



**CHRIST**  
(DEEMED TO BE UNIVERSITY)  
BANGALORE · INDIA

CHRIST (DEEMED TO BE UNIVERSITY)  
KENGERI CAMPUS  
PRESENTS

# MAGNOVITE

6 & 7  
DECEMBER 2024





MAGNOVITE is the annual flagship fest organised by CHRIST (Deemed To be University), Kengeri Campus. It is an enigmatic nexus of creativity and collaboration, bringing healthy competition and positive connections between participants. It returns this year with its 14th edition, bringing back its unfading charm.

MAGNOVITE 2024 has 11 Management Events , 4 Architecture Events, 12 Technical Events, 4 Psychology Events and 5 Cultural Events.

Magnovite aims to be a multi-disciplinary approach to innovation, achieved through a collaborative effort of the best minds from different disciplines.

# General Rules and Regulations

- Magnovite will be conducted at CHRIST (Deemed to be University), Kengeri Campus on December 6th & 7th, 2024
- The fest is open to Undergraduate & Postgraduate students of all disciplines. Multiple teams from the same university are allowed to participate in the fest.
- The fest is a national inter-collegiate competition and is not open to CHRIST (Deemed-to-be-University) students.
- All participants are required to carry their respective College ID cards and Valid ID Proof.
- Online registrations in accordance can be done via the registration link provided in the e-mail or at magnovite.christuniversity.in.
- The individual registration fees are mentioned for each event in the brochure.
- Registration fees must only be paid through the South Indian Bank Portal link available on the registration form. Please click a screenshot of the payment and upload it to the registration form.
- The registration fee will not be refunded once the payment is made.
- Participants have to report to the assigned venue at least 30 minute prior to the start of the event.

# General Rules and Regulations

- If you have registered for more than one event, please make sure the event timings do not overlap.
- Unethical practices such as plagiarism, vulgarity, obscenity and violence of any kind will lead to immediate disqualification. Please do not carry hazardous and dangerous articles to the venue.
- The **OVERALL CHAMPIONSHIP** will be awarded to the college with the most points at the end of the fest. The points will be awarded according to the following criteria:

## PARTICIPATION

### Flagship Events:

3 points per team for individual events

5 points per team for duet / group events

### Other Events:

1 point per team for individual events

3 points per team for duet / group events

# General Rules and Regulations

## Flagship Events:

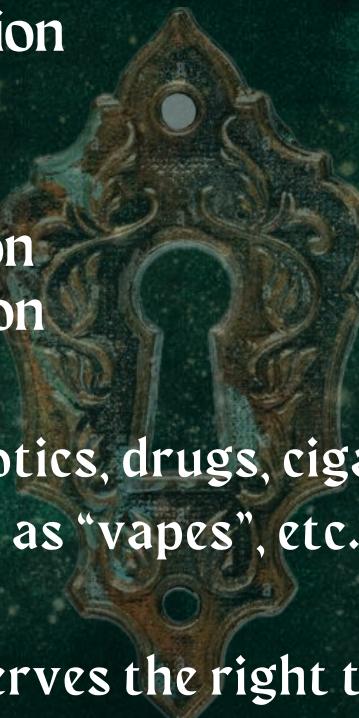
25 points per team for 1st Position

20 points per team for 2nd Position

## Other Events:

20 points per team for 1st Position

15 points per team for 2nd Position



- Attempting to use or sell narcotics, drugs, cigarettes, e-cigarettes, alcohol, nicotine delivery devices (such as “vapes”, etc.), or addictive items of any sort is prohibited.
- The organising committee reserves the right to make any last-minute changes to the rules or disqualify any team if the team members do not uphold the standards of decency set by the institution.
- The decision of the judges will be final and binding for all events.
- You can find the rule for each event at [magnovite.christuniversity.in](http://magnovite.christuniversity.in)
- For a queries , contact [magnovite@fest.christuniversity.in](mailto:magnovite@fest.christuniversity.in)



SCHOOL OF BUSINESS AND MANAGEMENT

presents



# MANAGEMENT EVENTS



# BEST MANAGEMENT TEAM

"It is individual devotion to a group endeavour that makes the team, a corporation, a community, or a civilisation work."

-Vince Lombardi

Through exhilarating rounds, you may push yourself and boost your spirit by dealing with business issues and key scenarios. Don't limit yourself to a single speciality; instead, become a jack of all crafts and join us for this amazing learning experience!

Team size: 3 members

Registration Fee: 750 INR

Note: Only for PG students



POC's:

Vivek P - 9544047944

Jeevana Balachandran - 6238272582

# CORPORATE SOCIAL RESPONSIBILITY

"It is no longer enough to just make a profit, you must also make a difference."  
- Dame Anita Roddick

Step into Impact! Magnovite's CSR Event, a nexus of business prowess and social responsibility. It's not just a competition; it's a launchpad for groundbreaking ideas where your innovations combat real-world challenges. Craft CSR initiatives that redefine business's future. At our event, discover how CSR is not just ethical, it's strategic. Align profit with purpose, shaping a better world. Let's not just envision a better tomorrow; let's forge it together, one sustainable initiative at a time. Join us to elevate CSR beyond corporate buzz. Unleash your potential and lead societal transformation. Welcome to an event that doesn't just inspire change, it empowers you to lead it.

Team size: 2 members

Registration Fee: 500 INR

Note: Only for PG students

POC's:

Steffina Joji - 8929113041

Nithyashree K - 77081 80390



FLAGSHIP  
EVENT

# BEST MANAGER

"A leader is one who sees more than others see, who sees farther than others see, and who sees before others see."

—Leroy Eimes

The Best Manager event aims to distinguish the exceptional from the ordinary in corporate leadership. In this high-stakes competition, participants will not only be tested on their theoretical knowledge but will face a relentless barrage of real-life cases and questions drawn directly from the trenches of the corporate world. As each participant navigates through the complex scenarios, they'll be scrutinised for their strategic acumen, decision-making agility, and the ability to lead with resilience. The Best Manager Challenge is a crucible for true leaders to thrive in the ever-evolving business landscape.

Are you prepared for the crucible of leadership?

POC's:

Team size: 1 member

Registration Fee: 750 INR

Arnav Bhalla - 7045689552

Ankita Sharma - 6239822810

Shreyani Padhi - 9972287890

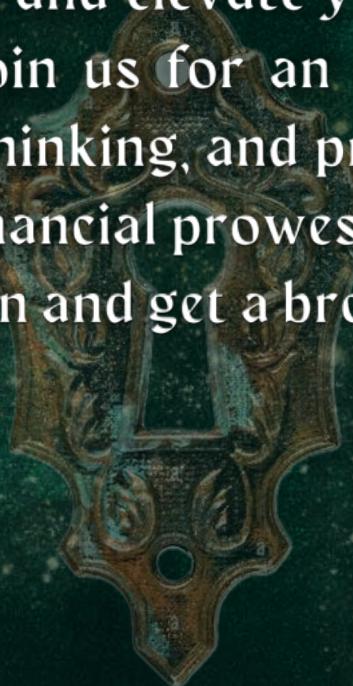
# FINANCE

"Beware of the little expenditures; a minor leak can destroy a huge ship.  
-Franklin Benjamin

Unlock the world of finance and elevate your financial acumen at our exclusive Finance Event. Join us for an exhilarating exploration of financial strategy, critical thinking, and problem-solving. This is your chance to showcase your financial prowess and compete with the best minds in the financial domain and get a broader experience.

Team size: 2 members

Registration Fee: 500 INR



POC's:

Ansh Kumar - 7903457247

Shreya Tripathi - 7521096069

Manas Arora - 6266018671

# HUMAN RESOURCES

“To win in the marketplace, you must first win the workplace.”  
- Doug Conant

Is it your thing to celebrate life, birthdays, farewells, and other milestones? Wait a minute, this isn't the 1970s! With an event packed with mind-boggling HR cases, hiring sprees, and wicked treasure hunts, we're here to offer you a preview to the HR that you may be in the future. Put on your thinking caps and bring out your human side! It's time to engage!

Team size: 2 members

Registration Fee: 500 INR



POC's:

Rwijuta Bhadra - 8649843193

Rucha Rao - 9819992945

# PUBLIC RELATIONS

"In the realm of public relations, strategic thinking is not just about the message; it's about anticipating moves on the communication chessboard and staying three steps ahead."

-Jane Smith

Unlock the power of perspective at Magnovite's Public Relations Event, where every angle and every statement reveals strategic brilliance. This is achieved through Public Relations. As PROs, participants will face exceedingly demanding yet cognitively stimulating rounds throughout the course of the event. Embark on a dynamic journey as PROs, showcasing discretion, persistence, finesse, and communication skills in challenging rounds. This event enhances crisis management capabilities, blending creativity with realism through engaging tasks.

Team size: 2 members

Registration Fee: 500 INR

POC's:

Malcolm Bajan - 9625655197

Bhavna Chaudhury - 8296914658

# MARKETING

"It's not what you sell that matters as much as how you sell it!"  
— Brian Halligan

Marketing is the Mecca of ideas and creativity. Marketing wins the bread and butter for the organisation. This field of extreme creativity starts from brand building and takes you towards the "Great Success!" Everything that can take your business from Bunty's ordinary soap to Bunty's lifebuoy. You surely will experience one of the biggest platforms, where ideas meets realities and realities gets judgments. Wanna start big? Take the initial smaller steps with us and take your journey ahead. Welcome to the World of Harsh Realities and get ready to tackle it with your crazy ideas.

Team size: 2 members

Registration Fee: 500 INR

POC's:

Adhivar Singh Panwar - 8985586000

Simran Kaur - 7990034324

Kavya Agrawal - 7348807373

# BUSINESS QUIZ

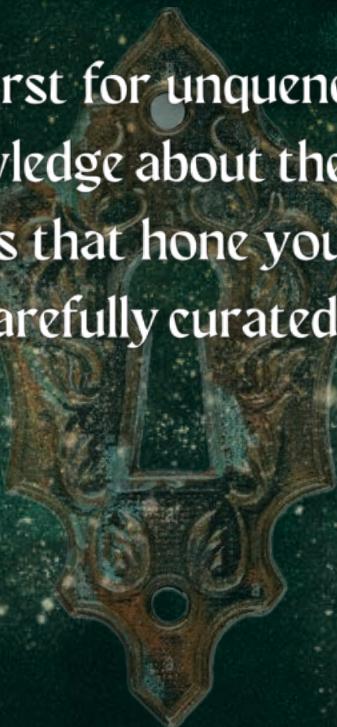
"To acquire knowledge, one must study; but to acquire wisdom, one must observe."

-Marilyn vos Savant.

Business quiz is all about the thirst for unquenchable knowledge. It is a fun and educative way to test your knowledge about the nuances of business. You will be challenged with critical questions that hone your quizzing skills and shape your minds with logical analysis and carefully curated reasoning.

Team size: 2 members

Registration Fee: 500 INR



POC's:

Brahmdeep Singh - 9876761240

Ekagra Kaushal - 6239997868

# BUSINESS PLAN

"The difference between successful people and others is not a lack of strength, not a lack of knowledge, but rather a lack of will."

- Vince Lombardi

Welcome to this hallowed space where ambition collides with meticulous planning, where dreams morph into tangible blueprints, and where the seeds of tomorrow's success are sowed. We gather not just as witnesses to entrepreneurial endeavours, but as participants in a grand ceremony of innovation, each note a carefully crafted business plan, each chord a testament to human intelligence. "Embark on this transformative journey with us, as we pave the way for innovation, growth, and unparalleled success – your business plan is not just a document, but a blueprint for a thriving future." An event that will challenge you on all business frontons!

POC's:

Team size: 2 members

Registration Fee: 500 INR

Krishna Naryani - 7307336389

Arav Shinde - 9225907014

Bhavy Dubey - 9589574381



SCHOOL OF ARCHITECTURE  
presents

# DESIGN EVENTS



FLAGSHIP  
EVENT

# REVIVAL OUTLOOK

Fashion Design Competition

The Department of Architecture presents to you Revival Outlook, It is a Fashion Design competition. Revival Outlook "Creating a Timeless Fashion".

The theme of the event is "**Underwater Utopia**"

The participants' clothing must evoke fluid silhouettes that mimic underwater architecture and marine life movement, embodying the spirit of "Underwater Utopia" with flowing, shimmering pieces in oceanic hues. To round off this alluring motif, suggest accessories modelled after sea life and architectural details, as well as makeup and haircuts that exude fluidity and enchantment.

Team size: 4-8 members

Registration Fee: 750 INR

POC's:

Catherine Varghese - 9731183173

Deepa Jothi - 9080359034



FLAGSHIP  
EVENT

# REVIVAL OUTLOOK

Fashion Design Competition

## RULES AND REGULATIONS:

- There can be a minimum of 4 Members and a maximum of 8 members on a team.
- Each team should have a minimum of 3 members and a maximum of 6 members to model the attire.
- The theme of the event is "Underwater Utopia" The participants' clothing must evoke fluid silhouettes that mimic underwater architecture and marine life movement, embodying the spirit of "Underwater Utopia" with flowing, shimmering pieces in oceanic hues.
- To round off this alluring motif, suggest accessories that are modelled after sea life and architectural details, as well as makeup and haircuts that exude fluidity and enchantment.

# SPILL ART

“Creating art out of a spilled pattern”

Creative art has to be made out of the provided ink-spilled sheets by all the participants.

Team size: Individual

Registration Fee: 250 INR

## RULES AND REGULATIONS:

- Individual Event
- Time duration: 2 hours.
- Participants can only use microns or Rotring pens (all grades) to be brought at the time of the event.
- Participants have to bring their own stationery.
- The submission is to be made in monochrome.
- One A3 sheet per participant will be provided.
- Use of online resources is not allowed.



# SPILL ART

“Creating art out of a spilled pattern”

- The judgment of the jury panel will be final.
- Plagiarism is strictly prohibited.



POC's:

Krithik Raman - 8838271377

Catherine Risha - 9025123667

# TERRABSTRACT

“Creating Abstract using clay”

Creative art has to be made out of the provided spilled inked sheets for all the participants.

## RULES AND REGULATIONS:

- Time duration: 3 hours
- Group event: 3 per group
- The topic for abstraction will be given on spot.
- Participants have to create an abstract model using clay which will be provided. No extra clay will be given to any individual.
- Clay and essential tools will be provided to the participants.
- Participants may bring their own tools; if necessary.
- Any type of mold will not be allowed in the competition.



# TERRABSTRACT

“Creating Abstract using clay”

- The judgment of the jury panel will be final.
- Plagiarism is strictly prohibited.
- The event will take place on campus.

Team size: 3 members

Registration Fee: 500 INR



POC's:

Chaithanya Prakash - 8848709300

Maham Kazmi - 9555916505

# GLIMPSE INTO THE UNFOCUSED (ONLINE)

“Sharing stories through pixels.”

An online photography competition where participants will be given a theme to use and take pictures that are appropriate for entry.

Team size: 1 member

Registration Fee: 250 INR

## RULES AND REGULATIONS:

- It is an online event inviting individual participants
- The photograph should be original and owned by the participant.
- The participants will be provided with themes based on which the photographs are to be taken and a short description regarding the same is mandatory.
- The photograph should adhere to the rules of the event.
- The winner will be decided based on the level of creativity in the entry.

# GLIMPSE INTO THE UNFOCUSED (ONLINE)

“Sharing stories through pixels.”

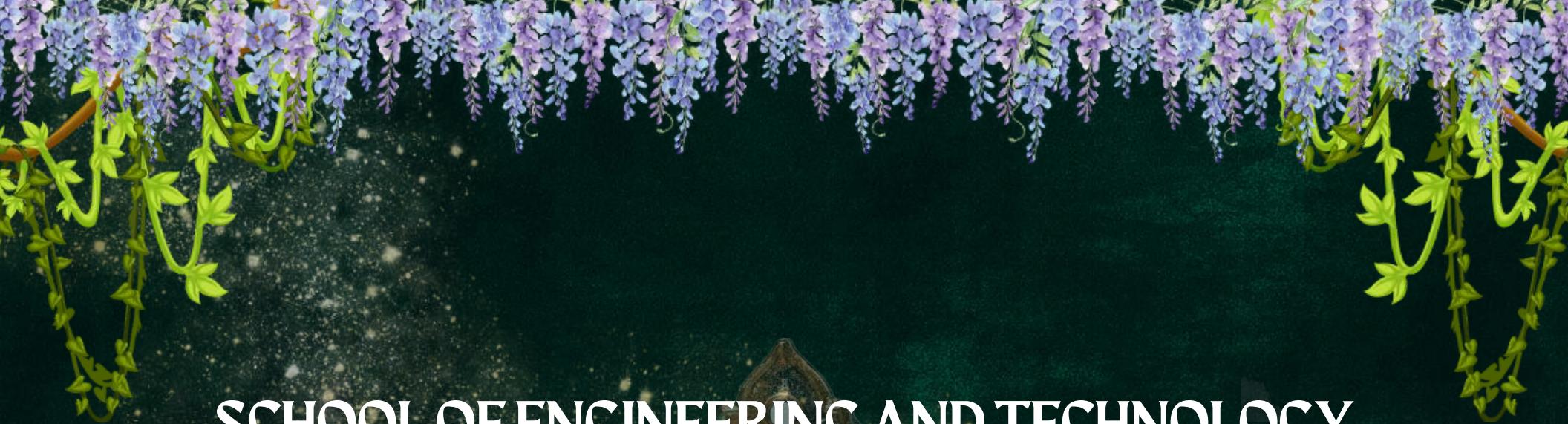
- The selected entries shall be screened as a part of the event.
- The judgment of the jury panel will be final.
- Edited photographs will be disqualified.
- Plagiarism is strictly prohibited



POC's:

Rishab Nair - 8606907676

Yohan - 8050364477



SCHOOL OF ENGINEERING AND TECHNOLOGY

presents



# TECHNICAL EVENTS





# RC ROBOSOCCER 2.0

FLAGSHIP  
EVENT

The Department of Mechanical and Automobile Engineering is thrilled to present RC Robosoccer. RoboSoccer is a robot-based soccer competition where teams build and program robots to play soccer on a defined field. The objective is to score goals against the opposing team within a set time. Robots must follow specific size and weight guidelines. Matches are divided into halves, and robots can operate autonomously or semi-autonomously. Teams earn points by scoring goals, and penalties are given for fouls or rule violations. The event emphasizes technical skills in robotics, programming, and strategic gameplay, making it a challenging and exciting test of engineering prowess.

Team size: 2-6 members

Registration Fee: 750 INR

## RULES AND REGULATIONS:

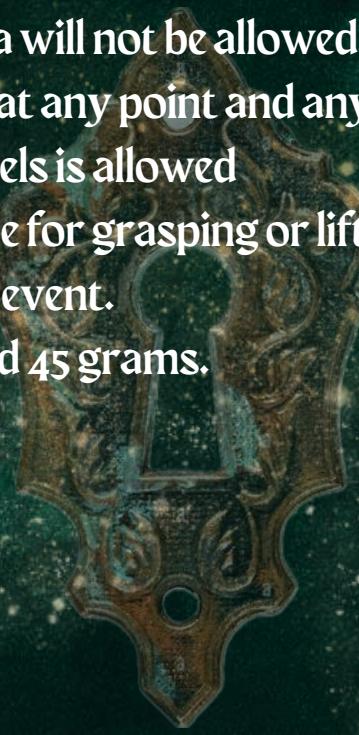
- Only one Bot per team is allowed
- The Bot should not have any sharp elements.
- The Bot should exactly fit in a cube of 30cm Wide x 40cm High (including tires)
- The weight of the Bot must be at most 6 kg if the Bot is powered with external batteries.
- The weight of the Bot must be at most 8 kg if the Bot is powered with internal batteries.



FLAGSHIP  
EVENT

# RC ROBOSOCCER 2.0

- The minimum weight of the Bot must be 50-60% of the maximum weight in both cases.
- The Bot must be wirelessly controlled
- Wheels that may damage the arena will not be allowed.
- Only voltage up to 12V can be used at any point and anywhere in the Bot
- No moving mechanism except wheels is allowed
- Any elements which are responsible for grasping or lifting the ball into the air are prohibited
- Golf balls will be used for the entire event.
- The weight of the ball will be around 45 grams.
- The ball diameter will be 45 mm.



POC:

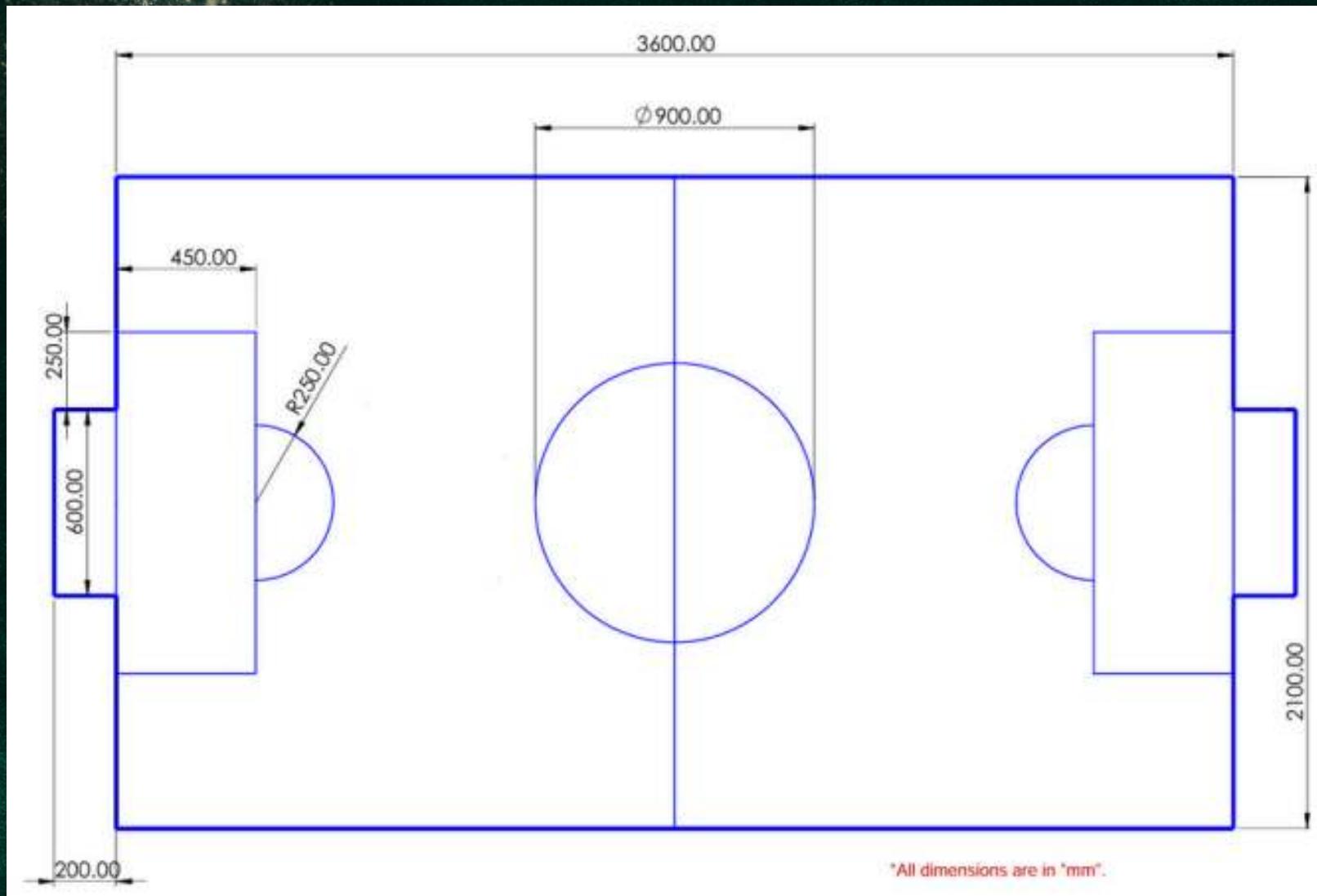
Joshua Daniel - 8073917502



# RC ROBOSOCCER 2.0

FLAGSHIP  
EVENT

## ARENA SPECIFICATIONS:



# MAZE – MERISE

The Department of Mechanical and Automobile Engineering is excited to present Maze-Merise, the Line Following Robot Challenge. The goal of this event is to design and construct a fully autonomous robot capable of navigating from the starting point to the finish line in the shortest possible time. Participants will need to apply their skills in sensor integration, control systems, and programming to ensure their robot can efficiently follow the maze-like path without human intervention. The competition will test the robot's speed, precision, and obstacle-handling capabilities, rewarding the most innovative and well-engineered designs. It's a perfect blend of creativity, technical knowledge, and problem-solving.

**Team size:** 2-4 members

**Registration Fee:** 350 INR

## RULES AND REGULATIONS:

- Each team should have separate bots. Teams will be made per bot.
- There is no weight and height limitation on bot
- A robot shall fit in a 25 cm x 25 cm box. 8% tolerance.
- Once a robot has crossed the starting line it must remain fully autonomous and wireless, or it will be disqualified

# MAZE – MERISE

- The line will be black and 1.5 – 2.5 cm wide and remaining area white.
- The minimum distance between two lines will be 10 cm
- The bot should not have any sharp extrusions which may damage the court.
- The decision of the judges and organising committee will be final and binding



POC:

Leoben Thomas - 63602 84096

# ENIGMA REDESIGNED

The Cryptic Code Challenge, hosted by the Department of Computer Science, introduces three captivating rounds tailored to test participants' problem-solving prowess.

**Team size:** 2-4 members

**Registration Fee:** 300 INR

## RULES AND REGULATIONS:

### Round 1,

- 'Cipher Quest,' contestants unravel encrypted messages using diverse cryptographic techniques to unveil crucial clues pivotal for progression.

### Round 2,

- 'Debugging conundrum,' demands swift thinking as participants rectify erroneous code snippets to extract essential hints.

### The climactic Round 3,

- 'Algorithmic Enigma,' presents intricate coding puzzles, culminating in unlocking a digital vault.



# ENIGMA REDESIGNED

## EVENT LEVELS:

### Round 1: Cipher Quest

- Participants delve into a series of encrypted codes or ciphers, employing various cryptographic techniques (like Caesar cipher, substitution cipher, or binary/hexadecimal conversions) to unravel hidden clues crucial for advancement to the next round.

### Round 2: Debugging Conundrum

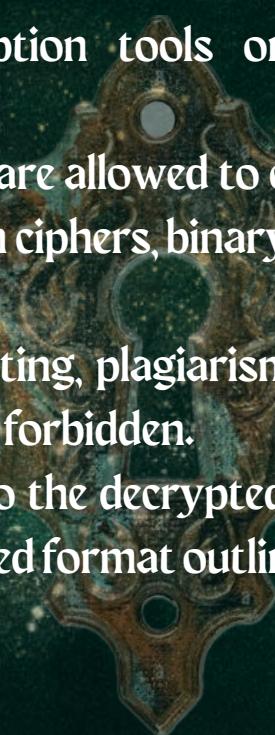
- Participants face a challenge of fixing buggy code snippets within a limited timeframe.
- Each resolved bug unveils vital clues or components of a code necessary to progress further.

### Round 3: Algorithmic Enigma (Final Round)

- The ultimate challenge features a locked digital vault protected by a complex password.
- Participants encounter programming challenges presented as riddles or partially coded snippets, requiring solutions related to algorithms, data structures, or logical puzzles to reveal the pivotal keyword or code phrase necessary for unlocking the vault.

# ENIGMA REDESIGNED

- Team Composition: Teams should consist of a maximum of 4 members.
- Collaboration beyond the registered team is strictly prohibited.
- Decryption Protocols: Participants must utilize only the provided encrypted messages for decryption. Any external decryption tools or unauthorised assistance are strictly prohibited.
- Cryptographic Techniques: Teams are allowed to employ various cryptographic techniques such as Caesar ciphers, substitution ciphers, binary/hexadecimal conversions, etc., to decode the encrypted messages.
- The use of AI or any form of cheating, plagiarism, or unauthorized external assistance in deciphering the messages is strictly forbidden.
- Submission Guidelines: Solutions to the decrypted messages must be submitted within the specified time limit and in the required format outlined by the organizers.



POC:  
Chandana - 72046 73116

# SPARK-A-THON

Get ready for a dynamic and innovative competition that transcends traditional boundaries the Spark-A-Thon! Brought to you by the Department of Computer Science and Engineering, this event is designed to ignite creativity, problem-solving, and collaboration.

Team size: 1-4 members

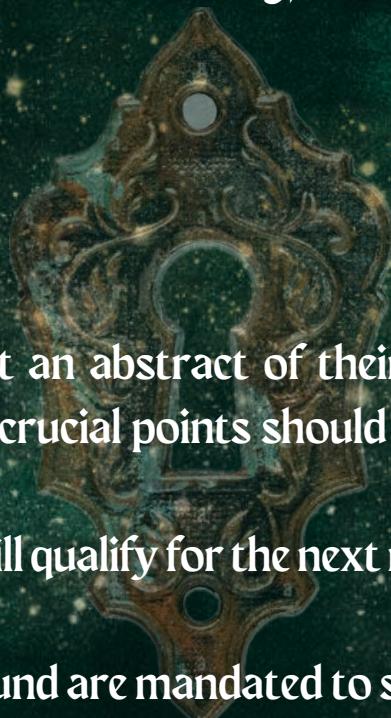
Registration Fee: 300 INR

## ROUND 1

- Each team is required to present an abstract of their idea based on any one of the given themes. In the abstract, only the crucial points should be highlighted. The word limit for the submission is 150 words.
- Top teams meeting the criteria will qualify for the next round.

## ROUND 2

- Teams selected for the second round are mandated to submit a comprehensive proposal. The proposal should encompass an executive summary, a needs analysis or secondary survey, the scope of the idea, a stepwise implementation plan, an impact analysis of the idea, a timeline for execution, and references. The word limit for the submission is set at 750 words. Ensure that your proposal provides a detailed and well-articulated overview of your idea, addressing each component thoroughly.



# SPARK-A-THON

- Participants are required to present their ideas using a PPT and a prototype.
- Plagiarism in any form is strictly prohibited.
- Only submissions made by the deadline will be considered for the competition.



POC:  
Harshitha - 99006 06079

# SMART PITCH

Welcome to the SMART PITCH competition hosted by the Department of Civil Engineering . We're excited to invite participants from diverse academic backgrounds to unleash their creativity and technical skills.

Team size: 1-3 members

Registration Fee: 250 INR

## RULES AND REGULATIONS:

- Pitches are 3-10 minutes long, followed by a Q&A session with judges.
- Pitch or solution should be related to civil engineering only and if required prototypes, models and etc can be presented.
- Team members should be present at the venue as per the given time slot and any delay will be considered as not eligible.
- Presentations should cover the problem, solution, market potential, and business model.
- Ideas are judged on innovation, feasibility, impact, and presentation clarity.
- Intellectual property and professional conduct must be maintained; plagiarism leads to disqualification.
- Pitches are evaluated by a panel of judges, which may include industry experts, investors, academics, and entrepreneurs. Judges' decisions are final and cannot be contested.



POC:

Matrika Gurumayum - 87983 34912

# INNOVATIVE CAD DESIGNER

Welcome to the INNOVATIVE CAD DESIGNER competition hosted by the Department of Civil Engineering . We're excited to invite participants from diverse academic backgrounds to unleash their creativity and technical skills in computer-aided design.

Team size: 1-2 members

Registration Fee: 300 INR

## RULES AND REGULATIONS:

Day 1: Level 1 and Level 2

Level 1:

- Participants receive specifications on the spot.
- They have to come up with the most effective and creative sustainable design.
- This level tests participants' ability to think on their feet and generate innovative ideas within a short timeframe, emphasizing creativity and sustainability.

Level 2:

- Participants present their designs from Level 1 in front of judges.
- Designs are evaluated based on a set of criteria.



# INNOVATIVE CAD DESIGNER

- The presentation aspect adds a layer of communication and persuasion skills to the competition. Judges assess not only the design itself but also how well participants can articulate and defend their choices.

Day 2: Level 3

Level 3:

- Top candidates from Level 2 are given the opportunity to craft a 3D model of their CAD designs.
- Materials for the 3D model are provided by the institution.

Conclusion:

- The success of the INNOVATIVE CAD DESIGNER competition relies on meticulous planning and seamless execution. We aim not only to challenge participants but also to create a lasting impact on their professional journey. Best of luck to all participants!



POC:

Abhishek Mishra - 79992 18673

# DICE AND DISCOVER: JUMANJI EDITION

Join us at Dice and Discover for an unforgettable fusion of mental ability and great teamwork. Players become the pieces on a giant Ludo board and navigate through challenges, riddles, and obstacles to reach the finishing point, The Fortress. Welcome to Dice and Discover: Jumanji Edition, where every challenge solved is a step closer to victory. The ultimate test awaits and remember, "If you wish to leave the game, save Jumanji and call out its name"- Let the game begin!

Team size: 2 member

Registration Fee: 350 INR

## RULES AND REGULATIONS:

- Teams will be competing against each other in sets. The winner(s) of each set will be competing in a final round for the ultimate prize.
- Usage of electronic gadgets for any assistance and foul play will lead to the disqualification of the entire team.

## THE GAME:

Giant Ludo Board: Use a large floor mat or tape to create a giant Ludo board. Players act as the game pieces (pawns) and move according to the roll of a giant die.

Challenges: Challenges can include physical tasks, brain teasers, or riddles. Example challenges: solve a puzzle, complete a mini obstacle course, answer a riddle correctly, etc.

# DICE AND DISCOVER: JUMANJI EDITION

- Movement: Teams navigate by rolling a dice. The board comprises of two zones, the regular zone, and the challenge zone.
- If the player lands on the regular zone, he/she can move forward, if landed on the challenge zone, the player has to complete a challenge in order to continue. The player cannot take the help of their teammate if landed on the challenge zone.
- For the first challenge zone, there will be no time limit.
- The second challenge zone onwards, there will be a time limit set for each challenge.
- The challenge zone: Under the challenge zone, there are three types of challenges, namely, brain teasers, riddles and physical tasks. Brain teasers are a series of questions that require critical thinking to answer.
- A riddle is a clever or mysterious statement that requires one to think in a creative way to get the answer. Physical tasks involve fun and engaging activities to move forward.
- If a player fails to complete the challenge zone within the given duration of time, he/she has to move back by (number) of squares, as a setback.

Winning:

- As the players move through the game, battling through different challenges, the first team to reach the final point, The Fortress, wins the game.

POC:

Antony J Ukken- 9148667460  
Arthur Figrous - 95674 78406

# PROSOLVE SHOW

It is time to unleash the entrepreneur in you. Design and create a solution to day-to-day problems using modern technology and creative thinking. Teams are not only tasked with a prototype/concept but also have to craft a compelling advertising strategy followed by an ultimate presentation wherein the team will be posed with questions and must defend their creations. Welcome to the ultimate showdown of creative minds at ProSolve Show!

Team size: 1-3 member

Registration Fee: 400 INR

## RULES AND REGULATIONS:

- Any sort of foul play will lead to disqualification of the team.
- Laptops must be carried by the team.
- Mobile phone usage is prohibited EXCEPT for the first 10 minutes of Round 1 and Round 2. Laptops must be used for round 1 and round 2.
- Participants must have basic knowledge of designing software in order to complete round 1.

## THE GAME

### Round 1: Theme exploration and conceptualization (90 mins)

- The first level kicks off with a burst of creativity as the team embarks on the theme exploration and prototyping phase. In this round, the teams have to develop the initial solution for an existing problem based on the theme given and design the final prototype on any software of choice.

# PROSOLVE SHOW

## Round 2: Documentation (90 mins)

- In this round, the team transitions from creative chaos to the documentation phase. This stage requires participants to articulate their ideas with precision.
- Teams craft a comprehensive document detailing their prototype or concept which will act as a road map explaining the intricacies of the idea, usage, and the problem it aims to solve within the theme.
- The team must delve into the working of the product and its implementation. Teams are encouraged to add their previous considerations and the potential impact of their idea on the theme.
- This round will challenge the teams to communicate effectively and incorporate innovation with practicality.

## Round 3: The final showdown (40 mins)

- The final showdown pushes the team into the realm of marketing magic where they try to transform their ideas into interesting or funny narratives of a TV commercial-type presentation. The challenge is to mix the essence of their concept into a brief yet impactful commercial. This makes the team strategically blend aesthetics, humor, and storytelling to leave a lasting impression on the judges, which will be followed by questions from the judges regarding your detailed documentation which will embrace your team's marketing prowess.

POC:

Antony J Ukken - 9148667460

Joel Anthony Dsilva - 91757 61792

# THE GENTLEMAN BURGLAR

Embark on an exhilarating journey with us at "The Gentleman Burglar" technical event. Immerse yourself in a captivating simulation that draws inspiration from the intrigue of a high-stakes bank heist. Your technical prowess will be challenged and refined through three compelling rounds, promising an experience like no other. Join us for an unforgettable adventure where your skills

Team size: 2-4 members

Registration Fee: 300 INR



## RULES AND REGULATIONS:

- Teams are required to know how to decrypt encrypted data.
- Every team must have a laptop with Python IDE, code blocks or Dev C++ installed.
- Every team must use the online simulation software "TinkerCAD" for round 3.
- Teams can only use their laptops during the first & third rounds.
- Teams will not be allowed to discuss with other teams.
- Teams cannot refer to any material or sources during the event.

## Round 1: Decryption

- Setting - The robber has left an encrypted message and the teams have to decrypt it using Python or C to find the robber's details.

# THE GENTLEMAN BURGLAR

- Teams use Python or C for decryption.
- Points will be awarded based on how fast teams decrypt the message.
- No elimination in this round.
- Teams will get more time for round 2 if they decrypt the message before 30 minutes.

## Round 2: Debugging

- Setting - The security system of the bank has a bug, teams have to debug the circuit.
- Points will be awarded based on how fast the teams debug the circuit.
- Elimination will take place based on the time taken by teams in the 1st and 2nd round.

## Round 3-Circuit building

- Setting - The bank requires a new security system
- Teams are to design a new circuit for the bank security using Tinkercad software or Multisim.
- Teams have to describe their circuit to the members of the bank(The judges).
- Winners will be chosen based on time taken and the design of the circuit.

POC:

Bryan George - 70205 43283

# **COLLEGIATE QUEST- "A SAGA OF THREE EPIC GAMES "**

Embark on a unique adventure for this saga of three epic rounds. In the first round, trust your instincts in the Blindfolded Odyssey, navigating obstacles without sight. Then, immerse yourself in the strategic decisions of life in the Game of Life round. Finally, feel the adrenaline surge as you and your team tackle the Escape Room Challenge. Three rounds, one thrilling experience— where senses, strategy, and teamwork converge for an unforgettable journey. Are you ready for the TriQuest Challenge?"

**Team size: 3-4 members**

**Registration Fee: 300 INR**

## **RULES AND REGULATIONS:**

- The event will have 3 rounds followed by elimination for each round.
- Team members are allowed to discuss among themselves and use one phone per team throughout the event.
- Any sort of malpractice ( for eg- discussing with other teams, using extra phones etc) will directly lead to elimination.
- Teams will be awarded points based on each round's criteria.
- Stationary items will be provided in the event venue.

# COLLEGIATE QUEST - "A SAGA OF THREE EPIC GAMES"

## ROUND 1: Blindfolded Riddle Relay Challenge

- Every team is assigned a base that houses their precious flag. Teams are equipped with 8 balloons, to be strategically fastened to the back or waist of each player.
- Successive players from each team take turns attempting to capture the flag from opponents during rounds. Players must seize the opportunity within a specified time limit before the next teammate enters the field.
- To capture an opponent's flag, a player must first remove the attached balloon and use it to pop the opponent's balloon.
- Elimination occurs when both balloons are popped, forcing the player to exit the field and the team with the highest number of captured flags advances to the next round.
- In a twist of strategy, if the number of remaining balloons exceeds the number of players, they can be used to revive eliminated teammates.

## ROUND 2- GAME OF LIFE

- Real-life incorporation of the iconic 'Game of Life' board game.
- Make strategic decisions, build your path as a team and embrace the unexpected twists that mirror the essence of the classic game.

# **COLLEGIATE QUEST- "A SAGA OF THREE EPIC GAMES "**

- Each team will behave as an independent family where each member will have to enact as one of the family members and use their powers accordingly.
- The game will follow the same original game strategy like spinning the wheel, cash counter access, jackpot etc but with certain improvisations.
- Each step you take will land you on a certain task or challenge that has to be completed within a certain time frame.

## **ROUND 3- Ghoul's Gambit: The Escape Challenge**

- Uncover the mysteries shrouded in an escape room and find a way to escape within the set time, all while facing spine-chilling scares and riddles.
- Creepy foyers, haunted portraits, cursed objects, haunted apparitions and eerie soundscapes will lead you to different nooks and corners of the room.
- Decision has to be made by each team in such a way that they get to unlock the final clue and hence mark their victory.

**POC:**

**Shivam Nath- 75968 28629**

# OHM-AZING BUILD-A-THON

The department of EEE presents 'Ohm-azing Build-a-thon' a multi-level time-based event that aims to enhance the knowledge in research and development. This event will provide participants with the opportunity to learn about the basics of electrical circuits and how they work, as well as hands-on experience building circuits. This will be a time-based event with 5 rounds in succession, where points are awarded based on the time taken to complete each circuit.

Team size: 4-5 member

Registration Fee: 500 INR

## RULES AND REGULATIONS:

- 2 teams will be working simultaneously in two different venues.
- 15 minutes will be given for the completion of each circuit.
- Teams are not allowed to use any of their personal electronic devices.
- 1 activity + 4 circuit building rounds.
- Activity will be for 5 mins. Further details will be given on the day of the event.
- First 3 rounds:
  - Each circuit building round will be of 15 mins.
  - The riddle statement of the circuit will be given at the start of every round.
  - The team will have to guess and complete the circuit within 15 minutes. If

# OHM-AZING BUILD-A-THON

- The team finishes building a working model of the circuit in less than or equal to 10 mins, they will earn 40 points. If the team completes building the circuit in 15 mins, they will earn 30 points (These points are excluded from the points awarded in the guessing period).
- A margin of extra 5 mins will be given for one of the 3 circuit building rounds (Margin of extra 5 mins for one of the rounds will be announced on the day of the event). If the team finishes the circuit within the margin of 5 mins, 20 points will be awarded.
- If the circuit is not completed within the specified time (15 mins), no points will be awarded. Only the points they earned during the guessing period will be considered (i.e., if they manage to score points in the guessing period).
- If the team fails to guess and build the circuit of 1 round, they get a negative marking of -5 points.
- The Final Round:
  - It will be a maximum of 15 mins where the team will have to completely engage in building the circuit. No guessing period will be given since the clues and if necessary, the circuit diagram, will be given by the event coordinators on the day of the event.

POC:

Mr. Bhushan S- 96200 84192

# EV HACKATHON

Embark on a journey of innovation and sustainability with EV Thon Season-5, hosted by the Department of Electrical & Electronics Engineering in collaboration with the Centre of Excellence in E-Mobility. From identifying EV parts to real-time battery monitoring, EV Thon Season-4 is a testament to our commitment to shaping a greener, more electrifying future. Join us as we bridge academia and industry expertise propelling towards a sustainable tomorrow.

Team size: 4-5 member

Registration Fee: 500 INR

## RULES AND REGULATIONS:

### Task-1: Identify the EV Parts

This engaging task tests contestants' knowledge as they navigate through a curated display, swiftly recognizing and naming essential EV parts. Task-1 not only evaluates theoretical understanding but also fosters a practical grasp of the components driving the future of Transportation

Result : Fastest Team first (6 teams will proceed to next round)

### Task-2: Find my State of Charge



# EV HACKATHON

Shortlisted 6 teams will compete to measure the State of Charge of a given Lithium cell using Open Circuit Voltage.

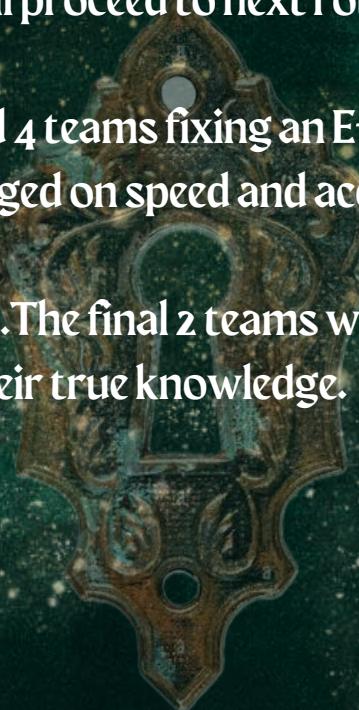
**Result : Fastest Team first (4 teams will proceed to next round)**

**Task-3: Fix it**

The next challenge involves shortlisted 4 teams fixing an E-bike and successfully riding it. Teams will be judged on speed and accuracy.

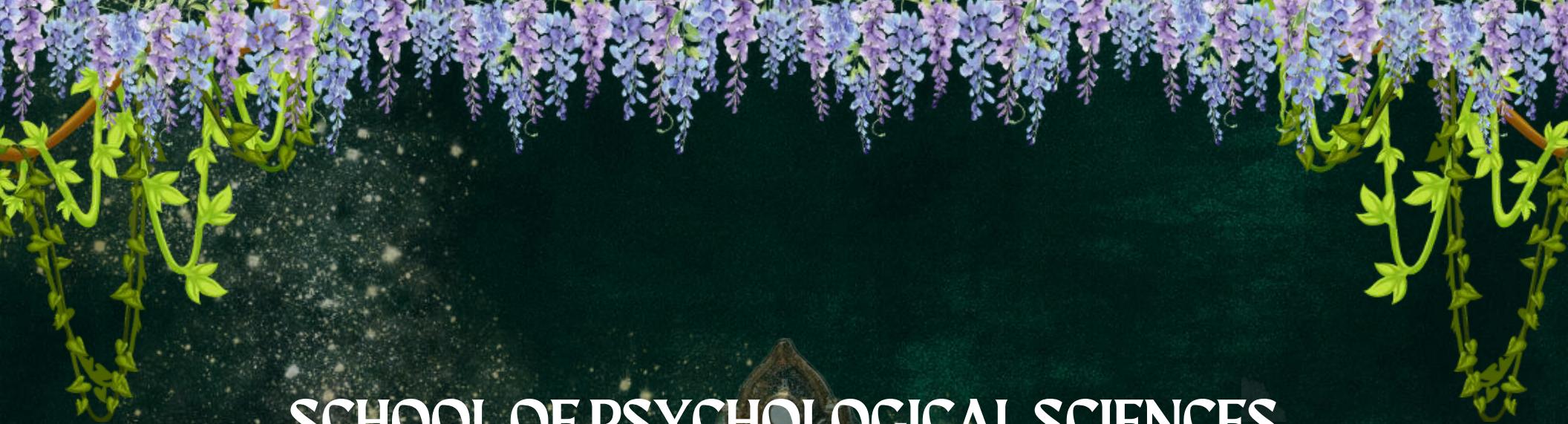
**Task 4- The Pit Stop**

It's the final round... the deciding event .The final 2 teams will go head to head in a surprise EV based event , to test their true knowledge.



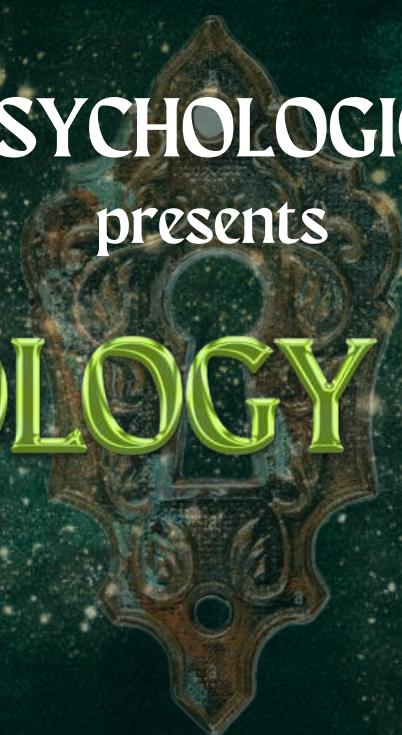
**POC:**

**Mr. Tejas R - 97414 24661**



SCHOOL OF PSYCHOLOGICAL SCIENCES

presents



# PSYCHOLOGY EVENTS





FLAGSHIP  
EVENT

# HOW I MET YOUR KILLER

"Where betrayal lingers, the past refuses to stay buried."

Attention true crime addicts and armchair detectives! "How I Met Your Killer" is your chance to put those binge-watching skills to the test. Dive into a world of puzzles, clues, and crafty suspects. With no script to follow, your detective skills will write the final chapter. Are you ready to solve the crime of the century?

**Team size:** 3-4 members compulsory

**Registration Fee:** 400 INR



## RULES AND REGULATIONS:

- The event will consist of 3 rounds- Preliminary Round, Clue Collection Round and the Murder Mystery Round.
- The Preliminary Round will consist of a worksheet which will include puzzles and trivia. The top teams will move to the clue collection round
- The Clue Collection Round will consist of a mini treasure hunt in a designated area and the top teams will qualify for the Murder Mystery Round



FLAGSHIP  
EVENT

# HOW I MET YOUR KILLER

"Where betrayal lingers, the past refuses to stay buried."

- The final round is based on the idea of a 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.
- All teams will be given a total time of 20 minutes (Subject to Change) to interrogate all the suspects. The teams are free to use this time at their own discretion.
- All participants are free to discuss their ideas about the 'case' once they are done with their interrogations.
- No electrical gadgets are allowed during the interrogations. Participants are allowed to take down notes with pen and paper.
- No discussion is permitted, apart from the discussions with your own teammates.
- Total time for interrogation: 20 min (subject to change)
- Time for profiling and making the theory: 20 min
- Time for presenting to judges: 5 min+2 min

POC:

Ishita Gupta - 9870487167

# AD-VENTURE

Where Talent Meets Unpredictability™

Welcome to Ad-Venture, where creativity meets strategy in the most unexpected ways! In this thrilling event, you'll take ordinary products and reimagine them with wild, out-of-the-box purposes. Your mission? To craft ingenious marketing campaigns that will dazzle and convince an entirely fictional audience. Whether you're turning a toaster into a spa essential or a coffee mug into the next big tech gadget, this is your chance to think big, think bold, and prove that no idea is too crazy when it comes to marketing. Get ready to challenge the limits of imagination and redefine what's possible!

**Team size:** 3- 4 members compulsory

**Registration Fee:** 400 INR

## RULES AND REGULATIONS:

1. The topics will be given 2 days prior to the event
2. Participants must stick to the product and fictional audience given to them during the presentation.
3. Participants may use any mode of presentation to sell their product (PPTs, Props, Print outs, skits etc)



# AD-VENTURE

Where Talent Meets Unpredictability™

4. Participants will be given a total of 4 minutes for their pitch and 10 minutes for rebuttal with the judges following the pitch presentation
5. Exceeding the Time limit will lead to negative markings
6. Any usage of inappropriate language, vulgar terms, or dark humor which do not adhere to the University regulations will lead to immediate disqualification.
7. The rebuttal will include both judges and participants for a more interactive experience.



POC:

Boddikuri Rohith Shyam - 8712119577

# **SWITCH AND SCENE**

**"Where Imagination Fuels Innovation."**

Get ready for a thrilling theatrical showdown where quick thinking meets unpredictable twists! In 'Switch and Scene,' pairs of performers will dive into spontaneous improv scenes with only a few minutes to prepare. With sudden role reversals and rapid genre changes, each duo must adapt on the fly—switching from a strict boss to a nervous employee or shifting from romance to horror instantly. Watch as these talented actors navigate the chaos and bring their characters to life in the most unexpected ways!

**Team size: 2 members compulsory**

**Registration Fee: 200 INR**

## **RULES AND REGULATIONS:**

- Each team consists of two participants.
- Each team member will be assigned a character with a contrasting power dynamic to their partner.
- Characters will be assigned two days before the event
- Teams will have 2 minutes to discuss and prepare their initial approach.



# SWITCH AND SCENE

“Where Imagination Fuels Innovation.”

- No costumes are allowed, and some minimal props will be provided to choose from; performers must rely solely on their acting skills.
- When the buzzer sounds, performers must immediately switch characters or change the genre of the scene, based on the placard shown by the judge.
- Teams must maintain a coherent narrative throughout their performance despite changes.
- The total time given for each performance will be 3+1 minutes (subject to change).
- Use of offensive language or inappropriate content will result in immediate disqualification

POC:

Aditi Rajput - 84203 93983

# INK AND TALE

“Where Characters Collide and Stories Soar!”

Welcome to Ink and Tale, where your storytelling prowess takes center stage! Participants will receive two intriguing characters—be they fictional icons or real-life personalities—just one day before the event, setting the stage for a whirlwind of creativity. On the day of the challenge, you'll be assigned a genre that will push your imagination to new heights. Whether you choose to craft a captivating short story or whip up a vibrant comic strip, this individual event is your chance to weave magic with words and visuals. Get ready to ink your ideas and let your tale unfold!

**Team size:** Individual event

**Registration Fee:** 200 INR

## RULES AND REGULATIONS:

- Two characters will be assigned one day prior to the event; these can be fictional or famous personalities.
- On the event day, participants will receive a randomly assigned genre.
- Each participant is allowed to submit only one entry in their chosen category

# INK AND TALE

“Where Characters Collide and Stories Soar!”

- Basic art supplies will be provided on-site for comic strip creation, but participants are encouraged to bring any specific tools they prefer.
- The storyline or comic should be coherent and flow logically from the common beginning to the conclusion.
- All work must be original and created during the event. Pre-existing comic strips or stories will not be accepted.
- Participants can create either a short story or a comic strip based on the assigned characters and genre.
- Participants will have 2 hours to complete their story or comic strip once the genre is assigned.
- No electronic devices are allowed during the competition.
- Offensive, discriminatory, or explicit content will not be tolerated and will lead to disqualification.
- Each participant will present their comic strip or story to a panel of judges
- A common toolkit will be provided to you all consisting of all the basic stationary. Participants are not allowed to bring their own materials, two characters will be assigned to participants two days prior to the event for both the story writing and comic strip component and they will be given the genre on the day of the event

POC:

Hiya Chauhan - 96673 107793



STUDENT WELFARE OFFICE (SWO)  
presents  
**CULTURAL EVENTS**



FLAGSHIP  
EVENT

# BATTLE OF BANDS

Rock the stage at our 'Battle of the Bands' event! Calling all music enthusiasts to showcase their talent and compete for the title. Bring your best beats, electrifying solos, and a whole lot of energy.

It's a showdown of sound you won't want to miss

Teams Per College : 4

No. Of Participants per Team : 4-10

Registration Fee: 750 INR

## RULES AND REGULATIONS:

- Students are not permitted to perform with more than 1 band. Performing with a second band will lead to immediate disqualification of both teams.
- Students are not permitted to perform with more than 1 band. Performing with a second band will lead to immediate disqualification of both teams.
- The band may perform in Any Language (inclusive but not limited to regional languages and english).
- Original Compositions are encouraged



FLAGSHIP  
EVENT

# BATTLE OF BANDS

- Explicit language/ Vulgar gestures/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification.
- 808's/ synthesized beats/ pads or pre-recorded music are prohibited.
- A Drum Kit will be provided. All other instruments must be brought by the participants.
- Time Limit: 8 + 3 minutes. (Timer begins from the first instrument's plug-in) Exceeding the time limit will result in point reduction



POC:

Sreenjoyi - 74393 23620

Shravan S Kamath - 85920 24175

# ACAPPELLA AND GROUP SINGING

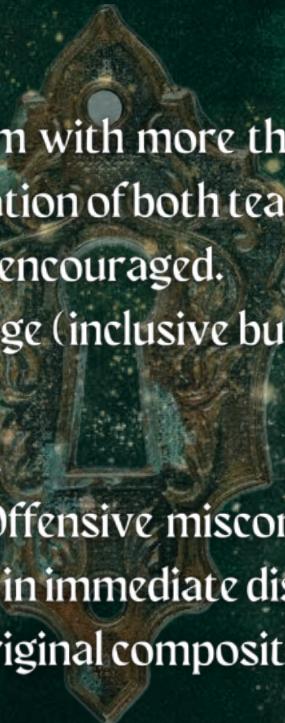
Teams Per College: 4

No. Of Participants per Team : 3-11 ( including accompanists and beatboxers)

Registration Fee: 750 INR

## RULES AND REGULATIONS:

- Students are not permitted to perform with more than 1 Group. Performing with a second group will lead to immediate disqualification of both teams.
- Music of any genre, including fusion, is encouraged.
- The band may perform in Any Language (inclusive but not limited to regional languages and english).
- Original Compositions are encouraged
- Explicit language/ Vulgar gestures/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification.
- Individual prizes: Best Song, or Best Original composition, Best Vocalist and Best Beatboxer.
- No instruments shall be provided.
- Time Limit: 8 + 3 Minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction



POC:

Sreenjoyi - 74393 23620

Shravan SKamath - 85920 24175

# **SOLO SINGING ( WESTERN)**

Teams Per College: solo event

No. Of Participants per Team : No more than 6 participants per college.

Registration Prize: 250 INR

## **RULES AND REGULATIONS:**

- Time Limit: 5 + 3 Minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- Best Original Composition will be awarded
- Only 1 musical/ percussive accompanist allowed.
- Western Instruments (Keyboard, Guitar, Cajon, Djembe, etc.) Are permitted but must be disclosed earlier.
- No sequenced beats/ samples or backing tracks allowed.
- Explicit language/ Vulgar gestures/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification.
- No instruments shall be provided



**POC:**

**Sreenjoyi - 74393 23620**

**Shravan S Kamath - 85920 24175**

# **SOLO SINGING ( INDIAN)**

Teams Per College: solo event

No. Of Participants per Team : No more than 6 participants per college.

Registration Prize: 250 INR

## **RULES AND REGULATIONS:**

- Time Limit: 5 + 3 Minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- Best Original Composition will be awarded
- Only 1 musical/ percussive accompanist allowed. Plus tanpura if required.
- No sequenced beats/ samples or backing tracks allowed.
- Indian Instruments (Electronic Tanpura, Tanpura, Tabla, Mridangam, Veena, Sitar, Harmonium, etc.) AND Western Instruments (Keyboard, Guitar, Cajon, etc.) Are permitted but must be disclosed earlier.
- All Regional Indian Languages are encouraged! All Classical, Folk and Film styles are encouraged
- Explicit language/ Vulgar gestures/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification.

**POC:**

Sreenjoyi - 74393 23620

Shravan SKamath - 85920 24175

# INDIAN GROUP DANCE

Teams Per College : 4

No. Of Participants per Team : 6-15

Registration Prize: 750 INR

## RULES AND REGULATIONS:

- Time Limit: 7 + 2 minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- All Dance forms are permitted (Classical, Semi-Classical, Contemporary, Folk, etc.)
- Only Indian Genres of music are permitted (classical, folk, film, etc.). Remixes and Mashups are permitted. Please avoid dialogues and voiceovers.
- Props are encouraged unless they are flammable, sharp/ can cause harm, use powders or water.
- Audience's reactions shall add to the marking of the performance
- Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification

POC:

Sreenjoyi - 74393 23620

Shravan S Kamath - 85920 24175

# WESTERN GROUP DANCE

Teams Per College : 4

No. Of Participants per Team : 6-15

Registration Prize: 750 INR

## RULES AND REGULATIONS:

- Time Limit: 7 + 2 minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- Only Non-Indian Genres of music are permitted (hip-hop, pop, k-pop etc.). Remixes and Mashups are permitted. Please avoid dialogues and voiceovers.
- Props are encouraged unless they are flammable, sharp/ can cause harm, use powders or water.
- Audience's reactions shall add to the marking of the performance
- Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification

POC:

Sreenjoyi - 74393 23620

Shravan S Kamath - 85920 24175

# SPOT CHOREOGRAPHY

Solo Event

No. Of Participants per College: 6

Registration Prize: 250 INR

## RULES AND REGULATIONS:

- Participant should perform for 3 minutes using the given props.
- Choreography should be done on the spot to the song provided.
- Participants will be judged on creativity, usage of props , consistency throughout the performance
- All Dance forms are permitted (Classical, Semi-Classical, Contemporary, Folk, etc.)
- Audience's reactions shall add to the marking of the performance
- Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification

POC:

Sreenjoyi - 74393 23620

Shravan S Kamath - 85920 24175

# STREET PLAY

Teams Per College : 4

No. Of Participants per Team : 15 max (Teams are NOT allowed to use the same others)

Registration Prize: 750 INR

## RULES AND REGULATIONS:

- Time Limit: 30 minutes. (Entry to Exit Stage, Including setup) Exceeding the time limit will result in point reduction.
- No Government, Governmental orders, Political Parties or any person can be targeted directly or indirectly.
- No Religious Slokas, Bhajans or any verses from the scriptures can be used.
- Usage of loudspeakers will NOT be permitted
- Judges decision will be final.
- Explicit language/ Vulgar gestures and costumes/ Offensive misconduct will not be tolerated. Any of the above mentioned behaviour will result in immediate disqualification



POC:

Sreenjoyi - 74393 23620

Shravan SKamath - 85920 24175



CENTRE FOR ACADEMIC AND  
PROFESSIONAL SUPPORT (CAPS)  
presents



# DEBATE EVENTS



# CONVINCE & CONQUER: THE ART OF PERSUASION

Convince & Conquer is a dynamic debate competition designed to sharpen your persuasive skills and critical thinking. Join us as you showcase your ideas and defend them in front of an interactive audience and panel of judges.

## General Guidelines

**Team Size:** 3-5 members (all members must participate in every round)

**Language:** English only

**Respectful Conduct:** Disqualification for inappropriate behaviour or political content

**Proposal Submission Deadline:** November 25, 2024

**Registration fee:** Rs 300/- per team

## Event Rounds

### 1. Round 1: Propose Your Notion (Online Submission)

- Submit a 1000-1500 word (excluding reference) proposal online by November 25, 2024
- Content must be original and theme-related

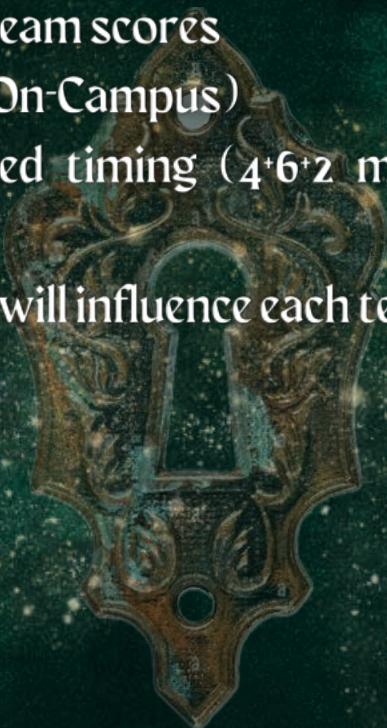
# CONVINCE & CONQUER: THE ART OF PERSUASION

## 1. Round 2: Pitch Your Notion (On-Campus)

- Present your selected notion in 5+2 minutes
- Audience voting will influence team scores

## 2. Round 3: Defend Your Notion (On-Campus)

- Debate format with structured timing (4+6+2 minutes) for defense, rebuttals and closing statements
- The audience and judges' votes will influence each team's scores



POC:

Ms. Angelina Alvares - 9100583284

Mr. K Sourav - 8075885542

# Register Now!

<https://linktr.ee/magnovite24christkengeri>

For queries, contact us:

⌚@magnovite.kengeri

✉ magnovite@fest.christuniversity.in