TECHTONIC

EVENTS:

Hackathon

Ideathon

Debugging

IT quiz

Debate

Digital Art

Project Exhibition

Robo Race

Gaming

Startup Expo

Trading

Tech Talk

EVENT SCHEDULE

Event	Type	Size	Reg fee	No of teams	Schedule	Prize pool
Hackathon	Team	1-4	150 per head	100	**Day 2: 1pm to Day 3: 1pm**	₹1,00,000/-
Ideathon	Team	1-3	100 per head	50	**Day 1: 9am to 6pm**	₹50,000/-
Debugging	Team	2	100 per team	30	**Day 1: 11am to 1pm [1st round]** **Day 1: 3:30pm to 5:30pm [2nd round]**	₹10,000/-
IT Quiz	Team	3	150 per team	30	**Day 1: 1:30pm to 5:30 [All rounds]**	₹10,000/-
Debate	Team	3	150 per team	20	**Day 2: 9am to 12pm**	₹10,000/-
Digital Art	Individual	1	Free	Any number	**Day 3: 2pm to 4pm**	₹10,000/-
Project Expo	Team	1-4	Free	30	**Day 1: 10am to 5pm**	₹10,000/-
Robo Race	Team	2-3	Free	30	**Day 2: 9am to 6pm**	₹10,000/-
Gaming	Team	4	Free	32	**Day 2: 9am to 6pm Day 3: 9am to 4pm**	₹20,000/-

Event Details

❖ Hackathon: **Code Arena**

Coordinators: Akash, Aditya, Chaithanya

DOMAINS:

a. DevFest – Problem Statements to be given
b. IOT-Nexus – Open theme
c. GamJam Galaxy – Open theme
d. CyberBlock – Themes to be given

RULES AND REGULATIONS:

1. Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.

2. Event Duration: Code Arena is a 24-hour event starting from 1 pm on Day 2 to 1 pm on Day 3.

3. Meals: 1 Breakfast, 1 Lunch, 1 Dinner and 2 times Snacks will be provided.

4. Essentials: Participants must carry their college ID cards, Laptops and all the required hardware parts must be brought by the team only, organizers will not be liable to provide it.

5. Theme: The Hackathon has various domains, allowing participants to work on any project idea they choose.

6. Accommodation: All participants must stay on campus, and accommodation facilities will be provided for the night stay.

7. E-Certificate: E-certificates will be issued to all participants as acknowledgment of their participation.

8. Registration Fee: The registration fee is 150/- per head and is non-refundable.

9. Team Size: Each team can have a maximum of 4 members each. No member can be added/removed from the team once registration is done. Team should be the same as during the submission done before.

10. Code of Conduct: Participants must maintain professionalism and ethical behavior. Cheating, plagiarism, or any unethical practices will lead to immediate disqualification.

11. Completion: Projects must be completed within the given time frame.

12. Collaboration: Teams must work independently, collaboration with other teams is not allowed, if found teams will be disqualified.

13. Dress Code: Participants must follow the DSATM dress code and dress in formal or semi-formal attire.

14. Judging Criteria: The judging criteria, including innovation, technicality, usability, and presentations, will be communicated to participants before the judging process.

15. Organizers Decision: The decisions made by the organizers and judges will be final.

16. Code Usage: Teams can use libraries, frameworks, or open-source code, but using pre-existing projects solely for the purpose of the event is not allowed.

17. Malpractice: Participants are encouraged to report any malpractice to the judges for fair evaluation.

18. Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ Ideathon: **IdeateX**

Coordinators: Ajay, Nimisha, Adarsh

RULES AND REGULATIONS:

1. Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.

2. Event Duration: The event starts from 9 am to 6 pm on Day 1. A time slot of 6 hours will be given for the idea building and the remaining hours will be for showcasing your ideas.

3. Meals: 1 Breakfast, 1 Lunch, 1 Dinner and 2 times Snacks will be provided.

4. Essential: Participants must carry their college ID cards and Laptops, organizers will not be liable to provide it.

5. Problem Statement Selection: The Ideathon has various domains/problem statements, allowing participants to work on any problem statement they choose.

6. Idea Submission: Ideas must be submitted within the given timeframe for the chosen topic. Late submissions will not be considered. Submissions must include a pitch presentation [**about 8 to 10 mins**] along with the functional and basic technical design concepts.

7. E-Certificate: E-certificates will be issued to all participants as acknowledgment of their participation.

8. Registration Fee: The registration fee is 100/- per head and non-refundable.

9. Team Size: Teams can have maximum 3 members. No members can be added/removed from the team. Team should be the same as during the submission done before.

10. Dress Code: Participants must follow the DSATM dress code and dress in formal or semi-formal attire.

11. Judging Criteria: Submissions will be judged based on creativity, feasibility, social impact, and presentation. Judge's decisions are final and binding.

12. Code of Conduct: Participants must adhere to ethical standards in idea generation and presentation. Plagiarism of ideas or content is strictly prohibited.

13. Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ Debugging: **CodifyFix**

Coordinators: Vinay, Janani

RULES AND REGULATIONS:

1. Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.
2. Event Duration: The event is scheduled on Day 1 from 11:00am to 1:00pm for 1st round and the final round starts from 3:30 pm to 5:30pm on Day 1.

3. Eligibility: Teams can have maximum of 2 members. Participants must have a basic understanding of programming languages.

4. Registration: The registration fee is 100/- per team. Participants must register before the deadline. Late registrations will not be accepted.

5. Code Challenges: The event will be conducted on 2 phases. For the first-round. participants will be given a set of code snippets with intentional errors. The goal is to identify and debug the errors within the given time bound to get the appropriate output for all valid test cases. In the second round, participants need to go through rigorous coding where a problem statement will be given and the participants are expected to code for the given statement.

6. Code Submission: Participants must submit their corrected code snippets before the specified deadline. Submissions should be made in [specify the format, e.g., a designated online platform].

7. Collaboration: Making use of collaboration tools and communication channels are at the discretion of the participants.

8. Judging Criteria: The judging criteria will be based on Code correctness; time taken to identify and fix errors and clarity of explanation.

9. Disqualification: Participants may be disqualified for any form of cheating, plagiarism, or violation of rules. Inappropriate behaviour towards organizers or other participants is strictly prohibited.

10. E-Certificate: E-certificates will be issued to all participants as acknowledgment of their participation.

11. Technical Requirements: There will be no language barriers and participants can code in any language of their choice.

12. Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ Debate: **Perspecta**
Coordinators: Rahul, Tejashree, Lakshana

RULES AND REGULATIONS:

Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.

Event Duration: The event starts from 9 am to 12 pm on Day 2.

Team Size: Teams can have maximum 3 members. No members can be added/removed from the team. Team should be the same as during the submission done before.

Registration Fee: The registration fee is 150/- per team and non-refundable.

Topic Selection: On the day of the event organizers will announce the debate topics in advance.

Debate Format: The competition may follow a structured format, such as parliamentary or cross-examination, or any other format decided by the organizers. The rules regarding speaking time, order, and rebuttals will be communicated to the participating individual well in advance.

Research: Participants are expected to conduct thorough research on their chosen topic, gather relevant facts, statistics, and arguments to support their stance.

Code of Conduct: Participants must engage in respectful and professional discourse throughout the competition. Personal attacks, offensive language, or disrespectful behaviour will not be tolerated.

Time Management: Participants must adhere to the specified time limits for their speeches, rebuttals, and closing arguments. Failure to comply may result in point deductions.

Relevance to Topic: All arguments, statements, and evidence presented by participants must be directly relevant to the debate topic. Tangential or unrelated discussions should be avoided.

Judging Criteria: Debates will be evaluated based on criteria such as content, clarity, logical reasoning, persuasive skills, presentation style, responsiveness to opponent's arguments, and adherence to the debate rules. In case of a tie, judges may consider additional criteria, such as audience engagement or creativity.

E-Certificate: E-certificates will be issued to all participants as acknowledgment of their participation.

Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ IT Quiz: **TriviaQuizzix**
Coordinators: Himanshu, Vishnu

RULES AND REGULATIONS:

1.Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.

2.Event Duration: The event starts from 1:30 pm to 5:30 pm on Day 1.

3.Team size: Maximum number of participants in a team is 3. No team can have more than 3 participants.

4.Registration Fee: The registration fee is 150/- per head and non-refundable.

5.The event will be conducted on 2 rounds. The quiz will be based on technical questions related to a specific topic.

6.After each round, the scores will be tallied, and the team with the lowest score will be eliminated from the competition. This elimination process will continue until there is only one team left.

7.E-Certificate: All the participating candidates will get the participation certificates.

8.The decision of the quiz master will be final and binding. The marks scored by the teams in each round will be treated as final, and no requests for revaluation will be entertained.

9.Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ Digital Art: **Artify**
Coordinators: Joshna, Vinutha

RULES AND REGULATIONS:

1.Reporting Time: All participants must arrive at the venue one hour before their allocated time on the event day.

2.Event Duration: Artify starts from 2pm to 4pm on Day 3.

3.Eligibility: There is no registration fee and the event is open to individuals. Participants must register before the registration deadline.

4.Theme: The theme will be revealed on the day of the event. The competition may have a specific theme that participants must adhere to in their submissions.

5.Submission Guidelines: Participants must submit their digital artwork before the mentioned deadline. Submissions should be made in [specify the format, e.g., JPEG, PNG].

6.Artwork Specifications: Artwork must be created using digital tools (e.g., graphic design software, drawing tablets). The file size and resolution should meet the specified requirements.

7.Originality: All submissions must be original and created by the participant. Plagiarism or the use of copyrighted material is strictly prohibited.

8.Judging Criteria: The judging criteria includes: Creativity and originality, Technique and skill level, Adherence to the theme and Overall visual impact.

9.Code of Conduct: Participants must adhere to ethical standards in their artwork. Inappropriate or offensive content will lead to disqualification.

10.Disqualification: Participants may be disqualified for violating any of the rules or submitting incomplete work. Late submissions will not be considered.

11.E-Certificate: E-certificates will be issued to all participants as acknowledgment of their participation.

12. Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ Project exhibition: **Vision Xpo**
Coordinators: Nithin
RULES AND REGULATIONS:

1. Eligibility: The event is open to individuals or teams with a maximum size of 4 who have previously completed projects.

2. Project Submission: Participants must submit details about their existing projects during the registration process.

3. Display Setup: Participants will be provided with designated display spaces. Each participant or team is responsible for setting up and dismantling their display.

4. Registration free: There is no registration fee, any individual can participate along with their team.

5. Display Materials: Participants are responsible for bringing any materials or equipment required for the display. Electricity if needed, must be specified during registration.

6. Code of Conduct: Participants must maintain a respectful and professional demeanour throughout the exhibition.

7. Presentation and Q&A: Participants must explain their project to the viewers and a Q&A session may be followed.

8. Contact Information: For any queries or concerns, participants can contact [provide contact details].

❖ **Robo Race**

Coordinators: Sahaj, Mayukh

RULES AND REGULATIONS:

ROBO RACE

Objective:
In this competition the contestant or team of contestants design a robot either wired or wireless within the specified dimensions that can operated manually. The robot that will complete the specified task in least time will be the winner.

Robot Specifications:
1. The maximum dimension of the robot can be 30 cm x 30 cm x 30 cm (l x b x h).
2. The robot may be wired or wireless.
3. AC supply will be provided in the college.
4. The length of the wire (for wired bots) should be long enough to cover the whole track and wire should remain slack during the complete run.
5. Maximum weight must not exceed 3 kg.
6. The machine must be powered electrically only. Use of *IC engine* is not allowed.
7. Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
8. The electric voltage anywhere in the machine should not be more than 12 V DC at any point of time.

General Rules:
1. The team should not consist of more than 4 members. Students from different institutes can form a team.
2. Unethical behavior could lead to disqualification. Faculty-coordinators have all the rights to take final decision for any matter during the event.
3. The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.
4. Robot should be as per the given specifications.
5. Each member of the team must contain the **identity card**.
6. The robot should not damage the arena.
7. No test practice will be allowed on the arena.
8. The robot must not leave behind any of its parts during the run; else it will result in disqualification.
9. Certificates of Participation will be given to all the teams that will participate in the event, but not to the teams which get disqualified due to disobeying any of the competition rules.
10. ROBOCOMP Organising committee reserves the right to add or update any rule.

Track Specification:
1. The track surface and course line may have unevenness.
2. There will be certain obstacles in the race track which will try to slow down the robot.
3. Arena will consist of switch bridge, speed breakers, marble pit, slippery path (by grease), rotating ting disc, curve ramp down, seesaw etc.

Game Rule:
1. The competition is based on time trail system. There will a qualifying round for each team.
2. The top 5 teams from qualifying round makes it to the final round on basis of time trials.
3. Wires should remain slack during the course of the run. Pulling the wire to aid the robot in traversing may lead to disqualification.
4. If any of the robots starts off before start up call, the counter would be restarted and the machines will get a second chance. If repeated again then team will be disqualified.
5. If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed with penalty.
6. If the robot by any chances falls from the bridge, the robot will be kept back to the previous checkpoint crossed with a penalty.
7. Your robot must be ready when call is made for your team.
8. Team members will be allowed only three times to touch or reset their robots position during the run. However, this will lead to a time penalty and timer will not stop during this course of action.
9. The robot will be judged on basis of (in priority):-
    a. Time to complete the track.
    b. Number of checkpoints cleared.
10. Machine must not contain any pneumatic & hydraulic systems, IC engines.
11. Decision about your robot will be taken by the organizers.
12. No team will get a second chance after completing the track with poor score.
13. The structure of the robot should not be changed during the competition.