योगः कर्मसु कौशलम्
BHAGALPUR COLLEGE OF ENGINEERING
ESTD. 1960
भागलपुर इंजीनियरी महाविद्यालय

Bhagalpur College of Engineering

TECHNORITI '23

BROCHURE

www.technoriti.in

Dr. Pushpalata
(Principal BCE Bhagalpur)

Bhagalpur college of Engineering welcomes you all with great pleasure to this year's Techfest, an event that celebrates the innovation and creativity of our talented students. Over the next few days, we will have the opportunity to witness the latest technological advancements, under the guidance of experts in the field, and network with peers from across the region.

Our Techfest is a platform for students to showcase their skills and passion for technology. It is an opportunity to learn, grow, and connect with like-minded individuals who share a common goal - to push the boundaries of what's possible.

I extend my gratitude to the hard-working team of students & faculties who have organized and planned this event. Their dedication and commitment have made this year's Techfest an exceptional experience for everyone involved. I encourage all of you to make the most of this opportunity and immerse yourselves in the exciting activities that our students have prepared for you. Be curious, ask questions, and challenge yourselves to think outside the box.

Once again, I welcome you all to this year's Techfest and hope you will have an enjoyable and enlightening experience.

Convenor:

Prof. Ranjan Kumar Mishra
HOD
(Department of Chemistry)

Prof. Shashank Shekhar
HOD
(Department of Humanities)

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Necessary Documents Required for Participants :

- College ID Card - 2 copy
- Aadhar / Pan or Government issued Document - 2 copy
- Passport size Photo - 3 pcs
- NOC issued by Respective college - 1 copy
  (format available on website) technoriti.in
- Copy of Payment slips

- Accomodation charges = Rs 50 per head per day
- Food Charge = 125 Rs. Per day
- Further Information about the Lodging and Fooding will be delivered at the time Allotment of accomodation.

- **Logistic Coordinators :**
  Prof. Kumar Jyotiraditya (for Boys)
  Mob. No. - 7004618331
  Prof. Sarika Kushwaha (for girls)
  Mob no. - 7321018753

- **For Payment & Registration related information go to our Website : technoriti.in (account details available)**

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RoboWar

Date: 28 Feb, 1 March , 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Well the clashes are really hard to resist. Ever wondered how battle between two powerful robots would look like?
To all the Robomaniacs out there, ESROS brings you the largest battle arena to battle it out and to decide who takes the glory. This brings a perfect chance to show your foxiness, blend your wizard and fighter instinct controlling skill. Gear up to witness the robo-wars with your innovation and build a warrior which never rests till opponent gets crushed.
CATEGORY:
Manual/wireless controlled bot.
PROBLEM STATEMENT:
Build a manually controlled wired bot which is capable of overpowering its opponent in a head to head match, following the basis of boxing in the arena.
TEAM SPECIFICATIONS:
1. Each team can have a maximum of 4 members.
2. The participants should hold a valid school/ college identity card.
Task:
• Two warrior bots will have to fight blisteringly.
• Knock down opponent bot by dumping it in the hole or bulldoze it out of the arena.
• Always attack and try to knock down your enemy mercilessly to win over.
ROBOT SPECIFICATIONS:
Dimensions:
Bot should fit in a box of dimension 300*300*300 mm.
Weight:
Weight of the bot should not exceed 10 kgs.

RoboWar

Power Source:

• The bot should be powered electrically

• The potential difference of the bots should not exceed 18V at any point.

• All connections should be made safe to prevent short circuits and battery fires.

Weapons:

1. The participating teams are allowed to use any sort of weapons.

2. The teams ensure that the weapons are safe for the spectators and the arena.

3. Any sort of chemicals or liquids should not be used (weapons involving fire or any kind that may damage the arena are not allowed).

❖ The coordinators have the right to disqualify the teams with unsafe weapons.

Mobility:

• When a bot is placed on the horizontal surface then no part of the bot other than the wheels should touch the arena.

• Mobility may include walking, rolling. Jumping and hopping is not allowed.

• Bot should not loose contact with the ground.

• Bots should be made in such a manner so that they can withstand the impact of the Thrusters.

ROBOT CONTROL REQUIRMENTS:

1. The bots can be wired or wireless.

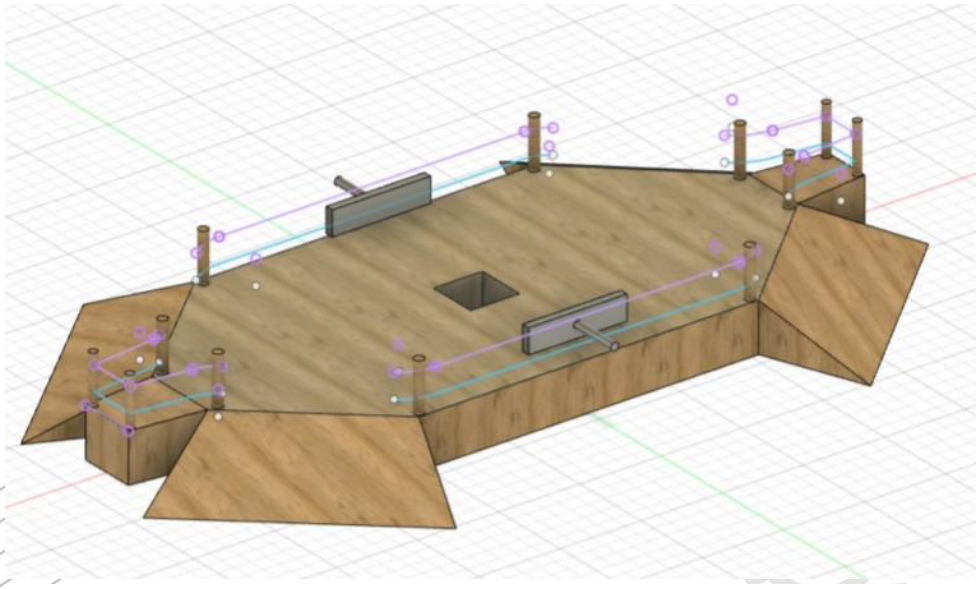
2.The controlling wires should be bound into a single strip and should belong enough, it should not entangle with opponent's wires. The wires should always remain slack throughout the competition.

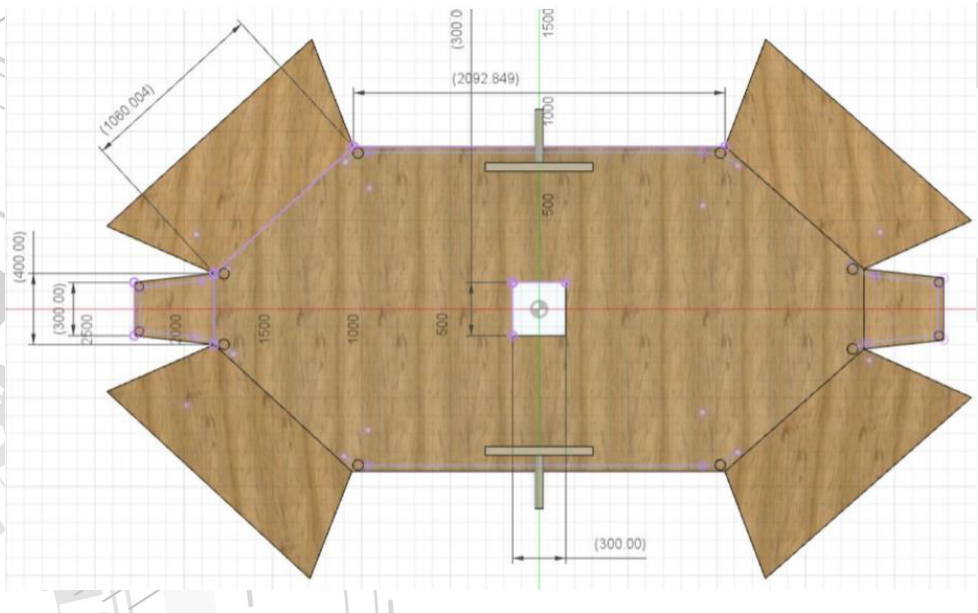
3.If the machine is controlled wireless it must have at least a four frequency remote control circuit or two dual circuits which may be interchanged before the start of the race to avoid frequency interference with opponent team.

4.Interruption of the game in between will not be entertained and those doing such things will have to face the cut-down which will be decided by the coordinators.

RoboWar

ARENA DESIGN AND DIMENSIONS:





(All dimensions specified in the figure are in millimeters). The depth of the hole present in the centre is 300 mm.

"Brace for impact"

1. Thrusters present at the sides (length) of the arena can hit you at any point of time.
2. Each participant initially puts his/ her bot on the space provided on sides of the arena which is the starting position (launch pads) of respective teams.

❖ The inclined surface present at the corners is not considered as arena.

RoboWar

EVENT FORMAT:

The event comprises of 3 rounds. In each round teams will be eliminated on the basis of points scored.

1st round -4 min

2nd round-6 min

3rd round-10 min

SPECIAL EVENT -

A 2 vs 2 (teams) event will also be conducted (Teams will be handpicked).

More details about this event will be revealed on the spot.

GAME POINTS ("Tentative"):

1. If a bot pushes the opponent bot from any of the inclined corners (i.e. out of the arena), it will gain 15 points.
2. If a bot dumps the opponent bot in the rectangular hole (at the centre of the arena) , it will gain 10 points.
3. If a bot gets pushed by the thrusters into the central hole without any involvement of the opponent, opponent gets 25 points.
4. Making the opponent bot non-functional (immovable), 30 points will be gained.
5. If a bot enters the opponent's launch pad (with or without its conscience), 5 points will be deducted.
6. A bot is only allowed for a maximum of 20 seconds to be in its launch pad throughout the round (this is for first round only, details for further rounds will be conveyed at the event), after the maximum time allowed, for every five seconds, five negative points will be awarded.

✓ Further details about negative points will be disclosed during the event.

RULES:

1. The events should be driven by fairness. You are gracious professionals.
2. Initially bots will be placed at their launch pads.
3. In the second and final round, if the match remains draw then both the teams will have match again.

RoboWar

4. At the start of the game if any part of the bot (except wheels) touches the ground the bot will lose the game.
5. A bot should not cut the main supply wire of the opponents bot.
6. Any direct physical method will not be allowed to control the bot (except when the bot is in its launchpad).
7. Event coordinators will not be responsible for any power fluctuations.
8. Each battling team have to be ready on time. Extra time for making changes will not be entertained.
9. Division of pools will be decided by the coordinators and which team will have to play with which one will be decided by the coordinators.
10. If two teams are on the same position on the point table (in their respective pool), then there will be a head fight between them as decided by coordinators.
11. The coordinators will have the final say and the participants will have to abide by them.
12. Violation of any rules mentioned above may lead to disqualification.

Contact details:

Faculty Coordinator :
Prof. Mr. Alok Kumar
8271952057
Student Coordinator :
1. Shubham Thakur
(9166344621)
2. Vinit Kumar
(8302534925)

RoboSoccer

Date: 1 March , 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Everyone loves SOCCER (football), a game of action and suspense. Introducing Robo-Soccer event based on Football. Design a Soccer-bot with a pushing or hitting mechanism (acting as hand or leg). One which can move around and hit it to score goals of opposite team's goalpost. The main motive, is score as many goals as you can. The team which scores more goal wins. This needs a good control over your manual bot.

Rules :

• Each team will have to defend the goal on its side as well as score the goal on the opposite side.
• Each team can have a maximum of 4 team members.
• The weight limit of the robot for this competition is 5 Kg.
• Each robot should not Exceed by maximum 30cm*30cm*30cm.
• The robots must be able to remain completely inside the start zone before the start of the game.
• The game will start at the count of 3 given by referee followed by whistle. In case a team starts its robot before the whistle, the game will be restarted and a team making this mistake for more than 3 times will be disqualified.
• The ball can be either dragged or pushed by the team.
• Entangling of ball during the game is not allowed.
• The voltage at any point on the electrical connections should not exceed 12 V DC.

RoboSoccer

The detailed dimensions of the goal post and D line will be uploaded on website soon.

- When wheels of robot touch the D line, then -1 point will be given as a penalty.
- Opposition team will got a chance to hit the ball first after the penalty.
- In case of capturing the ball, game will return from the nearest checkpoint.
- Maximum 2 members per team will be allowed to remain close to field for operating the robots.
- In case of jam up of robots for more than 30 seconds the robots will have to kick-off again at the order of the referee.
- In case of any discrepancy the final decision rests in the hands of coordinators/referee.
- Any act of misbehave or misconduct will lead to immediate disqualification of the team.
- The robots are not allowed to use grippers or actuations which are intended to harm the opponents robot.
- The competition is aimed at making the game a friendly football match rather than a robo-war.
- Each round will be held on two halves.
- The decision of the referee will be final.
- The event consists of two round.

Round1 (knock out match):

- Time given for the each half is 4minutes.
- Game will last for 10 min.
- Any team scoring the goal will fetch 2 points.

Round2 (final round):

- Time given for the each half is 4minutes.
- Game will last for 10 min.
- Any team scoring the goal before the center line will fetch 5 points.
- Any team scoring the goal after the center line will fetch 2 points.

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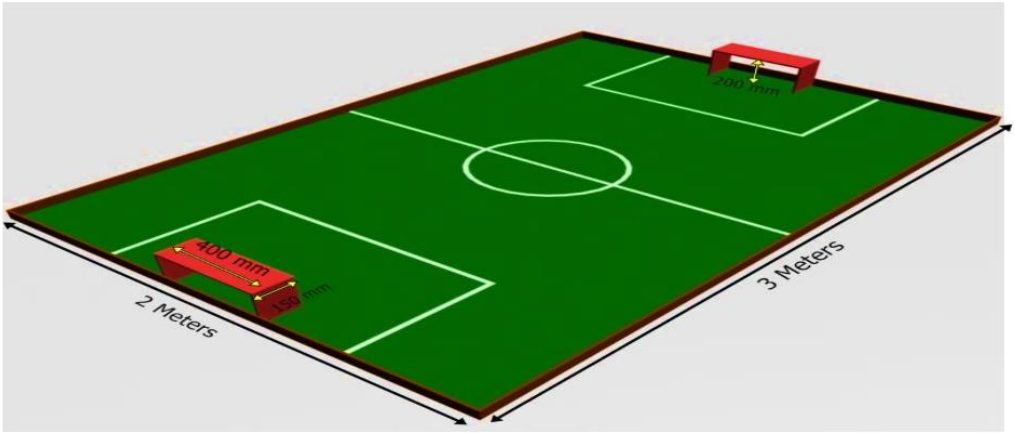
RoboSoccer

Sample of Arena :



Contact details:

Faculty Coordinator :
Prof. Pushpendra Diwedi
8368893131
Student Coordinator :
1. Md. Aman Ansari
(9546684329)
2. Madan Kumar Jha
(7360983955)

DHANUSH – LFR

Date: 28 Feb , 1 March, 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Arjun, with his "Gandiv" bow could make his arrows follow desired path. On this concept, using your science and technology, make a Line following bot which can detect wall and black line to reach target. This event will be entirely based upon, Programming or autonomy. This is a perfect chance for you to show your programming skills. The path or arena will be shown few hours before the Competition. You will be given time to code. No manual control is allowed in this event.

Rules:

• Each team can have a maximum of 4 team members.
• The robot must be autonomous.
• The maximum dimensions of the robot are 25 x 25 x 25 cm and mass 1 kg.
• The robot must always cover the line once it follows it, otherwise the race is considered to be failed.
• The robot must not damage the field or endanger the spectators in any way.
• The voltage at any point on the electrical connections should not exceed 12 V DC.
• The robot should have a start and stop button.
• Trial of 3 minutes will be given and you can take only 2 retakes for the final run for each round.
• In case of any discrepancy the final decision rests in the hands of coordinators/judges.
• The event consists of two round.

DHANUSH – LFR

There will be some special nodes (like star). You will be awarded by some reward points if you cross the special node.

ROUND 1:

- Round 1 will be held on first day.
- It consists of straight lines with special nodes.
- 20 points will be allotted for each special node.
- Only 8 team will be selected for the final round on the basis of point scored.

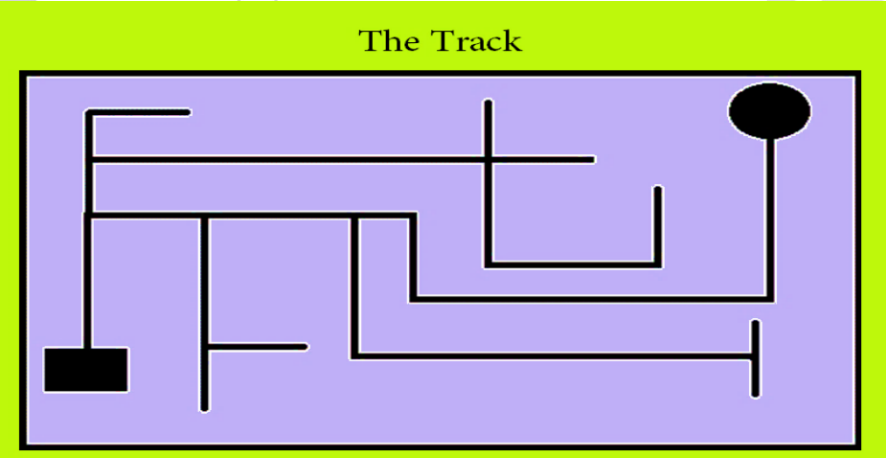
ROUND 2:

- It is the final round.
- Arena of final round will be shown on the first day at 4:00pm.
- It consists of straight and curved line with special nodes.
- 30 Points will be allotted for the each special node.

Score Rule:

➢ (300 - time taken (in seconds))*2} + Bonus 50 points on reaching the destination + Bonus 5 points per correct led glow on each turn + (reward point * number of special node crossed) - 20*(number of retakes taken) – 50 for each node skip

Sample of Arena :



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DHANUSH – LFR

Contact details:

Faculty Coordinator :
Prof. Roushan
7070638300
Student Coordinator :
1. Manish Kumar (9523338938)
2. Saurav Singh (8340488701)
3. Rohit Ojha

MATSYA – AQUABOT

Date: 28 Feb , 1 March

Registration Fee: Rs. 200 per Team

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

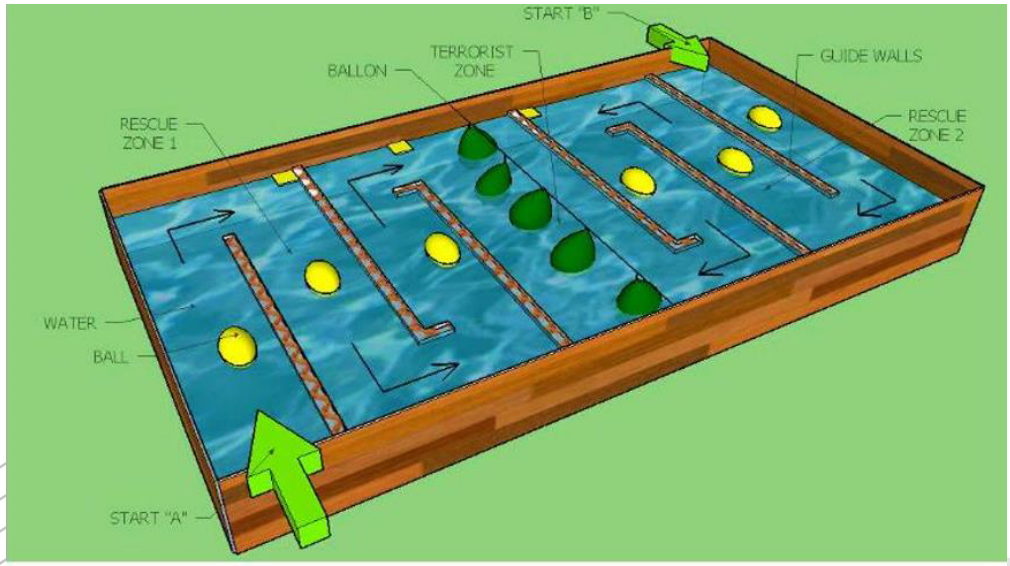
Seen sharks chasing their prey while cruising hurdles? Let's follow nature of sharks with our technology and science. Introducing, MATSYA, a robotics event based on swimming hurdles. Get your floating bots ready, to cross the hurdles, while Catching your prey (rewards) and cruise the path. Make a bot which can swim and can catch small balls on the way. The prime motive is catching maximum balls with minimum touch from hurdles. Points will be allocated with respect to number of balls collected.

Rules:

- **Each team can have a maximum of 4 team members.**
- **Robots can be manual or semi-autonomous.**
- **Different colour of small ball will be spreaded in arena.**
- **Game will be started from the center of arena.**
- **On the collection of red ball and putting them on given fixed position, you will got 5 point.**
- **On the collection of others ball, you will got 2 point.**
- **Game will last for 5 minutes.**
- **Rounds will be decided further by coordinators.**
- **In case of any discrepancy the final decision rests in the hands of coordinators/referee.**

MATSYA – AQUABOT

Sample of Arena :



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MATASYA -AQUABOT

Contact details:

Faculty Coordinator :
Mr. Vikas Kumar
7992248941
Student Coordinator :
1. Varun Singh (9334634930)
2. Deepankar Pandey (9102977705)
3. Arnav Kumar Sinha (6376330348)

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Hackathon

Date: 27Feb , 28 Feb , 1March
Registration Fee: Rs. 50 per Team-Members
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Overview: Hackathon is an event where participants compete to develop innovative software solutions to solve real-world problems. This is a great opportunity for developers, designers, and coders to come together and showcase their skills, creativity, and passion for technology.

Objective: The objective of the Hackathon event is to provide participants with an opportunity to work in a team environment, collaborate with like-minded individuals, and use their coding and design skills to build creative solutions to real-world problems.

Event Guidelines:

1. **Team Size: maximum 3 members are allowed for a team.**
2. **Every participant must carry their own institute's original ID card.**
3. **Theme: The event will have a specific theme or problem statement that will be provided at the start of the event.**

Hackathon

5. Time Limit: The event will typically be a 36 hours long competition. The exact duration will be specified in the event announcement.
6. Equipment: Participants are expected to bring their own laptops and any other equipment they may need for the competition.
7. Judging Criteria: The solutions developed will be evaluated based on the following criteria:
a. Innovation and Creativity
b. User Experience and Design
c. Technical Complexity
d. Impact and Feasibility
8. Prizes: Prizes will be awarded to the top two teams, and other incentives will be announced at the start of the event.
9. Code of Conduct: Participants are expected to follow a code of conduct that promotes
respect, inclusion, and teamwork.
Note:

- Judge's decision will be the final.
- The event rules may be subject to change, and any changes will be communicated to the participants in advance.
- Teams can be disqualified from the competition at the organizers' discretion.
- Reasons might include, but are not limited to, breaking the Competition Rules or other unsporting behavior.

Conclusion: The Hackathon event is an excellent opportunity for participants to challenge themselves, showcase their creativity, and gain valuable experience working in a team environment. We encourage all participants to embrace the spirit of the event and make the most of this exciting opportunity.
The remaining rules will be delivered at the time of the event by the respective event coordinator.

Contact details:

Prof. Mintu Singh
96082 02020
Prof. Sunil Kumar Suman
9471291524
Aniket 8802632032
Himanshu Vishwas 9128571355

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Forensic Hackathon

Date: 28 Feb
Registration Fee: Rs. 50 per Team Members
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Club : Debuggerzz,
-- In association with CFET, New Delhi and
-- Patronised by HHFC, Patna, Bihar
Contest Details :-
-- Minimum two (2) and Maximum four (4) members in a team.
-- Laptop with minimum 4GB RAM and 500 GB Hard Disk.
-- Basic Knowledge of the software installation.
-- How to download open-source software?
-- Knowledge of Computer Software and Hardware.
-- MCQ Test Round - (10 Questions) - 20 Marks.
-- Question - Answer Round - (4 Questions) - 40 Marks.
-- Forensic Task Challenge Round - (4 Questions) - 40Marks.

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Forensic Hackathon

Judgement Criteria :-
The solution of the challenges will be judged based on criteria such as:
-- Accuracy
-- Completeness
-- Efficiency
-- Creativity
-- Presentation
-- Collaboration.
Judges are experts and specialist in the field of cyber-crime and digital forensic and
their decisions will be final.
Overall, the judging criteria are designed to evaluate the team's ability to identify,
analyze, and solve complex problems in the field of digital forensic.

Contact details:

Prof. Neha Sinha
8521884382
Dev Raj Dev
9631766064
Shailendra Bhindwar
7295084407

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Competitive programming

Date: 1 March
Registration Fee: Rs. 50 per Team Members
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Club : Debuggerzz
Contest Details:
-- It is an online contest held in BCE Bhagalpur.
-- Only a team can participate.
-- A team will consist of three member, who representing their respective college.
-- No exchange of student under any circumstances otherwise it may cause disqualification.
-- Each team will use a single workstation provided by the college.
-- Problem Statement will be available in English language.
-- Programming Language includes(C/C++/Java/Python).
-- The contest can be rescheduled and the time duration of the contest also changes in case of any Difficulty.
-- Courtesy should be maintained with all the coordinators and all the contestants otherwise it may lead to disqualification.
-- No printed material and electronic device are allowed in contest area.
-- If you have any difficulty regarding the contest, contact the event coordinator.

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Competitive Programming

Judgement criteria:

1. The team that solves the most problems is the winner.

2. If Same number of problems are solved by two or more team, then minimum time will be considered for ranking.

3. If Same time will be taken then number of wrong solutions will be considered as penalty (5 min for each wrong solution).On that basis ranking will be done.

Contact details:

Prof. Punam Prabha
7061339338

Dev Raj Dev **Himanshu Vishwas**
9631766064 **9128571355**

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Blind Coding

Date: 27Feb, 28 Feb

Registration Fee: Rs. 100 per Participant

Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Rules:

Club: Debuggerzz

Contest Details:

>> Individual participation .

>> Each participant has to write the code for given problem, with monitor off.

>> Problem Statement will be available in English language.

>> There will be a C/ C++ compiler.

>> This event consists of 2 rounds. Shortlisted participants of Round-1 will appear for Round-2.

>> Round 1 contains of 2 questions of easy complexity.

>> Round 2 contains 2 questions of medium to higher complexity.

>> Laptos are not allowed. System will be provided.

>> 20 minutes will be given to each participant for round 1 and 30 minutes for round 2.

>> Any attemt to turning- on monitor will result in disqualification of those participants.

>> Electronic devices are not allowed in contest area. Any cheating attempt will be result in the disqualification.

>> Every participant can use of rough paper provided by institute for calculation/ logic building.

Blind Coding

>> The contest can be rescheduled and the time duration of the contest also changes in case of any Difficulty.

>> If you have any difficulty regarding the contest, contact the event coordinator.

Judging criteria:

1. The contestant that solves the most problems is the winner.
2. Participants whose code gets executed will be given higher preference.
3. The second preference will be given to code with least number of errors.
4. In case of tie in number of errors, time of submission will be considered.
5. Judges decision will be final decision.

Contact details:

Prof. Dr. Raj Anwit
9973878591

Anukul Anand
7633072155

Ankit Srivastava
6200271610

Bug Hunting

Date: 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Rules:

Overview: Targeting a bug is not a matter of luck. Instead, it is considered to be a matter of skills and luck. Don't waste time on finding the already reported bugs. Otherwise, you may end up being depressed by the duplication. It is suggested to spend time on understanding the functionality of the application. Also, try making notes and have a track of suspicious endpoints.
Objective: The objective of the Bug Hunting event is to provide participants with an opportunity to work in a team environment, collaborate with like-minded individuals, and use their critical thinking skills to find the bugs as best as you can .
Event Guidelines:
1. Team Size: maximum 2 members are allowed for a team.
2. All year students are allowed.
3. All participants must register online or in-person before the start of the contest.
4. Every participant must carry their own institute's original ID card.
5. Theme: The event will have a specific theme or problem statement that will be provided at the start of the event.

Bug Hunting

6. Time Limit: The event will typically be a 2 hours long competition. The exact duration will be specified in the event announcement.
7. Equipment: Participants are expected to bring their own laptops and any other equipment they may need for the competition.
8. Prizes: Prizes will be awarded to the top three teams, and other incentives will be announced at the start of the event.
9. Code of Conduct: Participants are expected to follow a code of conduct that promotes respect, inclusion, and teamwork.
10. Bug Scoring: Bugs will be scored based on their severity, impact, and ease of exploitation. The scoring system will be provided by the contest organizers.
11. Teams are not allowed to collaborate or share information with other teams. Each team must work independently.

Note:

- Judge's decision will be the final.
- The event rules may be subject to change, and any changes will be communicated to the participants in advance.
- Teams can be disqualified from the competition at the organizers' discretion.
- Reasons might include, but are not limited to, breaking the Competition Rules or other unsporting behavior.

Conclusion: The Bug Hunting event is an excellent opportunity for participants to challenge themselves, showcase their creativity, and gain valuable experience working in a team environment. We encourage all participants to embrace the spirit of the event and make the most of this exciting opportunity.Ultimately, It's all about hunting, spotting and hunting as many as you can.

See you in bugs.

The remaining rules will be delivered at the time of the event by the respective event coordinator.

Contact details:

Prof. Dr. Raj Anwit
9973878591
Aniket 8802632032
Aakash Bhardwaj 9113490269

Free-Fire

Date: 1March , 2 March
Registration Fee: Rs. 300 per Team in Clash Squad & 200 per Team Battle Royale Squad & 100 Per Participant in Battle royale solo
Prize :

- Total Cash Prize worth 5000 & Certificates

Rules:

General Rules
i-Every participant must carry an ID card from their institute.
ii-A squad will consist of 4 members.
iii-Multiple squads from a single institute are permitted.
iv-Each player can only be a member of one team.
v-Each participant must have a smartphone or tablet with them for matchmaking.
vi-Laptops/PCs are not allowed for gaming. Emulators are also not allowed.
vii-There will be three separate formats.
A- Clash squad (8 teams max)
B- Battle royale squad (8 teams max)
C- Battle royale solo (24 players max)
viii-Teams/players should register separately for any/all three formats
ix-Participants must be on time. We will not reschedule in case of a match miss.
x-Participants need to behave with a positive attitude towards BCE coordinators and other participants throughout the tournament.
xi-Flaming/cheating/ toxic behavior is not tolerated. Teams that engage in these violations shall be eliminated.
xii-At the event location, Participants will get a briefing on all additional event details.

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Free-Fire

Clash Squad (4v4)
i-Map: Bermuda
ii-Character skill: off
iii-Unlimited ammo: on
iv-Rest adjustments will be set to default.
Battle Royale Squad
i-Map: Bermuda remastered
ii-Character skill: on
iii-Unlimited ammo: off
iv-Rest adjustments will be set to default.

Battle Royale Solo
i-Map: classic Bermuda remastered
ii-Character skill: on
iii-Unlimited ammo: off
iv-Rest adjustments will be set to default.

Contact details:

Prof. Shailesh Kumar
8863044236
Prince Kumar 8521837306
Aditya Kumar 8764157232

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

E-Chess

Date: 28 Feb , 1March
Registration Fee: Rs. 100 per Participants
Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Rules:

1. All year students are allowed.
2. All participants must register online or in-person before the start of the contest.
3. The game will be played on the CHESS.COM app.
4. Online chess will be conducted on the campus of BCE Bhagalpur.
5. Players should be present in offline mode on campus.
6. All the FIDE RULE will be applied during the game.
7. Each match will be the knockout out match.
8. The game duration will be 10 min in the initial stage.

Note:

- Judge's decision will be the final.
- The event rules may be subject to change, and any changes will be communicated to the participants in advance.
- Teams can be disqualified from the competition at the organizers' discretion.
- Reasons might include, but are not limited to, breaking the Competition Rules or other unsporting behavior.

The remaining rules will be delivered at the time of the event by the respective event coordinator.

Contact details:

Prof. Shailesh Kumar
8863044236
Prakash
8102862029
Aakash Bhardwaj
9113490269

Cinematography

Date: 27 Feb, 28 Feb , 1March , 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

- All participants must be currently enrolled students in a college or university.
- Each team can have a maximum of 10 members.
- The theme of the competition must be strictly followed.
- The total time limit for the video must not exceed 10 minutes, including the opening and closing credits.
- Any form of plagiarism will lead to immediate disqualification.
- The footage must be original and captured during the event, no previously shot or archived footage is allowed.
- The content of the videos must be appropriate and follow ethical and moral standards.
- All entries must be submitted before the specified deadline. Late submissions will not be accepted.
- The judges' decision will be final and no further arguments or discussions will be entertained.
- The participants should stick to the code of conduct and should behave in a professional and respectful manner. Any misconduct or misbehavior will result in disqualification from the competition.
- All equipment and props used must be their own property.

Cinematography

- Submit high-resolution images in JPEG or PNG format
- Submit videos in MP4, MOV, or AVI format with minimum resolution of
- 720p.
- Participants should ensure that they have the necessary rights and
- permissions for all elements included in their entry, including music, images, and othermaterials.
- All participants will be responsible for their own safety during the shooting of the video.
- The college will not be responsible for any injuries, damages, or other issues that may arise during the competition. Participants will be required to sign a waiver acknowledging this before participating.
- Any form of harassment or inappropriate behavior towards other teams, coordinators, or judges will lead to immediate disqualification.
- Any breach of the rules and regulations will result in disqualification.
- The college or university may use the submissions for publicity purposes, withthe prior consent of the participants.
- The judging criteria should be transparent, and the participants should be informed of the same before the competition. The criteria should include creativity, technical skills, storytelling, and overall impact.
- The winners of the competition should be awarded prizes, certificates, and recognition in the field of cinematography and photography.
- The participants should be given constructive feedback by the judges, which would help them improve their skills and enhance their creativity.
- Participants must comply with all other rules and regulations set forth by the competition organizers.
- All other necessary information about the event will be delivered at the time of event & Faculty coordinator has all the Rights of the events.

Cinematography

- **Themes:**
- **Social Issues:** Short films that raise awareness and provoke discussions about social issues such as poverty, gender inequality, racism, mental health, or environmental sustainability.
- **Relationships**: Short films that explore different aspects of relationships, such as family dynamics, friendships, romantic relationships, or societal norms surrounding relationships.
- **Identity**: Short films that explore personal identity, such as cultural or ethnic identity, gender identity, or self-discovery.
- **Technology**: Short films that address the impact of technology on society, communication, or daily life.
- **Adventure:** Short films that capture the spirit of adventure, travel, exploration, or outdoor activities.
- **Human emotions**: Short films that focus on emotions such as love, fear, anger, happiness, or sadness.
- **Health and Well-being**: Short films that address issues related to physical and mental, health, such as addiction, stress, or chronic illness.
- **Creativity:** Short films that showcase creative expression through art, music, dance, or writing.
- **Culture and Heritage:** Short films that explore and celebrate different cultures, traditions, and heritage.
- **Entrepreneurship**: Encouraging students to make films that showcase entrepreneurship, innovation, and new business ideas.

Contact details:

Prof. Nikhil Kumar
9471477486
Kumar Chandra Bhanu & Campus Tv and radio club
9122068634

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

Photography

Date: 27 Feb , 28 Feb , 1March , 2 March

Registration Fee: Rs. 50 per Team Member

Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Rules:

- All participants must be currently enrolled students in a college or university.
- Each team can have a maximum of 4 members.
- The theme of the competition must be strictly followed.
- Any form of plagiarism will lead to immediate disqualification.
- The footage must be original and captured during the event, no previously shot or archived footage is allowed.
- The content of the photos must be appropriate and follow ethical and moral standards.
- All entries must be submitted before the specified deadline. Late submissions will not be accepted.
- The judges' decision will be final and no further arguments or discussions will be entertained.
- The participants should stick to the code of conduct and should behave in a professional and respectful manner. Any misconduct or misbehavior will result in disqualification from the competition.
- All equipment and props used must be their own property.
- Submit high-resolution images in JPEG, JPG or PNG format
- Submit videos in PNG, JPG, or JPEG or any image format with minimum resolution of 720p.

Photography

- **Editing Guidelines:**
- **Basic Editing**: Participants are allowed to perform basic editing such as color correction, exposure adjustment, and cropping to improve the overall quality of the photo.
- **Minor Adjustments:** Participants may perform minor adjustments to the image, such as sharpening or noise reduction, to improve the clarity and focus of the image.
- **Retouching**: Retouching is allowed to remove minor blemishes or distractions that do not affect the integrity of the photo, but should not be used to alter the reality of the image.
- **Composite Images**: Composite images, where two or more photos are combined to create a new image, are not allowed.
- **Filters:** The use of filters, presets or special effects is prohibited,
- **Collage:** Collages, which involve combining multiple images into a single composition, are not allowed.
- **Borders and Watermarks**: Images should not have borders or watermarks added, as they can be distracting and take away from the focus of the image.
- **RAW Editing**: Editing of RAW files is allowed as it's a common format used by professionals, but participants should not over-process the image or change it completely from its original form.
- **Copyright Infringement:** Any image submitted that is found to infringe on the copyright of another photographer or organization will be disqualified.
- Participants should ensure that they have the necessary rights and permissions for all elements included in their entry, including images, and othermaterials.
- All participants will be responsible for their own safety during the shooting of the photos.
- **Snapchat or any Filter apps use is prohibited, may lead to disqualification**

Photography

- The college will not be responsible for any injuries, damages, or other issues that may arise during the competition. Participants will be required to sign a waiver acknowledging this before participating.
- Any form of harassment or inappropriate behavior towards other teams, coordinators, or judges will lead to immediate disqualification.
- Any breach of the rules and regulations will result in disqualification.
- The college or university may use the submissions for publicity purposes, with the prior consent of the participants.
- The judging criteria should be transparent, and the participants should be informed of the same before the competition. The criteria should include creativity, technical skills, storytelling, and overall impact.
- The winners of the competition should be awarded prizes, certificates, and recognition
- in the field of and photography. The participants should be given constructive feedback by the judges, which would help them improve their skills and enhance their creativity.
- Participants must comply with all other rules and regulations set forth by the competition organizers.
- All other necessary information about the event will be delivered at the time of event & Faculty coordinator has all the Rights of the events.

Contact details:

Prof. Nikhil Kumar
9471477486
Kumar Chandra Bhanu & Campus Tv and radio club
9122068634

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ELECTRONICS PROJECT EXHIBITION

Date: 2 March
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

- A group of 2 to 4 participants is required.
- Pre-built your project related to Electronics and Communication Engg.
- A abstract of the project must be submitted ahead of the event.
- The original idea or innovation or a better solution to the current problem will be considered.
- Explain and Present the project with a specified time of 20mins. And 5 min of grace time using ppt.
- If participants have some special requirements related to their project then it should be mentioned in the provided GOOGLE form before submission date.
- Last moment changes wouldn't be considered.
- Jury's decision will be final.

Expected Format

1. Statement of the main problem that is being addressed.
2. Research: its root cause and existing solutions are discussed.
3. Potential solutions including creative ideas and new and innovative way

Assess the feasibility of your solution, including its technical, financial, and social viability

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ELECTRONICS PROJECT EXHIBITION

Evluation-

- Research – Amount of research involve
- Design and Methodology – Methods used in Designing the Project
- Construction and Testing.
- Creativity – Creativity is the Key .
- Few Question will be asked regarding the Project.

Contact :

Faculty Coordinator :
Mr. Pushpendra Dwivedi Mob No :83688 93131
Dr. Prashant Kumar
Mrs. Poonam Kumari
Mr. Amlendu Mehta
Student Coordinator:
Ravi Ranjan Jha (7371871498)
Sunny Kumar (9525773569)
Md. Masoom (9262548109)

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

TRICKY CIRCUIT

Date: 27 Feb

Registration Fee: Rs. 50 per Team Member

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

- **THERE WILL BE 2 PARTICIPANTS IN EACH TEAM**
- **THERE WILL BE A LOTTERY SYSTEM IN WHICH EACH TEAM IS ASKED TO CHOOSE A TOKEN WHICH DECIDES THE CIRCUIT TO BE DRAWN PARTICIPATING TEAMS HAVE TO COMPLETE... THE CIRCUIT WITHIN THE SPECIFIED TIME**
- **THERE WILL BE 2 DECIDING ROUNDS – ROUND A AND ROUND FINAL QUALIFYING ROUND WHICH IS ROUND A HAS .. A FIX TIME OF 20 MINS. WITH GRACE TIME OF 5 MINS..**
- **THE FINAL ROUND IS STRICTLY SPEED BASED ...WHICH IS ACTUALLY THE RACE AGAINST TIME AMONG ROUND ONE QUALIFIERS.**
- **IN CASE OF TIE, THREE QUESTIONS PER TEAM WOULD BE GIVEN... THE TEAM HAVING MOST PRECISE ANSWER WOULD BE ..GIVEN THE 1ST POSITION.**
- **JURY'S DECISION WILL BE FINAL.**

Contact :

Faculty Coordinator:

Mr. Pushpendra Dwivedi , Mob No :83688 93131
Mr. Amlendu Mehta
Dr. Prashant Kumar
Mrs. Shimpee Kumari

Student Coordinator:

Vinay Kumar (7033348035)
Shubham Raj (7357192002)
Tushar Sinha (8340770599)

BRIDGE MAKING

Date: 27 Feb

Registration Fee: Rs. 50 per Team Member

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

1. Size of team : five, 5 (maximum)
2. Materials to be used:
   a) Wooden Ice Cream Sticks.
   b) Fevicol

Note: The sticks may be altered by cutting if required, as per the design.

3. Maximum dimension of the bridge

Length	48-56 cm
Width	12-16 cm
Height	12-16 cm

4. Maximum weight of sticks for bridge costruction is: 150 grams.
5. The bridge model should weigh 550 grams or less.
6. There should be a proper clearance for a 10cm X 8cm X 8cm box to pass through the span of the bridge.
7. Testing of the Bridge

Arena specifications

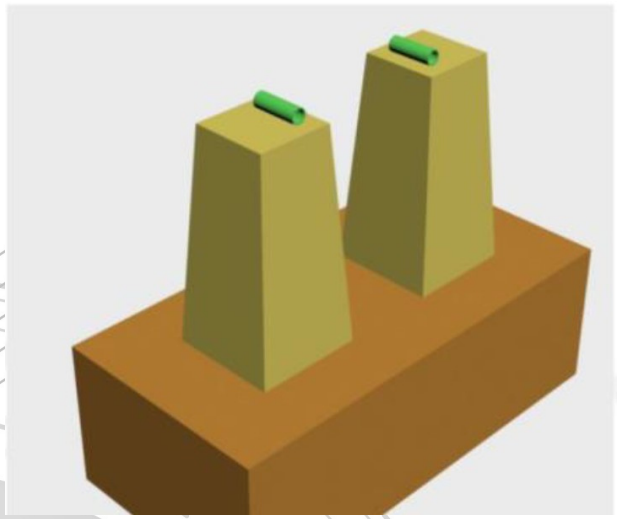
The arena has two wooden columns representing the landmass on the sides of a river.

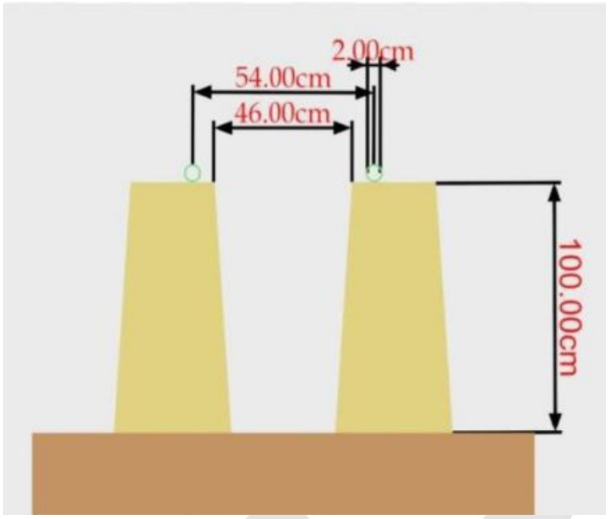
The distance between the inner edges of these columns is 48 cm.

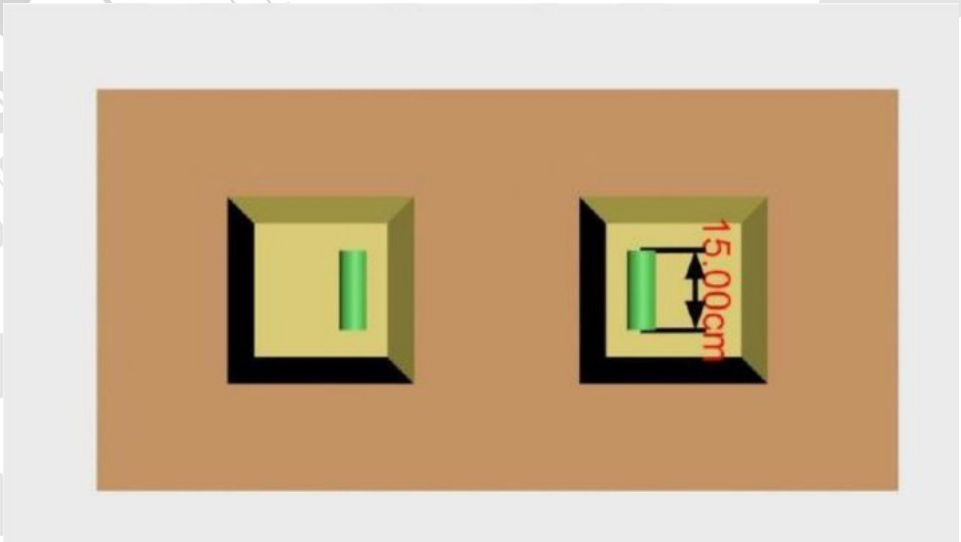
One cylindrical support of diameter 2 cm and length 15 cm is placed on each of the wooden column.

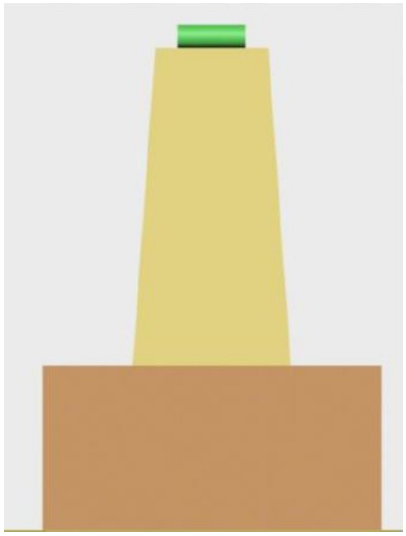
One of the cylindrical supports is fixed to the column and the other is free to act as a roller.

The arena is as shown below:









a) The load in particular increments will be applied through a hook that connects a steel plat form that will be laid upon the span of the bridge.
b) The platform will be stretched from each end and will be connected through the hooks which will be continuously increased through the manual jack.
c) it can withstand the required weight for at least one full minute.
d) The platform will be same for every team and will be placed at the middle of the structure.

8. Judging Criteria.

The scoring of the structure will be based on performance as well as aesthetics. However, there should not be any violation of the requirements given in Sl No.1 to 6

a) The efficiency(in %) of the bridge will be calculated as per the formula given below

Efficiency = $\frac{\text{The load at which the bridge fails}}{\text{weight of the bridge}}$ X100 %

a) The bridges will be weighed before testing. In the event of a tie, the lightest bridge will be declared the winner.
b) Prizes will be awarded to the bridge with the highest load at failure.
c) Bridges will be broken as part of testing.
d) The bridge will also be judged on Aesthetics. The scale will be from 1 to 5 (1 meaning not very appealing, 2 not appealing, 3 Average, 4 appealing, 5 very appealing)
e) Total marks =marks obtained as per 6(a) +marks obtained per 6(e)

Penalties

Penalties as mentioned below will be imposed if the structure violates the dimensional or weight specifications.

Weight exceeds the limit (Penalty of 15% of the total score)

Dimensional specifications are not met (Penalty of 10% of the total score)

Use of any material other than that provided (Penalty of 50% of the total score or can lead to disqualification as decided by the judges)

NOTE:

Participants have to choose one group leader, which will be responsible for all activities.

Name of participants appears in certificate will be according to the name on the registration form.

Material required for model making will be provided on the spot.

If material used rather than provided, it will lead to disqualification of the whole team

Each team will be given 150 pop sticks, fevicol, 1 cutter and rubber bands.

2 hours and 30 minutes will be given for making the model and 24 hour for drying.

Finally efficiency of the model will be calculated according to given formula. And it will depend on the load and self-weight of the model.

First two Efficient models will be declared as a Winner and Runner-up respectively.

Coordinators:

1. Vivek Kumar Mob. No. – 8271415745
2. Amrit Kumar Mob. No. – 9060948263

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

SURVEY-KING

DATE :- 02/03/2023

REGISTRATION FEE :- Rs 50/- PER HEAD

PRIZE :-

- 1st Rs 3000/-
- 2nd Rs 2000/-

OVERVIEW:-

The ability of an engineer to quickly and accurately analyze a site is very important whether analyzing pre-construction conditions or combating a problem during construction. Basic surveying skills are essential tools that every civil engineer should hold in their toolbox.The objective of the this event is to provide participants with an opportunity to work in a team environment, collaborate with like-minded individuals,.

Rules and Regulation for Survey-King:

-- All students should present with a valid identity card of their respective educational institutes.
-- There will be a maximum of 4 participants in a team.
-- If more than 5 teams will participate, an elimination round will be organized. MCQ test would be conducted, and only five teams selected for the final round.
-- If any groups found unable to use instruments properly, they would be eliminated on spot.
-- Any kind of cheating or help of others will lead to disqualification of your team.
-- Teams must complete their work within time. Equal time will be given to all teams.
-- Decision of judges and coordinator will be final.
-- Top 2 teams will be awarded with prize.

Coordinators:

1. Ujjawal Kumar
Mob. No. – 8340757415

2. Sonali Kumari

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ELECTROTECHNOVATION

Date: 1st March

Registration Fee: Rs. 50 per member

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules

- A group of 4 to 5 participants is required.
- An abstract of the project must be submitted ahead of the event.
- The original idea or innovation or a better solution to the current problem will be considered.
- After the screening, a demonstration of the exhibit project or model will be required.
- Presented projects should be innovative, if inspired by some other sources
- then its reference should be added in the abstract.
- If participants have some special requirements related to their project, then it should be mentioned in the provided google form before the submission date.
- Last-moment changes wouldn't be considered.
- The jury's decision will be final.

Expected Proposal Format

- Statement of the main problem that is being addressed.
- Research: its root cause and existing solutions are discussed.
- Potential solutions including creative ideas and new and innovative way.
- Assess the feasibility of your solution, including its technical, financial, and social viability.

ELECTROTECHNOVATION

MARKING CRITERIA

RESEARCH PROBLEM (10 PTS)

- description of a practical need or problem to be solved
- definition of criteria for the proposed solution
- explanation of constraints

DESIGN AND METHODOLOGY (15 PTS)

- exploration of alternatives to answer need or problem.
- identification of a solution
- development of a prototype/model

EXECUTION: CONSTRUCTION AND TESTING(20 PTS)

- prototype demonstrates the intended design prototype has been tested in multiple conditions/trials prototype demonstrates engineering skill and completeness.

CREATIVITY (20 PTS)

- project demonstrates significant creativity in one or more of the above criteria.

ELECTROTECHNOVATION

PRESENTATION (35 PTS)

a. Poster (10 pts)

- logical organization of material
- clarity of graphics and legends
- supporting documentation displayed

b. Interview (25 pts)

- clear, concise, thoughtful responses to questions
- understanding of basic science relevant to the project
- understanding interpretation and limitations of results and conclusions
- degree of independence in conducting a project
- recognition of potential impact in science, society, and/or economics
- quality of ideas for further research
- for team projects, contributions to and understanding of the project by all members.

Contact

Faculty Coordinator:
Prof. Anish Kumar
Mob. No. : 9162466349
Student Coordinator :
1. Ansh Roshan
+917488717742
2. Nitish Kumar
+918862812398
3. Vineet Kumar
+916299905620

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ARDUINO EFFECT

Date: 27th Feb

Registration Fee: Rs. 50 per member

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Overview

The Arduino effect competition 2023, will be conducted on 27/02/2023. It consist basically a project based on Arduino. Each team will consist of at most four members from a particular college.

Event structure:

- **The competition will be conducted only in one round.**
- **The project must be based on Arduino.**
- **Each team will show their project on hardware.**
- **They should bring their own kit/ project.**
- **Every team has to be present their project at time of presentation.**
- **Point will distributed on the basis of both construction and presentation of project.**

Contact:

- **Faculty coordinator :**
- **Amitesh Prakash**
- **Mob no: - 9570947830**
- **Student coordinator:**
- **Madan Kumar Jha**
- **Mob no: - 7360983955**

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ZERO CARBON DEBATE COMPETITION

Date: 28th Feb

Registration Fee: Rs. 50 per Team Member

Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

- **Overview:**

The zero carbon is a debate competition. The theme of this competition is ' INNOVATIVE ASPECTS OF SUSTAINABLE DEVELOPMENT AND ROLE OF CARBON in ENERGY '. Each side will have four members, with two making for and two making against speeches. A panel of experienced judges will be established, and each member's points will be separately noted.

- **Debate structure:**

The competition will be conducted in two rounds, where the first round will be prelim round and the next round will be cross questioning, the lowest scoring teams will be eliminated at every round, top two winners of each for and against side will be awarded with prize and certificate.

1st Round (prelim round)

- 4 favour(each from different college) and 4 against (each from different college) participants will give their performance in one group .
- The points will be awarded by judges .
- After completion of 1st round from different group 8 best participants (4 favour and 4 against) will be selected for 2nd round .

2nd Round(cross questioning round)

- One topic will be provided to all 8 participants (4 favour & 4 against) by judges.
- All participants will give their opinion on the basis of their knowledge.
- 2 favour and 2 against participants will be selected from the basis of their performance on both round.
- Decision of judge shall be final & binding for all the participants.

Prize distribution

- 1 st Prize will be awarded to one favour and one against winner. and 2nd prize will also awarded to one favour and one against winner.

Contact :

Faculty coordinator :

Anish kumar: 7903983760

Student coordinator :

Shaziya shaheen: 9110136452

Manisha kumari: 7991176142

Anjali kumari: 7033377053

Madan kumar jha: 7360983955

Ritik kumar: 8340301243

Manish kumar: 8809753862

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

MeMe Circuit

Date: 27 Feb , 2 March
Registration Fee: Rs. 100 per Participants
Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Overview

- **All AKU Students Can be Participate.**
- **Google form will be provided to nominate their NAME , COLLEGE, Contact Details , Linkedin profile.**
- **This event will be organised on Linked_In.**
- **There will be Three rounds held by MeMe Circuit team.**

ROUND - 1

1. **Name :- Video Memes**
2. **Topic - Technical**
3. **Mode - Online**
4. **Start - 27th Feb 2023 , Time :- 00 : 00 IST Deadline :- 27 Feb 2023 Time :- 12 : 59 IST**
5. **Winner of Round - 1 will be Announced By Ranking System.**
6. **Maximum 2 Posts are allowed by each candidate.**
7. **Candidates are asked to send video on telegram.**
8. **Link of telegram channel :- https://t.me/+GPtkNKkrcR5iYWVl**

MeMe Circuit

ROUND - 2

1. Top 50% Candidate Can Participate in round 2. Round 2.
2. Name :- Picture Meme
3. Topic :- Engineering Life.
4. Mode :- Online (Post on LinkedIn)
5. Start :- 27th Feb 2023 , Time :- 20 : 00 IST Deadline :- 28 Feb 2023 , Time :- 15:00 IST
6. Maximum 3 Posts are allowed by each candidate.

FINAL ROUND

1. Top 35% Candidate Can Participate in Final Round.
2. Name of the Round - Rapid Round
3. Topic :- TBA
4. Mode - Offline
5. Date:- 02 march.
6. Templates will be provided Just before the round.
7. 1 hr will be given for Completion of their Respective Memes.
8. Winner Will be Announced based on Their Performance.

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

MeMe Circuit

- No irrelevant Memes will be approved rather than Engineering / Technical.
- Only Original Content will be approved (In Memes language #OC) .
- Every Candidate must use logo / Watermark provided by organizing team on their meme templates.

- Punctuality should be maintained by each candidate throughout the TECHFEST.

Contact:

Faculty coordinator :
Prof Adutiya kaushal : 7209262330
Student coordinator :
Shivam Acharya : 8102142526
Satyam kumar: 7488540332

MATLAB

Date: 2nd March
Group Event (2 Members per Team)
Registration Fee: Rs. 50 per Team Member
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

- Each team can have maximum of two members.
- Each team will be provided with system by the department.
- A physical copy will be provided for questions.
- No gadgets are allowed.

EVENT DASHBOARD

PHASE	TASK &STATUS	DETAILS
QUIZ	10 MCQ WOULD BE PROVIDED. NEED TO BE SUBMITTED WITHIN 10 MIN	HARD COPY WOULD BE PROVIDED
OPERATION/PLOTTING	4 QUESTIONS NEED TO BE SUBMITTED WITHIN 10 MIN	HARD COPY WOULD BE PROVIDED
SIMULATION	2 QUESTIONS NEED TO BE SUBMITTED WITHIN 10 MIN	

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

MATLAB

Contact:

Faculty coordinator :
Prof Saurabh kumar : 7606070670
Student coordinator :
Neeraj kumar : 9661914543
Gaurav Kumar: 8271834650

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ELECTRO MANIA QUIZ CONTEST

Date: 27th Feb , 28th Feb
Group Event (4 Members per Team)
Registration Fee: Rs. 200 per Team
Subject : Basic Electrical Engineering
Prize :

- **1st : Rs 3000 & Certificate**
- **2nd : Rs 2000 & Certificate**

Rules:

1. ROUND ONE:- (Elimination Round)

Objective Questions
Time - 20 seconds / Questions
Restriction-All electronic devices are prohibited.

2. ROUND TWO:- Rapid Fire (Elimination Round)

Time-15 seconds/Question
Rule:-One buzzer application will be shared with all the teams in this round.
Restriction-No change of answer.
Restriction-All electronic devices are prohibited.

TECHNORITI '23
BHAGALPUR COLLEGE OF ENGINEERING

ELECTRO MANIA QUIZ CONTEST

3. ROUND THREE:- FINALE

Rapid Fire Round with Negative Marking.
Rule:- One buzzer application will be shared with all the teams in this round.
Wrong Answer:- (-1 mark)
Correct Answer:- (+3 marks)
No answer:- (0 marks)
Restriction - All electronic devices are prohibited

Contact :-

Faculty Coordinator :-
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AUTOCAD

Date: 28 Feb

Registration Fee: Rs.100

Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Overview:

AutoCAD is a computer-aided design software developed by the company Autodesk (hence the name AutoCAD).

It allows you to draw and edit digital 2D and 3D designs more quickly and easily than you could by hand.

The files can also be easily saved and stored in the cloud, so they be accessed anywhere at anytime.

Objective: The objective of the AutoCAD event is to provide participants with an opportunity to work in a team environment, collaborate with like-minded individuals, and use their design skills to build creative solutions to real-world problems.

Event Guidelines:

- **Every participant must carry their own institute's original ID card.**
- **AutoCAD version 2007 will be used for Competetion.**
- **Every participant will get 2 hrs. to complete the Work.**
- **Evaluation is based on completion of job with all detail sat the earliest time.**
- **If more than 25 participants will participate, elimination round will be organized. MCQ test would be conducted and only 25 participants will be selected for final round.**

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AUTOCAD

- The organizers will reject incomplete, inconsistent or improper drawings Furthermore, the organizers will not return submitted drawings.
- The decision of the jury shall be final and binding.
- All entrants are regarded as having a full understanding of the regulations for the competition and as being willing to comply with every rule.
- Certificate of Excellence will be given to winners.
- Certificate of participation will be given to all the participants.

CONTACT:

Saurav Kumar
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Shivraj Gupta
7277992301

BOAT MAKING

Date: 2 March
Registration Fee: Rs. 50 per Team-Members
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

1. Size of team: Five 5 (maximum)
2. Materials to be used:
a)Wooden Ice Cream Sticks.
b)Fevicol
c)Paper and plastic wrapping
Note: The sticks may be altered by cutting if required as per the design
3. Maximum dimension of the bridge
Length
45-60 cm
Width
15-20 cm
Height
15-20 cm
4. Maximum weight of the boat: 250 grams.
5. Testing of the boat
i). Two (2) team members are required to be present during testing.
ii). Team will place their boat in the water to ensure that it floats for at least 15 seconds before weight is added.
iii). At a constant rate (every 5 seconds), weight will be added to the boat.

BOAT MAKING

iv). The last weight placed in the boat before sinking or disintegrating will be the final weight.

Efficiency= (the weight at which the boat sinks x100) / Weight of the boat

v). The bridge will also be judge on Aesthetics. The scale will be from 1 to 5 (1 meaning not very appealing, 2 not appealing,3 Average, 4 appealing, 5 very appealing).

vi). Total marks =marks obtainedas per iv) + v) marks obtained .

Penalties

i) Penalties as mentioned below will be imposed if the structure violates the dimensional over weight specifications.

ii) Weight exceeds the limit (Penalty of 15% of the total score)

iii) Dimensional specifications are not met (Penalty of 10% of the total score)

iv) Use of any material other than that provided (Penalty of 50% of the total score or can lead to disqualification as decided by the judges)

NOTE:

i) Participants have to choose one group leader which will be responsible for all activities.

ii) Name of participants appears in certificate will be according to the name on the registration form.

iii) Material required for model making will be provided on the spot.

iv) If material used rather than provided, it will lead to disqualification of the whole team

v) 2 hours and 30 minutes will be given for making the model and 1 hour for drying.

vi) Finally efficiency of the model will be calculated according to given formula. And it will depend on the load and self-weight of the model.

vii) First two Efficient models will be declares as a Winner and Runner up respectively.

Contact details:

1. Vinit Kumar (19224) Mob: 8302534925
2. Rohit Anand(20212) Mob: 8873948459
3. Chandan (20207) Mob: 7349807937

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Project Making and Presentation

Date: 1 March
Registration Fee: Rs. 50 per Team-Members
Prize :

- 1st : Rs 3000 & Certificate
- 2nd : Rs 2000 & Certificate

Rules:

Teams
Ø Two to four students form a team.
Ø The team decides on the detailed outline of the presentation.
Ø Name of participants appears in certificate will be according to the name on the registration form.
Selection of Topics and Rules
Ø The relevant available for the current term will be presented and discussed.
Ø The presentation must not exceed 15 min.
Ø The presentation should be given in English language.
Ø The delivery of the presentation can be done in PPT form that divides the time about equally between the members of the team.

Evaluation Process:
Topic of Project: 20 %
Presentation Skills:20%
Model and innovative idea involve in the Project:60%

Faculty Coordinator:
Dr. Vikas Kumar, Mr. Raushan Kumar ,
Mr. Manoj Kumar Dubey (75360 93737)
Student Coordinator:
1. Amit Kumar (19202) Mob: 7257929573
2. Aushutosh Ranjan(19245) Mob: 8863971241

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SOLIDWORKS

Date: 27 Feb , 28 Feb
Registration Fee: Rs. 50 per Team-Members
Prize :

- 1st : Rs 2000 & Certificate
- 2nd : Rs 1000 & Certificate

Rules:

We are excited to announce the Solidworks drawing challenge . This challenge offers an opportunity to all the Solidworks users and design enthusiasts to showcase their design skills and creativity and win exciting prizes.
Eligibility: The competition is open to all engineering students having knowledge on Solidworks.
Contest Participation: Several participants will compete against each other to solve some design related problems. The participants must be engineering graduate students. Participants will be selected for competition based on first come first serve.
Rules of Competition:
•Limited to one entry per student.
•Teams are not allowed.
•Participants must carry valid identity cards.
•Each participants should bring their own laptop loaded with solidworks.
•Few computers may be provided by organisers if required
•Models from websites like Grab cad will not be accepted
•A complete drawing is required. The organisers will reject incomplete inconsistent drawing.
•The decision of the judges will be final and must be obeyed .
•Certificate of participation will be given to all participants, prize and certificate of excellence will be given to the winners

SOLIDWORKS

Stages:

•First stage: Part drawing

Every participant has to draw given part drawing within stimulated time period

•Second stage: Advanced part drawing

In the next level participant has to draw given advanced part drawing within stimulated time period

•Third Stage: Assembly drawing

In final stage, assembly drawing will be given to the shortlisted participants and they have to draw within stimulated time period

Scoring/Evaluation:

•Judges will review all projects on display. The judges will award points based on the size, completeness, difficulty, ANSI standards, and drawing skills.

•A perfect score will be 40 points.

Contact:

1) Kumar Gaurav (19253) Mob: 7424947994
2) Atul Ambastha (19221) Mob: 7999312149
3) Ankesh Kumar Mandal (20221) Mob: 6205106513
4) Satyajeet Suman (20209) Mob: 9507265340
5) Pratik Deo (20220) Mob: 7281953183
6) Md. Ather (20203) Mob: 7033985055
7) Abhikeet Kumar (21259)
8) Arun Kumar (21236)

NUKKAD

Date: 2 March
Registration Fee: Rs. 200 per Team
Prize :

- Trophy & Certificates

Rules:

Nukkad (Street play competition)
Exploiting the power of a street gathering, nukkad or street plays have been the medium of the voice of the people from time immemorial. Now be a part of this tradition and strive to bring about change by taking part in nukkad, one of the most acclaimed street play competitions in India. It is time to break barriers so clear your voices, get ready for the action, drum it up, folks and let your message ring out loud!
Rules:

- The event will take place in 1 rounds, finals.
- Teams are expected to perform at an open-air venue, on a stage with an audience on all sides.
- The team shall consist of a maximum of 20 people and a minimum of 6 people excluding 2 instrumentalists (optional).
- Time limit shall be 20 minutes for final .
- In case of violation of the time limit, participants will be penalized by the judges. The time duration for prelims and finals includes performance time and stage setting theme. The given time duration is from the empty stage to the empty stage.
- Usage of fire, water, or smoke is not allowed.
- Gulaal or any props, if used, must be cleared off by the participants after their performance within the performance time allotted to them.
- Any instance of vulgarity or disturbing content of any order will lead to a forceful halt of performance and immediate disqualification.
- Only live music is allowed. Teams will have to bring their own instruments.

NUKKAD

Judging Criteria:

- a. Content, Theme, and Message - 40%
- b.Performance including Acting, Dialogue, and Expression- 25%
- c. Interaction and Improvisation - 20%
- d.Direction, Gimmicks, and Effects -15%

Contact :-

Faculty Coordinator :-
Prof. Sumit Mane
98334 24727
Student Coordinator :-
Senior Coordinator :-
1. Kundan Kumar (7260964188)
2. Kumar Gaurav (7424947994)
Student Coordinator:-
1.Prameet kumar (9608261133)
2.Manish Kumar (6204355321)
3.Vivek Kumar (8271415745)

General Quiz

Date: 2 March
Registration Fee: Rs. 100 per Team
Prize :

- Trophy & Certificates

Rules:

Eligibility: The competition is open to all students of the participating colleges.
2. Registration Fee : 100 Per Team.
3. From Every college, there will be only 1 Team of Maximum 2 Members.
4. Team Composition: Each team shall consist of only 2 members from the same college.
5. **Registration**: Teams should register in advance for the competition through form given on website
6. **Conduct of the Quiz:** The quiz shall be conducted in multiple rounds. The questions may cover a range of topics such as current affairs, history, sports, literature, science, and technology.
7. **Marking:** 2 Marks for Each correct Direct Questions, and 1 mark for Each Indirect Questions.
8. **Time Limit**: Each round will have a specific time limit, which shall be announced at the beginning of the round.
9. **Format**: The quiz can be conducted in different formats, such as Video, Audio& oral, or a combination of both.
10. **Final Round**: The final round may consist of a rapid-fire round or a buzzer round.
11. **Decisions of the Quiz Master**: The Quiz Master's decisions on questions and answers shall be final and binding.
12. **Tie-Breaker:** In the event of a tie, a tie-breaker round will be conducted to determine the winner.
13. **Prize Distribution:** The winning team and runners-up shall be awarded prizes and certificates.
14. **Code of Conduct:** All participants shall adhere to a code of conduct and refrain from any unethical or unsportsmanlike behaviour.

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General Quiz

Contact Details:

Faculty Coordinators:
Prof. Shashank Shekhar
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Student Coordinator:
Kumar Chandra Bhanu
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At Technoriti, we strive to foster a culture of learning and collaboration. Our aim is to create an environment where participants can showcase their skills, learn from experts in the field, and network with like-minded individuals. Whether you're interested in robotics, coding, artificial intelligence, or any other tech-related field, there's something for everyone at Technoriti.

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