

COGNIZANCE 2K24

Faculty of Technology & Engineering

Chandubhai S Patel Institute of Technology

**Department – Computer Science& Engineering/Artificial Intelligence and
Machine Learning**

Title of Technical Event: ArtTech Extravaganza

Event Coordinators:

Faculty Coordinators

1. Prof. Gaurav Kumar Gautam (Contact no: 7052082211)
2. Prof. Nishant Pushpak Koshti (Contact no: 9714984508)

Student Coordinators

1. Devarshi Dave (Student ID:22AIML007, Contact no: 8780069490)
2. Krushna Parmar (Student ID:22AIML28, Contact no: 9979683142)
3. Devang Patel (Student ID: 22AIML031, Contact no: 9157853953)
4. Niral Shekhat (Student ID: 22AIML051, Contact no: 9913826783)

Event Description:

Host an ArtTech Extravaganza where participants create tech-inspired artwork, designs, and games by using code, Graphic design, or blueprints in a race against the clock.

Team Specification:

In a team, there will be a minimum of 1 and a maximum of 3 participants who can perform solo.

Teams must have a designated team leader who will act as the primary point of contact with the event organizers.

The Registration Fee: 30 Rupees per Student

Task:

To design technical posters or graphic designs

Creating games by using code

Design blueprints etc.

You may use it according to your interest

General Rules and Regulations:

1. The event is open to all students.
2. Participants can enter as individuals or in teams, depending on their choice.
3. All entries must be original and created during the competition. No pre-existing projects are allowed.

Rounds:

Participants will be called on the first day of cognizance 23. The rules and regulations will be described to them by the event organizers, they will be given a time of one day to make their own creative item from scratch.

On the next day, they will have to submit their project and the judges will shortlist them. The selected participants will have to present their projects(a minimum of 10 minutes will be given for presentation) and the final results will be announced that day.

Event Rules:

1. The event is open to all students of the college.
2. Participants can enter as individuals or in teams, depending on their choice.
3. All entries must be original and created during the competition. No pre-existing projects are allowed.

Tech-Inspired Artwork, Designs, and Blueprints:

4. Participants can create tech-inspired artwork, designs, blueprints, or sketches in any medium of their choice (digital or traditional).
5. Entries should be related to technology, innovation, or any specified theme.
6. Artwork and designs should adhere to the specified guidelines regarding format and size.

Graphic Design and Framework:

7. Participants can create graphic designs or tech-related framework for software or web applications.
8. Designs and frameworks should be relevant to technology and innovation.
9. Participants must follow event guidelines for file format and size.

Coding Game Creation:

10. For the coding category, participants can create games in a limited time frame.
11. The game should be functional, engaging, and related to technology or a specified theme.
12. Participants should bring their own devices and software development tools.

Submission and Evaluation:

13. Participants must submit their entries within the specified deadline. Late submissions will not be considered.

14. A panel of judges will evaluate the entries based on creativity, technical skill, adherence to the theme, and overall quality.
15. The decision of the judges will be final.

Prizes and Recognition:

16. Prizes or certificates will be awarded to the winners and runners-up in each category.
17. All participants will receive participation certificates.
18. Winning entries may be showcased at the college's tech fest or related events.

Code of Conduct:

19. Participants must adhere to a code of conduct that promotes fair competition and respectful behavior towards others.

Technical Requirements:

20. Participants should bring their own devices and materials needed for their respective categories (e.g., laptops, drawing tablets).

Disqualification:

21. Any violation of the rules or plagiarism will result in immediate disqualification.