CENTURION SKILLS

1. NAME OF THE EVENT
Healthy & Social Care

- **CO-ORDINATOR'S DETAILS**
  G. Sonalika Sahoo, 7683834738
  Abhishek Aacharya, 70640 77276

- **FACULTY IN-CHARGE**
  Mrs. Itismita Mohanty - itismita.mohanty@cutm.ac.in,

- **ORGANIZING CLUB**
  Health and social care skills, CUTM

- **EVENT DETAILS**
  1. Health and social care skills, CUTM is conducting
  2. The competition will be based on theoretical and practical knowledge of Health and Social Care Skills.
  3. The competition will be conducted in 3 rounds.
  4. 1st round - Buzzer round
     -10 participants will be selected for the 2nd round
  5. 2nd round - Identify Me ! (Competitors will have to identify the instruments and machines used in the Healthcare Industries.)
     -5 participants will be selected for the FINALS.
  6. 3rd round – First Aid (Competitors will have to answer basic first aid procedures)

- **PREPARATIONS REQUIRED**
  Participants need to have a good knowledge about Health and Social Care Skills.

DETAILS

STAGE : 1

QUIZ

(All registered students will participate .

10 students will qualify for the 2nd stage)

STAGE : 2

IDENTIFY ME !

(10 qualified participants will have to identify the instruments / equipment   used   in the Healthcare Industries .

5 participants will qualify the 2nd stage and proceed for the FINA

STAGE : 3

FIRST AID PROCEDURES

(The 5 qualified participants will compete on the basis of their First-Aid

knowledge and top 3 competitors will be awarded .)

2. <u>NAME OF THE EVENT</u>
3D Game Art

- **CO-ORDINATOR'S DETAILS**
  G. Sonalika Sahoo, 7683834738
  Abhishek Aacharya, 70640 77276

- **FACULTY IN-CHARGE**
  Mr Saban Kumar Maharana - saban.maharana@cutm.ac.in

The Brief
During this competition, you will be creating two Assets for the game:

- A concept for ancient war helmet
- 3D modelled ancient war helmet with Appropriate Textures

Deliverable Overview
Deliverable for this competition will include the following:

- Asset List
- Concept of ancient war helmet
- ancient war helmet Model with maximum of 10,000 triangles
- 4096 x 4096px texture map
- Ambient occlusion, normal and opacity maps
- Diffuse/Metal/Rough PBR

Total Duration: 8 Hrs

Task B	**:**	2 hrs
Task C	**:**	4 hrs
Task D	**:**	2 hrs

Task A – File Organization

Competitor Instruction Sheet

1. Candidate is required to keep a clean folder structure with appropriate names for files and assets. There should be no unnamed layer or layers that says "Layer 1, Layer 4, .etc.

2. The Candidate is also supposed to remove any unwanted geometry from the 3D software provided and should only have the required asset in Maya file with appropriate origin and transform data.

3. Asset List of the deliverable should be written.

Task B – Creating a concept art of a Character

Competitor Instruction Sheet

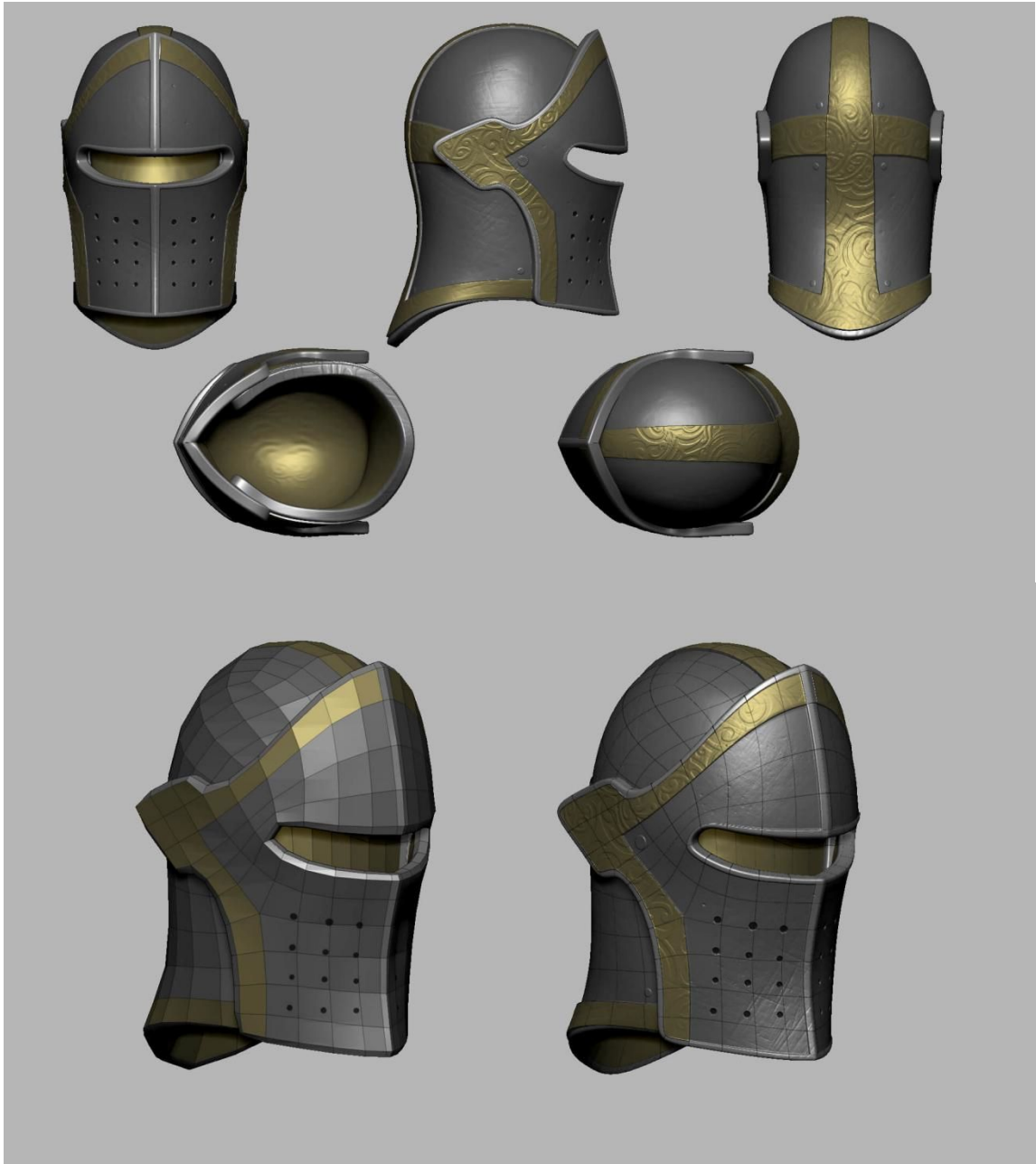You have **2 Hours** to complete this task

Candidate should be able to produce a concept art of a stylized ancient war helmet with the help of the given references. Note that the final output should be original and should not be copied directly off from the references provided.
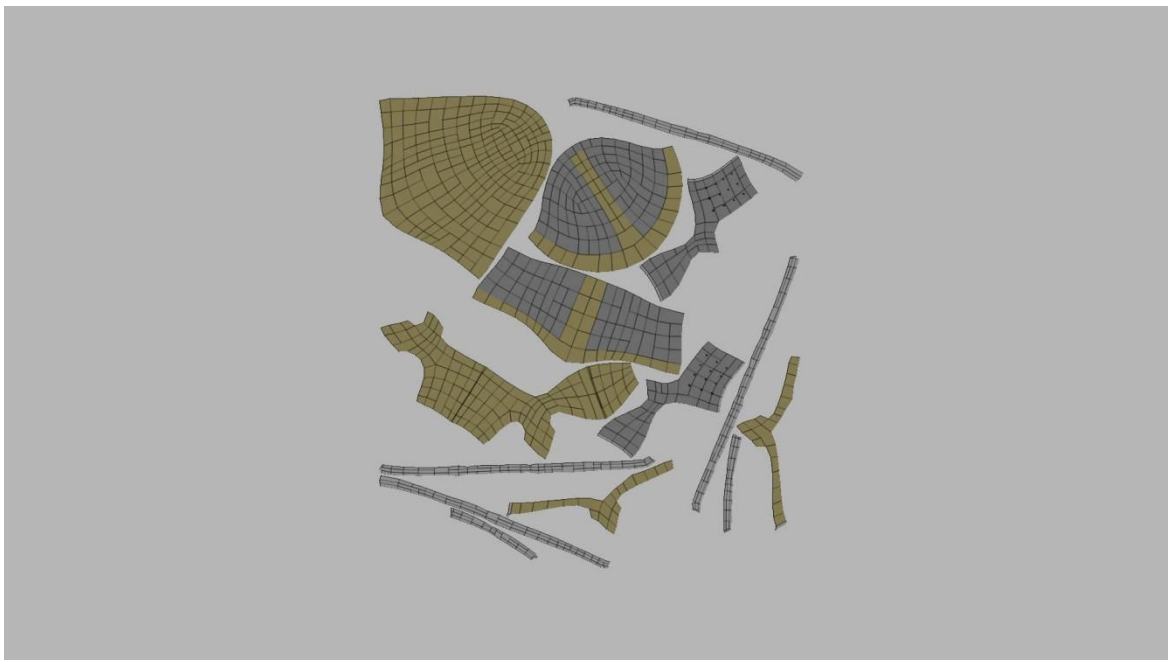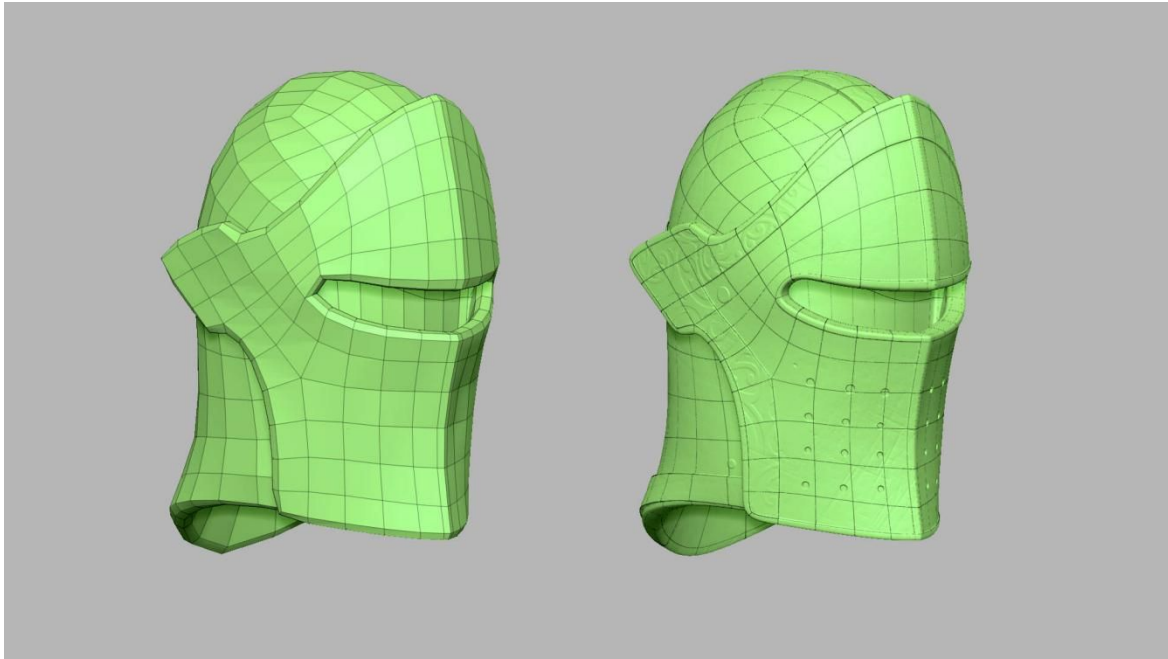
The resolution for the concept art will be 3840 x 2160 pixels.

The concept should be made digitally in Photoshop and should be exported as a PSD file.

The Concept must provide more than 1 variation with one final Concept art.

NOTE – ALL ASSETS ARE TO BE PLACED IN FOLDERS ON YOUR DESKTOP

Task C – Modelling the ancient war helmet

Competitor Instruction Sheet

You have 4 **Hours** to complete this task

Candidate should be able to model the asset whose concept art is already provided. The asset should have a clean polygon distribution and proper use of edge loops and hard and soft edges.

Tri Budget: 10000 tris.

Task D – UV and Texture of the ancient war helmet

Competitor Instruction Sheet

You have 2 **Hours** to complete this task

Unwrap the ancient war helmet onto a texture sheet 4096 x 4096px. Do not make the assets share 1 sheet.

Make the most out of each sheet – note that marks are awarded for the effective use of texture sheets.

Marking Scheme

Marking Scheme: The Assessment is done by awarding points by adopting two methods, Measurement and Judgments
- Measurement –One which is measurable
- Judgment-Based on Industry expectations

Aspects are criteria's which are judged for assessment.

Assessment and Marking of Test Projects

The maximum marks for each project will be 100 marks.

Task	Criteria	Mark
A	Asset List & File Organisation	10
B	Concept Art	20
C	Modelling	40
D	UV Mapping & Texture	30
	Grand Total	**100**

Note:

The Test Projects and Marking Scheme will be decided by the Experts (jury members) prior to competition, based on actual resources being used in the competition.

1. **TASK A–** Asset List & File Organization
2. **TASK B–** Concept Art
3. **TASK C–** Modelling
4. **TASK D**- UV Mapping & Texturing

Infrastructure List

IT Equipment:

- Intel core i5 processor, 12GB RAM with installed software's (Adobe Photoshop and Autodesk Maya)
- Mouse & mousepad
- Wacom Graphic tablet,

Software:

- Adobe Photoshop
- Autodesk Maya

3. NAME OF THE EVENT

3D Printing

- ## CO-COORDINATOR'S DETAILS

  Pankaj Mandal - 6207195095
  G. Manoj Kumar- 7750935072

- ## FACULTY IN-CHARGE

  Prof. Dilip Kumar Patel
  Email id: dilipkumar.patel@cutm.ac.in

- ## ORGANIZING CLUB
  3D PRINTING skills , CUTM

- ## EVENT DETAILS

1. We provide a Catia model just before a competition.

2. You have to make Catia model under 45 Minutes..

3. No need to come with own system, we will provide you system for making design.

Room No. - 126, 1st Floor, Aryabhatta Building

- **PREPARATIONS REQUIRED**
  Participants need to have a good knowledge about 3D Skills.

4. NAME OF THE EVENT

Automobile Tech

- **CO-COORDINATOR'S DETAILS**
  Pratik Mohanty, 6372727729
  Shaik Farook, 7849007658
  Chandra Prakash Sharma, 9078191147
  Soumya Ranjan Pattnaik, 7848083240

- **FACULTY IN-CHARGE**
  Mr. Nilanchala Patra- nilanchala.patra@cutm.ac.in

- **ORGANIZING CLUB**
  Automotive skills , CUTM

- **EVENT DETAILS**
  1. Automotive skills, Diploma CUTM is conducting
  2. The competition will be based on theoretical and practical knowledge of Automobiles, Components and tools .
  3. The competition will be conducted in 3 rounds.
  4. 1st round – quiz round
     -10 participants will be selected for the 2nd round
  5. 2nd round - Puzzle round (Competitors will have to find the and find the words in puzzle.)
     -5 participants will be selected for the FINALS.
  6. 3rd round – Identify Me ! (Competitors will have to identify the tools and equipment used in the Automobile Industries.)

- **PREPARATIONS REQUIRED**
  Participants need to have a good knowledge about Automobiles.

<mark>DETAILS</mark>

STAGE : 1

QUIZ

(All registered students will participate. Students have to complete the task under the given time. 10 students will qualify for the 2nd stage)

STAGE 2: 2

PUZZEL !

(10 qualified participants will have to find the and find the words in puzzle. The students will be selected according to the time taken by them. 5 participants will qualify the 2nd stage and proceed for the FINALS!)

STAGE 3: 3

IDENTIFY ME!

(The 5 qualified participants will have to identify the tools and equipment used in the Automobile Industries. The students will be selected according to the time taken by them. The top 3 competitors will be awarded.)

5. <u>NAME OF THE EVENT</u>

CNC Turning

- **CO-ORDINATOR**

- **FACULTY IN-CHARGE**

6. <u>NAME OF THE EVENT</u>

CYBER SECURITY

- **CO-ORDINATOR**
  Deepan Behera – 7205030540
  Sandeep Kumar Sahu -6371593020
  Subhasis Pradhan – 7684953955
  Aman Patel- 9644921066

- **FACULTY IN-CHARGE**
  Sangram Kishore Routray-sangram.routray@cutm.ac.in
  Suvendu Kumar Nayak-suvendu@cutm.ac.in

- **ORGANIZING CLUB**
  CYBER SECURITY skills , CUTM

- **EVENT DETAILS**

  1. Cyber Security skills, CUTM is conducting
  2. The competition will be based on theoretical and practical knowledge of Cyber Security.
  3. Competition will be conducted in 2 rounds.
  4. 1st round – QUIZ ROUND
  5. 2nd round – HANSON ROUND (Vulnerability of a Website)

- **PREPARATIONS REQUIRED**
  Participants need to have a good knowledge about Cyber Security Skills.

7. **Name of the Event**

Furniture Design

Faculty In-charge

- Dr. Swetalina Mishra , Email id: swetalina.mishra@cutm.ac.in

Coordinator Details

- Subham Kumar Panda, 6371024854

About the Event

This is a design competition to showcase the talent, creativity, innovation and coordination among the participants with an aim of higher exposure and knowledge towards design thinking. This provides an opportunity for designers, innovators by utilizing this platform to highlight, attract and create a position for the exsolves.

Organizing Club

- School of Management , Bhubaneswar Campus

Event Details

- Furniture Design for Gajajyoti 2023
- Minimum 2 and Maximum 4 members will be allowed in a team
- The Judgment will be done after the event and the results will be announced.
- Event will be conducted on 3rd March 2023.

Rules

- No cellular device and personal systems are allowed.
- The design should have new approach and novelty.
- Time Limit will be 90 Minutes which include also the time of thinking a particular design.
- Participants are advised to use the tool to present the design.

Assessment criteria :

- **Design**

- **comfort**

- **sustainable**

- **Space**

- **Joinery**

General Rules:

1. The participants must carry their ID cards of the college/school they belong to.

2. *Dress:* The participants must be dressed appropriately (Should not use a costume)

3. *Props:* Use of visual aids and props are not allowed.

4. The participants should maintain a disciplined at the time of competition.

5. No student is allowed to carry a personal system.

6. Students must have basic knowledge on how to use CAD , CAM or CATIA.

7. 90 minutes will be given to carryout the planning, analyzing and finalizing on the design.

8. Cellular devices will not be permitted to be used at the time of competition.

9. Student must discuss and elaborate details of the design made.

10. Use of any conventional methods leads to disqualification.

8. <u>NAME OF THE EVENT</u>

Outfit Designs

- **CO-ORDINATOR**
  Satyajit Behera- 9668147701
  Ankita Mohanty- 9337092250

- **FACULTY IN-CHARGE**
  Dr Girija Nandini- girijanandini@cutm.ac.in

RULES –

- All the participants should bring their own accessories like pencils, eraser, sharpener, color etc.(only A4 Size paper will be provided).
- Those who are interested to designing through software they can bring their own laptop with installed software for design.
- Reporting time at the venue before 30mins
- No group participation will be allowed. Only one student can register for a design.
- Time Limit- 1 Hour

- No Phone or any other sources allowed
- Design should not copy from anywhere. Draw your own design.

TECHNICAL EVENT

1: AEROMODELLING

FACULTY COORDINATOR

Dr. Biranchi Prasad Mishra (biranchiprasad.mishra@cutm.ac.in)

STUDENT COORDINATOR

A: Soham Samanta (7439448001)

B: Khyati Parelkar (9833557832)

Rules

- ❖ Each team must have maximum 3 participants. The team will have a designated pilot and co-pilot, which should be mentioned at the time of registration.
- ❖ The competition requires the participants to design and fabricate an RC aircraft. Readymade models like RTF, ARF, BNF, etc. are not allowed.
- ❖ Designing constraints:
  - ➢ The wing span should be a minimum of 1 m.
  - ➢ Propeller diameter should be less than 13 inches
  - ➢ Maximum weight should be 1.2 kgs.
  - ➢ Use of sunboard, aluminum and balsa wood
- ❖ The competition will be conducted in two rounds:
  - ➢ Round 1 will be the qualifier round. Each RC aircraft needs to fly for a minimum of 30 secs.
  - ➢ Round 2 will have a knockout race. The team that completes the race minimum time will win. The loser will get another chance to compete with the loser of the other match.
- ❖ For first round, all teams will get 2 chances each. There will be a safety pilot present, only to help the team land their aircrafts in case of an emergency or if the pilot cannot control the plane.
- ❖ The safety pilot can be used in the two chances you have, after which you are disqualified.
- ❖ Use of gyroscopes and programming assistance in receiver is prohibited.
- ❖ Use only electric motors. No IC engines or any other devices for thrust.

Glider

- ❖ Glider should fit in a 15 by 15 inches box
- ❖ Material used to make the glider should be a sunboard, balsa wood and any other lightweight materials. Maximum weight should be 150 grams, excluding weight management.
- ❖ Each participant should have 3 types of wing planform: elliptical, rectangular and tappered/trapezoidal wing.
- ❖ The range of glider and time of flight will be used to evaluate the glider performances.

The evaluation criteria of each of the competitions will be revealed before the event starts.

2: 3D DESIGN USING CATIA (V5/V6) OR ANSYS (CFX)

FACULTY COORDINATOR

Prof. Murali Veravalli (9177021177)

STUDENT COORDINATOR

A: Pankaj Mandal (6207195095)

B: G Manoj Kumar (7750935072)

Rules & Regulations

- ✓ We provide a Catia model just before a competition.
- ✓ You must make Catia model under 1 hour.
- ✓ No need to come with own system, we will provide you system for making design.

Name of the Event

- ✓ 3D Design Competition Gajajyoti 2023

Target Audience/Participants

- ✓ All Interested Students of the Bhubaneswar Campus

Event Venue

- ✓ Room No. - 126, 1st Floor, Aryabhatta Building

Registration Link:

https://docs.google.com/spreadsheets/d/1cO-0OUyPvM2OsEI9hakGV8Hpsx9o-iHBXvuGx-Ae-8w/edit#gid=0

N.B.- Individual participation is allowed.

3: ROBO WAR

FACULTY COORDINATOR

Prof. Subrat Kumar Pradhan (subrat.pradhan@cutm.ac.in)

STUDENT COORDINATOR

A: Sahil Subudhi (8585875839)

B: Abhishek Ku. Bhagat (7504510087)

Rules

ROBO SOCCER

RULES:

- ✓ Maximum of 4 members allowed per team.
- ✓ However, only 2 members will be allowed into the soccer arena during the match.
- ✓ Each member has to register for the participation into event.

- ✓ Each robot has to be registered by student coordinator before entering into the arena.
  - o (i.e. Number of robots = Number of competing teams.)
- ✓ Each team should reach in time for the match when declared. Failing which may result in disqualification. [*]
- ✓ Match time is limited to 7 minutes only.
- ✓ Hand mechanism is not allowed.
- ✓ Capturing of ball for more than 3seconds during match is not allowed.
- ✓ The robot should not cause damage to the arena, if it does so penalty will be imposed.
- ✓ Robot should be capable of striking the ball.
- ✓ 230v AC supply will be provided.
- ✓ Participants should carry in their own tools and spares to the spot.
- ✓ Participants have to bring their own constant power source (12 volt maximum).
- ✓ Only one technical timeout is allowed in a match for 3 minutes only.
- ✓ Co-ordinator decision is the final decision.
- ✓ However any arguments will be taken to the faculty coordinator. [**]

ROBOT SPECIFICATION

- ✓ Robot dimension should not exceed 30cm x 30cm x 30cm [L x B x H] [strictly to follow].
- ✓ Maximum voltage of 12v will be used and participants have to bring their own power source.
- ✓ Robot weight should not exceed 5kg.

ELIGIBILITY:
- ✓ All students with a valid identity card of their respective educational institutes and a photocopy of registration payment slip are eligible to participate in the event.

4: WEBSITE DESIGNING

FACULTY COORDINATOR

Prof. Rakesh kumar Ray (rakesh.ray@cutm.ac.in)

STUDENT COORDINATOR

A: Shibam Acharya (9692443200)

B: Pritam Nayak (7978735601)

Rules

- ✓ Time Duration: 1 hour
- ✓ Team Member: Only 2
- ✓ No Library
- ✓ Only use [html, css, js]
- ✓ No Internet

5: TECHNICAL PAPER PRESENTATION

FACULTY COORDINATOR

Dr.Chinmayee Dora (chinmayee@cutm.ac.in)

STUDENT COORDINATOR A: Sahil Subudhi (8585875839)

B: Abhishek Ku. Bhagat (7504510087)

Rules

Structure:
The students have to select a topic, collect the information, and present their paper. They can choose any topic from within the curriculum / other technical content. No restrictions.

Paper format: IEEE International Format

Expectations:

- ✓ Good depth of data collection.
- ✓ Correlation of data collected from different sources.
- ✓ Understanding of data and workflow.

Time limits:
- ✓ Oral presentation (with power point): 8 minutes maximum
- ✓ Question & answer session by judges: 2 minutes
- ✓ Time limit should be strictly followed.
- ✓ All the authors may choose to speak, but time-limit should not be exceeded.
- ✓ Animations & videos (if any) may be included, but they should be played within the same allotted time limit of 10 minutes.

Guidelines:
- ✓ Presentation should be done on-stage.
- ✓ Format: Windows PowerPoint/ Latex Beamer
- ✓ In case of a technical problem with the computer, the presentation may be given from an external laptop.
- ✓ Each finalist team has to send/copy their respective PowerPoint presentation and animations or videos (if any) before presentation.
- ✓ This copy has to be submitted to the COORDINATORS at least 1 hour prior to the beginning of the session that the team has been designated to.

Judging criteria:
- ✓ 70% for quality of paper (No Plagiarism)

30% for presentation (quality of slides, clarity of presentation, confidence in answering queries and data collection)

6: BLIDE CODE

FACULTY COORDINATOR

Prof. Saneev kumar Das (saneev.das@cutm.ac.in)

STUDENT COORDINATOR

A: Shibam Acharya (9692443200)

B: Pritam Nayak (7978735601)

Rules
- ✓ Time Duration: 1 hour
- ✓ Team Member: Only 1 Student
- ✓ Without seen the Screen
- ✓ No Internet

7: MAZE SOLVER

FACULTY COORDINATOR

Dr. Sudhansu Kumar Samal (sudhansu.samal@cutm.ac.in)

STUDENT COORDINATOR

A: Riya sah (7908184335)

B: Pradipta kumar Mohanta (8457960417)

Rules
- ✓ Do not touch the wall otherwise you will be sent to the start.
- ✓ Touch the finish line before your partner.
- ✓ Exits are different for different players.
- ✓ At a time 2 players can participate.
- ✓ Take your own robo car.

8: AR/VR

FACULTY COORDINATOR

Mr. Sandeep Kumar (sandeep.kumar@cutm.ac.in)

STUDENT COORDINATOR

A: Pratyush Pal (9735458888)

B: Priyanshu Dash (8144028442)

Rules

CALL OF DUTY (MOBILE)
- ✓ Use your personal net.
- ✓ No finger sleeves and triggers allowed.
- ✓ Any kind of modification of game can directly lead to team elimination.
- ✓ Team will get only one chance to play each round.
- ✓ Late registrations are not allowed.

- ✓ will play with the guest account.

FORWARD ASSUALT (PC)

- ✓ Only 4 members are allowed in a team.
- ✓ Use your personal net.
    - ✓ Any kind of modification of game can directly lead to team elimination.
    - ✓ Team will get only one chance to play each round.
    - ✓ Late registrations are not allowed.
    - ✓ No personal Lan cables are allowed.
    - ✓ No one will remove Lan from college systems.

SCIENCE EVENTS

1. Sci-tech bingo

FACULTY CO-ORDINATOR
Dr. Bikash Sahu (bikash.sahu@cutm.ac.in)

STUDENT CO-ORDINATOR

Abhijit Mishra (86589 11946)

Abhijit Hota (70082 73873)

RULES: -

- ✓ The game is a modification of the famous teenage game "BINGO" with
- ✓ some twist.
- ✓ The game would be in two phases.
- ✓ Maximum 10 teams are allowed on first-come-first-served basis. Eachteam should have 3 members.

PHASE-1
- ✓ In this phase, teams have to answer the questions/riddles.
- ✓ Each Team will be provided with 3 minutes to answer the questions/riddles.
- ✓ Negative marking would be given for the unsearched words by the team(1 unsearched word = -1 negative points).

PHASE-1
- ✓ In this phase the Official would announce those 25 words one by one.
- ✓ The teams have to mark the announced word.
- ✓ All the other rules in this phase would be like the game Bingo (to beexplained at the venue of the game before it starts).
- ✓ The first Team to shout the word "BINGO STOP!!" would be the winner.
- ✓ The TEAM LEAD (one member of the team) will be nominated by the teamat the spot before the game begins.

Only the answers / responses to questions/ queries given by the TEAMLEAD will be accepted as the answer/ response of the team.

2. Smart scientist lucky chair

FACULTY CO-ORDINATOR
Gautam mohato (goutam.mahato@cutm.ac.in)

STUDENT CO-ORDINATOR
Subhasmita Mahapatra (98276 40560)
Biswajit Majhi (8617581934)
Anshuman Behura (63722 66074)

RULES: -

- ✓ This game is a modified version of musical chair with a twist.
- ✓ Like any Musical Chair event, in each round, the number of chairs will beone less than the number of participants i.e (no of chairs=n and no of participants=n+1).
- ✓ Each chair would be numbered and would be assigned a general quizquestion preformulated by

the Research Team of this event.
- ✓ After the music stops, the participant sitting on the highest numberedchair will ask the question assigned to her/his chair to the eliminated participant.
- ✓ The eliminated participant gets an opportunity by answering correctly toswap the seat with the person asking the question.
- ✓ If s/he answers wrongly, s/he gets eliminated and the process goes on andthe person asking question retains his/her own position.
- ✓ All other rules are similar to the musical chair.

3. Sci-tech quiz

FACULTY CO-ORDINATOR
Pratap Chottray (pratap.chhotaray@cutm.ac.in)

STUDENT CO-ORDINATOR
Ritesh Mohapatra (7606816420)
Pawan Sai Kumar (76538 03862)

RULES: -

- ✓ The Quiz will have 3 parts:
     I.   General
    II.   Visual
   III.   Rapid fire
- ✓ Level of question will be of class XII.
- ✓ Will include the questions from Physical Sciences, Biological Sciences,Engineering and Technology.
- ✓ Only 10 teams are allowed (on first-come-first-served basis) and eachteam should contain maximum no. of 3 members.
- ✓ The TEAM LEAD (one member of the team) will be nominated by the teamat the spot before the game begins.
- ✓ Only the answers / responses to questions/ queries given by the TEAMLEAD will be accepted as the answer/ response of the team.
- ✓ Ties will be resolved through rapid fire rounds.

4. Mathematical puzzle

FACULTY CO-ORDINATOR
Mr. Wishard La Vincent Barreto - wishard.barreto@cutm.ac.in

STUDENT CO-ORDINATOR
Mr. Yash Anand (8917478086/ 7050023855)

RULES: -

General Rules
No solving aids such as calculators, mobile phones are permitted.

All answers must be clear and legible and not confused with the actual answer in any box.

The judges decisions are final.

<u>Scoring</u>
Scoring is based on a combination of accuracy and speed.

10 points will be awarded for each successfully completed puzzle.

"Time bonus" points for speed will be given as 3 points for every minute remaining before the time runs out and 1 point is deducted for every 10 seconds of solving time as the clock counts down to 00:00.

<u>Schedule</u>
Round 1 will allow contestants 18 minutes to complete 3 puzzles

Round 2 will allow contestants 22 minutes to complete 3 puzzles

Round 3 will allow contestants 25 minutes to complete 3 puzzles

Final Round: The 3 group champions will be given 20 minutes to complete one 8x8 puzzle.

The first to complete the puzzle wins

Remember: Puzzles will get progressively larger and more difficult in each round

5. Guess the Dosage form-(dept. of Pharmaceutics)

FACULTY CO-ORDINATOR

Yashwant Giri (yashwant.giri@cutm.ac.in)

STUDENT CO-ORDINATOR

Bivas Raj (7847959522)

Nishant Kumar Padhi (7847914616)

<u>RULES: -</u>

✓ Different pharmacy and other colleges will be participating in this competition.
✓ All type of advanced dosage form will be displayed up in ppt presentation.
✓ All the dosage form will be the newly developed dosage form.
✓ The teams will guess the dosage form name and write it on the paper, the time given for per image is 20 sec.
✓ No mobile phones and smart watches will be allowed.
✓ Malpractices will be led to disqualification.
✓ Maximum 5 members can participate in a team

6. Med Matrix

FACULTY CO-ORDINATOR

Mr.Satish Kanhar (satish.kanhar@cutm.ac.in)

STUDENT CO-ORDINATOR

Milan Swraj Panda (9078215260)

Satya Prakash Dehury (9668202171)

RULES:

- ✓ Different pharmacy and other colleges will be participating in this competition.
- ✓ The event will be molecular docking by using Biovia-Discovery studio by dassult system.
- ✓ Every participant must bring their respective laptops with latest installed biovia discovery studio. (link for installing app will be provided in mail)
- ✓ Participation in event will be individual.
- ✓ Internet connection will be provided.
- ✓ Molecular docking task will be given.
- ✓ You can take the help of PubChem, protein PDB database.
- ✓ Any type of Malpractice will result to disqualification.

Molecule will be given on the spot.

7. Ink and quill

FACULTY CO-ORDINATOR

Ms. Tamosa Mukherjee (tamosa.mukherjee@cutm.ac.in)

STUDENT CO-ORDINATOR

Mr. Yash Anand (8917478086)

RULES:

1. The theme for Ink and Quill is Crime thriller.

2. Guidelines for the Competition:

   a) The theme of the writings would be crime thriller.
   b) Only Individual participation is allowed.
   c) You will be given 15 minutes maximum for completion of the writing.
   d) The participants must report 10 minutes before the commencement of the competition.
   e) The competition will be in the English language only.
   f) The word limit is 250-300 words.
   g) The writing piece should be your own and should not be based on any movie or series or any pre-existing piece. If violation of any of the rules is found, immediate rejection of the piece and thus disqualification.

MANAGEMENT EVENTS

1. Ad- Mad show

FACULTY CO-ORDINATOR

Dr. Sisir Ranjan Dash - sisir.dash@cutm.ac.in

STUDENT CO-ORDINATOR

Subrat Kumar Mohanty (7788954332)

RULES: -

About the event

The Ad Mad Show competition is an opportunity to bring out individual and collective talent of the studentsparticipating in it. The idea behind conducting this competition is to provide a platform to participants to explore their creativity and stage presence skills. The participants are expected to know the essential concept of advertising and their execution.

General Rules

1.   In this event participants will have to produce advertisement for a product in a proper way which is quiteappealing to audience.

2. Each group must have **4-5 members.**

3. There will be **2 rounds**: Round 1: Ad-Guess Round; 2: Ad-Show round

4. Judging is done on the basis of team's performance.

5.   Participants should bring institute's ID card along with them at the time of registration and must report atthe time given.

6.   The ad prepared by the contestants must not contain any obscene words/any subject that hurts the feelingsof a culture/language/religion/region.

7. Disobedience of rules may lead to disqualification.

8. The decision of the judge is final and abiding.

Ad-Guess Round's Rules and Regulations

1.   Each team will be shown an ad and they have to tell the answer of it (i.e., they have to guess the name ofthe brand).

2. Time allowed to give answer for each ad will be **1-2 minutes**.

3. The maximum number of participants in a team is **4-5.**

Ad-show Round's Rules and Regulation

1. The selected/shortlisted teams will be eligible for this round.

2.   In this round, name of the products would be given on the spot and the teams have to prepare anadvertisement for it& have to play to play that advertisement in front of others.

3. **15-20** minutes will be given to teams for preparation.

4. Time Limit for showing the advertisement: **3-5 Minutes**

Products for the Ad Making*

1. Shoes

2. Mobiles/ Tablet

3. Fairness Cream for both men and women

4. Soft Drinks/ Mineral Water

5. Deodorant

6. Soaps

7. Eco- friendly car

8. Washing powder

9. Tea/Coffee

10. Garments

11. Fast food

*These are only categorized of the product; a particular name will be given to each group from thesecategories.

Criteria for judgment

• Creativity • Tag line • Presentation/stage presence

2. DEVIL FOLLOWS

FACULTY CO-ORDINATOR

Dr. Deepti Mishra - deepti.mishra@cutm.ac.in

STUDENT CO-ORDINATOR

Subham Kumar Panda (6371024854)

RULES: -

It is an innovative management game which would give students a lesson how to work in a team and createteam building attitude among them.

It consists of 2 Round.

ROUND 1-

1. In this round participant will have to collect all the materials.

2. Each team contains 4 members.

3. Three members should be blind folded.

4. One member can't speak but he/she will give directions to his team members through clapping.

5. Directing member through touch is not possible.

6. Time given to each team is 3 min.

7. Disobedience of above rules may lead to disqualification.

ROUND 2-

1. The team qualified in the 1st round will go to 2nd round.

2. In this round one-member eye should be open for 5sec and then again blind folded and have to make the product with same materials that have been collected in 1st Round.

3. Time will remain 2 min.

IT'S A TIME TO FOLLOW THE DEVIL

3. <u>BREAK THE BIAS</u>

FACULTY CO-ORDINATOR

Dr. Anjali Dash - anjali.dash@cutm.ac.in

STUDENT CO-ORDINATOR

Prayas Nanda (8249210650)

<u>RULES: -</u>

It is an innovative management event in which would you can choose any stereotypes or bias of your wish and research about it, why that exists and what all people think about it, how can you break that bias. Talk to people, make short video of them and come up to present your idea about the same.

RULES

- ❖ There must not be more than 2 in a team.
- ❖ Executive summary, containing the expansion of idea outlined must be sent through, E-mail on or before event time. (e-mail id: -190409120044@cutm.ac.in)
- ❖ The subject of the e-mail should be **BREAK THE BIAS**
- ❖ Teams should bring *Video* in pen-drive while attending competition.
- ❖ The video/documentary should be of maximum of 3minutes.
- ❖ A screening committee will review all the submissions and select the best finalists to present at the event. The screening committee

decision shall be final.

❖ ***The final selection will be done on the following criteria's***

- **Bias (How innovative your idea is)**
- **Approach**

- Video Presentation

   The Itinerary

   1. Registration of shortlisted candidates at the registration venue.

   2. Submission of the VIDEO to the activity coordinator.

   3. Presentation of the video before the panel. (3 minute)

   4. Result declaration.

4. <u>Eagle Eyes</u>

FACULTY CO-ORDINATOR

Dr. Susanta Kumar Mishra - susanta.mishra@cutm.ac.in

STUDENT CO-ORDINATOR

Surbhi Kumari (9973039952)

<u>RULES: -</u>

An Eagle Eye is a type of Business Quiz Game, in which consists of Various Logo round, Retro Logo Round, Tagline Round and Advertisement Round. Here the Quiz will be conducted in groups. In all these quiz, various logo, tagline and advertisement will be shown of different companies or its products.

<u>Rules to be followed: -</u>

- ☐ Quiz will be conducted in Groups
- ☐ Each groups consists 3 members
- ☐ Quiz will be conducted in 3 Rounds
- ☐ The Rounds are (i) Logo Quiz (ii) Tagline Quiz (iii) Advertisement Quiz
- ☐ Logo Quiz include 2 rounds
- ☐ Tagline Quiz Include 2 Rounds
- ☐ Advertisement Round will be Buzzer Round
- ☐ Each group will be given 15 seconds to Answer in Logo Quiz and 10 Seconds to Answer inTagline Round
- ☐ For Passed Question, the group will be provided 10 seconds to give the answer
- ☐ Final Round, the Advertisement Quiz will be conducted as Buzzer Round
- ☐ Mobile Phones are not allowed during quiz session
- ☐ Mobile Phones need to be deposited at the front to the volunteers and

coordinators

5. <u>New gen entrepreneur</u>

FACULTY CO-ORDINATOR

Dr. Pramod Kumar Patjoshi - pramodkumar@cutm.ac.in

Dr. Girija Nandini - girijanandini@cutm.ac.in

STUDENT CO-ORDINATOR

Abhilash Chyau Pattanaik (6371249320)

<u>RULES: -</u>

❖ The New Gen Entrepreneur may be submitted by individuals or by teams.
❖ There must not be more than 3 in a team.
❖ Executive summary, containing the expansion of innovative start-up idea outlined must be sent through, E-mail on or before event time. (e-mail id: -200409120026@cutm.ac.in)
❖ The subject of the e-mail should be NEW GEN ENTREPRENEUR.
❖ Teams should bring *soft copy* in pen-drive and *hard copy* while attending competition.
❖ The candidates should not participate in any other events. (At the time of start-up plan event.)
❖ A screening committee will review all the submissions and select the best finalists to present at the event. The screening committee decision shall be final. All submissions must clearly explain the business concept in terms that do not expect the reader to be an expert in your industry or technology.

   The final selection will be done on the following criteria's

Front size-12, Times in Roman, Plan should be single paper (A4)

- **Feasibility**
- Scalability
- **Profitability**
- Novelty

   The Itinerary

1. Registration of shortlisted candidates at the registration venue. (Time needs to be mentioned)

2. Submission of the Plan to the activity coordinator. (Soft and Hard Copy)

3. Presentation of the plan before the panel. (7 minute PPT presentation)

4. Case study

5. Result declaration.

6. <u>Guess Me</u>

FACULTY CO-ORDINATOR

Dr. Sabyasachi Day - sabyasachi.dey@cutm.ac.in

STUDENT CO-ORDINATOR

Amit Kumar Mangaraj (9114597316)

<u>RULES: -</u>

Event Details

- SOM is Conducting Guess Me Competition for Gajajyoti 2023
- The Judgment Will Be Done After the Event and The Results Will Be Announced.

Event Rules

- In the first round a general quiz will be conducted for screening the individual or group.
- The selected individual or group will move forward for further rounds.
- It is compulsory to have maximum two members in a group.

7. <u>Treasure hunt</u>

FACULTY CO-ORDINATOR

Dr. Rupsa Mahapatra - rupsa.mahapatra@cutm.ac.in

Dr. Prakash Chandra Swain - prakash.swain@cutm.ac.in

STUDENT CO-ORDINATOR

Subham Kumar Panda (6371249320)

Abhilash Chyau Pattanaik (6371249320)

<u>RULES: -</u>

Clue hunts require some team work and
management tactics.You will need:

- Afew number of locations with hidden clues. Let's say 5.
- A clue that leads to each location. 5 locations = 5 clues.
- Each team x 5 clues.
- The clues are to be collected from locations according to team.

- The collection of clues will lead teams to a treasure.
- A "treasure" for each player/team.

Rules:

★ The formation of teams will be done accordingly at the spot. After which no changes can be done.

★ The participants are not allowed to leave their team during the event.

★ The participants of the event should not carry any mobile phone or electronic device.

★ While collecting the clues from the different places the participants should only collect the clues of assigned group and should not disturb others.

       (VIOLATION OF WHICH WILL LEAD TO
         DISQUALIFICATION OF TEAM)

★ The teams can only seek any hint from the coordinator.

Event planning:

- Beginning of game will be from a task given to each team.

- The first comer will be served first. Team that completes the task will go for the next round for finding the treasure.

- Assign each player/team a colour. Put each clue in a colour-coded envelope in each hiding space. That way, the teams won't read each other's clues or take each other's clues.

- It works better if there are more locations than there are teams.

- Make sure you don't hide a clue in the place it points to! You might want to play through each team's hunt just to make sure that everything is working right.

- Your clue should have two parts: general and specific. One part of the clue should direct players to the general spot (room, yard, tree), and the other part of the clue should give the details about the treasure.

- The collection of every clue will give the hint about the treasure.

- The team that collects the treasure first and complete the task will be awarded with exciting prizes.

LITERARY EVENTS

1. Research Paper

FACULTY CO-ORDINATOR
1. Dr. Umakanta Mishra –umakanta.mishra@cutm.ac.in

2. Dr. Sisir Ranjan Dash – sisir.dash@cutm.ac.in

STUDENT CO-ORDINATOR

1. Milan Swaraj Panda – 9078215260
2. Sonom Sagar Nanda – 8984673972

RULES: -

About the event

This competition is about encouraging participants to write research papers with concepts/ideas/thoughts related to any research work that they feel have inspired them, made their thinking juices flowing. The research paper will contain an abstract (a shortened version or a gist) of 250-300 words, with the **aim of the research, methodology, data (few examples),** etc.

The following must be kept in mind:

1. Registration:

- The event is a group event.
- The participants must register to participate in the event well in advance.
- Institutions are encouraged to conduct their internal selection for their representatives.
- Each participating institution is allowed to send a maximum of up to 3 students.
- Each group from each institution should have only 3 members.
- The topic will be provided before the event.

2. Eligibility of participants

- The participants must be pre-registered for the event.
- They must be bonafide members of the institutions that they are representing.
- They must carry an institution ID proof while participating.
- Ages of participants must be between 17-22 years.

3. Assessment Criteria

- The participants must be mindful about the time allotted.
- The research paper should have an aim of research, research methodology, a few examples of data, a conclusion, bibliography/references.

- The fluency, cohesiveness and coherence of the matter will be judged. Based on the best content on this criteria, participants will be judged.
- Abstracts should be written using one's own language. Using exact words from existing research papers or work under progress is thoroughly discouraged.
- Matter/content from existing research papers or work under progress **not to be copied** and is thoroughly discouraged.

1 team should consist of 3 members from each university/institution (group).

For further details and queries, please contact the respective student coordinator.

2. Just A Minute

FACULTY CO-ORDINATOR
1. Dr. Fahima Dilnawaz – fahima.dilnawaz@cutm.ac.in

2. Dr. Debanjana Saha - debanjana.saha@cutm.ac.in

STUDENT CO-ORDINATOR

1. Nishant Kumar Padhi – 7847914616

2. Aditya Ranjan Mallick – 8280810290

RULES: -

Procedure:

1. The subject will be folded within the chit.

2. There will be a random draw for topic selection.

3. After receiving their topic, students will have 30 seconds to consider it.

4. Upon hearing the chairs command to begin speaking, the speaker should begin promptly.

Rules of the game:

1. When the chair says to begin speaking, you should begin speaking. Immediately.

2. Try to avoid speaking too hastily, also avoid speaking too slowly. This is known as hesitancy.

3. Never utter 'er', 'erm', 'um', or 'ahhhh'.

4. You are only allowed to repeat the words on the card. This game requires a large vocabulary (or a mind like a thesaurus) in order to succeed.

5. Small words are not considered repeats. You will not lose marks for repeating words such as "I," "you," "a," and "the."

6. Do not state, "I would like to adopt an entirely different approach from the others." That sounds like a variation from the norm.

Maximum 3 participants can represent from each university/institution. Each participant would perform individually (solo).

For further details and queries, please contact the respective student coordinator.

3. **Public Speaking**

FACULTY CO-ORDINATOR
1. Dr. Swetalina Mishra – swetalina.mishra@cutm.ac.in

2. Dr. Reena C. Jhamtani - reena.jhamtani@cutm.ac.in

STUDENT CO-ORDINATOR

1. **Bivas Raj – 7847959522**

2. **Ashutosh Routray – 9348511541**

RULES: -

About the event:

Public speaking competition is a competition to challenge our young speakers to show the confidence, make charismatic and compelling speech delivery. The objective is to foster growing public speaking ability in young generation and offer an opportunity to engage in skill exchange and build networking amongst young ones.

The Gajajyoti Public Speaking Competition is divided into three main areas:

1. **Registration:**
- The participants must register to participate in the event well in advance.
- Colleges/schools are encouraged to conduct their internal selection for their representatives.
- Each participating institution/universities is allowed to send maximum of 3 candidates (solo).

2. **Qualifying Round (Round 1):**
- The panel of adjudicators will select 15 students to advance into the Grand Finals.
- Prepared Speech (Topics to be shared a day before the event)
- Time of speech (Maximum): 5 minutes

3. Grand Finale (Round 2):

- The panel of adjudicators will select the winner, 1st and 2nd Runners-ups.
- Unprepared Speech (Topics to be shared on the spot)
- Time of speech (Maximum): 2 minutes

Participants would be assessed on different aspects for both the rounds.

Eligibility Requirements:

1. The participants must register to participate in the event well in advance before the stipulated deadline (February 28th 2023) for the Public Speaking Competition
2. The participants must be in the age group of 18-22 years.
3. The participants must be of good standing (i.e. Full-time student of the registered school/college)
4. Participants must not plagiarize the speeches from the print media or any other sources. However they can use the facts and quotes.

General Rules:

1. The participants must carry their ID cards of the college/school they belong to.
2. The event would have 2 rounds of selection (Round 1- Prepared Speech; Round 2- Unprepared speech).
3. Speaking aids: Up to the participants (Whether to use podium/microphone or not)
4. Dress: The participants must be dressed appropriately (Should not use a costume)
5. Props: Use of visual aids and props are not allowed.
6. Content: If participants criticizing any situation or segment of societies should use a document as a proof to support criticism and should present in a professional manner. Any controversial issue/fact is requested to avoid during the speech.
7. Posture: The participants should maintain a disciplined posture (Hand gestures can be used avoiding pacing, swaying or any form that distracts from the speech).

Timing Sequence:

- Participants, who do not adhere to the timing stipulated; will be disqualified.

- There will be a buzzer to signify that the contestant has exceeded the time limit.
- For the Round 1: participants must speak for at least 3 minutes and not beyond 4 minutes 30 seconds. For the Round 2: participants must speak for at least 1 min and not beyond 2 minutes.
- Participants must sum up their respective speeches within last 30 seconds.

<mark>**Maximum 3 participants can represent from each university/institution. Each participant would perform individually (solo).**</mark>

<mark>**For further details and queries, please contact the respective student coordinator.**</mark>

**Any protest lodged only limited to grounds of originality and eligibility will be assessed subject to the discretion of the panel of adjudicators and their decision on the protest will be final and conclusive – no further protest may be entertained thereafter.

4. **Battle of The Wits**

FACULTY CO-ORDINATOR
1. Ms. Sukanya Mishra – sukanya.mishra@cutm.ac.in
2. Dr. Mangvung Hemminlal Haokip - mangvung.haokip@cutm.ac.in

STUDENT CO-ORDINATOR
1. Rajat Kumar Sen – 8118033200
2. Debasis Barad – 8260533188

RULES: -

PARTICIPANTS: Group of 3

It gives participants an opportunity to showcase their creativity, originality and most importantly, Wit! The event constitutes of three rounds –

Questionnaire

In the first round, groups need to answer a few simple questions while the clock is ticking. These questionnaires will be judged on originality and humor. This will be an elimination round.

Situationship

The second round is based on a situation. The groups will be given a hypothetical situation. While sticking to the personality given to them, they have to convince the judges why their answer is the best one.

Wit & Humor

Inspired by the television series Shark Tank, this activity allows a small group of people to do all of the above during the battle of the wits. There's only one absolute rule: everyone must come prepared to get everyone else as excited about their brilliant idea as they are. (What they use to cultivate this excitement — presentations, models, diagrams, stick figures, skits, etc. — is totally up to them.) After being judged on wit, humor and consistency the judges will decide 3 groups as winners in the order of first, second and third, who are the best throughout.

For any query kindly contact; student coordinator directly.

==1 team should consist of 3 members from each university/institution (group).==

==For further details and queries, please contact the respective student coordinator.==

5. STORY TELLING

FACULTY CO-ORDINATOR

1. Dr. Pradeep Kumar Sahoo – pksahoo@cutm.ac.in

2. Dr. Atreyi Gupta - atreyigupta@cutm.ac.in

STUDENT CO-ORDINATOR

3. Raj Gourab Behera – 8342880697
4. Chandra Sekhar Senapati – 7894879697

RULES: -

About the event:

Storytelling is a competition where the participants will be telling a story in English in their creative style. Participants are given 5 minutes for their performances. Participants are allowed to use concepts, existing ideas and any supportive materials from folklore, popular culture, etc. to make their stories more interesting. Original stories are always welcome. The stories can have a message. The scoring criteria of the competition are Matter (grammar, vocabulary, story interpretation and pronunciation) and Performance (interaction, intonation and punctuality of time).

The following must be kept in mind:

1. Registration:

- The event is a solo event.
- The participants must register to participate in the event well in advance.
- Institutions are encouraged to conduct their internal selection for their representatives.

- Each participating institution is allowed to send a maximum of up to 3 students.

2. Eligibility of participants

- The participants must be pre-registered for the event.
- They must be bonafide members of the institutions that they are representing.
- They must carry an institution ID proof while participating.
- They must be dressed properly.
- Ages of participants must be between 17-22 years.

3. Assessment Criteria

- The participants must be mindful about the time allotted and adhere to it.
- The story must have a proper beginning, middle and end.
- The fluency, cohesiveness and coherence of the matter will be judged. Based on the best content on this criteria, participants will be judged.
- Originality in content is appreciated. Inspiration from folklore, popular culture, etc. can be drawn.
- There will be only ONE qualifying round in which the participants can showcase their talent.
- The topic will be provided at the beginning of the event.

Maximum 3 participants can represent from each university/institution. Each participant would perform individually (solo).

For further details and queries, please contact the respective student coordinator.