

 KONGU ENGINEERING COLLEGE (Autonomous) PERUNDURAI – 638060 INTERNAL QUALITY ASSURANCE CELL Association/Club /Cell Events Plan	
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Department of Computer Science and Design

Academic Year:2025-2026

Semester: Even

NEXOVATE'26

CLEVERQUEST

CleverQuest is a fun and brain-engaging non-technical event designed to test participants' logical thinking, observation skills, and sensory perception. Participants will solve creative clues and complete interactive challenges to advance through the rounds.

ROUND 1 – CLUE CRACKER

In this round, participants will be provided with creative clues to identify songs, movies, and logos. The clues may be presented in various formats such as visual hints, word puzzles, or indirect references.

REGULATIONS

- Team size must consist of 2 to 3 members.
- The total duration of the event is from 1:15 PM to 2:45 PM.
- Teams with the maximum number of correct identifications will be awarded points.
- Based on the scores, selected teams will qualify for the next round.

ROUND 2 – SEEKSPHERE

Each team will be presented with three objects. One member from each team will be blindfolded and must identify the objects using only their sense of touch. This round evaluates sensory perception, communication, and time management skills.

RULES

- One member needs to be blindfolded and the other two will find the answer based on the clue said by the blindfolded person.
- Verbal communication from other team members is not permitted.
- Objects must be identified within the given time limit.
- Teams that correctly identify the maximum number of objects in the shortest time will qualify for the final round.
- In case of a tie, the decision of the judges will be final.

Faculty In-charge

HOD/CSD