



# IT MEET 2020

## Proposal Document

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**CREATE | COMPETE | CONTRIBUTE**

**3<sup>RD</sup>, 4<sup>TH</sup> & 5<sup>TH</sup> January 2020**

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## ABSTRACT

IT MEET is the largest non-profit tech meet up organized at University level, held annually in Nepal. It is a series of conventions and events that celebrates the current IT market of Nepal and rewards the brilliant student bodies in this field through various competitions. It is a platform for the students to get exposed to various IT companies in Nepal. IT MEET blends together the commercial and educational aspect of information technology. The target audiences for the event are all the young enthusiasts in the field of computer science and technology. We want to encourage all the IT related students to learn about the current milestones in the field of technology. The IT MEET aims to provide exposure of the ideas, software products, and hardware products of the undergraduate students along with uncovering the career opportunities for them. The following proposal encompasses all the necessary documentation for the IT MEET 2020. It covers all the prerequisite for the IT MEET with detailed information of all the events, sponsorship deals and budget information. The event section includes all the details of pre-events, main events and post events of the IT MEET. The sponsorship section includes the sponsorship categories, benefits and the exhaustive briefing of all the sponsorship deals.

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IT MEET v8.0 took place on 28<sup>th</sup> and 29<sup>th</sup> December 2018 and was organized by Department of Computer Science & Engineering (DoCSE), Kathmandu University. More than 5000 students outside of Kathmandu University participated in the event making it a success as well as an educational and enjoyable experience to all those who visited. The objectives set forth was met with one of the main objectives being to connect students with the ICT field and inform them about the recent trends in IT. All the pre and the post events proved useful with the main events providing plenty for the visitors to remain engaged throughout. The collective effort from KUCC and sponsors made it possible for the event to be a grand success. We are hoping for the same coordination and support from the sponsors in the IT MEET 2020.

IT MEET 2020 aims to be better than its predecessor and more successful in both, attracting more people to participate as well as be a more enjoyable educational experience as a whole.

## ABOUT IT MEET 2020

IT MEET is a non-profit event organized by the students of the Department Of Computer Science and Engineering, Kathmandu University. IT MEET has grown into one of the premier IT Events in Nepal, offering a unique opportunity for students to express their talents and to make themselves aware of the current IT trends in Nepal. IT MEET attracts around a 10,000-strong audience of IT and Engineering Students from all over Nepal over a 3-day weekend each year. Often the debates polarize into the importance of academic and field knowledge. IT MEET provides a platform to bridge the gap between academics and field knowledge by exposing the students' with IT companies. IT MEET also provides a platform for companies to acknowledge and explore the most talented pool of college students. IT MEET 2020 aims to provide a Smart KU experience through electronic registrations, online voting and other IoT applications for all participants. The theme of IT MEET 2020 comprises of Create, Compete, and Contribute.

## ABOUT THE ORGANIZER

Kathmandu University Computer Club (KUCC) is an active club of Kathmandu University where the students work voluntarily for the advancement of technological research and development in the sector of IT. KUCC was founded in the year 1997 by the student wing of Department of Computer Science and Engineering with this purpose.

As a non-profit club, it provides a platform to create a balance between academics and extracurricular activities for the students. Every year KUCC co-operates and organizes seminars, exhibitions, workshops and skill development programs for the overall development of the students. KUCC has more than 1000 general members and 15 board members. A different board is elected each year by experienced professors from the department.

The core organizers of the IT MEET comprise of the students of the 4<sup>th</sup> year who are the members of KUCC. The 4<sup>th</sup> year students subsume the experience of the previous batch and innovate new ideas to make the IT MEET a grand success each year.

### Core Committee Members

| SN | Name                                   | Designation                    |
|----|--|--------------------------------|
| 1  | Anish Paudel                           | IT MEET 2020 Coordinator       |
| 2  | Aayush Malla                           | Human Resource Coordinator     |
| 3  | Prajwol Lamichhane, Sandesh Sukubhattu | IT MEET Pre Event Coordinators |
| 4  | Aakriti Khadka, Roshan Bhandari        | Marketing Coordinators         |
| 5  | Anil Kumar Shrestha                    | Technical Coordinator          |
| 6  | Rochak Gautam, Sajal Paudyal           | Logistics Coordinators         |
| 7  | Shantanu Bhattarai, Bisheshwor Bhatta  | Design Coordinators            |
| 8  | Julesh Shrestha                        | Gaming Coordinator             |
| 9  | Kamal Shrestha                         | Documentation Lead             |

|    |                              |  |
|----|------------------------------|--|
| 10 | Prashanna Adhikari           | Volunteer Coordinator                      |
| 11 | Nayana Shrestha, Milan Thapa | Media Coordinators                         |
| 12 | Divyaswor Makai              | Project Demonstration and Stall Management |

#### KUCC Representatives

| SN | Name                | Designation            |
|----|---------------------|------------------------|
| 1  | Yogesh Bhandari     | KUCC President         |
| 2  | Akriti Bagale       | KUCC General Secretary |
| 3  | Bhumi Malla         | KUCC Treasurer         |
| 4  | Anil Kumar Shrestha | KUOSC Coordinator      |

#### Advisory Team

| SN | Name                      | Designation   |
|----|---------------------------|---|
| 1  | Dr. Damber Bahadur Nepali | Dean, School of Engineering, KU                     |
| 2  | Dr. Kanhaiya Jha          | Dean, School of Science, KU                         |
| 3  | Dr. Bal Krishna Bal       | HoD, Department of Computer Science and Engineering |

## OBJECTIVES OF IT MEET

IT MEET is a constantly growing rendition of itself. Newer and finer improvements are introduced each year. This year too, we have set aside a few goals that we'd like to meet. They are:

1. To bridge the gap between IT industry and educational institutions in Nepal.
2. To reflect the current scenario and future prospect of IT development in Nepal.
3. To provide national level exposure to the software and hardware products developed by students.
4. To nurture the skills of professionalism, communication, management and teamwork among the participants.
5. To help the students uncover the career opportunities in the field of IT.
6. To expose young enthusiasts to various development in IT through events like project demonstration, software competition, hardware competition, idea pitching.

## EVENTS PLANNED

The event will take place on January 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup>. Various pre-events will also precede the main event. These will be organized during the month of November and December. The details of the event are subjected to change. The following is the list of programs that will be conducted throughout IT MEET 2020:

### PRE-EVENTS

1. Workshops
2. Competitions
3. Flash Mob

### MAIN EVENTS

1. Hackathon
2. Code camp
3. Start-up competition
4. AI Compitition
5. Coding Competition
6. Coding Tournament (Competitive Programming)
7. Career Fair
8. Design Competition
9. Software/Hardware Competition
10. Penetration Testing (Network Security Related)
11. Googling Competition
12. IT Quiz
13. Photography Competition
14. Alumni Meet
15. Gaming (FIFA, DOTA 2, Counter-Strike, PUBG Mobile, Mobile Games)
16. LTSP e-Library Demonstration
17. Blood donation
18. Robotics event



## POST EVENTS

1. Acoustic night
2. e-Library Deployment

## EVENT DETAILS

### PRE-EVENTS DESCRIPTIONS

#### 1. **Workshops**

IT Workshops will be conducted with a brief intensive educational program for IT enthusiasts to boost their techniques and skills. The aim is to reach out to identical IT colleges within the Kathmandu Valley through workshops on the various fields of IT. A 3-day Entrepreneurship Workshop will be conducted to prepare the students for Startup Competition in the IT MEET.

#### 2. **Competitive Programming**

Competitive programming will involve a set of logical or mathematical problems. The event will require the participants to write computer programs on the set questions. The expectation is to reach out to a wide range of tech enthusiasts.

#### 3. **Flash Mob**

A dance performance to be conducted by the students to further spread information about the upcoming IT MEET 2020.

## MAIN EVENT DESCRIPTIONS

### 1. Hackathon

Hackathon is a code fest with a time restriction of 40 hours. The goal is to produce autonomous software from scratch on an unrehearsed topic through the course of the event. A team of at most 5 people is expected to create a functioning project by the end of the allocated time. A central topic is focused on for the event. There is no restriction on the type of software being created.

### 2. Code Camp

Code Camp is one of the premier events of IT MEET where participants participate in groups of 3. The participants compete for one day using the development platform of their choice. Judgment is based on the market value and the level of innovation.

### 3. Start-up Competition

This competition is an improvement on the previous renditions of the project demo where our central focus uses to be concerned solely with engineering. We have decided to organize this competition to provide the engineering students with an insight into the management sector.

The participants will be in incubation for a period of 3 months with the guidance of expert managerial personnel.

### 4. AI Competition

AI (Artificial Intelligence) Competition is both software and hardware-based competition which aims to portray the current scenario of AI Development in Nepal. It is a 1-day competition where a theme will be given to the participants (a group of max 3) and they have to come up with a minimum viable product. Judgment will be on the concept, idea pitching, and the product.

### 5. Coding Competition

Coding competition is an event at IT Meet which consists of the participants receiving a logic based mathematical problem that has to be solved and submitted under a certain time limit without the use of any internet facility. The programmer may use any programming language of their choice. Participants with correct submission will receive a prize. All required materials which include computers, compilers and code editors will be provided to the participants.

## **6. Coding Tournament (Competitive Programming)**

To solve algorithmic and mathematical challenges using programming language of the students' choice, they are asked to solve tough logical problems in a tournament format. A team of 2-3 participants is expected and each team are placed in a pool of 32 teams. It will be a World-Cup style fixture where winning team advance to round-16, quarterfinal, semifinal and final. The complexity of problem will increase with each round. Judgment will be based on minimum runtime and maximum number of passed test cases.

## **7. Career Fair**

Career fair is a hub for the interaction between potential employers and potential employees. This will provide students opportunity to meet employers and perform first interviews. Companies will not only get idea about the students' interest but also students will be able to know about the various criterions for employment.

## **8. Designing Competition**

This competition is based on the competitor's creativity with a particular theme. The participants with the best designs will be chosen and awarded with attractive gift hampers.

## **9. Software Competition/Hardware Competition**

In this event, the participants will showcase the software/hardware projects they have developed. Judges will evaluate the best entry and the winners will be rewarded accordingly.

## **10. Penetration Testing (Network Security Related)**

Pen testing competition is a tournament-based competition in which cyber security enthusiasts gather and are provided with a series of task to break into (hack into) a system. Winners will be provided with attractive gift hampers.

It is a team based event and a maximum of four person per team is expected.

## **11. Googling Competition**

In this event, a group of four participants will be given a problem and the competitors will have to find the solution using Google Search Engine. The person who is able to find the highest number of solutions in the shortest time will be awarded with attractive gift hampers.

## **12. IT Quiz**

An inter-school quiz competition will be organized in IT MEET 2020. The two teams will be awarded impressive gift hampers and a running shield. This event is to encourage and motivate students from early age towards ICT.

### **13. Photography Competition**

Participants submit their photos to be put on display in the venue. Visitors will vote on the best photo and a prize will be given to the winner photographer.

### **14. Alumni Meet**

Alumni meet is designated towards the reunion of the alumni of KU. Alumni who registered for the event were present except for a few. This opportunity of program where an alumni gets to meet old friends & teachers and recollect memories together has been going on since last two years and its continuation is done in this years' IT MEET too.

### **15. Gaming (FIFA, DOTA 2, Counter-Strike, PUBG Mobile, Mobile Games)**

For Cyber Gaming Competition, we aim to provide a platform for gamers to compete on several trending games. The winners will be awarded with attractive gift hampers.

### **16. LTSP e-Library Demonstration**

Linux Terminal Server Project (LTSP) e-Library is a project initiated by Help Nepal Network and technically supported by Department of Computer Science and Engineering (DoCSE), Kathmandu University. IT MEET 2020 will show how our e-Library project is being operated and how it is helping student learn better.

### **17. Blood Donation**

KU Youth Red Cross (KUYRC) is collaborating with IT MEET 2020 organizing committee to conduct blood donation program for the visitors.

### **18. Robotics event**

This event is done in collaboration with Kathmandu University Robotics Club (KURC). We encourage community enthusiasts to participate in demonstration of various robotics projects within and outside Kathmandu University.

## POST EVENT DESCRIPTIONS

### **1. Acoustic Night**

Acoustic Night is a culture of IT MEET than an event where students will perform various songs and musicals. This event will serve to entertain the students and the guests of IT MEET. More than 500 students attended the Acoustic Night last year.

### **2. E-library Deployment**

IT MEET 2020 has decided to utilize the profits to open an e-library in one of the rural areas around Kavre.

## SPONSORSHIP DETAILS

Visitors of IT MEET are presented a diverse list of events that they look forward to attending every year. We would rejoice the opportunity to join hands with a reputed company like your company. We believe the deal will be highly beneficial to both parties.

The following section contains all the information pertaining the sponsors.

## SPONSORSHIP CATEGORY

The table outlines the various proposed levels of giving, however we are keen to build positive, long-term relationships, so please view this as a starting point for a conversation about how we might collaborate together.

| S. No | Sponsor Class           | Amount Range (NRs) | Quantity |
|-------|-------------------------|--------------------|----------|
| 1     | Platinum                | 3,80,000*          | 1        |
| 2     | Pre EventSponsor        | 190,000*           | 1        |
| 3     | Gold                    | 190,000*           | 3        |
| 4     | Silver                  | 130,000*           | 4        |
| 5     | Bronze                  | 80,000*            | 5        |
| 6     | Event Sponsors          | As per event       | N        |
| 7     | Supporting Organization | 50,000*            | N        |
| 8     | Stall Holder            | 25,000* per stall  | N        |

**Remarks: All the price are calculated without TDS tax.**

## SPONSORSHIP DETAILS

In order to facilitate involvement for the number of organizations, IT MEET 2020 committee has developed a range of giving options designed to suit the sponsor's needs. On the basis of their categories, they are explained in detail under their respective headings:

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### PLATINUM SPONSOR

The platinum sponsorship is the highest tier sponsorship for the IT Meet 2020 comprising of ample promotional strategies and excessive facilities. Given your agreement to this investment, benefits as a platinum sponsor are:

**Details:**

1. The platinum sponsor will be incorporated along with the promotional materials as "DoCSE Presents IT MEET 2020 in Association with [Company's Name]".
2. Company's logo will be printed on all the certificates distributed in IT MEET 2020.
3. The KU auditorium will be made available for a period of 3 hours to the sponsors.
4. Title sponsorship of one of the events of IT Meet 2020 will be provided.
5. The IT Express (annual magazine) will consist of the advertisement of platinum sponsor which will be distributed in renowned places.
6. The hoodie specifically designed for IT MEET 2020 will contain the logo of the company.
7. Stall with up to 7 dedicated volunteers will be provided (as per the requirement).
8. A career fair stall will be made available to the sponsor in the IT MEET.
9. A promotional video of 3 minutes is expected from the sponsor, which will be displayed continuously during the event.
10. The sponsor will be invited and given special priority during all IT MEET 2020 events (pre event, main event and post event included).

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## PRE EVENT SPONSOR

The Pre-event sponsorship is a top tier sponsorship for the IT Meet 2020 comprising of ample promotional strategies and excessive facilities. Given your agreement to this investment, benefits as a pre-event sponsor are:

### **Details:**

1. The company will be given a great platform to advertise their company in every pre-event organized by IT MEET 2020.
2. Title Sponsorship of all the pre-event organized as a promotional event of IT MEET 2020.
3. A banner will be provided.
4. The Certificates distributed for the pre-event will include the Company's Logo as watermark.
5. All Pre-Event of the IT Meet 2020 will consist of the promotional banner of the sponsor.
6. The IT Express (annual magazine) will consist of the advertisement of the sponsor.
7. A career fair stall will be made available to the sponsor in the IT MEET.
8. A promotional video of 3 minutes is expected from the sponsor, which will be displayed continuously during the event.

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## GOLD SPONSOR

The gold sponsorship is a promising sponsorship for the IT MEET 2020 comprising of various promotional strategies and facilities. Given your agreement to this investment, benefits as a gold sponsor are:

### **Details:**

1. Title sponsorship of one of the events (company's choice) of IT MEET 2020 will be provided.
2. The Winner Certificate will include the Company's Logo as watermark.
3. The KU mini auditorium will be made available for a period of 2 hours to the sponsor.
4. The IT Express (annual magazine) will consist of the advertisement of gold sponsor which will be distributed in renowned places.
5. A career fair stall will be made available to the sponsor.
6. Additional stall, banners and promotional materials will be provided.
7. Up to 3 dedicated volunteers will be provided (as per the requirement).
8. A promotional video of 3 minutes is expected from the sponsors, which will be displayed continuously during the event.

(Note: Event Sponsorship will be given in a First Come First Serve Basis)



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## SILVER SPONSOR

The silver sponsorship is a promising sponsorship for the IT MEET 2020 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

### **Details:**

1. Title sponsorship of one of the events (IT MEET management's choice) of IT MEET 2020.
2. The Winner Certificate will include the Company's Logo as watermark.
3. A career fair stall will be made available to the sponsor.
4. The IT Express (annual magazine) will consist of an advertisement of silver sponsors which will be distributed in renowned places.
5. Additional stall, banners and promotional materials will be provided.
6. A promotional video of 2 minutes is expected from the sponsors which will be displayed continuously during the event.

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## BRONZE SPONSOR

The bronze is a promising package for the IT MEET 2020 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

### **Details:**

1. Sponsors will be provided a career fair stall.
2. Title sponsorship in the small scaled events (eg Software Competition, Hardware Competition) of IT MEET 2020 will be provided.
3. The Winner Certificate will include the Company's Logo as watermark.
4. Promotional materials of the sponsors will be made available in the event.
5. Additional stall, banners and promotional materials will be provided.
6. Upon discussion with the IT MEET team, we can provide additional features to fulfil your need.

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## EVENT SPONSOR

The event sponsor is a promising package for the IT MEET 2020 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

### **Details:**

1. Sponsors will be provided a career fair stall.
2. Title sponsorship in the small scaled events (eg. Software Competition, Hardware Competition) of IT MEET 2020 will be provided.
3. The company may be also asked for joint sponsorship in the major events.
4. Promotional materials of the sponsors will be made available in the event.
5. Banners and promotional materials will be provided.
6. Upon discussion with the IT MEET team, we can provide additional features to fulfil your need.

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## STALL SPONSOR

The stall sponsor is a promising package for the IT MEET 2020 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

### **Details:**

1. Sponsors will be provided a stall which will be visited by more than 5,000 audiences.
2. The company can use the stalls for their promotional purpose.
3. A special letter of appreciation is provided by the IT MEET Team.
4. A banner will be provided.
5. Upon discussion with the IT MEET team, we can provide additional features to fulfil your need.

## CONCLUSION

We plan to organize a systemized IT MEET 2020 comprising of the aforementioned pre, main and post events. With cooperation from the Department of Computer Science & Engineering (DoCSE), Student Welfare Directorate (SWD) and KU Administration, our aim is to make IT MEET 2020 as productive as possible. We aim to make this growing event a grand success with active participation from all. Moreover, we encourage active participation of everyone in the IT MEET 2020.