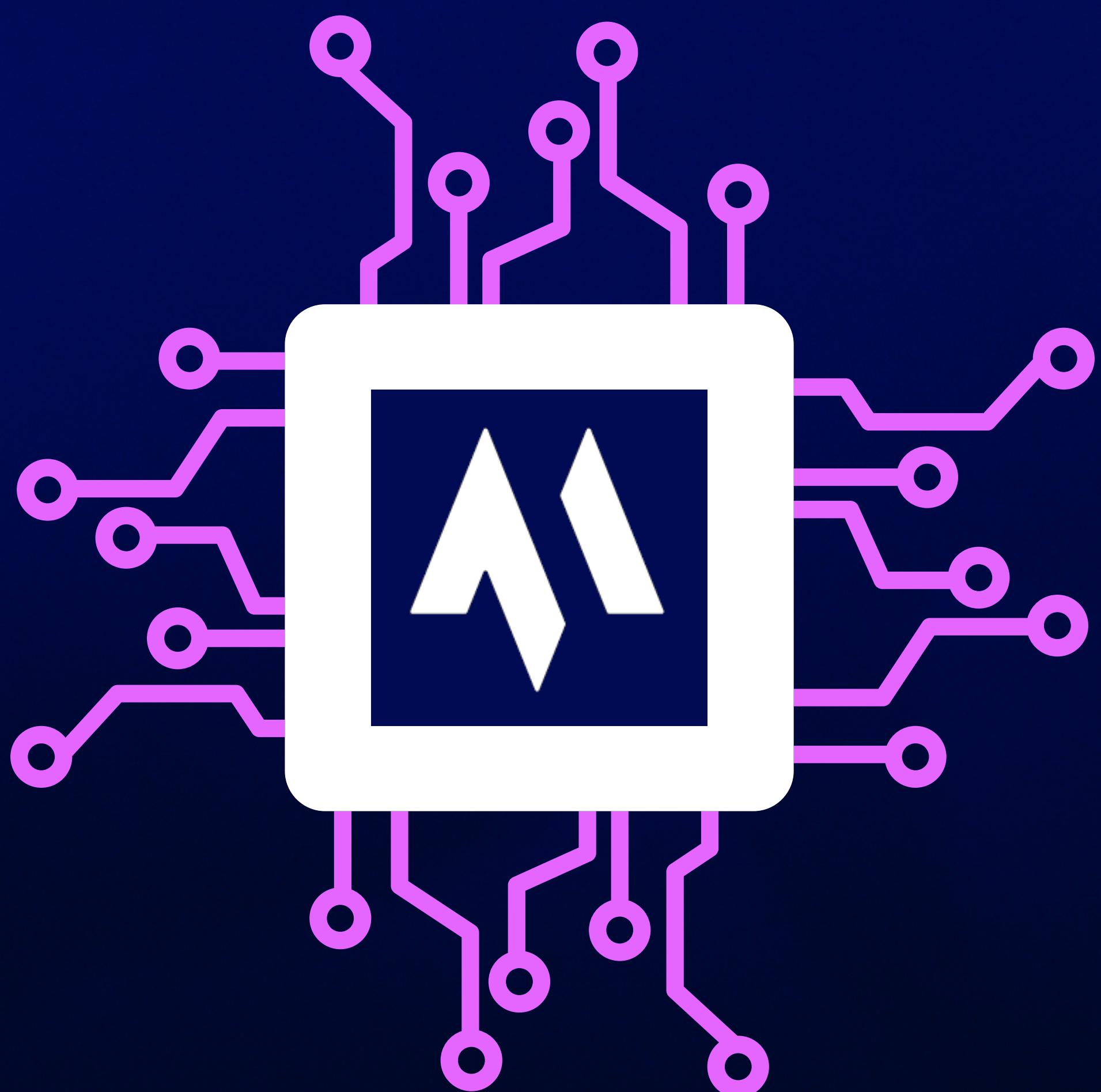




PRESENTS

MERAKI

Tech Fest IIIT UNA



22nd - 29th SEPTEMBER

<https://meraki-23.vercel.app/>

ABOUT IIIT UNA

Indian Institute of Information Technology Una (IIIT, Una) is one of the Indian Institutes of Information Technology located at Vill. Saloh, Teh. Haroli, Distt. Una Himachal Pradesh

Established in 2014, it was recognized as an Institute of National Importance, IIIT Una is a joint venture of the Ministry of Human Resource Development, Government of India, the Govt. of Himachal Pradesh, with industries in Public-Private Partnership model, The industries are H.P. Power Corporation and H.P. Power Transmission Corporation

IIIT Una is a college of national importance and is destined to nourish the bright minds of the students towards a shining future, supporting students at each major step, in turn, making them ready for the challenges of the society.

Providing Quality education and technical skills to the students make them prepared and well-equipped for resolving the technical challenges faced by the Indian society as well as the globe.

As students are the future of a country so IIIT Una plays a crucial part in the betterment of the future of the country and the globe.



ABOUT MERAKI

MERAKI is the Technical Festival of IIIT Una which has been the most renowned festival since its beginning. It has a lot of mind kicking events and also various fun with skills.

Whether it's an innovation or a logical idea, a skillful talent or a funny character, Meraki provides you a platform to exhibit your skills, talents , innovations and sparkling character on your side. It gives you variety of technical and non technical skill ideas and also gives you exciting rewards!

There are plenty of events in MERAKI, like Robo-Race, Circuit Hunt, Prog-o-thon, Coderation, Tech-Charades, Soft-Gyan etc. Some technical and Non-technical events along with the funny moments of fun games, all you get here in MERAKI. It will be a great experience to live in the environment of this wonderful picture. Several insightful Workshops on tech/non-tech ideas, hands-on sessions on various components all there to enhance and to encourage the talents. Some technical and Non-technical events along with the funny moments of fun games, all you get here in MERAKI. It will be a great experience to live in the environment of this wonderful picture.

Welcome to MERAKI !!

EVENT FLOW

Meraki Begins: 22nd Sept 2023

Meraki Ends: 29th Sept 2023

Event Flow -

Date	Event Name	Time
22 Sept, 2023	Meraki Inauguration	10:30 Hrs
	IPL Auction Round 1	13:00 - 14:30 Hrs
	Ad-Venture- Round 1	15:00 - 16:00 Hrs
23 Sept, 2023	Ad-Venture- Round 2	11:00 - 16:00 Hrs
24 Sept, 2023	IPL Auction Finale	10:30-14:00 Hrs
25 Sept, 2023	Scavenger Hunt - R1	9:30-12:30 Hrs
	Scavenger Hunt - Final	13:30 - 17:00 Hrs

EVENT FLOW

Date	Event Name	Time
26 Sept, 2023	SoldMold	13:30 - 17:00 Hrs
	Prog-o-thon Lab Registartion	19:00 - 20:00 Hrs
	Prog-o-thon - Day 1	21:00 - 8:00 Hrs
27 Sept, 2023	Coders' Face-Off - R1	10:30 - 12:30 Hrs
	Pass the Code Base - R1	13:30 - 15:00 Hrs
	Prog-o-thon - Day2	18:00 - 8:00 Hrs
28 Sept, 2023	Coders' Face-Off - Finale	9:30 - 11:30 Hrs
	Passing the Code Base -Finale	12:00 - 13:30 Hrs
	ScalesQuest - R1	15:00 - 16:00 Hrs
	Robo-Drive	18:00 - 20:00 Hrs
	Coderation	21:00 - 23:00 Hrs

EVENT FLOW

Date	Event Name	Time
29 Sept, 2023	Pick-Pic-Present - R1	10:00 - 11:00 Hrs
	Prog-o-thon Finale	12:00 - 14:00 Hrs
	Pick-Pic-Present - R2	14:00 - 15:00 Hrs
	Women In Tech Debate	15:00 - 16:00 Hrs
	Pic-Pick-Present Voting	16:50 - 17:30 Hrs
	ScalesQuest Finale	17:30 - 19:00 Hrs
	Techkashree	19:30 - 21:00 Hrs

IPL AUCTION

It is a thrilling two-round competition that simulates the excitement of a real cricket auction. Round 1 kicks off with a challenging quiz, where participants battle it out for a spot in the next round through elimination. In Round 2, players with varying ratings are up for auction, allowing participants to strategically build their dream teams. Get ready for a strategic showdown that mirrors the high-stakes world of cricket auctions!

Coordinator:

Jalaj Pathak (9058831334)

Volunteer:

Lakshay Dhall (7015044867)

Prerequisites:

Open for all.

Event Flow:

- Each team has two build their own IPL Team.
- There will be two rounds i.e., quiz and then auction.
- Quiz will be related to IPL in one way or another way.
- Few teams will be selected from the quiz round and will proceed to auction round.
- In auction round players will be displayed with their rating and base price.
- Participants bid on the players displayed and have to build a bold team i.e., having max number of highly rated players



IPL AUCTION

Round 1 : Quiz

No. of Questions: 10

Team Size: 1-3 members

Time duration: 20 minutes

Played by: Every team

Round 2: Auction Round

Time duration: 2-3 hours

Played by: Top teams that will be selected from quiz round

Rules:

- Participants can register in teams of up to 3 members.
- The competition is open to all students of 1st and 2nd year across all branches
- Only the team leader will bid and rest team members will be doing calculations and making strategies.
- In case a team buys 8 players, only the best 7 players will be considered. If a team is unable to buy 7 players, it will automatically lose the auction.
- If team budget exceeds 45cr at the end of auction then the best rated player of team will be removed.
- Team fulfilling all the requirements and having most rated players will be declared as winner.

IPL AUCTION

IPL Team details:

- **No. of players in IPL Team:** Min - 7, Max - 8
- **IPL Team distribution:** Min 3 Batsmen, 2 Bowlers, 1 All-rounder and 1 Wicket keeper
- **Nationality:** Min 1 and Max 3 foreign players should be there in a team.
- **IPL Team budget:** 45cr

Judgemental Criteria

The team with highest sum of rating of players will be declared as winners and accordingly, the runner ups will be declared.

Prize Pool :

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- The competition is open to all students of 1st and 2nd year across all branches

AD-VENTURE

"Ad-Venture" is an exciting creative competition featuring two categories: Posters and Videos. Participants are assigned unique topics, challenging them to either craft captivating posters or produce engaging videos. This event sparks imagination and artistic talent, inviting participants to showcase their innovative ideas through visual storytelling. Join us for an adventure in creativity and communication!

Coordinator:

Jalaj Pathak (9058831334)

Volunteer:

Kuldeep Singh (8840220930)

Prerequisites:

Open for all.

Event Flow:

- We will provide you some themes for the advertisement. It could be related to a specific product, social cause, or a general theme to encourage creativity.
- Participants need to find an idea or product based on the theme and create an advertisement on it and present it in-front of the judges decided.
- There will be 2 categories for ad making i.e., is poster advertisement and video advertisement.

AD-VENTURE

- For Poster Making you need to design it by yourself using memes, catchy slogans i.e., by introducing fun factor etc.
- For video creation, participants get a chance to act in the video and advertising their product for the sake of winning.

Rules:

- Emphasize that all entries and ideas presented must be original.
- Advertisements should be free from offensive, discriminatory, or inappropriate content.
- Results will be decided by the judges assigned the winner will be given prize money and certificates.

For Poster:

- Participants have to register individually.
- Emphasize that all posters must be original and not copied from existing artworks or advertisements.
- They will be given a time of 2 days for creation and submission of their poster; submission will be done by the participants on drive link provided.

For Video:

- Participants can register in teams of up to 3 members.
- Length of the video should be between 1-1.5 minutes max.
- They will be given a time of 1 week for the shooting and editing the video and after that evaluation process will start.
- In the evaluation process, first participants need to give intro about their topic (i.e., they need to influence audience to buy their product) and then present their video.



AD-VENTURE

Judgment Criteria:

Participants works will be judged on the following points:

- Uniqueness of the concept
- Message Clarity
- Catchy Slogans
- Influencing Skills
- Audience Impact

Prize Pool :

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- The competition is open to all students of 1st and 2nd year across all branches



SCAVENGGERS HUNT

Are you someone who has the caliber to solve tricky puzzles? Are you someone who is fond of hidden treasures? Are you someone who thinks he can outwit others and stand out as the smartest decipherer in the college?

Then we present you with an opportunity to showcase your out-of-the-box thinking skills as MERAKI 23` presents the ultimate treasure hunt event, Scavenger Hunt. So get your teams ready and join us in the extreme battle of wit. May the wisest team win! And take the treasure

Coordinator:

Akash Raj (8210430850)

Co-Coordinators:

Aryan Tyagi (7668824073) , Abhay Sharma (7976472087) ,
Abhay Saini (7015825463) , Abhay Pratap (8218275527) &
Adhitya Yadav (9045662450)

Prerequisites:

Awareness about electronic components.

Event Flow:

- You'll be given clues in different locations of the colleges which you'll have to solve to reach the next locations.
- In the first round there can be any number of entries and then the top 10 teams will qualify for round two.

SCAVENGERS HUNT

- In the second round, the puzzles are going to be trickier and more brain-teasing with some inclusive twists anytime.

So get your teams ready and join us in the extreme battle of wit. May the wisest team win! And take the treasure

Rules:

- Teams will consist of not more than 4 members
- Teams are encouraged to strategize and plan their approach to minimize their time
- Event coordinators are free to penalize/disqualify any team in case they find them doing some malpractice or attempting to tamper with the clues.

Prize Pool :

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- The competition is open to all students of 1st and 2nd year across all branches



SOLD MOLD

Are you fascinated with small electronic components? Do you have a knack for electronics? Or do you enjoy making your circuits? If your answer to these questions is a resounding yes, we are pleased to offer you a grand platform to showcase your abilities and win exciting prizes.

We present you with a unique opportunity to put your electronics and soldering skills on display as **MERAKI 23`** presents the ultimate **Soldering Challenge** event **Sold Mold**.

Coordinators:

Pratham Singh (7600662459) & Sarthak Vishnu (8080572559)

Co-Coordinators:

Shubham (8875964114) , Keshav Agrawal (9973491130) ,
Rakhee Prajapat (7878205042) & Prakhar jaiswal (7905728886)

Prerequisites:

Awareness about electronic components.

Event Flow:

- Each team will consist of 3 members.

Round 1 : Find the Faulty one

- Each team will be given an electronic kit in which one of the component would be replaced by a faulty one. The teams first would have to detect the faulty component, get it replaced and then solder the circuit.



SOLD MOLD

- After completion they have to get it verified by the coordinators or judges.
- First 10 teams completing this round will advance to the next round.
- Completing the circuit early in this round will give the teams an edge in the next round over other teams. This will be the deciding factor for the selection of the circuit in the next round.

Round 2 : Pick or Pass

- For this round each team will now choose the circuits for a bowl, starting with the 1st qualifying team from round - 1, a member will withdraw a chit, if he/she likes the circuit they can keep it or can pass it to another team whom they want to. Then this will repeat with the 2nd qualifying team until each one of them gets a circuit to implement.
- Then all of the teams will have to implement the chosen/passed down circuit as fast as they can to get it verified by the coordinators or judges.
- First 5 teams completing this round will be promoted for the final round (Round -3).

Round 3 : Make it or Break it

- For this round 5 circuits will be shown to all the qualifying teams and the 1st qualifying team from round 2 will choose first form the given 5 to implement it on PCB board with its team member. Then the 2nd qualifying team will choose, then 3rd and so on.

SOLD MOLD

- Then all the team will have to implement the chosen circuit as fast as they can and should get it verified by the coordinators or judges. The first team to do so will be declared winner.
- In case of faulty components, the lab incharge will replace them in the lab itself if suitable replacements are available.

Rules :

- Teams will consist of not more than 3 members.
- Teams are encouraged to strategize and plan their approach to minimize their time.
- Any information related to the component shall be provided by the event coordinators.
- Discussion / Disclosing answers / Disclosing circuits to other teams will lead to penalty or disqualification based on the decision by judges, even if the circuit has been designed and accepted.
- Event coordinators and judges reserve the right to disqualify any team in case of malpractice/ indiscipline/ rule violation/ inappropriate behavior.
- Utmost care should be taken of all the components.
- Event coordinator and judges have the right to award penalties in case any misplacement/damage is done to components, lab equipment. And based on the severity of damage, the team will be fined to cover for the damaged equipment or component.
- The format and rules mentioned above are subject to change as per the discretion of the event organizers.



SOLD MOLD

Prize Pool :

- 1st Position : Rs. 5,000 + Winner Certificates + Trophy
- 2nd Position: Rs. 3,000 + Runner-up Certificates + Trophy
- 3rd Position: Rs. 2,000 + Second Runner-up Certificates + Trophy

Note:

In case of large participation the qualifier round will be conducted.



PROG-O-THON

Prog-o-thon is a programming hackathon organized by Force, IIITU under the annual tech fest, Meraki, that challenges participants to showcase their programming skills and develop unique solutions to real-world problems. This document serves as a comprehensive guide for participants, providing all necessary information about the event.

Coordinators:

Akshat Mittal (9456849466) and Varun Prohit (8103325733)

Co-Coordinators:

Ashray Tiwari (7440450750), Piyush Singh (7310094880) & Lakshy Arora (9350073879)

Prerequisites:

They can use the PCs in the lab, participants/teams are expected to bring necessary hardware/software for development purposes.

Event Flow:

- Attend the event kickoff at the specified start time in Computer labs 006.
- Listen to the problem statement announcement carefully.
- Form teams of 1-3 members if you haven't already.
- Utilize the resources available in the lab, including the internet, to develop a unique solution to the problem.
- Teams are encouraged to think creatively and incorporate both software and hardware elements into their solutions.



PROG-O-THON

- Participants can take breaks for meals, personal hygiene, or any essential requirements but must return promptly to continue their work.
- Regularly document your progress and be prepared to present your solution at the end of the event.
- At the end of Day top 6 teams will be selected for final demonstration in the finale round that will be conducted on 29th september, in which they have to pitch their solution in front of judges for funding just like shark tank model.

Rules:

- All participants must be physically present in the lab during the event.
- Each participant/team must adhere to the specified team size limit of 1-3 members.
- The solution developed must be unique and not plagiarized from existing sources.
- Participants must respect the lab equipment and ensure their proper usage.
- Any misconduct, cheating, or violation of the college's code of conduct will result in disqualification

Prize:

1st Position : 8K + Winner Certificates + Trophy

2nd Position: 6K + Runner-up Certificates + Trophy

3rd Position: 4K + Second Runner-up Certificates + Trophy

CODERS' FACE-OFF

Join us for an exhilarating coding competition that will test your design and debugging skills. Coders Face Off consists of two challenging rounds that will push your coding abilities to the limit. Whether you're a seasoned developer or just getting started, this event promises excitement and learning opportunities for all participants.

Coordinators:

Saksham Sharma (7987863964) & Navneet (8824435123)

Co-Coordinators:

Mitesh Singla (8968146758) & Upkar Gaur (7988204539)

Prerequisites:

Knowledge of Web Development

Event Flow:

- Event is divided into 2 rounds.
- In **Round 1**, teams will be given a figma design of a website/app and are expected to code the same within the given time(1 hour). It will be an elimination round.
- In **Round 2**, teams will be provided with a figma design along with the buggy code for that design and are expected to debug the same within the time slot.
- In **Round 2**, the team who will finish first will be awarded the winner



CODERS' FACE-OFF

Rules :

- Use of any kind of external help (Internet/Browser) is not allowed.
- Teams will consist of not more than 4 members.
- All participating teams must adhere to ethical coding practices and avoid any form of cheating or plagiarism.
- Use of code automations using plugins are prohibited.

The format and rules mentioned above are subject to change as per the discretion of the event organizers.

Prize Pool :

1st Position : Rs. 6,000 + Winner Certificates + Trophy

2nd Position: Rs. 3,000 + Runner-up Certificates + Trophy

3rd Position: Rs. 1,500 + Second Runner-up Certificates + Trophy

Note:

Open for all students across all branches



PASS THE CODE BASE

Pass the code base is a team based thrilling coding competition that tests not only your coding skills but also your teamwork and adaptability. In this event, teams of three members each work together to solve a challenging problem statement in a given time frame. Get ready for a coding challenge like no other, where strategy, communication, and coding skills converge in the Pass the Code Base. Will your team have what it takes to code together seamlessly and emerge as the ultimate coding champions!!

Coordinators:

Anshul Kumar (9456862963) & Rishi Srivastava (7985714918)

Co-Coordinators:

Suraj Maheshwari (9602787267) and Sarthak Singh (7248132013)

Prerequisites:

Knowledge of at least one object oriented programming language

Event Flow:

- Team Composition: Each team will consist of three members.
- The event will have two rounds. We provide a problem statement for the team they have to give the solution to the given problem.
- There will be a fixed time frame for the event.
- The team who will complete the task in the minimum time frame in the final round, will be declared winner.



PASS THE CODE BASE

Rules:

- Each team will send one member and that member will start input their logic and code for a given problem statement, sidewise a music track is playing.
- When the music track stops, the time frame ends for a member, they must stop, and the next member of the same team will continue the code when the music track is resumed, where the previous member left off.
- Accordingly, the third member will come and try to complete the code, where the previous member left off, when the music stops.
- At the end, the team who will complete the code for the given statement will be selected for the next round.
- If none of the teams complete the code in the given time frame, then the teams will be evaluated based on the correctness of the problem statement implementation and efficiency of the code.

Prize:

1st Position : 8K + Winner Certificates + Trophy

2nd Position: 3K + Runner-up Certificates + Trophy

3rd Position: 1.5K + Second Runner-up Certificates + Trophy

Note:

- If there is any tie up between the teams in the Final round then we award the winner to the team who take less time in All three rounds.
- Open for all students across all branches

SCALESQUEST

"Scales Quest" at Meraki 2023 is a captivating two-day event that combines intellect and entertainment. The event unfolds in two rounds. In the first, participants engage in a challenging quiz featuring technology, general knowledge, and more. Those who excel move on to the second round, where they navigate a virtual snakes and ladders board. With teams and dice rolls, they advance by answering questions correctly and braving snakes. It's a test of both strategy and knowledge, culminating in exciting prizes for the champions.

Coordinators:

Aditi Chauhan (8126046622) & Pranav Jalan(9024506027)

Co-Coordinators:

Rishav Mishra (8305418589) & Didrikhiya Uzir (8638258378)

Prerequisites: Open to all.

Event Flow:

Round 1 : Quiz

- The round will be conducted in Pen and Paper Mode.
- Participants will need to join the quiz by filling out the registration forms and arriving at the venue the organizers provided
- The quiz will consist of a series of multiple-choice questions related to technology, general knowledge, and relevant topic.
- Participants will have a limited time to answer the questions, and their scores will be calculated based on correct answers.



SCALESQUEST

- The quiz will have a predetermined number of questions with a fixed time duration.
- Once the quiz ends, the participants' scores will be tallied.
- The top 24 scorers from Round 1 will advance to Round 2.

Round 2 : Snakes and Ladder Challenge

- The 24 participants from Round 1 will be divided into six teams, with four members each.
- The round will be conducted on a virtual snakes and ladders board.
- Each team will have 4 members who will act as their board pieces, and one of them will roll the dice.
- The game will be played for a maximum of 30 minutes.
- Teams will take turns rolling the dice to determine the number of squares they advance on the board.
- If a team lands on a snake or a ladder, they will be presented with a question.
- The team members will collaborate to answer the question
- If the team answers correctly, they will move ahead on the board as per the number rolled on the dice.

Please note that the format and rules mentioned above are subject to change as per the discretion of the event organizers.



SCALESQUEST

Rules :

Round 1 Rules :

- The first round will be on Pen and Paper, and the second round will be conducted on a virtual snakes and ladders board.
- The First Round is the Qualification Round and is open to all.

Rules For Team Formation: After the first round, students will be given a specified timeline during which they are required to form their teams and submit it on a google form link shared with them. In the event that they fail to do so within the given timeframe, the coordinators will step in and assign teams randomly.

Round 2 Rules :

- Each team will have four members who will act as their board pieces.
- The game will be played for a maximum of 30 minutes. If a game takes more than 30 minutes to complete, the team that has progressed the furthest will be declared the winner, and the game will end.
- Teams will take turns rolling the dice to determine the number of squares they advance on the board.
- If a team lands on a ladder, they will choose one of the five bowls, each containing questions from different categories: Technical, History and Literature, Current Affairs, Sports, and Culture.



SCALESQUEST

- The team will communicate their chosen bowl to the quizmaster.
- The quizmaster will randomly pick a question from the selected bowl for the team to answer.
- The team will have a specified time limit of 45 seconds to answer the question.
- If the team answers the question correctly, they can climb the ladder and advance to the square indicated.
- If the team answers the question incorrectly, they cannot climb the ladder and must stay on their current square.
- If a team lands on a snake, the team whose turn comes after them will choose one of the five bowls to determine the question for the current team.
- The team whose turn it is will communicate their chosen bowl to the quizmaster.
- The quizmaster will randomly select a question from the chosen bowl for the team to answer.
- The team will have a specified time limit of 45 seconds to answer the question.
- If the team answers the question correctly, they will not be penalized for landing on a snake and will stay on their current square.
- If the team answers the question incorrectly, they will be penalized and must follow the snake down to the square indicated.
- If a team lands on a regular square (without a snake or ladder), they can progress to the next square without a question.



SCALESQUEST

- The game continues in turns until either a team reaches the end of the board or the 30-minute time limit is reached.
- If a team reaches the end of the board first, they are declared the winner, and the game ends.
- Runners-up will also be determined based on the team that has progressed the furthest.
- In case of a tie, a tiebreaker question or a sudden death round can be introduced to determine the winner
- The format and rules mentioned above are subject to change as per the discretion of the event organizers.

Prize Pool :

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- In case of any issues, The decision of the quizmaster will be final.
- Open for all the students across all branches



ROBO DRIVE

A robo race event is a competitive gathering where robotic cars, compete in races on predefined tracks. These races test the robots' speed, agility, and ability to navigate obstacles without human intervention. Robo race events showcase cutting-edge technology and promote advancements in autonomous robotics. Robo race events foster innovation and collaboration of technologies in the field of robotics, while also providing exciting entertainment for spectators.

Coordinators:

Ketan Srivastava (9958633580) and Darsh Upadhyay (8356011203)

Co-Coordinators:

Varun Upadhyay (6284173846), Ujjwal Kumar (6388179838),
Nitish (9260941148) and Surendra Dhaka (9799657289)

Prerequisites:

Basic electronic hardware knowledge , Hands on Arduino

Event Flow:

- The car should traverse the whole track .
- If at any moment the car takes off from the track then certain penalties should be added .
- The team with the shortest time will be declared as the winner.



ROBO DRIVE

Rules:

- Each team have to display their car on 25/09/23, if they are unable to do so, they will be eliminated.
- If the total time exceeds the 12 minute mark (including penalty) then the team will be eliminated from the contest.
- When the car goes off track the penalty of 10(tentative) seconds will be added to the total time .
- Teams will consist of 4 members.
- The testing phase for each team will be conducted from 25 to 28 September.

Prize Pool :

1st Position : 8K + Winner Certificates + Trophy

2nd Position: 6K + Runner-up Certificates + Trophy

3rd Position: 4K + Second Runner-up Certificates + Trophy

Note:

- If there is a tie between two teams the team with the minimum penalties will be considered for the prize.

CODERATION

"Coderation: Ignite your coding skills at this thrilling contest! Join fellow programmers in a battle of wits as you tackle challenging coding questions. Show off your problem-solving prowess and compete for glory and prizes in this ultimate coding showdown."

Coordinator:

Priyanshu Kumar Singh (9304011004)

Co-Coordinators:

Deepak (9559127439) & Gaurav (6398330445)

Prerequisites:

GeeksforGeeks account for Participant's.

Event Flow:

- Register for the event on the GeeksforGeeks platform.
- On the day of the event, log in to your GeeksforGeeks account and navigate to the contest page.
- Read the problem statements carefully and understand the requirements and constraints for each problem.
- Choose the programming language you are most comfortable with and start coding your solutions.
- Test your code thoroughly on your local machine or using the GeeksforGeeks platform's built-in test cases.
- Once you are confident with your solution, submit it through the GeeksforGeeks coding platform.



CODERATION

- You can track your progress and ranking on the contest leaderboard during the event.
- If you encounter any technical issues or have questions, contact the event organizers for assistance.
- Keep an eye on the time remaining and manage your time effectively to attempt as many problems as possible.
- After the event, the results will be announced, and the top performers will be recognized and awarded accordingly.

Rules:

- The event duration is 2 hours. Participants must submit their solutions within this time frame.
- The event will consist of multiple coding problems of varying difficulty levels.
- Participants must solve the problems using the programming language of their choice, which should be supported by the GeeksforGeeks platform.
- All participants must have a registered account on GeeksforGeeks to participate in the event.
- Participants must adhere to the GeeksforGeeks Code of Conduct and follow ethical practices throughout the event.
- Plagiarism or copying code from external sources is strictly prohibited. Any such instance will result in disqualification.
- The event is open only to individual participants. No team participation is allowed.

CODERATION

Prize Pool :

1st Position : 3K + Winner Certificates + Trophy

2nd Position: 2K + Runner-up Certificates + Trophy

3rd Position: 1K + Second Runner-up Certificates + Trophy

Note:

- In case two or more participants clear the same level then their order will be decided according to time taken to solve the questions.
- Open for all the students across all branches.



PICK-PICT PRESENT

Join us for an exciting campus-wide event where participants embark on a thrilling treasure hunt! Solve intricate riddles to unveil a single-word password, granting access to a locked PDF. Within the PDF lies a hidden clue leading to the name of a concealed electronic component hidden somewhere on our college campus. Race against time and fellow participants to be the first to snap the most creative picture of the elusive component and claim your victory!"

Coordinators:

Sajal Ruhela (8077948591) and Nimish Tiwari (9665499462)

Co-Coordinators:

Amrit Raj (7677354025), Kartik Agarwal (9389039182) & Sejal Jain (8505025697)

Prerequisites:

Familiarity with college premises.

Event Flow:

- Register for the event through Google forms.
- On the day of the event, each team will be allotted a room number along with a riddle to solve whose answer will be the name of any electronic component.
- The team needs to go to the allotted room number where they will be provided with the component which they got by solving the riddle.
- In the same room, each team will be provided with one more riddle, solving which will give them the idea of the background the team has to keep in their photograph.



PICK-PICTURE PRESENT

- The team then needs to take the provided component to the place where that particular background exists, click a photo of the component in the most creative way they can.
- Once you are confident with your photograph, submit it through the Google forms assigned.
- The submitted photographs will then be judged by the panel and results will be announced accordingly.
- After the event, the results will be announced, and the top performers will be recognized and awarded accordingly.

Rules:

- The photograph must be clicked through the smartphone only. Use of DSLRs and other high tech cameras are not permitted.
- Participants are forbidden from damaging college property or disturbing the neighborhood while shooting pictures.
- Each team must add a watermark with the date and time the photo was taken. The team must demonstrate that the picture was taken on their phone if the phone that took it doesn't enable the watermark capability.
- Participants are not permitted to use photo editing softwares like Adobe Photoshop or Canvas, although simple adjustments like cropping, brightness, saturation and clarity are permitted, that too through their own phone.
- Discussions of any kind or exchange of riddles between teams will lead to disqualification of the team.
- No help from the batchmates or seniors or faculty is permitted. If any team found doing so will be disqualified



PICK-PICT PRESENT

- Any form of plagiarism can result in the team's immediate disqualification.
- Internet usage is permitted during the event.
- Participants must submit two photos—one original (unaltered) and one edited (if any editing is done).

Prize:

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- In case two or more participants clear the same level then their order will be decided according to time taken to solve the questions.
- Open for all the students across all branches.



TECHAKSHREE & TECH-CHARADES

"Tech Charades" is a fun technical event consisting of team battles, with teams trying to guess technical and non-technical words before the other, against a clock. The event takes place in a knockout format, with each round consisting of two teams of 4 members.

One player from each team will come forward to pick up a piece of paper from a bowl for Word selection. The words can be technical or non-technical. Each player will then enact the word to their team, who will have 1 minute to guess the word correctly. The team that guesses the word will gain points. At the end of three words, the team with the most points will win and proceed to the next round, and the team that wins the battle of words will be declared the winner.

Techkashree is an exhilarating music-themed tech challenge that invites teams to unleash their creative prowess. Each team, comprising a minimum of four members, is presented with a single word as the foundation for their song. Here's the twist: only one team member is tasked with composing the song within a time constraint. After the musical creations are complete, the chosen performers step into the limelight, and judging kicks off, taking into account factors like creativity, thematic relevance, melody, and audience engagement. The team that skillfully weaves a captivating song around the given word secures the prestigious Techkashree Champion title. Get ready for a transformation of words into melodies and an unforgettable display of



TECHAKSHREE & TECH-CHARADES

creativity in the spotlight at Techkashree, where songwriting reigns supreme.

Coordinators:

Mitali Jain (7737149963) & Shubhi Arora (7668191238)

Co-Coordinators:

Ayushi Garg (7849995391) & Divyansh Srivastava (7891351901)

Event Flow:

- Event consists of two rounds.
- In the first round one player from each team has to pick three tech words from the bowl and have two explain these words to their teammates through body language and expressions and other mates will guess it in a given time frame
- Similarly, in the second round each team will perform in a similar way for non-tech words.
- Between these two rounds we have a general round for the audience including students, faculty and staff members, in which we will present some words in the bowl to them and they have to pick one and sing a song by replacing some words of songs by selected tech words



TECHAKSHREE & TECH-CHARADES

Prerequisites:

Open for all

Rules:

- Each team must have three members irrespective of branch and year.
- Judges have the right to eliminate the team if found using irrelevant ways to win like uttering sounds etc.
- Disclosing or discussing clues between the teams is not allowed.
- Clues are divided into 16 levels.
- Each team has to clear the previous level to reach the next level within the given timeline.

Prize Pool :

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- Ties off between the teams will be resolved by using time frame as reference.



WOMEN IN TECH

Coordinator:

Sayak Mondal (8373072231)

Co-Coordinators:

Dhruv Srivastava (8840160729) and Ayushi Garg (7849995391)

Prerequisites:

Knowledge of at least one programming language

Event Flow:

- Team Composition: Each team will consist of three members.
- The event will have two rounds. We provide a problem statement for the team they have to give the solution to the given problem.
- There will be a fixed time frame for the event.
- The team who will complete the task in the minimum time frame in the final round, will be declared winner.



WOMEN IN TECH

Rules:

- Use of the internet is allowed only once for 5 minutes.
- Interjecting questions of the opponent in the middle of someone's turn would not be entertained.
- The event will be conducted with normal debate standards.
- After the declaration of the topic, each team will be assigned for and against of the topic. By the moderator by a toss of coin.
- Teams will consist of not more than 3 members.
- First round will consist of opening statements with the summary of the team's respective views.
- Counter questions round will follow. Then followed by new statements and comments.
- And the last round will be concluding statements.

Prize:

1st Position : Winner Certificates + Trophy

2nd Position: Runner-up Certificates + Trophy

3rd Position: Second Runner-up Certificates + Trophy

Note:

- Open for all the students across all branches

CONTACT US

Faculty Coordinators:

Tanu Wadhera: 9855036821

Shatrughan Modi: 7696819814

Student Coordinators:

Varun Prohit: 8103325733

Ketan Srivastava : 9958633580

Anshul Kumar: 9456862963

Aditi Chauhan: 8126046622

Connect to our social media profile :

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 mail us at

meraki@iitj.ac.in





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