



Karnataka ReddyJana Sangha®

VEMANA INSTITUTE OF TECHNOLOGY

Approved by AICTE - New Delhi, Affiliated to VTU - Belagavi & Recognized by Govt. of Karnataka
#1, Mahayogi Vemana Road, 3rd Block, Koramangala, Bengaluru - 560 034.

www.vemanait.edu.in



Vemana IT Open-Day and Tech Competition

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#1, Mahayogi Vemana Road, 3rd Block, Koramangala, Bengaluru-560034.
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25 YEARS OF EXCELLENCE

Vemana IT Open Day and Tech Competition - 2024

MOCKER **PROJECT SPOTLIGHT** **TECH GAMES**

For 2nd PU Students

3rd January, 2025 **9:00 A.M to 4:00 P.M**

Vemana Institute of Technology **Win Exciting Cash Prizes**

College Link **Free Registration** **Registration**

Showcase your Talent

GUIDELINES FOR OPEN DAY AND TECH COMPETITION

- Participation is allowed only for 2nd PU students only.
- A valid PU ID card is mandatory for all participants.
- Each team should have a minimum of 3 members and a maximum of 4 members.
- Participants should adhere to the schedule and arrive at the venue on time.
- Participants are expected to dress appropriately for the event.
- Participants must maintain discipline and follow the event rules. Misconduct may lead to disqualification.
- Only permitted tools and resources can be used during the competition.
- Decisions made by the judges will be final and binding.
- Participants should ensure safety during any hands-on or technical activities.
- Teams must keep their workspace clean and avoid causing damage to property.
- Lunch will be provided to all the students.
- The last date for the registration of all the events is on or before **30th December 2024**.
- All the participants and teams must report to the college by **9 AM** without fail, Late entries are not entertained, and teams may disqualify.
- The participants and teams can compete maximum for **2 events** only (**Events: Mocker / Project Spotlight / Tech-games**).
- If the participating event is **Tech-game**, then participants and teams can compete for only **1 game** (The team can register for **only one of the Tech games, not all**).

EVENT 1: MOCKER

Objective

The objective of the mocker - tech quiz is to encourage learning and engaging with technology by testing participant's knowledge in an interactive and fun manner. It aims to foster curiosity, teamwork, and a deeper understanding of technological concepts and advancements.

ROUNDS

1. Direct Question Round:
 - Questions will be asked directly to each team.
 - Team gains a point if given correct answer.
 - No negative points if the answer is wrong.
 - Failed to answer, the question is passed to the next team.
2. Buzzer Round:
 - Questions will be open to all teams.
 - The first team to press the buzzer gets the chance to answer.
 - The team must not take more than **30 seconds** to answer, if failed the question is passed to the next.
 - Correct Answer: Teams receive positive points.
 - Incorrect Answer: A penalty (negative points) will apply, and the question is passed to the next team.
 - Unanswered: If the team fails to answer after pressing the buzzer, a penalty of negative points.

3. Rapid-Fire Round:

- Teams will have a fixed time to answer as many questions as possible.
- Questions will be asked one after the other in quick succession.
- Participants can answer or choose to pass the question.
- Each correct answer will fetch points.
- No penalties for incorrect or passed questions.

RULES AND REGULATIONS

- The team should contain 3-4 participants. Else team will be disqualified.
- All teams must register by 30th December 2024.
- Participants are not allowed to be replaced once the registration is done.
- No use of mobile phones, books, or external help during the quiz.
- No discussions allowed between teams once the quiz starts.
- Respect the quizmaster and fellow participants.
- Time limits must be strictly observed, failing to answer within the allotted time results in deduction of points.
- Team with highest points is selected for next round.
- In case of a tie, a tiebreaker round will determine the winner.

Co-Ordinators	Contact Number
Kavyashree R	7618717187
Poorva Reddy D	7026333916

EVENT 2: PROJECT SPOTLIGHT

Objective

To encourage students to showcase their innovative ideas, research, and creativity through team-based project presentations

General Rules

1. Eligibility:

- To all PUC students only.
- Participants can work in teams (minimum - 3 to maximum - 4 members per team).

2. Project Scope:

- Projects may focus on any area of interest but must be real time application and the work of the participants.

Registration

1. Deadline:

- All teams must register by 30th December 2024.

Exhibition Setup

1. Venue and Timing:
 - Participants must arrive at least 2 hours before the start of the event for setup.
2. Display Area:
 - Each team will be allocated a specific area.
 - Do provide **Team Name** to be displayed at your allocated area.
 - Setup must be completed within the time allotted by the organizers.
3. Materials and Equipment:
 - Basic facilities like power outlets, tables will be provided. Participants must bring any additional materials and electronic gadgets or equipment required for their display.

Presentation Rules

1. Duration:
 - Each team will have 5–10 minutes to present their project to the judges and audience.
2. Demonstration:
 - Working models or practical demonstrations are encouraged where applicable.
 - Avoid loud music, inappropriate language, or any activity that disrupts the event.
 - Do not use flammable or explosive materials.

Co-Ordinators	Contact Number
Vinay S	9380371886
Sibi Varma P	8880211819

EVENT 3: TECH GAMES

a) BRIDGE – WORKS BATTLE

Objective

To design and construct a bridge using the provided materials that can hold the maximum weight while adhering to the specified dimensions and design criteria.

Rules and Regulations

1. Competition Rules
 - Bridges must be constructed on-site within the allotted time of 2 hours.
 - Teams must only use the materials provided.
 - The design must include a clear span without any support.
 - Any attempt to use additional materials or tools will result in disqualification.

- Once the bridge is submitted for testing, no further modifications are allowed.
2. **Materials Provided**
 - Popsicle sticks.
 - Glue.
 - Thread or Rubber bands.
 - Other materials are strictly prohibited unless explicitly allowed by the organizers.
 3. **Safety Guidelines**
 - Participants must handle materials and tools with care.
 - No hazardous materials or techniques are permitted.
 - Immediate disqualification for any unsafe practices.
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Guidelines

1. **Registration**
 - Teams must consist of minimum 3 and maximum of 4 people.
 - Teams must register by 30th December 2024.
 - Each team will be given a unique ID for identification.
2. **General Guidelines**
 - Teams must arrive at least 1 hour before the competition starts.
 - Any disputes during the competition will be resolved by the panel of judges, and their decision will be final.
 - Teams are encouraged to clean their workspace after the event.
3. **Testing Procedure**
 - Bridges will be tested by placing weights incrementally until the structure collapses or shows significant deformation.
 - The weight-bearing point will be centrally placed on the bridge span.
 - A judge will oversee the testing to ensure fairness.

Co-Ordinators	Contact Number
Uday M	8861131578
Harshini R	8431480568

b) ANSWER WITH STRAWS

Objective

To design or show the answers for the given question with straws.

Rules and Regulations

1. **Competition Rules**
 - Questions will be given based on the specific topic within the PU syllabus.
 - Teams must show the answers only with the Straws.
 - Answers should be shown within the given time.

- Points will depend on accuracy rather than time.
2. Materials Provided
 - Straws
 - A4 paper and pen to solve the problem.
 - Other materials are strictly prohibited unless explicitly allowed by the organizers.
 3. Safety Guidelines
 - Participants must handle materials and tools with care.
 - No hazardous materials or techniques are permitted.
 - Immediate disqualification for any unsafe practices.
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Guidelines

1. Registration
 - Teams must consist of minimum 2 and maximum of 4 people.
 - All teams must register by 30th December 2024.
 - Each team will be given a unique Name for identification.
2. General Guidelines
 - Teams must arrive at least 1 hour before the competition starts.
 - Any disputes during the competition will be resolved by the panel of judges, and their decision will be final.
 - Teams are encouraged to clean their workspace after the event.
3. Testing Procedure
 - Answers will be tested based on accuracy of answers with proper formation of answers with straws.
 - Complete answers should be provided.
 - No shortcuts should be used.

Co-Ordinators	Contact Number
Gagan S	8496955367
N S Paranjay Reddy	8310567015

c) MINDMATICS: SOLVE AND CONQUER

Objective

To solve a set of mathematical problems within the given time, demonstrating accuracy, speed, and problem-solving skills.

Rules and Regulations

1. Competition Rules
 - Problems must be solved individually within the allotted time of **2 hours**.
 - Participants will be provided with all necessary problem sets and answer sheets.
 - Problems are based on **Trigonometry, Differentiations and Integration**.

- The use of calculators, if allowed, will be specified beforehand. Unauthorized use of tools or devices will result in disqualification.
 - Any attempt to communicate with others during the competition will lead to immediate disqualification.
 - Once the answers are submitted, no further modifications are permitted.
2. **Materials Provided**
 - Problem set and answer sheets.
 - Writing materials (if required).
 - Additional materials or resources are strictly prohibited unless explicitly allowed by the organizers.
 3. **Safety Guidelines**
 - Participants must maintain a quiet and orderly environment to ensure a fair experience for everyone.
 - Any disruptive behaviour will lead to disqualification.

Guidelines

1. **Registration**
 - Teams must consist of minimum 2 and maximum of 4 people.
 - All teams must register by 30th December 2024.
 - Each team will be given a unique Name for identification.
2. **General Guidelines**
 - Participants must arrive at least 1 hour before the competition starts.
 - Any disputes during the competition will be resolved by the panel of judges, and their decision will be final.
 - Participants are encouraged to review the problem set instructions carefully before beginning.
3. **Evaluation Procedure**
 - Answers will be evaluated based on accuracy and completeness.
 - In case of a tie, the time taken to submit the answers will be considered.
 - A panel of judges will oversee the evaluation to ensure fairness.

Co-Ordinators	Contact Number
Harshitha A	7676750812
Gungun Banga	7022379500
Pradyumna	8971126230

Note: Please follow these guidelines to ensure a fair, smooth, and enjoyable event for everyone involved.

For the furthermore information about the events, contact:

<u>Co-Ordinators</u>	<u>Contact Number</u>
Asha R	9535444571
Prof. Ankitha A	9606777930
Prof. Suma B V	7204433798
Dr. Aruna Reddy	9886511820