

## **PAPER ESTILUS (PAPER PRESENTATION)**

- The numbers of students in for each presentation not exceed two.
- The paper must be in IEEE format (not exceeding 6 pages)
- 10 Minutes Presentation
- The paper must be sent to [trigger2k15@techie.com](mailto:trigger2k15@techie.com).
- The selection will be intimated to the presenters on or before 17<sup>th</sup> Oct through mail / phone.
- The selected participants should submit two hardcopies of paper and presentation at the time of appearance.
- The oral presentation should be in the form of Microsoft PowerPoint slides should contains the brief of the paper not exceeding twenty one slides.
- The papers will be judged on the basis of their depth of the knowledge in the field and presentation skills.
- The decision of the judges will be final and binding.

### **Paper selection limited to,**

- Network Security
- Data Mining
- Mobile Computing
- Cloud Computing
- Image Processing [Signal Processing, Pattern Recognition, Watermarking]
- Cryptography
- Web Technology
- Texture Mapping

## **TECH-QUIBBLES (QUIZ)**

- A team must consist of minimum two and maximum of four persons.
- Replacement of any participants of a team is not allowed in between the event.
- Three rounds will be conducting.
- ROUND 1: Written Test.
- ROUND 2: Picture Puzzle.
- ROUND 3: Technical.
- The decision of the judges will be final and binding.

## **BUGG MASTER (CODING&DEBUGGING)**

- Participant: 1 - 2.
- Two round will be conducted.
- ROUND 1:
  - Jumbled codes are provided for each participant from basic (C& C++) programming languages, MCQ.
- ROUND 2:
  - Coding on system.
- The decision of the judges will be final and binding.

## **LANTASTIC (GAMING)**

- No swapping or change of team members will be allowed
- If all the members of the team are not present then the registration of the team will be cancelled. They will be allowed to play with the available members of their team
- Cheating in any form will lead to (DQ)...
- Teams are expected to report on time with their College Ids for the event... Late entry will also lead to (DQ).
- HEADPHONES & MOUSE are allowed

### **COUNTER STRIKE 1.6 RULES:**

- 4 members per team
- 1 round in initial stages
- Friendly fire on
- C4 timer 35 sec
- Round time 2 minutes
- Death camera off
- Starting money 800

### **NFS Most Wanted Rules**

#### **Basic Round:**

- In this round sprint & circuit races will be played.
- Four participants will be competing in this round.
- At the end of one race the participant standing last position will be knocked out and remaining 3 will race again.
- With this process 1 participant will be the winner after 3 races and will be advanced to next round.

### Advance Rounds:

- In these rounds there will be 3 races between the participants.
- Four participants will be competing in this round
- First will be Sprint, second will be 2 lap circuit and the third will be 3 lap circuit.
- The participant winning 2 of the 3 races will be in the semifinal.
- If a participant wins 2 races continuously, then the third race will not be run.
- This process will be continued until we get top 9 participants.

### Semi Finals:

- In semifinals there will be 5 races between participants
- Three participants will be competing in this round
- First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint, 4th will be 3 lap circuit and 5th will be Drag
- At the end of First race the participant standing last position will be knocked out and remaining 2 will race again
- All the remaining races will be run, no matter a participant wins 3 races continuously
- At the end of all races the participant who wins most races will be advanced to finals

### Finals:

- In finals there will be 6 races between participants
- Three participants will be competing in this round
- First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint, 4th will be 3 lap circuit, 5th will be Drag and 6th will be OUTRUN\*\* (details of this race are mentioned at the end of this page).

- Only In the 4th race participants are allowed to choose their own ride and customize it in the My Cars section.
- At the end of First race the participant standing last position will be knocked out and remaining 2 will race again.
- If each participant wins 3 races then an extra sprint race will be run.

## **\*\*OUTRUN**

This race is conducted in two parts. The loop for this race will be NFS World Loop. Two participants will be competing in this race. The goal of this race is not to get on first place. In the first part of this race any one of the participants will be selected by coordinators. Now when the race will start, the selected participant must get lead from his opponent and he has to maintain this lead throughout the race. )

## **CONNEXION:**

- Rounds :
  1. Visual photo display.
  2. Visual photo display with clue.
  3. Audio with Visual.

## **COMEDY KING**

1. Maximum 4 and minimum 1 member(s) per team.
2. 10 minutes will be given for each team.
3. You can take any theme like standup comedy, mimicry, Drama ,any special comedy theme, etc...

4. Only the following languages can be used(kannada, Hindi and English)
5. You should make everyone to laugh
6. based on your performance judges will decide the comedy king

## **BOLLYWOOD TADKA**

- The First round will have 10 questions and the participants have to answer them in one word in the given time. The teams selected to the next round will be based on the scores of the previous round.
- In the Second round, a visual or a picture will be shown related to any movie or song scene and participants will have to guess it in the allotted time.
- In the Final round, incomplete movie dialogues will be given and the participants will have to complete them. The team with the maximum scores will be declared winner.

## **POSTER DESIGNING**

- It is an individual competition.
- Participants can use Photoshop or illustrator.
- Theme will be given on the spot.
- Each participant will get 2 hours to complete their poster.
- Judgment criterion shall be on creativity, design, clarity, content and elements present.
- Decision of the judges will be final and binding.

[Note: rules may be modified for all the above events based on the situation]

