the projector screen in the form of cases with 3–4 options (A, B, C, D). You will get options in your device.
- Teams must discuss quickly and select their final answer within the given time limit.
- Ans must be submitted in the prescribed format (through forms option)

- After each question, AI's response and the Judge's decision will be revealed live.
- Points are awarded based on alignment with Judge and AI verdicts, and the scoreboard updates after each round
- Point Distribution System Each case or question is scored based on how closely a team's reasoning aligns with the judge and AI verdict

Condition	Points Awarded	Explanation
Matches Judge's Answer	10 Points	Logical and well-reasoned human alignment
Matches AI's Answer	5 Points	Analytical or data-driven alignment
Matches Both Judge & AI	15 Points	Perfect alignment of human and machine reasoning

### ADDITIONAL NOTES:

- Some rounds may include a bonus of up to +5 points for exceptional creativity or presentation.
- Scores reset after elimination rounds; cumulative total decides the winner.

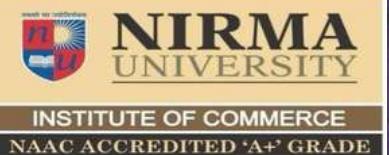
## **JUDGING CRITERIA**

- Team Composition - Each team must consist of exactly 5 members (compulsory).
- Every member participates across all rounds in various roles.

## **GUIDELINES**

1. Teams must report 15 minutes before the event begins.
2. Use of AI tools, or external help during rounds is strictly prohibited.
3. Judges' decisions are final and binding.
4. Respect all time limits; delayed responses will lose points.
5. In the case of a tie, a sudden-decision tiebreaker case will be conducted.
6. Teams failing to meet the minimum qualifying score in any round will not proceed further.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# LOGGER'S HUNT

**7-9 NOVEMBER  
NIRMA UNIVERSITY**

For any queries contact:  
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+919588906962



# **VLOGGERS HUNT**

Vloggers Hunt is a combined Treasure Hunt and Vlogging Competition aimed at promoting creativity, teamwork, and exciting on-ground exploration. Participants will document their treasure hunt journey through a vlog, showcasing storytelling and visual narration while competing for top honors.

## **REGISTRATION DETAILS:**

- Team Size: 3–4 members per group.
- Competition Guidelines:
  - Open to students from any college or university nationwide.
  - Participants must capture photos and videos using a mobile phone or digital camera.
  - Only one final vlog must be submitted through the link shared on the competition day.
  - Basic editing such as trimming and transitions is allowed.
  - Use of filters, cropping, or color enhancements is prohibited.
  - Advanced manipulation or illusion-based edits are strictly not allowed.

## **JUDGMENT CRITERIA:**

- Impact, Composition, Technical Quality, and Relevance to Theme
- Treasure Hunt Bonus: 10 points for 1st place, 5 points for 2nd place
- Final Results: Primarily based on vlog quality

## **Submission Requirements:**

- Vlog title must include participant name and university.
- Submission link will be shared on the day of the event.
- Results will be declared one day after the treasure hunt.

Event Location: Nirma University Campus

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# **THE FINE ART EVENT**

## **THEME: "FOLDS THAT SPEAK NATURE"**

Step into the world of Folded Wonders, where art meets nature through the intricate folds of origami. This event celebrates the harmony between creativity and the natural world — transforming simple sheets of paper into breathtaking representations of animals, plants, and natural phenomena. Let your imagination unfold as you bring the beauty of nature to life, one fold at a time.

### **GUIDELINES**

1. Participants will compete individually.
2. All creations must represent elements of nature — such as animals, plants, landscapes, or weather phenomena.
3. Only paper should be used (no pre-made origami kits).
4. Use of, textured, or patterned paper is permitted. Minimal use of glue, scissors, or decorative materials is allowed only for finishing touches, not for primary folding.
5. Participants must bring their own materials.
6. Each participant will be given 90 minutes to complete their origami piece.
7. Completed artworks must be displayed with a title and a short description (2–3 lines) explaining the artwork.

### **DISQUALIFICATION**

Use of pre-folded templates, printed models, or non-paper materials beyond minimal decoration will result in disqualification.

**REGISTRATION FEE: RS 100 PER PARTICIPANT**



# THE E-SPORT EVENT

To celebrate the spirit of strategy, skill, and digital excellence, Gaming Committee of the Institute of Commerce, Nirma University proudly presents its E-Sports festival under Elysian 8.0, the flagship cultural event of Insitute of Commerce, Nirma University. This high-energy event brings the world's most loved football game to the digital arena, where players compete for glory while showcasing teamwork, precision, and fair play ~ the true essence of both football and E-Sports.

We warmly invite you to be a part of this digital football extravaganza, where skill meets strategy, and every second counts.

## **GAME: FC 25**

### **GENERAL RULES:**

- Players must be present at the venue 10 minutes before their match is scheduled to begin.
- Players may not leave the game once a match has started.
- The use of any exploits or glitches is strictly prohibited.
- Decision by the organizers will be deemed final

### **REGISTRATION REQUIREMENTS:**

- Email ID
- Phone Number
- Roll Number

### **PRIZES**

- The winner of the tournament will receive the cash prize
- All participants will receive a Participation Certificate.

### **GAME SETTINGS:**

- Half Length: 5 minutes per half
- Difficulty: World Class (or as mutually agreed between the opponents)
- Game Speed: Fast
- All other settings: Default (or as mutually agreed between the opponents)

Note: Further information will be communicated on the day of the tournament.



# **MARKETING WORKSHOP**

Date:- 7th -9th November 2025

Venue:- Nirma University

For any queries contact :

**MARKETING**



# **THE MARKETING EVENT**

AIdea to Brand is a hands-on workshop designed for students from Design, Marketing, Entrepreneurship, and Technology backgrounds who want to learn how to turn creative ideas into real, market-ready brands. Led by Kshitij Gupta, Founder and CEO of MMGA, an AI-first creative agency, the session combines strategy, creativity, and technology to give participants a complete understanding of modern brand building. Students will get the chance to work with AI tools, no-code platforms, and design systems to bring their ideas to life in a practical, fun, and collaborative environment.

## **WORKSHOP HIGHLIGHTS**

- **The Spark:** Transform a random idea from the audience into a live brand, complete with a name, logo, tagline, and colour palette.
- **The Identity Lab:** Define brand tone, audience, and positioning using tools like ChatGPT and Gemini, and create visuals with LogoAI, Canva, or Midjourney.
- **The Digital Home:** Build a one-page website or app interface using Lovable or Replit that reflects the brand identity.
- **The Campaign Arena:** Design a launch campaign or social media post using AI-powered creative tools like Canva Magic Studio or Pixverse.
- **Showcase and Closing:** Present the projects, select the “Best AIdea Brand,” and hear Kshitij share insights from real-world brand-building experiences. Opportunities for internships with MMGA will also be discussed.

## **WHAT STUDENTS WILL GAIN**

- Practical experience in transforming an idea into a complete brand.
- Hands-on knowledge of AI and no-code tools used in modern branding.
- A working brand prototype including logo, website, and campaign materials.
- Insights from industry experience and potential internship opportunities.

## **DURATION: 1.5 TO 2 HOURS**

**REGISTRATION FEE: RS 100 PER PARTICIPANT**

