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*Sci-en-Quest*

## ROUND 1 - Code Intelligence — Quiz Round

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» Date: February 28, 2026

» Time: 10:00 AM - 11:00 AM  
IST (1-hour duration)

### Overview

Round 1 is a 30-marks technical quiz round designed to evaluate participants' understanding of programming fundamentals in C and Python.

This round focuses on:

- Logical reasoning
- Syntax knowledge
- Concept clarity
- Problem-solving ability
- Output prediction skills

Only the top-performing teams will qualify for Round 2 – AI Showcase / Mini Hackathon.



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*Like a Pro*

## Eligibility

- Participants must be officially registered for the event.
- The quiz will be conducted individually
- All participants must report 15 minutes before the scheduled time.

## Round Structure

- Total Marks: 30 Marks
- Duration: 60 Minutes
- Mode: Computer-Based / Offline (mention as applicable)
- Question Format May Include:
- Multiple Choice Questions (MCQs)
- Output Prediction
- Debugging-based questions
- Basic code completion
- Concept-based theoretical questions

## Syllabus Coverage

### **C Programming**

- Data Types
- Operators
- Conditional Statements
- Loops
- Functions
- Arrays
- Pointers (basic level)
- Structures (basic understanding)
- Output prediction



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## Vibe-a-thon

### Python Programming

- Variables & Data Types
- Operators
- Conditional Statements
- Loops
- Functions
- Lists, Tuples, Dictionaries
- Basic String Operations
- Output prediction
- Basic problem-solving

### Rules & Regulations

#### 🚫 Use of AI Tools is Strictly Prohibited

- The use of AI tools including ChatGPT, Gemini, Copilot, or any other AI assistant is strictly prohibited.
- The competition system will be actively monitored.
- Participants' screens will be monitored throughout the round.
- Switching browser tabs, minimizing windows, or opening unauthorized applications will lead to immediate disqualification.
- Use of mobile phones, smartwatches, or any external device is strictly prohibited.
- Any attempt to communicate with others during the quiz will result in disqualification.

#### ⚠️ Disqualification Policy

Participants will be immediately disqualified if found:

- Using AI tools
- Switching tabs
- Accessing internet resources (unless officially allowed)
- Copying from other participants
- Attempting any unfair means

The decision of the organizing committee will be final and binding.



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## Vibe-a-thon

### Qualification Criteria

- Teams will be ranked based on total score (out of 30).
- In case of tie:
  - a. Faster submission time will be considered.
  - b. Higher score in problem-solving questions will be considered.
  - c. Final decision rests with the judging panel.

#### 🏆 Advancement to Round 2

Only the top-performing teams (number decided by organizers) will qualify for:

#### 👉 Round 2 – AI Exhibition / Mini Hackathon

Shortlisted teams will be announced after evaluation.

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## Vibe-a-thon

### ROUND 2 – AI SHOWCASE & MINI HACKATHON

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Date: February 28, 2026



Time: 12:30 AM - 2:00 PM  
IST (1.5-hour duration)

#### Overview

Round 2 is the final stage of the competition.

Qualified teams from Round 1 will participate in a Mini Hackathon / AI Exhibition, where they will design and present an AI-based solution, prototype, or concept that solves a real-world problem.

This round evaluates participants not just on coding, but on:

- Innovation
- Practical thinking
- Creativity
- Implementation ability
- Presentation skills

Participants must build or demonstrate an Artificial Intelligence powered idea/product and present it before the judges.



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## Vibe-a-thon

### Round Format

- Type: Mini Hackathon + Exhibition
- Duration: 2–3 Hours (or as decided by organizers)
- Mode: Offline (On-Campus)
- Final Task: Build and present an AI-based project or prototype.

Participants must:

1. Build a working prototype / demo / concept
2. Prepare a short explanation
3. Demonstrate the working to judges

### What You Can Build

Participants can create any AI-related solution, including but not limited to:

- AI Web Application
- AI Mobile App (prototype allowed)
- Chatbot
- Image recognition system
- Waste classification / recycling assistant
- Recommendation system
- Healthcare assistant
- Education helper
- Automation tool
- Smart campus solution
- Social good / environmental solution

The project does not have to be large — even a simple but innovative working model is acceptable.



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## Vibe-a-thon

### Allowed Technologies

Participants are allowed to use:

- Any programming language
- Frameworks (React, Node, Flask, Django, etc.)
- APIs
- Machine Learning libraries
- Pre-trained models
- Open-source resources

#### AI Tools Policy

AI tools (like ChatGPT, Gemini, Copilot etc.) are allowed only as development assistance, but:

- Participants must understand and explain their project.
- Blindly copied projects will be disqualified.
- Teams must be able to clearly explain:
  - Working
  - Logic
  - Use case
  - Implementation steps

If a participant cannot explain their own project → it will not be evaluated.



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## Vibe-a-thon

### Project Requirements

Each participant must present:

1. Project Title
2. Problem Statement
3. Proposed Solution
4. Technology Used
5. Live Demo / Prototype / Simulation
6. Future Improvements

### Judging Criteria (100 Marks)

#### CriteriaMarks

Innovation & Creativity	20
Technical Implementation	20
Real-World Usefulness	20
Working Demonstration	20
Presentation & Explanation	20

### Winner Selection

- Judges' decision will be final.
- The team with the highest total marks will be declared the winner.
- Runner-up prizes may also be awarded.