



PES's
**Modern College of Arts, Science and Commerce
(Autonomous) Ganeshkhind, Pune-16.**
NAAC with A+ grade | Affiliated to Savitribai Phule Pune University



**GRANTS TO STRENGTHEN COLLEGES SCHEME OF
PM-USHA**

GOVERNMENT OF MAHARASHTRA: STATE PROJECT DIRECTORATE
(SPD)

RASHTRIYA UCHCHATAR SHIKSHA ABHIYAN (RUSA)



***NATIONAL CONFERENCE ON DATA SCIENCE AND ITS
CHALLENGES***



***INTERACTION
2025***

INTERACTION 2025

Department Of Computer Science



Dr. Shubhangi Bhatambrekar
HOD(Computer Science)



Dr. Dipali Meher
CEO



Prof. Prerana Sarode
Event Co-ordinator



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Event Co-ordinator

Events \$ Rules

1. Brain Battle
2. Media Splash
3. Hack In The Dark
4. Wisdom War
5. Gold Rush
6. Gamer Strike
7. Spark The Idea

How to Register

- Visit Website : <https://nci25.moderncollegegk.in/>
- Click on Registration button.
- Enter your FirstName and LastName.
- Enter your College full name.
- Provide a working Mobile Number and Email Id (To receive confirmation Email/message).
- Choose the event names in which you want to participate .
- After selecting your events, scan QC code and make the payment through UPI app and upload payment screenshot.
- The registration fees will be **per Event Rs. 100/- for per student** (Each Event cost Rs. 100/-).
- The registration fees for **National Conferece Rs. 200/- for per Teacher** .
- Once you have registered amount will be non refundable.
- After the registration you will be provided email with token and your details.
- Token is compulsory .Through out the day you will have to carry your token in each and every place without token you will be not permitted and you cannot participate in the event.
- Limited groups will be allowed to participate so Registration will on first come first serve basis. After the slot is full the registration will be disabled from the portal you cannot participate in the event.

General Rules

Please go through all Event Rules before registration.

All events will be conducted on the college premises, so all participants must be present with their teams on the day of the event.

1. Your college ID card is compulsory. Without it, you will not be permitted to enter the campus.
2. If you have any queries regarding registration or the event, contact the event coordinator using the contact details provided on the Interaction website or in the Rule Book.
3. You will receive Participation and Winner Certificates at the college on 21st January 2025, during the Valedictory Function.
4. Registration is individual. If you are participating as part of a team of four members, each member must register individually for the event, and all members must be present with the team on the event day.
5. Check the Interaction website for more updates.

Website Related Query Contact :

1. Prasad Deshpande

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2. Akshay Shiralsheth

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1 . Brain Battle (Rules)

- Eligibility:** 1. Each participant must register in advance.
2. Open to All Technical Field (UG + PG).

Competition Format:

- Only Group Entry are Permitted. The Total Number of Participants permitted in each group are 4 (Individual Entry is NOT allowed)
- Replacement of any participant are NOT allowed after Registration.
- I-Card/ Identity Proof is Compulsory during the Competition.
- The Quiz will be Conducted in 3 Rounds.
- Questions will be based on first round: General knowledge and Current affair(online)
- Second round & Third Round: Data Science, AI, Cloud Computing.
- Rules related to each round will be conveyed at the time of the event.
- Participants should clarify their doubts or queries before the quiz starts. Judge's Decision will be FINAL and Irrevocable.
- Any kind of cheating will lead to immediate disqualification of the entire group.
- The College Reserves the right to revise the rules and regulations of the competition.

2 . Media Splash (Rules)

- Eligibility:**
1. Each participant must register in advance.
 2. Open to All (Junior Colleges + Senior Colleges).

Topics for the Event:

1. Data Science
2. Artificial Intelligence
3. Cloud

➤ For E-Poster

4. Poster should be of any of the topics mentioned above.
5. Poster size max. 10MB.
6. Submit e-poster in .pdf format only. (No restrictions on dimensions)
7. Number of participants per e-poster: Max 1
8. Name the file as Your Name_Class,[eg. PriyaJadhav_TYBSc_CompSci.pdf]
9. Poster should contain Topic name and Participant Details (Name of the Participant, Name of the College, Class) at the bottom of the poster.
10. Content should be Original
11. Poster explanation time limit = 3 Minutes only.

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2 .1 Media Splash (Rules)

➤ For 1-min Reel

1. Registration is compulsory for participating in the competition.
2. Opening and/or closing credits are not required, but (if added) may be up to an additional 10 seconds in total.
3. Maximum time limit of video: 1 minute
4. Participants have to put their name in the clip.
5. Power point slide presentation is not allowed.
6. After registration replacement of any participant is not allowed.
7. I-Card/Identity proof is Compulsory during the competition.
8. Ensure that all content in your clip (including footage, music, images, props, etc) is your own.
9. Entries containing any unauthorized content will be disqualified.
10. Ensure that the clip should be based on anyone of the subjects provided.
11. Number of Participants allowed: Max 1.

Further details for the event will be communicated after the registration.

3. Hack In The Dark (Rules)

Eligibility: 1. Each participant must register in advance.

2. Open to All (UG+PG Students).

Hack in the dark is where programmer work on code with MONITOR OFF and without running until completion.

Note: Programming language C(UG) and JAVA(PG)

1. The use of any unfair means will leads to disqualification.
2. Everyone must bring their current year ID card as identity proof.

Round I:

Correct it-Each Participant has to correct the erroneous code for the give solution. Time Limit-15 Minutes

1. In this round 10 to 15 lines code will be given to the Each participant in the format of hard copy.
2. Source code will contain some compiler or runtime error.
3. Participants have to correct the code by eliminating errors in C/Java editor
4. Monitor will be switch off at the time of coding.
5. Each participant will have 15 minutes to correct the code and type it.
6. Once code will be written participant have to inform coordinator or volunteers so that they can mark time and check Code by compiling it.
7. Participant with no errors are minimum errors will be selected for the second round.
8. If number of selected Participant is more for next round then time is also criteria for selection.

4. Wisdom War (Rules)

Eligibility: 1. Each participant must register in advance.
2. UG/PG students .

Competition Format:

- All participants must be in formal attire only.
- There will be aptitude round and personal interview round.
- Candidates must carry hardcopy of your CV (Resume) at the time of competition.
- Candidates must be present 30minutes before the competition.
- There is no negative marking.
- Aptitude round will about computer related questions.
- Those candidates who qualified the 1st round (aptitude test) are eligible for 2nd round (personal interview).
- There will be 25 questions in aptitude which carry 2marks each. Candidates will have 30minutes for aptitude test.
- Making of personal interview round will be based on your attire and performance.
- Carry your college ID compulsory.
- Decision given by judges and coordinators will be considered as final.
- Rules related to each round will be conveyed at the time of the event.
- Certificates will be awarded to all participants, and prizes will be given to winners.

5. Spark The Idea (Rules)

Eligibility: 1. Each participant must register in advance.

2. Open to All (Teacher And Student).

- Each team can have a group of 2 members only; individual participation or groups larger than 2 are not allowed.
- Ideas must be submitted as a one-page abstract during registration and resubmitted at least one week prior to the competition for shortlisting, if registrations exceed the limit.
- Only thoroughly researched and practical business ideas will be considered. Ideas that appear superficial, lack substance, or show no progress toward implementation will be disqualified.
- I-Card/Identity Proof is compulsory during the competition.
- The idea must showcase innovative solutions using Data Science, AI, or Cloud Computing.
- The use of PowerPoint (PPT) presentations and PDFs is allowed and encouraged.
- Exceeding the given time limit will result in a deduction of points.
- Misconduct, inappropriate language, or behaviour will lead to immediate disqualification.
- Devices like laptops can be used but must be fully charged and functional.
- Teachers cannot interfere with the judging process or try to influence the judges' decisions.
- The decision of the judges is final and cannot be contested.
- Technical support will be provided for projectors, screens, or audio systems.
- Certificates will be awarded to all participants, and prizes will be given to winners.

6. Gold Rush (Rules)

- Eligibility:** 1. Each participant must register in advance.
2. Open to All (Junior Colleges+ Senior Colleges).

Competition Format:


- I-Card is Compulsory during the competition.
- Only first 50 teams are allowed to participate in the competition.
- Four participant per team are allowed.
- Top 5 teams will be selected for the final round.
- Each team will get individual clue to hunt the treasure.
- Out of 5 teams only ONE team will be the Winner.
- Give a Name to your TEAM. (Name should be clear and readable.)
- For each round, copy of the rules will be provided to the team at the time of competition.
- In case of tie, the decision of the event coordinator is final and irrevocable.
- All teams should be present on reported time otherwise the team will be disqualified.

7. Gamer Strike (Rules)

- Eligibility:**
1. Each participant must register in advance.
 2. Open to All (Junior Colleges + Senior Colleges).

Game Name : BGMI (Battlegrounds Mobile India) Player Guidelines:

1. Each team must consist of **four players** for the BGMI tournament's Erangel match.
2. All players must have their mobile devices, a stable internet connection, and earphones (if available) for the gaming event.
3. Teams are responsible for ensuring the functionality of their mobile devices and internet connections during the tournament.
4. Hacking and emulation in the game are strictly prohibited. Violation of this rule will result in immediate disqualification.
5. Respect fair play: refrain from using any third-party software or exploits to gain an unfair advantage.
6. All participants should familiarize themselves with the official rules and regulations of the BGMI tournament.
7. Players must maintain sportsmanship throughout the event, treating opponents and organizers with respect.

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8. In-game chat should be used responsibly, avoiding any form of harassment or inappropriate language
 9. Teams are encouraged to communicate effectively and coordinate strategies during the Erangel match.
 10. Spectators are not allowed to provide any form of assistance to the participating teams.
 11. In the event of technical issues, teams must promptly notify the organizers for resolution.
 12. All matches will adhere to a predetermined schedule; teams should be punctual for their assigned matches.
 13. Teams must follow the instructions and decisions made by the tournament organizers without dispute.
 14. Stream sniping, or any form of unfair monitoring of opponents' streams, is strictly prohibited.
 15. Players should have the BGMI app updated to the latest version before the tournament begins.
 16. Any form of cheating, including collusion between teams, is considered a serious violation of the rules.
 17. Teams should refrain from engaging in any form of disruptive behavior during the event.
 18. The tournament organizers reserve the right to take disciplinary actions for rule violations, including disqualification.
 19. Participants are encouraged to maintain a positive and inclusive gaming environment.

Student Co-ordinator

Feel free to contact us

Brain Battle

1. Srushti Shelke
8830763735

2. Karan Mishra
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Media Splash (E-Poster)

1. Shravani Adhav
9545758950

2. Mukta Bedekar
7387627456

Media Splash (1-min Reel)

1. Tanisha Mokate
9552326018

2. Aditi Darekar
7249364446

Hack In The Dark

1. Sakshee Lolgay
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2. Sakshi Salunke
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Student Co-ordinator

Feel free to contact us

Spark The Idea

1. Abhishek Bhujbal
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2. Shreyas Babar
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Wisdom War

1. Arati Giri
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2. Aishwarya Jaybhay
9022078880

Gold Rush

1. Dhanashree Pawar
8669484270

2. Sakshi Jagtap
8788452433

3. Swarali Junavane
8010783796

Gamer Strike

1. Prasad Deshpande
8788098130

2. Dhananjay Kakade
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Mail Us:

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The background is a solid dark purple. It is decorated with several abstract shapes: a large purple circle in the top-left, a yellow circle in the bottom-left, and a teal circle in the bottom-right. Additionally, there are three diagonal brushstrokes in purple, yellow, and teal in the top-right corner, and three diagonal brushstrokes in teal, yellow, and purple in the bottom-left corner.

THANK YOU

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