



# TECHNUNCTUS'19

THE MAIDEN EDITION



# TECHNUNCTUS'19

## ABOUT US

IIT JAMMU IS HOSTING ITS MAIDEN EDITION OF ITS VERY OWN TECHNICAL FEST, **TECHNUNCTUS'19**, ON **23RD AND 24TH OF MARCH 2019**.

TECHNUNCTUS AS THE NAME SUGGESTS IS THE UNION OF TECHNOLOGIES WHERE THOUSANDS OF STUDENTS WILL BE A PART OF THIS GALA AND WITNESS THE SPIRITED AMBIENCE OF IIT JAMMU.

WITH OVER **10+** TECHNICAL EVENTS, OUTDOOR SPORTS AND HARMONIOUS NIGHTS FOR 2 FULL DAYS WE ARE PROMISING THE INDELIBLE FUN TIME FOR ALL.

### CRUX OF TECHNUNCTUS'19

- 10+ TECHNICAL EVENTS
- FULL DAY WORKSHOP ON ETHICAL HACKING.
- OUTDOOR SPORTS.
- MUSICAL BAND PERFORMANCE
- EDM NIGHT BY INTERNATIONAL DJ
- BOLLYWOOD DJ
- STAND-UP COMEDY
- FOOD STALLS

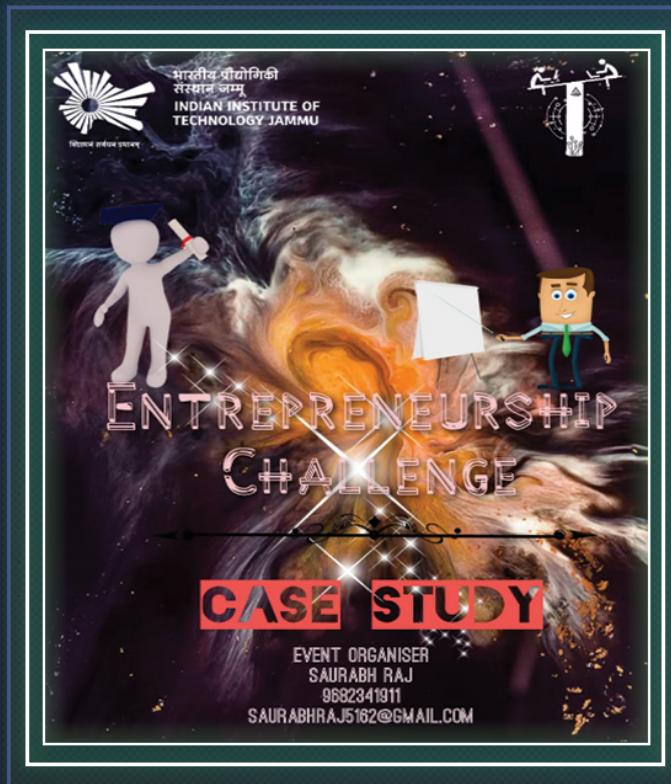
### ATTENDANCE

WE ARE INVITING MOST OF THE COLLEGES OF NORTH ZONE INCLUDING J&K, PUNJAB, HARYANA, DELHI, UP, UTTARAKHAND, BIHAR, ETC.  
WE EXPECT OVER **2000 FOOTFALLS**.



# CASE STUDY

The competition will involve a case study in which teams have to investigate a business problem, research and analyze available data and propose the most effective solution using supporting evidences.



Each Team can have a maximum of 3 members.



Registration charges are  
Rs. 150 per team.  
Winning Teams will get  
Prize money and goodies  
worth Rs.20k.



# CASE STUDY

## RULES

01. PROBLEM STATEMENT AND EVENT RULES WILL BE DECLARED AT 02 P.M. ON 23-03-2019.
02. YOU WILL HAVE 24 HOURS TO WORK ON YOUR SOLUTION AND DEVELOP YOUR MODEL.
03. 10 MIN. FOR PRESENTATION AND 10 MIN. FOR QNA SESSIONS.

# DINNOVENT

A Team based event where participants will have to showcase thier projects by giving a presentation, this will give exposure to students about different ongoing projects in difrent colleges. Each team will give a presentation about their technical project along with showcasing their prototype and will be judged on it (to be decided).



Each Team can have a maximum of **5** members.



Registration charges are **Rs. 250 per team.**  
Winning Teams will get Prize money and goodies worth **Rs.10k.**



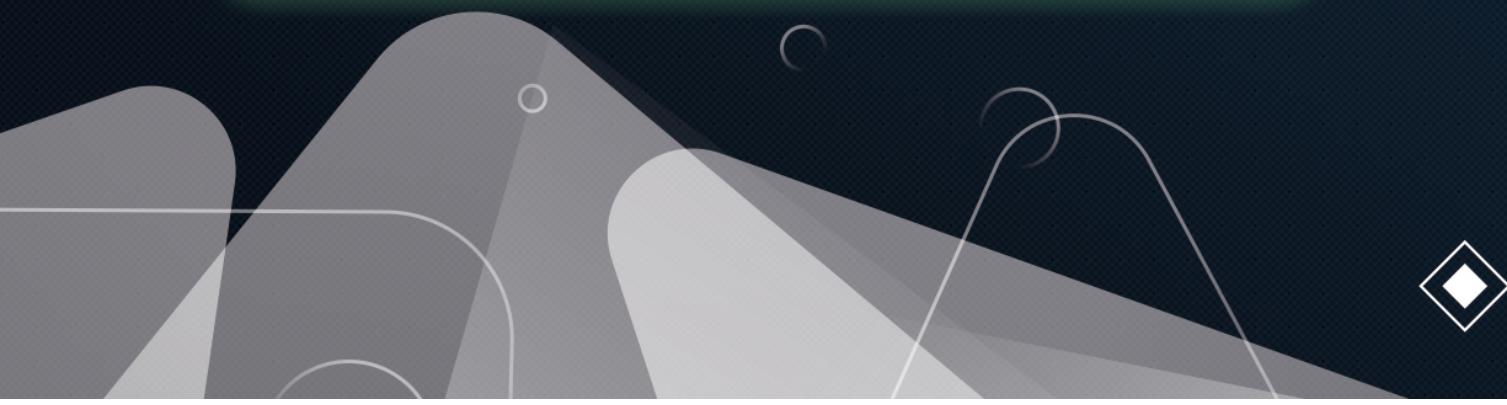
# DINNOVENT

## RULES

01. TEAM MEMBERS CAN'T BE FROM DIFFERENT COLLEGE.
02. PARTICIPANT SHOULD POSSESS A VALID IDENTITY CARD PROVIDED BY THE INSTITUTION.
03. UNFAIR PRACTICE WILL LEAD TO THE DISQUALIFICATION OF THE TEAM.
04. THE EVENT WILL BE OF SPECIFIED TIME.
05. EACH TEAM WILL BE GIVEN UPTO 10 MIN TO GIVE PRESENTATION BEFORE JUDGES.
06. ONLY TECHNICAL PROJECT SHOULD BE PRESENT.
07. PRESENTATION CAN ONLY BE IN HINDI OR ENGLISH.
08. TEAM MUST BRING THEIR PROTOTYPES OR ITS WORKING VIDEO (INCASE PROJECT IS NOT PORTABLE) ALONG WITH TEAM.

## JUDGING CRITERIA

01. INNOVATION.
02. CREATIVITY
03. TECHNICAL COMPLEXITY.
04. PRESENTATION SKILLS.
05. REAL LIFE USABILITY.



# GAMECON

During this event we are going to organize competitive events for games like FIFA'19, Counter Strike: Global Offensive, PUBG Mobile and Clash Royale. Bring out your prowess.



Registration charges are  
Rs. 100 per person.

Winning Players  
will get Prize money  
and goodies  
worth Rs. 5k.



Registration charges are  
Rs. 100 per person.

Winning Teams  
will get Prize money  
and goodies  
worth Rs. 9k.



Registration charges are  
Rs. 200 per team.

Winning Teams  
will get Prize money  
and goodies  
worth Rs. 7k.



Registration charges are  
Rs. 70 per person.

Winning Teams  
will get Prize money  
and goodies  
worth Rs. 1k.



# GAMECON

## RULES

01. EVERY PLAYER IS EXPECTED TO BRING THEIR OWN GAMING EQUIPMENTS (e.g. CONTROLLERS, PC FOR CS GO PLAYERS etc.).
02. NO HACKS, CHEATS, BOOSTERS, MODS, WORD.exe ARE ALLOWED.
03. ALL PLAYERS ARE EXPECTED TO PLAY FAIR AND BY THE RULES.
04. NO WORD.EXE

## TEAM SIZE

FIFA 19 : SINGLE PLAYER

CS GO : TEAM SHOULD BE CONSIST OF 5 MEMBERS

PUBG MOBILE : SQUADS OF 4 ONLY

CLASH ROYALE : SINGLE PLAYER



# CODING HACKATHRONE

It will be an on-spot hackathon. Details of the problem will be released during the event. This event is centered around Development in general wherein a problem will be given to you and you need to build a solution. It will be followed by a 5-10 minutes of presentation over your solution.



Each Team can have a maximum of **4** members.



Registration charges  
**Rs. 200 per team.**  
Winning Teams will get  
Prize money and goodies  
worth **Rs. 34k.**



# CODING HACKATHRONE

## RULES

01. ALL WORK ON A PROJECT SHOULD BE DONE AT HACKATHON.
02. ALL TEAM MEMBERS SHOULD BE PRESENT AT THE EVENT.
03. TEAMS CAN WORK ON IDEAS THAT THEY HAVE WORKED ON BEFORE.
04. TEAMS CAN USE LIBRARIES, FRAMEWORKS, OR OPEN-SOURCE CODE IN THEIR PROJECTS. WORKING ON A PROJECT BEFORE THE EVENT AND OPEN SOURCING IT FOR THE SOLE PURPOSE OF USING THE CODE DURING THE EVENT IS AGAINST THE SPIRIT OF THE RULES AND IS NOT ALLOWED.
05. A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS TO COMPETE IN THIS EVENT.
06. YOU WILL BE GIVEN 24 HOURS IN A STRETCH TO BUILD YOUR SOLUTION IN THE HACKATHON.

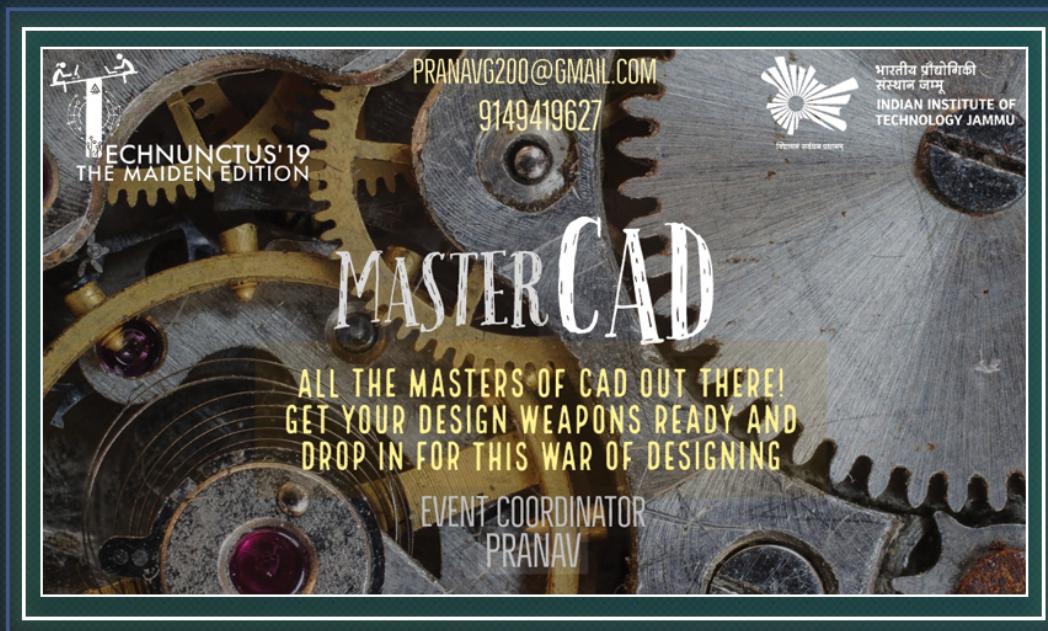
## JUDGING CRITERIA

01. IDEATION
02. TECHNICAL INNOVATION
03. DESIGN
04. CODE OPTIMISATION
05. USEFULNESS
06. PRESENTATION



# MASTERCAD

To analyze the given 2D or 3D views and make the CAD model using your own perspective and within the least time possible. The event will consist of rounds depending upon the number of entries and the MODELS will get harder with progress of each round. Each team will be given drawings of part files. Teammates should design individual parts and should do the assembly, in the least possible time.



2

Each Team can have a maximum of 2 members.



Registration charges  
Rs. 100 per team.  
And winning Teams will get  
Prize money and goodies  
worth Rs.10k.



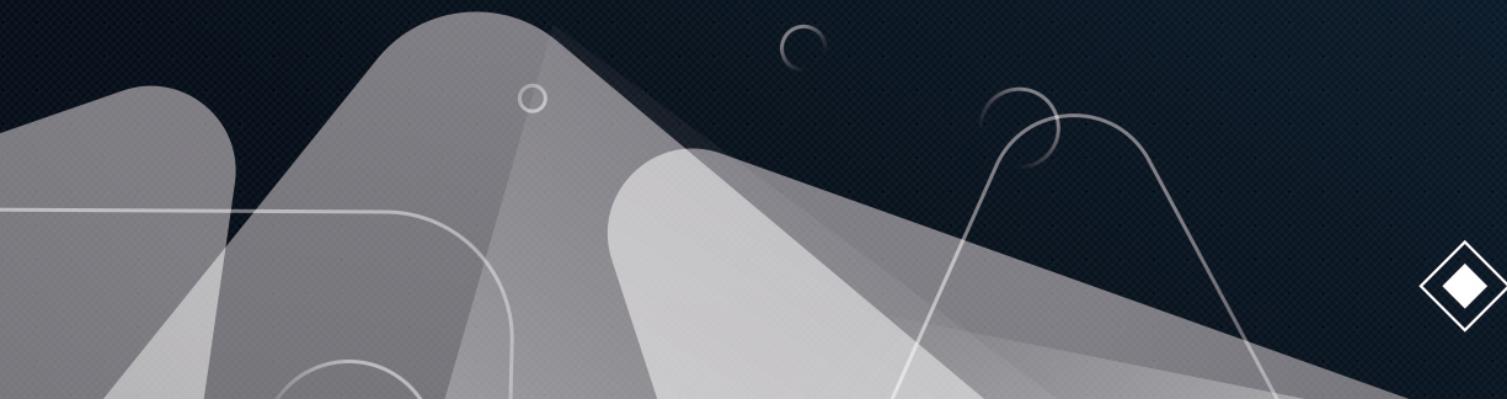
# MASTERCAD

## RULES

01. EACH TEAM CAN HAVE 2 (MAXIMUM) PARTICIPANTS.
02. COMPETITION IS OPEN TO ALL THOSE WHO HAVE A CLEAR KNOWLEDGE OF CREATING MODELS USING CAD SOFTWARES.
03. COMPUTERS WITH THE SOFTWARE INVENTOR, SOLID WORKS WILL BE AVAILABLE. EACH TEAM GETS ONE PC.
04. THE TEAM HAVE TO BRING AT LEAST ONE LAPTOP. 2 LAPTOPS ARE MANDATORY FOR PARTICIPANTS WORKING ON SOFTWARE DIFFERENT FROM THE ABOVE MENTIONED.
05. MODEL WHICH IS TO BE MADE WILL BE PROVIDED ON THE SPOT AND WILL BE COMMON TO ALL PARTICIPANTS.
06. POINTS GIVEN BY THE JUDGES WILL BE FINAL. NO ARGUMENT WILL BE TOLERATED, THE PARTICIPANT ARGUING WITH THE JUDGES CAN BE DISQUALIFIED.

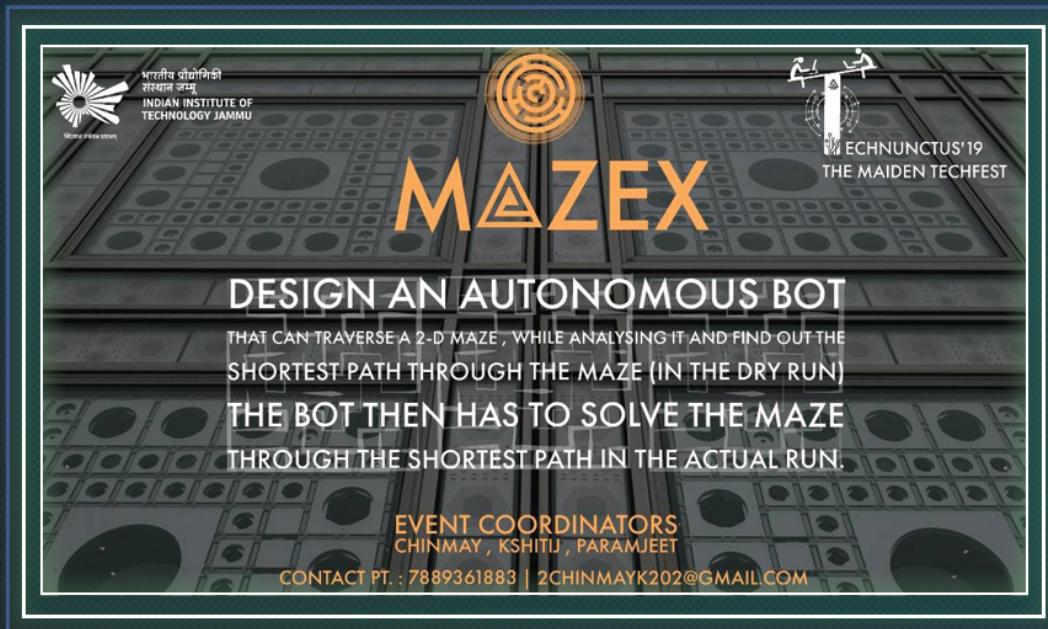
## JUDGING CRITERIA

01. LEAST TIME TAKEN TO COMPLETE THE MODEL.
02. DIMENSIONAL ACCURACIES,
03. MODEL WITH CLEAN BODY STRUCTURE, MOVABLE PARTS (IF PRESENT).



# MAZEX

The teams have to build an autonomous bot that can traverse a maze, while keeping track of the directions. The bot has to analyse the maze in the dry run and traverse the maze in shortest possible path in actual run.



Each Team can have a maximum of **4** members.



Registration charges  
**Rs. 200 per team.**  
Winning Teams will get  
Prize money and goodies  
worth **Rs.16k.**

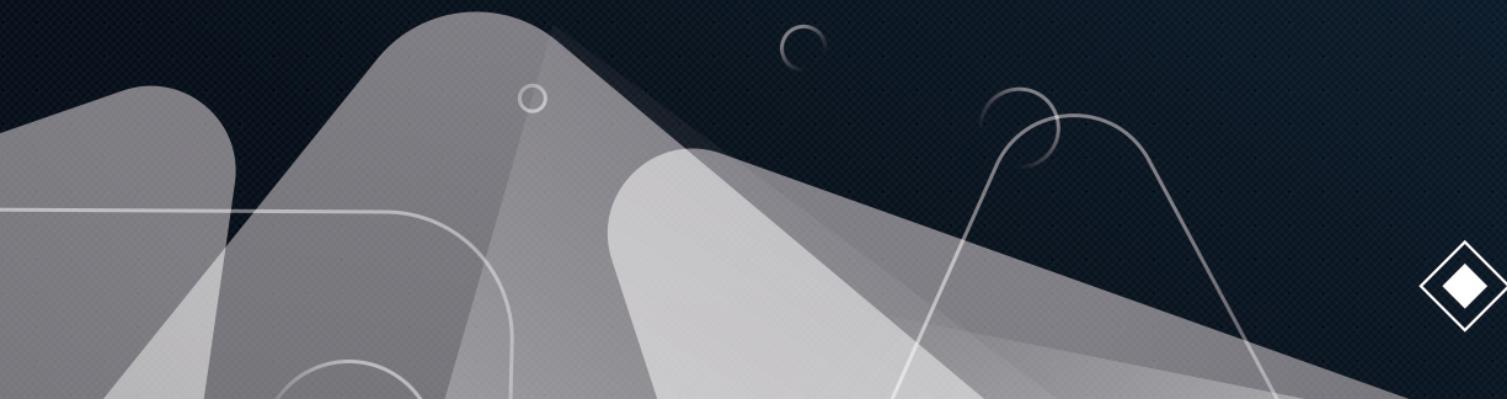


## RULES

01. ONLY ONE BOT PER TEAM IS ALLOWED. TEAMS MAY COMPRIZE OF STUDENTS FROM VARIOUS COLLEGES. ONE TEAM CAN HAVE MAXIMUM FOUR MEMBERS
02. LAPTOPS, BLUETOOTH MODULES OR ANY DEVICES THAT CAN COMMUNICATE WITH THE BOT ARE NOT ALLOWED INSIDE THE ARENA ROOM.
03. ONLY ONE MEMBER CAN HANDLE THE BOT AT A TIME.

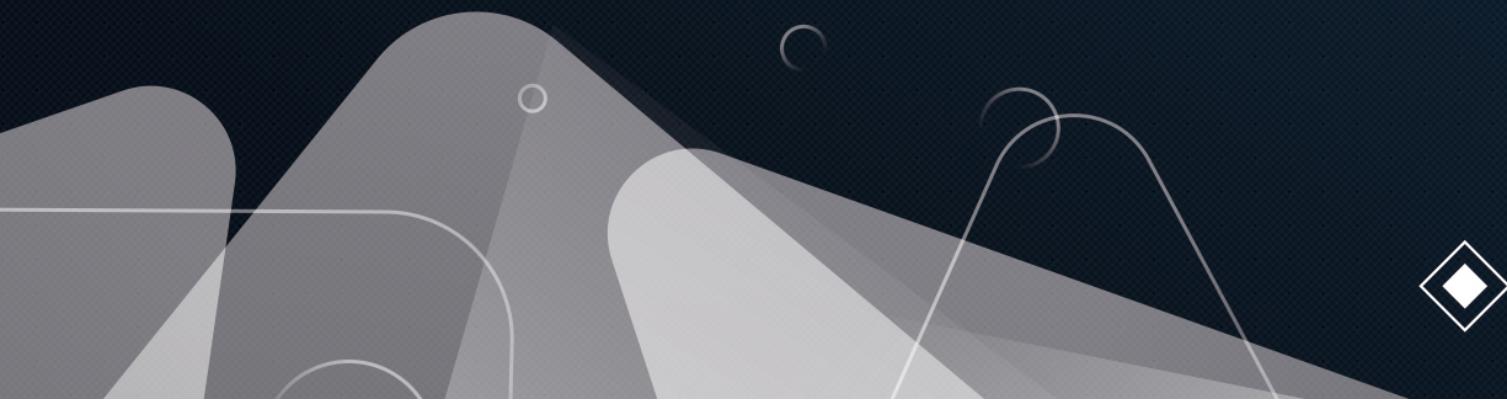
## BOT SPECIFICATION

01. MAXIMUM SIZE OF BOT MUST BE LESS THAN 25CM X 25CM X 25CM(LXBXH).
02. BOT SHOULD NOT DAMAGE THE ARENA IN ANY WAY. BOT SHOULD NOT LEAVE ANY PIECES BEHIND OR LEAVE ANY MARKINGS ON THE ARENA.
03. BOT SHOULD HAVE ON-BOARD POWER SUPPLY, VOLTAGE OF WHICH SHOULD NOT EXCEED 25V.
04. BOT SHOULD NOT BE CONSTRUCTED USING READYMADE KITS OR LEGO KITS.



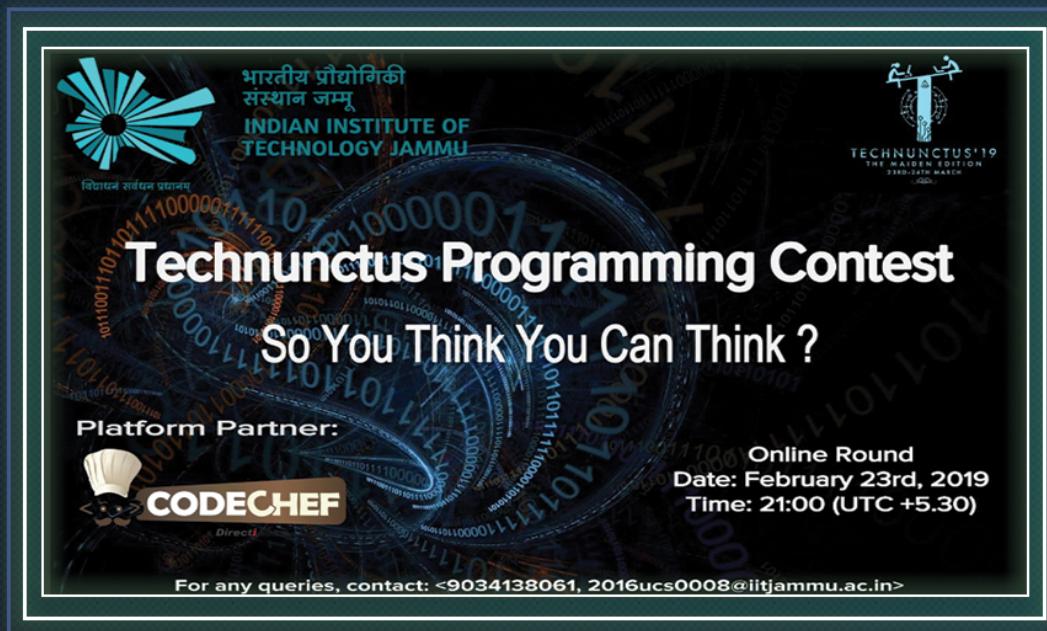
## SPECIFICATION

01. THE MAZE CONSISTS OF WHITE STRIPES OF WIDTH 3CM OVER BLACK BACK GROUND.
02. ANGLE BETWEEN ANY TWO LINES IS 90°.
03. THERE WILL BE 3 CHECKPOINTS BETWEEN START AND FINISH
04. A WHITE BOX WILL BE PRESENT AT THE END OF THE ARENA.
05. TEAMS WILL BE GIVEN 1 MINUTE FOR CALIBRATION, 4 MINUTES FOR DRY RUN AND 3 MINUTES FOR ACTUAL RUN.
06. ANY NUMBER OF RESTARTS IS ALLOWED IN DRY RUN, GIVEN THE TIME LIMIT OF 4 MINUTES DOES NOT EXCEED. THE BOT HAS TO RESTART FROM THE LAST CROSSED CHECKPOINT
07. NO RESTARTS ARE ALLOWED IN ACTUAL RUN.
08. ONCE THE TIMER STARTS, IT WILL NOT BE RESET.
09. THE BOT MUST START FROM THE START POSITION AFTER CALIBRATION IS COMPLETE. IT MUST TRAVERSE THROUGH THE MAZE, STORING THE TURNS IN ITS MEMORY AND DETERMINE THE SHORTEST POSSIBLE PATH FOR SECOND PART(ACTUAL RUN)
10. AT THE START OF THE ACTUAL RUN, TIMER WILL BE SET TO ZERO AND THE BOT HAS TO START FROM START POSITION AGAIN AND REACH THE END THROUGH SHORTEST POSSIBLE PATH.



# PROGRAMMING CONTEST (TPC)

This is a team programming contest, where participants will be given some algorithmic problems to solve within 2-3 hours. Participants can use languages like C, C++, Java or Python to code their solutions. Each team can consist of exactly 2 members. This event will have two rounds, an online round (date to be decided) and the final onsite round. Based on the performance in online round, top 20 teams will be selected.



Each Team can have a maximum of 2 members.



Registration charges  
Rs. 100 per team.  
Winning teams will get Prize  
money and goodies  
worth Rs. 12k.



# PROGRAMMING CONTEST (TPC)

## RULES

01. EACH TEAM CAN HAVE A MAXIMUM 2 MEMBERS.
02. THIS EVENT WILL HAVE TWO ROUNDS, AN ONLINE ROUND (DATE TO BE DECIDED) AND THE FINAL ONSITE ROUND. BASED ON THE PERFORMANCE IN ONLINE ROUND, TOP 20 TEAMS WILL BE SELECTED.
03. PARTICIPANTS CAN USE LANGUAGES LIKE C, C++, JAVA OR PYTHON TO CODE THEIR SOLUTIONS.
04. THIS IS A TEAM PROGRAMMING CONTEST, WHERE IN PARTICIPANTS WILL BE GIVEN SOME ALGORITHMIC PROBLEMS TO SOLVE WITHIN 2-3 HOURS

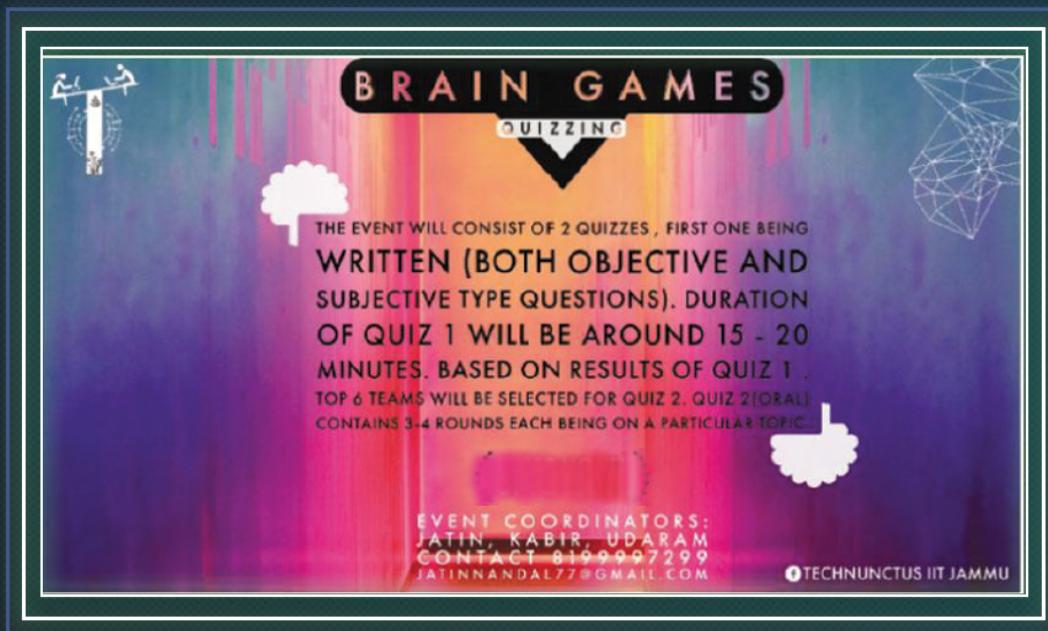
## REGISTRATION CHARGES

THERE ARE **NO** REGISTRATION CHARGES FOR THE ONLINE EVENT. THE TEAMS SELECTED FOR ONSITE ROUND WILL HAVE TO PAY A NOMINAL CHARGE OF **100 RS. PER TEAM**. IF SOME TEAM IS UNWILLING TO COME, WE MIGHT SELECT TEAMS WITH HIGHER RANKS THAN 20 TO FILL ALL THE 20 SLOTS.



# QUIZZING

The event will consist of 2 quizzes , first one being written (both objective and subjective type questions). Duration of quiz 1 will be around 15 - 20 minutes. Based on results of quiz 1 , top n number of teams will be selected for quiz 2. Quiz 2(Oral) contains 3-4 rounds each being on a particular topic.



Each Team can have a maximum of **4** members.



Registration charges  
**Rs. 200 per team.**  
Winning Teams will get  
Prize money and goodies  
worth **Rs.16k.**



# QUIZZING

## RULES

01. MAXIMUM NUMBER OF PARTICIPANTS ALLOWED PER TEAM IS 4.
02. THE COMPETITION WILL BE CONDUCTED SIMULTANEOUSLY AMONG THE PARTICIPATING TEAMS.
03. TOP N TEAMS WILL BE SELECTED FROM QUIZ-1 (N TO BE DECIDED LATER) WHICH WILL GO FOR QUIZ-2.
04. QUIZ -2 WILL BE AN ORAL ONE WITH 3-4 ROUNDS, FASTEST TEAM TO ANSWER WILL BE AWARDED MOST POINTS AND HENCE WILL WIN.

## DISQUALIFICATION

01. FAILS TO COME FOR QUIZ -1
- 02..FAILS TO ABIDE THE TIMINGS OF THE COMPETITION.
- 03.MAKES USE OF ANY UNFAIR MEANS(TBD).
- 04.FAILS TO ABIDE BY THE RULES AND CHALLENGE THE JUDGES' DECISION

# SO MANY FROM SCRAP

The event is basically an idea towards utilization of scrap. All the teams will be provided with a heap of scrap from which they have to design and create anything useful.



Each Team can have a maximum of **4** members.



Registration charges are  
**Rs. 200 per team.**  
Winning Teams will get  
Prize money and goodies  
worth **Rs.16k.**



# SO MANY FROM SCRAP

## RULES

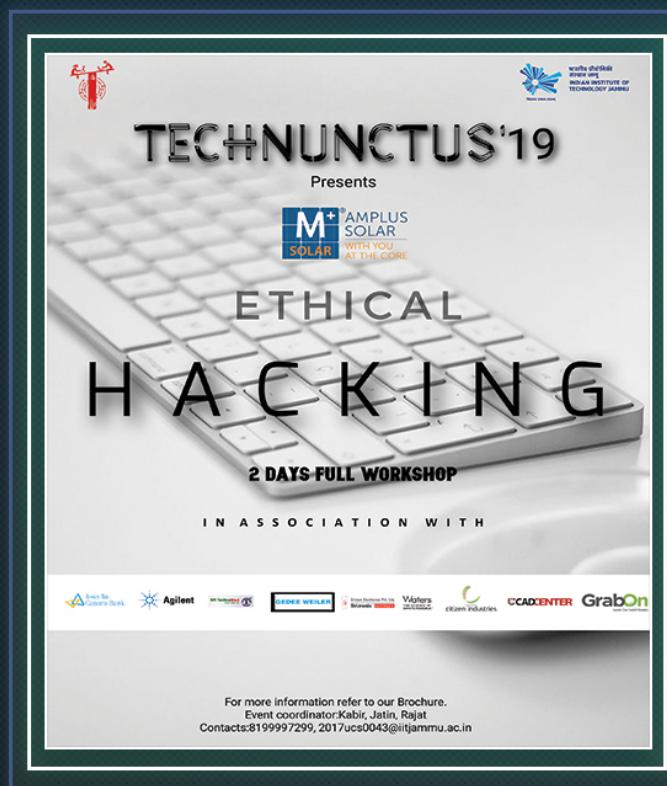
01. ELECTRONIC DEVICES ARE NOT ALLOWED TO USE AT THE TIME OF COMPETITION.
02. PARTICIPANTS ARE NOT ALLOWED TO USE EXCESS SCRAP, WHICH IS BROUGHT BY THEM, THEY SHOULD USE ONLY THE SCRAP PROVIDED BY INSTRUCTOR.
03. THE THING THAT IS CREATED BY THEM MUST BE USEFUL. SO, THAT PARTICIPANTS SHOULD NOT CREATE SOME SHIT AND SHOW TO INSTRUCTOR FOR EVALUATION.
04. EACH GROUP SHOULD CONTAIN ONLY 4 MEMBERS, AND ONE PARTICIPANT SHOULD BE ONLY IN SINGLE GROUP.
05. SCHEME OF EVALUATION WILL BE SAID TO PARTICIPANTS 15 MINUTES BEFORE THE COMPETITION.



# WORKSHOPS

"Knowledge is of no value unless put into practical use."

The ultimate aim of organizing workshop is to provide students with some practical exposure and to realize the potential of technology by hands-on experience. There will be an international company displaying their top-notch technology, and it will help the young students to gain practical wisdom and will surely lead to their great interest towards engineering and technology.



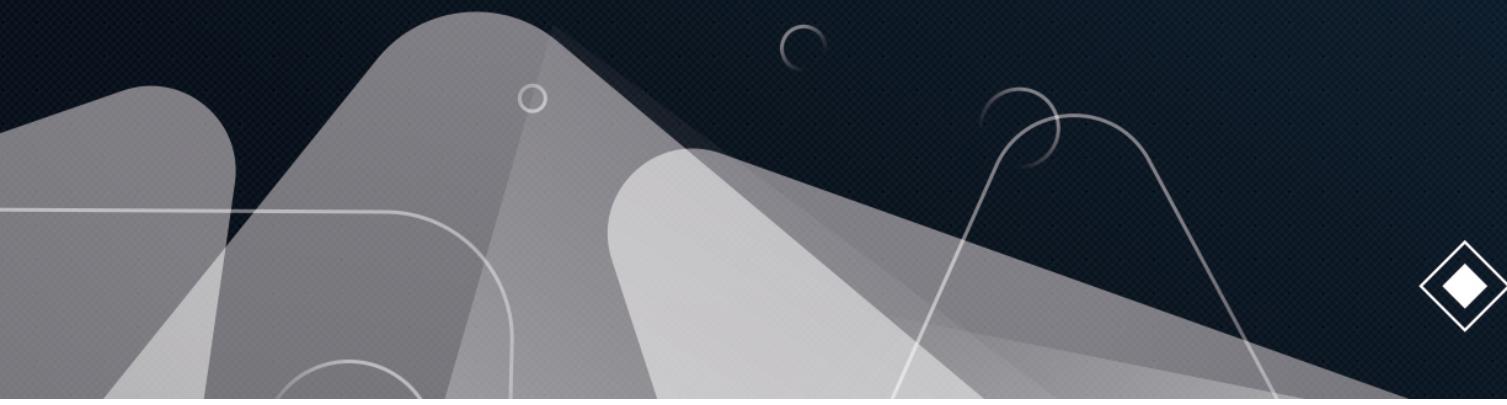
Ethical Hacking  
( Chargeable )



# WORKSHOPS

## RULES

01. EVERY PARTICIPANT HAS TO REGISTER INDIVIDUALLY IN IT.
02. ALL PARTICIPANTS SHOULD BRING THEIR VALID INSTITUTE ID CARDS FOR VERIFICATION.
03. THE PARTICIPANTS HAVE TO ATTEND ALL SESSIONS OF THE WORKSHOP TO GET A CERTIFICATE.
04. EVERY PARTICIPANT SHOULD BRING A LAPTOP WITH HIM/HER.



# TALENT HUNT

In this event performers will get a chance to showcase their talent in competitions named below and will get a chance to win exciting prizes.



Registration charges are  
**Rs. 100 per person.**  
Top 2 performers  
will get Prize money  
and goodies  
worth **Rs. 5k.**



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**Rs. 100 per person.**  
Top 2 performers  
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worth **Rs. 5k.**



Registration charges are  
**Rs. 100 per person.**  
Top 2 performers  
will get Prize money  
and goodies  
worth **Rs. 5k.**



# TALENT HUNT

## STAND UP COMEDY

01. THE DURATION OF THE PERFORMANCE SHOULD BE A MAXIMUM OF 10 MINUTES.SINGLE ARTISTS ARE ALLOWED.
02. USE OF PROFANE AND ABUSIVE LANGUAGE IS STRICTLY PROHIBITED AND MAY RESULT IN DISQUALIFICATION.

## POETRY

04. THE EVENT IS BILINGUAL IN NATURE: PARTICIPANTS MAY USE HINDI, ENGLISH AND URDU.
05. PLAGIARISM WILL NOT BE TOLERATED AND SHALL LEAD TO DISQUALIFICATION.

## RAPPING

06. THIS EVENT WILL HAVE THREE ROUNDS PRELIMS, ONE ON ONE ROUNDS, AND FINAL ROUND.
07. THE LANGUAGE OF RAP MUST BE ONLY ENGLISH AND/OR HINDI.
08. THE PARTICIPANTS MAY GET ANY HIP-HOP INSTRUMENTAL(S) / BEAT(S) (MP3 FORMAT IN A PEN-DRIVE ONLY) OF THEIR CHOICE TO WHICH THEY WISH TO RAP (WE WON'T BE PROVIDING).
10. THE TIME LIMIT IS 2 MINUTES FOR ROUND 1 & 2 AND IS 4 MINUTES FOR FINAL ROUND. THE TIME LIMIT SHOULD BE STRICTLY FOLLOWED.FREE STYLE RAP OF 1 MINUTE EACH PARTICIPANT FOR ROUND 2 AND FINAL ROUND.
11. DEPENDING UPON ROUND 1, 4-6 PARTICIPANTS WILL BE SELECTED FOR ROUND 2.



# TECH-NIGHTS

There will be mind-soothing experience at Tech-Nights. Tech-Nights are all about having fun, swaying and rolling.



## DAY 1

A musical band.

No Entry fee



## DAY 2

EDM Night.

Entry fees is

One person : Rs. 200/-

Two people : Rs.300/-

Four people : Rs.400/-

# GAMES, FUN & CHILL

There will be outdoor stalls for Fun games activities where you can challenge your friends and lighten up your mood.



Archery  
(Chargable)



Zorbing  
(Chargable)



# HOSPITALITY

IIT Jammu, adored by alluring mountains and topography. The campus is located at NH44 and is about 15 KM from airport. Come and witness astounding ambience of IIT Jammu yourself. We are inviting colleges from Jammu, Punjab, Haryana, Delhi, UP and other northern states only.

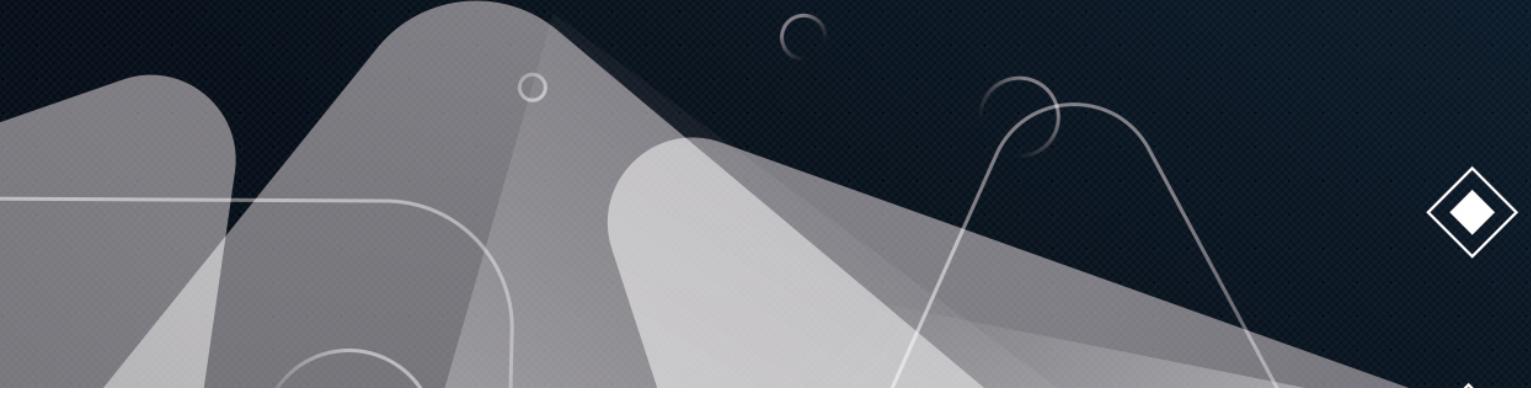
## ACCOMODATION

One day = Rs. 350/- (INCLUDING FOOD)

Two days = Rs. 700/- (INCLUDING FOOD)

Entry time : 23.03.19 (10:00AM)

Exit Time : 25.03.19 (10:00AM)



# COLLEGE REPRESENTATIVE

## RESPONSIBILITIES

### BE A LEADER :

LEAD THE CONTINGENT FROM YOUR COLLEGE. ACQUAINT STUDENT OF YOUR COLLEGE WITH [TECHNUNCTUS'19](#). ENSURE MAXIMUM PARTICIPATION IN THE EVENTS.

### CERTIFY :

ENSURE THAT MAXIMUM PEOPLE VISIT AND REGISTER ON THE [TECHNUNCTUS'19](#) WEBSITE.

### SOCIAL MEDIA :

ENCOURAGE OTHERS TO LIKE & FOLLOW [TECHNUNCTUS'19](#) INSTA & FB PAGES, USE 'INVITE ALL' & SHARE PAGE LINK ON WHATSAPP. SHARE EVENT'S POSTERS & POSTS IN DIFFERENT GROUPS OF FACEBOOK & WHATSAPP.

## INCENTIVES

01. 5 CRS WHO WILL BRING MAXIMUM PARTICIPATION WILL GET A CHANCE TO MEET THE STARS..

02. TOP 10 CRS WILL GET A CERTIFICATE OF EXCELLENCE WITH THEIR RANK MENTIONED IN IT..

03. TOP 8 CRS WILL GET FREE T-SHIRT OF [TECHNUNCTUS'19](#).

04. CRS WHO WILL BRING MORE THAN 50 PARTICIPANTS WILL GET FREE GOODIES AND T-SHIRT OF [TECHNUNCTUS'19](#).

05. ALL REMAINING CRS WILL GET CERTIFICATE OF PARTICIPATION.



# TECHNUNCTUS'19

## CONTACTS

IF YOU WOULD LIKE TO HAVE MORE INFORMATION OR WOULD LIKE TO DISCUSS ANYTHING RELATED TO TECHNUNCTUS'19, FEEL FREE TO CONTACT US THROUGH FOLLOWING MODES OF COMMUNICATIONS:

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**WEBSITE HANDLER:** HRUSHIKESH VETAGIRI (7051300577)

**DESIGN AND CREATIVITY:** ARPIT SACHAN (9622320366)

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**HOSPITALITY COORDINATOR:** MANTAVYA GOYAL (8283082770)



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