



**CHRIST (DEEMED TO BE UNIVERSITY)
KENGERI CAMPUS
PRESENTS**

**MAGNOVITE
RULE BOOK**



CHRIST
(DEEMED TO BE UNIVERSITY)
BANGALORE · INDIA

Established in the Mysore Road with the finest ambiance of greenery and world-class infrastructure, far from the hustle-bustle of the city. The vibrancy of this campus is its diversity in accommodating students and faculty of multidisciplinary programs catering to a wide variety of courses.

Christ(Deemed to be University), Kengeri Campus, is a lush green land of 78.5 acres towards Mysore Road. This modern campus with playgrounds and other sporting facilities is the hub of various schools such as the School of Engineering, School of Business and Management, School of Architecture, and School of Social Sciences.

There exists several opportunities in the form of centers and societies that provide students with an arena to develop their professional, personal, and essential life skills. Let me invite you to be part of this unique transformative experience With the motto of excellence and service.

MAGNOVITE is an annual fest organized by the CHRIST (DEEMED TO BE UNIVERSITY), Kengeri Campus. Since its inception in the year 2012, the fest has aimed to give creative and intellectual ideas a common platform, and has grown bigger and much more exciting. With the confluence of technology, management, design, psychology, and cultural events. Students can come and take part in events that help integrate their classroom teaching with practical knowledge, allowing them to prove their mettle, by competing against their peers from different parts of the world. Magnovite+ '21 had over 15+ different countries and 1800+ participants overall.

We at Magnovite '22 will provide a plethora of opportunities to the students of different colleges all around the world. Hosting events on campus as well as online this time.

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**DEPARTMENT OF
COMPUTER SCIENCE & INFORMATION TECHNOLOGY**

IDEATHON

Theme: Humanitarian Technologies for Sustainable Development

Team Specifications: Students can participate in teams of 2 to 5 members.

Mode of conduction: hybrid (stage one- online, finals- online/offline(at Christ university- Kengeri Campus)

Method of conduction: Since this event is a multi-stage event, the conduction procedure varies for each stage which is mentioned in Rules and Regulations under respective stages.

General Rules:

1. The decision of the judges will be final and binding in all the rounds.
2. Misconduct and instances of plagiarism during the event may lead to appropriate actions being taken.
3. Participants are advised to be present at the respective meeting platforms in advance to avoid last-minute hassles. Any request for a delay will not be entertained.
4. Participants are requested to ensure the proper functioning of their login credentials.
5. When dealing with online participants. It is the participant's responsibility to have a stable internet connection.
6. All stages will be supervised with the help of Google meet/google drive/offline (at Christ university- Kengeri) if needed.
7. Registrations for this particular event (ideaton) will be closed on 16th of April, 2022

TECHNICAL EVENTS
BY SCHOOL OF ENGINEERING AND TECHNOLOGY

**DEPARTMENT OF
COMPUTER SCIENCE & INFORMATION TECHNOLOGY**

Stage 1: Preliminary Round

1. Participants will have to come up with a new innovative idea based on the topic: Humanitarian Technologies based on Sustainable Development.
2. The participants will have to make a video presentation of 5 minutes with a basic idea in it and submit it in the given Google Form or Drive folder. The link would be disabled 4 days prior to the event.
3. Based on the video presentation, the 5 top-performing participant(s) will be selected to compete in the finals.

Stage 2: Final Round

1. The qualifying teams will have a live demonstration containing a prototype of the respective idea in front of the jury.
2. The participants from Bengaluru would have to come to Christ (Deemed to be University), Kengeri Campus for this round.
3. The same round would be conducted online for the international participants and outer states participants
4. The participants in this round will have a presentation time of 7 minutes, followed by a Q&A session of 3 minutes.
5. The Q&A session will be based on the given idea and on how the idea could be implemented.

Event coordinator: Basil Benedict Victor- 8902364003

**DEPARTMENT OF
COMPUTER SCIENCE & INFORMATION TECHNOLOGY**

VALORANT : GAMING EVENT

Time: 2 Days (1 Day prelims; 1 Day Semifinals and Finals)

Communication Platform: Discord

Mode of conduction: Online

General rules:

1. Players engaging in any action that improperly influences the outcome of a game or match by any means will be strictly banned.
2. Each GAME account is strictly personal and cannot be shared with other players or other players who don't have a GAME account.
3. None of the players in a team should be from Christ University. If found, the team will be disqualified.
4. Players' names that go against all forms of etiquette and good manners will not be accepted.
5. Every participant has to behave with respect towards the representatives, partners, and other players.
6. A team's name does not have to be unique, but the representatives have the right to refuse clans with the same or similar names.
7. Any decision made by the Host is binding and final. Please do not argue with or harass any Host or any other team for a rematch.
8. The matches will be streamed on our discord server. If any team is found to be stream-sniping, they will be instantly disqualified.
9. Please be ready and online 10 minutes before your scheduled match time. If any player of a team is not ready on time, the team has a choice to play with the players that are ready or forfeit the match.
10. Use of character Neon is not allowed.
11. Finals will be a Best of 3, while all other matches will be knockout.
12. Registrations for this particular event (Valorant) would be closed on the 17th of April, 2022

TOSS GUIDELINES:

- Toss will be done by flipping a coin on Discord between the team captains
- Winner can choose if they want to pick a Map or the side.
- The team that loses the toss gets to pick whatever hasn't been picked yet.
- Map Banning will be used for Finals only

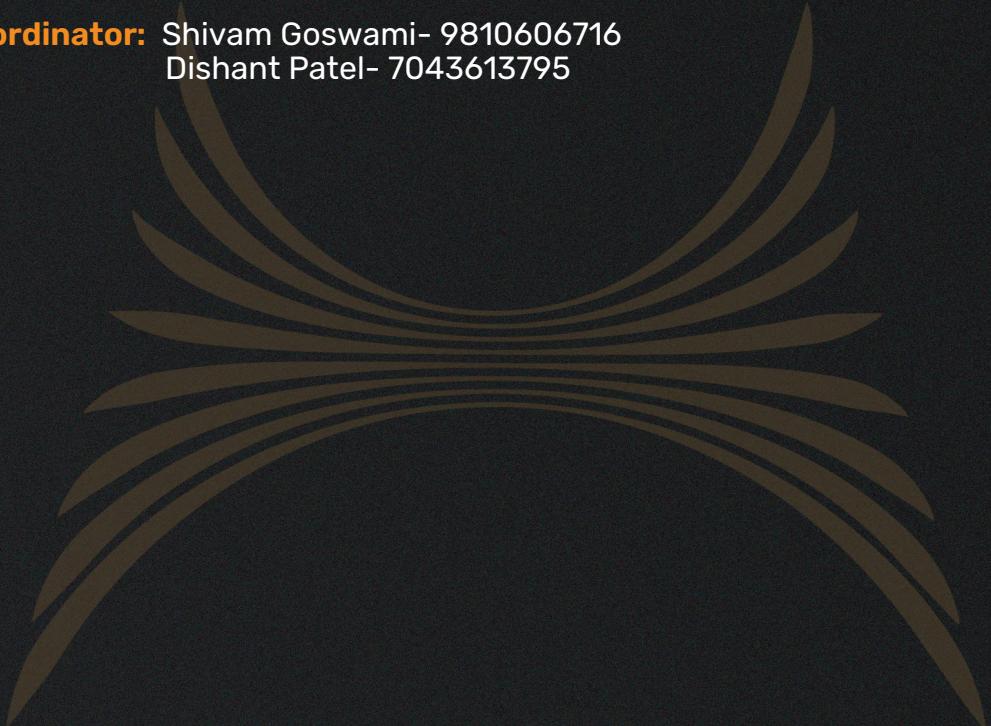
TECHNICAL EVENTS
BY SCHOOL OF ENGINEERING AND TECHNOLOGY

**DEPARTMENT OF
COMPUTER SCIENCE & INFORMATION TECHNOLOGY**

Requirements for participants:

1. A Laptop with good graphics and good internet connectivity so that the game will be smooth without any lag.
2. Their Discord account and riot games account
3. Mouse or controller as per their convenience

Event coordinator: Shivam Goswami- 9810606716
Dishant Patel- 7043613795



TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF ELECTRONICS & COMMUNICATIONS

QND COMICON

Mode of conduction: offline- the event will be held At Christ University- Kengeri campus, Bengaluru

Conduction Procedure:

Since this event is a multi-stage event, the conduction procedure varies for each stage which is mentioned in Rules and Regulations under respective stages.

General Rules:

1. The decision of the judges will be final and binding in all the rounds.
2. Misconduct or potential malpractice in any form will be penalized and may result in disqualification and/or ban.
3. The time and date of the event would be mentioned on the website & Instagram page as the last-minute hassles. Any request for a delay will not be entertained.

Rules:

- Participants will be added to a WhatsApp Group, 1 week prior to the Event date and all the Instructions will be discussed there.
- The event will be of 3 rounds [english comics, superhero comics & mangas],
- English comics- examples of such comics include (Archie comics, Richy rich comics, etc)
- superhero comics- examples of such comics include (DC comics, marvel comics, etc)
- Mangas -examples of such comics include (naruto, dragon ball, etc)
- There will be No elimination in any of the rounds, participants will get a jolly ride of all three genres.
- Participants are instructed to gather in the room which will be announced later, the main gathering will be there and the quiz takes place there itself.
- The other technical details will be discussed in the Whatsapp group.

Event coordinator: Bhaskar Gonugunta - 7993065301

**DEPARTMENT OF
ELECTRONICS & COMMUNICATIONS**

FIDELITY 2. O

Team Specifications: Only individual participation is allowed.

Mode of conduction: Online (Online Platforms)

Prerequisites:

1. Participants should have good command of the fundamental concepts of electronics.
2. Participants should be familiar with MATLAB online editor.
3. Participants should be familiar with NI online simulator and should have an account on it. (A demo video will be shared on how NI online simulator works if the participants are new to it).

Method of conduction:

Since this event is a multi-stage event, the conduction procedure varies for each stage which is mentioned in Rules and Regulations under respective stages.

General Rules:

1. The decision of the judges will be final and binding in all the rounds.
2. Misconduct or potential malpractice in any form will be penalized and may result in disqualification and/or ban.
3. Participants are advised to be present at the respective meeting platforms in advance to avoid last-minute hassles. Any request for a delay will not be entertained.
4. Participants are requested to ensure the proper functioning of their login credentials. Any anomaly must be informed well in advance so that necessary steps can be taken to resolve it beforehand.
5. It is the participant's responsibility to have a stable internet connection. Dealing with any discontinuity in the event on the participant's side is not the organizers' responsibility.
6. All submitted entries would be checked for plagiarism and appropriate action will be taken if found.
7. All stages will be supervised with the help of Google meet/Cisco Webex if needed.

**DEPARTMENT OF
ELECTRONICS & COMMUNICATIONS**

Stage 1: Technical Quiz

1. Participants will be given a set of multiple-choice questions related to basic electronics and communication engineering.
2. This stage will be conducted through google forms. The google form will be shared one day prior to the actual event.
3. The number of right answers with their respective weightage account for 85% of the total score and the remaining 15% of the score is based on the submission time.
4. All the registered participants need to fill in the form through the mail ID which was used while registration.
5. Only one submission is allowed per participant. Resubmission of the form is not allowed and will not be graded.

Stage 2: Circuit Debugging with NI Online Simulator (MultiSim)

1. Participants will be given screenshots of 5-10 faulty/incomplete circuits along with the required outputs.
2. Participants should debug the circuit and share the debugged circuit using NI online Simulator within the specified time limit.
3. Each circuit will have a specified point value. The more difficult the circuit, the more points a correct solution will receive.
4. The debugged circuit should have a minimum possible number of changes from the given original circuit. Any debugged circuit with more than a certain percentage of change won't be accepted.
5. Debugged circuit evaluation will be done by an independent judge(appointed by the event committee) and the points for the individual participants will be calculated.
6. In the case of partial debugging of the circuits, respective scores corresponding to the circuit will be awarded.
7. In case of any tie, the time of submission will be taken into consideration.

Stage 3: MATLAB Nut-Cracker

1. Participants will be provided with a reference document before the day of the event. This document will contain the basics required for the final stage.
2. Set of questions will be given at the specified time frame. Participants have 3 hrs duration to solve the questions.
3. Questions could be in different formats ranging from direct coding to debugging the given code. It may even involve simulations.
4. Participants should solve all the questions in MATLAB and share the MAT/SLX files with the organizing committee via mail at the specified time.
5. The code is evaluated based on the accuracy, neatness, number of steps/blocks, and comments.
6. In case of any tie, the time of submission will be taken into consideration.

Judging Criteria:

Scores from all three stages will be considered for final evaluation. It will be scaled down to 100 and the scores will be revealed. The top 2 participants will be announced as winners.

Event coordinator: Erol John D'silva - 9591417990
Prem R - 6301403716

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF ELECTRONICS AND ELECTRICAL ENGINEERING

ELECTROPATHI : INTERACTIVE QUIZ

Team Specifications: 1- 2 members per team

Mode of conduction: Offline- the event will be held At Christ University- Kengeri campus, Bengaluru

Rules and Guidelines

1. Participants can either participate individually or as a pair.
 2. The entire event will consist of 2 rounds.
 3. Participants are restricted from using the Internet for references.
 4. All respective team members should be present during live sessions.
 5. The timings for the whole event will be stated to them at the start of the event.
- General Instructions

Round 1: Play-offs

1. This will be conducted as a live session on Offline On-Campus/Google Meet.
2. The topic for preparation, will be intimated to the candidates a (7 days) week prior to the play-off round.
3. This is a one-on-one round with no options, with a total of 10 questions.
4. This round may be conducted in several sessions, based on the number of qualifying candidates.
5. The participant ranking would be published at the end of this round.

Round 2: Finale

1. The top 5 participants would be selected for the finale.
2. Each candidate would be given 6 questions each with options, with an optional "Phone a Friend" feature.
3. This round follows the "Who Wants to Be a Millionaire" format, and therefore a wrong response to the question eliminates the participant.
4. In case of a draw, this round will feature another set of questions in the "Fastest Finger First" format, where the participant with raising their hand first would be given the answer first.
5. Questions may range from Industry Relevant topics, which may include analytical, quantitative, and general questions related to the topic, which would be given a week (7 days) prior.
6. Answers will be judged based on speed and accuracy.
7. Winners will be decided at the end of the event

Event coordinator: Vishnu Padmarajan- 88489 98312

TECHNICAL EVENTS
BY SCHOOL OF ENGINEERING AND TECHNOLOGY

**DEPARTMENT OF
ELECTRONICS AND ELECTRICAL ENGINEERING**

EV-THON SEASON 4 : E MOBILITY HACKATHON

Team Specifications: 2-4 members per team

Mode of conduction: Offline (At Christ University- Kengeri campus) for Bengaluru students. Online- For international Students / Other states

General Instruction

1. Participants will be provided with problem statements based on electric vehicles through registered email.
2. Participants are given a preliminary problem statement 10 days prior to the event date, on which they are expected to make a presentation and submit it online.
3. The qualifying participants are given an add-on problem, which would be informed to them 4 days prior to the event, which they have to present in person at Christ University- Kengeri Campus.
4. Participants are required to come up with a unique and feasible solution.
5. Participants are supposed to make a PowerPoint presentation that includes their ideas and market.
6. If any participants come up with a product idea, then market survey, revenues, reliability, etc. of the product should be included in ppt and discussed.
7. It is advised not to disclose your idea to other teams. The same idea may lead to disqualification.
8. The presentation should be self-made. Any kind of plagiarism would not be entertained.
9. Kindly come prepared with all the requirements as per your idea. No equipment/materials are provided.
10. Winners will be judged based on feasibility, implementation, and revenue (if any product idea is there) of the idea.
11. Winners will be decided at the end of the event.

Rules and Guidelines

1. Participants must work in teams with a limit of 2-4 members per team.
2. Participants are allowed to use the Internet for references.
3. Participants are not allowed to exceed their presentation timings
4. All respective team members should be present during the presentation.
5. The timings for the whole event will be stated to them at the start of the event.
Platform 1: Webex / G Meet/ google drive
6. Platform 2:on campus(for the people of Bengaluru), along with G Forms

Event coordinator: Roshni Tresa - 8086814300

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF CIVIL ENGINEERING

POSTER MAKING

Team Specifications: 2- 4 members per team

Mode of conduction: Offline- the event will be held At Christ University- Kengeri campus, Bengaluru

Theme: Impacts of COVID-19 on Technical education and Engineering studies.

RULES AND REGULATIONS:

1. Event will be held at Christ University- Kengeri campus, Bengaluru
2. The poster should be handmade on the sheets of paper provided at the event site.
3. Use of any Colors is permitted provided your team brings the accessories to make the posters, making them look as presentable as possible. Accessories like markers, color pencils, etc will not be provided at the event site.
4. Emphasis should be made on technical details and drawing skills (labeling can be done if needed).
5. The team size can be 2 – 4 people. (Minimum 2)
6. Time allotted for the event will be informed at the event site and at the end of the time limit each team has to present their poster to the Judges.
7. The poster should be event and topic appropriate. Inappropriate contents will be disqualified immediately.

General instructions:

1. Bring all the stationery and accessories needed to make the posters to the event. No stationery will be provided.
2. The posters should be related to the topic given and the poster presentation time will be 2 – 3 minutes.
3. Any use of inappropriate language or content will be regarded as disqualification. Posters should present their viewpoint in an inappropriate and decent manner.
4. Use of colors is permitted and even a black and white sketch is allowed. Labeling in posters of important parts is appreciated.
5. Teams should not consist of more than 4 people.

Event coordinator: Joseph Kuriakose-9188017634

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF CIVIL ENGINEERING

AUTOCAD

Team Specifications: individual / One member

Mode of conduction: Online - Online platforms

RULES AND REGULATIONS:

1. The problem statement would be provided on the event day
2. The event will take place on Online - Online platforms
3. The duration of the event is 2 hours.
4. The participants must have AutoCAD installed on their laptops or desktop.
5. The online track would be conducted on Google meet.
6. While in the meet, all the participants must keep themselves on mute and keep their cameras on.
7. In case of network failure/disconnection during the event, it will affect your exam.
So make sure to use a high connectivity Internet.
8. No participant must present their screens in the online track while in the meet until and unless instructed.
9. The PDF containing necessary details, must be submitted in the Google Form that would be shared before the start of the event.

Event coordinator: O.Mohith Reddy- 9347543160

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF MECHANICAL & AUTOMOBILE ENGINEERING

ROBOWARS

Team Specifications: 2-5 members per team

Mode of conduction: Offline- the event will be held At Christ University- Kengeri campus, Bengaluru

GENERAL RULES:

ROBOT SPECIFIC RULES:

- The maximum time limit for the battle of combatants inside the arena is 3 minutes. This time will be maintained on a countdown 'Battle Timer' which starts at the beginning of each round/match.
- The competition will be organized on a knock-out basis.
- The robot will be inspected for safety before the event begins. If found to be unsafe for the participants/spectators, it will be declared unfit for combat until or unless the team rectifies the safety hazard within stipulated time by organizers at the time of declaration of unfitness.
- Time is given to rectify safety hazards/ issues will vary based on the level of hazard or ease with which issue can be rectified.
- Failure to rectify safety hazards within the stipulated time will lead to disqualification/forfeiting of the match.
- Lego kits, readymade kits, car bases, and development boards are not permitted.
- Readymade gearboxes are permitted.
- Teams that are not ready when called for battle will be considered to have declared NoShow and will receive no points.
- The robot cannot be split into two sub-units. Two distinct parts connected by a flexible cable will be considered separate units.
- The organizers reserve the right to change any or all of the rules as they deem fit. Changes in rules, if any, will be highlighted on the website.
- Damaging the arena will lead to immediate disqualification.
- Violation of any of the rules will result in immediate disqualification.
- In all cases, the judges' decision will be final and binding.

TEAM SPECIFIC RULES:

- Participants in a team need to be from the same college or institution.
- Every individual/team member taking part in the event must carry a valid college identity card.
- Third Prize is given only for 10 and more registrations.
- Second prize is given only for 6 and more registrations
- Only one prize will be given for 3 to 5 registrations.
- Events will be canceled if there are less than three teams/individuals partaking.

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF MECHANICAL & AUTOMOBILE ENGINEERING

IMMOBILITY specification rules :

- A robot will be declared immobile (out) if it cannot exhibit linear motion of at least one inch within 10 seconds.
- A robot with one side of its drive train disabled will not be counted out if it can demonstrate some degree of controlled movement.

SCORING rules:

- A robot directly wins a match if its opponent robot is declared immobile.
- Teams will be awarded points based on Scoring pattern mentioned below.
- In case of Battle timer (3 minutes as mentioned in General rules) running out, the winner will be declared based on total points scored by the team in that match and the team with highest points will be declared winners.
- In case both the robots remain mobile at the end of the round, the winner will be declared based on total points scored by the team in that match and the team with highest points will be declared winners.

ROBOT SPECIFICATIONS:

Dimensions:

1. The dimensions of the robot can be 600mm X 600mm X 600mm (length X breadth X height).
2. Any external control devices or tanks will not be included in the size constraint.

Weight Specification:

- The weight of the robot should not exceed 50kg.
- Minimum Weight expected should be at least 40%-50% of the maximum weight
- The weight of external power sources (batteries and adaptors) will not be included in the weight limit.
- The weight of wireless wheeled robots will be counted as 0.75 times the actual weight.

Robot Performing Specification:

1. Pushing
2. Lifting.
3. Impact hits
4. Topple/flipping

TECHNICAL EVENTS

BY SCHOOL OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF MECHANICAL & AUTOMOBILE ENGINEERING

Mobility:

All robots must have easily visible and controlled mobility in order to compete.

Robot Controller Requirements:

1. Bots may be wired or wireless. Autonomous bots are not allowed.
2. Tele-operated robots must be radio controlled by standard Hobby Radio Control equipment, or use an approved custom system as described below.
3. Tethered control is not allowed.
4. Pre 1991 non-narrow band radio systems are not allowed.
5. This event recommends, but does not require a separate power switch for the radio.
6. It is recommended to use 3 to 4 frequencies for your robot i.e. the communication frequency between robot and controller must be changeable to prevent interference/crosstalk.
7. Teams will be asked to ensure that their robots/controllers are on distinct/separate frequencies before entering the arena prior to each match failure to do so will lead to elimination.
8. For wired(mobility/power/pneumatic cables/tethers) bots, care should be taken so that wires do not get entangled.
9. The power supply should be 24 volt.

Weapon Systems Rules:

General:

- Spinning weapons must come to a full stop within 60 seconds of power disconnection using a self-contained braking system
- In no case should the arena be damaged by weapon systems.
- Robots are allowed to have any kind of cutters, flippers, saws, lifting devices, spinners, hammers etc
- High power magnets or electromagnets. - Radio jamming, tasers, tesla-coils, or any other high voltage device are allowed only when necessary precautions or safety systems such as:
emergency kill switch which completely discharges/disables said systems.
Tethered or untethered projectiles and Spinning weapons which do not come in contact with the arena at any point of time are allowed.

Prohibited Weapons/technologies:

- Liquid projectile , Any kind of inflammable liquid , Flame-based weapons are prohibited.
- Any kind of explosive or intentionally ignited solid or potentially ignitable solid are prohibited.
- Nets, tape, glue, or any other entanglement devices are prohibited.

Event coordinator: Sourabh S Moily - 9008456923
Altonn S A - 9080917797

**DEPARTMENT OF
MECHANICAL & AUTOMOBILE ENGINEERING**

PHOTOMATRIX

Team Specifications: individual / one member

Mode of conduction: Online (Online platforms)

RULES AND REGULATIONS:

1. Entries must be original work of the contestant
2. Riddles will be provided on the day of the event to which the students are expected to get the correct answer.
3. Submissions will not be accepted once the deadline lapses.
4. Photos may be black & white or color, JPEG, PDF, or PNG (No RAW or PSD image files accepted).
5. You are required to provide a unique title & description for each image submitted which will be considered while grading by the judges.
6. There must be no border(s), logo(s), copyright marks, identifying marks, or any other visible references and/or marks on the image.
7. Basic editing, including color enhancement, the use of filters, and cropping of the Photo(s) is acceptable, provided any such editing does not affect the authenticity and/or genuineness of the Photo(s).
8. Advanced editing is used to create illusions, deceptions, and/or manipulations, and the adding and removing of significant elements within the frame is prohibited.
9. Photos that portray or otherwise include inappropriate and/or offensive content, including, violence, human rights and/or environmental violation, and/or any other contents deemed to be contrary to the law, religious, cultural & moral traditions and practices of India, are strictly prohibited and will be immediately discarded.
10. Photos that are related to the right answer will only be selected for grading. The grading of the photos will be based on the quality and content of it

Event coordinator: Altonn S A - 9080917797

MANAGERIAL EVENTS

BY SCHOOL OF BUSINESS AND MANAGEMENT (MBA & BBA)

Team Specifications:

Event	Participants per team
Marketing	2
Finance	2
Human Resources	2
Operations	2
Business Analytics	2
B-Plan	2
Best Management Team	3
Public Relations	2
Best Manager	Individual
CSR	2

Mode Of Conduction: Online Platforms

Rules and Regulations: (Common for all the SBM events)

- Participants should adhere to the institute's code of conduct and discipline.
- Any malpractice or misbehavior towards volunteers or judges will lead to disqualification and serious actions would be taken against the individual.
- All participants must have a laptop with a working camera, microphone, and a stable internet connection.
- One individual can participate in only one event.
- All teams should have the required number of members as per the event specifications.
- All members of a team are expected to be present for every round on time, the absence of any member will lead to the disqualification of the team.
- When a team or a team member is requested to be on camera, please ensure that your face, hands, and notepads (not what you are writing of course) are clearly visible.
- Participants are requested to be in semi-formal or formal attire.
- Make sure you save event POC's contact information throughout the event
- Any doubts regarding the event should be cleared prior to the commencement of the event.
- In case of any emergency, please let the POCs know as soon as possible.
- The decision of the volunteers and judges will be final.
- The committee has the right to change the time and venue of the events.
- There would be no refund provided if the participants back out.

Student Coordinators : Survesh G-9500586583
Sudeep S Nair-7034997428

DESIGN EVENTS

BY SCHOOL OF ARCHITECTURE

GLIMPSE INTO THE UNFOCUSED : ONLINE PHOTOGRAPHY EVENT

Team Specifications: Individual

Mode of conduction: Online (Online platforms)

RULES AND REGULATION :

- This is an individual competition.
- Only one entry per individual is allowed.
- Image data file format: jpeg
- File size: not more than 4MB.
- A short description of 50 - 75 words or less about the photograph is mandatory.
- There are a total of two rounds - the first round and the final second round, after which the top three winners and 10 special mentions will be announced.
- The shutter speed, ISO, Aperture, and camera make should be mentioned.
- Edited photographs will be disqualified.
- Plagiarism will lead to disqualification.

PROCESS :

Participants take photos of any one of the themes given and write a short description of the same.

SUBMISSION FORMAT :

Submissions (JPEG) along with a short description of 75 words or less about the same to be uploaded in the submission format

Event Coordinators : Theertha swaroop - 9946352525

Adhiraj Singh - 7488105699

DESIGN EVENTS

BY SCHOOL OF ARCHITECTURE

DESIGN CHARRETTE – SHAPING INTERACTIONS: ARCHITECTURAL DESIGN EVENT

Team Specifications: 2 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATIONS

- It will be 2 members in a group.
- Time allotted: 4 hours only
- The maximum built area must not exceed 100 sq. meters.
- Drafting equipment (T – scales, set squares, and drafting tables) will be provided.
(If preferred you could also bring your own drafting equipments)
- Cartridge sheets, tracing papers, cutters, and cutting mats will be provided.
- The other required materials for model making and presentation of the design should be brought by the participants.
- In the case of digital presentation, laptops must be brought by the participants.
- The event will happen offline on campus.

Event Coordinators : Neelima Sunil - 9739800678

Aishwarya Devi Maran - 9677182830

DESIGN EVENTS

BY SCHOOL OF ARCHITECTURE

REVIVAL OUTLOOK : OUTFIT DESIGN EVENT

Event Theme: Recreating crafts of India

Team Specifications: 4-8 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

- This is a Team competition.
- A team can include minimum: 4 Member; Maximum: 8 members
- A minimum: 2 members and maximum: 5 members, should model the attire per team.
- The materials and outfits for the event should be pre-planned and brought by the participants.
- Ready-to-use clothing apparels not entertained.
- Priority will be given to the usage of sustainable/ recyclable materials.
- Clothes should not be revealing in any form.
- The performers must have a full body cloth underneath their designed outfits if opting for a Sleeveless or above-knee length outfits.
- The decision of the jury panel will be final.
- Plagiarism strictly not acceptable.
- Event will happen offline on campus.

EVENT PROCESS:

- The participants would be given a preparation time of 2 hours, before the main event takes place.
- There will be a total of three rounds:

1st round: Time allotted will be minimum: 2 minutes; maximum of 5 minutes, Ramp walk by all the teams.

2nd round: Time allotted will be maximum of 6 minutes. In this round the contestants are required to elaborate on their chosen topic through any medium of presentation.(Skits, Dance, Music, ppt..etc)

3rd round: Time allotted maximum 6 minutes per team. 6 teams will be selected for this round wherein a questionnaire would be conducted by the jurors on the topic highlighted by the respective teams. The decorum of the University must be maintained.

Event Coordinators: Tesslyn Tony - 9980367642

Ann Maria Sagi - 8447928904

DESIGN EVENTS

BY SCHOOL OF ARCHITECTURE

TERRABSTRACT : CLAY MODELLING EVENT

Team Specifications: 3 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

- Topic for abstraction will be given on spot.
- Participants have to make an abstract clay model
- Group event; 3 participants in one group
- The model has to be made within the given amount of clay.
- TIME ALLOTTED: 3 hours
- All participants have to register via google form.
- Clay and basic tools will be given to participants. (Participants can bring their own tools if required)
- Participants will not be allowed to use any forms of molds.
- Event will happen offline on campus.

Event Coordinators : Megha Sreekumar - 7356485388

Hiruthik Dharsan S - 8610712365

PSYCHOLOGY EVENTS

BY SCHOOL OF SOCIAL SCIENCES

BLACK-OUT POETRY : A LITERARY EVENT

Team Specifications: individual

Mode of conduction: Online (Online platforms)

Rules and Regulations:

Rules for Preliminary Round:

1. The participants will be provided with three pieces of writing and three themes at the beginning of the event. They will have to choose one writing piece and one theme to work on.
2. The participants will be given two hours to finish their submissions.
3. They will have to mention the theme chosen at the beginning of the poem submission and also give an appropriate title to their work.
4. The participants will need to keep their cameras turned on during the event and they can be asked to unmute themselves or present their work in case dishonesty of any kind is suspected.
5. Submissions should be related to the topic given on the spot and a submission link will be provided 15 minutes before the hour ends.
6. Any attempts at plagiarism will lead to disqualification.
7. Failure to submit within the allotted time will lead to disqualification.

Rules for Final Round:

1. The participants will be provided with two pieces of writing and one theme at the beginning of the event. They will have to choose one writing piece and the theme should be followed strictly to work on.
2. The participants will be given an hour to finish their submissions.
3. They will have to give an appropriate title to their piece of work.
4. The participants will need to keep their cameras turned on during the event and they can be asked to unmute themselves or present their work in case dishonesty of any kind is suspected.
5. Submissions should be related to the topic given on the spot and a submission link will be provided 15 minutes before the hour ends.
6. Any attempts at plagiarism will lead to disqualification.
7. Failure to submit within the allotted time will lead to disqualification.

Event Coordinator : Anushka Nayak - 85859 94670

PSYCHOLOGY EVENTS

BY SCHOOL OF SOCIAL SCIENCES

MERAKI : AN ARTISTIC EVENT

Team Specifications: individual

Mode of conduction: Online (Online platforms)

Rules and Regulations :

GENERAL RULES:

1. Participants will be provided with one theme for each of the four categories.
2. The submission must be in a single frame and should be original work.
3. Along with your submission, describe the theme by giving a valid reason for depicting that in the artwork.
4. Participants for photography, digital art, and handwork have to submit their artwork before the prescribed deadline through the attached Google form.
5. For the flat surface art, live event participants would get 2 hours to complete their art piece and later submit it through the attached google form.

GENERAL INSTRUCTIONS :

1. The jury will judge all the entries, and their decision will be the final one.
2. Submissions have to be done in JPEG/PNG format only.
3. The submission file should be renamed with the participant's full name.

PSYCHOLOGY EVENTS

BY SCHOOL OF SOCIAL SCIENCES

SPECIFIC INSTRUCTIONS

Flat Surface Art

1. The participant can think about the theme, but they will have to create the work on the day of the event within the 2 hours duration.
2. The participant's camera should be on throughout the specified period.
3. Note: If the work is pre-prepared, the participant will stand disqualified from the event.

Photography :

1. One photograph per entry.
2. All pictures must have a proper title and description, written in the
3. English language only.
4. Basic editing (usage of filter, color enhancement, picture cropping) is allowed.
5. Entries are accepted in JPEG/PNG format only.
6. Multiple exposure and distortion of the image are not allowed. No obscene photos; if found, they will be disqualified.

REQUIREMENTS

1. For the live event, you need to have at least two technical devices (laptop, iPad, sketching tablet) in case of any power cut or network issues.
2. For Digital art, you can create it either on an iPad or laptop/mac or any other device you have, and you can use any software you are aware of, but it should be a well-known software (Photoshop, Adobe Illustrator, Procreate, etc.).

Event Coordinator: Himanshi Dewan - 98182 43722

PSYCHOLOGY EVENTS

BY SCHOOL OF SOCIAL SCIENCES

PERFECT PITCH : AN ADVERTISEMENT PSYCHOLOGY BASED EVENT

Team Specifications: 2- 4 members per team

Mode of conduction: Offline(at Christ University- Kengeri Campus)

Rules and Regulations :

Preliminary round rules:

1. Each group/ individual will have to face a rapid fire round of 5-8 number of questions. In case of a group, the group leader would be participating in the round.
2. The event will be conducted on MS Teams platform (backup zoom) , all the participants are requested to log in 5 mins prior to the allotted time, failure to join the event at the allotted time may affect the participants' scores.
3. Use of foul language or engaging in any misbehavior will lead to the team/ individual being expelled from the round.
4. The top XX teams/ individuals(subject to number of registrations) who answer the highest number of questions will be qualified for the final round
5. In case of a tie there will be an additional question for deciding which of the team will move ahead to the next round
6. The decision of the judge will be final

Final round rules:

1. This event is based on advertisement psychology. Participants will be given an alternate universe and a brand/product. Using these clues, you must produce an advertisement.
2. Participants are expected to produce a different use for an already known product. The advertisement can be in any form-poster,presentation, video, comic etc . If it is a video, the limit is 2 minutes and can be extended to a maximum of one minute (2+1).
3. You will get 12 hours for the submission.
4. Plagiarism will not be accepted and will lead to immediate disqualification.
5. Any use of vulgar language will not be accepted. The content of the advertisement should not be homophobic ,Xenophobic, Casteist and should not harm the sentiments of any community.
6. The videos must be submitted in landscape format on the google form link that will be sent on the WhatsApp group.

Event Coordinator : Priya Sharma - 84279 31668

PSYCHOLOGY EVENTS

BY SCHOOL OF SOCIAL SCIENCES

HOW I MET YOUR KILLER : A FORENSIC PSYCHOLOGY BASED EVENT

Team Specifications: 3- 4 members per team

Mode of conduction: Offline(at Christ University- Kengeri Campus)

Rules and Regulations :

- 1.The event will consist of two rounds, the Preliminary round and the Final round, spread over two days.
- 2.The first round will take place in Google classroom, where teams are required to solve various riddles in order to deduce a code, which will eventually lead them to the next round.
- 3.The final round is based on the idea of a serial killer who is on the loose, and in order to find the killer, the teams will be provided with a set number of suspects, whom they will have to interrogate and make a profile. In the end, each team will have to come up with a theory, describing who they think is the actual killer.
- 4.Participants are required to keep their cameras on, when present in the breakout rooms.
- 5.All participants are free to discuss their ideas about the 'case' in the breakout sessions.
- 6.No discussion is permitted, apart from the discussions with your own teammates in the breakout rooms.
- 7.Total time for interrogation: 60 min (10 minutes for each suspect)
- 8.Time for profiling and making the theory: 30 min
- 9.Time for presenting to judges: 5 min+2 min

Event Coordinator : Swayamsidhh Sahu - 93488 84324

Aurna Mukherjee - 86976 30318

CULTURAL EVENTS

WESTERN ELECTRIC GROUP : OFFLINE MUSIC EVENT

Team Specifications: 4 to 8 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

1. Participants can select any western genre of music.
2. The Band should consist of a minimum of 4 or max of 8 members.
3. Time limit: 10 + 2 minutes. A maximum of 2 songs are allowed within the time limit. Exceeding the time limit will lead to negative marking.
4. The songs performed should not be in any Indian language.
5. Growling is NOT allowed.
6. Backing track samples, and sequence are not allowed.
7. Beat / Drum / percussion accompanied through a keyboard is not allowed.
8. Drumming kit will be provided.
9. Raw mix is NOT allowed.
10. Bands will be disqualified for misconduct, obscenity, or profanity used. The dress code should be strictly followed, which includes decent and presentable wear.

PROCESS: Participants will have to register through the website, and they will be added to a WhatsApp group shortly, for the ease of communication. The event will be held solely offline, in the Kengeri Campus.

Event Coordinators: Persis M - 6204792438

Shreyas S - 7619656541

CULTURAL EVENTS

WESTERN GROUP DANCE : OFFLINE DANCE EVENT

Team Specifications: 6 - 12 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

1. This is a group event.
2. A team should consist of a minimum of 6 and a maximum of 12 members.
3. Time limit: 4-6 minutes. Exceeding the time limit will lead to negative marking.
4. All Dance forms are allowed.
5. Only non-Indian songs can be used. Remixes, and fusion of songs are allowed.
Vulgarity in the lyrics of the songs selected will not be entertained.
6. Usage of fire, water, or any such dangerous acts is strictly prohibited.
7. Teams will be disqualified for misconduct, obscenity, or profanity. The dress code should be strictly followed, which includes decent and presentable wear.

PROCESS: Participants will have to register through the website, and they will be added to a WhatsApp group shortly, for the ease of communication. The event will be held solely in offline mode, in the Kengeri Campus.

Event Coordinators: Juby Abraham- 7355177622

Karanpreet Kaur - 9618526863

CULTURAL EVENTS

INDIAN MUSIC GROUP : OFFLINE MUSIC EVENT

Team Specifications: 4 to 8 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

1. This is a group event. The Band should consist of a minimum of 4 and a maximum of 8 members per team.
2. Participants can select any Indian genre of music.
3. Time limit: 10 + 2 minutes. A maximum of 2 songs is allowed within the time frame. Exceeding the time limit will lead to negative marking.
4. Songs can be sung in any Indian language.
5. Beat / drum / percussion accompanied through a keyboard is not allowed.
6. Drum Kit will be provided.
7. Backing track samples and sequence are NOT allowed.
8. Raw mix is NOT allowed.
9. Bands will be disqualified for misconduct, obscenity, or profanity used. The dress code should be decent and presentable in your performance.

PROCESS: Participants will have to register through the website, and they will be added to a Whatsapp group shortly, for the ease of communication. The event will be held solely offline, in the Kengeri Campus.

Event Coordinators: Shreyas R - 7619656541

Karanpreet Kaur - 9618526863

CULTURAL EVENTS

INDIAN GROUP DANCE : OFFLINE DANCE EVENT

Team Specifications: 6 to 12 members per team

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

1. This is a group event.
2. A team should consist of a minimum of 6 and maximum of 12 members.
3. Time limit: 4-6 minutes. Exceeding the time limit will lead to negative marking.
4. All dance forms are allowed.
5. Only Indian genres of music can be used. Remix, and fusion of songs are allowed.
6. Usage of fire, water, or any such dangerous acts in is strictly prohibited.
7. Teams will be disqualified for misconduct, obscenity, or profanity used. The dress code should be strictly followed, which includes decent and presentable wear.

PROCESS: Participants will have to register through the website, and they will be added to a Whatsapp group shortly, for the ease of communication. The event will be held solely in offline mode, in the Kengeri Campus.

Event Coordinators: Khyati Maddali - 7972093809

Juby Abraham- 7355177622

CULTURAL EVENTS

SEQUENCE- BEST CHOREOGRAPHY : OFFLINE DANCE EVENT

Team Specifications: Individual

Mode of conduction: Offline (At Christ University- Kengeri Campus)

RULES AND REGULATION

1. This is an individual event.
2. Participants will be given a song of a specific genre, one day prior to the day of the event. It may be shared as an .mp3 file or a drive link will be shared; it may include songs such as Remixes, or any other fusion of songs.
3. Following this, the participant will perform their choreography on the stage, and present their set.
4. Time limit : 3 + 1 minutes. Exceeding the time limit will lead to negative marking.
5. All dance forms are allowed.
6. Usage of fire, water, or any such dangerous acts is strictly prohibited.
7. Individuals will be disqualified for misconduct, obscenity, or profanity used. The dress code should be strictly followed, which includes decent and presentable wear.

PROCESS: Participants will have to register through the website, and they will be added to a WhatsApp group shortly, for the ease of communication. The event will be held solely in offline mode, in the Kengeri Campus.

Event Coordinators: Khyati Maddali - 7972093809

Juby Abraham- 7355177622

MEET THE TEAM

TECHNICAL EVENTS:

Rhea Rodrigues - 9900039201

MANAGEMENT EVENTS:

Survesh G- 9500586583

Sudeep S Nair- 7034997428

DESIGN EVENTS:

Joel Sebastian-7510445805

PSYCHOLOGY EVENTS:

Shriniti S- 9444270410

CULTURAL EVENTS:

Khyati Maddali- 7972093809