INDIAN INSTITUTE OF INFORMATION TECHNOLOGY
TIRUCHIRAPPALLI

AAHLADH'23

Sept 01 - 03, 2023

Faculty Co-Ordinator: Anoop Jacob Thomas - 76962 65939

Organizers : K. Varun Chandra - 9346101109   K. Mahitha - 9705697956

SCHEDULE

DAY 1 : 01/09/2023 (FRIDAY)

Inauguration	10:00 AM - 11:30 AM
Face Painting	11:30 AM - 1:00 PM
Dumb Charades (Round 1)	02:00 PM - 03:30 PM
Guess the Object	03:45 PM - 06:00 PM

DAY 2 : 02/09/2023 (SATURDAY)

Blind-fold art	09:00 AM - 10:00 AM
Music (Round 1)	10:15 AM - 12:30 PM
Tombola	02:00 PM - 03:00 PM
Dumb Charades (Final)	03:10 PM - 04:00 PM
Dance (Round 1)	04:15 PM - 06:00 PM

DAY 3 : 03/09/2023 (SUNDAY)

T-shirt Painting	08:30 AM - 10:00 AM
Treasure Hunt (INTRA)	10:15 AM - 12:30 PM
Music (Finals)	01:45 PM - 02:45 PM
Dance (Finals)	03:00 PM - 04:30 PM
Carving (INTRA)	04:45 PM - 05:45 PM
EDM night (INTRA)	06:00 PM - 09:30 PM

FUN ZONES SCHEDULE

DAY 1 : 01/09/2023 (FRIDAY)

Balloons vs Glass showdown	12:00 PM - 01:00 PM
Ring Toss Fiesta	02:00 PM - 03:00 PM
Coin-aqua challenge	03:00 PM - 04:00 PM
Unseen artistry	04:00 PM - 05:00 PM

DAY 2 : 02/09/2023 (SATURDAY) & DAY 3 : 03/09/2023 (SUNDAY)

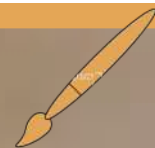|	
Balloons vs Glass showdown	10:00 AM - 11:00 AM
Ring Toss Fiesta	11:30 AM - 12:30 PM
Coin-aqua challenge	02:30 PM - 03:30 PM
Unseen artistry	04:00 PM - 05:00 PM

FACE PAINTING

REGISTER HERE :

HTTPS://FORMS.GLE/NQDOUKYDNHIGA9N18

Instructions:

- Participants must gather in the hall 15 minutes before the event begins.
- Materials and equipment for the competition will be provided by organizers. Only those items must be used in the competition.
- Each participant must bring their painting partner.
- Competition has a time limit of 60 minutes.
- Participants will be assessed based on creativity, design and innovation.
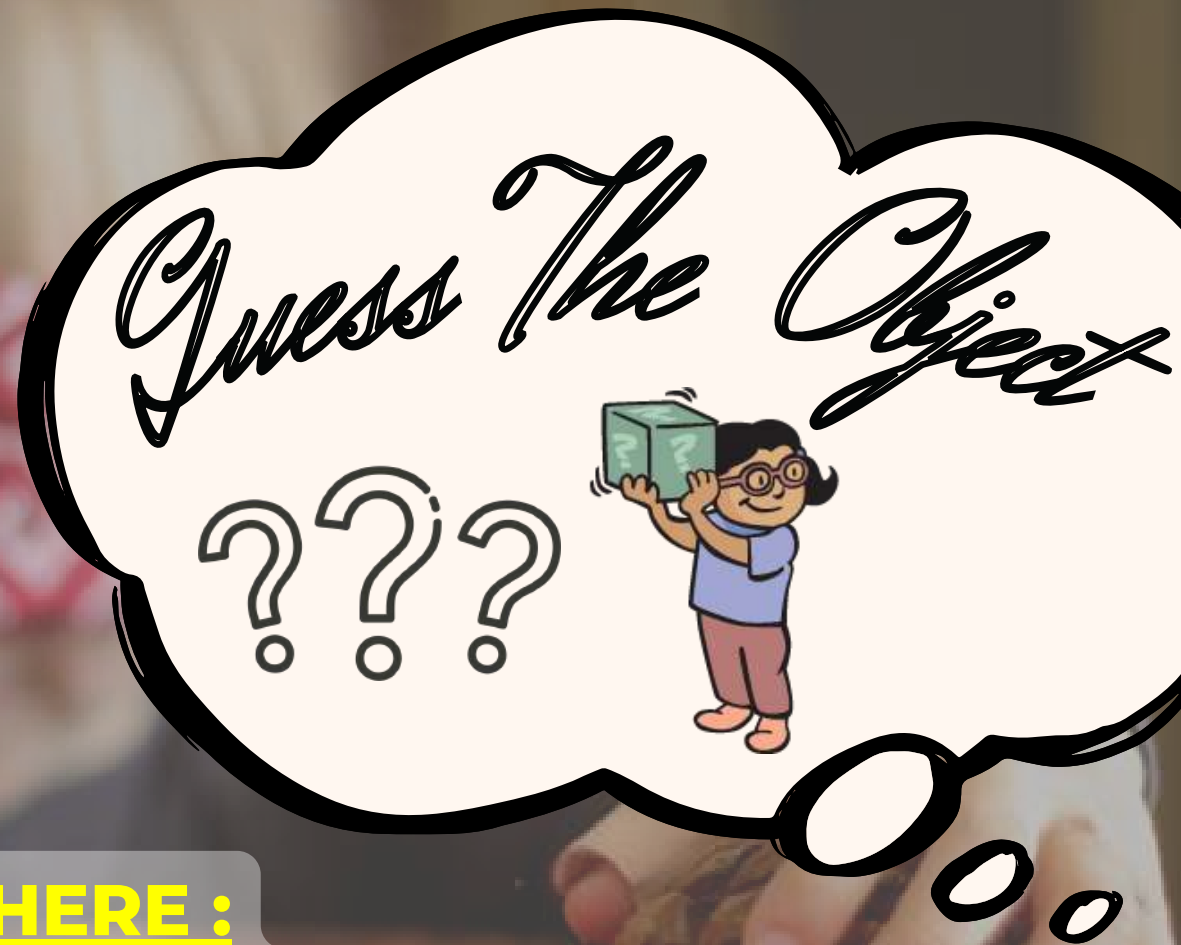- Decision made by judges will be final.

Volunteers:

Hari Rama Hayagreev (4th year) – 9666661616
Aluri Sanjana Rao (3rd year)   – 9346451436
Nehal Nandu Chaure (2nd year) – 9503687678

Guess The Object

???

REGISTER HERE :
HTTPS://FORMS.GLE/4SG8SBPH6R54DDSW5

Instructions:

- Each team should comprise of 3-4 members .

- The game will comprise of total 3 rounds. 50 Teams will be divided into 4 batches the top 5 teams of each batch i.e 20 teams will qualify for the next round. Finale will be conducted for the top 5 Teams of Round 2.

- The object should be guessed within the alloted time limit with only touch and the guess should be written in a piece of paper (seperate time will not be given for writing) .

- **ROUND - 1 :** 5 Objects should be guessed by each team in 10 seconds of time for each object
  +5 points for correct answer -1 point for every wrong guess .

- **ROUND - 2 :** 5 Objects should be guessed by each team in 15 seconds per object
  +5 points for correct guess -1 point for every wrong guess.

- **ROUND - 3 :** (FINAL ROUND) : 3 objects should be guessed by each team in 20 seconds per object

  +15 points for every correct guess -5 for every wrong guess.

- **TIE BREAKER critera :** total points of all 3 rounds will be taken into consideration.

Volunteers:

Vijaya Pratap Reddy M (4th year) – 7019013052
Karthikeyan P L (3rd year)   – 9597063722
Karthik Nivedhan A (2nd year)   – 9940361849
Sode Lehya (2nd year)   – 9573459286

DUMB CHARADES

ACT IT OUT **GUESS THIS?**

REGISTER HERE :

HTTPS://FORMS.GLE/1EANJZ4UGZKATWOD7

Instructions:

- A group should consist of 4 members.

- A player from the acting team draws a chit from the box.

- Teams should alter the teammate who acts such that everyone acts at least once.

- The acting player can use gestures, body movements, Facial expressions.

- Clues like speaking, humming songs, dumb signs are banned.

- A player can use fingers to show the number of words in the given phrase/name.

- The team has a limited time, and the time will be announced before the game starts.

- The team will earn the points if they guess the word exactly within the given time.

- The player cannot point out at any objects present in the scene.

- If the team violates any of the rules which are mentioned above may leads to disqualification of the team.

Volunteers:

Juttukonda Sriram(4th year) - 9392844524

Harsha Vardham Reddy Manam(3rd year) - 7893930729

Sai Kalpana Reddy Gudipati (2nd year) - 9398606385

TOMBOLA

REGISTER HERE :

HTTPS://FORMS.GLE/IPHNNPEG5NRB1AC88

Instructions:

- Each player will be given a tombola ticket and a pen.

- The numbers from 1 to 90 will be displayed randomly through a projector.

- If the number displayed is present in your ticket, then strike off the number in the ticket.

- The player who strikes all the numbers should raise their hand first and shout "Tombola!".

- ROUND - 1 :

  - The round will be conducted in two sessions.

  - In each session, the **first eight** players who strike all the 15 numbers will be selected for Round - 2.

- ROUND - 2 :

  - Some patterns will be shown to the players two minutes before the final round begins (e.g. Early Five).

  - After the game begins, if the player creates any pattern, they can shout that pattern and some points will be given.

- Each of the patterns can be claimed only by the first player to shout. If any player tries to claim an already claimed pattern, 10 points will be deducted.
- A player can claim as many patterns as he wishes. But if any pattern claimed is found to be false, the player will be disqualified from the game.
- The game will end when the first player shouts Tombola.
- Winners of the game will be decided on the basis of points.

Volunteers:

Mukkera Himanshu Reddy(4th year) – 9441211171
Samuel Nadar(3rd year)   – 9920688750
Kotikalpudi Brundha Sai (2nd year)   – 8688537477

**BLIND FOLD** *Art*

REGISTER HERE :

HTTPS://FORMS.GLE/WY58T8OBTKZ7GVK19
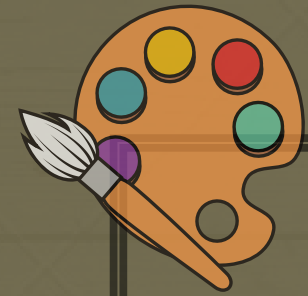
Instructions:

- **Art Setup** : At the start of the event, participants will receive their art supplies and be guided to their designated workspaces.Participants will be blindfolded and the theme for the event will be announced.

- **Quick Viewing Session**: After 10 minutes, participants will have 2 minutes to take a sneak peek at their artwork without blindfolds. This brief glimpse will set the stage for the creative challenge ahead.

- **1st Opportunity**: After 25 minutes from the start of the event, participants will be grouped based on their numbers and presented with a challenge. The first individual to complete the challenge will earn an exclusive opportunity to remove their blindfold for 2 full minutes and make adjustments to their artwork.
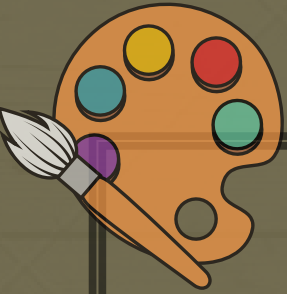
- **2nd Opportunity**: Another 15 minutes later from challenge 1, participants will have the chance to showcase their artistic prowess by being the best completer of the challenge. The participant who wins this challenge will earn a special 2-minutes advantage to view and modify their artwork.

- **Artistic Conclusion**: The event will wrap up after 1 hour, culminating in a celebration of creativity and unique artworks.
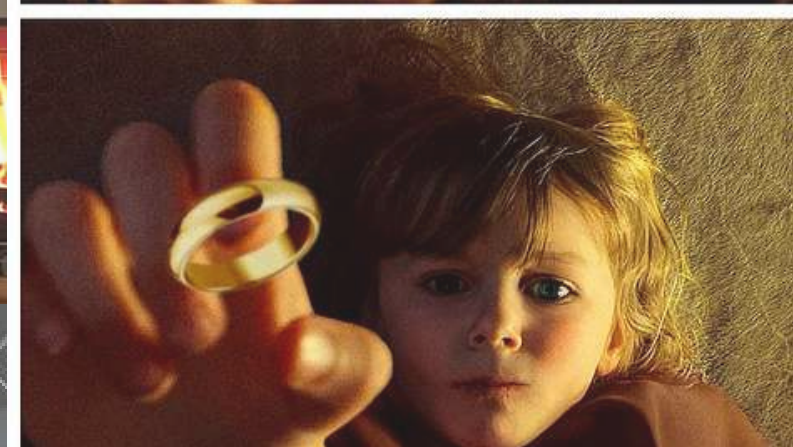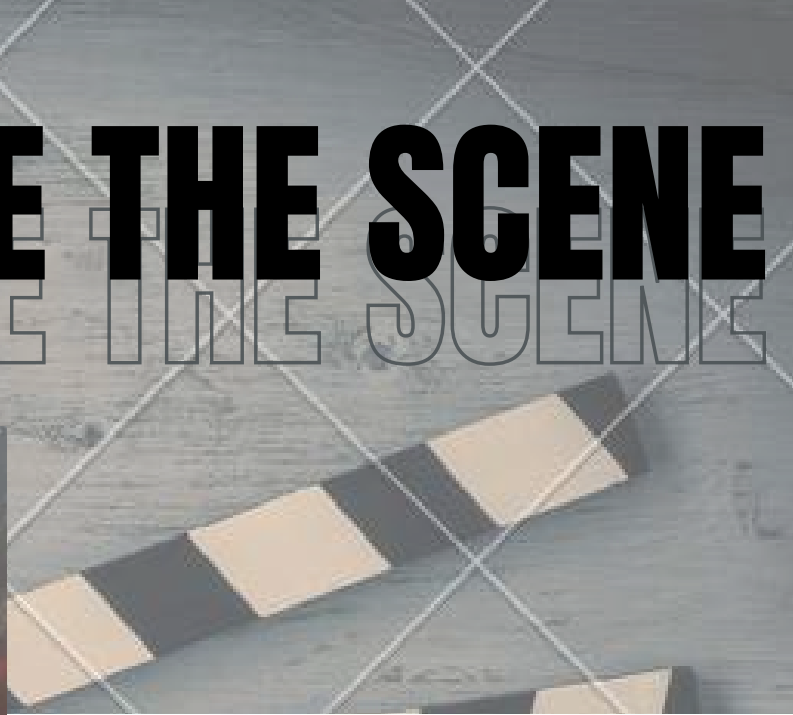
Volunteers:

Shameerpet Goutham(4th year) – 8618091957
Bhupesh Gupta(3rd year)   – 9785400480
Acha Ananya Deepthi (2nd year) – 8790032132
Prakarti Prabhakar (2nd year)   – 7906586285

RECREATE THE SCENE

REGISTER HERE :

HTTPS://FORMS.GLE/RZUBUKUR7LPW5XRN7

Instructions:

- Each team must consist of at least 3 to 4 members for participation.

- The event organizers will assign a specific scene from a movie or short film to each team.

- You'll have a generous 3-day period to work on your project.

- The final submission should be in the form of a video, and you can share it through a drive link.

- The goal is to capture not just the visual aspects but also the emotions and themes of the chosen scene.

- **The judging process will be based on a few key criteria :**

- **Accuracy:** How well your recreation matches the original scene.

- **Creativity:** The innovative and distinct ideas you bring to the table.

- **Craftsmanship:** The effort and skill demonstrated in your recreation.

- **Presentation:** The overall quality of your submission, including the videos or images and how well you've documented your process.

- A panel of judges, carefully selected by the organizers, will be responsible for evaluating all submission.

- **It's important to adhere to the rules to avoid disqualification :**
- **Timely Submission:** Make sure to submit your entry within the given 3-day window. Late entries will not be considered.
- **Rule Adherence:** Submissions must follow the guidelines and not contain any inappropriate content.
- **Respectful Conduct:** Maintain respectful behaviour towards fellow participants and organizers. Any disrespectful behaviour might lead to disqualification.

Volunteers:

Vikash Baabhu R (4th year)   – 9487661002
Yash khaitan (3rd year)   – 8449408825
Cherukuri V L N Kartheek (2nd year) – 7893450614

MUSIC

EVENT

REGISTER HERE :

HTTPS://FORMS.GLE/TBR8HRPCWVQVDGDW7

Instructions:

- Participant should atleast mixup 2 songs.

- Time limit is around 2.5 - 3 minutes.

- bilingual will have more priority.

- Engagingness and Sync will be in criterion.

- Info on next round(s) will be provided once round 1 is over.

Volunteers:

Konduru chaitanya (4th year) - 8008484139

Rohith S Bellur (3rd year)   - 6366195654

Shaik Raahath (2nd year)   - 6304928575
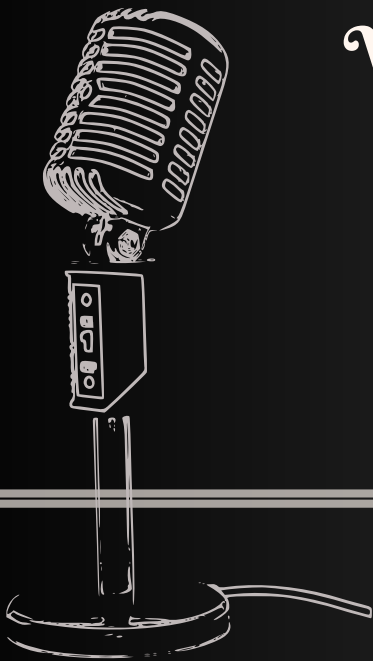
DANCE COMPETITION

REGISTER HERE :

HTTPS://FORMS.GLE/7FCFCLF5T55SENPCA

Instructions:

- Dance can be solo or duo or group and of any style.

- A performer who participates solo can not be the main part in group performance, i.e., those who participate in both solo,duo or group.

- Performances can feature mixed groups, i.e., both male and female participants can be part of a single performance.

- Ensure that the dance duration must not exceed 5 minutes.

- Number of participants in a group should not exceed 5.

- We suggest the participants prepare beforehand for both performances due to the time constraint between the 2 rounds.

- **Rules will be same for round 1 & round 2.**

Volunteers:

Tejaswi Rayidi (4th year)   - 8125875342
K.Sri Sai Snigdha (3rd year)   - 8555971940
Asapanna Gnyan Sai (2nd year) - 8919537210
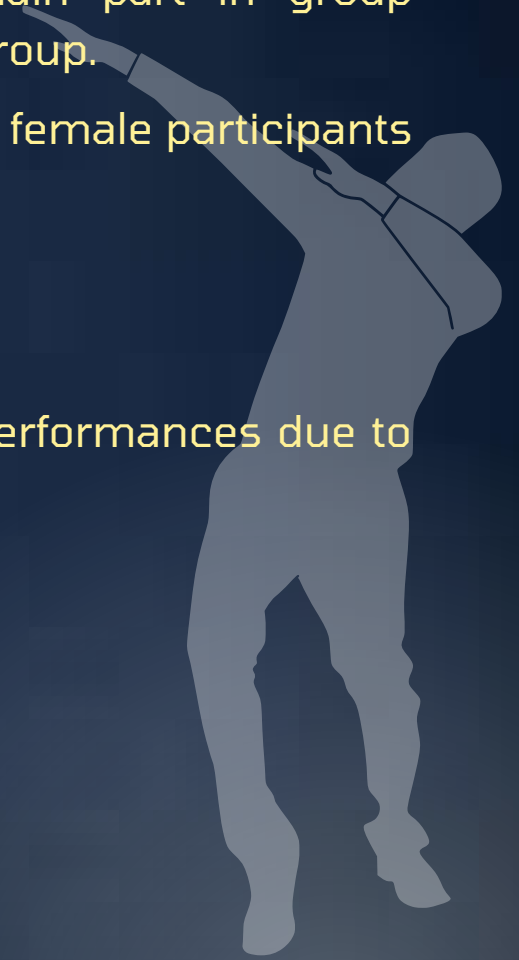
PHOTOGRAPHY

REGISTER HERE :

HTTPS://FORMS.GLE/PZODNT1X6KAHV4CQ8
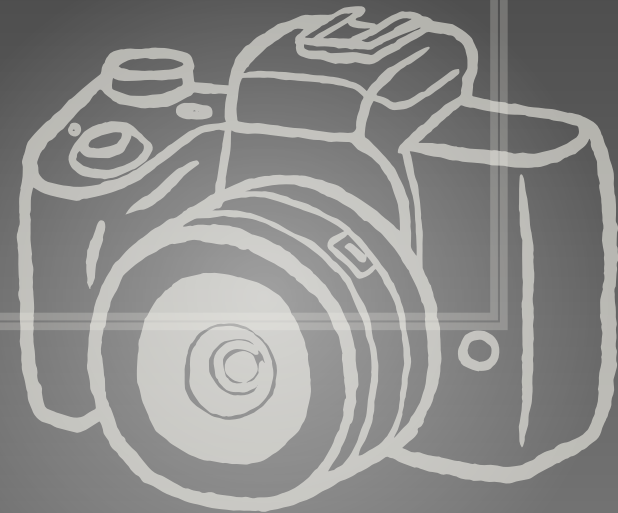
Instructions:

- Entries should be in form of PNG,JPEG,JPG extensions .
  E.g.
  "RamaKrishna_Mulugu.png"
- From each Theme only one picture should be uploaded to the drive link i.e,
  Silhouettes or Through the Looking Glass.
- Editing can be done with respect to the colour(white balance, cast ,correction, brightness, contrast, exposure is only allowed). And you just need to send the screenshot of the parameter you have used.
- Plagiarism (taking someone else's work as their own) is **strictly** prohibited.
- No Signature, Stamp, watermark, or any other identifying marks is allowed anywhere on the entries.
- Entries should not contain any objectionable content.

- Place of the photo taken might be asked from you if there is any issue with the photo violating the above condition consideration.

- Photos should be taken in between the date of aahaladh event Failing to meet above requirements would result in disqualification of participant .

Volunteers:

R Abhishek (4th year)   – 93060362617
Md Abdul Akram (3rd year)   – 8897439299
Arumalla Rakesh Hanuma Sai (2nd year) – 6303423275

T-SHIRT PAINTING

REGISTER HERE :

HTTPS://FORMS.GLE/LQ2X8SZMMTMTXHVK8

Instructions:

- Two members per team : one model (wearing the t-shirt) and one artist (painting).
- Teams must contain either two boys or two girls.
- Equipment for the event will be provided by the organizers.
- Time limit for the event is 60 minutes .
- Participants will be judged based on creativity, innovation, and design.
- Decision of the judges will be final and binding.
- Misbehavior undermining the respectful environment will result in immediate disqualification. The competition's focus is on creativity, teamwork, and positive participation.

Volunteers:

Varikuppala Saicharan(4th year)   – 9182668826
Malothu Amulya (3rd year)   – 9182039443
Vishwakarma Nidhi Jayprakash (2nd year) – 9510928489
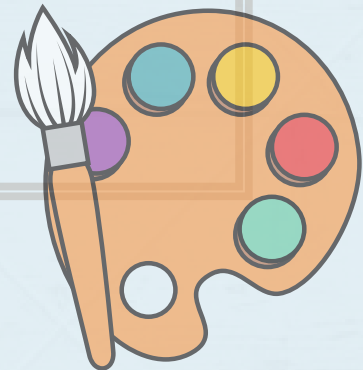
TREASURE HUNT

REGISTER HERE :

HTTPS://FORMS.GLE/WGZWL2ENLCQXQPKUA

Instructions:

- Team size : 4 members
- Location : Starts in the admin block and the rest of the event can span anywhere in campus premises(detailed locations will be shared soon).
- Treasure Hunt Event is basically multiple groups competing against each other to find the final treasure in a stipulated time frame across multiple locations on campus and it is a single round event, so give it your best !
- The event starts with handing out clues to all the teams which consists of cryptic information about the next clue's location and so on... the number of hints needed to reach the treasure will be informed later along with the details about location limits ! .
- To make it more interesting not all the teams would be finding the same treasure but there will be different treasures(based on the number of teams), which means different clues as well, All the teams will be divided into certain categories(ex: A, B.. so on) where the teams of each category will be competing for the same treasure.

- If you happen to find any clue, which is not your category in the process of finding your own, kindly place it back where you took it from as it may affect the teams of other categories!
- The elimination happens automatically in the process of finding the next clue as there are not as many clues as the number of teams, so be quick!.
- Winning : Inorder to win, all the clues you found must be submitted along with the final treasure. If you fail to collect all the clues and find the treasure, your submission is canceled and the one with the most clues will be declared winner! So Be Careful !

Note:

- All the clues are decipherable within a few minutes of thought(except last 1-2 clues as they are intentionally made difficult) and the clues will be definitely pointing to the right location as they are written with utmost forethought.
- Raising unnecessary Issues and any form of interdisciplinary actions with the event organizers or other teams will directly lead to disqualification and Decision of the event organizers is final in case any issue or argument arises.
- NO MOBILE PHONES OR ELECTRONIC GADGETS ARE ALLOWED AS WE WILL BE COLLECTING THEM BEFORE THE EVENT! Communication between teams and use of the internet or any application is strictly prohibited.
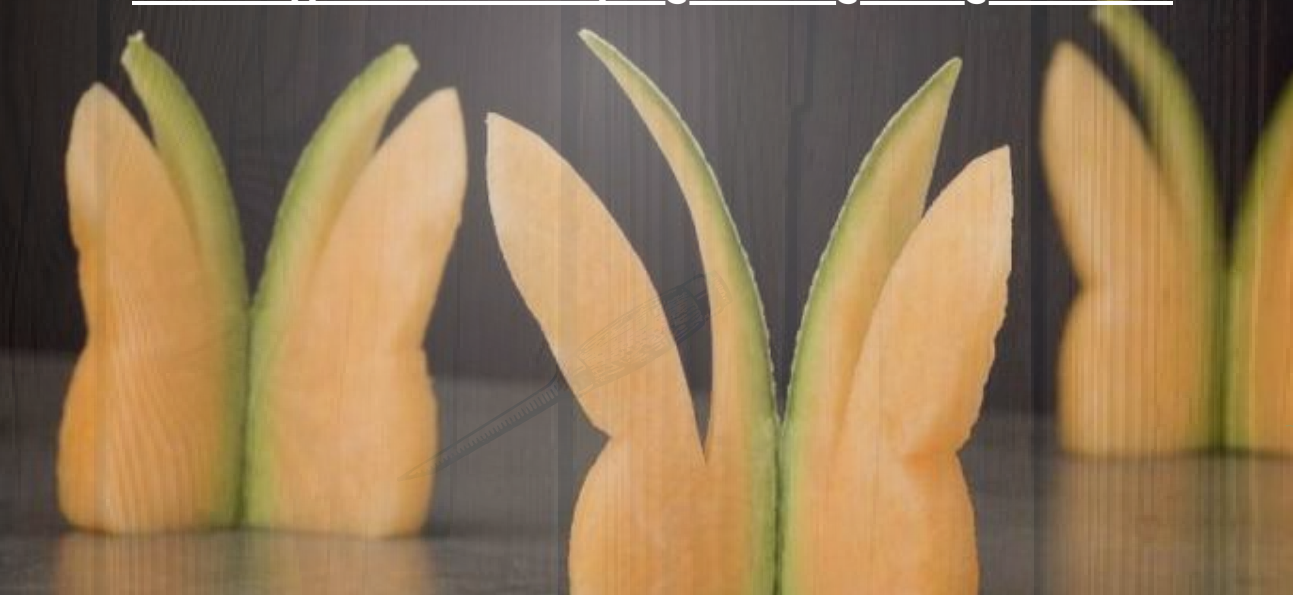
Volunteers:

Kuna Reshma(4th year)	- 7013877642
Gorantla Karthik(4th year)	- 7095892671
Medapati Aswin Reddy(3rd year)	- 8688524009
Kavuluru Lakshmi Srinidhi(3rd year)	- 8341965169
Guguloth Tagore(2nd year)	- 9381437406
Sourojit Banerjee(2nd year)	- 9748222341
Nandini Sonekar (2nd year)	- 8080865008

REGISTER HERE :

HTTPS://FORMS.GLE/YQRY7MQSECQYXTRP8

VEGETABLE CARVING

Instructions:

- Two members should be in a team to participate in the event. Only team leaders have to fill out the form(team members should not).

- This event is open to all registered contestants. A maximum of 40 teams will be selected for the event. No professional experience is required.

- The contestants will have one hour to complete the piece for judging.

- Participants should refrain from bringing any pre-carved items.

- Participants should report 15 minutes prior to the start of the event.

- A diverse selection of fresh vegetables and fruits will be provided to all participating teams. These offerings will be carefully curated to ensure a rich variety of natural shapes and colors, enhancing the creative aspect of the event.

- All tools including hand tools like knives, Peeler, etc. will be provided.

- Extra emphasis will be placed on the use of the natural shapes and colors of the fruit/vegetables and how they are used to support and enhance each other.

Guidelines for Assessment :   Points

- Degree of Difficulty   0-25

- Artistic Achievement   0-20

- Work Involved and Work details   0-25

- Originality   0-20

- Cleanliness   0-10

  TOTAL   100

Volunteers:

Harsha Vikhyath (4th year)   – 8688258704
R Yuvaraju (4th year)   – 9515816165
Harshith kumar gupta (3rd year) – 8601176818
Veerla Bhanu Rekha (2nd year)   – 9392228412

FUN ZONES 🤣

Ballons Vs Glass Showdown

Instructions:

- **Setup** : Each player is provided with a set of paper glasses and a balloon.

- **Time Limit** : Players have 60 seconds to construct a tower using the paper glasses.

- **Construction** : Players have to use the paper glasses to build their tower. The glasses should be in the shape of a pyramid.

- **Stability** : The tower must stand on its own without any external support or attachment to the playing surface.

- **Glass knock down** : After the tower is constructed, players must use the balloon to blow air at the tower in an attempt to knock it down.

- **Knock Down Rules** : Players can blow air at the tower using the balloon as many times as they want within the 60-second time limit.

- **Timing** : The game ends when the 60-second time limit is reached.

- **Scoring** : The player who successfully knocks down their tower with the balloon earns points.

- **Scoring Criteria** : The player's score is determined by the number of times they destroy their glass pyramid.

- **Winner** : The player with the highest score at the end of the game wins.

- **Tiebreaker** : In case of a tie, the players will be getting another 15 seconds to play the game.

Volunteers:

Kosaraju Sravan (4th year)   – 9182648864
Galanki Charan(3rd year) – 6301745974
Ramya S (2nd year)   – 9335057091
Sriramoju Asrij (2nd year) – 9390368638

RING TOSS FIESTA

Instructions:

- Stand behind the throwing line to toss rings.

- Use underhand or overhand throws.

- Toss rings gently to avoid excessive bouncing.

- Throw one ring at a time.

- Keep feet behind the line while throwing.

- Wait for your turn and cheer for others.

- Request timeouts if needed.

- Players should throw the rings in a fair and sportsmanlike manner.

- Players should throw the rings in a fair and sportsmanlike manner.

Volunteers:

B.Sathvika(4th year)	– 9110550335
L.Ramcharantej(3rd year)	– 8143842289
Jaya Shree(2nd year)	– 8688717048
B. Sindhuja(2nd year)	– 7416151354
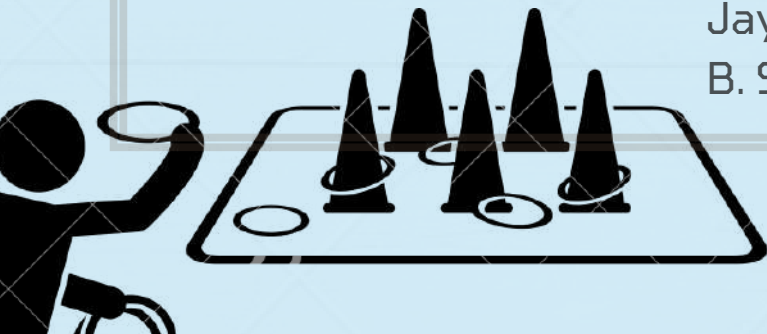
Coin Aqua Challenge

Instructions:

- Each contestant will be provided with 3 coins.

- Target area is given in the tub of water.

- Each contestant will be given 3 chances.

- In the given 3 chances contestant's should drop the coin atleast 2 times in the targeted area.

- Contestants should not touch the given tub at any cost.

- The contestant who drops more no.of coins in the given targeted area by following all the given rules are declared as winners.

Volunteers:

Chowta Vishnu Vardhan(4th year) – 7981988676
Yelgonda Bhargavi(3rd year)   – 7702025483
Kummari Sharmila(2nd year)   – 9059664107
Vadyala Jahnavi(2nd year)   – 7672097479

Unseen
Artistry
with partner

Instructions:

- Each team consists of two players.

- One player describes the picture given by us and the second player draws according to the given instructions by his/her partner.

- Description should be done in a superficial way without revealing the name or details of the image.

- Blindfold the person who draws.

- Only the describer is allowed to see the picture.

- The drawing should be completed within the stipulated time.

- The best will qualify for the next round.

Volunteers:

Gotiyada Rohan(4th year)   – 9121791126
Shaik Basheer Ahmed (3rd year)   – 7893549328
Jenne Hari Chandana (2nd year)   – 9550001758
Dandu Mohana Phanitha Durgasree(2nd year) – 9441950844