



# IHRD THARANG'23

A collage of various event scenes including a concert, a conference room, a robotics competition, people working on laptops, a volleyball game, a factory floor, a night market, and a person wearing a VR headset.

**IHRD  
THARANG'23**

A National Techno-Cultural-Entrepreneurial Fest  
Organized by **IHRD** (Established by the Govt. of Kerala)

**Feb 3 - 6, 2023**  
College of Engineering Chengannur

## Program Chart

SL/No	Title
1	Conclaves - IIIC Conclave, Media Conclave, R&D Conclave
2	Workshops
3	Technical Competitions
4	Cultural Competitions
5	Hackathons
6	Stalls & Zones
7	Job fair

### III CONCLAVE

<b>SL/No</b>	<b>Events</b>	<b>Date &amp; time</b>
1.	Auxpo	Registration starts: 4/1/2023 Ends: 10/01/23 Preliminary: 14/01/23 Session 1: 15/01/23 Session 2: 21/01/23 Result: 25/01/23 On day: 04/02/23, 10:30am - 1:30am( AC auditorium)
2.	Vezeto	Registration starts: 4/1/23 Ends: 10/1/23 Session 1: 11/01/23 Session 2: 12/01/23 Session 3: 14/01/23 Session 4: 15/01/23 Session 5: 21/01/23 Session 6: 22/01/23 On day: 04/02/23, Time: 1:30pm - 5:30pm(SDPK room)
3.	Panel Discussion	On day: 04/02/23, Time: 4pm- 5pm(Conclave arena)
4.	Celebrity Entrepreneur	Registration starts: 11/01/23 On day: 03/02/23, Time:10 am - 12pm(Conclave arena)
5.	Meet the investors	Registration starts: 15/01/23 On-day: 05/02/23, Time: 9am - 4pm(SDPK room)
6.	KTFG	Conference: 05/02/23, Time: 9am - 12pm(AC auditorium)
7.	Industrial expo	3 days, 2 cubicle

## MEDIA CONCLAVE

<b>SL/No</b>	<b>Name of the event</b>	<b>Date and time</b>
1.	Pre-events <ul style="list-style-type: none"> <li>1. Reel competition</li> <li>2. Videography competition</li> <li>3. Vines competition</li> <li>4. Movie short video competition</li> <li>5. Video editing competition</li> <li>6. Mock parliament initial stages</li> </ul>	Registration starts on : 04/01/23 Ends on: 15/01/23 Result: 21/01/23
2.	Stand up comedy	Registration starts on: 09/01/23 On day: 03/02/23, Time: 5pm - 6pm (AC auditorium)
3	Talk with social media influencers	Registration starts on: 10/01/23 On day: 04/02/23 Time: 10am - 12pm (Conclave arena)
4.	Mock parliament	On day: 05/02/23 Time: 9 am - 1 pm (Conclave arena)
5.	Leader's meet	On day: 03/02/23 Time : 7pm - 9pm (Conclave arena)

## R&D CONCLAVE

<b>SL/ No</b>	<b>Name of the event</b>	<b>Date and time</b>
1	Panel discussion	Date : 05/02/2023, Time: 3pm to 5pm Venue: Conclave Arena
2	Research Bootcamp	Onday : 3/02/2023, Time : 9pm to 1pm Venue : Sdpk room or mechanical lab
3	Talk session	Seminar hall
4	Poster Presentation	Date : 4/2/23, Time : 9pm to 4pm Venue : AC auditorium Second half

## WORKSHOPS

### DAY-1

SL No	Workshop	Date	Reg Fee
1	Flutter	03/02/23	350
2	Harley	03/02/23	1000
3	PLC SCADA	03/02/23	450
4	Cloud Computing	03/02/23	450
5	AR and game development	03/02/23	500
6	Data Science	03/02/23	400
7	Deep fake	03/02/23	500
8	GitHub	03/02/23	400
9	PCB Designing	03/02/23	350
10	Self driving using AI	03/02/23	600
11	VR	03/02/23	650
12	Siemens Software	03/02/23	1000
13	AWS / Ai&ML	03/02/23	500
14	Machine Learning Crash Course	03/02/23	500

## **DAY-2**

<b>SL No</b>	<b>Workshop</b>	<b>Date</b>	<b>Reg Fee</b>
1	MATLAB	04/02/23	300
2	Web development	04/02/23	450
3	Legged Robotics	04/02/23	450
4	Product Development	04/02/23	400
5	Origami	04/02/23	150
6	Python(school)	04/02/23	250
7	Smart-Phone Controlled robot	04/02/23	250
8	AutoCAD	04/02/23	350
9	Data Mining	04/02/23	450
10	Ethical hacking	04/02/23	650
11	Structral Engineering	04/02/23	1000
12	BMW Design	04/02/23	1000
13	Quantum Computing	04/02/23	1000

### **DAY-3**

<b>SL No</b>	<b>Workshop</b>	<b>Date</b>	<b>Reg Fee</b>
1	Blockchain	05/02/23	500
2	3dxMax	05/02/23	500
3	3d modeling, Printing	05/02/23	350
4	Electric Vehicles	05/02/23	350
5	Embedded system	05/02/23	600
6	Intro to spark	05/02/23	350
7	Civil cad	05/02/23	350
8	ROS	05/02/23	500
9	IOT	05/02/23	400
10	Self Driving Robot	05/02/23	250
11	Electrical system design	05/02/23	450
12	Lumion 3D	05/02/23	1000
13	Unity Workshop	05/02/23	150

# COMPETITIONS

## 1. QUEEN'S GAMBIT

Caption: The Chess Battle.

About :

Chess tournament for School and College students.

Date: 3/2/23, Time: 10am

Venue: 501

General Rules & Guidelines:

- The maximum number of participants is 50.
- Open for school and college students.
- The tournament will be conducted in accordance with the latest FIDE rules.
- Valid ID cards are mandatory.
- Registration should be done online.
- There will be separate tracks for schools and colleges.
- No spot entry is allowed.

Prize: 10k (total)

## 2. Key Mismash

About:

The computer keyboard based on the QWERTY design is familiar to one and all. Knowledge of the position of a particular key is instinctual for the common user. Therefore a slight rearrangement of the keys will surprise and test users. The challenge in the game involves finishing the given passage within a limited time with the least errors.

Structure:

- Participants have to type a paragraph using the misplaced keys.
- There are two rounds, the First round is 5 minutes and the Second round is 10 minutes

Date: 04/02/2023, Time: 10 am

Venue: Computer Lab.

General Guidelines:

- Participants must strictly bring their valid student ID.
- This is an individual event, so only one entry per person.
- The participants must reach the venue on time.
- The fastest participant to complete the task will be the winner and the maximum time is 10 mins.
- The winner will be the entrant who fulfills the tasks given in the competition.
- Participants must correctly type the given content (500 words) using the strangulated keyboard provided.
- The decision of admins will be final in all matters of the event including a tie at the end.
- Separate tracks will be there for school and college students.

Prize: 8k (total)

### 3. Center-A-Div

About:

CSS is frequently used in web development to position and center elements or divs. Participants in this challenge will exhibit their ability to successfully read and interpret code, recognize specific elements, and center divs.

Event schedule:

Date: 3/2/23

Venue: 502, Time: 10 am to 4 pm.

Guidelines:

- Center-A-Div is a free event for online registrants.
- Each participant gets three attempts.
- Each attempt will be timed.

Pre-requisites:

- Basics of HTML and CSS.

Prize: 5k (total)

### 4. Contraption

About:

The laws of conservation of mass and energy govern the universe. The purpose of this event is to design a project with as many energy conversions as possible. The more points earned, the more complex the device. To stay competitive, all you need is strategy, innovation, step-by-step efficiency, and optimal material utilization.

ALL PARTICIPANTS ARE ASKED TO DESIGN A PROJECT WITH THE MOST ENERGY CONVERSIONS.

Date: 3/2/23, Time: 10 am

Venue: 503

Rules:

- Participants are free to use any type of energy conversion they prefer.
- Participants are urged to bring any necessary materials for the project's design.
- Each team would be allowed a maximum of three trials, and the judges would determine the time to complete the project.

Judging Criteria:

- Number of steps in the contraption.
- Number of energy conversions.
- Types of energy conversions.
- Innovative ideas.

Prize: 5k (total)

## **5. GravitEx**

About:

A radio-controlled hovercraft that can go over any terrain, including water, sand, and gravel, must be built. The hovercraft must then race through predetermined courses as quickly as possible in order to win the most points.

Structure:

- Two rounds with one opportunity each make up the competition.
- Hovercrafts that are larger than 30\*30\*30 cm will not be allowed to compete.
- There may be 2-4 members per team.

Note: The registration period will end on "Date, Time."

Date: 5/2/22, Time: 10 a.m. to 4 a.m. (single day).

Venue: Centre Court Near the mechanical lab.

General Guidelines:

- Each team can contain 2 - 4 people.
- The competition consists of a single Round.
- It is open to all enthusiasts with a valid institution ID.
- Only one chance will be offered.
- The precise track will be revealed only during the competition..
- Each team's hovercraft should be controlled by just one person,
- Only electric motors rated 2500kv or below will be permitted.
- Ready 3D printable files, pre-made Mechanics set components, and LEGO kits are not allowed.
- Maximum allowed Hovercraft dimensions: 30\*30\*30 cm
- There can be multiple entries from the same institution.
- Rules are subject to change depending on the degree of participation.
- Entries submitted by the same institution must have at least a 40% design change.
- If any misconduct is found, the team/ institution will be disqualified immediately.

Prize: 15k (total)

## **6. Formula GSM**

About:

Create a GSM-controlled bot to compete on a track in a number of rounds to test its dexterity, toughness, and agility. The track may contain gravel and sand.

Structure:

- The event is open to all enthusiasts with a valid student ID.
- Each team may have a maximum of four players.
- Robots should only be operated through GSM Technology, and they should be able to fit inside a box that is 30\*25\*30 cm (length \* width \* height) and weight shouldn't exceed 2kg.
- It is recommended that teams carry their own power supply boards.
- It is not permitted to use ready-made chassis.
- Ready-made DTMF decoder modules and SMS kits can be used.
- No pre-assembled assembly kits should be used to build the machine.

- Other controlling devices except the controlling mobile device are prohibited while the race is in progress.
- Team members will need to provide a current ID card.
- The motor utilized shouldn't have a speed greater than 300 rpm.

Date: 5/2/2023, Time: 10 a.m. to 4 a.m. (single day).

Venue: 501

General Rules:

- Once the bot has entered the track, it cannot be taken out under any circumstances.
- Other controlling devices except the controlling mobile device are prohibited while the race is in progress.
- The bot will be eliminated if any technical issues occur during the race.
- The bot won't be permitted to access the circuit again once it leaves, so make sure it's more powerful.

Prize: 10k (total)

## 7. Tick Tick Boom

About:

Each team will be given a capacitor, which they must blow up by creating a circuit with the provided components. The components include a breadboard, wires, a regulated power supply, a resistor and capacitor kit. The first team to successfully blow up the capacitor wins.

Structure:

- Each team will receive a set of components including a capacitor in each round. A voltage source, a breadboard, and other necessary components will also be provided.
- The circuit design will have 5 minutes to complete. After the five-minute time, adjustments cannot be made.
- The team that blows up the capacitor first within the following five minutes will be the winner.

Date: 04/02/23 , Time : 10 to 12 (single day).

Venue: electronics lab

General Rules:

- This information will be shared on the spot.

Prize: 5k (total)

## 8. Robocross

About:

Build a remote-controlled bot that can maneuver over different terrains and intermediate obstacles in the shortest time.

Structure:

- Build a remote-controlled robot to navigate over different terrains with intermediate levels.
- The track provided will include various obstacles en route and the bot completing the track in the shortest amount of time will be crowned the winner.
- Anyone with a valid institution ID is welcome to register.
- A team can comprise 2 - 4 people.
- There will be multiple rounds with tracks of increasing difficulty.
- The track will only be unveiled at the beginning of the competition.
- The track may contain varying terrain from dirt to sand to gravel with hard-to-steer curves and steep hills.

Date: 5/2/23, Time: 10 a.m. to 4 a.m.

Venue: Near Canteen

General Rules:

- The Race bot should strictly be of dimensions 30\*30\*30cm.
- The Bot controllers may use GSM, Radio control, FM, IR, and so on as a signal relay, and the judges may do the final assessment of qualification criteria.
- Any type of motor may be utilized for the bot's drivetrain, but the power supply must be housed inside the machine.
- The bots may not be equipped with destructive machinery such as weapons to attack other contenders, this shall lead to direct disqualification.
- The obstacles may vary in size such as 15-20 cm.
- The bot's internal voltage at any time may not exceed 18V. Any infringement of this rule may result in disqualification at any time throughout the competition.
- The Bot must be entirely powered by electricity; utilizing IC engines or other non-electrical power sources is not permitted.
- The Bot must be created by the competing team and cannot be a pre-made kit.
- The internal components of the Bot are advised to be compact and adequately protected to sustain impact.
- The organizing group is not liable for any harm the Bot sustains while participating.
- The Bot must run the full course of the track in a single charge as charging mid-race isn't permitted.
- No additional modifications shall be made to the race bot before the race and after the check-up.

Prize: 20k (total)

## 9. Bridge-A-Ton

About:

- Using the materials that will be provided, participants must improvise and build a bridge.
- All participants are required to bring their respective Institute ID cards.
- Each team may have up to 4 participants.
- Cross-college teams are accepted.
- All additional details will be made public only before the tournament.

Date: 4/2/23, Time: 10 a.m. to 4 a.m.

Venue: 501

General Rules / Guidelines:

- Participants must be college students, and registration is accepted both online and in person.
- Teams from different colleges are also accepted.
- No person may be a member of more than one team.
- Participants must have their college IDs on them.
- With the immediately available materials, the job is to build a sturdy bridge that can meet the requirements.
- The grading criteria will include stability, aesthetics, and load-bearing capacity of the entries, with all additional details being made public only before the tournament..
- The verdict of the judges shall be final.

Prize: 5.5k (total)

## **10. Glow It Or Blow It**

About:

Find innovative ways to fix and complete electrical circuits within the shortest time possible.

Structure:

Participants must complete an electrical circuit in the shortest amount of time possible to meet the requirements.

Date: 4/2/23, Time: 10 a.m. to 4 a.m. (single day).

Venue: Electrical Lab

GENERAL RULES:

- Each team is allowed a maximum of two contenders, the competition consists of two consecutive rounds.
- The first round will consist of a test covering fundamental electrical circuit theory.
- In the second round, competitors must finish an electrical circuit in the shortest amount of time while still meeting the requirements.
- Cross-college teams are acceptable.
- All other rules and guidelines will be revealed before the competition.
- Members of the team must present their appropriate ID cards for their respective colleges.

Prize: 5k (total)

## **11. IDE-MANIA**

About:

Participants will be entreated to develop a project that solves a particular problem or achieves a specific goal. They may be given a set of requirements or constraints to follow, or they may be allowed to come up with their ideas. To participate in an Arduino coding competition, you will need to have some basic knowledge of programming and electronics.

Structure:

- Quiz round (Elimination)
- Designing Arduino circuit
- Programming

Date: 4/2/23, Time: 10 a.m. to 4 a.m. (single day).

Venue: 502

General Rules:

- A team of two members or individual members is allowed to participate in the Arduino Coding competition.
- Competition is open to all Schools / ITI / Polytechnic Colleges / Universities/ Departments.
- The first round is an elimination round where each member or team would be given quiz tests. The questions will test the participants' knowledge of Arduino and its architecture & Basic electronics.
- Round one results will be used as selection criteria for the second round of Arduino Coding & Circuit Designing.
- The problem statement will be provided to the teams in the mentioned time slot. Participants are

supposed to solve the problem by designing circuits using any of the variants of Arduino Development Board (Arduino Micro/Mini/ UNO/ Mega) and programming it on Arduino IDE.

- Teams have to assemble their task within 3 hours.
- Teams can submit PDFs containing circuits and code at the end of the specified time slot or before.
- Arduino, Laptop, and other circuit components will be provided.

Prize: 5k (total)

## **12. TECH QUIZ (12. A, 12. B) (Junior and Senior)**

About:

Intended to attract the most studious and knowledge-oriented students. Questions will be drawn from all different Engineering streams. The challenge here will be to find the true All-Rounder.

Structure:

- A team should contain at least 2 participants.
- Event comprises 3 rounds:

1st round: Current affairs.

2nd round: Sports.

3rd round: Technical.

- The first team to raise their hand can answer the question.
- Answer the question within 30 seconds.
- Winner will get a cash price of Rs. 1000/-
- Runner-up will get a cash price of Rs. 500/-

Date: 4/2/2023, Time: 2 Hours.

Venue: 401,402

Guidelines/General Rules:

- Participants must strictly bring their valid college ID card.
- The participant must reach the venue on time.
- A team is given 30 seconds to answer the question and is rewarded 20 points for doing so.
- The team members can discuss before answering.
- Except for the third round, there is no negative marking for incorrect answers.
- The decision of admins will be final in all matters of the event including a tie at the end.
- There will be separate tracks for the junior and senior categories (Schools and Colleges).

Prize: 8.5k (total)

## **13. FANTASM [ideathon]**

About:

Our ideathon is a one-day event that brings together high school students from across the region to develop and pitch creative ideas for social impact projects. Our goal is to encourage young people to think critically about the challenges facing their communities and come up with innovative solutions.

Structure:

- Register online with a registration fee of ₹50.
- Idea submission through the online portal.
- Phase 1 - selection of 20 teams.

- Phase 2 - offline ideathon and Selecting winners

Date: 5/2/23, Time: 10am

Venue: 502

#### General Rules and Guidelines:

- Bona-fide students studying in Class 7 to 12 accredited to any School Board in Kerala are eligible to participate in FANTASM.
- Students can participate in teams of 1 to 3 members.
- Registered teams should submit their ideas within the deadline.
- The top 20 teams are selected based on the submitted ideas.
- The selected students should present their ideas at the offline event during IHRD THARANG.
- Presentation of the idea should not exceed 7 minutes.
- If at any stage of the competition, plagiarism is discovered by the organizers, the participant shall be disqualified.

Prize: 4k (total)

## 14. Circuit Showdown

#### About:

A competition in which participants are required to identify and fix problems in an electronic circuit. This can involve finding and correcting issues with the circuit's components, wiring, design, or troubleshooting problems with the circuit's performance or functionality.

Date: 3/2/23, Time: 10am

Venue: 401

#### Structure:

- A team can have a maximum of three members.
- Cross-college teams are also allowed.
- The event will have two rounds, 1. Quiz round, and 2. Final round.
- The scores from all rounds will be used to compute the final scores.
- Safety should be given prime importance.
- Practical sessions will be assessed based on the completion time.
- Decisions made by the program coordinators and judges will be final.
- All other details will be revealed at the time of the competition.

Prize: 8k (total)

## 15. Area 51

#### About:

AREA 51 is an online puzzle-solving event. Solutions to each puzzle will be there on our sponsors' websites.

#### Structure:

- The first puzzle will be shown on the IHRD Tharang website.
- The solution of the puzzles will be a link redirecting to a sponsor's website.
- The name of a specific product is used to unlock a link to a private YouTube video link.
- The video will direct to the next puzzle.

- And so on until the last puzzle is reached.

Date: 3/2/23, Time: 10am

Venue: 402

General Rules/Guidelines:

- The entire event will be held online, i.e. both registration and participation.
- Anyone can participate in this event.
- Participation in this event will be free of cost.
- There will be three stages to this event.

Prize: 4k (total)

## 16. Amazing Race

About:

It's a task-based race and the first team to complete all the tasks wins.

Structure:

- The race is divided into two rounds (online and offline).
- The registration fee is only applicable to teams qualifying for the second round.
- The first round will be conducted online via myQuiz.
- The top 4 teams from the online round will qualify for the second round which will be conducted offline.
- There will be several tasks to be completed during the offline round.
- The team that completes all the tasks and reaches the finish line first wins the race.

Date: 4th February 2023., Time: 10:00 a.m. - 11:00 a.m.

Venue: Online: myQuiz.

Offline: Room No: 403

Guidelines:

- A team can have a maximum of three members.
- The first 10 teams to register will be allowed to participate.
- If the teams qualified for the 2nd round fail to pay the registration fee, the opportunity will be passed on to the next team.
- The teams qualified for the offline round should arrive on time.
- All the task rules will be provided at the venue.
- At each task, volunteers will assess your performance and pass you on to the next.
- Any team that violates the rules will be disqualified.

Prize: 5k (total)

## 17. Circuitron

About:

Testing design, simulation, and hardware implementation skills with real-life problems.

Structure:

ROUND 1: READY THE CIRCUITS

The circuit has to be designed according to the given real-life situation to test the participants' circuit-designing ability. The designed circuit must be verified by simulating in LTSpice /Proteus/ Pspice.

ROUND 2: GO WITH IT!

The circuit must be designed and tested with the components provided within the stipulated time. The designed circuit must meet the needs of the application given and perform hardware implementation.

Date: February 5, Time: 10 am (2 hrs)

Venue: Advanced Electrical lab.

General Rules/Guidelines:

- A maximum of 3 members are allowed in a group.
- A total of 60 minutes would be provided for circuit design.
- LTSpice /Proteus/ PSpice can be used for circuit simulation.

Prize: 6k (total)

## 18. Line Chaser

About:

Robots are given scores based on their performance to follow the line as accurately and quickly as possible without deviating from the path or going off course.

Structure:

- The event is open to all enthusiasts with a valid student ID.
- Each team may have a maximum of four players.
- Robots should fit inside a box that is 30\*25\*30 cm (length \* width \* height) and weight shouldn't exceed 2kg.
- All Robots must have an onboard power supply.
- It is not permitted to use ready-made chassis.
- No pre-assembled assembly kits should be used to build the machine.
- Other controlling devices are prohibited.
- Robots must only operate based on the reflection principle using IR sensors.
- Team members will need to provide a current ID card from their university.
- Teams between schools/ colleges are allowed.

Date: 3/2/23, Time: 10 a.m. to 4 a.m. (single day).

Venue: 403

General Rules:

- Once the bot has entered the track, it cannot be taken out under any circumstances.
- The bot will be eliminated if any technical issues occur during the race.
- The bot won't be permitted to access the circuit again once it leaves.
- The bot must be capable of sensing both black and white tracks of width 2 to 3 cm and work accordingly.

Prize: 10k (total)

## 19. Circuitathon (CIRCUIT BUILDING)

About:

A basic circuit building competition conducted by ExESS in IHRD Tharang 23.

Structure:

- A team consists of 1-2 members.
- A total of 4 Rounds (Elimination in each round based on the participants).
- Round 1: Quiz - Simple questions based on electronics (80% technical and 20% non-technical).
- Round 2: Digital circuit design - Draw a digital circuit based on an equation.

- Round 3: Draw a circuit based on the Application.
- Round 4: Simulation of the above circuit (simulation in QUCS or proteus, Laptop will be provided).
- It should be noted that only six teams will advance to the fourth round.
- 100 RS for registration.
- Expected heads: 80+.
- Prize pool: 1.5k, 1k, 0.5k.

Date: February 4, Saturday, Time: 10 a.m. - 1 p.m.

Venue: 503

General Rules/Guidelines:

- The team consists of 1 or 2 members.
- Competition consists of 4 rounds (Note: Details provided in structure).
- There will be an elimination in each round.
- Elimination is based on the number of participants.
- At the end of round 3. Only 6 teams will qualify for round 4.
- Laptops will be provided for simulation (software: QUCS and proteus).
- If you need other software then bring your Laptops.
- Final decisions are based on the output, time of completion, Designs, tools used, etc.
- The judge's decisions are final.

Prize: 5k (total)

## **20. Short Film Competitions**

About: Short Film Competition on the topic Sustainable Tourism Structure Competition will be announced through various social media platforms like Instagram, Facebook etc.

Registration Fee ( 250 )

Group lead need to provide all the required details of the team and lead cast in the project.

Participants need to strictly follow the the rules and guidelines.

Event Timing : 1 month

Date : Starting From Jan 2

Submission Deadline: Feb 2

Prize Pool: 10k

# CULTURAL COMPETITIONS

## 1) Event Name : Flash Step

**About:** Solo dance competitions for College students

**Registration:** RS 200 per head.

**Prize Pool:** RS 5000

**Publication Date:** Jan 4

### STRUCTURE

**Timing:** Round 1 - 10am - 12pm, Round 2- 4pm-5pm

**Date:** 4th Feb

**Venue:** Main Stage

### GENERAL RULES:

- Round 1 will be a round on spot choreography, Round 2, the participant can do a routine of their choice.
- Props allowed but dangerous props like fire items,glass. etc are banned.
- Styles like hip hop, western, semi classical, but not purely classical.
- Judges' decisions will be final.

## 2) Event Name : Step into Rhythm

**About:** Group dance competitions for College students

**Registration:** RS 800 per Team.

**Prize Pool:** RS 9000

**Publication Date:** Jan 5

### STRUCTURE

**Timing:** 5pm - 7pm

**Date:** 3th Feb

**Venue:** Main stage

### GENERAL RULES:

- 8-16 members
- Props allowed but dangerous props like fire items,glass. etc are banned.
- Styles like hip hop, western, semi classical, but not purely classical.
- Max time allowed is 7 mins.
- Judges' decisions will be final.

### **3) Event Name: Metronome**

**About:** A musical band competition for college students

**Registration:** RS 800 per Team.

**Prize Pool:** RS 9000

**Publication Date:** Jan 6

#### **STRUCTURE**

**Timing:** 2pm -5pm

**Date:** 5th March

**Venue:** Main Stage

#### **GENERAL RULES:**

- Any hazardous equipment like pyrotechnics are strictly prohibited.
- Styles like rock, pop, and indie are allowed, but not purely classical or folk music.
- Max time 10 min. And 5 mins to set up equipment.
- Judges' decisions will be final.

### **4) Event Name: Spotlight**

**About:** A ramp walk competition open for all

**Registration:** RS 800 per Team.

**Prize Pool:** RS 9000

**Publication Date:** Jan 6

#### **STRUCTURE**

**Timing:** 10am - 12pm

**Date:** 5th Feb

**Venue:** Main Stage

#### **GENERAL RULES:**

- It should be based on a theme.
- Participants can wear any type of clothing, but it must be appropriate and not offensive.
- Team can be of min 8 to max 15 members
- Modelling poses and walks are allowed, but any dangerous or inappropriate behaviour will not be tolerated.
- Judges' decisions will be final.

### **5) Event Name: Vocal Range**

**About:** A solo singing competition for college students

**Registration:** RS 200 per head.

**Prize Pool:** RS 5000

**Publication Date:** Jan 7

### **STRUCTURE**

**Timing:** Round 1 - 10am - 12pm, Round 2- 2pm-3pm

**Date:** 3rd Feb

**Venue:** Main Stage

### **GENERAL RULES:**

- Participants can sing either Malayalam,Hindi or Tamil, but lyrics must be appropriate and not offensive.
- First Round will be a round without instrumental/karaoke. Max duration should be 3 mins.
- Second round will consist of 2 songs, a challenging song and a fast song.
- Participants can use karaoke in round 2, both songs.
- Second round performance should be at least 2 mins long and at most 5 mins.
- Judges' decisions will be final.

## **6) Event Name: Just A Minute**

**About:** A Just-A-Minute competition open for all

**Registration:** RS 400 per team.

**Prize Pool:** RS 4500

**Publication Date:** Jan 8

### **STRUCTURE**

**Timing:** 2pm

**Date:** 4th Feb

**Venue:** Classroom

### **GENERAL RULES:**

- Participants must speak on a given topic for one minute without hesitation, repetition, or deviation.
- The topic will be chosen by the judges and announced just before the participant's turn.
- Judges' decisions will be final.

## **7) Event Name: Beatboxing**

**About:** A beatboxing competition open to all

**Registration:** RS 100 per head

**Prize Pool:** RS 2000

**Publication Date:** Jan 8

### **STRUCTURE**

**Timing:** 4pm

**Date:** 3rd

**Venue:** Classroom

### **GENERAL RULES:**

- Participants can use any type of beatboxing techniques, but any offensive language or behavior will not be tolerated.
- Live instrument accompaniment is not allowed.
- Performance should be max 2mins
- Judges' decisions will be final.

## **8) Event Name: Collage Making**

**About:** A collage making competition for school students

**Registration:** RS 100 per head

**Prize Pool:** RS 2000

**Publication Date:** Jan 8

### **STRUCTURE**

**Timing:** 2pm

**Date:** 4th Feb

**Venue:** Classroom

### **GENERAL RULES:**

- Participants can use any materials to create their collages, but all materials must be safe and appropriate.
- Each participant must be given 1 hour.
- Collages should be appropriate and not contain any offensive or inappropriate content.
- Judges' decisions will be final.

## **9) Event Name: Freeze Frame**

**About:** A professional photography competition for college students

**Registration:** RS 100 per head

**Prize Pool:** RS 3000

**Publication Date:** Jan 9

## **STRUCTURE**

**Timing:** Full day, from 10am to 7pm

**Date:** 4th Feb

**Venue:** Full college campus

## **GENERAL RULES:**

- Participants can take photographs of any subject, but the photographs must be appropriate and not offensive.
- Photographs must be taken within the college campus during the competition time period.
- Photographs must be taken with a professional camera.
- Editing is allowed such as colour adjustment, but any heavily edited or manipulated photographs will be disqualified.
- Judges' decisions will be final.

## **10) Event Name: Radiant Stroke**

**About:** A painting competition open to all

**Registration:** RS 100 per head

**Prize Pool:** RS 2000

**Publication Date:** Jan 9

## **STRUCTURE**

**Timing:** 11am - 12pm

**Date:** 3rd Feb

**Venue:** classroom

## **GENERAL RULES:**

- Participants may use any medium for their paintings, but no hazardous materials are allowed.
- Participants must bring their own art supplies, canvas will be provided.
- The topic will be announced on spot.
- Judges' decisions will be final

## **11) Event Name: Quizardry**

**About:** A GK quiz competition open to all

**Registration:** RS 200 per team

**Prize Pool:** RS 2000

**Publication Date:** Jan 9

## **STRUCTURE**

**Timing:** 11am - 12pm

**Date:** 4th Feb

**Venue:** Classroom

#### **GENERAL RULES:**

- Participants may work in teams of 3 or 4.
- Questions will cover a wide range of topics including history, science, pop culture, and current events.
- Judges' decisions will be final.

### **12) Event Name: Fabricate**

**About:** A competition for school students to build something with provided materials

**Registration:** RS 150 per team

**Prize Pool:** RS 2000

**Publication Date:** Jan 9

#### **STRUCTURE**

**Timing:** 10am - 12pm

**Date:** 5th Feb

**Venue:** Classroom

#### **GENERAL RULES:**

- Participants may work in teams 3 or 4.
- All the materials provided must be used in the construction of the project.
- Judges' decisions will be final.

### **13) Event Name: Rubiks cube**

**About:** A competition for school students to solve a Rubik's cube the fastest

**Registration:** RS 50 per head

**Prize Pool:** RS 1000

**Publication Date:** Jan 10

#### **STRUCTURE**

**Timing:** 3pm - 4pm

**Date:** 5th Feb

**Venue:** Classroom

#### **GENERAL RULES:**

- Participants must bring their own rubik's cube. Illegal modifications to the cube will result in disqualification.

- Participants may use any legal methods to solve the Rubik's cube, but no external assistance is allowed.
- Timing will begin as soon as the participant starts the cube and will end when they successfully complete it.
- Judges' decisions will be final.

## **14) Event Name: SUDOKU**

**About:** A competition for school students to solve a Sudoku puzzle the fastest

**Registration:** RS 50 per head

**Prize Pool:** RS 1000

**Publication Date:** Jan 10

### **STRUCTURE**

**Timing:** 10am - 12pm

**Date:** 5th Feb

**Venue:** Classroom

### **GENERAL RULES:**

- Participants may use any legal methods to solve the Sudoku puzzle, but no external assistance is allowed.
- Timing will begin as soon as the participant starts the puzzle and will end when they successfully complete it.
- Judges' decisions will be final.

## HACKATHONS

SL/No	Event	Mode
1	<p><b>Radiant:</b> Radiant is a UI/UX competition held online, where the participants can either develop their work in Figma or use HTML. Topic Create a UI/UX design for an app that locates the current location of the user. According to the location identified, list the craft vendors, attractions, local cuisine, and restaurants of that particular region, based on the radius set by the user.</p> <p>Price Pool: 10k</p>	Both
2	<p><b>ERROREND:</b> It is a 3-day coding challenge for higher secondary students to pique their interest in competitive coding.</p> <p>Price Pool: 8.5k</p>	Both
3	<p><b>CONQUEROR:</b> CONQUEROR is a 12-hour hackathon focused on solving the problems or issues in the health sector present today in society. The teams can create either a prototype app or website or software to demonstrate their solution. The duration of the Hackathon is 12 hours.</p> <p>Date: 4/2/23</p> <p>Prize Pool: 20k prize pool &amp; many other gifts</p>	Offline
4	<p><b>SURVIVAL OF THE FITTEST:</b> Bringing the best in you. If you are the best, then you are the best manager - The one for being the bestest. Survive a few hurdles and you are done.</p> <p>Date: 4/2/23</p>	Both
5	<p><b>ROBO CHAMPS:</b> South India's largest robo championship where the autonomous robots are pitted against each other in an arena. A session will be taken to help talented young minds develop their very first robot from scratch.</p> <p>STRUCTURE: -</p> <p>Pre Event: The participants are sorted into groups of four and they are taught the basics of robotics using arduino programmed with an IDE.</p> <p>Main Event: The participants are expected to build their autonomous robot with the components provided within the given timeframe. The built robots are displayed and then the participants are expected to use them to compete in the obstacle course competition.</p> <p>REGISTRATION FEES: 550/- per individual</p> <p>Event Timing:-</p> <p>Registration: January 5th to 26th</p>	Offline

Pre event: February 3rd

Main Event: February 4th

Prize Pool: 15k

6

**Pair-A-Thon:** Build with Pairs. A five-hour hackathon focused on web development. Participants will be paired up at random and tasked with creating an effective website as fast as possible.

Offline

Event Schedule:

Date: 3/2/23

- 9:00 a.m. to 9:30 a.m. - An overview of the hackathon.
- 9:30 a.m. to 10:00 a.m. - The host will pair the participants at random.
- 11:00 a.m. to 4:00 p.m. - A task to create a website will be assigned.
- The winner will be announced in two hours.

Venue: 503

Guidelines:

Two-person teams put together by the host will participate in the hackathon.

During registration, there will be two stack options to choose from:

1. Front-end expertise (50 Members)
2. Back-end expertise (50 Members)

A total of 100 Members are anticipated.

On the day of the hackathon, these 100 participants will be paired at random into teams of two, with one representative from each stack.

Pre-requisites:

1. Participants must bring their own laptops. Laptops will not be provided.
2. Participants must have a basic understanding of the stack they choose.

Prize: 5k (total)

# STALLS & ZONES

## 1. IHRD Historical Gallery

Showcasing the history, journey, achievements and role of IHRD in Kerala and India.

## 2. Artistic Gallery

A Space for artists to showcase their works and can also sell their works to the public/audience attending the fest. Supporting murals and different varieties of artistic and cultural works. Aranmula Kannadi will be a major product of the showcase.

## 3. Startup Expo

A Space for growing startups from all India to showcase their products and also a space to sell it. Supporting the startups from IHRD college will be given more priority.

## 4. Projects Expo

A Space for the college students to showcase their projects and products developed during college time. It will be a competitive Expo. There will be awards for best projects. Colleges can showcase their best final year students projects as well

## 5. Science/Art Exhibition

Objective: A Space for school students to showcase their science projects. This is also a competitive expo. There will be awards for best projects. Encourage students to showcase their talents to the public on a national level.

## 6. Learning Stations - TinkerHub

A Space for TinkerHub Community to mentor students on various fields of Technology as well soft skills. Activities and competitions will be carried out for each stacks

## 7. IEEE Zone

IEEE is an international non profitable organization with various Technology Chapters. The space will be platform for students to explore various technological fields

## 8. Innovation Zone - IEDC Kerala and KSUM

Objective: IEDC Kerala and Kerala Startup Mission will be utilizing the space to encourage students to innovation and entrepreneurship. Activities and competitions will be related to leadership, risk management, problems solving, puzzles, innovation etc.

## 9. Communities Stalls - GDG, AWS, WordPress ,Gtech Mulearn and KDISC

## 10. Industrial Zone

The Industrial Expo exists solely to provide you with a comprehensive understanding of how an industry works. The event uses social media handles to showcase how the paper and food industries work, and stalls are put up for a better understanding of how everything works.

## 11. Defense Zone - Kerala police/Fire force/Army/SPC/Air force/Navy

A Space for defense zone will showcase the achievements and power of the entire defense of the country. Attract students to activities like NCC and aware them about the importance and benefits. This will be a space for nationality.

## 12. Sustainable Engineering Zone - NSS

IHRD has a highly active NSS network in Kerala . Also CEC is the best performer in the state. A Space for the IHRD NSS cell to showcase the capabilities and aware the students about Sustainable Engineering. Activities and Competitions will be charted to encourage students to social activities and help others.

## 13. Flea Market

A Space for different communities/departments to sell various products at minimal costs. Forest, Kudumbasree units, Handicrafts, clothes and ornaments etc can be saved

## 14. Departmental stalls

**15. AR/VR Zone**

Attract the audience to emerging technology of Augmented and Virtual Reality. The audience can experience the AR/VR technology. Enjoy games and activities. Also learn the current and future scopes of these technologies.

**16. Food stall**

A zone for food stalls with different types of food that people can buy and eat. Attract the food lovers. Explore the tastes of Kerala.

## **JOB FAIR**

Welcome to one of the most influential job fairs in South India, housing several renowned companies and their representatives who are ready to hire the smartest and the cleverest minds. So put your skills to the test and secure your placements. This job fair hosts common household names to huge conglomerates with 150+ companies and 1000+ job opportunities. Start your new carrier soon at Job fiesta 2023!

**Date: 6th February 2023**

**Venue: College of Engineering Chengannur**