CHRIST
(DEEMED TO BE UNIVERSITY)
BANGALORE | DELHI NCR | PUNE

Magnovite

The Pulse of Culture, The Beat of Technology

26-27
NOVEMBER
2025

www.christuniversity.in

CHRIST (DEEMED TO BE UNIVERSITY), BANGALORE KENGERI CAMPUS

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Magnovite

The Pulse of Culture, The Beat of Technology

MAGNOVITE is the annual flagship fest of CHRIST (Deemed to be University), Kengeri Campus, a dynamic fusion of creativity, innovation, and collaboration that unites students from diverse disciplines. Returning with its 15th edition, Magnovite 2025 is all set to redefine the campus experience with its unmatched vibrancy and spirit.

Hosted by Kengeri Campus, Christ University, this year's fest promises to be an electrifying techno-cultural extravaganza, where innovation meets imagination and every corner of the campus comes alive. With a thrilling mix of Management, Architecture, Psychology, Technical, and Cultural events, Magnovite 2025 offers an avenue for every student to engage, explore, and excel.

Expect adrenaline-pumping competitions, a buzzing carnival zone, and unforgettable cultural evenings that will light up the Kengeri skies. With extraordinary performances, hefty cash prizes, and the largest crowd yet, Magnovite 2025 ensures that no one leaves without a spark of inspiration and a story worth remembering.

General Rules and Regulations

- Magnovite will be conducted at CHRIST (Deemed to be University), Kengeri Campus on November 26th & 27th, 2025
- The fest is open to Undergraduate & Postgraduate students of all disciplines.
- Multiple teams from the same university are allowed to participate in the fest.
- The fest is a national inter-collegiate competition and is not open to CHRIST(Deemed to be University) students.
- All participants are required to carry their respective College ID cards and Valid ID Proof.
- Online registrations in accordance can be done via the registration link provided in the e-mail or at magnovite.christuniversity.in.
- The individual registration fees are mentioned for each event in the brochure.
- Registration fees must only be paid through the South Indian Bank Portal link available on the registration form.
- Please click a screenshot of the payment and upload it to the registration form.
- The registration fee will not be refunded once the payment is made.
- Participants have to report to the assigned venue at least 30 minute prior to the start of the event

General Rules and Regulations

- If you have registered for more than one event, please make sure the
- event timings do not overlap.
- Unethical practices such as plagiarism, vulgarity, obscenity and violence of any kind will lead to immediate disqualification.
- Please do not carry hazardous and dangerous articles to the venue.
- The OVERALL CHAMPIONSHIP will be awarded to the college with the most points at the end of the fest.
- The points will be awarded according to the following criteria:

PARTICIPATION

Flagship Events:

- 3 points per team for individual events
- 5 points per team for duet /group events Other Events:
- 1 point per team for individual events
- 3 points per team for duet /group event

SCHOOL OF PSYCHOLOGICAL SCIENCES

EVENT LIST

HOW I MET YOUR KILLER? :

"Where Allegiance Meets Suspicion"

A three-round event delving into suspicion, mystery and decoding murder. Teams participate and work against time to solve each round. Through puzzles, clues, and live interrogations, participants need to build a criminal case profile and build a convincing story.

Number of Rounds/Event Structure:

How I Met Your Killer has 3 days spanning across 2 days. The details of the rounds are as follows:

- Preliminary Round: The preliminary round will consist of quizzes including visual and auditory assessments related to crime, murder and thriller. The questions will be provided, and the teams must simultaneously answer on the paper provided. Each round will be timed, and the teams with the highest score will be promoted to the next round.
- Clue Collection Round: Certain clues and evidence related to the murder will be scattered around a designated area. The top teams with the largest number of clues collected will move to the next round. Points will be awarded based on the number of clues collected and will be added as bonus points to the final score.
- Murder Mystery Round:The final round is based on the idea of a killer who is on the loose. In order to find the killer, the teams will be provided with a set number of suspects as mentioned in the case profile.
- They will have to interrogate these suspects (general information about suspects and victims will be provided beforehand) and make criminal profiles.

HOW I MET YOUR KILLER? :

"Where Allegiance Meets Suspicion"

RULES AND REGULATIONS:

- The event will consist of 3 rounds - Preliminary Round, Clue Collection

Round and the Murder Mystery Round.

- The Preliminary Round will consist of a series of auditory and visual quizzes.The top teams will move to the clue collection round.
- The Clue Collection Round will consist of a mini treasure hunt in a designated area, and the top teams will qualify for the Murder Mystery Round.
- The Final Round is based on the idea of a killer who is on the loose, and in order to find the killer, the teams will be provided with a set number of suspects, whom they will have to interrogate and make a profile. In the end, each team will have to come up with a theory describing who they think is the actual killer.
- All teams will be given a total time of 15 minutes (subject to change) to interrogate all the suspects. The teams are free to use this time at their owndiscretion.
- All participants are free to discuss their ideas about the 'case' once they are done with their interrogations.
- No electrical gadgets are allowed during the interrogations. Participants are allowed to take notes with pen and paper.
- No discussion is permitted, apart from the discussions with your own teammates.
- No obscene, vulgar, or inappropriate language is permitted; violations will result in disqualification.
- Participants must comply with all the rules and regulations of CHRIST (Deemed to be University).
- Total time for interrogation: 15 min (subject to change)
- Time for profiling and making the theory: 20 min
- Time for presenting to judges: 5 min + 2 min

HOW I MET YOUR KILLER? :

"Where Allegiance Meets Suspicion"

- At the end, each team will have to devise a theory describing who they think the actual killer is. The teams will be provided with the previous case histories of the suspects and their past records.
- Once they are well versed with how the victim/s died, and the suspect/s involved, the task for the teams will be to interrogate each of the suspects and profile them based on their case histories.
- The time given for interrogating the suspects will be 15 minutes (two to three minutes per suspect), and each team is required to interrogate a total of five suspects (subject to change according to the case profile).
- Volunteers will be assigned to each room to keep track of time and observe if appropriate behaviour towards suspects is followed, and to ensure that there are no malpractices.
- Once the interrogation is complete, the teams will be given 30 minutes to discuss among themselves, profile the suspects and come up with a theory that should indict the suspect who is most likely to be the serial killer.
- The theory should contain the points and reasons that the team thinks are valid in order to frame a suspect as the killer.
- The theory needs to be presented to the judges' panel, who can cross-question the teams based on their theories, and the teams with the most convincing theories win the event. The teams will have 5+2 minutes for presentation.

HOW I MET YOUR KILLER? :

"Where Allegiance Meets Suspicion"

The criminal profile for presentation round should include:

- Name of the offender Crime type (What was the crime?
- How was this crime committed?
- Did the killer try to cover his or her tracks and, if so, how?).
- Victimology (Common backgrounds and characteristics of victims).
- Composure of the offender.
- The Wants (What is it about this victim that attracted the killer?).
- Motivation (What motive or fantasy drove the killer to harm the victim in a particular manner?)

Important: There is no predetermined killer decided by the hosts of the event, and it solely depends on the teams & creativity to come up with the most convincing theory based on a particular suspect/s, their profiling style and how they deal with judges and their rebuttals.

Team Size: 3-4 Participants

Registration Fee: 270 INR Per Team

POC :

Dhreeti Shah - 7016600557

Maanya Bhatia - 7304853140

Event Faculty Coordinator:

Venugopal N - 9148112106

SWITCH AND SCENE:

"Where Talent Meets Unpredictability"

Switch and Scene is a theatrical showdown where quick thinking meets unpredictable twists! In Switch and Scene, pairs of performers will dive into spontaneous improv scenes with only a few minutes to prepare. With sudden role reversals and rapid genre changes, each duo must adapt on the fly - switching from a strict boss to a nervous employee or shifting from romance to horror instantly. And just when they think they have got it, an emotion switch adds another layer of surprise.

Number of Rounds/Event Structure:

Switch and Scene is a one day event, with no rounds system. The event begins with a briefing about the rules and regulations to the participants and slot picking will follow the briefing. The participants will have 6+1 minutes to act their scene. There will be two buzzers during their act, one which will indicate role reversal and genre change. The second buzzer will indicate a change in the emotions. The event concludes after allthe slots have performed.

Team Size: 2 Members

Registration Fee: 170 INR Per Team

POC :

Aditi Balaji - 76765 16409

Ekaansh Pasari - 86573 21955

Event Faculty Coordinator:

Arul Prabakaran- 94423 94623

SWITCH AND SCENE:

"Where Talent Meets Unpredictability"

RULES AND REGULATIONS:

1. Each team consists of two participants.
2. Each team member will be assigned a character with a contrasting power dynamic to their partner.
3. Characters will be revealed on the spot.
4. Teams will have 2-3 minutes to discuss and prepare their initial approach.
5. No costumes are allowed, and some minimal props will be provided to choose from; performers must rely solely on their acting skills.
6. When the first buzzer sounds, performers must immediately switch characters.
7. Along with the role reversal, teams must change the genre of their scene, which will be shown to them through placards.
8. When the second buzzer sounds, performers must change the emotions of their characters, which are also to be shown through placards.
9. Teams must maintain a coherent narrative throughout their performance despite changes.
10. The total time given for each performance will be 6+1 minutes (subject to change).
11. Use of offensive language or inappropriate content will result in immediate disqualification.
12. Participants must comply with all the rules and regulations of CHRIST (Deemed to be University).

FRAMES UNBOXED

"Where Insights Meet Imagination"

Frames Unboxed is a short film-making competition where participants get to express their creativity through videography and filmmaking. Whether you're a budding filmmaker or just love storytelling, this is your chance to shine on the big screen. Grab your camera, rally your crew, and let your imagination run wild. Fame and fun await!

Number of Rounds/Event Structure:

Frames unboxed is a two-day event with no separaterounds. On day one, the participants will be briefed about the rules and regulations, and the theme for the film will be revealed. Once the briefing is completed, the teams can spread out on the campus and start filming. The teams can stay on campus until 09:00 PM. The submissions of films by the participants will be done on day 2. The participants can continue filming on campus in the morning. But as the submission is online, they are not required to be physically present.

Team Size: 6-8 Participants Per Team
Registration Fee: 500 INR Per Team

POC :
Dhreeti Shah - 70166 00557
Pearl John - 73030 69827
Event Faculty Coordinator:
Shilpa Borehalli Mayegowda - 9972939466

FRAMES UNBOXED

"Where Insights Meet Imagination"

RULES AND REGULATIONS:

1. Duration of the short film: 7-8 minutes.
2. Number of participants per team: 6-8 participants.
3. Participants must bring their own technical equipment, such as cameras, tripods, speakers, microphones, laptops, pendrives, etc.
4. All filming must take place within the campus premises.
5. All storylines, scripts, and concepts must be original. Plagiarism or copying from existing films will lead to immediate disqualification.
6. Participants are allowed to use soundtracks other than the one provided, but the film must include the given soundtrack as well.
7. Soundtracks must be free of vulgar or derogatory language; violations will result indisqualification.
8. No obscene, vulgar, or inappropriate scenes are permitted; violations will result in disqualification.
9. For submitting the film, a Google Drive link will be shared with the participants, in which they have to upload their films within the given
10. No submissions will be accepted after the deadline.
11. The short film must comply with all the rules and regulations of CHRIST (Deemed to be University).
12. The specific themes for the short film will be revealed on the day of the event.

THE NEXUS

"Every Alliance is a Gamble. Every Battle is a Weapon."

The Nexus is a negotiation-based strategy event where teams represent rival factions in a collapsing world. Each team gets limited resources and a secret mission. The aim is to survive by trading, forming alliances, and adapting to unexpected challenges. Throughout the event, teams face curveballs that disrupt their plans, forcing them to rethink strategies.Presentations at different stages reveal alliances, betrayals, and outcomes. The event tests logic, persuasion, and strategic decision-making.

Number of Rounds / Event Structure:

The nexus has 3 rounds spanning across two days. The details of the rounds are as follows:

Round 1: Prelims - Survival Strategy Quiz

- Each participant answers a quiz consisting of 20 questions (logic, psychology, dilemmas,persuasion).
- The top 24 scorers qualify for the main event.

Round 2: The Negotiation Arena (Contains 5 Sub-Rounds)

- Team Formation: 6 teams of 4 participants are formed. Each team has fixed roles: Leader, Trader, Spy, and Strategist.
- Opening Statements: Each Leader gives a 1-minute introduction about their team.

Step 1: Negotiation Round 1 (60 minutes)

- Teams start trading resources and making initial alliances.
- Teams will have 30 minutes for initial negotiation.
- They can talk openly on the floor or secretly in negotiation booths.

THE NEXUS

"Every Alliance is a Gamble. Every Battle is a Weapon."

- Hidden deals are passed via the Game Master to keep secrecy intact.
- Curveball 1 is announced (e.g., famine reduces food) after initial negotiation.
- After the curveball is announced, teams will have 30 minutes to negotiate and strategise.

Step 2: Negotiation Round 2 (30-45 mins)

- Curveball 2 is announced (e.g., medicine value doubles).
- The second round of negotiations begins after the curveball is announced. Teams will have to make new strategies according to their secret mission, and also for their survival.
- Alliances can be broken, and new alliances can be formed depending on the resources required by each team.

Step 3: Presentation Round 1 - Alliance Declarations (30 mins)

- During the presentation round, each team publicly declares the alliances they have made and the deals they have cut so far.
- Each team will get 4+1 minutes to present.
- While a team is presenting, any team that is in alliance with them can back out on the spot.

Step 4: Negotiation Round 3: Final Deals (60 minutes)

- Curveball 3 is announced (e.g., only 3 factions will survive) right before the third round of negotiations.
- Teams renegotiate after seeing the public alliances.
- Everyone scrambles to fix broken alliances or make last-minute survival deals.

THE NEXUS

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Step 5: Presentation Round 2 - Outcome Reveal (45-60 minutes)

- Each team presents their final state: alliances, resources, and strategy.
- Teams will get 5+2 minutes for the final presentation. 5 minutes for presenting and 2 minutes for cross-questioning.
- Teams can back out of alliances during the final presentation as well.

Round 3: Results & Awards

- Mission Reveal: Each team's secret mission is disclosed.
- Scoring: Based on mission completion, resources, alliance stability, and overall strategy.
- Winners are announced.

Team Size: 4 Members
(Leader, Trader, Spy, Strategist)
Registration Fee: 90 INR Per Individual

POC :
Jawahar G S- 79049 89310
Jared Luke Newton - 93846 64899
Event Faculty Coordinator:
Vinay Krishna - 91522 33795

NEXUS

"Every Alliance is a Gamble. Every Battle is a Weapon."

RULES AND REGULATIONS:

- The event unfolds in three phases, The Preliminary Round, The Negotiation Arena, The Final Round comprising results and awards.
- The top 24 participants who score the highest in the preliminary round will qualify for the main event.
- There will be no eliminations after the prelims, and winners will be selected in the final stage.
- Teams must consist of 4 members with fixed roles.
- All trades and negotiations must go through the Game Master.
- Secret deals must be passed as written notes via the Game Master.
- Curveballs announced during the event are mandatory and final.
- Betrayals are allowed but must be revealed in the presentation rounds.
- Final scoring will be based on mission completion, resource supremacy, alliance survival, and strategy.
- No obscene, vulgar, or inappropriate language is permitted; violations will result in disqualification.
- Participants must comply with all the rules and regulations of CHRIST (Deemed to be University).

SCHOOL OF ENGINEERING

EVENTS LIST

CHAMBER OF SECRETS

"Only the Sharpest Minds Escape"

Step into a mystery-filled website transform into hidden chambers of puzzles, brain teasers, and mini-mazes. Teams must solve each stage to advance, racing against time and wit. The team that reaches the final level first and cracks the last puzzle fastest will be crowned the ultimate winners.

Number of Rounds/Event Structure: 3 rounds

Rules and Regulations:

- Each puzzle/maze must be solved fully to unlock the next level.
- Use of mobiles or external help is strictly prohibited.
- Teams caught in malpractice will be immediately disqualified.
- The final level is time-based – speed + accuracy decides the winner.
- Judges' decisions are final and binding.

Team Size: 3-4 Members Per Team
Registration Fee: 300 INR Per Team

POC :
Diya Chouhan - 8248468180
Janisha Chawra - 9131001192
Event Faculty Coordinator:
Dr Amos Bortiew

ESCAPE ROOM

"Enter the Underworld of Puzzles and Deception"

Teams step into a world of hidden identities, secret codes, and timed puzzles. To "escape," players must crack riddles, decode secret mafia communications, and complete immersive challenges before Time runs out.

Number of Rounds/Event Structure: 3 rounds

Rules and Regulations:

- No direct communication during critical challenges (clues only).
- Use of external devices is prohibited.
- Final escape must be achieved within the time limit.

Team Size: 4-5 Members Per Team
Registration Fee: 500 INR Per Team

POC :
Suhaas K - 98949 23074
Teona Joby - 86061 20736
Event Faculty Coordinator:
Dr Athulya S

ALGO ROYALE

"Think Fast. Code Smart. Win Big."

A high-energy coding strategy battle where n teams face off across three thrilling rounds. From auctions to problem-solving to pitching, teams must prove their intelligence, skill, and confidence to win.

Number of Rounds/Event Structure: 3 rounds

Rules and Regulations:

- Use of mobiles or external help is strictly prohibited.
- Teams caught in malpractice will be immediately disqualified.
- Judges' decisions are final and binding.

Team Size: 4-5 Members Per Team
Registration Fee: 300 INR Per Team

POC :
Adithya Jisha Biju - 87144 08712
Alina Shaji - 63611 73199
Event Faculty Coordinator:
Dr Cynthia Chandrasekaran

CODE RELAY

"The Chain Reaction of Logic"

A fast-paced coding relay where 2–3 members of a team take turns writing portions ofa program. Each member continues where the previous left off, and the final code must run successfully. Designed to test teamwork, coding logic, and adaptability — with an AIML twist in higher rounds.

Number of Rounds/Event Structure: 3 rounds

Rules and Regulations:

- Use of mobiles or external help is strictly prohibited.
- Only one member codes at a time
- No direct communication while coding (handover via code comments only)
- Final submission must run correctly

Team Size: 3-4 Members Per Team
Registration Fee: 300 INR Per Team

POC :
Varun John Paul - 9632514105
Mahadev Ambadi S S - 95392 08941
Event Faculty Coordinator:
Dr Bijeesh T V

THE ANTENNA ODESSY

"Where theory meets hands-on antenna innovation."

Antenna Odyssey is a fun, engaging, and technical event designed for ECE students to explore the world of antennas. The event combines quizzes, puzzles, campus challenges, and hands-on HFSS antenna design WORKSHOP, allowing participants to showcase both theoretical knowledge and practical design skills.

Number of Rounds/Event Structure:

Round	Name	Type	Teams (Participants Reduced)	Duration
Workshop	Workshop: Antenna Basics & HFSS	Demo / Training	100 teams	2 hrs
Round 1	Quickfire Technical Quiz	Written / Projected Quiz	50 teams	1 hr
Round 2	Crossword + Rapid Fire	Puzzle & Quiz	25 teams	45 min
Round 3	Treasure Hunt / Signal Sprint	Non-Technical Campus Hunt	15 teams	45–60 min
Final	HFSS Grand Design	HFSS Design Challenge	Winners decided	1–1.5 hrs

Teamsize: 2-4 Members

Registration Fee: 200 INR Per College Contingent

POC :

PM Appaiah - 9113914240

Meenakshi Nair- 9037977123

Event Faculty Coordinator:

Dr. Shwetha R -9986217753

THE ANTENNA ODESSY

"Where theory meets hands-on antenna innovation."

Rules and Regulations:

Teams must consist of 3 members.

Workshop is mandatory; all teams start with a baseline knowledge.

Round 1 – Quickfire Quiz:

- Points awarded for correct answers; no negatives.
- Top 50 teams advance.

Round 2 – Crossword + Rapid Fire:

- Crossword points: 5 per correct word, +10 bonus for fastest teams.
- Rapid Fire points: +5 per correct answer.
- Top 25 teams advance.

Round 3 – Treasure Hunt:

- Teams must collect 4–5 colored chips (one per checkpoint).
- Only teams with all chips qualify for the final round.
- Time taken is used as a tie-breaker.

Final Round – HFSS Grand Design:

- Given: resonant frequency (f_x), substrate ε_x, height (h). Teams calculate patch parameters using formulas, design in HFSS, simulate, and submit results.
- Evaluation based on calculations, HFSS setup, simulation results, and explanation.

General Rules:

- Use of external help is prohibited.
- Judges' decision is final.
- Teams must stay together during treasure hunt.

DRONE EVENT

"Innovation Takes Wing"

The Autonomous Drone Challenge is a hands-on technical event for students to design, build, and operate drones that navigate autonomously without GPS or external navigation aids. Participants will simulate drone dynamics in MATLAB/Simulink and then fly their drones in an arena to scan, detect, and precisely land on designated safe zones. The event emphasizes technical knowledge, practical drone-building skills, and innovation in autonomous navigation.

Number of Rounds/Event Structure:

Round	Name	Type	Resizing / Teams	Duration
Round 1	Simulation Modelling	Simulink	100 teams	1 hour
Round 2	Scan Zone – Autonomous Drone Arena Challenge	All Teams	All Teams	1.5 hours
Round 3	Pathfinder – Autonomous Navigation & Precision	50% reduction	50% teams	1.5 – 2 hours
Final	Final Round – Combined Arena Challenge	Top 5-10 Teams	Top 5-10 Teams	1 – 1.5 hours

Team Size: 3 Members Per Team

Registration Fee: 200 INR

POC :

Meenakshi Nair - 9037977123

PM Appaiah - 9113914240

DRONE EVENT

"Innovation Takes Wing"

RULES AND REGULATIONS

Team Composition

- Teams must consist of exactly 3 participants.
- Each team is responsible for designing, building, and programming their own drone.
- Teams must bring their own drone for all physical flight rounds.

Drone Requirements

- No GPS or external navigation aids are allowed; drones must operate fully autonomously.
- Drones must be safe to operate indoors or in the designated arena.
- Teams must ensure drones are in flight-ready condition at the start of each round.

Round Participation

- Round 1 – MATLAB/Simulink Modeling:
- No physical drone is required.
- Teams simulate drone dynamics, including PID control and trajectory planning.
- Evaluation is based on model accuracy, flight stability, and efficiency.
- Points earned carry forward to physical rounds; no elimination.

Round 2 – Scan Zone:

- Drones autonomously scan the arena to detect boundaries and safe landing zones.
- Points awarded for detection accuracy and navigation efficiency.
- Round 3 – Pathfinder:
- Drones land on sequential safe spots and return to the home base autonomously.

DRONE EVENT

"Innovation Takes Wing"

- Scoring is based on landing precision, path efficiency, and successful return.
- Filtering: Only the top 50% of teams based on cumulative points from Rounds 1 & 2 advance to the next stage.

Final Round – Grand Autonomous Flight Challenge:

- Combines Scan Zone and Pathfinder elements.
- Only the top 5–10 teams based on cumulative points compete for prizes.
- Evaluation includes flight accuracy, controller performance, mission completion time, and innovative solutions.

Scoring

- Round 1 (Modeling): 10 points
- Round 2 (Scan Zone – Detection & Navigation): 15 points
- Round 3 (Pathfinder – Precision, Efficiency, Return): 25 points
- Total points: 50
- Final rankings are based on cumulative points across all rounds.

RULES:

- Use of external help or pre-programmed solutions outside the team is prohibited.
- Judges' decisions are final and binding.
- Teams must stay within the designated arena during drone flights.

RC CAR CHALLENGE

"Engineering the Fast Lane"

The RC Car Challenge is a thrilling competition designed for both aspiring engineers and racing enthusiasts to showcase their remote-control (RC) car design and driving skills. Teams will navigate RC cars through a challenging off-road track featuring sharp turns, jumps, and dynamic obstacles, testing precision, speed, and control in real time. Participants must bring their own RC cars (self-built or bought). Both regular RC and electric RC cars are allowed. The goal is to complete the track in the shortest possible time with minimal penalties.

Event Structure

1. **Trial Lap**

- Each team will be given 1 trial lap on the track.
- This lap will not be officially timed but will help participants familiarize themselves with the terrain and obstacles.

2. **Qualifying Rounds**

- Each team will attempt 3 timed laps (1 lap = 1 round).
- The best lap time out of the 3 rounds will be considered for qualification into the finals.

3. **Finals**

- The top teams (based on participation) will qualify for the finals.
- Each finalist will attempt 2 timed laps in the finals.
- The best lap time in the finals will decide the winner.
- In case of a tie, an additional tie-breaker lap will be conducted.

Team Size: 2-5 Members Per Team

Registration Fee:700 INR Per Team

POC :

sri varsan C - 88385 57955

Ayush Patra - 94388 07709

Event Faculty Coordinator:

Dr. Niranjan - 91647 79971

RC CAR CHALLENGE

"Engineering the Fast Lane"

1. General Rules (Code of Conduct, Participation, Fair Play)

- Each team can have 2–5 members (students from different institutes can team up).
- Every participant must carry a valid student ID card.
- Teams must register online before the deadline (no on-spot registrations).
- The RC car will be checked by organizers before competition for compliance.
- Unsportsmanlike behaviour (verbal abuse, intentional disruption, unfair tactics) will result in disqualification.
- Judges' and referees' decisions will be final and binding.
- Event organizers reserve the right to modify rules or clarify in special cases.

1. RC Car Specifications

- Participants must bring their own RC / E-RC cars (self-built or bought).
- Maximum dimensions: 30 cm × 30 cm (5% tolerance allowed).
- Maximum operating voltage: 16.8V.
- IC engine cars and LEGO kits are not allowed.

1. Game Rules

- Each team's best lap time across qualifying rounds will be considered for finals.

Penalties:

- +5 seconds for each wheel touching outside the boundary line.
- +5 seconds for each hand touch.
- +10 seconds if the car goes out of the arena (must be placed back at the same spot).o +25 seconds for skipping an obstacle. Intentional damage to the track or cars will result in disqualification.

ARCHICRAFT 1.0 - DRAFT YOUR VISION

"Design. Draft. Deliver"

The event is designed to evaluate participant's drafting skills in AutoCAD, testing them across speed, accuracy, and creativity, while reflecting real-world civil engineering tasks. Participants will showcase their ability to transform conceptual information into precise and professional drawings. The competition aims to combine technical accuracy with innovative design thinking, preparing students for practical challenges faced by civil engineers and designers.

Number of Rounds/Event Structure:

1. Briefing (15 min) – Instructions and evaluation criteria explained.
2. Design Phase (3 hrs 30 min) – Participants work on their AutoCAD drawings.
3. Submission & Review (15 min) – Files collected and checked.
4. Evaluation & Results – Judging based on rubric.

Team Size:
Individually/2 Member Team
Registration Fee: 250 INR

POC:
Sania V Fernandes - 788 788 6622
Malavika Manoj - 96050 96092
Faculty Coordinator:
Srinidhi L Kumar - 98865 87788

ARCHICRAFT 1.0 - DRAFT YOUR VISION

"Design. Draft. Deliver"

RULES AND REGULATIONS

1. Each participant can register individually or as a two member team.
2. Participants are required to design a double-line architectural plan, front elevation,and sectional elevation as instructed.
3. The base information (single-line diagram) will be provided during the competition.
4. Work must be done only in AutoCAD; no other software or pre-prepared files are permitted.
5. The total duration of the event is 4 hours (including design and submission).
6. Participants must bring their own laptops with AutoCAD installed. Power and seating arrangements will be provided.
7. Designs must be submitted in the required digital format within the time limit. Late submissions will not be accepted.
8. Originality is essential – plagiarism or copied designs will result in disqualification.
9. Judges decision will be final and binding.
10. Any form of misconduct or rule violation will lead to immediate disqualification.

ECOFORGE - THE INNOVATION CHALLENGE

"Turning bold ideas into impactful solutions."

The event aims to encourage participants to think beyond the conventional use of waste and transform discarded items into innovative and meaningful models. By working with limited materials, teams will be challenged to apply creativity, resourcefulness, and design thinking to bring out unique concepts. The focus is not on functionality or technical accuracy but on imagination, innovation, and the ability to present ideas effectively. Through this challenge, participants will gain hands-on experience in problem-solving, teamwork, and sustainable thinking, while also learning to view waste as a resource for new possibilities

Number of Rounds/Event Structure:

1.Briefing (10 min) – Rules, safety, judging criteria explained.

2.Material Selection (10 min) – Teams select from Eco Material Pool.

3.Construction/Design (90 min) – Teams work on their models or designs.

4. Presentation (3 min per team) – Concept pitch + civil/eco relevance explained

5. Judging & Awards (20 min) – Panel evaluates based on rubric

Teamsize: 2–3 Member

Registration Fee: 350 INR Per Team

POC:

Amandeep - 6376 863 225

Ribi. S - 93458 61539

Faculty Coordinator:

Arpan Pradhan - 9439291900

ECOFORGE - THE INNOVATION CHALLENGE

"Turning bold ideas into impactful solutions."

RULES AND REGULATIONS

1. Each team must consist of 2–3 members only.
2. Teams will be given exactly 10 minutes to choose 7 items from the Waste Material Pool.
3. Once chosen, no exchange or return of materials will be allowed.
4. Teams must use only the provided kit and selected items – bringing necessary items such as scissors, cutter and other stationaries are permitted
5. Safety first: Cutting tools, glass, or sharp objects must be handled with care. Organizers may intervene if unsafe practices are observed.
6. Models must be built within the 120-minute construction time. Late submissions will not be considered.
7. Teams must present their model within 3 minutes, failing which marks will be deducted.
8. Judging will be based on the official rubric only, and the judges' decision will be final.
9. Participants are expected to maintain discipline and cleanliness at their workstations.
10. Any form of plagiarism, pre-prepared models, or unfair practices will lead to disqualification.

SPARKTANK

Think fast, build smart, pitch stronger!

SparkTank is an innovation and entrepreneurship challenge where students solve real-world problem statements given shortly before the event. Teams will be provided a carefully chosen problem (24–36 hours prior) that tests their creativity, technical skills, and problem-solving ability. They must ideate, build, and prepare a solution, and then pitch it to a panel of judges. The event simulates startup pitching and promotes critical thinking under time constraints.

Event Structure / Rounds:

1. Problem Statement Release

- Teams receive their challenge/problem statement 24–36 hours before the event.
- Teams brainstorm, research, and prepare a solution within the limited time frame.

1. Final Pitch Round

- Each team gets 10 minutes to pitch their solution. Followed by 3–5 minutes Q&A with the judging panel.

TeamSize: 1-4 Members

Registration Fee: 300 INR Per Team

POC:

Karthik Srivathsa P L - 7019348614

Event Faculty Coordinator:

Dr.Bejoy B J - 8281300742

SPARKTANK

"Think fast, Build smart, pitch stronger,."

RULES AND REGULATIONS:

1. Teams must consist of 1–4 members.
2. Each team must register by the deadline with the required fee.
3. Problem statements will be assigned 24–36 hours before the event, and no external help is allowed after release.
4. Each team gets 10 minutes to pitch their idea. Exceeding time will lead to penalty.
5. Judges will have 3–5 minutes for Q&A after each pitch.
6. Teams will be evaluated based on:
Creativity & Originality of the Solution
Relevance to Problem Statement
Feasibility & Scalability
Impact (Social, Economic, or Environmental)
Clarity of Pitch & Presentation
7. Teams may use charts, PPTs, or quick prototypes (digital or physical) but must manage setup within their time.
8. Copy-paste or recycled ideas will lead to disqualification.
9. Judges' decisions will be final and binding.
10. Teams must submit a 1-page executive summary of their idea before the pitch session.

REVERSE CODING

Programming beyond limits, creating beyond rules!

Reverse Coding is an event where participants transform abstract ideas, emotions, or artistic concepts into code. Instead of solving a predetermined problem, participants are given a "vibe" or a theme and must create a visual or auditory output that captures its essence. This event celebrates creativity, design thinking, and the unique fusion of art and technology, moving beyond traditional programming to explore code as a medium for expression.

Number of Rounds/Event Structure:

Preliminaries (Online / Onsite):

A 60-minute round where participants receive a series of keywords, images, or short audio clips representing a "vibe." They must create a small-scale output that visually or audibly interprets this theme. The focus is on rapid ideation and creative execution. The top 8–12 teams with the most innovative and aesthetically pleasing solutions advance.

Finals (Onsite/Live):

A 90–120 minute round. Teams are given a more complex, multi-faceted theme or a story. They must develop a full-fledged, interactive piece of art, an animated sequence, or a generative music track. The final creations will be showcased and judged on a large screen with a live audience.

TeamSize: 1-3 Members

Registration Fee: 300 INR Per Team

POC:

Priyanshu Bist - 7037407533

Event Faculty Coordinator:

Dr.Bejoy B J - 8281300742

REVERSE CODING

"Programming beyond limits,creating beyond rules"

RULES AND REGULATIONS:

- General Rules: Allowed languages and frameworks are flexible, encouraging participants to use any tool that helps them achieve their creative vision (e.g., JavaScript with P5.js, Python with Pygame, etc.). Time and memory limits will be enforced to ensure fair competition. Internet usage is allowed for referencing libraries and documentation.
- Submission Rules: Submissions should be made to a shared platform (e.g., GitHub Classroom or a local server) in a predefined format. The output must be runnableand self-contained.
- Conduct & Fairness: All work must be original and created during the event. Any form of plagiarism or unauthorized external assistance is strictly forbidden. The judges' decisions, based on creativity and execution, are final.

ENIGMA REDESIGNED

Team up, think fast, and unravel the enigma!

Enigma Redesigned, The Cryptic Code Challenge, is hosted by the Department of Computer Science. This event features three captivating rounds designed to test participants; problem-solving skills through a series of cryptographic and logical puzzles. It encourages creative thinking, teamwork, and quick debugging abilities.

Number of Rounds/Event Structure:

Round 1: Cipher Quest - Participants must unravel encrypted messages using various cryptographic techniques, such as Caesar Ciphers and Binary/Hexadecimal conversions, to uncover hidden clues required for advancement.

Round 2: Debugging Conundrum: This round demands swift thinking as participants rectify erroneous code snippets to extract essential clues. Each resolved bug leads participantscloser to a vital component for the final round.

Round 3: Algorithmic Enigma (Final Round): The ultimate challenge. Participants encounter intricate programming challenges presented as riddles or partially coded snippets. The goal is to deduce the underlying algorithms and data structures to reveal the final keyword phrase, which unlocks a locked digital vault.

Team Size: 2–4 Members

Registration Fee: 300 INR per team

POC:

Chandana Rajeevan- 7204673116

Event Faculty Coordinator:

Dr. Bejoy B J - 8281300742

ENIGMA REDESIGNED

Team up, think fast, and unravel the enigma!

RULES AND REGULATIONS:

- Team composition should consist of a maximum of 4 members. Collaboration beyond theregistered team is strictly prohibited.
- Decryption Protocols: Participants must use only the provided encrypted messages for decryption. Any external decryption tools or unauthorized assistance are strictly prohibited.
- Cryptographic Techniques: Teams are allowed to employ various cryptographic techniques such as Caesar ciphers, substitution ciphers, and binary/hexadecimal conversions to decode the encrypted messages.
- The use of AI or any form of cheating, plagiarism, or unauthorized external assistance in deciphering the messages is strictly forbidden.

GRID RESTORATION CHALLENGE

"where strategy meets engineering under pressure."

Grid Restoration Challenge simulates real-world power crisis scenarios. Teams of four to five students from diverse academic backgrounds collaborate through five progressively challenging rounds to diagnose system failures, analyze crisis situations, and develop comprehensive power restoration strategies. Each team faces unique, customized challenges ensuring fair competition while fostering critical thinking, rapid decision-making, and interdisciplinary

Number of Rounds/Event Structure:

- Round 1: Foundational knowledge assessment through customized MCQs coveringpower system fundamentals, historical blackout incidents, and crisis management principles
- Round 2: Visual analysis and logical reasoning tasks using randomized fault identification scenarios on power distribution networks and city infrastructure diagrams
- Round 3: Collaborative scenario analysis focusing on decision-making for typical blackout causes with low-pressure team dynamics
- Round 4: High-intensity, time-bound multi-layered crisis simulation with resource constraints, information gaps, and dynamic surprise elements unique to each team
- Round 5: Final championship round featuring comprehensive restoration plan development and live presentation with expert panel Q&A session

Team Size: 4-5 Member

Registration Fee: 500 INR

POC:

Jerin David - 9663471538

Anjaline Riyona - 9110694789

Event Faculty Coordinator:

Dr. Haneesh K M - 9731121921

GRID RESTORATION CHALLENGE

"where strategy meets engineering under pressure."

RULES AND REGULATIONS:

1. Team Composition: Exactly 4 members per team with active participation mandatory from all members throughout the event
2. Device Policy: Electronic devices (smartphones, tablets, calculators) permitted only whenexplicitly authorized by event facilitators for specific rounds. Unauthorized usage results in penalties
3. Time Management: Strict adherence to round-wise time limits (TBD and communicated before each round commences)
4. Content Integrity: Each team receives unique, randomized question sets, scenarios, andchallenges to ensure originality and prevent collaboration between teams
5. Professional Conduct: Respectful behavior toward organizers, judges, and fellow participants required; violations may lead to disqualification
6. Judging Process: Transparent evaluation based on predefined criteria including accuracy, creativity, teamwork, presentation skills, and crisis management capability
7. Decision Authority: Organizing committee and judges hold final authority on all competition-related decisions

SMART CITY ENERGY COMMAND

"Where Strategy Meets Sustainability"

Smart City Energy Command is an innovative interdisciplinary simulation competition where teams of four from diverse academic backgrounds collaborate as city energy management consultants. The event combines strategic decision-making, policy analysis, economic optimization, and stakeholder management while balancing technical feasibility, social impact, and environmental sustainability. Teams navigate energy planning scenarios, crisis

Number of Rounds/Event Structure:

Round	Name	Participants	Type	Duration
Round 1	Urban Energy Literacy Challenge	Multi-choice Quiz	60 teams	1 hr
Round 2	Stakeholder Analysis & Planning	Case Study Analysis	30 teams	1.5 hrs
Round 3	Resource Allocation Strategy	Strategic Planning Challenge	15 teams	1 hr
Round 4	Multi-Crisis Management Simulation	Simulation	8 teams	1.5 hrs
Round 5	City Transformation Pitch	Presentation and Q&A	Winners decided	1.5 hrs

Team Size: 4 Member

Registration Fee: 200-300 INR

SMART CITY ENERGY COMMAND

"Where Strategy Meets Sustainability"

Teams must consist of 4 members; interdisciplinary composition strongly encouraged.

Round 1 - Urban Energy Literacy Challenge:

- Points awarded for correct answers; no negative marking.
- Covers energy basics, sustainability, economics, and policy accessible to all disciplines.
- Top 60 teams advance.

Round 2 - Stakeholder Analysis & Planning:

- Teams analyze community needs and propose energy solutions.
- Points: Case analysis (15), Solution feasibility (10), Presentation clarity (10).
- Top 30 teams advance.

Round 3 - Resource Allocation Strategy:

- Complex scenario requiring distribution of limited resources across city sectors.
- Evaluation based on strategic thinking, cost-benefit analysis, and justification.
- Top 15 teams advance.

Round 4 - Multi-Crisis Management:

- Handle simultaneous challenges: budget cuts, public opposition, technical failures.
- Time-bound decision making with dynamic scenario updates.
- Top 8 teams advance based on crisis response and adaptive strategy.

SMART CITY ENERGY COMMAND

"Where Strategy Meets Sustainability"

Final Round - City Transformation Pitch:

- Teams present a comprehensive 10-year energy transition plan.
- Evaluation: Technical soundness (25%), Economic viability (25%), Social impact (25%),
- Environmental sustainability (25%).
- The winner decided based on pitch quality and expert panel Q&A.

General Rules:

- Use of external help is prohibited.
- Electronic devices allowed only during designated research phases.
- Judge's decision is final.
- Teams must collaborate effectively and present unified solutions.
- Professional conduct mandatory throughout the event.

ROBOSOCCER

From circuit to goal post—watch the robots play!

The Department of Mechanical and Automobile Engineering is thrilled to present RC Robosoccer. RoboSoccer is a robot-based soccer competition where teams build and program robots to play soccer on a defined field. The objective is to score goals against the opposing team within a set time. Robots must follow specific size and weight guidelines. Matches are divided into halves, and robots can operate autonomously or semi-autonomously. Teams earn points by scoring goals, and penalties are given for fouls or rule violations. The event emphasises technical skills in robotics, programming, and strategic gameplay, making it a challenging and exciting test of engineering prowess.

Team Size: 2-5 Members

Registration Fee: 700 INR Per Team

POC:

Harshal Bhatkar - 9158424614

Akhildas T D - 6238032022

Event Faculty Coordinator:

Dr. Ivan Sunit Rout

ROBOSOCCER

From circuit to goal post—watch the robots play!

RULES AND REGULATIONS:

Team Rules

1. The team should contain a minimum of 2 and a maximum of 6 members, Members of the team must carry a valid student ID card
2. Participants in the team need not be from the same college or university.
3. The event shall be canceled if fewer than three teams participate

Bot Specific Rules:

- Only one Bot per team is allowed.
- The Bot should not have any sharp elements.
- The Bot should exactly fit in a cube of 30cm Wide x 40cm High (including tires).

1. The weight of the Bot must be at most 6 kg if the Bot is powered with external batteries.
1. The weight of the Bot must be at most 8 kg if the Bot is powered with internal batteries.
1. The minimum weight of the Bot must be 50-60% of the maximum weight in both cases.
2. The Bot must be wirelessly controlled
3. Wheels that may damage the arena will not be allowed.
4. Only voltage up to 12V can be used at any point and anywhere in the Bot

ROBOSOCCER

10. No moving mechanism except wheels is allowed
11. Any elements that are responsible for grasping or lifting the ball into the air are prohibited.
12. Golf balls will be used for the entire event.
13. The weight of the ball will be around 45 grams.
14. The ball diameter will be 45 mm.
15. The team should contain a minimum of 2 and a maximum of 6 members
16. Members of the team must carry a valid student ID card
17. Participants in the team need not be from the same college or university.

CAD HACKATHON (6 hours)

Turn your concepts into CAD-tastic creations!

The Department of Mechanical and Automobile Engineering is excited to present the CAD Hackathon, a **3D design challenge** where participants demonstrate their creativity, problem-solving, and modelling expertise using SolidWorks.Teams will be assigned a design problem statement at the start of the event. The challenge must be completed within **6 hours**, and the submitted CAD model will be evaluated based on innovation, functionality, manufacturability, and presentation quality. This event emphasises **engineering design, teamwork, and effective use of CAD tools,** making it a competitive and engaging platform for aspiring engineers.

Team Size: 1-3 members

Registration Fee: 300 INR per team

POC:

Jashwanth Babu - 8660617850

Ivin Sabu - 7400232877

Event Faculty Coordinator:

Dr. Darshan S M - 9964768704

CAD HACKATHON (6 hours)

Turn your concepts into CAD-tastic creations!

RULES AND REGULATIONS:

1. The use of external storage devices, internet downloads, or pre-existing CAD files is not allowed.
2. The judge's decision will be final and binding.
3. Misconduct or violation of rules will lead to disqualification.
4. Any software crash or system issue must be reported immediately; additional time may be considered at the judge's discretion

MAZE RUNNER

Catch the target, master the maze!

The Department of Mechanical Engineering proudly presents Maze Hunter, an adrenaline-filled RC robot chase competition. The arena is designed as a maze where two teams face off simultaneously. One robot plays the Target, whose goal is to evade capture, while the other is the Hunter, whose objective is to catch the Target within a set time limit (3 minutes). Roles are decided by a coin toss before each match. Each round lasts three minutes—if the Seeker catches the Runner, they win; if not, the Runner claims victory. The event emphasizes technical design, control precision, speed, and strategy, making it a thrilling contest of skill and engineering creativity.

Teamsize: 2–5 members

Registration Fee: 300 per team

POC:

Alwin Salmon C - 9344293610

Sai Madhukar K - 9206705722

Event Faculty Coordinator:

Dr. Umesh V - 9164368155

MAZE RUNNER

Catch the target, master the maze!

RULES AND REGULATIONS:

Team Rules

1. Each team must consist of a minimum of 2 and a maximum of 5 members.
2. Members must carry a valid student ID card.
3. Team members need not belong to the same college/university.
4. The event will be canceled if fewer than three teams register.

Bot Specifications

1. Only one bot per team is allowed.
2. The bot should not have sharp elements or cause damage to the arena.
3. The bot must fit within a cube of 25 cm × 25 cm (including wheels).
4. Bots must be wirelessly controlled.
5. Only voltage up to 12V can be used at any point in the bot.
6. Wheels or mechanisms that may damage the arena are not permitted.
7. No external assistance (like wires, external guiding mechanisms, or drones) is allowed.

CASECRAFT : THE INDUSTRY EDITION

"Solving real-world challenges with technical insight"

CaseCraft is a dynamic case competition built around two critical domains: technical problem-solving and business strategy. Participants will tackle real-world challenges that test their analytical skills while driving practically oriented strategic decision-making. By bringing these domains together, CaseCraft fosters innovation, holistic thinking, and solutions that are both technically robust and strategically impactful.

Number of Rounds/Event Structure: 2 rounds

1. Pitch Deck Submission - Each team submits their final pitch deck limited to 7 slides (exclusive of title slide and annexures).
2. Final Presentation - The top 10 teams shortlisted from each domain in the submission rounds will present their solutions to a panel of judges, inclusive of industry experts and organisation representatives.

Team Size: 2 - 4 Members Per Team

Registration Fee: 400 INR Per Team

POC :

M Manoj Reddy - 8618627856

Diya Chatterjee - 9108355382

Event Faculty Coordinator:

Dr Joseph Rodrigues - 9420594564

CASECRAFT : THE INDUSTRY EDITION

"Solving real-world challenges with technical insight"

RULES AND REGULATIONS:

- Each team must consist of 2 to 4 currently enrolled students from any recognized postgraduate or undergraduate program.
- Mixed-discipline teams (across technical and business domains) are encouraged.
- Each participant may only be part of one team.

Competition Structure:

- The first round is a pitch deck submission, strictly limited to 7slides (excluding title slide and annexures); any excess content will not be considered.
- Top teams from each domain (technical and business/strategy) progress to the finals, based on jury review.
- Shortlisted teams present their decks in person to a panel of industry and academic judges.
- Submissions must be original work created during the competition period and must not feature any identifying university names, logos, or personal details.
- Respectful, professional behavior is expected throughout the event toward all participants, coordinators, and judges.
- Judges' decisions are final and binding in all matters related to rankings and awards.
- The organizing committee reserves the right to adjust the event structure, schedule, or rules as necessary.

SEVERANCE CUP

Compete, conquer, and claim the crown!

The Severance Cup is an inter-collegiate esports tournament featuring competitions in two games: Valorant and EA FC. As per the rules, participating colleges are required to field students in both events. A points system is used to calculate the performance of each college across both games, and the institution with the highest cumulative score is declared the overall winner of the tournament.

Number of Rounds/Event Structure:

General Format

- Bracket: Both Valorant and FIFA are single-elimination knockout tournaments.
- Gameplay: Both tournaments will run simultaneously.
- Contingency: The schedule will be decided on 3 days prior based on the final number of teams.

Standard Structure

1. Check-in & Setup Period: All participants arrive, verify IDs, and Valorant teams set up their equipment.
2. Opening Briefing & Bracket Draw: Rules are explained and the official tournament brackets are created.
3. Early Rounds: The initial knockout rounds for both Valorant and FIFA begin.
4. Lunch Break: A designated break for all participants.
5. Semi-Finals: The semi-final matches for both tournaments are played.
6. Grand Finals: The final matches for both Valorant and FIFA are played to determine the event winners. If an excessive no of teams are present finals are to be played on the consecutive day

SEVERANCE CUP

Compete, conquer, and claim the crown!

Number of Participants per team:

- 8 per college contingent
- 5+1 players (VALORANT)
- 2 individual players (EFOOTBALL)

Team Size: 8 Members Per Team

Registration Fee: 600 INR Per College Contingent

POC :

Shriya Sarah Goka -9686855303

Deepadhrit Pandey - 9830332245

Event Faculty Coordinator:

Dr. Shwetha R -9986217753

SEVERANCE CUP

Compete, conquer, and claim the crown!

RULES AND REGULATIONS:

VALORANT

Eligibility & Registration

- Participation is open to teams of full-time students from recognized colleges.
- All participants must present a valid, current college-issued photo ID card for verification.
- All 5+1 members of a team must be from the same college.
- Teams must register under their official college name before the deadline.Player Responsibilities & Equipment (BYOC Policy)
- This is a "Bring Your Own Computer & (BYOC) event. Organizers will not provide any gaming hardware.
- Each player must bring their own complete setup: Laptop/PC with Wi-Fi adapter, monitor, keyboard, mouse, headset, and all necessary cables.
- Organizers will provide one power socket per player.
- A dedicated tournament Wi-Fi network will be available. Wi-Fi keys will be provided at check-in.
- Players are responsible for their own device's connection to the network.

Tournament Format & In-Game Rules

- The format will be single elimination best of 1 match till finals
- The final will be a best of 3 match
- Teams must be ready 15 minutes before their scheduled match. A 10-minute grace period for joining the lobby will be given before a forfeit is declared.
- Admins will create custom lobbies and provide passkeys to Team Captains on Discord.

SEVERANCE CUP

Compete, conquer, and claim the crown!

- Each team is allotted two 60-second tactical timeouts per map.
- Map selection will be done via a veto process managed by an admin.

Code of Conduct & Discipline

- All players are official representatives of their college and must maintain a high standard of conduct.
- Cheating, harassment, toxicity, or any unsportsmanlike behavior will result in immediate team disqualification.
- The decisions of the tournament administrators are final.

EFOOTBALL

Eligibility & Registration

- Participation is open to individual full-time students from recognized colleges.
- All participants must present a valid, current college-issued photo ID card for verification.
- Players must register with their name and college name before the deadline.
- Players must report to the tournament desk for check-in 15 minutes before the start time.

Tournament Setup & Equipment

- The tournament will be played on EA Sports FIFA on consoles provided by the organizers.
- Organizers will provide the console, screen, and standard controllers.
- Players may bring their own compatible controllers but are responsible for their function and charge. Modded controllers are banned.

Tournament Format & Match Rules

- The tournament format will be a 1v1 single-elimination knockout bracket.

SEVERANCE CUP

Compete, conquer, and claim the crown!

- Players not reporting to their station within 5 minutes of being called will forfeit their match.
- Game settings: 6-minute halves
- Team selection is limited to current Clubs or International teams. Classic XI and All-Star

teams are banned.

- Drawn knockout matches will be decided by Extra Time and, if needed, a Penalty Shootout.
- Pauses are only allowed when the ball is out of play (3 pauses maximum per player).

Code of Conduct & Discipline

- Players must act as respectful representatives of their college.
- Aggression, harassment, or cheating will lead to immediate disqualification.
- All decisions made by the on-site administrators are final and binding.

General Championship Rules

Participation & Contingent Structure

- To compete for the championship, each participating college must field participants in both events.
- A college contingent must consist of:

1. One (1) Valorant team of 5+1 players.
2. A minimum of one (1) and a maximum of two (2) individual EFOOTBALL players

- All members of a college contingent must be full-time students from that same institution.

Eligibility & Verification

- All participants must present a valid, current college-issued photo ID

card at the event &registration desk for verification. Failure to do so will result in disqualification for the individual and may affect the entire contingent.

Championship Scoring System

- Colleges earn points based on their final ranking in each event.
- The college with the highest cumulative score from both Valorant and EFOOTBALL will be declared the Overall Champion.

Points Distribution (per event):

- 1st Place (Winner): 100 Points
- 2nd Place (Runner-Up): 60 Points
- 3rd & 4th Place (Semi-Finalists): 30 Points each
- 5th - 8th Place (Quarter-Finalists): 10 Points each
- For EFOOTBALL, only the points from the college's highest-ranking player will be counted towards the total championship score.
- Tie-Breaker: If two colleges have the same total score, the college that achieved a higher individual placement in any single event (i.e., a 1st place finish) will win.

Code of Conduct

- All players from a college are part of a single contingent. The conduct of any individual player reflects on the entire college.
- A severe infraction or disqualification in one event may, at the discretion of the organizers, lead to a points deduction or disqualification of the entire college contingent from the championship
- Bracket Generation & Match Scheduling:The official brackets for both Valorant and EFOOTBALL will be determined by a random draw conducted three (3) days prior to the events start date.In the event that first-round byes are necessary due to the number of participants, they will be assigned randomly to teams during the official draw.

BYTE & BOARD

"Circuit the Challenge, Byte the Victory"

Byte & Board is a four-round technical challenge blending logic circuits, binary and hexadecimal decoding, programming analysis, and cryptic password deduction. Teams will solve a series of interlinked puzzles across electronics, coding, and problem-solving disciplines to crack a final password—the fastest team wins.

Number of Rounds / Event Structure:

code 1/round 1:

- Participants are given a logic gate circuit puzzle. The solution provides a binary string (Key 1), which acts as a clue for the next round.

code 2/round2:

- Teams decode the binary string from Round 1 into a hexadecimal string (Key 2).

code 3/round 3:

- Competitors are presented with a complex C program featuring conditional and loop statements.The output (a decimal string, Key 3) is required for the final round.

Final code/round 4:

Using the three keys, participants must:

- Apply an algorithm to further process Key 1.
- Run Python code (provided) using Key 2.
- Solve an equation using Key 3.
- The resulting final codes from each key are then combined as per a pattern to form the final password. Teams must enter this password on a central laptop to win.

BYTE & BOARD

Decode, deduce, and dominate!

Team Size: 6-8 Members Per Team
Registration Fee: 500 INR Per Team

POC :
Shriya Sarah Goka -9686855303
Deepadhrit Pandey - 9830332245
Event Faculty Coordinator:
Dr. Shwetha R -9986217753

RULES AND REGULATIONS:

- Only registered teams may participate.
- Each team receives a starting kit for Round (containing puzzles and essentials for the round}.
- External electronic devices are prohibited except when specifically allowed (i.e., entering the final password).
- Teams proceed to the next round only after verification of their answers.
- During the final round, only one team member may approach the laptop to enter the password.

SCHOOL OF ARCHITECTURE

EVENTS LIST

PIXEL PERSPECTIVES

Capturing the built and unbuilt environment

Pixel Perspectives is a digital and photography contest that invites participants to explore the narratives hidden within the built and unbuilt environment. The event encourages students and enthusiasts to frame architecture beyond its functional role, capturing overlooked spaces, fleeting moments, and striking interactions between form, light, and context. With themes ranging from forgotten corners to the skyline's dialogue with structures, the competition fosters creativity in visual storytelling. Both online and offline entries are welcomed, making it accessible to a wide audience. The best submissions will showcase originality, perspective, and the ability to narrate through images.

Team Size: 2 Members.
Registration Fee: 150 INR

POC's:
Thanigashree - 9994237676
R.P.Nithinkrishna - 9487863636

PIXEL PERSPECTIVES

Capturing the built and unbuilt environment

RULES AND REGULATIONS:

1. Eligibility: Open to all students; individual participation only.
2. Equipment: Any type of camera (DSLR, mobile, or digital) is permitted.
3. Round 1 (Exploration Shot – Online):

- Participants submit one photograph on either theme: The Forgotten Corners or Framing the Sky.
- Each entry must be accompanied by a short caption/description (max 50 words).
- Edited/manipulated images will be disqualified (minor corrections like brightness/contrast allowed).

1. Round 2 (On-the-Spot Capture – Offline):

- Shortlisted participants will be given a surprise theme on campus.
- Time limit: 2 hours to capture and submit one photograph.
- The photograph must be taken within campus during the event.

1. Originality: Entries must be original and owned by the participant; plagiarism will lead to disqualification.
2. Judging Criteria: Creativity, composition, theme relevance, and narrative quality.
3. Jury Decision: The decision of the jury panel will be final and binding.

PATTERN PLAY

Unleash your imagination through chance and repetition

Pattern Play is an interactive art event that invites participants to discover creativity through spontaneity and repetition. Using stencils, stamps, or everyday objects, participants generate abstract compositions that transform random impressions into meaningful visual patterns. The event celebrates the playful side of design, where accidents evolve into order and rhythm emerges from chance. With themes such as Chaos to Order and Rhythm of Lines, Pattern Play encourages participants to think beyond conventional methods, experiment with textures, and embrace unpredictability. Open to all backgrounds, the event ensures accessibility while sparking curiosity, imagination, and joy in creative expression.

Team Size: 2 Member
Registration Fee: 500 INR

POC's:
Neha Manoj - 6361279078
Vridhi p - 8248493218

PATTERN PLAY

Unleash your imagination through chance and repetition

RULES AND REGULATIONS:

1. Eligibility: Open to all students; individual or team of 2 members permitted.
2. Materials: Basic tools (stencils, stamps, sponges, and sheets) will be provided. Participants may bring additional simple objects for stamping or texturing (e.g., leaves, coins, bottle caps).
1. Round 1 (Spontaneous Creation – Prelims):

- Choose from the given themes: Chaos to Order or Rhythm of Lines.
- Time limit: 1.5 hours.
- Objective: Translate randomness into an abstract pattern.

1. Round 2 (Thematic Refinement – Finals):

- A surprise theme will be given on the spot (e.g., Nature Prints, Urban Impressions, Symmetry in Motion).
- Time limit: 2 hours.
- Participants must refine their artwork into a cohesive thematic piece.

1. Originality: Plagiarism or use of pre-made molds/templates is prohibited.
2. Judging Criteria: Creativity, interpretation of theme, composition, and innovation in material use.
3. Jury Decision: The decision of the jury panel will be final and binding.

REVIVAL OUTLOOK

Fashion Design Competition

Revival Outlook is the flagship fashion design competition of Magnovite, where creativity, innovation, and architectural imagination come alive on the runway. The event challenges participants to reinterpret spaces, materials, and cultural narratives into bold, wearable expressions of design. With themes such as Material Metropolis and Rituals of Place, Revival Outlook encourages sustainable thinking, cultural storytelling, and experimentation with unconventional resources. Participants transform everyday and construction-derived materials into couture, blurring the boundaries between architecture and fashion. More than a contest, Revival Outlook isa celebration of artistry, resilience, and vision, inspiring new possibilities at the intersection of design disciplines.

Team Size: 3–5 Members.
Registration Fee: 500 INR

POC's:
Keerthi Baijulal - 9207622061
Sandra Rajendran -8075587441,

REVIVAL OUTLOOK

Fashion Design Competition

RULES AND REGULATIONS

1. Eligibility: Open to all students; team size: 3–5 members.
2. Theme Selection: Teams must design their garments based on one of the announced themes (Material Metropolis, Rituals of Place).
3. Round 1 – Ramp Walk Showcase
   - Each team presents their design on stage with chosen models.
   - Time per team: 5 minutes (including stage entry/exit).
   - Judging will consider creativity, craftsmanship, innovation, stage presence, and adherence to theme.
4. Round 2 – Designer's Dialogue:
   - Shortlisted teams will be interviewed by the jury.
   - Each team must explain their concept, inspiration, material choices, and relevance to theme.
   - Judges may ask questions about sustainability, construction process,and creative intent.
5. Materials: Teams may use textiles, recycled or upcycled materials, or unconventional resources. Hazardous, flammable, or unsafe materials are strictly prohibited.
6. Originality: Plagiarism or replication of existing designs will lead to disqualification.
7. Model Arrangements: Teams must arrange their own models for the ramp walk.
8. Judging Criteria: Creativity, innovation, thematic interpretation, presentation, and clarity of design explanation.
9. Jury Decision: The decision of the jury panel will be final and binding.

BUSINESS AND MANAGEMENT

EVENT LIST

MARKETING & PUBLIC RELATIONS

"It's not what you sell that matters as much as how you sell it!"

– Brian Halligan

The Marketing and Public Relations event is designed to be a blend of creativity and strategic thinking. Marketing is described as the Mecca of ideas, a place to use extreme creativity to build brands and ensure an organizations success. Similarly, the Public Relations event focuses on strategic thinking, helping participants unlock the power of perspective and enhance their communication and crisis management skills through engaging, real-world tasks. Ultimately, both events challenge you to blend innovative thinking with practical application to succeed in your respective fields.

POC's:
Sarvesh Ragul A - 9025603282
Kayna Sahni - 85272 85999
Event Faculty Coordinator:
Dr. Santosh Baheti - 8208909782

Registration Fee: 500 INR

BUSINESS PLAN

To acquire knowledge, onemust study; butto acquire wisdom, onemust observe."
- Marilyn vos Savant.

The Business Plan event is a space where ambition collides with meticulous planning. The event is a grand ceremony of innovation where participants can transform their dreams into tangible blueprints. It emphasizes that a business plan is not just a document but a blueprint for a thriving future. Participants are challenged to embark on a transformative journey and showcase their entrepreneurial endeavors.

POC's:
Sarvesh Ragul A - 9025603282
Kayna Sahni - 85272 85999
Event Faculty Coordinator:
Dr. Santosh Baheti - 8208909782

Registration Fee: 500 INR

BEST MANAGER

A leader is one who sees more than others see,who sees farther than others see, and who sees before others see."
—Leroy Eimes

The Best Manager event is a high-stakes competition designed to distinguish the exceptional from the ordinary in corporate leadership. Participants will be tested on their theoretical knowledge through real-life cases and questions drawn directly from the trenches of the corporate world. The event scrutinizes a participants strategic acumen, decision-making ability, and leadership skills, serving as a crucible for true leaders.

Registration Fee: 750 INR

POC's:
Sarvesh Ragul A - 9025603282
Kayna Sahni - 85272 85999
Event Faculty Coordinator:
Dr. Santosh Baheti - 8208909782

HUMAN RESOURCES

To win in the market place, you must first win the work place."

- Doug Conant

The Human Resources event is described as more than just celebrating birthdays and farewells. It is an event packed with mind-boggling HR cases, hiring sprees, and wicked treasure hunts. The purpose is to offer a preview intothe HR field and to put on your thinking caps and get to it.

Registration Fee: 500 INR

POC's:
Rwijuta Bhadra - 8649843193
Rucha Rao - 9819992945

FINANCE

Beware of the little expenditures; a minor leak can destroy a huge ship.
-Franklin Benjamin

The Finance event aims to help participants unlock the world of finance and elevate their financial acumen. It is an exhilarating exploration of financial strategy, critical thinking, and problem solving. The event provides a chance to showcase your financial prowess and get a broader experience by competing with the best minds in the financial domain.

Registration Fee: 500 INR

POC's:
Ansh Kumar - 7903457247
Shreya Tripathi - 7521096069
Manas Arora - 6266018671

Business & Management Events

General Rules and Regulations

- The fest is open to Undergraduate & Postgraduate students of all disciplines.
- Multiple teams from the same university are allowed to participate in the fest.
- The fest is a national inter-collegiate competition and is not open to CHRIST (Deemed-to-be-University) students
- All participants are required to carry their respective College ID cards and Valid ID Proof.
- Online registrations in accordance can be done via the registration link provided in the e-mail or at magnovite.christuniversity.in.
- The individual registration fees are mentioned for each event in the brochure.
- Registration fees must only be paid through the South Indian Bank Portal link available on the registration form. Please click a screenshot of the payment and upload it to the registration form.
- The registration fee will not be refunded once the payment is made.
- Participants have to report to the assigned venue at least 30 minute prior to the start of the event.
- If you have registered for more than one event, please make sure the event timings do not overlap.
- Unethical practices such as plagiarism, vulgarity, obscenity and violence of any kind will lead to immediate disqualification.

Business & Management Events

General Rules and Regulations

- Please do not carry hazardous and dangerous articles to the venue.
- Attempting to use or sell narcotics, drugs, cigarettes, e-cigarettes, alcohol,nicotine delivery devices (such as "vapes", etc.), or addictive items of any sort is prohibited.
- The organising committee reserves the right to make any last-minute
- changes to the rules or disqualify any team if the team members do not uphold the standards of decency set by the institution.
- The decision of the judges will be final and binding for all events.

CULTURAL EVENTS

BATTLE OF BANDS

"Where music meets mayhem"

Rock the stage at our 'Battle of the Bands' event! Calling all music enthusiasts to showcase their talent and compete for the title. Bring your best beats, electrifying solos, and a whole lot of energy.
It's a showdown of sound you won't want to miss

RULES AND REGULATIONS:

- Students are not permitted to perform with more than 1 band. Performing with a second band will lead to immediate disqualification of both teams.
- The band may perform in Any Language (inclusive but not limited to regional languages and english).
- Original Compositions are encourgaed
- Explicit language/Vulgar gestures/Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification. 808' s/ synthesized beats/ pads or pre-recorded music are prohibited.
- A Drum Kit will be provided.All other instruments must be brought by the participants.
- Time Limit: 8 +3minutes.(Timer begins from the first instrument's plug-in) Exceeding the time limit will result in point reduction.

ACAPELLA AND GROUP SINGING

Music without borders, harmony without limits.

Experience the magic of pure vocal harmony! Acapella brings together voices that blend melody, rhythm, and emotion. Let the power of music take center stage!

RULES AND REGULATIONS:

- Students are not permitted to perform with more than 1 Group. Performing with a second grop will lead to immediate disqualification of both teams.
- Music of any genre, including fusion, is encouraged.
- The band may perform in Any Language (inclusive but not limited to regional languages and english).
- Original Compositions are encourgaed
- Explicit language/ Vulgar gestures/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification.
- Individual prizes: Best Song, or Best Original composition, Best Vocalist and Best Beatboxer.
- No instruments shall be provided.
- Time Limit: 8 + 3 Minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction

THEME DANCE (GROUP)

"Where rhythm unites and tradition comes alive."

A burst of rhythm, color, and creativity! Non-Theme Group Dance lets performers showcase diverse styles and moves without the limits of a set theme. It's all about energy, expression, and setting the stage on fire with pure dance passion!

1. **RULES AND REGULATIONS:**
2. Time Limit: 7 + 2minutes.(Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
3.
4. Please avoid dialogues and voiceovers.
5. Props are encouraged unless they are flammable, sharp/ can cause harm, use powders or water.
6. Audience 's reactions shall add to the marking ofthe performance
7. Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification

NON THEME DANCE (GROUP)

Where energy meets rhythm — group grooves on point!

A burst of rhythm, color, and creativity! Non-Theme Group Dance lets performers showcase diverse styles and moves without the limits of a set theme. It's all about energy, expression, and setting the stage on fire with pure dance passion!

RULES AND REGULATIONS:

- Time Limit: 7 + 2 minutes.(Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- Please avoid dialogues and voiceovers.
- Props are encouraged unless they are flammable, sharp/ can cause harm, use powders or water.
- Audience's reactions shall add to themarking ofthe performance
- Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated.Any ofthe above mentioned behaviour will result in immediate disqualification

STREET PLAY

"Drama that speaks, inspires, and awakens."

The voice of the streets brought to life! Street Play blends powerful performances with social messages, engaging the audience through drama, dialogue, and emotion. It's theatre in its most raw and impactful form—thought-provoking and full of life!

RULES AND REGULATIONS:

1. Time Limit: 30 minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will resultin point reduction.
2. No Government, Governmental orders, Political Parties or any person can be targeted directly or indirectly.
3. No Religious Slokas, Bhajans or any verses fromthe scriptures can be used.
4. Usage of loud speakers will NOT be permitted
5. Judges decision will be final.
6. Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification

For queries, contact us

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