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VISVESVARAYA TECHNOLOGICAL UNIVERSITY

(A State University Government of Karnataka Established as per the VTU Act, 1994)

"Jnana Sangama", Belagavi - 590018, Karnataka, India

YUKTI 2K25

REIMAGINING TOMORROW

20TH & 21ST
FEBRUARY, 2025

LIVE BANDS

CULTURALS

TECH EVENTS

CONCERT

Innovate



Elevate

Celebrate



Dr. Pralhad Rathod
Student Welfare Officer

Dr. S.B. Dandagi
Regional Director, R.O. Belagavi

Patrons
Dr. Prashantha Nayaka G.
Finance Officer

Prof. T.N. Sreenivasa
Registrar (Evaluation)

Prof. B.E. Rangaswamy
Registrar

Chief Patron
Prof. Vidyashankar S.
Vice-Chancellor

Coordinator
Ms. Chaitra K.M.

Chief Coordinator
Dr. Rohan Gurav

YUKTI | 2K25

A NATIONAL TECHNO CULTURAL FEST



VISVESVARAYA TECHNOLOGICAL UNIVERSITY

At the heart of technological advancement and academic brilliance stands Visvesvaraya Technological University (VTU), a University dedicated to shaping the future of engineering, technology, management, and innovation. Established in 1998, VTU has emerged as a premier technical university in India, providing a dynamic and conducive environment for learning and research. The university's commitment to academic excellence and innovation has made it a hub for aspiring engineers, technologists, and researchers.

VTU believes in a holistic approach to education, emphasizing not only technical proficiency but also the development of critical thinking, problem-solving skills, and a deep understanding of ethical practices. The curriculum is designed to meet the demands of the rapidly evolving technological landscape while nurturing well-rounded individuals.

VTU stands at the forefront of ground breaking research and development. The university's research centers and collaborations with industry leaders foster an environment where students and faculty can engage in cutting-edge projects, contributing to advancements in fields such as artificial intelligence, robotics, sustainable technologies, and more.

With a commitment to providing a global perspective to its students, VTU encourages international collaborations, exchange programs, and participation in global conferences. This exposure not only broadens the horizons of the students but also prepares them to tackle challenges on a global scale.

Embark on a journey of knowledge, innovation, and growth at Visvesvaraya Technological University – where excellence knows no bounds.

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST



DR. S. VIDYASHANKAR
VICE-CHANCELLOR, VTU

Dear Friends and Students,

It is with immense pleasure and pride that I extend a warm welcome to you all to Visvesvaraya Technological University “Yukti 2K25”, A National Level Techno-Cultural Fest. The second edition of the fest, this year’s theme “Reimagining Tomorrow” with Tagline Innovate, Elevate and Celebrate. This exciting event, Yukti 2K25, promises to be a vibrant confluence of technology, culture, and creativity, offering a platform for students from across the nation to showcase their talents and innovative ideas. Scheduled for February 20th and 21st, 2025, this festival will feature a diverse range of events, including Management, Robotics, Technical challenges, Cultural Arts, and thrilling Live bands and Concerts.

We have curated an array of activities, competitions, and workshops that cater to diverse interests, ensuring there is something for everyone. From technical challenges that push the boundaries of innovation to cultural performances that celebrate our rich heritage, Yukti 2K25 is designed to inspire and engage.

As we embark on this journey of discovery and celebration, we invite you to embrace the spirit of collaboration and creativity. Let us come together to innovate, elevate, and celebrate the future we are collectively reimagining. We look forward to your enthusiastic participation and are excited to witness the amazing contributions you will bring to Yukti 2K25.



DR. B.E. RANGASWAMY
REGISTRAR, VTU



DR. T N SREENIVASA
REGISTRAR (EVALUATION), VTU



DR. PRASHANTHA NAYAKA G.
FINANCE OFFICER, VTU

FEST COORDINATORS

DR. PRALHAD RATHOD
STUDENT WELFARE OFFICER
VTU, BELAGAVI.

DR. ROHAN GURAV
SPECIAL OFFICER
VTU, BELAGAVI.

MS. CHAITHRA K.M.
SPECIAL OFFICER
VTU, BELAGAVI.

DR. S. B. DANDAGI
REGIONAL DIRECTOR,
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CHIEF STUDENT COORDINATOR: MS. NEHA DODDAMANI: +91 8867072441

STUDENT COORDINATOR: MR. BALAKRISHNA T. : +91 8123622870

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A NATIONAL TECHNO CULTURAL FEST

EVENT AT A GLANCE

CULTURALS

- NEON MOVES (DANCE - GROUP/SOLO)
- ECHO OF THE COSMOS (SINGING - GROUP/SOLO)
- PIXEL CHRONICLES (PHOTOGRAPHY - REELS SHOWDOWN, CINEMATOGRAPHY)
- RESONANCE REIGN (BATTLE OF BANDS)
- DJ RESONANCE REIGN (BATTLE OF DJS)
- CIRCUIT TALES (NUKKAD NATAK)
- FUTURISTIC VOGUE (RAMP WALK - CORPORATE WALK)

OPEN MIC

- GLITCH & GIGGLES (STAND-UP COMEDY)
- ECHOVERSE (POETRY/OPEN WORD/SHAYARI)
- CYBER EXPRESSIONS (MIMICRY)
- CYBER MASQUERADE (MIME ACT)

MANAGEMENT

- CYBER STRATEGIST CHALLENGE (BEST MANAGER)
- MIMIC-AI (AD MAD SHOW)
- HYPERLOOP INNOVATIONS (PRODUCT LAUNCH - MARKETING)
- HR VIRTUOSO (BEST HR)
- VITI LEGENDS (VITI MASTERS)

TECH EVENTS

- INNOVATOR'S SHOWCASE (TECHNICAL PAPER PRESENTATION)
- CLASH OF MINDS (TECHNICAL DEBATE)
- CODE HUNTERS (DEBUGGING)
- MATH MATRIX (MATH RELAY)

MECHANICAL

- ROBORACE CHRONICLES (ROBORACE)
- CYBERKICK ARENA (ROBOSOCCER)
- MECHAMAYHEM (ROBOWAR)
- PATHTRACER CHALLENGE (LINE FOLLOWER ROBOT)
- SKYFORGE 2147 - (WHERE INNOVATION TAKES FLIGHT/AERO MODEL MAKING)

ART

- DIGITAL VISIONS (FACE PAINTING)
- NEON SPECTRUM CREATIONS (RANGOLI MAKING)
- VISIONARY MINDS (LOGO DESIGN)
- DESIGN EVOLUTION (RAW TO BEAUTIFICATION)
- VISIONARY VIBES (POSTER MAKING)
- FRAGMENTS OF TOMORROW (COLLAGE MAKING)

- CYBERCONQUEST (QUIZ - LOGO QUIZ, PUZZLE, FASTEST FINGER FIRST)
- QUEST BEYOND LIMITS (TREASURE HUNT)
- PIXELPLAY ZONE (GAMEZONE)

GAMING





IMPORTANT NOTE



ADVISORY

IF THERE ARE ANY DIFFERENCES ABOUT ENTRY FEES, THEMES, PLACES, TEAM SIZES, OR THE NUMBER OF PARTICIPANTS, THE INFORMATION ON THE WEBSITE WILL BE THE FINAL WORD. PARTICIPANTS MUST FOLLOW THE INSTRUCTION AND VISIT THE **WEBSITE FOR FINAL CONFIRMATION**



YUKTI | 2K25

A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

CULTURALS



**FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.**



NEON MOVES

Solo Dance

- INDIVIDUAL PARTICIPATION
- DURATION: 5 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).
- DANCE STYLE - FREESTYLE
- TWO COPIES, CONTAINING A BRIEF DESCRIPTION OF THE PERFORMANCE IS TO BE SUBMITTED IN A TYPED FORMAT IN ENGLISH AT THE REPORTING TIME TO THE EVENT INCHARGE.
- PRE-RECORDED MUSIC IN MP3 FORMAT IS TO BE SUBMITTED IN A PENDRIVE AT THE REPORTING TIME TO THE EVENT INCHARGE.
- THE PARTICIPATING TEAM WILL BE ENTIRELY RESPONSIBLE FOR REMOVAL OF THEIR SETS, PROPS, ETC.,
- IMMEDIATELY AFTER THE COMPLETION OF THEIR PERFORMANCE.
- REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.



DECISION OF THE PANEL OF JUDGE(S) WILL BE FINAL .

COORDINATORS:

SHRISHAIL JADHAV- 9513097701

ANURAG BIRJE- 6363215403

NEHA D- 8867072441



NEON MOVES

Group Dance

- **TEAM SIZE -**
- **MIN-4 , MAX - ANY**
- **DURATION: 10 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).**
- **A MAXIMUM OF 5 ACCOMPANISTS ARE ALLOWED.**
- **DANCE STYLE - FREESTYLE**
- **TWO COPIES, CONTAINING A BRIEF DESCRIPTION OF THE PERFORMANCE IS TO BE SUBMITTED IN A TYPED FORMAT IN ENGLISH AT THE REPORTING TIME TO THE EVENT INCHARGE.**
- **PRE-RECORDED MUSIC IN MP3 FORMAT IS TO BE SUBMITTED IN A PENDRIVE AT THE REPORTING TIME TO THE EVENT INCHARGE.**
- **THE PARTICIPATING TEAM WILL BE ENTIRELY RESPONSIBLE FOR REMOVAL OF THEIR SETS, PROPS, ETC., IMMEDIATELY AFTER THE COMPLETION OF THEIR PERFORMANCE.**
- **REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.**
- **DECISION OF THE PANEL OF JUDGE(S) WILL BE FINAL .**



COORDINATORS:

SHRISHAIL JADHAV- 9513097701

ANURAG BIRJE- 6363215403

NEHA D- 8867072441



ECHO OF THE COSMOS

Solo Singing



SYNTHWAVE/RETRO/FUTURE

- **DURATION: 15 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).**
- **MAXIMUM OF 2 ACCOMPANIMENTS ARE ALLOWED INCLUDING INSTRUMENTALISTS**
- **REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.**
- **ANY LANGUAGE SONGS AND TWO COPY OF LYRICS ALONG WITH MOVIE NAME , YEAR OF RELEASE AND SINGERS NAME HAS TO BE PROVIDED TO THE COORDINATORS WELL BEFORE THE EVENT .**
- **DECISION OF THE PANEL OF JUDGES WILL BE FINAL AND BINDING UPON ALL.**

CO-ORDINATORS: -
TAYYAB- 8971894336
SNEHA N-7259834207
KIRAN R-8431275632



ECHO OF THE COSMOS

Group Singing

- **PARTICIPATION: TEAMS OF UPTO 6 PARTICIPANTS**
- **DURATION: 10 MINUTES (INCLUDING SET-UP AND CLEARANCE TIME).**

- **TEAMS OF UP TO 6 MEMBERS ARE ALLOWED TO PARTICIPATE.**
- **A MAXIMUM OF 4 ACCOMPANISTS IS PERMITTED.**
- **EACH TEAM MUST PERFORM ONE SONG, AND ANY GENRE IS ALLOWED.**
- **ONLY INDIAN LANGUAGES ARE PERMITTED FOR GROUP SONGS.**
- **THE LYRICS, TRANSLATED INTO ENGLISH, MUST BE SUBMITTED TO THE COORDINATOR PRIOR TO THE EVENT.**
- **THE REPORTING TIME WILL BE ANNOUNCED ALONG WITH THE EVENT SCHEDULE.**

THE DECISION OF THE PANEL WILL BE FINAL AND BINDING.

CO-ORDINATORS: -
TAYYAB- 8971894336
SNEHA N-7259834207
KIRAN R-8431275632



FUTURISTIC VOGUE Ramp/Corporate Walk

EVENT OVERVIEW:

STEP INTO THE SPOTLIGHT AND SHOWCASE A STUNNING BLEND OF CORPORATE ELEGANCE AND FUTURISTIC FLAIR IN THE FUTURISTIC VOGUE RAMP WALK. THIS IS YOUR CHANCE TO MERGE FASHION WITH INNOVATION, EMBODYING THE CONFIDENCE OF A CEO AND THE CREATIVITY OF A TRENDSETTER. REPRESENT THE THEME OF YUKTI-2K25 WHILE STAYING ROOTED IN INDIAN CULTURE.

RULES AND GUIDELINES:

- **TEAM COMPOSITION:**
 1. MINIMUM PARTICIPANTS: 1
 2. MAXIMUM PARTICIPANTS: 12
- **PERFORMANCE DURATION:**
 3. TEAMS WITH 1-5 PARTICIPANTS: MAXIMUM 8 MINUTES.
 4. TEAMS WITH 12 PARTICIPANTS: MAXIMUM 12 MINUTES.
- **THEME AND ATTIRE:**

THE THEME IS INDIAN WITH A FUTURISTIC TOUCH, ALIGNED WITH THE YUKTI-2K25 CONCEPT OF REIMAGINING TOMORROW.

ATTIRE MUST REFLECT INNOVATION WHILE MAINTAINING PROFESSIONALISM AND CULTURAL ESSENCE.

- **ROUNDS (1&2):**

ROUND-1: INDIAN AS MENTIONED IN THE THEME

*ROUND-2: WESTERN (FUTURISTIC) AS MENTIONED IN THE THEME
(TIMINGS WILL BE NOTIFIED LATER)*

- **JUDGMENT CRITERIA:**

1. **THEME REPRESENTATION:** HOW WELL THE TEAM INCORPORATES THE THEME INTO THEIR ATTIRE AND PRESENTATION.
2. **COORDINATION:** SYNCHRONIZATION AND FLOW OF THE PERFORMANCE.
3. **CREATIVITY AND INNOVATION:** UNIQUE INTERPRETATIONS OF CORPORATE AND FUTURISTIC STYLES.
4. **STAGE PRESENCE:** CONFIDENCE, ENERGY, AND ENGAGEMENT WITH THE AUDIENCE.

- **CONDUCT AND DISCIPLINE:**

TEAMS MUST ADHERE TO THE EVENT SCHEDULE AND TIME LIMITS.

ANY FORM OF INAPPROPRIATE BEHAVIOR OR NON-COMPLIANCE WITH THE THEME WILL LEAD TO DISQUALIFICATION.

- **IMPORTANT NOTES:**

TEAMS ARE RESPONSIBLE FOR THEIR OWN COSTUMES AND PROPS.

BACKGROUND MUSIC MUST BE SUBMITTED 2 DAYS PRIOR TO THE EVENT FOR APPROVAL.

THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING.



COORDINATORS:

RAMESH B- 8088268700

CHAITALI P- 7624872571

SHREYA C- 7996920922





CIRCUIT TALES

Nukkad Natak

• **RULES AND GUIDELINES:**

TEAM COMPOSITION:

- A TEAM MUST HAVE A MINIMUM OF 4 PARTICIPANTS.
- MAXIMUM TEAM SIZE: 10 PARTICIPANTS (INCLUDING NARRATORS AND BACKSTAGE SUPPORT, IF ANY).

THEME:

- THE PERFORMANCE SHOULD REVOLVE AROUND INDIA-RELATED ISSUES AND CURRENT TRENDS SUCH AS:

1. CLIMATE CHANGE AND SUSTAINABILITY
2. DIGITAL INDIA AND CYBERSECURITY
3. GENDER EQUALITY
4. UNEMPLOYMENT AND SKILL DEVELOPMENT
5. MENTAL HEALTH AWARENESS
6. CORRUPTION AND GOVERNANCE

TEAMS ARE ENCOURAGED TO PRESENT INNOVATIVE AND THOUGHT-PROVOKING PERSPECTIVES.

PERFORMANCE TIME:

- MAXIMUM DURATION: 8-10 MINUTES (INCLUDING SETUP AND EXIT TIME).
- EXCEEDING THE TIME LIMIT WILL RESULT IN POINT DEDUCTIONS.

LANGUAGE:

- DIALOGUES CAN BE IN HINDI, ENGLISH, KANNADA, MARATHI OR A MIX OF ALL.
- OTHER REGIONAL LANGUAGES ARE ALLOWED BUT MUST INCLUDE TRANSLATIONS OR CONTEXT TO ENSURE AUDIENCE UNDERSTANDING.

VENUE AND SETUP:

- THE EVENT WILL TAKE PLACE IN AN OPEN, PUBLIC AREA DESIGNED TO REPLICATE A STREET PLAY ENVIRONMENT.
- NO ELABORATE SETS OR PROPS ARE ALLOWED. BASIC PROPS LIKE PLACARDS, BANNERS, OR SMALL HANDHELD ITEMS CAN BE USED.
- MUSICAL PROPS ARE ALLOWED

PROHIBITED CONTENT:

- PERFORMANCES MUST NOT INCLUDE PROFANITY, OFFENSIVE LANGUAGE, OR DISCRIMINATORY REMARKS AGAINST ANY GROUP, CASTE, OR RELIGION.
- POLITICAL ENDORSEMENTS OR DEFAMATORY REMARKS ARE STRICTLY PROHIBITED.

COORDINATORS:

SHREYA KULKARNI- 9353359570



CIRCUIT TALES

Nukkad Natak

JUDGMENT CRITERIA:

- **RELEVANCE TO THEME: HOW WELL THE PLAY ALIGNS WITH THE TOPIC.**
- **CONTENT AND SCRIPT: CREATIVITY, ORIGINALITY, AND DEPTH OF THE MESSAGE.**
- **ACTING AND COORDINATION: EXPRESSION, DIALOGUE DELIVERY, AND TEAM SYNCHRONIZATION.**
- **AUDIENCE ENGAGEMENT: ABILITY TO CAPTIVATE AND INTERACT WITH THE AUDIENCE.**
- **OVERALL IMPACT: THE TAKEAWAY MESSAGE AND EMOTIONAL INFLUENCE.**

SUBMISSION OF THEME:

- **TEAMS MUST SUBMIT A BRIEF SYNOPSIS (100-150 WORDS) OF THEIR PERFORMANCE THEME 2 DAYS PRIOR TO THE EVENT FOR APPROVAL.**

CONDUCT AND DISCIPLINE:

- **ALL TEAM MEMBERS MUST ADHERE TO THE EVENT SCHEDULE.**
- **ANY FORM OF MISBEHAVIOR OR NON-COMPLIANCE WITH THE RULES MAY LEAD TO DISQUALIFICATION.**

IMPORTANT NOTES:

1. **TEAMS ARE RESPONSIBLE FOR THEIR OWN COSTUMES AND PROPS.**
2. **THE USE OF MUSIC OR SOUND EFFECTS MUST BE PRE-APPROVED (IF APPLICABLE).**
3. **ENSURE SAFETY AND AVOID CAUSING PUBLIC INCONVENIENCE DURING THE PERFORMANCE.**

COORDINATORS:

SHREYA KULKARNI- 9353359570



PIXEL CHRONICLES

Photography

GENERAL RULES:

- **TEAM SIZE: SOLO**
- **ROUNDS : 2 (ELIMINATION & FINALS)**
- **PARTICIPANTS SELECTED IN ROUND 1 WILL BE GOING THROUGH TO THE FINAL ROUND.**
- **PARTICIPANTS IN THE FINAL ROUND HAVE TO EXPLAIN ABOUT THEIR ENTRY.**
- **JUDGING CRITERIA: THEME INCORPORATION, COMPOSITION, NATURALITY, OVERALL IMPACT.**
- **THEME: WILL BE DISCLOSED ON THE DAY OF THE EVENT.**
- **PHOTOS MUST BE TAKEN FROM DSLR CAMERAS ONLY. NO PHONE CAMERAS ALLOWED.**
- **“DEADLINE FOR SUBMISSION” OF THE ENTRIES WILL BE MENTIONED ON THE DAY OF THE EVENT.**
- **PHOTO LIMIT “ 3 “**
- **THE PHOTOS MUST BE CLICKED BASED ON THE THEME GIVEN. IN CASE OF MORE THAN 10 PHOTOS, ONLY THE FIRST 10 PICTURES WILL BE CONSIDERED.**
- **PHOTOSHOP MANIPULATION AND ADDING ADDITIONAL ELEMENTS IS NOT ALLOWED. HOWEVER, BASIC EDITING, ENHANCEMENT AND CROPPING IS ALLOWED WITHOUT AFFECTING THE GENUINENESS OF THE PHOTO.**
- **ENTRIES MUST BE THE ORIGINAL WORK OF THE ENTRANT AND MUST NOT INFRINGE THIRD-PARTY'S RIGHTS.**
- **PLAGIARISM IS STRICTLY PROHIBITED.**



COORDINATORS:
PRAJOD- 9741495043
ABHISHEK- 8904868910
SHRAVANI- 8904868910



PIXEL CHRONICLES

Cinematography/Reels/Short Film

COMPETITION STRUCTURE AND GUIDELINES:

TEAM COMPOSITION:

- CORE TEAM: LIMITED TO THREE (3) MEMBERS.
- ACTORS: NO SPECIFIC LIMIT.

COMPETITION ROUNDS:

- ROUND 1: ONLINE ELIMINATION
- ROUND 2: OFFLINE FINAL

SHORTLISTING:

TEAMS SELECTED FROM THE ONLINE ELIMINATION ROUND WILL ADVANCE TO THE OFFLINE FINAL ROUND.

JUDGING CRITERIA:

SUBMISSIONS WILL BE JUDGED BASED ON THE FOLLOWING CRITERIA:

- EDITING
- CINEMATOGRAPHY
- SCRIPT (INCLUDING ORIGINALITY AND CLARITY OF STORY)
- ACTING
- SOUND EFFECTS
- OVERALL IMPACT



COORDINATORS:
PRAJOD- 9741495043
ABHISHEK- 8904868910
SHRAVANI- 8904868910



RESONANCE REIGN BATTLE OF BANDS

THE LYRICS WILL BE CHECKED FOR VULGARITY.

- DURATION: 10 TO 15 MINS
- EXTRA 5 MINS FOR SETTING UP AND CHECKING
- JUDGES AND THE EVENT COORDINATORS DECISION WILL BE FINAL.
- TECHNICAL REQUIREMENTS OF EACH BAND MUST BE PROVIDED IN ADVANCE TO AVOID INCONVENIENCE DURING THE EVENT.
- IF AN ORIGINAL COMPOSITION IS A PART OF THE PERFORMANCE, THE LYRICS OF THAT SONG MUST BE SUBMITTED TO THE EVENT COORDINATORS PRIOR TO THE EVENT.



JUDGING CRITERIA:

- RHYTHM
- TECHNICALITY
- STAGE PRESENCE
- BEAT
- TONE OF MUSIC

INSTRUMENTS ALLOWED:

- GUITARS [ALL TYPES]
- PIANO [ALL TYPES]
- BEATBOXES
- DRUMS
- FLUTES
- VIOLIN
- HARMONICA

COORDINATORS:

SAMPATH P- 9845151485
SHREYA CHOUGULE- 7996920922



DJ RESONANCE REIGN

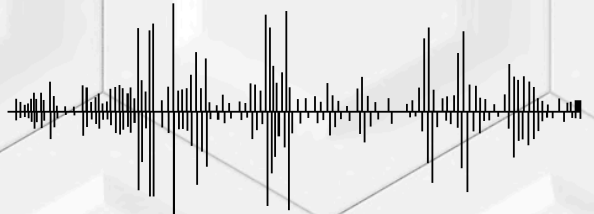
BATTLE OF DISK JOCKEYS (DJS)

EVENT OVERVIEW

DJ RESONANCE REIGN IS THE ULTIMATE SHOWDOWN OF BEATMAKERS, WHERE DJS BATTLE IT OUT TO SHOWCASE THEIR SKILLS, CREATIVITY, AND ABILITY TO ENERGIZE THE CROWD. THIS ELECTRIFYING CONTEST IS A TEST OF MIXING, TECHNICAL PROFICIENCY, AND AUDIENCE ENGAGEMENT.

2. ELIGIBILITY

OPEN TO ALL REGISTERED PARTICIPANTS OF YUKTI 2K25.
SOLO PARTICIPATION ONLY.
PARTICIPANTS MUST BRING A VALID COLLEGE ID.



3. EVENT FORMAT

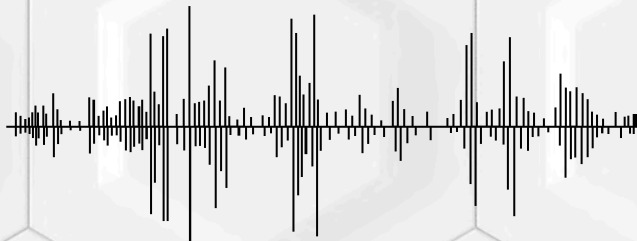
PRELIMINARY ROUND - EACH DJ GETS 5 MINUTES TO PERFORM. JUDGES WILL EVALUATE TECHNICAL SKILLS, MIXING, AND OVERALL IMPACT.
FINAL BATTLE - TOP 4 DJS FROM THE PRELIMINARY ROUND WILL PROCEED TO THE FINAL BATTLE, WHERE THEY GET 8 MINUTES EACH TO PERFORM.

WINNER ANNOUNCEMENT - THE HIGHEST-SCORING DJ WINS THE TITLE.

4. JUDGING CRITERIA

JUDGES WILL EVALUATE PARTICIPANTS BASED ON THE FOLLOWING:

- CRITERIA WEIGHTAGE (%)
- MIXING & TRANSITIONS: 25%
- TRACK SELECTION: 20%
- CREATIVITY & REMIXING: 20%
- TECHNICAL SKILLS: 15%
- CROWD ENGAGEMENT: 10%
- STAGE PRESENCE: 10%





DJ RESONANCE REIGN BATTLE OF DISK JOCKEYS (DJS)

5. ALLOWED EQUIPMENT & SETUP

PARTICIPANTS MUST BRING THEIR OWN CONTROLLER/MIXER (IF REQUIRED).

ORGANIZERS WILL PROVIDE:

PA SOUND SYSTEM

STANDARD LAPTOP CONNECTIVITY (USB & AUX INPUTS)

EXTERNAL SYNTHESIZERS AND DRUM PADS ARE ALLOWED.

NO PRE-RECORDED SETS OR AUTO-SYNCING ALLOWED.

USE OF USBS OR LAPTOP-BASED DJ SOFTWARE (SERATO, REKORDBOX, TRAKTOR, ETC.) IS PERMITTED.

6. RULES & REGULATIONS

- ALL PERFORMANCES MUST BE LIVE; PRE-MIXED SETS WILL RESULT IN DISQUALIFICATION.
- EXPLICIT CONTENT, OFFENSIVE LYRICS, OR INAPPROPRIATE VISUALS ARE STRICTLY PROHIBITED.
- PARTICIPANTS MUST COMPLETE SETUP WITHIN 5 MINUTES BEFORE THEIR TURN.
- ANY DAMAGE TO THE EQUIPMENT WILL BE THE PARTICIPANT'S RESPONSIBILITY.
- JUDGES' DECISIONS ARE FINAL AND BINDING.

7. CODE OF CONDUCT

RESPECT FELLOW COMPETITORS AND ORGANIZERS.

ANY ATTEMPT TO DISRUPT ANOTHER PARTICIPANT'S PERFORMANCE WILL LEAD TO DISQUALIFICATION.

MAINTAIN PROFESSIONALISM AND FOLLOW EVENT GUIDELINES.

8. PRIZES & RECOGNITION

WINNER – TROPHY + DJ RESIDENCY OPPORTUNITY AT A TECH FEST AFTER-PARTY

RUNNER-UP – PRIZE + SPECIAL RECOGNITION

PEOPLE'S CHOICE DJ – SPECIAL MENTION & MERCHANDISE



COORDINATORS:

OJAS SHINDE:

6362475600

PRASHANT PATIL:

8867477100

YUKTI | 2K25

A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

OPEN-MIC



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THE DETAILS MENTIONED IN WEBSITE IS FINAL**



GLITCH & GIGGLES

Stand-Up Comedy

RULES & REGULATIONS:

- **TIME LIMIT:** 4-6 MINUTES PER PARTICIPANT.
- **CONTENT:** THE ACT MUST BE ORIGINAL, CLEAN, AND FREE FROM OFFENSIVE LANGUAGE, HATE SPEECH, OR POLITICAL/RELIGIOUS CONTROVERSY.
- **PROPS:** MINIMAL PROPS ALLOWED; PARTICIPANTS MUST INFORM ORGANIZERS BEFOREHAND.
- **LANGUAGE:** CAN BE IN ENGLISH, HINDI, KANNADA, MARATHI OR A MIX; VULGARITY OR PERSONAL ATTACKS WILL LEAD TO DISQUALIFICATION.
- **JUDGING CRITERIA:** HUMOR, ORIGINALITY, DELIVERY, AUDIENCE ENGAGEMENT, AND STAGE PRESENCE.
- **TEAM SIZE:** SOLO PERFORMANCE ONLY.
- **DISQUALIFICATION:** EXCEEDING THE TIME LIMIT OR VIOLATING CONTENT GUIDELINES.

COORDINATORS
CHIRAG S- 7795892214
DEEPALI- 8861685208





ECHOVERSE

Poetry/Open Word/Shayari



RULES & REGULATIONS:

- **TIME LIMIT:** 3-5 MINUTES PER PARTICIPANT.
- **CONTENT:** ORIGINAL WORK PREFERRED; IF PERFORMING SOMEONE ELSE'S WORK, PROPER CREDIT MUST BE GIVEN.
- **LANGUAGE:** ENGLISH, HINDI, KANNADA, MARATHI OR REGIONAL LANGUAGES ARE ALLOWED.
- **PROPS & MUSIC:** *NO BACKGROUND MUSIC OR PROPS ALLOWED*; VOICE MODULATION AND EXPRESSIONS ARE ENCOURAGED.
- **JUDGING CRITERIA:** EXPRESSION, CLARITY, ORIGINALITY, DELIVERY, AND EMOTIONAL IMPACT.
- **TEAM SIZE:** SOLO PERFORMANCE ONLY.
- **DISQUALIFICATION:** PLAGIARISM, USE OF HATE SPEECH, OR EXCEEDING TIME LIMIT.

COORDINATORS

CHIRAG S- 7795892214

DEEPALI- 8861685208





CYBER EXPRESSIONS

Mimicry

PARTICIPANTS IMITATE FAMOUS PERSONALITIES, CELEBRITIES, OR FICTIONAL CHARACTERS IN A HUMOROUS AND ENGAGING MANNER.

RULES & REGULATIONS:

- **TIME LIMIT:** 2-4 MINUTES PER PARTICIPANT.
- **CONTENT:** SHOULD BE ENTERTAINING, RESPECTFUL, AND FREE FROM OFFENSIVE LANGUAGE.
- **IMITATION TYPE:** CAN MIMIC ACTORS, FICTIONAL CHARACTERS, OR SOCIAL PERSONALITIES.
- **PROPS & COSTUMES:** ALLOWED BUT SHOULD BE MINIMAL AND MANAGEABLE.
- **JUDGING CRITERIA:** ACCURACY OF MIMICRY, HUMOR, BODY LANGUAGE, AND SPONTANEITY.
- **TEAM SIZE:** SOLO PERFORMANCE ONLY.
- **DISQUALIFICATION:** USE OF OFFENSIVE CONTENT, HATE SPEECH, OR EXCEEDING TIME LIMIT.

COORDINATORS
CHIRAG S- 7795892214
DEEPALI- 8861685208





CYBER MASQUERADE

Mime Act

PARTICIPANTS PERFORM A SILENT, EXPRESSIVE ACT USING GESTURES AND BODY LANGUAGE.

RULES & REGULATIONS:

- **TIME LIMIT:** 3-5 MINUTES PER ACT.
- **THEME:** PARTICIPANTS MUST SELECT A SOCIAL MESSAGE OR HUMOROUS CONCEPT (E.G., ENVIRONMENTAL AWARENESS, TECHNOLOGY ADDICTION, ETC.).
- **LANGUAGE:** NO SPOKEN WORDS OR DIALOGUES ALLOWED; EXPRESSION THROUGH GESTURES ONLY.
- **PROPS & COSTUMES:** ALLOWED BUT MUST BE MINIMAL AND APPROPRIATE. FACE PAINT/MASKS ARE PERMITTED.
- **JUDGING CRITERIA:** CREATIVITY, CLARITY OF MESSAGE, BODY LANGUAGE, AND EXPRESSIONS.
- **TEAM SIZE:** SOLO OR GROUP (MAX 4 MEMBERS).
- **DISQUALIFICATION:** ANY VERBAL EXPRESSION, EXCEEDING TIME LIMIT, OR INAPPROPRIATE CONTENT.



COORDINATORS
CHIRAG S- 7795892214
DEEPALI- 8861685208

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A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

MANAGEMENT



MBA DEPARTMENT STUDENT COORDINATORS

KARTIK KOTTURSHETTAR - 8951845485

SHRUTI CHAVAN - 9606791465

**FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.**

THE DETAILS MENTIONED IN WEBSITE IS FINAL



CYBER STRATEGIST CHALLENGE

Best Manager

GET READY TO HUSTLE AND GET YOUR HANDS DIRTY IN THE TUSSE! EMBARK ON THE BIGGEST, MOST PRIZED JOURNEY ON THE QUEST TO BECOME THE BEST MANAGER. PROVE YOUR METTLE IN HR, FINANCE, MARKETING AND OPERATIONS WHILE APPLYING YOUR MANAGERIAL INSTINCTS TO STRATEGIZE YOUR WAY UNTO VICTORY BECAUSE THIS IS YOUR CHANCE AT DOMINATION. SO WHAT ARE YOU WAITING FOR? COME CONQUER!



EVENT RULES:

- IT'S AN INDIVIDUAL EVENT
- ALL PARTICIPANTS ARE EXPECTED TO BE AT THE VENUE, 45 MINUTES PRIOR TO THE START OF THE EVENT.
- THERE WOULD BE 5 ROUNDS.
- THE DETAILS OF EACH ROUND WOULD BE EXPLAINED PRIOR TO THE ROUND.
- LAPTOP IS MANDATORY (FOR TECHNICAL EVENTS)
- THE DECISION OF THE CO-ORDINATORS' IS FINAL AND NO ONE CAN QUESTION THEM. JUDGING CRITERIA'S WILL BE EXPLAINED PRIOR
- DRESS CODE-FORMALS
- ANY NUMBER OF PARTICIPATION OF CANDIDATE IS ALLOWED FROM ANY INSTIUTION.

ASIF C - 9071685320

AMRITA LONARI -6361021009

CHANDAN BHORA - 9663338238

KETKI JANGLE - 7349704184



HYPERLOOP INNOVATIONS

Marketing

"CREATE. EDUCATE. MOTIVATE."

ARE YOU INNOVATIVE ENOUGH TO COMPETE WITH THE WORLD OF MARKETERS? HERE'S A PLATFORM WHERE SOME REAL TIME MARKETERS CAN SHOWCASE THEIR SKILLS. HYPERLOOP INNOVATIONS A MARKETING EVENT DESIGNED TO IGNITE THE BRILLIANT MIND OF STUDENTS AND TO OFFER THEM A VISIBLE PLATFORM WHERE THEY CAN UNLEASH THEIR CREATIVITY AND ICLEVER WITS.



EVENT RULES:

- TEAM MUST CONSIST OF 2 MEMBERS.
- THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.
- ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.
- PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.
- RULES WILL BE SPECIFIC FOR EACH ROUNDS.
- TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.
- IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.
- DECISION OF THE JUDGES WILL BE FINAL.

KIRAN KAMATE -7899241863
SAMARTHA SUDHAKAR-7204220331
ABHISHEK SATPUTE - 9481050987
VAISHNAVI ANGOLKAR-9482090360



HR VIRTUOSO

Best HR

“AGILE ORGANISATION THROUGH EFFICIENT PEOPLE MANAGEMENT”

THE BOUNDARY OF HR DOES NOT END WITH HIRING AND FIRING. IT IS SO MUCH BEYOND THAT AND WHO ELSE WOULD KNOW BETTER THAN A HR MANAGER? ARE YOU CONFIDENT IN SAYING THAT YOU'D BE THE BEST HR PERSON?

THE ONE WHO PLEASURES CLIMBS THE LADDER OF SUCCESS. WEAR YOUR HEART ON YOUR SLEEVES AND STRATEGIZE.

SO, WHAT ARE YOU WAITING FOR? LET'S PUT YOUR HUMAN RESOURCE ABILITIES TO A TEST!



EVENT RULES:

- **TEAM MUST CONSIST OF 2 MEMBERS.**
- **THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.**
- **ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.**
- **PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.**
- **RULES WILL BE SPECIFIC FOR EACH ROUNDS.**
- **TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.**
- **IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.**
- **DECISION OF THE JUDGES WILL BE FINAL.**

BASAVRAJ BADIGER -7975848500

DEEPA TUMBAGERI – 6362056039

SONIYA SIRDESAI – 9916885340

PRATIK THAKKHANNAVAR – 8747829171



MIMIC-AD

AD MAD Show

GENERAL GUIDELINES:

1. TEAM COMPOSITION:

PARTICIPANTS MAY COMPETE IN TEAMS OF 3 TO 5 MEMBERS.

1. TIME CONSTRAINTS:

EACH PERFORMANCE MUST NOT EXCEED 5 MINUTES. GOING OVER THE TIME LIMIT MAY INCUR PENALTIES.

1. SHOW THEME:

THE AD-MAD SHOW CAN FEATURE AN EXISTING PRODUCT, A FICTIONAL CREATION, OR A MODIFIED VERSION OF A PRODUCT.

1. PRESENTATION STYLE:

- **SKITS, JINGLES, SLOGANS, AND HUMOR ARE HIGHLY ENCOURAGED.**
- **PROPS AND COSTUMES CAN BE INCORPORATED TO ENHANCE THE PRESENTATION.**

2. LANGUAGE & CONTENT:

- **PERFORMANCES SHOULD REMAIN CLEAN, RESPECTFUL, AND SUITABLE FOR ALL AUDIENCES.**
- **OFFENSIVE, VULGAR, OR POLITICAL CONTENT IS STRICTLY PROHIBITED.**

3. TECHNOLOGY USE (IF PERMITTED):

- **BACKGROUND MUSIC, SOUND EFFECTS, AND VIDEO PRESENTATIONS CAN ENRICH THE PERFORMANCE BUT REQUIRE PRIOR APPROVAL.**

4. PROPS & SETUP:

- **TEAMS ARE RESPONSIBLE FOR BRINGING THEIR OWN PROPS AND MUST SET THEM UP WITHIN A SPECIFIED TIME LIMIT.**

ELABORATE STAGE DECORATIONS ARE NOT PERMITTED.

**GRACE PILLAY – 9886103897
NEHA REVANKAR- 6362612271
OMKAR HARANI – 7411053848
ANUDEEP PATIL – 7483913299**

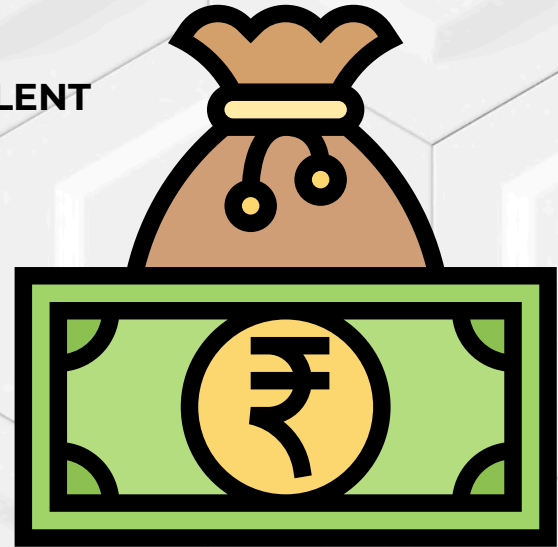


LEGENDS OF VITL

Finance

“MONEY IS A TERRIBLE MASTER BUT AN EXCELLENT SERVANT”

ARE YOU FINANCIALLY EQUIPED? ONE WHO IS CONCEPTUAL TOWARDS FINANCIAL DEVELOPMENT AND TO GROW AS AN INTELLECTUALLY EQUIPPED PERSON BY LEARNING INFORMATIVE INFORMATION ABOUT INVESTMENT, ALLOCATING CAPTIAL, MONITORING FIRM AND CORPORATE GOVERNANCE, MOBILIZING AND POOLING OF SAVINGS. HERE'S THE PLATFORM FOR YOU'LL TO TEST YOUR FINANCIAL ABILITY AND SKILL



EVENT RULES:

- TEAM MUST CONSIST OF 2 MEMBERS.
- THERE CAN BE ANY NUMBER OF TEAMS FROM A COLLEGE.
- ALL PARTICIPANTS ARE EXPECTED TO BRING THEIR COLLEGE ID CARDS.
- PARTICIPANTS ARE EXPECTED TO BRING THEIR OWN LAPTOPS, INTERNET DONGLE, PENDRIVE, CALCULATORS ETC.
- RULES WILL BE SPECIFIC FOR EACH ROUNDS.
- TEAM WILL BE DISQUALIFIED ON THE SPOT IF THEY FAIL TO ADHERE TO THE RULES.
- IT IS THE RESPONSIBILITY OF THE PARTICIPANTS TO CLEAR THE DOUBTS BEFORE THE EVENT COMMENCES.
- DECISION OF THE JUDGES WILL BE FINAL.

IRFAN AHMED – 7892508041
MADHURI DESHPANDE – 7676717148
GANESH CHITAGI – 7892083636
VAISHNAVI SHERRI – 9900162695

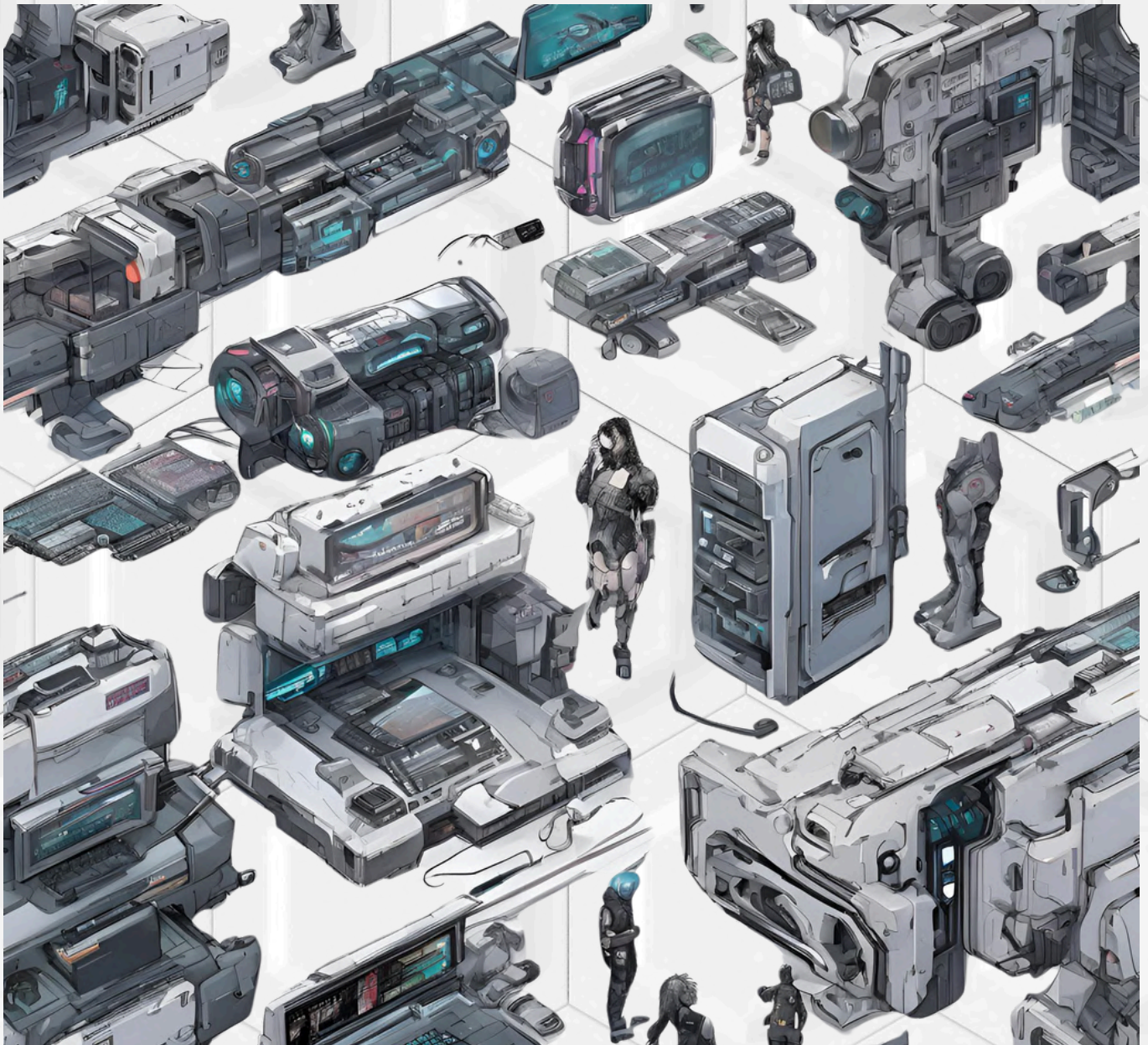
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EVENT CATEGORY

TECH EVENTS



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REGISTRATION, PLEASE VISIT OUR WEBSITE.
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INNOVATOR'S SHOWCASE

Technical Paper Presentation

GENERAL RULES :

- TEAM SIZE: TEAMS OF 2 MEMBERS EACH OR INDIVIDUALLY
- TOPICS AND THEIR NECESSARY SETUPS NEED TO BE PREPARED BEFORE THE EVENT STARTS, AND BE SENT ACCORDINGLY TO THE ORGANIZERS FOR EACH STREAM
- ESSENTIALS FOR PRESENTATION WILL BE PROVIDED BY THE ORGANIZERS.
- PRESENTATION SHOULD BE COMPLETED WITHIN THE TIME LIMIT SET BY THE ORGANIZERS
- PARTICIPANT CAN BE A INDIVIDUAL OR A 2 MEMBER TEAM



**EVENT DETAILS & TOPICS:
NEXT PAGE**

**CONTACT:
REFER WEBSITE**



INNOVATOR'S SHOWCASE

Technical Paper Presentation

EVENT DETAILS & TOPICS:

CIVIL ENGINEERING:

SMART CITIES AND SUSTAINABLE URBAN DEVELOPMENT

- A. INNOVATIONS IN SMART INFRASTRUCTURE FOR FUTURE CITIES
- B. CHALLENGES AND SOLUTIONS IN GREEN BUILDING DESIGN

DISASTER RESILIENT STRUCTURES

- ADVANCES IN EARTHQUAKE-RESISTANT CONSTRUCTION
- FLOOD MANAGEMENT AND ADAPTIVE URBAN PLANNING

COMPUTER SCIENCE AND ENGINEERING (CSE):

1. AI AND MACHINE LEARNING APPLICATIONS

- A. ROLE OF GENERATIVE AI IN TRANSFORMING INDUSTRIES
- B. AI-POWERED SOLUTIONS FOR ENVIRONMENTAL SUSTAINABILITY

CYBERSECURITY AND BLOCKCHAIN

1. SECURING DIGITAL INDIA: EMERGING TRENDS IN CYBERSECURITY
2. BLOCKCHAIN FOR TRANSPARENT AND DECENTRALIZED GOVERNANCE

ELECTRONICS AND COMMUNICATION ENGINEERING (E&CE):

5G AND BEYOND

1. OPPORTUNITIES AND CHALLENGES IN 5G DEPLOYMENT IN INDIA
2. ADVANCEMENTS IN 6G TECHNOLOGIES FOR SMART COMMUNICATION

IOT AND EMBEDDED SYSTEMS

- A. IOT IN REVOLUTIONIZING HEALTHCARE AND AGRICULTURE
- B. SMART SENSORS FOR INDUSTRIAL AUTOMATION

MECHANICAL ENGINEERING:

1. SUSTAINABLE MANUFACTURING AND INDUSTRY 4.0

- A. DIGITAL TWIN TECHNOLOGY IN MANUFACTURING PROCESSES
- B. SUSTAINABLE PRACTICES IN ADDITIVE MANUFACTURING (3D PRINTING)

2. ELECTRIC VEHICLES AND RENEWABLE ENERGY

- A. INNOVATIONS IN BATTERY TECHNOLOGY FOR EVS
- B. ROLE OF SOLAR AND WIND ENERGY IN DECARBONIZING INDIA

MANAGEMENT:

1. STARTUPS AND ENTREPRENEURSHIP

- A. ROLE OF INDIAN STARTUPS IN BUILDING A DIGITAL ECONOMY
- B. SUSTAINABLE BUSINESS MODELS FOR EMERGING MARKETS

2. DATA-DRIVEN DECISION MAKING

- A. BUSINESS INTELLIGENCE USING BIG DATA ANALYTICS
- B. AI IN REVOLUTIONIZING SUPPLY CHAIN MANAGEMENT

CONTACT
REFER WEBSITE



CLASH OF MINDS

Technical Debate

EVENT OVERVIEW:

CLASH OF MINDS IS A HIGH-STAKES TECHNICAL DEBATE WHERE PARTICIPANTS SHOWCASE THEIR KNOWLEDGE, LOGIC, AND COMMUNICATION SKILLS. THE EVENT CHALLENGES PARTICIPANTS TO DEBATE ON CURRENT TRENDS AND PRESSING TOPICS RELEVANT TO ALL DOMAINS, FOSTERING CRITICAL THINKING AND INNOVATION.

RULES AND GUIDELINES:

1. TEAM COMPOSITION:

- EACH TEAM WILL CONSIST OF 2 PARTICIPANTS.
- TEAMS MUST REGISTER WITH THEIR NAMES AND DOMAINS PRIOR TO THE EVENT.

2. DEBATE FORMAT:

- THE DEBATE WILL FOLLOW A FOR AND AGAINST FORMAT.
- EACH TEAM WILL HAVE 3 MINUTES TO PRESENT THEIR ARGUMENT (FOR/AGAINST), FOLLOWED BY A 1-MINUTE REBUTTAL.
- A TOTAL OF 8 MINUTES PER DEBATE ROUND.

3. TOPICS:

- TOPICS WILL BE PROVIDED 30 MINUTES BEFORE THE DEBATE.
- TOPICS WILL FOCUS ON CURRENT TRENDS AND CROSS-DOMAIN THEMES, ENSURING RELEVANCE TO ALL STREAMS.

• EXAMPLES INCLUDE:

- "TECHNOLOGY: A CATALYST FOR GLOBAL INEQUALITY?"
- "IS ONLINE EDUCATION THE FUTURE OF LEARNING?"
- "CAN RENEWABLE ENERGY FULLY SUSTAIN THE WORLD BY 2050?"
- "UNIVERSAL BASIC INCOME: A NECESSITY IN THE AGE OF AUTOMATION?"
- "ARE AI AND ROBOTICS A THREAT TO TRADITIONAL JOBS?"

ABOVE TOPICS ARE NOT FIXED AND MAY CHANGE, JUST TO HAVE AN IDEA THE ABOVE HAVE BEEN PROVIDED.

1. JUDGMENT CRITERIA:

- CONTENT AND RELEVANCE: DEPTH OF RESEARCH AND ALIGNMENT WITH THE TOPIC.
- CLARITY AND COMMUNICATION: ABILITY TO ARTICULATE POINTS EFFECTIVELY.
- LOGIC AND REASONING: STRENGTH AND COHERENCE OF ARGUMENTS.
- REBUTTAL: EFFECTIVENESS IN COUNTERING OPPOSING ARGUMENTS.
- TEAM COORDINATION: HOW WELL THE TEAM MEMBERS SUPPORT AND COMPLEMENT EACH OTHER.

2. CONDUCT AND DISCIPLINE:

- PARTICIPANTS MUST MAINTAIN DECORUM AND RESPECT OPPOSING TEAMS.
- USE OF OFFENSIVE LANGUAGE OR PERSONAL ATTACKS WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- TEAMS MUST ADHERE TO THE GIVEN TIME LIMITS.

3. PROHIBITED ACTIONS:

- USE OF MOBILE PHONES OR ANY ELECTRONIC DEVICES DURING THE DEBATE.
- READING VERBATIM FROM PREPARED NOTES (ONLY POINTERS ARE ALLOWED).



CONTACT:

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PAWAN: 9075688525



CODEHUNTERS

Debugging

- **EVENT** : CODEHUNTERS
- **EVENT TYPE** : TEAM EVENT
- **ENTRY FEE** : ₹ 400/TEAM FIXED COST
- **TEAM COMPOSITION** : NUMBER OF PARTICIPANTS: 1 - 4
- **EQUIPMENT AND SOFTWARE** : MINIMUM 2 LAPTOPS



EVENT ROUNDS:

1. SPEED-UP:

- 25 QUESTIONS FOR 1 MARK EACH (25 MINUTES)
- 5 QUESTIONS FOR 5 MARKS EACH (25 MINUTES)

2. CLASH CODE:

- PARTICIPANTS DEBUG 3 CODE SNIPPETS (25 MINUTES)

3. REMATCH:

- PARTICIPANTS REARRANGE GIVEN SINGLE-LINE CODE SNIPPETS (HARD COPY) TO ACHIEVE CORRECT OUTPUT (25 MINUTES).

4. GYAN KSHETRA:

- 5 PROBLEM STATEMENTS (5 MARKS EACH) PROVIDED FOR SOLUTION USING ANY CODING LANGUAGE
- PARTICIPANTS SEARCH QR CODE AND SCAN TO OBTAIN THE PASSWORD FOR THEIR ZIP FILE WHICH WILL BE GIVEN IN NEXT ROUND.

5. CHAKRA VYUHA:

- TWO ZIP FILES WILL BE GIVEN.
- 1ST ZIP FILE (PASSWORD.ZIP) CONSISTS SET OF PASSWORDS IN WHICH ONE WILL BE CORRECT PASSWORD FOR THE 2ND ZIP FILE.
- 2ND ZIP FILE (STATEMENT.ZIP) CONSISTS THE PROBLEM STATEMENT OF FINAL ROUND.
- FIRST 10 TEAMS WHO WILL CRACK THE PASSWORD WILL BE PLAYING FINAL ROUND.

6. CODE SHASTRA:

- DEVELOPMENT ACCORDING TO THE GIVEN PROBLEM STATEMENT.
- TIME ALLOTTED IS 1.30 HRS FOR BOTH ROUND 5 AND ROUND 6.



CODEHUNTERS (DEBUGGING)

ROUND DETAILS:

1. SPEED-UP:

- OBJECTIVE: TEST PARTICIPANTS' QUICK PROBLEM-SOLVING SKILLS.
- FORMAT: MULTIPLE-CHOICE QUESTIONS AND A SET OF MORE COMPLEX QUESTIONS.
- TIME: 25 MINUTES FOR THE FIRST SET, 25 MINUTES FOR THE SECOND SET.

2. CLASH CODE:

- OBJECTIVE: EVALUATE PARTICIPANTS' DEBUGGING ABILITIES.
- FORMAT: 3 CODE SNIPPETS TO DEBUG.
- TIME: 25 MINUTES.

3. REMATCH:

- OBJECTIVE: ASSESS PARTICIPANTS' ABILITY TO UNDERSTAND AND REARRANGE CODE SNIPPETS.
- FORMAT: GIVEN SINGLE-LINE CODE SNIPPETS TO BE REARRANGED FOR CORRECT OUTPUT.
- TIME: 25 MINUTES.

4. GYAN KSHETRA:

- OBJECTIVE: TEST PARTICIPANTS' CODING SKILLS AND PROBLEM-SOLVING.
- FORMAT: 5 PROBLEM STATEMENTS.
- ADDITIONAL CHALLENGE: QR CODE SEARCH FOR OBTAINING A PASSWORD FOR THE ZIP FILE.

5. CHAKRA VYUHA:

- OBJECTIVE: FILTER TOP TEAMS FOR THE FINAL ROUND.
- FORMAT: GIVEN CODE SNIPPET WITH PASSWORD FOR A ZIP FILE.
- ADVANCE: FIRST 10 TEAMS TO CRACK THE PASSWORD PROCEED TO THE FINAL ROUND.

6. CODE SHASTRA:

- OBJECTIVE: EVALUATE PARTICIPANTS' DEVELOPMENT SKILLS.
- FORMAT: DEVELOPMENT BASED ON A GIVEN PROBLEM STATEMENT.
- TIME: 1.30 HRS FOR BOTH ROUND 5 AND ROUND 6.

COORDINATORS

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LAVANYA: +91 9686159383



CODEHUNTERS (DEBUGGING)

CODE-COMBAT RULES:

1. ELIGIBILITY:

- THE EVENT IS OPEN TO PARTICIPANTS OF ALL SKILL LEVELS UNLESS SPECIFIED OTHERWISE.
- PARTICIPANTS MUST ADHERE TO ANY SPECIFIED ELIGIBILITY CRITERIA, SUCH AS ACADEMIC LEVEL OR PROGRAMMING LANGUAGE FAMILIARITY.

2. TEAM COMPOSITION:

- TEAMS MAY CONSIST OF 4 NUMBER OF PARTICIPANTS.
- TEAM MEMBERS MUST REMAIN CONSISTENT THROUGHOUT THE EVENT UNLESS THERE ARE SPECIFIC RULES ALLOWING CHANGES.

3. CODE OF CONDUCT:

- PARTICIPANTS MUST ADHERE TO A RESPECTFUL AND PROFESSIONAL CODE OF CONDUCT.
- ANY FORM OF CHEATING, PLAGIARISM, OR UNETHICAL BEHAVIOUR WILL RESULT IN DISQUALIFICATION.

4. EQUIPMENT AND SOFTWARE:

- PARTICIPANTS MUST BRING THEIR OWN LAPTOPS OR CODING DEVICES UNLESS OTHERWISE SPECIFIED.
- ENSURE THAT THE NECESSARY SOFTWARE AND DEVELOPMENT ENVIRONMENTS ARE PRE-INSTALLED.

5. TIME MANAGEMENT:

- PARTICIPANTS MUST MANAGE THEIR TIME EFFECTIVELY DURING EACH ROUND.
- LATE SUBMISSIONS MAY NOT BE ACCEPTED, AND LATECOMERS MAY LOSE VALUABLE TIME.

6. SUBMISSION GUIDELINES:

- CODE SUBMISSIONS MUST FOLLOW THE SPECIFIED FORMAT AND GUIDELINES PROVIDED FOR EACH ROUND.
- SUBMISSIONS SHOULD BE MADE WITHIN THE DESIGNATED TIME FRAME.

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CODEHUNTERS (DEBUGGING)

7. COLLABORATION:

- COLLABORATION BETWEEN TEAMS IS STRICTLY PROHIBITED UNLESS EXPLICITLY ALLOWED IN SPECIFIC ROUNDS.

8. COMMUNICATION:

- PARTICIPANTS MUST COMMUNICATE WITH EVENT ORGANIZERS THROUGH THE DESIGNATED CHANNELS FOR ANY QUERIES OR CONCERNS.

9. TECHNICAL ISSUES:

- IN THE CASE OF TECHNICAL ISSUES (E.G., INTERNET CONNECTIVITY PROBLEMS), PARTICIPANTS SHOULD INFORM THE ORGANIZERS IMMEDIATELY.

10. JUDGING CRITERIA:

- JUDGING CRITERIA FOR EACH ROUND WILL BE CLEARLY COMMUNICATED BEFORE THE START OF THE EVENT.
- DECISIONS MADE BY THE JUDGES ARE FINAL.

11. FAIR PLAY:

- ALL PARTICIPANTS ARE EXPECTED TO ENGAGE IN FAIR PLAY AND ETHICAL CODING PRACTICES.
- ANY ATTEMPT TO MANIPULATE RESULTS OR EXPLOIT LOOPHOLES IN THE RULES WILL LEAD TO DISQUALIFICATION.

12. DOCUMENTATION:

- PARTICIPANTS MAY BE REQUIRED TO DOCUMENT THEIR CODE OR PROVIDE EXPLANATIONS FOR THEIR SOLUTIONS.
- PROPER DOCUMENTATION MAY BE CONSIDERED DURING THE JUDGING PROCESS.

13. PRIZES AND RECOGNITION:

- DETAILS ABOUT PRIZES, CERTIFICATES, OR ANY OTHER RECOGNITION WILL BE COMMUNICATED AT THE BEGINNING OF THE EVENT.
- WINNER OF THIS EVENT WILL BE CHOSEN FROM OVERALL PERFORMANCE FROM ALL ROUNDS.

14. EVENT MODIFICATIONS:

- EVENT ORGANIZERS RESERVE THE RIGHT TO MODIFY RULES, ROUNDS, OR ANY ASPECT OF THE EVENT IF DEEMED NECESSARY.

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EVENT CATEGORY

MECHANICAL



FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.



ROBORACE CHRONICLES

RoboRace



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT, WIRED OR WIRELESS, HAS TO TRAVERSE THROUGH A TRACK FULL OF TURNS AND OBSTACLES IN THE MINIMUM POSSIBLE TIME.

GAME PLAY:

- THE ROBOT WILL BE PLACED AT THE START LINE. THE ROBOT STARTS WHEN THE TIMER STARTS.
- THE ROBOT SHOULD REMAIN ON TRACK, OTHERWISE IT HAS TO START FROM THE LAST CHECKPOINT CROSSED, THOUGH THE TIMER WILL NOT BE STOPPED.
- THERE ARE PENALTIES FOR EACH OBSTACLE SKIPPED. PENALTIES WILL BE ADDED TO THE TOTAL TIME.
- TIMER WILL STOP AS SOON AS THE ROBOT CROSSES THE FINISH LINE.
- SCORING AND PENALTY RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

THE ROBOT:

- THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST BE CONTROLLED MANUALLY.
- THE DIMENSION OF THE BOT SHOULD BE LESS THAN OR EQUAL TO 300MM X 300MM X 250MM (L X B X H), FAILING WHICH THE TEAM WILL BE DISQUALIFIED FROM THE COMPETITION.
- THE TOTAL WEIGHT OF THE BOT SHOULD NOT EXCEED 5KGS.
- THE USE OF BATTERIES EXCEEDING 3S LIPO IS STRICTLY PROHIBITED.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS OR ANY READY-MADE ASSEMBLY KITS, AND IT MUST BE POWERED ELECTRICALLY BY, THE USE OF AN IC ENGINE IS NOT ALLOWED.

COORDINATORS:

ABISHEK (NO.: 7411631327)

SRUSHTI (NO.: 9380900293)



ROBORACE CHRONICLES

- THE ROBOT CAN BE POWERED BY A POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- POTENTIAL BETWEEN ANY TWO POINTS ON THE ROBOT SHOULD NOT EXCEED 12 V.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION IF BOT IS NOT READY OR STOPS IN BETWEEN THE RACE.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH AND THE WIRE SHOULD REMAIN SLACK DURING THE COMPLETE RACE.

RACE TRACK:

- THERE WILL BE ONLY ONE START AND ONE FINISH LINE. THE TRACK SURFACE AND COURSE LINE MAY HAVE UNEVENNESS.
- THERE WILL BE CERTAIN OBSTACLES IN THE RACETRACK, WHICH WILL TRY TO SLOW DOWN THE ROBOT.
- TRACK MAY CONSIST OF STEEP RAMPS, BRIDGES, SPEED BREAKERS, MARBLE PITS, SLIPPERY PATHS, ROTATING DISCS, CURVE RAMPS DOWN, SEESAW ETC.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & TIMING, AND PARTICIPATION, MADE BY
- THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT , THE JUDGES' DECISION IS THE FINAL DECISION"

COORDINATORS:

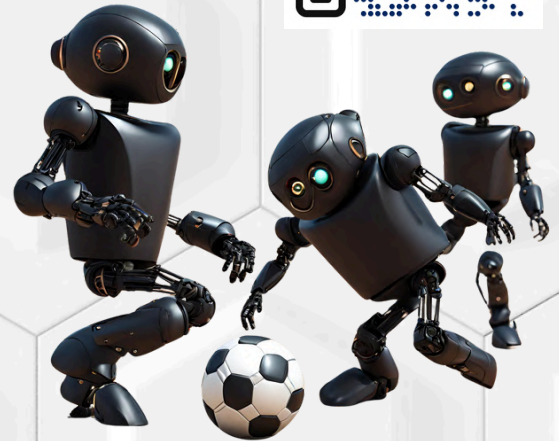
ABISHEK (NO.: 7411631327)

SRUSHTI (NO.: 9380900293)



CYBERKICK ARENA

RoboSoccer



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE BALL IN THE OPPOSITE TEAM'S GOAL POST AND ALSO IT HAS TO PREVENT THE OPPOSITE TEAM FROM PUSHING THE BALL IN THEIR OWN GOAL POST.

GAMEPLAY

- EACH TEAM WILL HAVE ONE BOT AND CAN COMPRISE A MAXIMUM OF 4 MEMBERS.
- NO WEAPONS ALLOWED (LIKE EXTERNAL GEARS CUTTERS ETC.).
- NO CARRYING OR LIFTING THE BALL USING ARMS OR ANY OTHER MEANS, AND NO SHIELDING OR COVERING THE BALL IN ANY WAY.
- NO RAMMING PURPOSELY, YELLOW CARD FOR RAMMING ONCE OR TWICE, DISQUALIFICATION FOR RAMMING THE THIRD TIME. PLAY FAIR.
- PLEASE SHIELD THE TIRES TO AVOID THE BALL GETTING STUCK IN THE SAME.
- THE COMPETITION SHALL CONSIST OF 2 ROUNDS.
- EACH ROUND WILL CONSIST OF 2 HALVES EACH OF 3 MINS AND THE TEAM SCORING THE MOST NUMBER OF GOALS WILL BE DECLARED THE WINNER.
- IN CASE OF A TIE, THERE WILL BE AN EXTENDED MATCH WHEREIN A 2 MINS ADD ON PLAY WILL BE HELD AND THE TEAM THAT SCORES FIRST WINS.
- IF THERE IS STILL A DRAW, THEN THE COORDINATORS WILL KEEP EACH TEAM'S BOT AND BALL IN DIFFERENT LOCATIONS OF THE ARENA FROM WHERE THEY WILL HAVE TO FIGURE OUT A WAY TO SCORE A GOAL. THE BOT CAN ONLY TOUCH THE BALL ONCE(3 SETS EACH FOR BOTH TEAMS).
- IN CASE THE BOT BREAKS, THEN A MAXIMUM OF 5 MINUTES WILL BE GIVEN FOR REPAIRS. FAILING TO REPAIR THE BOT WITHIN THE TIME LIMIT WILL LEAD TO THE DISQUALIFICATION OF THE ROBOT.

COORDINATORS:

SOHAN (NO.: 9611379511)

SYED MAAZ(NO.: 9035398837)

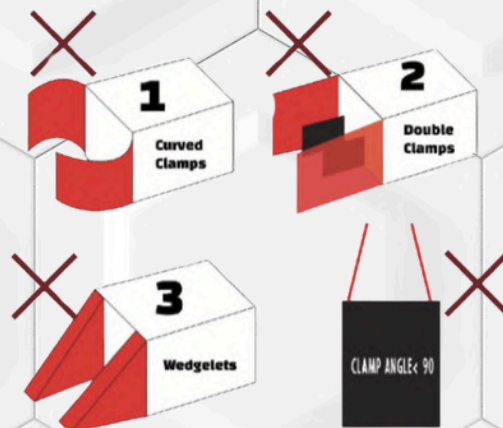


CYBERKICK ARENA

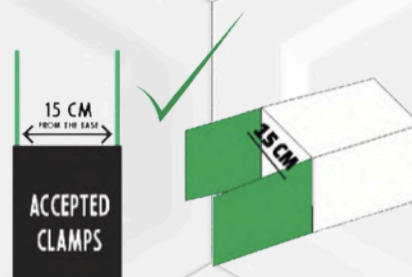
THE ROBOT:

- THE OWING SIZE LIMITATIONS APPLY FOR EACH ROBOT, INCLUDING THE CLAMPS THE BOT HAS:
- WIDTH - 300MM MAX
- LENGTH - 300MM MAX
- HEIGHT - 300MM MAX
- THE ROBOT CANNOT HAVE A POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS, OR ANY READY-MADE ASSEMBLY KITS.
- PARTICIPANTS ARE NOT ALLOWED TO USE ANY KICK MECHANISM.
- THE CLAMP WIDTH AT THE BASE MUST BE A MINIMUM OF 15 CM, WITH A MINIMUM DEPTH OF ABOUT 6 CM. THE CLAMP SHOULD BE STATIONARY I.E. WITHOUT ANY MOVING PARTS AND CAN BE OF ANY SHAPE WITH AN ANGLE OF NOT LESS THAN 90°.
- THE USE OF BATTERIES EXCEEDING 3S LIPO IS STRICTLY PROHIBITED.

NOT ALLOWED



ALLOWED



minimum distance between the arms at base should be atleast 15cm and clamp angle can be atleast 90 or more

COORDINATORS:

SOHAN (NO.: 9611379511)

SYED MAAZ(NO.: 9035398837)



CYBERKICK ARENA

- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 2M. ARENA
- THE ARENA DIMENSIONS ARE 8 FEET IN LENGTH AND 6 FEET IN WIDTH. THE ARENA HAS A 20 CM WIDE GOAL POST ON EITHER SIDE.
- THE ARENA IS BOUNDED FROM ALL SIDES.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- THE MATCHES WILL BE HELD IN KNOCK-OUT FORMAT.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & AMP; TIMING, AND PARTICIPATION, MADE BY THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

COORDINATORS:

SOHAN (NO.: 9611379511)

SYED MAAZ(NO.: 9035398837)



MECHAMAYHEM

Robowar

PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE OPPONENT'S ROBOT OUT OF THE DESIGNATED ARENA & ALSO IT HAS TO DEFEND ITSELF FROM GETTING PUSHED OUT BY THE OPPOSITION.



ROBOT:

- THE DIMENSIONS OF THE ROBOT USED FOR ROBOWAR SHOULD BE NOT MORE THAN 400MMX400MM (LENGTH X BREADTH).
- THE MAXIMUM PERMISSIBLE WEIGHT FOR THE ROBOT IS 10 KG (NO TOLERANCE ALLOWED).
- THE ROBOT SHOULD NOT BE SPLIT INTENTIONALLY INTO COMPONENTS OR PARTS DURING THE MATCH.
- NEGATIVE CLEARANCE WILL NOT BE ALLOWED.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 4M.

COORDINATOR:
ROHAN (NO.:7204576411)
ABISHEK (NO.:7411631327)

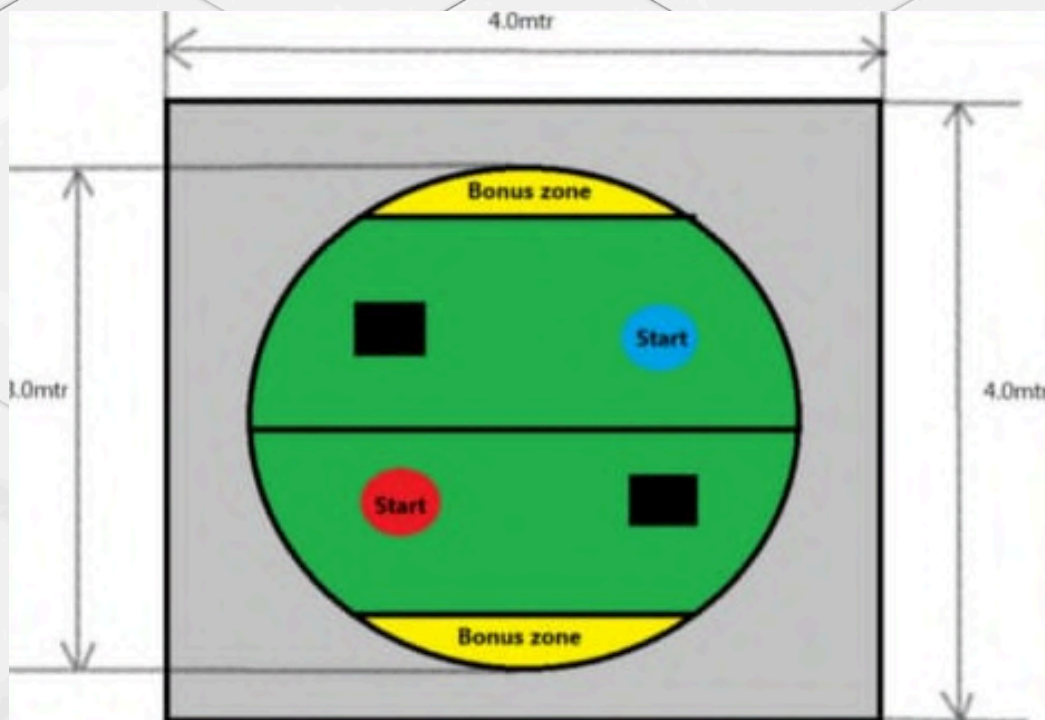


MECHAMAYHEM

GAME PLAY:

- EACH MATCH CONSISTS OF TWO ROUNDS.
- EACH ROUND WILL CONTAIN 3 RAIDS OF EACH TEAM AND EACH RAID WILL BE OF 30 SECONDS. THERE WILL BE TWO TEAMS, THE RED TEAM AND BLUE TEAM.
- A TOSS WILL DECIDE THE SIDE OF THE ARENA WHICH THE WINNING TEAM WANTS.
- IF THERE IS ENTANGLING OF WIRES THEN THE GAME IS PAUSED AND THE GAME WILL START FROM THE SAME LOCATIONS OF THE BOTS.
- TECHNICAL BREAK CAN BE USED BY BOTH THE TEAMS WHICH LASTS FOR 40 SECONDS AND CAN BE USED ONLY ONCE PER GAME (INCLUDING TIE BREAKER ROUND)
- TIME BETWEEN EACH ROUND IS 1 MINUTE. HAND TOUCHING DURING THE GAME TO AVOID THE BOT FROM FALLING OUTSIDE THE ARENA WILL LEAD TO THE BOT BEING CONSIDERED AS FALLEN AND NECESSARY POINTS WILL BE GIVEN TO THE OPPOSITE TEAM.
- FINAL DECISION IN CASE OF SOME AMBIGUITY WILL BE IN THE HANDS OF THE JUDGE.

ARENA LAYOUT



COORDINATOR:
ROHAN (NO.:7204576411)
ABISHEK (NO.:7411631327)



MECHAMAYHEM

- THE SQUARE MARKED BLACK IS THE DROP ZONE AND ITS SIZE IS 300X300MM (LENGTH X BREADTH)
- THE TWO TEAMS WILL START FROM THE CIRCLES MARKED RED AND BLUE
- THE DIAMETER OF THE TOTAL CIRCULAR PLAY AREA IS 3MTRS.

COORDINATOR:
ROHAN (NO.:7204576411)
ABISHEK (NO.:7411631327)



PATHTRACER CHALLENGE

Line Follower



PROBLEM STATEMENT

- AN AUTONOMOUS ROBOT HAS TO FOLLOW BLACK LINES ON A WHITE BACKGROUND OR WHITE LINES ON A BLACK BACKGROUND AND REACH FROM STARTING LINE TO THE FINISHING LINE AS SOON AS POSSIBLE.
- THE ROBOT MUST BE ABLE TO DETECT A PARTICULAR LINE AND KEEP OWNING IT.

GAMEPLAY:

- ROBOTS WILL BE PLACED AT THE STARTING POINT AND TIME WILL BE RECORDED UNTIL IT REACHES THE FINISH LINE.
- EACH TEAM WILL BE GIVEN TWO TRIALS IN EACH ROUND. A ROBOT MUST RESTART IF:
 - A. THE ROBOT DOES NOT START AFTER PRESSING THE START BUTTON FOR 1 MINUTE.
 - B. A HUMAN TOUCHES THE ROBOT.
 - C. THE ROBOT MOVES OFF THE FIELD.
 - D. THE REFEREE ORDERS A RESTART.

TIME LIMITS, SCORING AND PENALTIES RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

COORDINATOR:
RAMITA (9611535735)
ABISHEK (NO.:7411631327)



LINE FOLLOWER

THE ROBOT:

- THE OWING SIZE LIMITATIONS APPLY FOR EACH ROBOT. THE ROBOT CANNOT HAVE A POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE ROBOT MUST BE CONTROLLED AUTONOMOUSLY WITH NO HUMAN AID.
- THE OVERALL SPECIFICATIONS OF THE BOT MUST NOT EXCEED FOLLOWING (INCLUDING TOLERANCE)
- FOLLOWING (INCLUDING TOLERANCE):-
 - WIDTH - 220MM MAX.
 - LENGTH - 220MM MAX.
 - HEIGHT - 150MM MAX.

THE WEIGHT OF THE ROBOT CAN BE MAX. 3KGS.

- THE ROBOT MUST BE STARTED MANUALLY WITH A START BUTTON.
- USE OF LEGO PARTS AND READY-MADE BOOTS IS NOT ALLOWED.
- THE ROBOT CAN BE POWERED BY A MAX 12V POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD. PARTICIPANTS SHOULD KEEP SPARE BATTERIES OTHERWISE; IT MAY LEAD TO DISQUALIFICATION IF THE BOT IS NOT READY OR STOPS IN TRIAL

THE TRACK:

- THE TRACK IS MADE UP OF WHITE COLOURED FLEX SHEET WITH BLACK COLOURED LINES ON IT OR WHITE LINES ON BLACK COLOURED FLEX SHEET.
- THERE WILL BE ONE START POINT AND ONE FINISH POINT IN THE ENTIRE ARENA.
- THE THICKNESS OF THE LINES WILL BE 30MM.
- THE COURSE LINE MAY HAVE ACUTE, OBTUSE, AND RIGHT ANGLES, AND CURVES.
- THE COURSE LINE MAY ALSO HAVE DISCONTINUITIES AT VARIOUS POINTS.
- THE TRACK WILL BE RELEASED ON THE DAY OF THE EVENT ON THE SPOT.

COORDINATOR:
RAMITA (9611535735)
ABISHEK (NO.:7411631327)



LINE FOLLOWER

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- THE COMPETITION WILL BE OF 2 ROUNDS. ROUND 1 SHALL BE A QUALIFIER ROUND AND ROUND 2 SHALL BE THE FINAL ROUND.
- IN ROUND 1, EACH TEAM WILL GIVE 2 TIME TRIALS. THE LEAST TIME AND WITH BEST OUT OF 2 GIVEN TRIALS WILL BE JUDGED.
- FOR THE 1ST TRIAL A TEST RUN OF 3 MINS WILL BE GIVEN AFTER WHICH, IMMEDIATELY 1ST TIME TRIAL WILL FOLLOW
- TEAMS CAN GIVE THE 2ND AND FINAL TRIAL OF THE FIRST ROUND IMMEDIATELY AFTER THE 1ST TRIAL OR LATER IN THE COMPETITION.
- THERE WON'T BE ANY TEST RUN FOR THE 2ND TRIAL.
- THE BOT MUST COVER THE ENTIRE TRACK WITHIN 4 MIN MINUTES TO QUALIFY FOR THE FINAL ROUND. ANY SHORTCUT PATHS AND DEVIATION FROM THE MAIN LINE WILL LEAD TO THE PLACING OF THE BOT BACK TO THE NEAREST CHECKPOINT. THE COORDINATOR'S DECISION WILL BE COUNTED AS THE FINAL.
- IN CASE NO BOT IS ABLE TO COMPLETE THE TRACK IN THE GIVEN TIME, BOT COVERING MAXIMUM CHECKPOINT IN MINIMUM TIME WILL BE SHORTLISTED FOR THE FINAL ROUND.
- THE LINE FOLLOWER BOT MUST BE FULLY SELF-CONTAINED AND MUST NOT BE EXTERNALLY OPERATED BY WIRE OR REMOTE RADIO CONTROL DURING THE COURSE OF THE RACE.
- ONCE THE BOT IS PLACED ON THE TRACK, A MAXIMUM OF 5 TOUCHES WILL BE ALLOWED TO RESET THE BOT ON THE RIGHT TRACK AND A PENALTY OF 5 SEC PER TOUCH SHALL BE ADDED TO THE TOTAL TIME.
- THE WINNER SHALL BE THE GROUP THAT FINISHES THE TRACK IN THE SHORTEST TIME. IN CASE NO TEAM MANAGES TO FINISH THE TRACK, THEN THE PRIZE SHALL BE GIVEN TO THE TEAM THAT COMPLETES MOST PART OF THE TRACK IN THE SHORTEST TIME AND WITH MINIMUM TOUCHES.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

**COORDINATOR:
RAMITA (9611535735)
ABISHEK (NO.:7411631327)**



SKYFORGE 2147

Flyable Model /Drone Making

GENERAL RULES

- THERE IS NO LIMIT ON THE MAXIMUM NUMBER OF PEOPLE IN A TEAM. HOWEVER, A TEAM MUST HAVE AT LEAST 3 PEOPLE.
- ALL TEAMS ARE REQUIRED TO DESIGN, FABRICATE, AND FLY AN RC OR AUTONOMOUSLY CONTROLLED AIRCRAFT.
- MULTIPLE TEAMS FROM THE SAME COLLEGE ARE ALLOWED, PROVIDED THEY DO NOT ENTER MULTIPLE COPIES OF THE EXACT SAME RC PLANE.
- NO READYMADE MODELS, LIKE RTF, ARF, BNF, ETC., ARE ALLOWED.
- NO LIGHTER-THAN-AIR SYSTEMS AND ROTARY SYSTEMS ARE ALLOWED. ONLY FIXED-WING AIRCRAFT ARE PERMITTED.
- PARTICIPANTS ARE PERMITTED TO MAKE ALTERATIONS AND MODIFICATIONS BETWEEN ROUNDS ONLY IF THEIR AIRCRAFT SUSTAINS DAMAGE DURING A FLIGHT RUN. THEY CAN ONLY DO SO AFTER CONSULTING THE JUDGES AND MUST GO THROUGH ANOTHER TECHNICAL INSPECTION AFTERWARD.
- ANY CALLS REGARDING GREY AREAS IN THE RULES OR UPDATES TO THE RULES ARE UP TO THE JUDGE'S DISCRETION. THE JUDGE'S DECISION IS FINAL. TEAMS MAY NOT APPEAL ANY OF THE JUDGES DECISIONS.
- ALL PARTICIPANTS MUST BRING A LETTER STATING THAT THE MODEL THEY ARE PRESENTING IS ORIGINAL AND NOT COPIED, IN ORDER TO AVOID ANY CASES OF PLAGIARISM.

AIRCRAFT/MODEL SPECIFICATIONS:

THE PROPELLER DIAMETER SHOULD NOT BE GREATER THAN 13 INCHES.

- WINGSPAN SHOULD BE A MAXIMUM OF 1.5 METERS.
- ONLY ELECTRIC MOTORS (BLDC) WOULD BE ALLOWED. NO IC ENGINES OR ANY OTHER FORM OF PROPULSION WILL BE ALLOWED.
- USE OF PROGRAMMING ASSISTANCE IN ANY WAY OR FORM IS PROHIBITED. (E.G., GYROSCOPES, FLIGHT CONTROL BOARDS)
- THERE CAN BE A MAXIMUM OF ONE BATTERY PACK CONNECTED TO A PROPULSION SYSTEM. A PROPULSION SYSTEM CONSISTS OF ONE BATTERY, ONE OR MORE ELECTRONIC SPEED CONTROLLERS (ESC), AND ONE OR MORE MOTORS.
- THE MAXIMUM ENERGY CAPACITY OF THE BATTERY MUST BE AT MOST 50 WATTS-HOURS.
- RADIOFREQUENCY OF 2.4GHZ ONLY SHOULD BE USED AS A CONTROL LINK.

COORDINATORS:

HASEEB (NO.:8431209785)

ABISHEK (NO.:7411631327)

YUKTI | 2K25

A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

VIRTUARENA GAMING



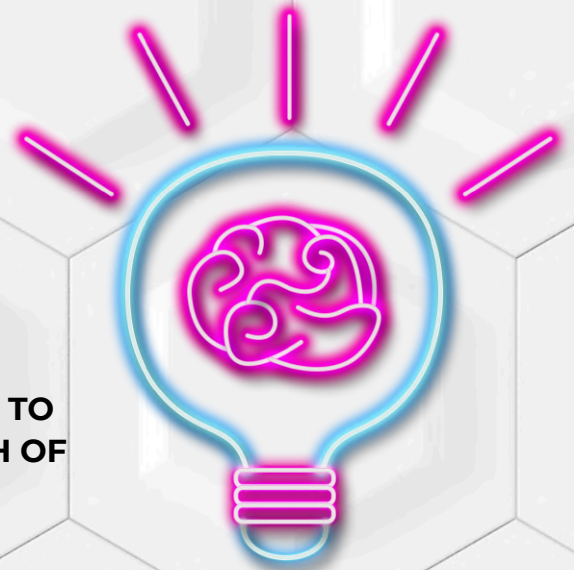
FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.



CYBERCONQUEST

Quiz

THE YUKTI 2025 QUIZ WILL BE ONE ON GENERAL KNOWLEDGE WITH A GENEROUS SAMPLING OF QUESTIONS ON SCIENCE AND TECHNOLOGY IN WHICH THE PARTICIPANTS GET TO TEST THEIR QUIZZING APTITUDE AND THE DEPTH OF THEIR GENERAL KNOWLEDGE.



ROUNDS:

- A WRITTEN ELIMINATION ROUND, FROM WHICH SELECT TEAMS FROM EACH OF THE CATEGORIES WILL BE SELECTED FOR THE QUIZ.
- THE FINAL QUIZ, CONSISTING OF SEVERAL ROUNDS.

RULES:

- THERE MUST BE THREE MEMBERS IN EACH TEAM.
- THE DECISION OF THE QUIZ MASTER IN ALL REGARDS WILL BE FINAL.

CO-ORDINATORS:
RAKSHITA SH- 9482462209



QUEST BEYOND LIMITS

Treasure Hunt

RULES AND GUIDELINES:

1. TEAM COMPOSITION:

- EACH TEAM MUST CONSIST OF 4 PARTICIPANTS (FIXED).
- PARTICIPANTS MUST REMAIN IN THEIR TEAMS THROUGHOUT THE EVENT.

2. EVENT FORMAT:

- THE TREASURE HUNT WILL CONSIST OF MULTIPLE LEVELS OF CLUES AND TASKS.
- EACH CLUE WILL LEAD TO THE NEXT LOCATION OR TASK.
- TEAMS MUST COMPLETE ALL TASKS AND SOLVE CLUES IN SEQUENCE TO PROCEED.

3. TIME LIMIT:

- A MAXIMUM TIME LIMIT WILL BE PROVIDED TO COMPLETE THE HUNT.
- TEAMS FAILING TO COMPLETE WITHIN THE STIPULATED TIME WILL BE DISQUALIFIED.

4. CLUES AND TASKS:

- CLUES WILL TEST PARTICIPANTS' KNOWLEDGE, LOGIC, AND CREATIVITY.
- TASKS MAY INVOLVE PHYSICAL OR MENTAL CHALLENGES.
- ALL TASKS MUST BE COMPLETED TO ACCESS THE NEXT CLUE.

5. PROHIBITED ACTIONS:

- TAMPERING WITH OR DESTROYING CLUES IS STRICTLY PROHIBITED.
- TEAMS CAUGHT SHARING ANSWERS OR INTERFERING WITH OTHER TEAMS WILL FACE DISQUALIFICATION.
- USE OF ELECTRONIC DEVICES (EXCEPT WHEN ALLOWED BY ORGANIZERS) IS NOT PERMITTED.

6. JUDGMENT CRITERIA:

- TEAMS WILL BE RANKED BASED ON:
 - COMPLETION OF THE TREASURE HUNT WITHIN THE TIME LIMIT.
 - ACCURACY IN SOLVING CLUES AND COMPLETING TASKS.
- IN CASE OF A TIE, THE TEAM COMPLETING THE HUNT FIRST WILL BE DECLARED THE WINNER.

7. CONDUCT AND DISCIPLINE:

- PARTICIPANTS MUST FOLLOW THE INSTRUCTIONS OF EVENT COORDINATORS AT ALL TIMES.
- ANY FORM OF MISCONDUCT OR RULE VIOLATION WILL LEAD TO IMMEDIATE DISQUALIFICATION.

IMPORTANT NOTES:

- THE TREASURE HUNT IS DESIGNED TO BE FUN AND CHALLENGING—ENJOY THE EXPERIENCE!
- TEAMS ARE RESPONSIBLE FOR THEIR SAFETY WHILE PARTICIPATING.
- THE DECISION OF THE ORGANIZERS WILL BE FINAL AND BINDING.



CO-ORDINATORS:

ABDUL PATEL: 9970333684

DEEPESH A. : 8073025681



PIXEL-PLAY ZONE

GameZone

GAMES:

- BGMI(MOBILE)
- CS 1.6
- MORTAL KOMBAT 11 (FINAL)



REQUIREMENTS:

- LAPTOPS WITH ALL ACCESSORIES(8GB RAM , 2GB GPU ,INTELI5 /RYZEN 5000 OR MORE , DRIVERS MUST BE UPTO DATE) .
- SMARTPHONE(MUST SUPPOT BGMI) WITH HEADPHONES .

NOTE:

- IT WILL BE AN INDIVIDUAL EVENT
- ENTRY FEE WILL BE CHARGED PER PERSON.
- NUMBER OF PARTICIPANTS - 04

RULES AND REGULATIONS:

- PLAYERS MUST CONDUCT THEMSELVES IN A REASONABLE MANNER, MAINTAINING AN APPROPRIATE DEMEANOR TO SPECTATORS, TOURNAMENT ADMINISTRATORS, AND TO OTHER.
- ANY PLAYER/TEAM WHO ATTEMPTS TO DISRUPT MATCHES WITH VERBAL OR PHYSICAL ABUSE TO THE TOURNAMENT REFEREE/ADMIN OR OPPONENT WILL BE DISQUALIFIED FROM THE TOURNAMENT AND MAY BE REMOVED FROM THE VENUE.
- PLAYERS MUST BRING THEIR OWN LAPTOPS AND ACCESSORIES AS MENTIONED ,OTHERWISE THEY WILL NOT BE REGISTERED.
- CHEATING ,HACKING ,GAMBLING, INCLUDING BETTING ON THE OUTCOME OF GAMES, IS PROHIBITED.
- THE ORGANIZER WILL NOT BE RESPONSIBLE FOR ANY DAMAGE, LOSS OR INJURY CAUSED FROM PARTICIPATION IN THIS TOURNAMENT.

CO-ORDINATORS:
MUSTAK- 8088356300
PREM- 8699799711



PIXEL-PLAY ZONE

- ANY PLAYER/TEAM WHO DELIBERATELY ATTEMPTS TO SABOTAGE OR DAMAGE THE EQUIPMENT TO RESTART MATCHES WILL BE BANNED FROM THE TOURNAMENT, EFFECTIVE IMMEDIATELY
- RULES OF AFOREMENTIONED GAMES WILL BE ANNOUNCED BEFORE STARTING OF THE ROUND ITSELF
- WINNER OF THIS EVENT WILL BE CHOSEN FROM OVERALL PERFORMANCE FROM ALL ROUNDS
- ONCE TEAM IS REGISTERED, NO REFUND WILL BE INITIATED.
- THE PARTICIPANTS OF THE TEAM MUST BE FROM THE SAME COLLEGE
- ALL PLAYERS MUST FOLLOW THE TOURNAMENT ORGANIZER'S DIRECTIONS. ALL DECISIONS AND RULINGS OF THE TOURNAMENT ORGANIZER ARE FINAL AND BINDING. BY PARTICIPATING, PLAYERS/TEAMS ARE AGREEING TO THE RULES OF THE TOURNAMENT.

CO-ORDINATORS:
MUSTAK- 8088356300
PREM- 8699799711

YUKTI | 2K25

A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

ART



**FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.**

DIGITAL VISIONS

Face-painting



GENERAL RULES:

- **TEAM SIZE: TWO (2) PARTICIPANTS PER TEAM.**
- **MATERIALS: ALL REQUIRED MATERIALS MUST BE PURCHASED BY THE PARTICIPANTS.**
- **MEDIUM: ANY MEDIUM IS PERMITTED, INCLUDING POSTER PAINTS, ACRYLIC PAINTS, COSMETICS, AND MORE.**
- **TOPIC: THE COMPETITION THEME WILL BE PROVIDED ON THE SPOT.**

JUDGING CRITERIA:

SUBMISSIONS WILL BE JUDGED BASED ON THE FOLLOWING CRITERIA:

- **CREATIVITY: ORIGINALITY AND INGENUITY IN CONCEPT AND EXECUTION.**
- **THEME: EFFECTIVE INTERPRETATION AND UTILIZATION OF THE COMPETITION THEME.**
- **EXECUTION: SKILLFUL APPLICATION OF CHOSEN MEDIUM AND TECHNICAL MASTERY.**

PLEASE NOTE:

- **PARTICIPANTS ARE RESPONSIBLE FOR ENSURING THEIR MATERIALS COMPLY WITH COMPETITION REGULATIONS AND SAFETY STANDARDS.**
- **COLLABORATIVE TEAMWORK AND COMMUNICATION ARE ENCOURAGED WITHIN TEAMS.**
- **SUBMISSIONS MUST BE ORIGINAL AND NOT COPIED FROM EXISTING WORKS.**



COORDINATORS:
SHREYA C- 7996920922



NEON SPECTRUM CREATIONS

Rangoli



Rules:

- **PARTICIPATION: INDIVIDUAL PARTICIPATIONS.**
- **DURATION: 2 HOURS 30 MINUTES.**
- **PARTICIPANTS SHALL BRING THEIR OWN MATERIAL.**
- **THE PARTICIPANTS SHALL PREPARE A RANGOLI WITHIN THE SPACE PROVIDED BY THE ORGANIZERS, BY FREE HAND ONLY.**
- **ONLY ONE OF THE FOLLOWING MEDIUM SHALL BE USED - POSTER COLOURS, FLOWER PETALS.**
- **REPORTING TIME WILL BE PROVIDED ALONG WITH THE SCHEDULE OF THE EVENT.**
- **DECISION OF THE PANEL OF JUDGES WILL BE FINAL**

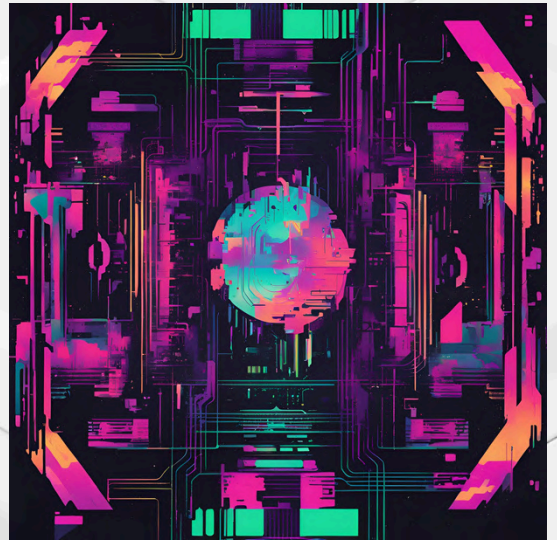
Themes:

- **SAFEGUARD THE FUTURE: PROTECTING THE GIRL CHILD IN A HIGH-TECH WORLD**
- **EMPOWERING WOMEN FOR A NEW ERA: INNOVATIONS IN LEADERSHIP AND EQUALITY**
- **COMBATING TRAFFICKING: ADVANCED TECHNOLOGIES FOR A SAFER TOMORROW**
- **REVOLUTIONIZING CHILD EDUCATION: LEARNING IN A DIGITAL UNIVERSE**

CO-ORDINATORS:
SAKSHI- 9113526733
KEERTI- 9743361284

VISIONARY MINDS

Logo Design



Rules:

OFFLINE AND ONLINE BOTH MODE ACCEPTED FOR DESIGNING THE LOGO

- **PARTICIPATION: INDIVIDUAL PARTICIPATION**
- **DURATION: 2 HOURS 30 MINUTES.**
- **PARTICIPANTS SHALL BRING THEIR OWN MATERIAL, INCLUDING LAPTOPS, DRAWING TABLETS, AND ANY OTHER NECESSARY TOOLS.**
- **SUBMISSION: DESIGNS MUST BE SUBMITTED IN BOTH DIGITAL AND PHYSICAL FORMATS. DIGITAL SUBMISSIONS SHOULD BE IN HIGH-RESOLUTION JPEG OR PNG FORMAT, WHILE PHYSICAL SUBMISSIONS CAN BE HAND-DRAWN OR PRINTED.**
- **EVALUATION CRITERIA: CREATIVITY, ORIGINALITY, RELEVANCE TO THE THEME, AND OVERALL AESTHETIC APPEAL WILL BE THE KEY FACTORS IN JUDGING.**
- **PRIZES: EXCITING PRIZES AWAIT THE WINNERS, ALONG WITH CERTIFICATES OF APPRECIATION FOR ALL PARTICIPANTS.**

WE ENCOURAGE ALL PARTICIPANTS TO TAP INTO THEIR CREATIVITY AND SHOWCASE THEIR UNIQUE VISION FOR THE EVENT THROUGH THEIR LOGO DESIGNS. GOOD LUCK TO EVERYONE!

Themes: On The Spot



**COORDINATORS:
ARIHANT- 7259519109**

DESIGN EVOLUTION

Raw to Beautification

COMPETITION GUIDELINES:

- TEAM SIZE: ONE (1) PARTICIPANT PER TEAM.
- CANVAS: PROVIDED BY THE ORGANIZERS.
- TOPIC: PROVIDED ON THE SPOT.

JUDGING CRITERIA:

- USE OF THEME AND FINAL EXECUTION: HOW EFFECTIVELY THE TEAM INTERPRETS AND UTILIZES THE COMPETITION THEME, AND THE QUALITY OF THE FINAL PRODUCT.
- USE OF COLORS: HOW CREATIVELY AND EFFECTIVELY THE TEAM USES COLORS IN THEIR PAINTING.

ADDITIONAL INFORMATION:

- ALL PARTICIPANTS ARE REQUIRED TO BRING THEIR OWN PAINTING SUPPLIES.
- ANY MEDIUM IS PERMITTED, INCLUDING ACRYLIC PAINTS, OIL PAINTS, AND WATERCOLORS.
- TEAMS WILL HAVE TWO (2) HOURS TO COMPLETE THEIR PAINTINGS.
- A PANEL OF JUDGES WILL SELECT THE WINNING TEAM BASED ON THE CRITERIA LISTED ABOVE.



COORDINATORS:
KOMAL- 7619590290
SAKSHI- 9113526733

VISIONARY VIBES (Poster Making)



PARTICIPATION:

1. SOLO PARTICIPATION
2. DURATION: 2 HOURS 30 MINUTES.
3. THE ARTWORK WILL BE MADE ON THE SPOT ON THE GIVEN TOPIC.
4. ONLY ONE STANDARD A2 SIZE PAPER WILL BE PROVIDED BY THE HOST INSTITUTE.
5. THE PARTICIPANT SHALL BRING THEIR OWN SCISSORS, GLUE AND OTHER MATERIALS REQUIRED FOR THE EVENT
6. THE USE OF DIGITAL TOOLS OR PRE-MADE TEMPLATES IS NOT ALLOWED.
7. PARTICIPANTS ARE ENCOURAGED TO EXPRESS CREATIVITY AND ORIGINALITY.
8. JUDGING CRITERIA WILL INCLUDE CREATIVITY, RELEVANCE TO THE THEME, AND OVERALL PRESENTATION.
9. PARTICIPANTS SHOULD SUBMIT THEIR COMPLETED ARTWORK AT THE DESIGNATED SUBMISSION POINT BEFORE THE END OF THE ALLOTTED TIME.
10. ALL PARTICIPANTS MUST ADHERE TO THE EVENT'S CODE OF CONDUCT, PROMOTING A RESPECTFUL AND SUPPORTIVE ENVIRONMENT FOR ALL.



RABBANI SHILLEDAR: +91 8762560145

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FRAGMENTS OF TOMORROW Collage Making



- 1. THEME ADHERENCE: PARTICIPANTS MUST STRICTLY FOLLOW THE GIVEN THEME; OFF-TOPIC COLLAGES WILL BE DISQUALIFIED.**
- 2. PRE-DESIGNED STICKERS IS NOT ALLOWED.**
- 3. NO EXTERNAL HELP IS PERMITTED**
- 4. SUBMISSION: PARTICIPANTS MUST SUBMIT THEIR ARTWORK WITHIN THE GIVEN TIME; LATE SUBMISSIONS WILL NOT BE ACCEPTED.**
- 5. DECISION OF JUDGES: THE JUDGES' DECISION WILL BE FINAL AND BINDING.**



CODE OF CONDUCT

- **THE ORGANIZING COMMITTEE'S DECISION IS FINAL.**
- **BAGGAGE CHECK AT THE MAIN GATE IS MANDATORY FOR ALL PARTICIPANTS.**
- **ANY ITEM DEEMED UNSAFE BY SECURITY WILL BE PROHIBITED INSIDE THE CAMPUS.**
- **CONSUMPTION OF ANY FORM OF INTOXICANT IS STRICTLY PROHIBITED WITHIN THE CAMPUS PREMISES. ANYONE FOUND UNDER THE INFLUENCE OF SUCH SUBSTANCES WILL BE ESCORTED OUT OF THE CAMPUS.**
- **IT IS MANDATORY FOR THE PARTICIPANTS TO CARRY THE ID CARD ISSUED TO THEM BY THE FESTIVAL AUTHORITIES.**
- **CARRYING ANY FOOD MATERIAL TO THE AUDITORIUM IS STRICTLY PROHIBITED.**
- **DISPLAYING VIOLENCE AND UNRULY BEHAVIOUR WILL LEAD TO EXPULSION FROM THE FESTIVAL.**
- **PARTICIPANTS MUST MAINTAIN UNIVERSITY DECORUM.**

**ALL RULES AND REGULATIONS ARE SUBJECT TO CHANGE
WITHOUT NOTICE**



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