INFORMATICA

Technofrenzy

Have uncontrollable excitement

"TWO PER TEAM EVENT"

No. of rounds: 3

Students from all departments can participate in this event.

Get ready for a new intense technical game. Make knowledge as a sword to solve the problems and clear obstacles for the next level. Compete against others to become a master of knowledge. The smarter you play the more you achieve.

Round 1- PUZZLE MAKER:

It's a basic round with C, current affairs and general questions. Participants should identify the correct answers and they have to arrange them in the given CROSS PUZZLE.

DURATION:

40 minutes

Round 2- TRICKY SCIENTIST:

Small programs will be provided in scrambled order assigning a single extra letter to each line. So, that the participant should rearrange it so that they can find name of scientist from those extra letters.

DURATION:

40 minutes

Round 3-INNERVE:

It consists of 3 levels.

Level 1-COLLECTION KING:

Here participants can choose some topic among given topics and questions will be asked relevant to that topic. Participants will be given 5 chances to answer the questions, among that at least 3 answers should be correct. Answers given by participants should match top 3 answers collected from survey.

Level 2 – CHUTES & LADDERS:

A 5 x 10 game board is used to play. After rolling the dice if it is odd number no question will be asked and if it is even then question will be asked. If the participant answers correctly move is made as per number on the dice, if not "(dice rolled number)/2" steps will be moved back. Participants with highest moves will be selected for next level.

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Level 3 – MAD ADS:

Participants can select topic related to designing a mobile app or fake product. They can present their ideas through a script. The script which is creative will be certified and awarded.

DURATION:

1 hour

TEAM MEMBERS:

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