INNOVAC'24 EVENT IDEA

The new season of Innovac aims to create an inclusive and engaging environment for students. The event lineup combines both technical and non-technical activities to cater to a diverse range of interests. The vision is to provide a platform for students to showcase their talents, learn new skills, and build lasting memories. The event can last for 5-7 days.

Tech Events :

1) Codophilia - a coding contest which can have 4-6 problems to be solved in 2-3hr.

2) Webathon - a UI design competition. best innovative will won.

3) Bugbounty - participants will be given time to solve the maximum errors in limited time.

4) Quizmania - a technical quiz, can be conducted in team, the team with the highest score will be the winner.

Non-Tech Events:

1) Lan Gaming - you have to compete with another team and beat them for a win

2) Short Film Making - students will have to make one short film based on social issues or issues which have an impact on society or giving a social message

3) Treasure Hunt - participants work in small teams to find the treasure with the help of given clues. The team who decodes the clue and finds the treasure first will win the game

4) Movie Night - A classic movie night is always a hit with students

All the tech events will consist of 3 rounds. After the first round, teams which qualify will go for semifinals and then the finals.

We can start the event from the weekends. Two tech events at day and evening a non tech. On the weekdays, we can conduct two events. We conclude the event next weekend with a movie and the prize distribution.

Vision:

Vision encompasses the following key elements:

A: Inclusivity: Create an environment where every student feels welcome and has the opportunity to participate, regardless of their background or interests.

B: Learning and Skill Development: Offer a platform for students to not only demonstrate their existing skills but also acquire new ones through engaging and challenging competitions.

C: Community Building: Foster a sense of community by encouraging collaboration and interaction among participants, club members, and volunteers.

D: Creativity and Social Impact: Emphasize the importance of creativity by incorporating non-technical events that address social issues through platforms like short film making, while also providing entertainment through LAN gaming and movie nights.

E: Memorable Experiences: Design the event to be a memorable experience for all participants, leaving them with not just prizes but also a sense of achievement and camaraderie.

Venue:

Except treasure hunt, all events can be done in a lecture hall whether in Orion or Logos. Treasure hunt will be played all over college. Hints will be given at iconic locations of the college.

Budget Allocation:

Allocate 30% for prizes, awards, and certificates for winners.

Allocate 15% for promotional materials, including posters, banners, and online marketing campaigns to create awareness about the fest.

Allocate 45% for refreshments during the events.

Keep 10% of the budget for unforeseen expenses or last-minute adjustments.

People Needed:

All club members are required. We can take few of the volunteers from the batch by conducting a short Interview.

Publicity Plan:

Utilizing platforms like Instagram, WhatsApp, and Twitter to create event pages, share updates, and engage with the audience.

Distribute visually appealing posters across the campus, focusing on high-traffic areas such as Mess, cafeterias, notice boards, and classrooms.

Partner with various student clubs and organizations to cross-promote the event. This can include joint activities, shared social media posts, and collaborative efforts.