**Compsense Event**

**The Daksh Manager**

**I. EXPLANATION OF THE EVENT:**

**IDEA CAUSE AND NEED:**

The idea stems from the fact that currently texts and calls are the modes of communication among the various teams organising events. This is tiresome and not that much efficient as almost all works related to organising involve more than one team. This idea can provide the organizers easy and documented mode of communication. There can also be updates of the progress of other teams and the competition of assigned works.

**AIM OF THE EVENT:**

**TASK:**

The task assigned for the participant is to create a web based “Event manager” for tech and cultural fests.

**WHAT DOES IT TEST?**

This event is aimed at testing the participant’s

1. Expertise in web technology

2. Ability to understand the client’s needs and give a user friendly product

3. Creativity

4. on the spot presence of mind.

**EVENT FORMAT:**

Participants will have to go through three rounds, first two being on-line. The rounds are framed such that the performance in the first round helps in the next round by increasing the focus of the teams towards the problem statement.

**FIRST ROUND:**

1. The first round of the event will be held online.
2. The participants must send a detailed abstract on how the web site is going to be designed; all features that are planned to be implemented must be mentioned. Detailed list of users and privileges they will get must be mentioned. Diagrams that represent page navigation must be included.
3. Detailed description of the technologies used must be mentioned in the abstract.
4. The features mentioned must be implemented. Hence the participants would be advised to show restrain in detailing the features.
5. The addition of features not mentioned in the abstract is allowed.
6. **Judging criteria:** The teams qualifying for the next round would be selected based on the abstract on the basis of creativity in the site plan and the features planned.
7. Maximum team size allowed is five.
8. 15 teams will be promoted to the next round.
9. **General rules :**

* Pages can be dynamic or even static. The functionality is what will fetch points.
* Any language can be used, any scrip can be used.
* Original CSS will be awarded handsomely.

**SECOND ROUND:**

* 1. The second round will be held online.
  2. The selected participants will be asked to host the home page and a minimum of three completed modules and to mail their homepage’s address. Temporary or free hosting sites can be used.
  3. The participants may select any three modules but it would be better if they complete their unique ideas and host those modules first.
  4. 7-10 teams will be selected for the next round based on the judging criteria given below.
  5. **Judging criteria:**
* The overall feel of the home page.
* Robustness of the pages.
* The working of the three modules.

**THIRD ROUND:**

1. The third round will be a presentation round.
2. The selected participants have to present their web site to the judges.
3. They will be asked to give a full description of their web site, explain the functionalities and modules.
4. Each team will have 15 minutes to present and will have a questioning session for about 10 minutes.
5. **Parameters of judgment:**

* Originality of CSS and the Website on the whole.
* Functionality of the application.
* Creativity.
* The percentage of features promised provided.
* Ease of use.

1. **Scoring :**

* There will be two scores one from the judges and another from the Team-heads of Daksh after they try the websites.
* Both will be on a 50 points scale.
* The average of the two scores will be the final score.

**II. WHAT THE PARTICIPANT HAS TO DO:**

The participant’s task is to create a “Web application”.

**III. NUMBER OF ROUNDS**

3

**IV. METHOD OF CONDUCTING EVENT:**

As mentioned in the “Explanation of the event” sub-heading.

**V. METHOD AND PARAMETERS OF JUDGEMENT:**

As mentioned in the “Explanation of the event” sub-heading.

**VI. INFRASTRUCTURE:**

1. No infra requirements for the first two rounds.
2. Third round requires
3. A place for presenting the Websites – an auditorium or a spacious room with projector facility
4. Few mikes
5. A computer with internet connection and

**VII. AMOUNT OF MONEY SPENT ON THE INFRA:**

NIL

**VIII. TARGET GROUP:**

1. All people who know basics of web designing can try this.
2. Since static pages can also be used the number of people who will submit abstracts will be high.
3. The freedom of choosing script and languages encourages more and hence the entries for this event will be higher than the usual number of entries for Websense.
4. **One target (special) group is – The web design team of other colleges. By participating in this event, they end up creating an event manager for their own college fests too.**

**IX. WHAT DAKSH GETS:**

**Daksh gets an event manager that will help it organize and co ordinate to the full potential of organizers in the next edition... Free of cost and the best...**