

# WORD 2 WORLD

## (PAPER PRESENTATION)

### DESCRIPTION

WORD 2 WORLD IS A TECHNICAL PAPER PRESENTATION COMPETITION DESIGNED TO ENCOURAGE STUDENTS TO SHOWCASE THEIR RESEARCH, INNOVATIVE IDEAS, AND TECHNICAL EXPERTISE. PARTICIPANTS WILL PRESENT ORIGINAL PAPERS ON TOPICS RELATED TO COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE, MACHINE LEARNING, DATA SCIENCE, ROBOTICS, IOT, CYBERSECURITY, AND EMERGING TECHNOLOGIES.

THE EVENT PROVIDES A PLATFORM FOR YOUNG MINDS TO ENHANCE THEIR PRESENTATION SKILLS, GAIN CONSTRUCTIVE FEEDBACK, AND INSPIRE OTHERS WITH INNOVATIVE PROBLEM-SOLVING APPROACHES.

### RULES & REGULATIONS

1. TEAM SIZE: EACH TEAM MUST CONSIST OF 4 PARTICIPANTS.
2. PLATFORM: THE QUIZ WILL BE HOSTED ON KAHoot. TEAMS MUST JOIN USING THE UNIQUE GAME PIN.
3. DEVICES: EACH TEAM WILL USE ONE DEVICE (PHONE/LAPTOP/TABLET) TO ANSWER QUESTIONS.
4. SCORING: POINTS ARE AWARDED BASED ON CORRECTNESS AND SPEED (FASTER CORRECT ANSWERS = HIGHER SCORE). WRONG ANSWERS GET 0 POINTS (NO NEGATIVE MARKING).
5. FAIR PLAY: TEAMS CANNOT OPEN EXTERNAL TABS, SEARCH, OR USE OTHER DEVICES.
6. TIME LIMIT: EACH QUESTION WILL HAVE 20–30 SECONDS TO ANSWER.
7. SELECTION: TOP TEAMS AFTER EACH ROUND QUALIFY FOR THE NEXT STAGE.
8. DECISION: THE QUIZ MASTER'S (ORGANIZER'S) DECISION IS FINAL.

# OUTCOME

- WINNERS WILL BE RECOGNIZED FOR THEIR TECHNICAL EXCELLENCE AND INNOVATIVE THINKING.
- CASH PRIZES & CERTIFICATES WILL BE AWARDED.
- SELECTED TOP PAPERS MAY BE RECOMMENDED FOR PUBLICATION OPPORTUNITIES.



# SHARK PODIUM

## (IDEA PITCHING)

### DESCRIPTION

SHARK PODIUM IS AN IDEA PITCHING COMPETITION WHERE PARTICIPANTS STEP INTO THE SHOES OF ENTREPRENEURS AND INNOVATORS. TEAMS WILL PITCH THEIR STARTUP CONCEPTS, PRODUCT DESIGNS, OR INNOVATIVE SOLUTIONS IN FRONT OF A PANEL, MUCH LIKE REAL-WORLD “SHARK TANK.” THE EVENT FOCUSES ON CREATIVITY, FEASIBILITY, AND IMPACT, ENCOURAGING STUDENTS TO THINK LIKE PROBLEM-SOLVERS AND FUTURE INDUSTRY LEADERS.

### RULES & REGULATIONS

**1. TEAM SIZE: 2-4 PARTICIPANTS PER TEAM.**

**2. PITCH DURATION:**

- EACH TEAM WILL GET 5-7 MINUTES TO PITCH THEIR IDEA.
- FOLLOWED BY 3 MINUTES Q&A WITH JUDGES.

**3. IDEA FORMAT:**

- TITLE & PROBLEM STATEMENT
- PROPOSED SOLUTION
- TARGET AUDIENCE & MARKET NEED
- FEASIBILITY (TECHNICAL/FINANCIAL)
- INNOVATION & UNIQUENESS
- FUTURE SCOPE / SCALABILITY

**4. PRESENTATION MEDIUM: PPT OR PROTOTYPE DEMO (IF AVAILABLE).**

**5. ELIGIBILITY: IDEAS CAN BE BASED ON TECHNOLOGY, SOCIAL IMPACT, SUSTAINABILITY, OR BUSINESS INNOVATION.**





## **6.ORIGINALITY: SUBMISSIONS MUST BE THE TEAM'S OWN WORK.**

**LOREM IPSUM DOLOR**  
**PLAGIARISM WILL LEAD TO DISQUALIFICATION.**

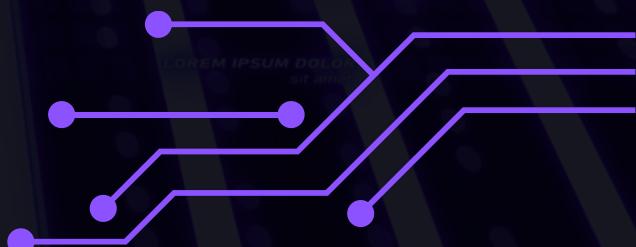
## **7.JUDGING CRITERIA:**

- O PROBLEM IDENTIFICATION & CLARITY (20%)**
- O INNOVATION & CREATIVITY (20%)**
- O FEASIBILITY & PRACTICALITY (20%)**
- O PRESENTATION & COMMUNICATION (20%)**
- O SCALABILITY & IMPACT (20%)**

## **8.DECISION: JUDGES' DECISION IS FINAL AND BINDING.**

# **OUTCOMES**

**OPPORTUNITY TO SHOWCASE IDEAS BEFORE EXPERTS.**  
**WINNING TEAMS RECEIVE CASH PRIZES & CERTIFICATES.**  
**OUTSTANDING PITCHES MAY GET MENTORSHIP AND INCUBATION SUPPORT.**





# QUEST ARENA

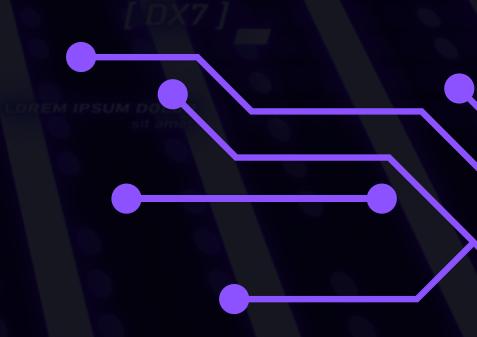
## (TECHNICAL QUIZ)

### DESCRIPTION

EACH TEAM WILL CONSIST OF 4 MEMBERS. THE QUIZ WILL BE CONDUCTED IN MULTIPLE ROUNDS, GRADUALLY INCREASING IN DIFFICULTY AND TESTING TECHNICAL, ANALYTICAL, AND PRACTICAL SKILLS.

THE TECHNICAL QUIZ COMPETITION IS DESIGNED TO TEST PARTICIPANTS' KNOWLEDGE IN COMPUTER SCIENCE, ARTIFICIAL INTELLIGENCE, ROBOTICS, ELECTRONICS, AND GENERAL TECHNOLOGY. IT ENCOURAGES TEAMWORK, PROBLEM-SOLVING, AND QUICK THINKING, WHILE ALSO PROVIDING A FUN AND COMPETITIVE ENVIRONMENT FOR INNOVATION-DRIVEN STUDENTS.

### RULES & REGULATIONS

1. TEAM SIZE: EACH TEAM MUST CONSIST OF 4 PARTICIPANTS.
  2. PLATFORM: THE QUIZ WILL BE HOSTED ON KAHOOT. TEAMS MUST JOIN USING THE UNIQUE GAME PIN.
  3. DEVICES: EACH TEAM WILL USE ONE DEVICE (PHONE/LAPTOP/TABLET) TO ANSWER QUESTIONS.
  4. SCORING: POINTS ARE AWARDED BASED ON CORRECTNESS AND SPEED (FASTER CORRECT ANSWERS = HIGHER SCORE). WRONG ANSWERS GET 0 POINTS (NO NEGATIVE MARKING).
  5. FAIR PLAY: TEAMS CANNOT OPEN EXTERNAL TABS, SEARCH, OR USE OTHER DEVICES.
  6. TIME LIMIT: EACH QUESTION WILL HAVE 20-30 SECONDS TO ANSWER.
  7. SELECTION: TOP TEAMS AFTER EACH ROUND QUALIFY FOR THE NEXT STAGE.
  8. DECISION: THE QUIZ MASTER'S (ORGANIZER'S) DECISION IS FINAL.
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# ROUND 1 – TECH BASICS (PRELIMINARY ROUND)

**FORMAT:** 20 KAHOOT MCQS.

**CONTENT:** COVERS FUNDAMENTALS OF PROGRAMMING, DATABASES, ROBOTICS, ELECTRONICS, AND AI.

**SCORING:** AUTOMATIC BY KAHOOT (ACCURACY + SPEED).

**TIME:** ~20–25 MINUTES.

**SELECTION:** TOP 6–8 TEAMS QUALIFY FOR ROUND 2.

# ROUND 2 – CONNECTIONS & FUN ROUND

**FORMAT:** 10–12 KAHOOT PUZZLES, MATCHING, AND FUN MCQS.

**CONTENT:**

1. IDENTIFY TECH LOGOS (GOOGLE AI, ARDUINO, TENSORFLOW, NVIDIA, ETC.).
2. MATCH “INVENTOR → INVENTION” (E.G., GUIDO VAN ROSSUM → PYTHON).
3. CONNECTION QUESTIONS (E.G., WHAT CONNECTS ALEXA, SIRI, AND GOOGLE ASSISTANT? → VOICE AI).
4. FUNNY/FUN TRIVIA (E.G., FIRST COMPUTER VIRUS WAS NAMED?).

**OBJECTIVE:** TEST PRESENCE OF MIND, TEAM DISCUSSION, AND OBSERVATION SKILLS.

**SELECTION:** TOP 3–4 TEAMS MOVE TO ROUND 3.

# ROUND 3 – ADVANCED TECH ROUND (FINALE)

**FORMAT:** 10–15 TOUGH MCQS + TRUE/FALSE + IMAGE QUESTIONS.

**CONTENT:** ADVANCED AI/ML, ROBOTICS SENSORS, ALGORITHMS, CLOUD COMPUTING, CYBERSECURITY, AND CURRENT TECH TRENDS.

**OBJECTIVE:** DECIDE THE WINNERS WITH CHALLENGING PROBLEM-BASED QUESTIONS.

**WINNER:** TEAM WITH THE HIGHEST POINTS AT THE END.



# VISION CRAFT

## (POSTER MAKING)

## DESCRIPTION

VISION CRAFT IS A CREATIVE POSTER-MAKING COMPETITION THAT COMBINES ART, DESIGN, AND TECHNICAL KNOWLEDGE. PARTICIPANTS WILL DESIGN POSTERS ON THEMES RELATED TO TECHNOLOGY, INNOVATION, AND SUSTAINABILITY, CONVEYING STRONG IDEAS THROUGH VISUALS. THE EVENT ENCOURAGES STUDENTS TO THINK CREATIVELY AND PRESENT COMPLEX CONCEPTS IN A SIMPLIFIED, EYE-CATCHING FORMAT.

## RULES & REGULATIONS

1. TEAM SIZE: INDIVIDUAL OR TEAM OF 3.

2. THEME: PARTICIPANTS MUST DESIGN POSTERS BASED ON GIVEN THEMES/TOPICS ANNOUNCED BEFORE THE EVENT (E.G., AI FOR GOOD, FUTURE OF ROBOTICS, SUSTAINABLE TECH, CYBERSECURITY AWARENESS).

3. MEDIUM:

O DIGITAL POSTERS: DESIGNED USING SOFTWARE (CANVA, PHOTOSHOP, ILLUSTRATOR, FIGMA, ETC.).

4. SUBMISSION:

DIGITAL POSTERS MUST BE SUBMITTED IN JPEG/PNG/PDF FORMAT.

5. ORIGINALITY: THE WORK MUST BE ORIGINAL. COPYING FROM THE INTERNET WILL LEAD TO DISQUALIFICATION.

6. TIME LIMIT: ON-SPOT POSTER MAKING MUST BE COMPLETED WITHIN 2 HOURS.

7. JUDGING CRITERIA:

CREATIVITY & ORIGINALITY (30%)

RELEVANCE TO THEME (25%)

CLARITY OF MESSAGE (20%)

AESTHETICS & VISUAL IMPACT (15%)

TECHNICAL/CONCEPTUAL DEPTH (10%)



## OUTCOMES

- WINNERS WILL RECEIVE CASH PRIZES & CERTIFICATES.



# BIT-O-SCOPE

## (AUCTION)

### DESCRIPTION

BIT-O-SCOPE IS A THRILLING AUCTION-STYLE EVENT WHERE PARTICIPANTS COMPETE TO BUILD THE BEST VIRTUAL TEAM OR COLLECTION OF ASSETS WITHIN A GIVEN BUDGET. JUST LIKE A REAL AUCTION, TEAMS MUST BID SMARTLY, PLAN STRATEGIES, AND MANAGE RESOURCES EFFECTIVELY TO OUTPLAY THEIR COMPETITORS. THE EVENT TESTS DECISION-MAKING, RISK-TAKING, AND STRATEGIC PLANNING SKILLS IN A FUN AND COMPETITIVE WAY.

### RULES & REGULATIONS

**1. TEAM SIZE: 4 PARTICIPANTS PER TEAM.**

**2. BUDGET: EACH TEAM WILL BE PROVIDED WITH A VIRTUAL WALLET OF CREDITS (E.G., 10,000 POINTS).**

**3. AUCTION ITEMS:**

ITEMS COULD BE PLAYERS, GADGETS, COMPANIES, TECHNOLOGIES, OR ANY THEMED ASSETS (DEPENDING ON THE EVENT THEME).

EACH ITEM HAS HIDDEN VALUES (STRENGTHS/WEAKNESSES) REVEALED ONLY AFTER THE BID.

**4. BIDDING PROCESS:**

AUCTIONEER ANNOUNCES ITEMS ONE BY ONE.

TEAMS RAISE BIDS UNTIL THE HIGHEST BIDDER WINS THE ITEM.

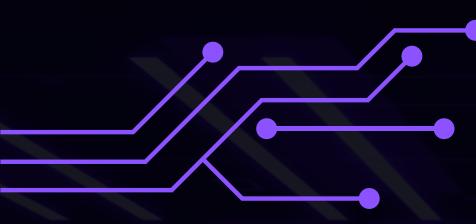
NO TEAM CAN EXCEED ITS WALLET BUDGET.

**5. RESTRICTIONS:**

ONCE PURCHASED, ITEMS CANNOT BE EXCHANGED OR RETURNED.

TEAMS MUST BALANCE BETWEEN SPENDING HIGH EARLY VS. SAVING FOR LATER ROUNDS.





## **6. EVALUATION: AT THE END, EACH TEAM'S COLLECTION IS SCORED BASED ON:**

**.ITEM STRENGTH (PREDEFINED POINTS).**

**.TEAM BALANCE & STRATEGY.**

**.REMAINING BUDGET (BONUS POINTS).**

## **7. FAIR PLAY: NO EXTERNAL HELP, SIGNALS, OR UNFAIR PRACTICES ALLOWED.**

### **8. JUDGING CRITERIA:**

**STRATEGY & PLANNING (30%)**

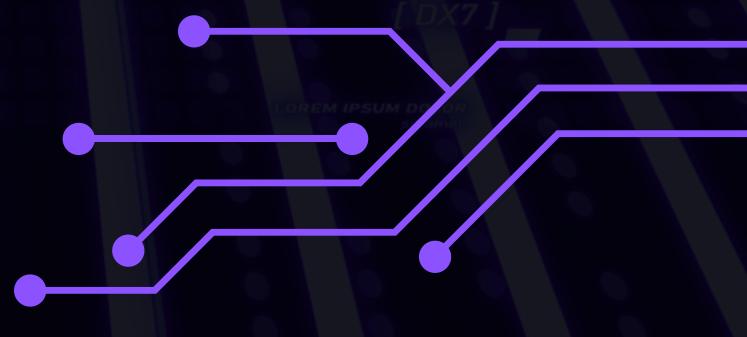
**RESOURCE MANAGEMENT (25%)**

**FINAL TEAM STRENGTH (25%)**

**REMAINING CREDITS (10%)**

**PARTICIPATION & ENTHUSIASM (10%)**

## **OUTCOMES**

- WINNING TEAM WILL BE THE ONE WITH THE HIGHEST FINAL SCORE.**
  - EXCITING CASH PRIZES AND CERTIFICATES FOR TOP PERFORMERS.**
  - FUN-FILLED EXPERIENCE OF REAL-TIME DECISION MAKING UNDER PRESSURE.**
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# MEME MADNESS

(MEME CREATION COMPETITION)

## DESCRIPTION

MEME MADNESS IS A FUN-FILLED EVENT WHERE CREATIVITY MEETS HUMOR. PARTICIPANTS WILL CREATE MEMES BASED ON GIVEN THEMES RELATED TO TECHNOLOGY, COLLEGE LIFE, OR TRENDING TOPICS. THE EVENT ENCOURAGES STUDENTS TO EXPRESS THEIR WIT AND ORIGINALITY THROUGH VISUAL STORYTELLING WHILE KEEPING IT RELATABLE AND ENTERTAINING.

## RULES & REGULATIONS

1. PARTICIPATION: INDIVIDUAL EVENT.
2. THEME: TOPICS WILL BE ANNOUNCED AT THE START OF THE COMPETITION

### FORMAT:

- MEMES MUST BE CREATED DIGITALLY.
- BOTH IMAGE MEMES ONLY ALLOWED

### CONTENT RULES:

- NO OFFENSIVE, VULGAR, OR DISRESPECTFUL CONTENT.
- MEMES MUST BE ORIGINAL (PLAGIARIZED CONTENT WILL BE DISQUALIFIED).
- LANGUAGE USED MUST BE CLEAN AND AUDIENCE-APPROPRIATE.

### SUBMISSION:

- DIGITAL MEMES MUST BE SUBMITTED IN JPEG/PNG/GIF FORMAT.
- ONLY ONE FINAL MEME CAN BE SUBMITTED.

TIME LIMIT: 1-2 HOURS (ON-SPOT CREATION).

# OUTCOMES

- WINNERS WILL RECEIVE CASH PRIZES & CERTIFICATES.
- A GUARANTEED EVENT OF LAUGHTER, CREATIVITY, AND FUN!



# BE THE HERO

## (HYPOTHETIC GAME)

## DESCRIPTION

BE THE HERO IS THAT ALLOWS STUDENTS TO PRESENT INNOVATIVE SOLUTIONS, SOCIAL IDEAS, AND CREATIVE APPROACHES TO REAL-WORLD PROBLEMS. UNLIKE TECHNICAL PAPER PRESENTATIONS, THIS EVENT FOCUSES ON SOCIETAL IMPACT, LEADERSHIP, AND CREATIVE PROBLEM-SOLVING, GIVING PARTICIPANTS A PLATFORM TO SHOWCASE HOW THEIR IDEAS CAN MAKE THEM THE “HERO” SOCIETY NEEDS.

## RULES & REGULATIONS

**TEAM SIZE:** INDIVIDUAL PARTICIPANT.

**FORMAT:**

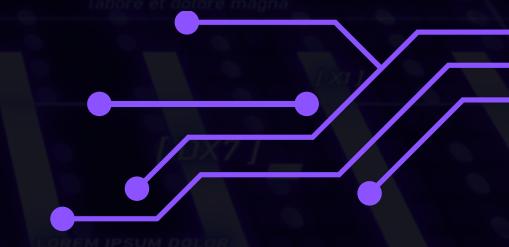
- PARTICIPANTS WILL BE GIVEN A SCENARIO/PROBLEM STATEMENT (EITHER ON THE SPOT OR CHOSEN FROM A POOL).
- EXAMPLE SCENARIOS:
  - “YOU ARE THE MAYOR OF A CITY DURING A FLOOD CRISIS—HOW WILL YOU HELP YOUR PEOPLE?”
  - “YOU ARE A SUPERHERO IN A TECH-DRIVEN WORLD FACING A CYBER-ATTACK —WHAT’S YOUR PLAN?”
  - “YOUR COLLEGE FACES A SUDDEN POWER OUTAGE DURING EXAMS—WHAT IMMEDIATE STEPS WOULD YOU TAKE?”
- EACH PARTICIPANT MUST THINK, ACT, OR NARRATE HOW THEY WOULD BE THE HERO IN THAT SITUATION.

**TIME LIMIT:** 3–5 MINUTES PER PARTICIPANT.

**JUDGING CRITERIA:**

- CREATIVITY & ORIGINALITY OF RESPONSE (30%)
- CONFIDENCE & COMMUNICATION SKILLS (25%)
- PRACTICALITY / LOGIC OF THE SOLUTION (20%)
- STAGE PRESENCE & AUDIENCE ENGAGEMENT (15%)
- TIME MANAGEMENT (10%)

**FAIR PLAY:** NO OFFENSIVE LANGUAGE, SENSITIVE CONTENT, OR DISRESPECTFUL BEHAVIOR.



# OUTCOMES

- CASH PRIZES, MEDALS, AND CERTIFICATES WILL BE AWARDED.
- THE EVENT PROMISES A FUN, ENTERTAINING, AND INSPIRING EXPERIENCE FOR BOTH PARTICIPANTS AND AUDIENCE.

# THROUGH THE LENS

## (PHOTOGRAPHY COMPETITION)

### DESCRIPTION

THROUGH THE LENS IS A PHOTOGRAPHY COMPETITION THAT CELEBRATES CREATIVITY, PERSPECTIVE, AND STORYTELLING THROUGH IMAGES. PARTICIPANTS WILL CAPTURE MOMENTS THAT REFLECT THE THEME GIVEN FOR THE EVENT, SHOWCASING THEIR ABILITY TO SEE THE WORLD DIFFERENTLY. THIS EVENT IS PERFECT FOR THOSE WHO LOVE TO EXPRESS IDEAS, EMOTIONS, AND STORIES THROUGH THE ART OF PHOTOGRAPHY.

### RULES & REGULATIONS

1. PARTICIPATION: INDIVIDUAL EVENT.
2. THEME: ANNOUNCED ON THE DAY OF THE COMPETITION.

#### SUBMISSION:

- EACH PARTICIPANT MUST SUBMIT 1 ORIGINAL PHOTOGRAPH BASED ON THE THEME.
- FORMAT: JPEG/PNG, HIGH RESOLUTION (MINIMUM 1080P).
- NO WATERMARKS OR NAME TAGS ON THE PHOTO.

#### EDITING RULES: NO EDITING

DEVICE: ANY DEVICE MAY BE USED (DSLR, PHONE CAMERA, MIRRORLESS, ETC.), BUT ORIGINALITY MATTERS MORE THAN EQUIPMENT.

OWNERSHIP: THE SUBMITTED PHOTO MUST BE THE PARTICIPANT'S OWN WORK. PLAGIARIZED OR STOCK IMAGES WILL BE DISQUALIFIED.

#### JUDGING CRITERIA:

- CREATIVITY & ORIGINALITY (30%)
- RELEVANCE TO THEME (25%)
- COMPOSITION & FRAMING (20%)
- STORYTELLING & MESSAGE (15%)
- TECHNICAL QUALITY (10%)

# OUTCOMES

- WINNERS WILL RECEIVE CASH PRIZES & CERTIFICATES.
- THE EVENT INSPIRES PARTICIPANTS TO SEE THE WORLD THROUGH A NEW CREATIVE LENS.

# JILL JUNG JUNK

(CONNECTION GAME)

## DESCRIPTION

PARTICIPANTS CONNECT IDEAS, OBJECTS, OR THEMES CREATIVELY. THE AIM IS TO DISCOVER RELATIONSHIPS BETWEEN SEEMINGLY UNRELATED THINGS, ENCOURAGING IMAGINATION, TEAMWORK, AND PROBLEM-SOLVING WITHOUT TECHNICAL KNOWLEDGE.

## RULES & REGULATIONS

### MATERIALS NEEDED:

- CARDS OR SLIPS WITH WORDS/PHRASES (E.G., “SUN,” “MUSIC,” “FRIENDSHIP,” “WATER,” “DREAMS,” “BIRD,” ETC.)
- A BOARD OR WALL TO DISPLAY CONNECTIONS.
- MARKERS, STRINGS, OR STICKERS TO SHOW LINKS.

### GAME SETUP:

- PREPARE AROUND 30–40 CARDS.
- PARTICIPANTS ARE GROUPED INTO TEAMS (2–4 MEMBERS EACH).
- EACH TEAM DRAWS 3 RANDOM CARDS FROM THE PILE.

### CHALLENGE:

TEAMS MUST CREATE A “CONNECTION MAP” THAT SHOWS HOW THEIR 3 WORDS ARE LINKED TOGETHER.

THEY CAN EXPLAIN THE LINK VERBALLY OR THROUGH DRAWINGS.