# **TECHNICAL TURNCOAT**

## **V** EVENT DESCRIPTION:

Are you passionate about technology? Then, this event is for you! A turncoat debate extravaganza, especially for all the tech freaks and geeks out there. Two rounds of fiery debating and analyzing the technological issues in today's scenario, just to satisfy that inner tech freak in you!! So, what are you waiting for? Buckle up, bring forward your Tony Stark and Bruce Banner to switch sides and argue convincingly! Hurry and register soon.

## ▼ <u>INTRO:</u>

A turncoat is a form of debating in which a single speaker has to speak both for and against a given topic. As a matter of fact, the speaker should be able to argue for both sides of a given motion. The main component of a turncoat event is to maintain coherence in an argument even when switching.

A link for a turncoat debate of two minutes is given below for reference: https://www.youtube.com/watch?v=oXn-bWr2sEI

## ▼ PRIZES worth Rs. 3000/-:

1st PLACE: Rs. 2000

2nd PLACE: Rs. 1000

**REGISTRATION FEE: Rs.50** 

Date of the event: 27th February 2021

Time of the event: 9:00 A.M. - 12:00 NOON

Registration close: 26th February 11:59 P.M.



### EVENT FORMAT:

1. THERE WILL BE TWO ROUNDS IF WE HAVE PARTICIPANTS STRENGTH AROUND 10 TO 12.

#### DESCRIPTION OF EVENTS IS AS FOLLOWED (FOR TWO ROUND EVENT)

- Preliminary Round: All participants will have to speak for five minutes on a given topic preferably the speaker should be able to speak for and against the topic for two and a half minutes each.
- Final Round: Depending on the number of participants, a final round with six to eight participants will be held. Here, the participants will be switching their cases once they hear the signal from the judges. Each participant will have to switch twice, in a 6-minute duration.
- 2. THERE WILL ONLY ONE ROUND IF PARTICIPANTS STRENGTH IS AROUND 15 TO 20

DESCRIPTION OF EVENTS IS AS FOLLOWED (FOR ONE ROUND EVENT)

• Final Round: All participants will have to speak for six minutes on a given topic preferably the speaker should be able to speak for and against the topic for 3 minutes each.

# **RULES AND GUIDELINES**

# **FOR TWO ROUND EVENTS:**

### **PRELIMINARY ROUNDS:**

- 1) Every participant will be given five minutes of time at the maximum in this round
- 2) There will be a limited number of topics given to the participants prior to the commencement of the competition to ensure fairness in competition, the speakers will be allowed to choose the topic they are most comfortable with. The motions are given below in a separate section
  - NOTE: All the topics are related to current technologies or related events.
- 3) The top six to eight speakers will be selected for the final round out of the total number of participants.
- 4) The participants will be judged based on their arguments and structure and less weightage will be given to their diction.
- 5) The speakers will have to start 'For' the motion.

- 6) There will be a buzzer indicating completion of two and a half minutes, following which the participant has to turn the coat i.e., has to flip sides of the topic.
- 7) The participant will be speaking 'For' the motion for 2 and a half minutes and against the motion for 2 and a half minutes roughly.
- 8) There will be an appropriate penalty for not being able to change his/her stance once the buzzer is heard. More details are given below in the marking scheme section.

#### FINAL ROUND:

- 1) A common topic will be given for the finals.
- 2) Topics will be given 10 minutes before the starting time for each participant, and hence other finalists are advised to not divulge the topics to other finalists beforehand.
- 3) A finalist can be seated as the audience only once his/her turn to speak is over.
- 4) In this round, speakers will be given six minutes of time at the maximum.
- 5) There will be two random buzzer signals within the six-minute interval. On hearing the buzzer, the speaker must flip his argument and continue till the next buzzer is heard.
- 6) The finalists can start either for or against the motion in this round depending on their convenience.
- 7) The order in which speakers will be called on stage will be decided by lots.

## ▼ FOR ONE ROUND EVENT:

### **FINAL ROUND:**

- 1) Every participant will be given six minutes of time at the maximum in this round.
- 2) There will be a limited number of topics given to the participants prior to the commencement of the competition to ensure fairness in competition, the speakers will be allowed to choose the topic they are most comfortable with. The motions are given below in a separate section.
  - NOTE: All the topics are related to current technologies or related events.
- 3) The participants will be judged based on their arguments and structure and less weightage will be given to their diction.
- 4) The speakers will have to start 'For' the motion.
- 5) There will be a two buzzer indicating completion of three minutes and six minutes respectively, on 1<sup>st</sup> buzzer the participant has to turn the coat i.e., has to flip sides of the topic and the participants continue to speak until the 2<sup>nd</sup> buzzer beeps.

- 6) The participant will be speaking 'For' the motion for 3 minutes and against the motion for 3 minutes roughly.
- 7) There will be an appropriate penalty for not being able to change his/her stance once the buzzer is heard. More details are given below in the marking scheme section.

## **MOTIONS**



## PRELIMINARY ROUND:

- IS ARTIFICIAL INTELLIGENCE DANGEROUS?
- ARE CAMERAS ON DRONES EFFECTIVE IN MAINTAINING SECURITY IN PUBLIC SPACES OR ARE THEY A VIOLATION OF PRIVACY?
- SHOULD NET NEUTRALITY BE RESTORED?
- DOES THE TRANSACTIONAL NATURE OF SOCIAL MEDIA [UP AND DOWNVOTES AS CURRENCY] HAVE NET NEGATIVE OR POSITIVE IMPACT UPON THE MENTAL HEALTH OF HUMANITY?
- BITCOIN OTHER CRYPTOCURRENCIES SHOULD BE ENCOURAGED OR BANNED.
- IF NEUROTECHNOLOGY CAN AUGMENT REALITY, IT CAN AUGMENT OUR SENSE OF SELF. WILL THAT RESULT IN A PANDEMIC OF SOCIOPATHY?

#### FINAL ROUND:

- A COMMON TOPIC WILL BE GIVEN FROM THE ABOVE MENTIONED TOPICS FOR FINALS.
- TOPIC WILL BE GIVEN ALONG WITH THE RESULT OF PRELIMINARY ROUND.

- AFTER RESULT 10 MINUTES BREAK WILL BE TAKEN SO THAT EACH OF THE PARTICIPANTS CAN PREPARE THE TOPIC.
- THE ORDER IN WHICH SPEAKER WILL BE CALLED FOR THE PRESENTATION WILL BE DECIDED BY THE JURY.

## **FOR ONE ROUND EVENT:**

#### FINAL ROUND:

- SHOULD NET NEUTRALITY BE RESTORED?
- DOES THE TRANSACTIONAL NATURE OF SOCIAL MEDIA [UP AND DOWNVOTES AS CURRENCY] HAVE NET NEGATIVE OR POSITIVE IMPACT UPON THE MENTAL HEALTH OF HUMANITY?
- BITCOIN OTHER CRYPTOCURRENCIES SHOULD BE ENCOURAGED OR BANNED.
- IF NEUROTECHNOLOGY CAN AUGMENT REALITY, IT CAN AUGMENT OUR SENSE OF SELF. WILL THAT RESULT IN A PANDEMIC OF SOCIOPATHY?
- WILL ROBOTICS REDUCE HUMAN EMPLOYMENT?

## MARKING SCHEME

The marking scheme will be fairly similar to any scheme in a parliamentary debate with one modification. There will be four main criteria for marking any participant:

- 1) MATTER: (30 points) The speaker will be judged on the validity of the arguments and the explanation provided by the speaker. Supporting examples can also be introduced here.
- 2) METHOD: (30 points) The speaker will be judged on the way he/she has structured the above arguments in a coherent manner with proper continuity. (Chronological order)

- 3) MANNER: (10 points) This part will be given lesser importance and will include non-verbal performance including body language and intonation.
- 4) TRANSITION: (30 points) As the event is a turncoat, there will be an emphasis on how the speaker transitions and links the opposing side of the arguments.

#### ADDITIONAL INFO ABOUT TRANSITION PENALTY:

Once the buzzer is heard, the speaker will have a grace of around 15 to 20 seconds to change his stance and continue the performance. Failing to do so will result in penalties. Points will be deducted depending on the extra time taken by the speaker to 'turn the coat' (changing from for to against the argument or vice versa). The penalty will be 5 points deducted from the total for roughly every 20 seconds extra taken.

## ▼ GENERAL GUIDELINES:

- 1) The audience is expected to maintain decorum during the event. Jeering or any form of personal insults are strictly disallowed.
- 2) Speakers will not be allowed to direct any personal insults against any other fellow participants during the speeches.
- 3) Usage of the internet is prohibited for participants to maintain a competitive spirit without cheating.
- 4) In case of any dispute/disagreement, the discretion of the judges and event organizers will be final and binding.
- 5) Please note that the rules have been framed as fairly as possible to eliminate any unequal and unfair competition, hence speakers are allowed to follow the spirit of the contest.
- 6) If more participants don't turn up, the prize money would be waived by 50%.
- 7) Any final decision will be taken by the organizing committee.

## ▼ CONTACT DETAILS:

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