

# **TechnoCon - Lakshya 2019**

## **Event Rules**

### MIT Hackathon

Team Size: Min - 03, Max - 05

Faculty Coordinator:

Student Coordinator:

Registration Amount: Rs. 500 /team

#### Rules -

- All team members should be from same college; no inter-college teams are allowed. However, members from different branches of the same college/ institute are encouraged to form a team.
- Each team would comprise of 4 or 5 members including the team leader.
- As the software edition of the hackathon is digital product development competition, majority of the team members MUST be well versed with programming skills.
- Team can either select any one problem statement given below, or can develop their own problem statement based on their area of interest.
- There is only one round for this competition - Every team will be given a total time of 12 hours to develop the software product. 6 hours per day as described in the schedule.
- The teams have entire freedom to use any programming or web-designing or any framework for the development of their project.
- Prizes are as follows-
  - Winner - Certificates, Trophy and Rs. 50,000 cash prize.
  - Runner-Up - Certificates, Trophy and Rs. 25,000 cash prize.
  - Excellence in Innovation Award - Certificates, Trophy and Rs. 25,000 cash prize. (will only be given to any one team with their own problem statement)
- In case of similar project between two or more teams - the team with the maximum female members will be considered.
- Intellectual property (IP) of the idea would belong to the college/institute and the team members jointly. However, team members will make their product available for free for MIT World Peace University.

## **TECHNICAL EVENTS**

### **Codethon**

Team Size: Min - 01, Max - 02

Faculty Coordinator:

Student Coordinator:

Registration Amount: Rs. 100 per person

Rules -

Round 1:

- Participants have to select one from the following programming languages – C, C++, Java. This selection of language cannot be changed in Round 2 and 3.
- This round will be considered as the elimination round, every participating team will be given 30 objective questions and the team has to complete the test in 20 minutes.
- Questions will be completely based on programming language selected by the participating team (C/ C++/ Java).
- There is no negative marking, every correct answer will be considered as +1 point for the participating team.

Round 2:

- Participants will be access to computer with installed Turbo C or Java based on language selection of participant from Round 1.
- Participants will be given 1 question which they have to solve using the programming language of their selection, but with the computer screens off in 30 mins.
- Teams with minimum number of errors will be considered for Round 3.

Round 3:

- Qualifying Participants from Round 2 will be given 2 questions which they have to solve using the programming language of their selection in 60 mins.
- Judging Criteria will be based on time taken for execution, memory consumption, complexity of code, reusability of code and validation of the code, and time taken to submit the code.
- Judging criteria is subject to change, decision of the judges will be final and no argument regarding the judgement will be entertained.
- Prizes are as follows-
  - Winner - Certificates, Trophy and Rs. 5000 cash prize.
  - Runner-Up - Certificates, Trophy and Rs. 3000 cash prize.

## KnowITall

Team Size: Min - 01, Max - 02

Faculty Coordinator:

Student Coordinator:

Registration Amount: Rs. 100 per person

Rules -

- Participants should carry original college ID card.
- Team members should be same as registered.
- Various games will be there which will lead to knockout rounds.
- Last round will be for treasure & one who finds the treasure first will be the winner.
- Eliminations will be conducted.
- The clues are to be found in a particular order. A team cannot skip a clue. Skipping a clue leads to disqualification of the team.
- Do not search for the clues in off-limit areas.
- If you find any other team's clue by any chance never tamper it. A violation of this rule could cause disqualification of the team.
- All the clues of the teams are different & located at different places but the final destination i.e. the treasure is same. The team which finds the treasure wins first.
- Prizes are as follows-
  - Winner - Certificates, Trophy and Rs. 5000 cash prize.
  - Runner-Up - Certificates, Trophy and Rs. 3000 cash prize.

## Codinary

Team Size: Min - 02

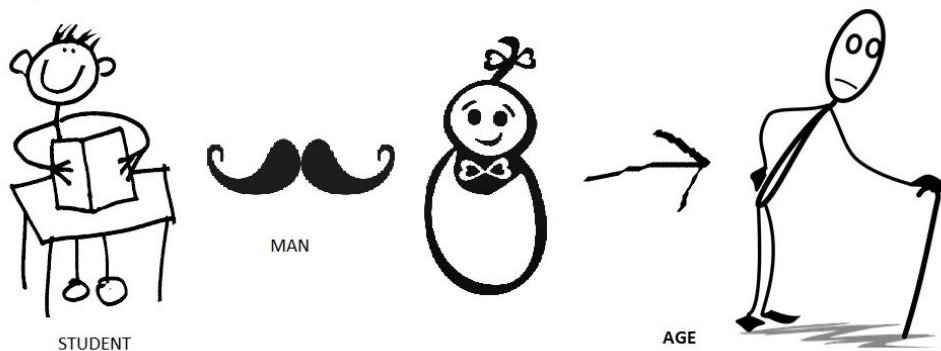
Faculty Coordinator:

Student Coordinator:

Registration Amount: Rs. 200 /team

### Rules -

- This event consists of only one round.
- One member of the team will be seated in a classroom while the other member will be seated in the lab.
- A problem statement will be given to the team member in the classroom. He/She will be given 20 minutes to draw the problem statement in a sheet of paper, use of alphabets or words is not allowed.
- The paper will then be given to the team member in lab. He/She will be given 60 minutes to guess what the problem statement is and code and execute the same in C Programming Language.
- The team members in the lab will be notified of their problem statements after 30 minutes which allows them 30 minutes to code if they were not able to guess, or guessed the problem statement wrong.
- Example - Problem Statement: Student Management System
- Drawing -



- Prizes are as follows-
  - o Winner - Certificates, Trophy and Rs. 5000 cash prize.
  - o Runner-Up - Certificates, Trophy and Rs. 3000 cash prize.

## **AnimelT**

Team Size: Min - 01, Max - 04

Faculty Coordinator:

Student Coordinator:

Registration Amount: Rs. 100 per person

### Rules -

- Participants have to bring an animated video created by themselves in a pendrive or any other means (mail, drive, etc.)
- The animated video created by the participating team should be original.
- Video should be minimum of 2 minutes and maximum 5 minutes in length.
- Animated Video will be judged by an expert panel of judges.
- Judging criteria would be innovative way of presenting a story, execution and animation quality.
- Judging criteria is subject to change without notice.
- After the animated video is played, participants will be given 2-3 minutes to present their selection of story and their process of creating the video.
- Prizes are as follows-
  - Winner - Certificates, Trophy and Rs. 5000 cash prize.
  - Runner-Up - Certificates, Trophy and Rs. 3000 cash prize.

## **MANAGERIAL EVENTS**

### **Beat the Clock**

Team Size: Min – 01, Max – 02

Registration Amount: Rs. 50 /participant

Rules -

Round 1:

- Participants will be given a list of objects, participants have to click a photo of the given objects in the given order.
- The photograph should include the participant (individual or team) and the said object. The photo should be clear and not faded or blurred.
- Priority will be given to participants who clicked the photos in the given order, clarity of the photo and time of arrival of the participant.
- Improper order of photos, or use of means such as download of the photo, editing of the photo, presenting fake image leads to immediate disqualification of the participating team.
- Total time of 30 minutes will be given to the participants to complete the task.

Round 2:

- Qualified participants from Round 1 are only eligible to participate in Round 2.
- One team member has to pick one chit from the bowl, only one team member has to perform the task written in the chit.
- Total time of 1 minute will be given per team to complete the task.
- Failure to complete the task may lead to elimination of the participating team.
- Decision of the judges will be final and no argument regarding the judgement will be entertained.
- Two teams, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.

Cash Prize –

Winner: Rs. 3500

Runner-Up: Rs. 2500

## The Idea

Team Size: Min – 01, Max – 03

Registration Amount: Rs. 100 /participant

Rules -

Round 1:

- Participating teams will have to think of a product idea, which should be new and innovative.
- Participants are encouraged to implement the 4 Ps of Marketing.
- Participants have to present their idea (only the idea, the need of the product and its usefulness) to the judges. Product idea will be judged on the basis of its usefulness to the consumers.
- Decision of the judges will be final.

Round 2:

- Qualified participants from Round 1 are only eligible to participate in Round 2.
- Participants have to design an innovative supply chain for their product idea from Round 1.
- Participants have to design an innovative supply chain in such a way that it minimizes their cost and maximizes the availability of product for your target audience.
- Decision of the judges will be final.

Round 3:

- Qualified participants from Round 2 are only eligible to participate in Round 3.
- Participants are encouraged to think of the judges as investors/consumers, participants have to pitch their idea and product, along with all the information to the judges and have to convince them to invest in their product or buy their product.
- Decision of the judges will be final and no argument regarding the judgement will be entertained. Two teams, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.

Cash Prize –

Winner: Rs. 3500

Runner-Up: Rs. 2500

## **Unscripted**

Team Size: 1 participant per team

Registration Amount: Rs. 100 /participant

Rules -

Round 1:

- Participants will be divided into equal number of groups, and each group will be given a topic.
- Participants have to individually express their views on the topic in the form of an essay.
- Essay is to be limited to one page, and time provided will be 15 minutes.
- One best essay will be selected per group and the selected participant will be qualified for Round 2.
- Decision of the judges will be final.

Round 2:

- Qualified participants from Round 1 are only eligible to participate in Round 2.
- Participants will be shown a short video/ or an image.
- Participants have to express their views on the short video/ image in front of the judges.
- Time provided will be 8 minutes per participant.
- Decision of the judges will be final and no argument regarding the judgement will be entertained.
- Two participants, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.

Cash Prize –

Winner: Rs. 3500

Runner-Up: Rs. 2500



## **Bollymania**

Team Size: Min – 01, Max – 02

Registration Amount: Rs. 100 /participant

Rules -

Round 1:

- Participants will be given a quiz consisting of 50 objective questions from the Bollywood industry.
- There is no negative marking.
- Total time of 20 minutes will be given to the participants to perform in the quiz.
- Use of mobile and internet is strictly prohibited and will lead to disqualification.

Round 2:

- Qualified participants from Round 1 are only eligible to participate in Round 2.
- Participants will be presented with audio or video segments.
- Participants have to identify the name of the movie/ or name of the actors depending upon the video/audio presented.
- This round will be a buzzer round, and first team to identify the movie/actors will receive five points.
- There is no negative marking.

Round 3:

- Qualified participants from Round 2 are only eligible to participate in Round 3.
- Judging criteria of Round 3 will be disclosed at the time of the competition.
- Decision of the judges will be final and no argument regarding the judgement will be entertained.
- Two teams, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.

Cash Prize –

Winner: Rs. 3500

Runner-Up: Rs. 2500

## **Buildo Bridge**

Team Size: Min - 2 and Max - 4

Registration Amount: Rs. 100 /participant

Rules -

- This event constitutes of only one Round.
- Participants can participate in a team of minimum 2 members and maximum 4 members.
- Participants will be provided with sticks (ice-cream sticks) and fevicol by the institute.
- Participating teams have to form a bridge using the material provided in the span of 1 hour and 45 minutes.
- During evaluation, bridge will be tested using different amount of weights - the bridge that is capable to handle the maximum weight will be considered as the winner. Selection of Runner up will be done in the same manner.
- This event is for any student belonging to any stream and any branch of academia.
- Two teams, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.

Cash Prize –

Winner: Rs. 3500

Runner-Up: Rs. 2500

## **IT GAMING**

### **Known Battleground**

Team Size: 4 participants per team.

Registration Amount: Rs. 300 /team

Rules –

- If a participant does not have a team of 4, a team will be formed for them during the time of competition.
- Tournament Rules will be disclosed on the day of the event depending upon the number of participants.
- Tournament will only be conducted on Mobile Phones only; every participant has to bring their own mobile phone.
- All matches will be spectated, and not adhering with the rules will lead to disqualification.
- Two teams, selected as Winner and Runner-Up will receive Certificates, Trophies and Cash Prize.
- Rules are subject to change based on the number of participants.

Disqualification Guidelines:

If any participating team is found to be using rooted mobile phones, emulators, any 3<sup>rd</sup> party app helping them during the tournament, or any participating team is found teaming up with other participating teams – such teams will be immediately disqualified and no refund amount will be given to the disqualified team.

Cash Prize –

Winner: Rs. 4000

Runner-Up: Rs. 2000

## **BattleBots**

Team Size: 1 to 4 participants per team.

Registration Amount: Rs. 300 /team

Rules –

- Battle between ROBOTS.
- Rules will be disclosed on the day of the event.

Cash Prize –

Winner: Rs. 4000

Runner-Up: Rs. 2000