



KNOWLEDGE INSTITUTE OF TECHNOLOGY, SALEM

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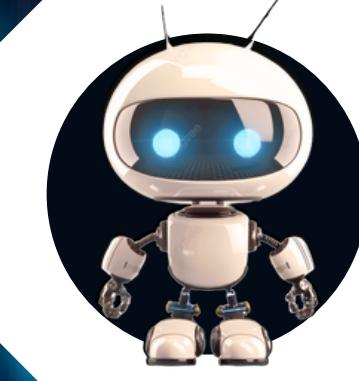
iStart
Ideas to Unicorns
iStartKIOT MXincubator Foundation
(A Section 8 Company under Companies Act 2013)

INSTITUTION'S
INNOVATION
COUNCIL
(Ministry of Education Initiative)

5 LAKH*
WORTH CASH PRIZES
DREAM BIG, WIN BIGGER!

A NATIONAL LEVEL TECHNICAL SYMPOSIUM - 2K '26

ARIVOLI



EVENT PROUDLY HOST BY CSE, IT, CSBS AND AI&DS

TECHNICAL EVENTS

- Project Expo
- Error 404 (CTF)
- Coding Maniac
- Paper Presentation

WORKSHOP

- Code to Career
- LLM-Powered AI Chatbot
- AI Tools and Prompt Engineering

HELP DESK

- 8220153508 - Sanjay A
- 8946092297 - Nega Sri R
- 8508513234 - Gowtham S
- 8925084660 - Divakar Y N



www.arivoli.co.in

NON-TECHNICAL

- Ad Mad
- IPL Auction
- Mind Puzzle
- Minute - to - win - it

13 | FEB, 2026
FRIDAY



KIOT CAMPUS
KAKAPALAYAM, SALEM



arivoli2k26@kiot.ac.in

ALL THE EVENTS THEME ARE MENTIONED IN THE RULEBOOK.

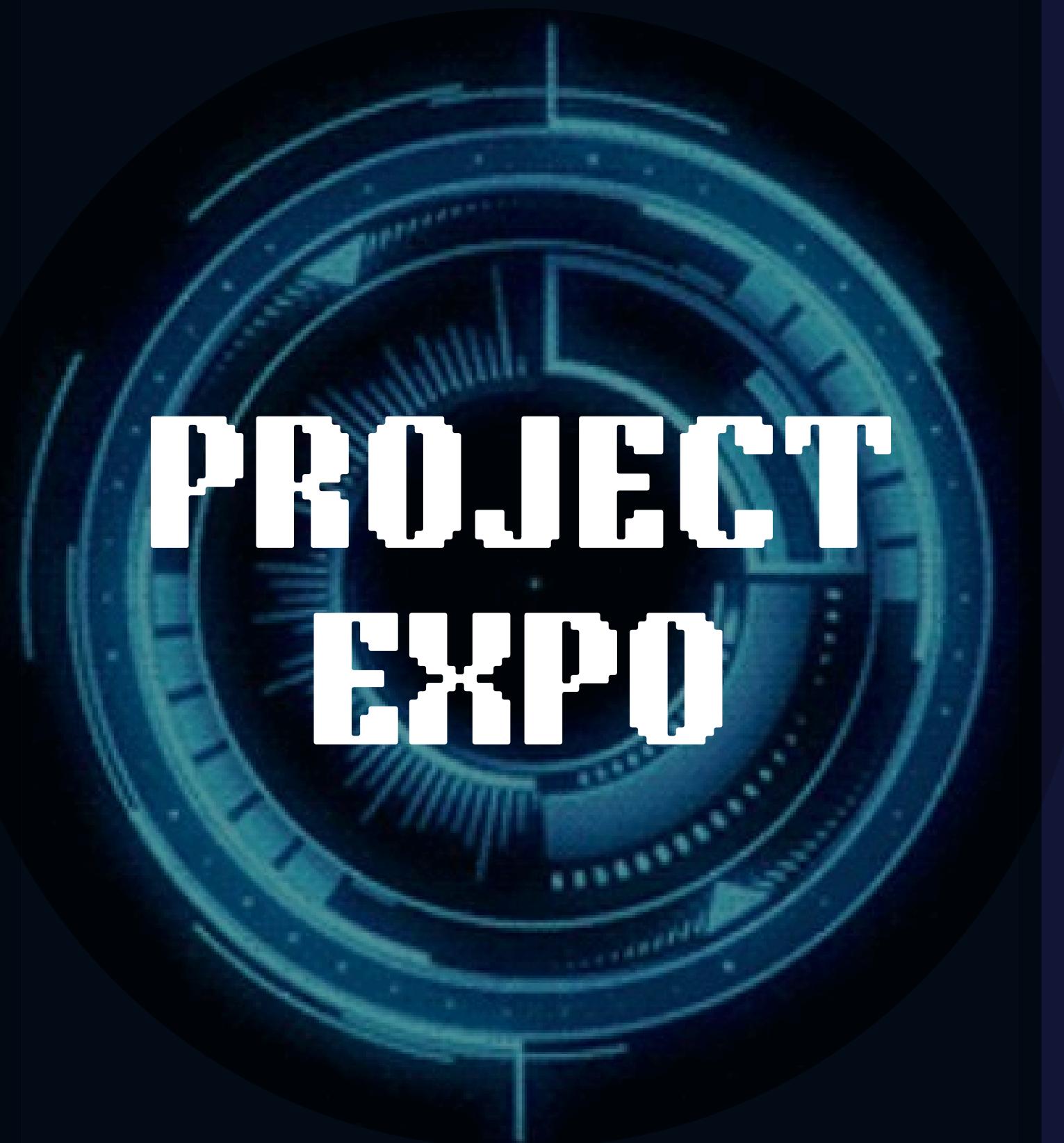
DESCRIPTION:

The Project Expo offers students a platform to showcase innovative, solution-oriented projects aligned with the United Nations Sustainable Development Goals (SDGs). It encourages hands-on learning, technical creativity, and problem-solving while promoting social responsibility through real-world, impactful solutions for sustainable development.

RULES:

1. Each team must have 2–4 members, and participation is limited to 60 teams.
2. Participants must bring their own laptops and carry a valid college ID card.
3. Projects must be complete, functional, and demonstrable, with a mandatory one-page project write-up submitted during evaluation.
4. Teams must report at their allotted time slot; certificates will be issued only to physically present teams.
5. The organizing committee's decision will be final and binding.

Technical Event



Contact Us:

EVENT COORDINATOR :

1. GOWRI R
~90258 28286
2. NISHANTH M
~93457 87079

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

Coding Maniac is a competitive coding challenge where you'll test your programming fundamentals, logical reasoning, and problem-solving skills. The event features two progressive rounds, designed to assess both your conceptual understanding and your ability to write efficient code under time constraints.

RULES:

The event consists of **two rounds**: an MCQ & Debugging elimination round and a Coding round.

1. Only shortlisted participants from Round 1 will advance to Round 2.
2. Coding solutions will be evaluated on correctness, logic, and efficiency.
3. Only C, Java, and Python are allowed for programming.
4. No negative or partial marking will be applied in any round.
5. Use of external resources or malpractice will lead to immediate disqualification.

Technical Event



Contact Us:

EVENT COORDINATOR :

1. PRAGADEESHWARAN R
~73395 83589
2. RAMKUMAR R
~63804 45757
3. PRIYADHARSHINI S
~63817 28415
4. KAVIYA G S
~98946 53709

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

ERROR 404 is a Capture The Flag (CTF) competition designed to test basic cybersecurity and problem-solving skills. Participants solve security-based challenges to uncover hidden flags, gaining hands-on learning and practical exposure to cybersecurity concepts.

RULES:

1. ERROR 404 is a CTF-based competition covering Web, Crypto, Forensics, OSINT, and basic security topics.
2. Participants may compete individually or in teams as per organizer guidelines.
3. Flags must be solved independently—no sharing, external help, or unfair methods allowed.
4. Each correct flag earns points; cheating or attacking the platform results in disqualification.
5. All decisions made by the organizers are final.

Technical Event



Contact Us:

EVENT COORDINATOR :

1. MOHAMED JALALUDEEN M
~ 95668 93337
2. VIGNESH T
~ 80159 78929
3. JAI SHREE M
~ 93447 21040
4. SUGANTHA A
~ 81485 31845

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

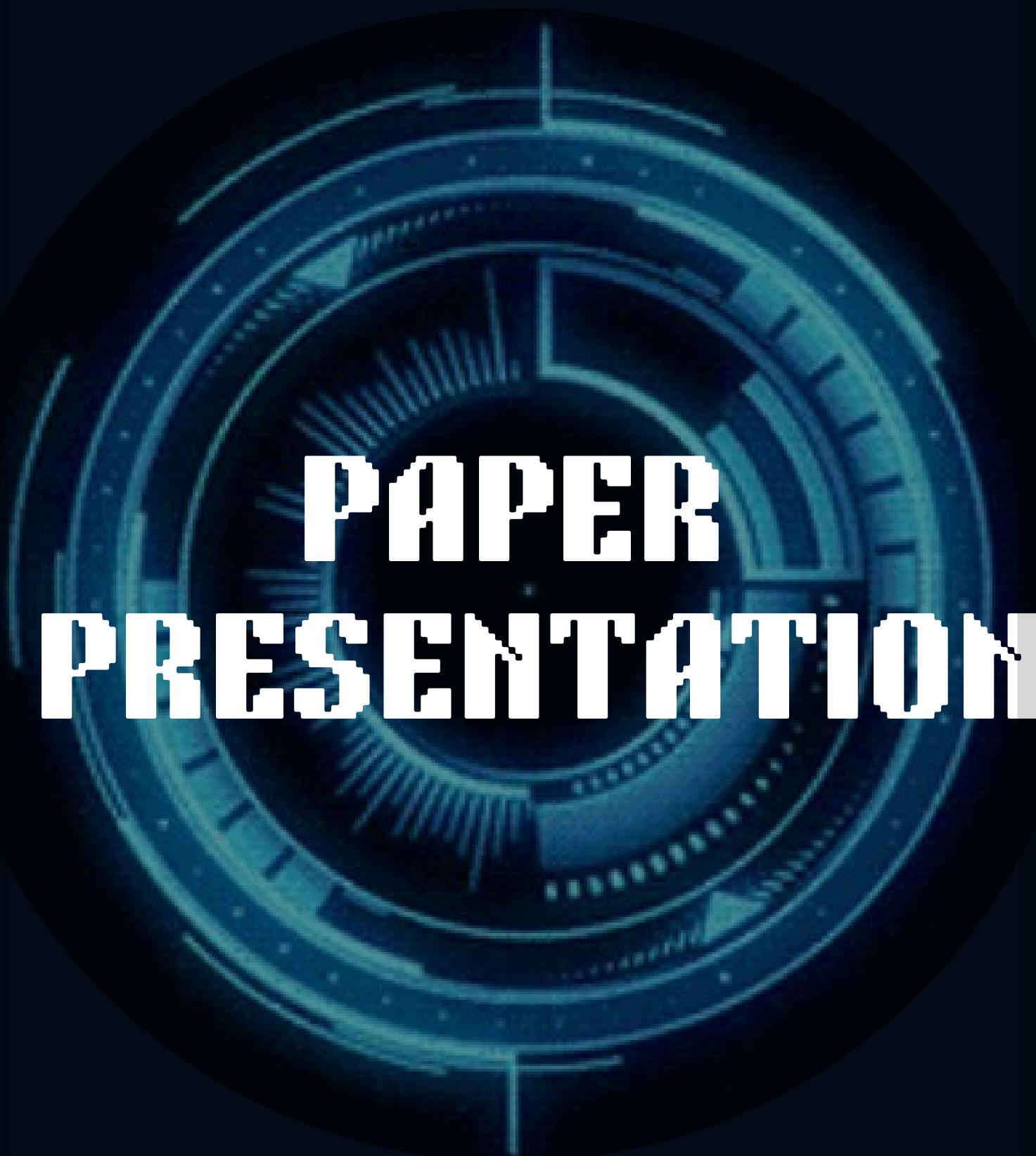
DESCRIPTION:

Paper Presentation – **NextGenTalks** offers students a platform to present innovative ideas, technical concepts, and emerging applications in Artificial Intelligence and Data Science, promoting clear communication and knowledge sharing in next-generation technologies.

RULES:

1. Team Size: 3–4 members per team
2. Presentation Time: 5–7 minutes per team
3. Q&A Session: 2 minutes with judges
4. Content Focus: AI & Data Science topics aligned with the NextGenTalks theme
5. Presentation Format: PPT-based technical presentation
6. Evaluation Criteria: Innovation, technical depth, clarity, and presentation skills
7. Maximum slides : 8

Technical Event



Contact Us:

EVENT COORDINATOR :

1. **PADMA SREE R**
~**86681 67630**
2. **UMAMAHESWARI A**
~**78240 47887**
3. **SABITHA D R**
~ **93600 31427**

FOR REGISTRATION



***NO ON-SPOT REGISTRATION**

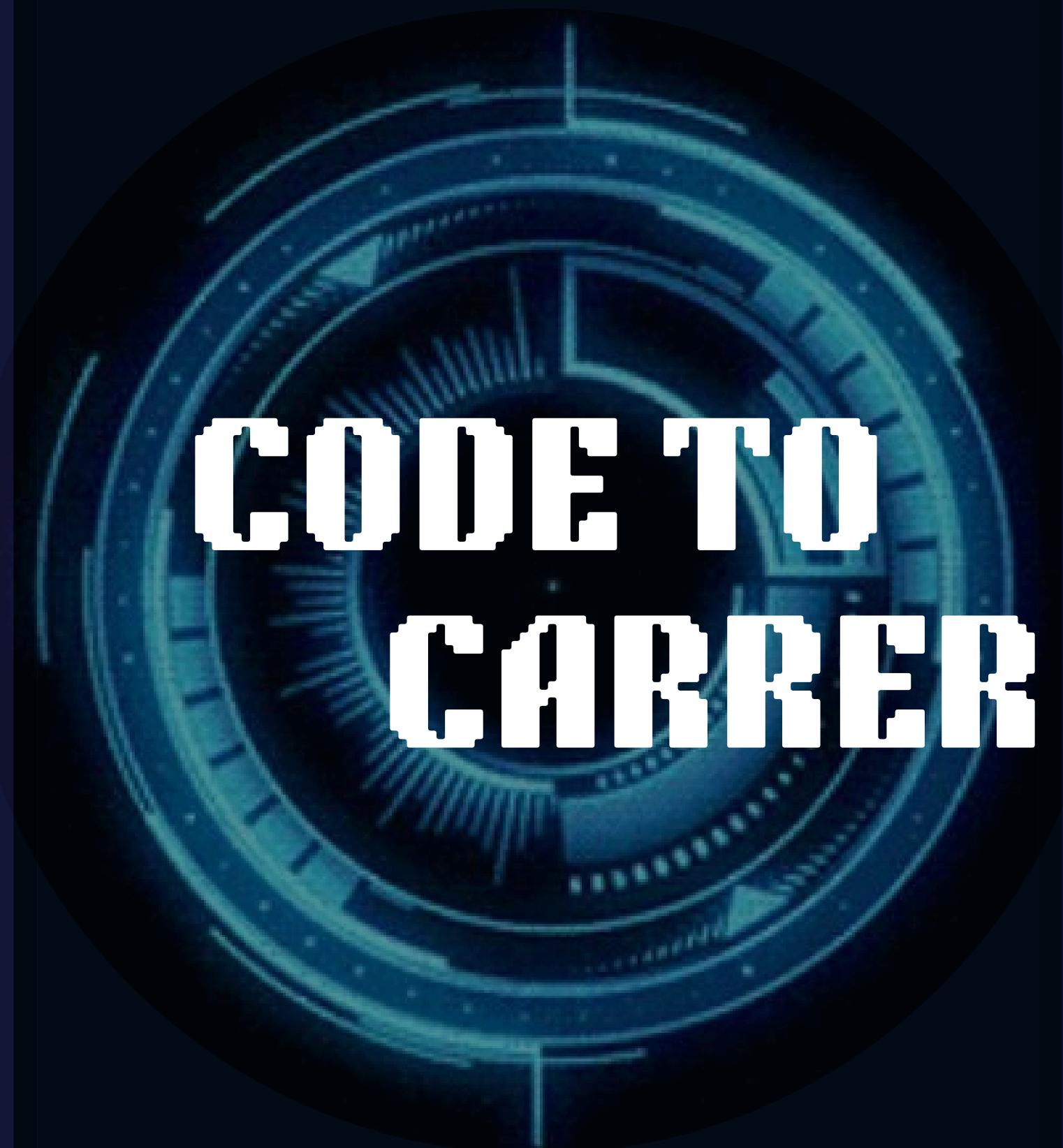
DESCRIPTION:

Code to Career is a full-day, idea-driven session that helps students understand how coding skills translate into a successful career, focusing on the right mindset, industry insights, and essential technical and professional skills for real-world environments.

RULES:

1. Participants must register before the deadline; total participants are limited to 75.
2. This is a full-day session; full attendance is mandatory to receive a certificate. Late entry or early exit may not be allowed.
3. Participants must arrive on time, maintain discipline, and keep mobile phones on silent.
4. Wearing a college ID and bringing a personal laptop are mandatory.
5. Lunch will be provided, and participants can contact event coordinators for any queries.

WORKSHOP



Contact Us:

EVENT COORDINATOR :

1. NAGA GAYATHRI
~90425 87165
2. KANISHK
~93442 67139

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

- This workshop focuses on building LLM-powered chatbots using modern AI models and real-world architecture.
- Participants will learn prompt design, backend integration, and cloud deployment through hands-on practice.

RULES:

1. Participants must register before the deadline and only for this workshop.
2. Full attendance is mandatory; certificates are issued only for complete participation, and late entry is not permitted.
3. Participants must bring their own laptop with required software and ensure a stable internet connection.
4. Punctuality, discipline, silent mobile phones, and respectful behavior are mandatory throughout the session.
5. Any misconduct will be handled at the organizers' discretion, and their decision will be final.

WORKSHOP



Contact Us:

EVENT COORDINATOR :

1. RAJVENKADAM S
~96297 98166
2. TAMIL SELVAN G
~80564 67991
3. PREETHI S
~63817 28415
4. YUVASRI.G
~99522 48022

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

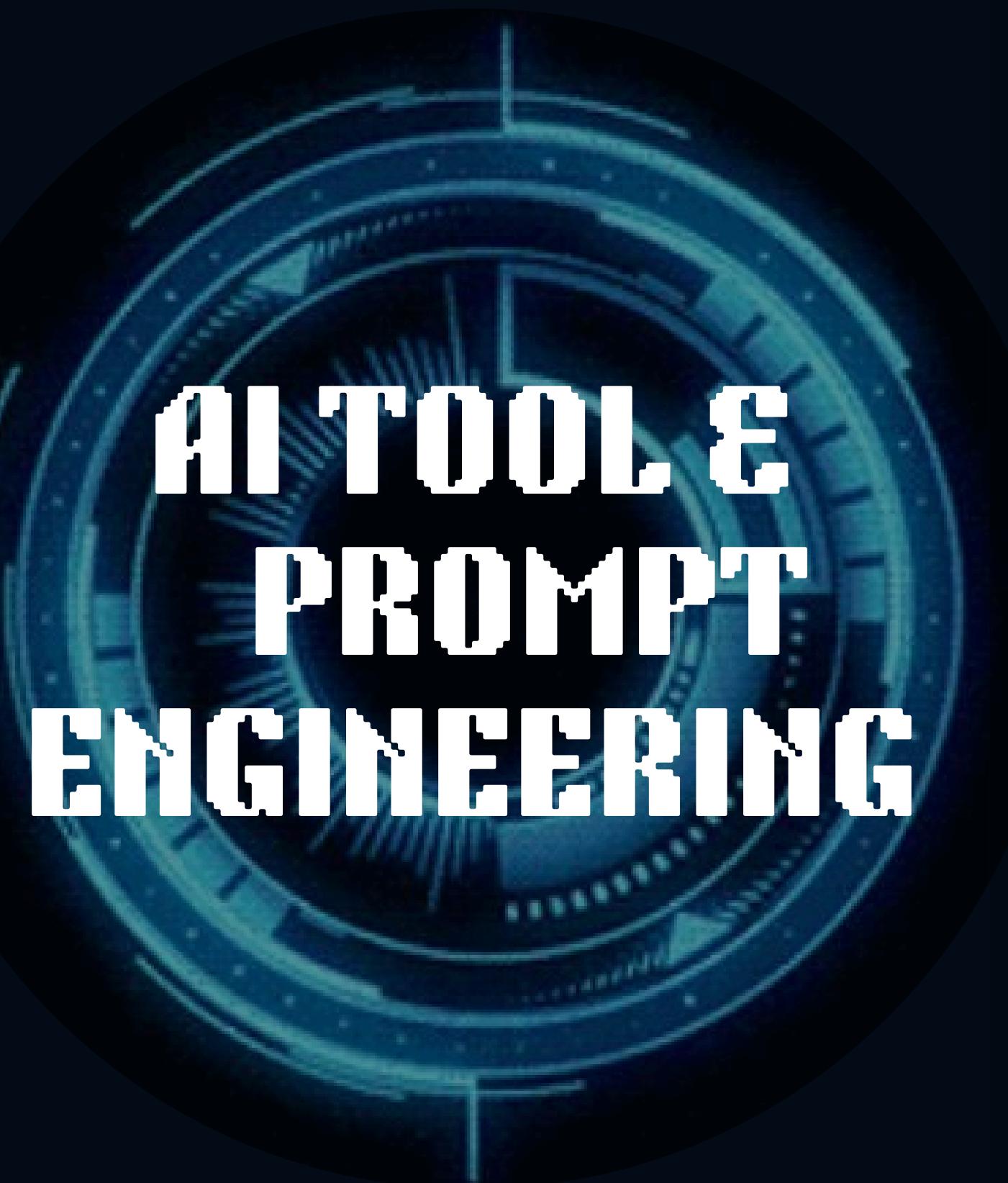
DESCRIPTION:

Step into the world of Artificial Intelligence and learn how smart machines think and solve problems! This interactive workshop covers core AI concepts, real-world examples, and hands-on activities, introducing machine learning, chatbots, and practical AI tools. No prior experience needed—just curiosity to learn.

RULES:

1. Students must register before the deadline; participation is limited to 75 and only for this event.
2. Attendance is mandatory; certificates are issued only to attendees, and late entry may not be allowed.
3. Participants must arrive on time, maintain discipline, respect others, and keep mobile phones on silent.
4. Wearing a college ID and bringing a personal laptop are mandatory.
5. Lunch will be provided, and participants may contact the event coordinators for any queries.

WORKSHOP



Contact Us:

EVENT COORDINATOR :

1. DINESH S J
~63836 43002
2. KOWSIKA
~81228 70034

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

Experience the excitement of an IPL auction! 🎉🔥 IPL Auction lets you build your dream team using strategy, smart bidding, and quick decisions. Test your cricket knowledge, budget management, and auction skills in this fun and competitive event. Simple to play, thrilling to compete and a must for every cricket fan!

RULES:

1. Participants must follow round instructions and complete decisions within the given time.
2. Each team receives a fixed virtual budget; players are acquired only through bidding and budget limits must be followed.
3. No external help or discussion is allowed during the auction; fair play is mandatory.
4. Teams will be judged on balance, budget usage, and overall performance.
5. Any misconduct leads to disqualification, and judges' decisions are final.

Non-Technical Event



Contact Us:

EVENT COORDINATOR :

1. GOKULA KRISHNAN V
~63812 41116
2. HARISH R
~95009 17119

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

Rules may be modified based on event requirements.

DESCRIPTION:

Ad Mad is a fun, non-technical event where participants create and present a short advertisement for a given product or topic, showcasing creativity and originality. It tests communication skills, confidence, teamwork, and spontaneous thinking. The goal is to impress both the audience and judges through engaging presentation.

RULES:

1. Participation is allowed individually or in teams of two members.
2. A random product will be given on the spot with limited preparation and performance time.
3. Advertisements must be original and include a product name, slogan, and key features; acting and role-play are encouraged.
4. Props will be provided, and the use of mobile phones or the internet is strictly prohibited.
5. Winners will be judged on creativity, communication, and overall performance, and the judges' decision will be final.

Non-Technical Event



Contact Us:

EVENT COORDINATOR :

1. LALITH SANJAAI S
~93621 19144
2. MANJUSRI S
~90430 38932
3. ANITHA S
~75503 71716
4. KAMARAJ D
~93457 00306

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

- Get ready to twist your brain and tickle your thoughts! 🧠✨
- This puzzle game is packed with clever challenges that test your logic, boost your creativity, and keep you smiling while you think. Each level is a new surprise—easy to start, tricky to master, and super fun to solve. Perfect for players who love thinking smart and playing hard!

RULES:

1. Eyes must remain open – closing eyes is not allowed.
2. No help from friends during the game.
3. Winners will be decided based on the best completion time.
4. Do not push or disturb other players.
5. Judges' decision will be final.

Non-Technical Event



Contact Us:

EVENT COORDINATOR :

1. ASHIQ S
~88384 16729
2. MONICA D
~73394 49202

FOR REGISTRATION



*NO ON-SPOT REGISTRATION

DESCRIPTION:

Minute to Win It is a fast-paced challenge where participants must complete fun tasks in under 60 seconds. Each game is designed to test skill, speed, and creativity, keeping the energy high and the competition exciting.

RULES:

1. **Time Limit:** Each game must be completed within 60 seconds.
2. **Player Participation:** Play individually, unless it's a 2-member team game.
3. **Object Handling:** If anything falls or breaks, reset and start again.
Use only given objects.
4. **Winning Condition:** Win only by fully completing the task within time.
5. **Game Assignment:** Games are assigned on the spot, rules explained just before play.
6. Clean, simple, and fun

Non-Technical Event



Contact Us:

EVENT COORDINATOR :

1. BHARATH KUMAR S.M
~90251 73586
2. HRISHI A
~93603 58658

FOR REGISTRATION



*NO ON-SPOT REGISTRATION