



INDIRA GANDHI INSTITUTE OF TECHNOLOGY
SARANG, DHENKANAL, ODISHA-759146
ଇନ୍ଦିରା ଗାନ୍ଧୀ ବୈଷୟିକ ଅନୁଷ୍ଠାନ, ସରାଙ୍ଗ
(An Autonomous Institute of Govt. of Odisha)

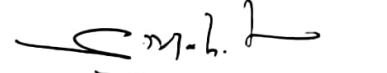
Ref. No. **IGIT/PA/575**

Date: **02/11/2024**

Circular

This is for information for all the UG/PG Students that the **BPUT Tech Carnival-2024** will be held during **November and December 2024** for different events as specified in **Annexure-I**. Around 50 events are scheduled to be conducted in the categories of **Technical, Cultural and Sports**. Students are advised to go through the SOPs of all the events mentioned in Annexure-I.

For any queries, you can contact Mr. H. S. Dash, Asst. Prof, PE (Mail ID: hsdash@igitsarang.ac.in) SPOC for the BPUT Tech Carnival – 2024 who will coordinate the student participation from the institute.


02/11/2024.
DIRECTOR

Copy to:

1. All Hostel/Institute Notice Board for information of the students.
2. All HODs for information and necessary action.
3. VP Cultural/ VP SPER/ Prof. I/C Robotics Society/ Coordinator IIEC for kind information and necessary action.
4. PA to Director for kind information of the Director.



BIJU PATNAIK UNIVERSITY OF TECHNOLOGY, ODISHA
ROURKELA

BPUT/VI/Estt./026/24/ 6799

Date:30/10/2024

NOTICE
BPUT TECH CARNIVAL-2024

This is for information for all colleges and students that the BPUT Tech Carnival 2024 shall be held during November and December, 2024 for different events as specified in

ANNEXURE-I.

General Instructions:

1. Around 50 events are scheduled to be conducted in this flagship event of the university taking the categories of Technical, Cultural and Sports into account.
2. The SOPs of all the events are mentioned against the events for reference (Annexure-I) and the interested students for participation need to be identified by respective affiliated and constituent colleges. (Note: The SOPs of Sports events will be notified in due course of time)
3. The University has collected the consent from the colleges in the context of venue partners to conduct the events of BPUT Tech Carnival 2024 and finalized subsequently.
4. The inauguration ceremony will be held at Bhubaneswar on 4th November, 2024 and the Award Ceremony will be organized during December 2024.
5. **Registration: Each college** can send **one** student or **one** team against each event through the Participation Form Link shared to the Principals/Deans/Directors of all colleges **through email.**
6. **A student** can participate in **maximum two events.**
7. The nominated college SPOCs of respective colleges have to input the student participation details through the given link. Please note, in case the registration number of 2024 Admission batch is not available, JEE Application No. can be provided as the input.
8. The colleges have to send the students to the venue on the stipulated date with recommendation letter as per the schedule to be notified.
9. The Venue partner colleges shall conduct the event on behalf of BPUT with proper coordination.

10. The Venue colleges shall facilitate (ensuring the provision) for drinking water, food etc. during the events. *(The details regarding venue colleges will be shared in due course of time)*
11. **Prize:** 1st, 2nd and 3rd position of each event will be awarded with certificates and trophy/memento on the eve of Award Ceremony of BPUT Tech Carnival 2024.

All concerned are requested to cooperate and conduct the events effectively and make this Tech Carnival a grand success. **Further, the colleges should send the student participation by 5th November, 2024 in the prescribed Google Form.** The details regarding reporting of the students in the venue will be notified through proper channel.

By order of the Vice Chancellor

[Signature]
30/10/24
Registrar

Memo No. 6800

Date: 30/10/2024

Copy to:

- 1) To All Constituent / Affiliated of BPUT for information and necessary action.
- 2) All Officers / Faculty Members / Students under BPUT for information and necessary action.
- 3) Information Officer, BPUT for updating the Web Portal accordingly.
- 4) OSD to VC for kind information of Hon'ble Vice Chancellor.

[Signature]
30/10/24
Registrar

[Click to Download ANNEXURE-I – List of the Events](#)

BPUT Tech Carnival: 2024

Technical Events List

1. Business Plan: T1

Participant: Individual (Per College 01 student)

In Business Plan Competition a student can pitch their innovative business ideas to a panel of experts. The competition is designed to give students the opportunity to develop their entrepreneurial skills, learn from experienced professionals, and compete for attractive prizes.

Rules and Regulations

- Eligibility:
 - Participants must be enrolled as student under BPUT.
- Format:
 - Each participant will have 15 minutes to present their business plan to the panel of experts.
- Business Plan Requirements:

The business plan must include the following sections:

- i. Executive summary*
- ii. Problem statement*
- iii. Solution*
- iv. Products and services*
- v. Market analysis*
- vi. Competitive analysis*
- vii. Financial model*
- viii. Marketing plan*
- ix. HR plan*
- x. Any other details*

2. Business Quiz: T2

Participant: Team (Per College 02 students)

Business Quiz Competition is a great opportunity for students to test their business knowledge, challenge themselves, and compete for exciting prizes. It is also a chance to learn from experienced professionals and network with other students who are passionate about business.

Rules and Regulations

- Eligibility:
 - Each team must consist of two students of a college.
 - Team members must be from the same college.
 - Team members must be present at all rounds of the competition.
- Format:
 - The competition will consist of two rounds: a preliminary round and a final round.
 - In the preliminary round, a written test will be conducted. The top 6 teams from the preliminary round will advance to the final round.
 - The final round will consist of various rounds, such as an audio-visual round, a rapid fire round etc.

3. Business Case Study Presentation: T3

Participant: Team (Per College 02 students)

OBJECTIVES:

The objectives of a business case study presentation are to analyze real-world business situations, showcase problem-solving skills, and communicate effective strategies. Presentations aim to provide insights, promote critical thinking, and facilitate discussions among participants, encouraging a deeper understanding of business challenges and solutions.

Rules and Regulation:

- The competition is open to team of 2 students enrolled in a college.
- Each team will be given a business case study to analyze and present.
- The presentation must be a minimum of 10 minutes and a maximum of 15 minutes.
- The presentation will be judged on its clarity, analysis, and presentation skills.
- The case study will be given on the spot
- Preparation time of 1 hour and 30 mins including reading and making ppt.

Presentation Format:

- a) Time Limit: The maximum time limit for the presentation, including Q&A will be expressed according to the number of participants. Common time limits range from 10 to 15 minutes, depending on the complexity of the case study.
- b) Visual Aids: The presenters are encouraged to use visual aids such as PowerPoint slides, charts, graphs, and images to support the presentation.
- c) Team Size: 2 is the maximum number of team members allowed for the presentation.

Content Guidelines:

- a) Title Slide: Start with a title slide that includes the name of the case study, the names of the presenters, and the date.
- b) Executive Summary: Begin with a brief executive summary of the case study, highlighting key points and the problem or opportunity addressed.
- c) Case Study Background: Provide context by explaining the industry, company, and any relevant background information.
- d) Problem Statement: Clearly define the problem or challenge that the case study addresses.
- e) Solution/Recommendations: Present the proposed solution or recommendations. Include a detailed explanation of why the chosen solution is the best option.
- f) Implementation Plan: If applicable, outline the steps required to implement the recommended solution.
- g) Results and Benefits: Share the expected outcomes and benefits of implementing the solution.
- h) Challenges and Risks: Discuss any potential challenges or risks associated with the proposed solution and how they can be mitigated.
- i) Conclusion: Summarize the key takeaways from the case study presentation.

Presentation Style:

- a) Professionalism: Emphasize the importance of professionalism in dress, demeanor, and language during the presentation.
- b) Clarity and Conciseness: The presenters must be clear, concise, and to the point. Avoid strong jargon or technical language that the audience may not understand.
- c) Q&A Session: 5 minutes time for a question-and-answer session after the presentation will be given, which will be included in the presentation time frame.

Evaluation Criteria:

- a) Judging Criteria: The judges will clearly communicate the criteria upon which the presentation will be evaluated. This may include factors like content, presentation style, teamwork, and the ability to answer questions.

- b) Scoring: The presentation will be scored on, such as a point scale; I.E. on 10 point scale and the evaluation sheet will be handed to the judges, before.

Time keeping:10-15 minutes is the time limit for the presentation and the timekeeper volunteers will ensure that all teams have an equal opportunity to present.

Audience Interaction: The presenters must be respectful and responsive to the audience's questions and feedback.

Ethical Guidelines:The presenters should adhere to ethical guidelines and avoid misrepresentation or plagiarism in their case study presentation.

4. Group Debate Competition: T4

Participant: Team (Per College 02 students)

A debate is an organized clash of good ideas. Each side employs worthwhile evidence to promote their viewpoint and to rebut the “flawed” evidence advanced by the other side. Debating is a formal intellectual contest and there are endless ways it can be played. It will enhance communication skills, initiative, and assertiveness. BPUT carnival will present an opportunity to students to bats ideas back and forth to defeat the other team and persuade the judges their point of view on a topic.

Steps for the competition:

- ❑ Team of 02 Students from a college can be register for the Group Debate Competition via respective colleges.
- ❑ The topic of the debate will be announced at least one week before the competition.
- ❑ Each team will have 10 minutes to present their arguments, followed by 5 minutes for rebuttal.
- ❑ The debate will be held in front of a panel of judges from various backgrounds.

5. Pitch Deck Through Canva Video: T5

Participant: Team (Per College 02 students)

Canva Video presentations are being used increasingly in the corporate sector. Canva Videos are being used to make powerful presentations to internal team members or to external Clients. Canva combines visuals, video clips and text for pitching an idea for maximum impact.

Guidelines for Pitch Deck through CANVA Video:

- Teams of 02 students can participate from any college.

- Each team presentation shall be of 10 minutes duration.
- A jury comprising of two Judges shall evaluate the presentations and judge the winners.

Students have to use Canva Video to pitch any of the following:

- Business Plan Presentation for a Product or a Service
- Product or Service Launch
- Marketing Campaign for a product or a service
- Innovative Idea Video Presentation

Additional Guidelines

- Tell a Story using Canva Video
- Use Professional Templates
- Start with a Strong Introduction
- Keep Slides Clean and Simple
- Use Engaging Visuals
- Add Transitions and Animations
- Incorporate Text and Narration

Canva Videos shall be evaluated on the basis of innovative ideas, quality of templates & animation, storytelling impact. The jury shall comprise of two professional entrepreneurs who have wide experience in evaluating in Hackathons and Ideathons.

The decision of the jury will be final.

6. Financial Modeling Competition: T6

Participant: Team (Per College 02 students)

- The competition is open to a team of 2 students of a college.
- The case and real-time data will be provided by the organizing institute on-the-spot.
- The allotment of cases will be done by lottery method.
- Each team will be provided 3-hr time to develop their respective financial model along with a Power Point Presentation.
- MS Excel will be used for developing the financial models.
- The participants will have to develop financial models from the cases which will be based on
 - a. DCF,
 - b. LBO,
 - c. IPO, or
 - d. Forecasting models.
- The computer systems will be allotted by the organizing institute at the venue, whereas, the participants can carry their personal laptops with them.

- The financial models must be developed indigenously by the participating teams without any assistance from external resources like experts, Mobile phones, internet, etc.
- The students will be getting 10 mins for presenting their PPTs in front of the Jury members followed by Q&A sessions.
- The judges will evaluate the financial models of each team based on its accuracy, completeness and presentation.
- The decision of the judges will be final.

7. Ad Mad Show: T7

Participant: Team (Per College 02 students)

- The competition is open to a team of 2 students of a college.
- Each team must present 30 seconds advertisement for a product or service
- The advertisement must be original and creative.
- The advertisement must be presented before a panel of judges.
- The theme/topic of advertisement for Product / Service will be declared to the participant's team before one hour of the competition. So the teams will join to the venue before one hour of the commencement of the competition.
- The participant must bring their laptop/accessories/sketch pen/marker pen/ drawing sheet etc. as per their requirements of the show.
- Audio /Video system will be provided to them by the organizing institute.

8. Social Entrepreneurship Competition: T8

Participant: Team (Per College 02 students)

The students from BPUT colleges can pitch their socially sustainable innovative ideas to a panel of experts. The competition is designed to give students a platform to showcase their design thinking, systemic knowledge to develop startup ideations. This event creates an ecosystem in nurturing the entrepreneurial talents of the students along with competitions for attractive prizes.

Rules and Regulations

Eligibility:

- Participants must be enrolled as students at a BPUT college.
- Each team must consist of two members.
- Each college can submit one team, only.

Format:

- Each team will have 15 minutes to present their social entrepreneurial plan to a panel of experts.

Social Entrepreneurship Plan Requirements:

It needs to reflect upon social, financial, and innovative mission along with a self-sustaining business model. Apart from these broad parameters, the following aspects are very vital which must be addressed by all the teams:

1. Executive Summary
2. Problem Statement
3. Solution
4. Products and Services
5. Market feasibility analysis
6. Competitive analysis
7. Financial analysis
8. Market plan
9. HR planning model
10. Any other details, if present can be an addition

9. Code Chef (CODATHON):T9

Participant: Individual (Per College 01 student)

- This is an online programming competition that is open to students from different colleges.
- Only Individual shall participate.
- The competition will be conducted in online mode only.
- The event will be conducted on multiple days within the time slots approved by university.
- The event is of 1 hour duration.
- The competition consists of a series of problems that must be solved.
- The problems are of varying difficulty, students have to solve the problem and submit the solutions.
- The results will be auto evaluated through Test Cases and will be supervised by a panel of judges.
- Time stamp of the submission of the solution shall be considered to choose Winners.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

10. Artificial Intelligence (AI) Project Competition: T10

Participant: Team (Per College 02 students)

General Instruction:

- ☐ The participation for this competition would be a team of 2 students of a college.

- ❑ All the participants should reach the venue before stipulated time.
- ❑ Using unfair means is strictly prohibited and teams indulged would immediately disqualify.
- ❑ The evaluation of project will be conducted before a team of jury members.
- ❑ The decision taken by the jury members shall be final & binding.

Round-1

- ❑ Each participating team will be presenting their problem statement and proposed solution before the jury members, through a PPT presentation.
- ❑ The total mark allotted for Round-1 evaluation is 25.
- ❑ Followings are the components against which teams will be awarded marks:
 - Relevance of Problem Statement (5)
 - Innovativeness of Solution Proposed (10)
 - How far the solution proposed supports sustainability (10)

Round-2

- ❑ This round deals with practical demonstration of the proposed solution by individual teams.
- ❑ Jury members will be visiting allotted desk of the team, and would live interact with the solution model.
- ❑ The total mark allotted for Round-2 is 75.
- ❑ Followings are components of evaluation in Round-2
 - User Friendliness of GUI ((5)
 - Model Accuracy (25)
 - Extent of AI involvement (25)
 - Authenticity of Work (15)
 - Implement ability of Proposed Solution (10)

Final Evaluation Score Card Format:

Session-1(FM:-25)				Session-2(FM:-75)					Full Mark: -100
Team	Relevance of Problem Statement (5)	Innovativeness of Solution (10)	Components of Sustainability (10)	User Friendliness GUI (5)	Model Accuracy (25)	Extent of AI involvement (25)	Authenticity of Work (15)	Implement ability of Project in real time (10)	Total Score
Team-									

1										
Team-2										
Team-3										
Team-4										
Team-5										

11. Mobile App Development Contest: T11

Participant: Individual (Per College 01 student)

- Only individual shall participate.
- Laptop, software and other accessories will be arranged by the students.
- Problem Statement shall be provided in advance.
- Apps must have a clear purpose and functionality.
- Judges assess usability and innovation.
- The results will be evaluated by a panel of judges.
- The judges will evaluate the Apps based on their performance and features.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

12. Robotics Competition: T12

Participant: Team (Per College 03 students)

Instructions:

- This competition challenges students to build and program robots to perform a task.
- The competition is open to team of 3 students.
- Each team must build and program a robot that can perform a specific task.
- All the cost of components will be completely borne by the participants.
- The robots will be evaluated by a panel of 3 judges.
- The judges will evaluate the robots based on their performance, design, and programming.
- The judgment of the panel will be final and no appeal at any other authority is allowed.

Evaluation Procedure:

Speed (10 points):

- ❖ Time taken to complete the track.
- ❖ The robot should finish within a predefined time limit (e.g., 3 minutes).

Accuracy (20 points):

- ❖ How closely the robot follows the line.
- ❖ Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.
- ❖ The robot should not lose the line completely.

Line Detection (15 points):

- ❖ The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).
- ❖ The robot's response to line features (e.g., intersections, turns).

Obstacle Avoidance (15 points):

- ❖ Ability to detect and avoid obstacles on the track.
- ❖ Deduct points for collisions with obstacles.

Robustness (10 points):

- ❖ How well the robot performs under different lighting conditions.
- ❖ How it handles variations in line color, width, and quality.

Start and Stop (10 points):

- ❖ How the robot starts and stops at the beginning and end of the track.
- ❖ Deduct points for misalignment or overshooting the starting or finishing point.

Creativity and Innovation (10 points):

- ❖ Any unique features, technologies, or strategies used in the robot's design and performance.
- ❖ Originality and creativity in solving challenges.

Documentation and Presentation (5 points):

- ❖ Quality of the documentation, including a clear explanation of the robot's design, components, and programming.
- ❖ The quality of the team's presentation, including their ability to explain the robot's operation.

Sportsmanship and Teamwork (5 points):

- ❖ Demonstrated sportsmanship and teamwork during the event.
- ❖ Respect for other competitors and organizers.

Total Score (100 points):

Rubrics

Criteria	Description	Points
1. Speed	- Time taken to complete the track.	10
	- The robot should finish within a predefined time limit (e.g., 3 minutes).	
2. Accuracy	- How closely the robot follows the line.	20
	- Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.	
	- The robot should not lose the line completely.	
3. Line Detection	- The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).	15
	- The robot's response to line features (e.g., intersections, turns).	
4. Obstacle Avoidance	- Ability to detect and avoid obstacles on the track.	15
	- Deduct points for collisions with obstacles.	
5. Robustness	- How well the robot performs under different lighting conditions.	10
	- How it handles variations in line color, width, and quality.	
6. Start and Stop	- How the robot starts and stops at the beginning and end of the track.	10
	- Deduct points for misalignment or overshooting the starting or finishing point.	
7. Creativity and Innovation	- Any unique features, technologies, or strategies used in the robot's design and performance.	10
	- Originality and creativity in solving challenges.	
8. Documentation and Presentation	- Quality of the documentation, including a clear explanation of the robot's design, components, and programming.	5
	- The quality of the team's presentation, including their ability to explain the robot's operation.	
9. Sportsmanship and Teamwork	- Demonstrated sportsmanship and teamwork during the event.	5
	- Respect for other competitors and organizers.	
Total Score		100

13. Drone Competition: T13

Participant: Team (Per College 03 Students)

- The competition is open to a team (03 students of a college).

Challenges and Theme:

This Inter college competition will feature, promoting diverse solution and creativity during the event like:

1. Agricultural Precision: Develop a drone solution for optimizing crop management, pest control, or irrigation in agriculture.
2. Emergency Services: Themes emphasize drones for rapid response and medical aid.
3. Urban Mobility: Build a drone that addresses urban challenges, such as traffic monitoring, package delivery, or surveillance.
4. Wildlife Protection: Create a drone to monitor and deter illegal poaching or to track and study endangered species.
5. Surveillance: Create a drone capable of locating and surveillance
6. Environmental Monitoring: Design a drone system for tracking and collecting data on air quality, wildlife conservation, or forest health.

Rules and Regulations:

1. Each participating team must bring all the necessary hardware for their drone project.
2. At a minimum each team is required to have one laptop.

Knowledge of Indian Drone Regulations:

All teams should have prior knowledge and understanding of the rules and regulations governing drone flights in India.

Designated Test Flight Area:

1. A limited area will be provided for test flights of participant drones.
2. The maximum size of the drone must not exceed 2 ft X 2ft.
3. The test flight area will be supervised by a qualified and experienced drone pilot to ensure safety and compliance with regulations.

14. Math Olympiad: T14

Participant: Individual (Per College 01 student)

- The Olympiad is intended for university students who are interested in mathematics.
- The official language of the Olympiad is English.
- The Olympiad conducted in the form of individual participant.

- Exam Pattern : Multiple Choice or Short Answer Questions.
- Syllabus: The questions are typically on a variety of mathematical topics such as Algebra, Geometry and Number Theory.
- Duration: 2hours
- Total marks: 100
- Questions 1 to 10 carry 2 marks each; questions 11 to 20 carry 3 marks each; questions 21 and 30 carry 5 marks each.
- All questions are compulsory.
- There are no negative marks.
- Do all rough work in the space provided.

15. Technical Quiz Competition: T15

Participant: Team (Per College 02 students)

Quiz Instructions:

- ☐ The participation for this quiz would be a team of 2 students of a college.
- ☐ Only shortlisted candidates will be eligible for the On-Stage Round (Grand Final Round).
- ☐ The decision taken by the judges shall be final & binding.

Quiz Procedures:

Round-1 Preliminary/Screening Round

Rules for Preliminary or Screening Round

- ☐ Each team would be given a set of question papers containing 50 objective type questions
- ☐ Total Marks-100
- ☐ Time limit -50 minutes
- ☐ Each Correct answer carries (+02) marks and each wrong answer carries (-1) mark
- ☐ Only Qualified Teams would be selected for ON-STAGE ROUNDS
- ☐ In case tie between two or more teams, further 5 questions will be asked to the teams.
- ☐ The team answered more number of correct answers will qualify to on stage round.

Round-2 On-Stage Round (Grand Finale) Rules for on Stage Quiz Competition

First Round (Technical Awareness Round) - Total Marks-25

- Each team would be asked 5 questions. (Objective question)
- Answering time is only 30 seconds.
- 05 marks for correct answer, and no negative marking for wrong answer
- If a team cannot answer the question, then the question would be forwarded/passed to the next team (10 seconds time).
- 2.5 marks will be given to the passing team that gives correct answers.

Second Round (Buzzer Round) - Total Marks-25

- There will be 10 questions in this round. Team pressing the buzzer first will be given the chance to answer.
- 2.5 marks will be awarded for each correct answer & 1 mark will be deducted for each incorrect answer.
- Team will be given 60 seconds for each question.

Third Round (Audio-visual round)-Total Marks-30

- This Round would be the Audio-visual round.
- **15 marks** for the correct answer and **no negative marking** for wrong answer.
- Each Team would be asked 2 audio-visual questions.
- Audio-Visual played for maximum 60 seconds and answering time is only 30 seconds.
- If a team cannot answer the question, than the question would be forwarded to the next team.
- **05 marks** will be given to the passing team that gives correct answers.

Fourth Round (Rapid Fire)-Total Marks-20 Marks

- Each team will be given 5 questions to answer within the time limit of 50 seconds.
- 4 marks for the correct answer
- No negative marking
- Question will be changed after every 10 seconds.

Tie Breaking (If occurs)

- If there will be tie in between two groups then one questions will be asked for both the groups.
- The team presses the buzzer first will be asked to answer first
- If the team answer correctly will be called as winner and the team says wrong answer, by default the other team will be winner.

16. Tech Innovation Challenge: T16

Participant: Team (Per College 02 students)

With growing demand of technology in every sector, several new problems are being raised day by day. In order to solve these challenges, many idea, modern technologies and innovative approaches are need to be developed in same pace. Since the young students are the power house of ideas, thoughts and question asking capability, they can play a key role and generate novel approaches for solving the issues technically. Tech Innovation Challenge competition on the occasion of BPUT carnival will give a platform, for the young stars to showcase their talents and problem solving capability.

Steps for the competition:

- ❑ Students (one or a team) from each BPUT affiliated college are need to register for the **Tech Innovation Challenge** competition through respective colleges.
- ❑ During registration they need to submit a proposal and square size schematic presentations relating to their innovations and technological solutions which will target the current challenges.
- ❑ On the day of completion, the participating colleges, need to present their idea, innovative goals, problem solving model etc. with a 3ft*4ft poster at CIPET: IPT Bhubaneswar.
- ❑ This presentations will be evaluated by experts from various academics and industry background.
- ❑ Finally, Innovative ideas with their grading will be submitted to the BPUT.

17. Pharma quiz: T17

Participant: Team (Per College 02 students)

Quiz Instructions:

- ❑ The quiz is open to all the students presently reading under BPUT.
- ❑ The participation for this quiz would be a team of 2 students.
- ❑ All the participants should reach the venue before stipulated time.

- ❑ Using unfair means is strictly prohibited and teams indulged would immediately disqualify.
- ❑ Only shortlisted candidates will be eligible for the On-Stage Round (Grand Final Round).
- ❑ The decision taken by the judges shall be final & binding.

Quiz Procedures:

Round-1

Preliminary/Screening Round

Rules for Preliminary or Screening Round

- ❑ Each team would be given a set of question papers containing 50 objective type questions
- ❑ **Total Marks-100**
- ❑ **Time limit -50 minutes**
- ❑ Each Correct answer carries (+02) marks and each wrong answer carries (-1) mark
- ❑ Only Qualified Teams would be selected for ON-STAGE ROUNDS
- ❑ In case tie between two or more teams, further 5 questions will be asked to the teams.
- ❑ The team answered a greater number of correct answers will qualify to on stage round.

Round-2

On-Stage Round (Grand Finale)

Rules for on Stage Quiz Competition

First Round (Pharmacy Awareness Round) - Total Marks-25

- Each team would be asked 5 questions. (Objective question)
- Answering time is only 30 seconds.
- **05 marks** for correct answer, and **no negative marking** for wrong answer
- If a team cannot answer the question, then the question would be forwarded/passed to the next team (10 seconds time).
- **2.5 marks** will be given to the passing team that gives correct answers.

Second Round (Buzzer Round) - Total Marks-25

- There will be 10 questions in this round. Team pressing the buzzer first will be given the chance to answer.
- **2.5 marks** will be awarded for each correct answer & **1 mark will be deducted** for each incorrect answer.
- Team will be given 60 seconds for each question.

Third Round (Audio-visual round)-Total Marks-30

- This Round would be the Audio-visual round.
- **15 marks** for the correct answer and **no negative marking** for wrong answer.

- Each Team would be asked 2 audio-visual questions.
- Audio-Visual played for maximum 60 seconds and answering time is only 30 seconds.
- If a team cannot answer the question, then the question would be forwarded to the next team.
- **05 marks** will be given to the passing team that gives correct answers.

Fourth Round (Rapid Fire)-Total Marks-20 Marks

- Each team will be given 5 questions to answer within the time limit of 50 seconds.
- 4 marks for the correct answer
- No negative marking
- Question will be changed after every 10 seconds.

Tie Breaking (If occurs)

- If there will be tie in between two groups then one questions will be asked for both the groups.
- The team presses the buzzer first will be asked to answer first
- If the team answer correctly will be called as winner and the team says wrong answer, by default the other team will be winner.

18. Ideathon T18

Participant: Individual (Per College 01 student)

1. Sustainability and Environmental Innovation: Encourage participants to come up with ideas that promote sustainability, reduce environmental impact, or address climate change.
2. Health and Wellness: Focus on ideas that improve physical or mental health, promote healthy living, or address healthcare challenges.
3. Education and EdTech: Challenge participants to develop innovative solutions for education, online learning, or improving access to quality education.
4. Tech for Good:-Encourage ideas that use technology to address social issues, promote equality, or improve the lives of underserved communities.
5. Food and Agriculture:-Encourage ideas related to sustainable agriculture, food production, distribution, or reducing food waste.
6. Clean Energy and Renewable Resources:-Challenge participants to propose innovative solutions for clean energy production, storage, or distribution.

Idea Submissions:-

Clear guidelines for idea submissions, including format and submission channels, will be established. Submissions will be required to be clear, concise, and accompanied by any necessary supporting materials.

Evaluation and selection:-

A transparent and fair evaluation process will be developed, which may involve multiple rounds of judging if necessary by an experienced jury members.

19. Technical Poster Competition: T19

Participant: Team (Per College 02 students)

- Team of 02 students of a college must create informative posters on technical topics.
- Poster should include visual, data and explanation.
- Participants can present their poster presentation in maximum duration of two minutes with five slides in power point presentation.
- Plagiarism and misinformation should be prohibited.
- Deposit of the abstract of the presentation within 01 page in A4 size paper.
- Theme shall be shared prior to the start of the event.

20. Database Design Challenge: T20

Participant: Team (Per College 02 students)

- **Objective:** The competition aims to assess participants' skills in database design, normalization, and query optimization.
- **Duration:** The competition time duration is 2 hours.
- **Judging Criteria:** Entries will be evaluated based on design clarity, normalization, query efficiency, schema optimization, and adherence to best practices.

Competition Requirements:

- **Scenario:** Participants will receive a scenario detailing a business or organizational context requiring a database solution.

Key Requirements:

- Identify entities and their attributes.
- Define relationships between entities.
- Apply appropriate normalization techniques.
- Implement schema with necessary constraints (e.g., primary keys, foreign keys).

Judging and Evaluation:

Evaluation Criteria: Entries will be judged based on:

- Design quality and clarity.
- Normalization effectiveness.
- Schema efficiency and optimization.
- Query performance and correctness.
- Adherence to best practices in database design.
- **Scoring:** Each criterion will contribute to the overall score.

21. Best Manager Competition: T21

Participant: Individual (Per College 01 student)

- **Objective:**The primary objective of this competition is to evaluate managerial competencies across various scenarios and challenges. Participants will be tested on their ability to manage teams, solve problems, make critical decisions, and communicate effectively under pressure.

Instructions:

- This competition is open for all the students under BPUT.
- There shall be about five rounds of elimination process (rounds will be communicated on the inaugural day) .
- Final round will be on the stage of the prize giving ceremony by panel comprised of corporate professionals.
- The competition typically consists of several rounds, each presenting different managerial challenges. These challenges may include case studies, simulations, role-plays, or real-world scenarios.

Evaluation Criteria:

Participants will be evaluated based on several criteria, including:

- Leadership skills
- Decision-making abilities
- Problem-solving approach
- Team management and motivation
- Communication effectiveness
- Adaptability and resilience
- Ethical considerations

22. Fit & Fab Competition: T22

Participant: Individual (Per College 01 student)

- **Objective:** The primary objective of this competition is to test creativity, technical skills, and problem-solving abilities of participants. Participants will be provided with raw materials and tools, and their task is to create a job that showcases their proficiency in fitting and assembly section of mechanical workshop.

Instructions:

- This competition is open for all the students under BPUT.
- The job shall be based on the fitting section of BTech first year syllabus.
- Raw materials, tools along with the dimensional details of the job shall be provided at the venue of competition.
- Safety gear must be always worn while working.
- The overall evaluation shall be done based on the proficiency of the work.

23. Digital Doodle Contest: T23

Participant: Individual (Per College 01 student)

- **Objective:** The primary objective of this competition is to enable the participants to showcase their artistic skills using digital tools. Participants have to create a unique and visually appealing digital doodle based on a given theme within the specified time frame. The doodle should be original and demonstrate your creativity and proficiency with digital art tools.
- **Instructions:**
 - This competition is open for all the students under BPUT.
 - Participants are encouraged to bring their own digital drawing tablets.
 - Participants may use their own laptops with pre-installed digital art software if desired.
 - The theme for the doodle will be announced at the start of the event.
 - The overall evaluation shall be done based on the creativity, theme Integration and technical Proficiency.

24. Sustainability Video Competition

Eligibility:

- The competition is open to all registered students of BPUT-affiliated institutions.
- Participants can register as individuals or in teams (maximum of 3 members per team).

Registration:

- All participants must complete the registration process within the specified deadline.
- Late registrations will not be entertained under any circumstances.

Video Specifications:

- Videos must focus on the theme of sustainability development and promote awareness of SDGs.
- The duration of the video should not exceed 90 Seconds.
- Videos should be submitted in standard formats (e.g., MP4, AVI, or MOV) with a minimum resolution of 720p.
- All videos must be original creations and must not contain any copyrighted material, including music, images, or video clips unless the participant has the right to use them.
- If participants use or borrow any videos, clips, or other content from any source, they must mention and give credit to the source in their submission.

Submission Guidelines:

- Videos must be submitted by the given deadline. Late submissions will not be considered.
- Each submission must include a title and a brief description (maximum of 100 words) explaining the concept and message of the video.

Judging Criteria:

- Entries will be judged based on creativity, content relevance, impact, technical quality, and adherence to the theme.
- The decision of the judges will be final and binding, with no scope for appeal.

Content Guidelines:

- Videos must not contain any offensive, inappropriate, or politically sensitive content.
- Entries that violate ethical standards or promote negative messages will be disqualified.

Disqualification:

Failure to adhere to the rules and guidelines may result in disqualification at any stage of the event.

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CULTURAL EVENTS LIST			
Event Code	Event name	SOP	Participation
C1	Solo Song	<p>Eligibility: Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25 Maximum of two participants from a college can participate.</p> <p>Format: The competition will consist of two rounds: a Preliminary round and a final round. In preliminary round there will be 4 zones</p> <ul style="list-style-type: none"> • North Zone • Central Zone • South Zone • West Zone <p>The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. The language of songs will be Odia and Hindi. Each participant will sing one odia and one Hindi song. Duration of 3 to 5 minutes time will be given to each participant. Participants shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. Participant, those who want to sing without music track shall be allowed to do so. There will not be any live music provision for the competition. The judgement /decision taken by the expert panels will be final and conclusive. N.B. - The lyrics of the song chosen to be sung should not be vulgar.</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	01 Individual
C2	Group Song	<p>Eligibility: Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25 Maximum of two teams from a college can</p>	(02-05 Group)

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	<p>participate.</p> <p>A single team shall have minimum of 2 and maximum of 4 participants.</p> <p>Format:</p> <p>The competition will consist of two rounds: a Preliminary round and a final round.</p> <p>In preliminary round there will be 4 zones</p> <ul style="list-style-type: none">• North Zone• Central Zone• South Zone• West Zone <p>The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.</p> <p>The language of songs will be Odia and Hindi.</p> <p>Each team will sing one odia and one Hindi song. A duration of 3 to 5 minutes time will be given to each team.</p> <p>Teams shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition.</p> <p>Teams, those who want to sing without music track shall be allowed to do so.</p> <p>There will not be any live music provision for the competition.</p> <p>The judgement /decision taken by the expert panels will be final and conclusive.</p> <p>N.B. - The lyrics of the song chosen to be sung should not be vulgar</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	
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C3	Solo Dance [ODISSI]	<p>Eligibility:</p> <p>Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25</p> <p>Maximum of two participants from a college can participate.</p> <p>Format:</p> <p>The competition will consist of two rounds: a Preliminary round and a final round.</p> <p>In preliminary round there will be 4 zones</p> <ul style="list-style-type: none"> • North Zone • Central Zone • South Zone • West Zone <p>The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.</p> <p>Maximum 5 minutes time will be given to each participant.</p> <p>Participants shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition.</p> <p>It is an Odissi dance competition no modern form of dance will be entertained.</p> <p>The judgement /decision taken by the expert panels will be final and conclusive.</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	(01 individual)
C4	Group Dance [Folk dance of Odisha]	<p>Eligibility:</p> <ul style="list-style-type: none"> ○ Team members of the group must be enrolled as students at a BPUT-affiliated college for the session-2024-25 ○ Maximum of two teams from a college can participate. 	(02-05 group)

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		<ul style="list-style-type: none">○ A single team shall have minimum of 2 and maximum of 5 participants.• Format:<ul style="list-style-type: none">○ The competition will consist of two rounds: a Preliminary round and a final round.○ In preliminary round there will be 4 zones<ul style="list-style-type: none">– North Zone– Central Zone– South Zone– West Zone○ The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.○ Maximum 5 minutes time will be given to each team.○ Teams shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. <p>It is an Folk dance competition no modern form of dance will be entertained.</p> <ul style="list-style-type: none">○ The judgement /decision taken by the expert panels will be final and conclusive.• It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.• Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)• How to Participate: Registration link will be provided through BPUT web site.	
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C5	Quiz on Odisha (in Odia only) [Jagannath Culture]	<p>There will be three rounds</p> <ul style="list-style-type: none"> • Written test will be done for the selection process. • Shortlisted candidate will be selected for semi-finale by the expert panel. • The expert committee will be finalizing the participant and awarding the individual. <p>The language for the particular quiz will be in odia only.</p>	(01 individual)
C6	Rangoli / Jhoti	<p>(a) There will be two rounds of selection. (b) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(02-05 Group)
C7	Mono Acting	<p>(a) There will be two rounds for selection (b) Screening of the participants will be done by sending a 90second video.</p> <p>The final selection will be done by the expert committee.</p>	(01 Individual)
C8	Group Acting (Skit)	<p>(a) There will be two rounds of selection (b) Script will be submitted priorly that will include 10 pages.</p> <p>Selected group will perform and the expert committee will judge accordingly.</p>	(08-12 Group)
C9	Painting (General)	<p>(c) There will be two rounds of selection. (d) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(01 individual)
C10	Face Painting	<p>(e) There will be two rounds of selection. (f) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(02 Group)
C11	Photography	<p>The photographs will be submitted and will be judged by the expert panel and will be awarded.</p> <p>The photographs should be original, not copied and plagiarized.</p>	(01 Individual)
C12	Eloquence	<p>(a) The medium of speech will only be English. (b) Each college will send only one participant. (c) Participant will be allowed to speak for 2 mins. (d) Selected participant will go to the semi-finale.</p>	(01 Individual)

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		The final round will be judged and will be awarded by the expert panel.	
C13	Documentary Movie	(a) Theme will be provided. (b) The duration of the movie will be 12 – 15 mins. Best documentary will be awarded.	(04 Group)

BPUT Tech Carnival: 2024

Technical Events List

1. Business Plan: T1

Participant: Individual (Per College 01 student)

In Business Plan Competition a student can pitch their innovative business ideas to a panel of experts. The competition is designed to give students the opportunity to develop their entrepreneurial skills, learn from experienced professionals, and compete for attractive prizes.

Rules and Regulations

- Eligibility:
 - Participants must be enrolled as student under BPUT.
- Format:
 - Each participant will have 15 minutes to present their business plan to the panel of experts.
- Business Plan Requirements:

The business plan must include the following sections:

- i. Executive summary*
- ii. Problem statement*
- iii. Solution*
- iv. Products and services*
- v. Market analysis*
- vi. Competitive analysis*
- vii. Financial model*
- viii. Marketing plan*
- ix. HR plan*
- x. Any other details*

2. Business Quiz: T2

Participant: Team (Per College 02 students)

Business Quiz Competition is a great opportunity for students to test their business knowledge, challenge themselves, and compete for exciting prizes. It is also a chance to learn from experienced professionals and network with other students who are passionate about business.

Rules and Regulations

- Eligibility:
 - Each team must consist of two students of a college.
 - Team members must be from the same college.
 - Team members must be present at all rounds of the competition.
- Format:
 - The competition will consist of two rounds: a preliminary round and a final round.
 - In the preliminary round, a written test will be conducted. The top 6 teams from the preliminary round will advance to the final round.
 - The final round will consist of various rounds, such as an audio-visual round, a rapid fire round etc.

3. Business Case Study Presentation: T3

Participant: Team (Per College 02 students)

OBJECTIVES:

The objectives of a business case study presentation are to analyze real-world business situations, showcase problem-solving skills, and communicate effective strategies. Presentations aim to provide insights, promote critical thinking, and facilitate discussions among participants, encouraging a deeper understanding of business challenges and solutions.

Rules and Regulation:

- The competition is open to team of 2 students enrolled in a college.
- Each team will be given a business case study to analyze and present.
- The presentation must be a minimum of 10 minutes and a maximum of 15 minutes.
- The presentation will be judged on its clarity, analysis, and presentation skills.
- The case study will be given on the spot
- Preparation time of 1 hour and 30 mins including reading and making ppt.

Presentation Format:

- a) Time Limit: The maximum time limit for the presentation, including Q&A will be expressed according to the number of participants. Common time limits range from 10 to 15 minutes, depending on the complexity of the case study.
- b) Visual Aids: The presenters are encouraged to use visual aids such as PowerPoint slides, charts, graphs, and images to support the presentation.
- c) Team Size: 2 is the maximum number of team members allowed for the presentation.

Content Guidelines:

- a) Title Slide: Start with a title slide that includes the name of the case study, the names of the presenters, and the date.
- b) Executive Summary: Begin with a brief executive summary of the case study, highlighting key points and the problem or opportunity addressed.
- c) Case Study Background: Provide context by explaining the industry, company, and any relevant background information.
- d) Problem Statement: Clearly define the problem or challenge that the case study addresses.
- e) Solution/Recommendations: Present the proposed solution or recommendations. Include a detailed explanation of why the chosen solution is the best option.
- f) Implementation Plan: If applicable, outline the steps required to implement the recommended solution.
- g) Results and Benefits: Share the expected outcomes and benefits of implementing the solution.
- h) Challenges and Risks: Discuss any potential challenges or risks associated with the proposed solution and how they can be mitigated.
- i) Conclusion: Summarize the key takeaways from the case study presentation.

Presentation Style:

- a) Professionalism: Emphasize the importance of professionalism in dress, demeanor, and language during the presentation.
- b) Clarity and Conciseness: The presenters must be clear, concise, and to the point. Avoid strong jargon or technical language that the audience may not understand.
- c) Q&A Session: 5 minutes time for a question-and-answer session after the presentation will be given, which will be included in the presentation time frame.

Evaluation Criteria:

- a) Judging Criteria: The judges will clearly communicate the criteria upon which the presentation will be evaluated. This may include factors like content, presentation style, teamwork, and the ability to answer questions.

- b) Scoring: The presentation will be scored on, such as a point scale; I.E. on 10 point scale and the evaluation sheet will be handed to the judges, before.

Time keeping:10-15 minutes is the time limit for the presentation and the timekeeper volunteers will ensure that all teams have an equal opportunity to present.

Audience Interaction: The presenters must be respectful and responsive to the audience's questions and feedback.

Ethical Guidelines:The presenters should adhere to ethical guidelines and avoid misrepresentation or plagiarism in their case study presentation.

4. Group Debate Competition: T4

Participant: Team (Per College 02 students)

A debate is an organized clash of good ideas. Each side employs worthwhile evidence to promote their viewpoint and to rebut the “flawed” evidence advanced by the other side. Debating is a formal intellectual contest and there are endless ways it can be played. It will enhance communication skills, initiative, and assertiveness. BPUT carnival will present an opportunity to students to bats ideas back and forth to defeat the other team and persuade the judges their point of view on a topic.

Steps for the competition:

- ❑ Team of 02 Students from a college can be register for the Group Debate Competition via respective colleges.
- ❑ The topic of the debate will be announced at least one week before the competition.
- ❑ Each team will have 10 minutes to present their arguments, followed by 5 minutes for rebuttal.
- ❑ The debate will be held in front of a panel of judges from various backgrounds.

5. Pitch Deck Through Canva Video: T5

Participant: Team (Per College 02 students)

Canva Video presentations are being used increasingly in the corporate sector. Canva Videos are being used to make powerful presentations to internal team members or to external Clients. Canva combines visuals, video clips and text for pitching an idea for maximum impact.

Guidelines for Pitch Deck through CANVA Video:

- Teams of 02 students can participate from any college.

- Each team presentation shall be of 10 minutes duration.
- A jury comprising of two Judges shall evaluate the presentations and judge the winners.

Students have to use Canva Video to pitch any of the following:

- Business Plan Presentation for a Product or a Service
- Product or Service Launch
- Marketing Campaign for a product or a service
- Innovative Idea Video Presentation

Additional Guidelines

- Tell a Story using Canva Video
- Use Professional Templates
- Start with a Strong Introduction
- Keep Slides Clean and Simple
- Use Engaging Visuals
- Add Transitions and Animations
- Incorporate Text and Narration

Canva Videos shall be evaluated on the basis of innovative ideas, quality of templates & animation, storytelling impact. The jury shall comprise of two professional entrepreneurs who have wide experience in evaluating in Hackathons and Ideathons.

The decision of the jury will be final.

6. Financial Modeling Competition: T6

Participant: Team (Per College 02 students)

- The competition is open to a team of 2 students of a college.
- The case and real-time data will be provided by the organizing institute on-the-spot.
- The allotment of cases will be done by lottery method.
- Each team will be provided 3-hr time to develop their respective financial model along with a Power Point Presentation.
- MS Excel will be used for developing the financial models.
- The participants will have to develop financial models from the cases which will be based on
 - a. DCF,
 - b. LBO,
 - c. IPO, or
 - d. Forecasting models.
- The computer systems will be allotted by the organizing institute at the venue, whereas, the participants can carry their personal laptops with them.

- The financial models must be developed indigenously by the participating teams without any assistance from external resources like experts, Mobile phones, internet, etc.
- The students will be getting 10 mins for presenting their PPTs in front of the Jury members followed by Q&A sessions.
- The judges will evaluate the financial models of each team based on its accuracy, completeness and presentation.
- The decision of the judges will be final.

7. Ad Mad Show: T7

Participant: Team (Per College 02 students)

- The competition is open to a team of 2 students of a college.
- Each team must present 30 seconds advertisement for a product or service
- The advertisement must be original and creative.
- The advertisement must be presented before a panel of judges.
- The theme/topic of advertisement for Product / Service will be declared to the participant's team before one hour of the competition. So the teams will join to the venue before one hour of the commencement of the competition.
- The participant must bring their laptop/accessories/sketch pen/marker pen/ drawing sheet etc. as per their requirements of the show.
- Audio /Video system will be provided to them by the organizing institute.

8. Social Entrepreneurship Competition: T8

Participant: Team (Per College 02 students)

The students from BPUT colleges can pitch their socially sustainable innovative ideas to a panel of experts. The competition is designed to give students a platform to showcase their design thinking, systemic knowledge to develop startup ideations. This event creates an ecosystem in nurturing the entrepreneurial talents of the students along with competitions for attractive prizes.

Rules and Regulations

Eligibility:

- Participants must be enrolled as students at a BPUT college.
- Each team must consist of two members.
- Each college can submit one team, only.

Format:

- Each team will have 15 minutes to present their social entrepreneurial plan to a panel of experts.

Social Entrepreneurship Plan Requirements:

It needs to reflect upon social, financial, and innovative mission along with a self-sustaining business model. Apart from these broad parameters, the following aspects are very vital which must be addressed by all the teams:

1. Executive Summary
2. Problem Statement
3. Solution
4. Products and Services
5. Market feasibility analysis
6. Competitive analysis
7. Financial analysis
8. Market plan
9. HR planning model
10. Any other details, if present can be an addition

9. Code Chef (CODATHON):T9

Participant: Individual (Per College 01 student)

- This is an online programming competition that is open to students from different colleges.
- Only Individual shall participate.
- The competition will be conducted in online mode only.
- The event will be conducted on multiple days within the time slots approved by university.
- The event is of 1 hour duration.
- The competition consists of a series of problems that must be solved.
- The problems are of varying difficulty, students have to solve the problem and submit the solutions.
- The results will be auto evaluated through Test Cases and will be supervised by a panel of judges.
- Time stamp of the submission of the solution shall be considered to choose Winners.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

10. Artificial Intelligence (AI) Project Competition: T10

Participant: Team (Per College 02 students)

General Instruction:

- ☐ The participation for this competition would be a team of 2 students of a college.

- ❑ All the participants should reach the venue before stipulated time.
- ❑ Using unfair means is strictly prohibited and teams indulged would immediately disqualify.
- ❑ The evaluation of project will be conducted before a team of jury members.
- ❑ The decision taken by the jury members shall be final & binding.

Round-1

- ❑ Each participating team will be presenting their problem statement and proposed solution before the jury members, through a PPT presentation.
- ❑ The total mark allotted for Round-1 evaluation is 25.
- ❑ Followings are the components against which teams will be awarded marks:
 - Relevance of Problem Statement (5)
 - Innovativeness of Solution Proposed (10)
 - How far the solution proposed supports sustainability (10)

Round-2

- ❑ This round deals with practical demonstration of the proposed solution by individual teams.
- ❑ Jury members will be visiting allotted desk of the team, and would live interact with the solution model.
- ❑ The total mark allotted for Round-2 is 75.
- ❑ Followings are components of evaluation in Round-2
 - User Friendliness of GUI ((5)
 - Model Accuracy (25)
 - Extent of AI involvement (25)
 - Authenticity of Work (15)
 - Implement ability of Proposed Solution (10)

Final Evaluation Score Card Format:

Session-1(FM:-25)				Session-2(FM:-75)					Full Mark: -100
Team	Relevance of Problem Statement (5)	Innovativeness of Solution (10)	Components of Sustainability (10)	User Friendliness GUI (5)	Model Accuracy (25)	Extent of AI involvement (25)	Authenticity of Work (15)	Implement ability of Project in real time (10)	Total Score
Team-									

1										
Team-2										
Team-3										
Team-4										
Team-5										

11. Mobile App Development Contest: T11

Participant: Individual (Per College 01 student)

- Only individual shall participate.
- Laptop, software and other accessories will be arranged by the students.
- Problem Statement shall be provided in advance.
- Apps must have a clear purpose and functionality.
- Judges assess usability and innovation.
- The results will be evaluated by a panel of judges.
- The judges will evaluate the Apps based on their performance and features.
- The judgment of the panel will be final and no appeal against any other authority is allowed afterwards.

12. Robotics Competition: T12

Participant: Team (Per College 03 students)

Instructions:

- This competition challenges students to build and program robots to perform a task.
- The competition is open to team of 3 students.
- Each team must build and program a robot that can perform a specific task.
- All the cost of components will be completely borne by the participants.
- The robots will be evaluated by a panel of 3 judges.
- The judges will evaluate the robots based on their performance, design, and programming.
- The judgment of the panel will be final and no appeal at any other authority is allowed.

Evaluation Procedure:

Speed (10 points):

- ❖ Time taken to complete the track.
- ❖ The robot should finish within a predefined time limit (e.g., 3 minutes).

Accuracy (20 points):

- ❖ How closely the robot follows the line.
- ❖ Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.
- ❖ The robot should not lose the line completely.

Line Detection (15 points):

- ❖ The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).
- ❖ The robot's response to line features (e.g., intersections, turns).

Obstacle Avoidance (15 points):

- ❖ Ability to detect and avoid obstacles on the track.
- ❖ Deduct points for collisions with obstacles.

Robustness (10 points):

- ❖ How well the robot performs under different lighting conditions.
- ❖ How it handles variations in line color, width, and quality.

Start and Stop (10 points):

- ❖ How the robot starts and stops at the beginning and end of the track.
- ❖ Deduct points for misalignment or overshooting the starting or finishing point.

Creativity and Innovation (10 points):

- ❖ Any unique features, technologies, or strategies used in the robot's design and performance.
- ❖ Originality and creativity in solving challenges.

Documentation and Presentation (5 points):

- ❖ Quality of the documentation, including a clear explanation of the robot's design, components, and programming.
- ❖ The quality of the team's presentation, including their ability to explain the robot's operation.

Sportsmanship and Teamwork (5 points):

- ❖ Demonstrated sportsmanship and teamwork during the event.
- ❖ Respect for other competitors and organizers.

Total Score (100 points):

Rubrics

Criteria	Description	Points
1. Speed	- Time taken to complete the track.	10
	- The robot should finish within a predefined time limit (e.g., 3 minutes).	
2. Accuracy	- How closely the robot follows the line.	20
	- Deduct points for deviations from the line, with more significant deviations resulting in greater deductions.	
	- The robot should not lose the line completely.	
3. Line Detection	- The ability to detect and recognize different types of lines (e.g., straight lines, curves, intersections).	15
	- The robot's response to line features (e.g., intersections, turns).	
4. Obstacle Avoidance	- Ability to detect and avoid obstacles on the track.	15
	- Deduct points for collisions with obstacles.	
5. Robustness	- How well the robot performs under different lighting conditions.	10
	- How it handles variations in line color, width, and quality.	
6. Start and Stop	- How the robot starts and stops at the beginning and end of the track.	10
	- Deduct points for misalignment or overshooting the starting or finishing point.	
7. Creativity and Innovation	- Any unique features, technologies, or strategies used in the robot's design and performance.	10
	- Originality and creativity in solving challenges.	
8. Documentation and Presentation	- Quality of the documentation, including a clear explanation of the robot's design, components, and programming.	5
	- The quality of the team's presentation, including their ability to explain the robot's operation.	
9. Sportsmanship and Teamwork	- Demonstrated sportsmanship and teamwork during the event.	5
	- Respect for other competitors and organizers.	
Total Score		100

13. Drone Competition: T13

Participant: Team (Per College 03 Students)

- The competition is open to a team (03 students of a college).

Challenges and Theme:

This Inter college competition will feature, promoting diverse solution and creativity during the event like:

1. Agricultural Precision: Develop a drone solution for optimizing crop management, pest control, or irrigation in agriculture.
2. Emergency Services: Themes emphasize drones for rapid response and medical aid.
3. Urban Mobility: Build a drone that addresses urban challenges, such as traffic monitoring, package delivery, or surveillance.
4. Wildlife Protection: Create a drone to monitor and deter illegal poaching or to track and study endangered species.
5. Surveillance: Create a drone capable of locating and surveillance
6. Environmental Monitoring: Design a drone system for tracking and collecting data on air quality, wildlife conservation, or forest health.

Rules and Regulations:

1. Each participating team must bring all the necessary hardware for their drone project.
2. At a minimum each team is required to have one laptop.

Knowledge of Indian Drone Regulations:

All teams should have prior knowledge and understanding of the rules and regulations governing drone flights in India.

Designated Test Flight Area:

1. A limited area will be provided for test flights of participant drones.
2. The maximum size of the drone must not exceed 2 ft X 2ft.
3. The test flight area will be supervised by a qualified and experienced drone pilot to ensure safety and compliance with regulations.

14. Math Olympiad: T14

Participant: Individual (Per College 01 student)

- The Olympiad is intended for university students who are interested in mathematics.
- The official language of the Olympiad is English.
- The Olympiad conducted in the form of individual participant.

- Exam Pattern : Multiple Choice or Short Answer Questions.
- Syllabus: The questions are typically on a variety of mathematical topics such as Algebra, Geometry and Number Theory.
- Duration: 2hours
- Total marks: 100
- Questions 1 to 10 carry 2 marks each; questions 11 to 20 carry 3 marks each; questions 21 and 30 carry 5 marks each.
- All questions are compulsory.
- There are no negative marks.
- Do all rough work in the space provided.

15. Technical Quiz Competition: T15

Participant: Team (Per College 02 students)

Quiz Instructions:

- ☒ The participation for this quiz would be a team of 2 students of a college.
- ☒ Only shortlisted candidates will be eligible for the On-Stage Round (Grand Final Round).
- ☒ The decision taken by the judges shall be final & binding.

Quiz Procedures:

Round-1 Preliminary/Screening Round

Rules for Preliminary or Screening Round

- ☒ Each team would be given a set of question papers containing 50 objective type questions
- ☒ Total Marks-100
- ☒ Time limit -50 minutes
- ☒ Each Correct answer carries (+02) marks and each wrong answer carries (-1) mark
- ☒ Only Qualified Teams would be selected for ON-STAGE ROUNDS
- ☒ In case tie between two or more teams, further 5 questions will be asked to the teams.
- ☒ The team answered more number of correct answers will qualify to on stage round.

Round-2 On-Stage Round (Grand Finale) Rules for on Stage Quiz Competition

First Round (Technical Awareness Round) - Total Marks-25

- Each team would be asked 5 questions. (Objective question)
- Answering time is only 30 seconds.
- 05 marks for correct answer, and no negative marking for wrong answer
- If a team cannot answer the question, then the question would be forwarded/passed to the next team (10 seconds time).
- 2.5 marks will be given to the passing team that gives correct answers.

Second Round (Buzzer Round) - Total Marks-25

- There will be 10 questions in this round. Team pressing the buzzer first will be given the chance to answer.
- 2.5 marks will be awarded for each correct answer & 1 mark will be deducted for each incorrect answer.
- Team will be given 60 seconds for each question.

Third Round (Audio-visual round)-Total Marks-30

- This Round would be the Audio-visual round.
- **15 marks** for the correct answer and **no negative marking** for wrong answer.
- Each Team would be asked 2 audio-visual questions.
- Audio-Visual played for maximum 60 seconds and answering time is only 30 seconds.
- If a team cannot answer the question, than the question would be forwarded to the next team.
- **05 marks** will be given to the passing team that gives correct answers.

Fourth Round (Rapid Fire)-Total Marks-20 Marks

- Each team will be given 5 questions to answer within the time limit of 50 seconds.
- 4 marks for the correct answer
- No negative marking
- Question will be changed after every 10 seconds.

Tie Breaking (If occurs)

- If there will be tie in between two groups then one questions will be asked for both the groups.
- The team presses the buzzer first will be asked to answer first
- If the team answer correctly will be called as winner and the team says wrong answer, by default the other team will be winner.

16. Tech Innovation Challenge: T16

Participant: Team (Per College 02 students)

With growing demand of technology in every sector, several new problems are being raised day by day. In order to solve these challenges, many idea, modern technologies and innovative approaches are need to be developed in same pace. Since the young students are the power house of ideas, thoughts and question asking capability, they can play a key role and generate novel approaches for solving the issues technically. Tech Innovation Challenge competition on the occasion of BPUT carnival will give a platform, for the young stars to showcase their talents and problem solving capability.

Steps for the competition:

- ❑ Students (one or a team) from each BPUT affiliated college are need to register for the **Tech Innovation Challenge** competition through respective colleges.
- ❑ During registration they need to submit a proposal and square size schematic presentations relating to their innovations and technological solutions which will target the current challenges.
- ❑ On the day of completion, the participating colleges, need to present their idea, innovative goals, problem solving model etc. with a 3ft*4ft poster at CIPET: IPT Bhubaneswar.
- ❑ This presentations will be evaluated by experts from various academics and industry background.
- ❑ Finally, Innovative ideas with their grading will be submitted to the BPUT.

17. Pharma quiz: T17

Participant: Team (Per College 02 students)

Quiz Instructions:

- ❑ The quiz is open to all the students presently reading under BPUT.
- ❑ The participation for this quiz would be a team of 2 students.
- ❑ All the participants should reach the venue before stipulated time.

- ❑ Using unfair means is strictly prohibited and teams indulged would immediately disqualify.
- ❑ Only shortlisted candidates will be eligible for the On-Stage Round (Grand Final Round).
- ❑ The decision taken by the judges shall be final & binding.

Quiz Procedures:

Round-1

Preliminary/Screening Round

Rules for Preliminary or Screening Round

- ❑ Each team would be given a set of question papers containing 50 objective type questions
- ❑ **Total Marks-100**
- ❑ **Time limit -50 minutes**
- ❑ Each Correct answer carries (+02) marks and each wrong answer carries (-1) mark
- ❑ Only Qualified Teams would be selected for ON-STAGE ROUNDS
- ❑ In case tie between two or more teams, further 5 questions will be asked to the teams.
- ❑ The team answered a greater number of correct answers will qualify to on stage round.

Round-2

On-Stage Round (Grand Finale)

Rules for on Stage Quiz Competition

First Round (Pharmacy Awareness Round) - Total Marks-25

- Each team would be asked 5 questions. (Objective question)
- Answering time is only 30 seconds.
- **05 marks** for correct answer, and **no negative marking** for wrong answer
- If a team cannot answer the question, then the question would be forwarded/passed to the next team (10 seconds time).
- **2.5 marks** will be given to the passing team that gives correct answers.

Second Round (Buzzer Round) - Total Marks-25

- There will be 10 questions in this round. Team pressing the buzzer first will be given the chance to answer.
- **2.5 marks** will be awarded for each correct answer & **1 mark will be deducted** for each incorrect answer.
- Team will be given 60 seconds for each question.

Third Round (Audio-visual round)-Total Marks-30

- This Round would be the Audio-visual round.
- **15 marks** for the correct answer and **no negative marking** for wrong answer.

- Each Team would be asked 2 audio-visual questions.
- Audio-Visual played for maximum 60 seconds and answering time is only 30 seconds.
- If a team cannot answer the question, then the question would be forwarded to the next team.
- **05 marks** will be given to the passing team that gives correct answers.

Fourth Round (Rapid Fire)-Total Marks-20 Marks

- Each team will be given 5 questions to answer within the time limit of 50 seconds.
- 4 marks for the correct answer
- No negative marking
- Question will be changed after every 10 seconds.

Tie Breaking (If occurs)

- If there will be tie in between two groups then one questions will be asked for both the groups.
- The team presses the buzzer first will be asked to answer first
- If the team answer correctly will be called as winner and the team says wrong answer, by default the other team will be winner.

18. Ideathon T18

Participant: Individual (Per College 01 student)

1. Sustainability and Environmental Innovation: Encourage participants to come up with ideas that promote sustainability, reduce environmental impact, or address climate change.
2. Health and Wellness: Focus on ideas that improve physical or mental health, promote healthy living, or address healthcare challenges.
3. Education and EdTech: Challenge participants to develop innovative solutions for education, online learning, or improving access to quality education.
4. Tech for Good:-Encourage ideas that use technology to address social issues, promote equality, or improve the lives of underserved communities.
5. Food and Agriculture:-Encourage ideas related to sustainable agriculture, food production, distribution, or reducing food waste.
6. Clean Energy and Renewable Resources:-Challenge participants to propose innovative solutions for clean energy production, storage, or distribution.

Idea Submissions:-

Clear guidelines for idea submissions, including format and submission channels, will be established. Submissions will be required to be clear, concise, and accompanied by any necessary supporting materials.

Evaluation and selection:-

A transparent and fair evaluation process will be developed, which may involve multiple rounds of judging if necessary by an experienced jury members.

19. Technical Poster Competition: T19

Participant: Team (Per College 02 students)

- Team of 02 students of a college must create informative posters on technical topics.
- Poster should include visual, data and explanation.
- Participants can present their poster presentation in maximum duration of two minutes with five slides in power point presentation.
- Plagiarism and misinformation should be prohibited.
- Deposit of the abstract of the presentation within 01 page in A4 size paper.
- Theme shall be shared prior to the start of the event.

20. Database Design Challenge: T20

Participant: Team (Per College 02 students)

- **Objective:** The competition aims to assess participants' skills in database design, normalization, and query optimization.
- **Duration:** The competition time duration is 2 hours.
- **Judging Criteria:** Entries will be evaluated based on design clarity, normalization, query efficiency, schema optimization, and adherence to best practices.

Competition Requirements:

- **Scenario:** Participants will receive a scenario detailing a business or organizational context requiring a database solution.

Key Requirements:

- Identify entities and their attributes.
- Define relationships between entities.
- Apply appropriate normalization techniques.
- Implement schema with necessary constraints (e.g., primary keys, foreign keys).

Judging and Evaluation:

Evaluation Criteria: Entries will be judged based on:

- Design quality and clarity.
- Normalization effectiveness.
- Schema efficiency and optimization.
- Query performance and correctness.
- Adherence to best practices in database design.
- **Scoring:** Each criterion will contribute to the overall score.

21. Best Manager Competition: T21

Participant: Individual (Per College 01 student)

- **Objective:**The primary objective of this competition is to evaluate managerial competencies across various scenarios and challenges. Participants will be tested on their ability to manage teams, solve problems, make critical decisions, and communicate effectively under pressure.

Instructions:

- This competition is open for all the students under BPUT.
- There shall be about five rounds of elimination process (rounds will be communicated on the inaugural day) .
- Final round will be on the stage of the prize giving ceremony by panel comprised of corporate professionals.
- The competition typically consists of several rounds, each presenting different managerial challenges. These challenges may include case studies, simulations, role-plays, or real-world scenarios.

Evaluation Criteria:

Participants will be evaluated based on several criteria, including:

- Leadership skills
- Decision-making abilities
- Problem-solving approach
- Team management and motivation
- Communication effectiveness
- Adaptability and resilience
- Ethical considerations

22. Fit & Fab Competition: T22

Participant: Individual (Per College 01 student)

- **Objective:** The primary objective of this competition is to test creativity, technical skills, and problem-solving abilities of participants. Participants will be provided with raw materials and tools, and their task is to create a job that showcases their proficiency in fitting and assembly section of mechanical workshop.

Instructions:

- This competition is open for all the students under BPUT.
- The job shall be based on the fitting section of BTech first year syllabus.
- Raw materials, tools along with the dimensional details of the job shall be provided at the venue of competition.
- Safety gear must be always worn while working.
- The overall evaluation shall be done based on the proficiency of the work.

23. Digital Doodle Contest: T23

Participant: Individual (Per College 01 student)

- **Objective:** The primary objective of this competition is to enable the participants to showcase their artistic skills using digital tools. Participants have to create a unique and visually appealing digital doodle based on a given theme within the specified time frame. The doodle should be original and demonstrate your creativity and proficiency with digital art tools.
- **Instructions:**
 - This competition is open for all the students under BPUT.
 - Participants are encouraged to bring their own digital drawing tablets.
 - Participants may use their own laptops with pre-installed digital art software if desired.
 - The theme for the doodle will be announced at the start of the event.
 - The overall evaluation shall be done based on the creativity, theme Integration and technical Proficiency.

24. Sustainability Video Competition

Eligibility:

- The competition is open to all registered students of BPUT-affiliated institutions.
- Participants can register as individuals or in teams (maximum of 3 members per team).

Registration:

- All participants must complete the registration process within the specified deadline.
- Late registrations will not be entertained under any circumstances.

Video Specifications:

- Videos must focus on the theme of sustainability development and promote awareness of SDGs.
- The duration of the video should not exceed 90 Seconds.
- Videos should be submitted in standard formats (e.g., MP4, AVI, or MOV) with a minimum resolution of 720p.
- All videos must be original creations and must not contain any copyrighted material, including music, images, or video clips unless the participant has the right to use them.
- If participants use or borrow any videos, clips, or other content from any source, they must mention and give credit to the source in their submission.

Submission Guidelines:

- Videos must be submitted by the given deadline. Late submissions will not be considered.
- Each submission must include a title and a brief description (maximum of 100 words) explaining the concept and message of the video.

Judging Criteria:

- Entries will be judged based on creativity, content relevance, impact, technical quality, and adherence to the theme.
- The decision of the judges will be final and binding, with no scope for appeal.

Content Guidelines:

- Videos must not contain any offensive, inappropriate, or politically sensitive content.
- Entries that violate ethical standards or promote negative messages will be disqualified.

Disqualification:

Failure to adhere to the rules and guidelines may result in disqualification at any stage of the event.

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CULTURAL EVENTS LIST			
Event Code	Event name	SOP	Participation
C1	Solo Song	<p>Eligibility: Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25 Maximum of two participants from a college can participate.</p> <p>Format: The competition will consist of two rounds: a Preliminary round and a final round. In preliminary round there will be 4 zones</p> <ul style="list-style-type: none"> • North Zone • Central Zone • South Zone • West Zone <p>The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela. The language of songs will be Odia and Hindi. Each participant will sing one odia and one Hindi song. Duration of 3 to 5 minutes time will be given to each participant. Participants shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. Participant, those who want to sing without music track shall be allowed to do so. There will not be any live music provision for the competition. The judgement /decision taken by the expert panels will be final and conclusive. N.B. - The lyrics of the song chosen to be sung should not be vulgar.</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	01 Individual
C2	Group Song	<p>Eligibility: Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25 Maximum of two teams from a college can</p>	(02-05 Group)

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	<p>participate.</p> <p>A single team shall have minimum of 2 and maximum of 4 participants.</p> <p>Format:</p> <p>The competition will consist of two rounds: a Preliminary round and a final round.</p> <p>In preliminary round there will be 4 zones</p> <ul style="list-style-type: none">• North Zone• Central Zone• South Zone• West Zone <p>The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.</p> <p>The language of songs will be Odia and Hindi.</p> <p>Each team will sing one odia and one Hindi song. A duration of 3 to 5 minutes time will be given to each team.</p> <p>Teams shall bring the music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition.</p> <p>Teams, those who want to sing without music track shall be allowed to do so.</p> <p>There will not be any live music provision for the competition.</p> <p>The judgement /decision taken by the expert panels will be final and conclusive.</p> <p>N.B. - The lyrics of the song chosen to be sung should not be vulgar</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	
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C3	Solo Dance [ODISSI]	<p>Eligibility:</p> <p>Participants must be enrolled as students at a BPUT-affiliated college for the session-2024-25</p> <p>Maximum of two participants from a college can participate.</p> <p>Format:</p> <p>The competition will consist of two rounds: a Preliminary round and a final round.</p> <p>In preliminary round there will be 4 zones</p> <ul style="list-style-type: none"> • North Zone • Central Zone • South Zone • West Zone <p>The best 3 Participants from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.</p> <p>Maximum 5 minutes time will be given to each participant.</p> <p>Participants shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition.</p> <p>It is an Odissi dance competition no modern form of dance will be entertained.</p> <p>The judgement /decision taken by the expert panels will be final and conclusive.</p> <p>It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.</p> <p>Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)</p>	(01 individual)
C4	Group Dance [Folk dance of Odisha]	<p>Eligibility:</p> <ul style="list-style-type: none"> ○ Team members of the group must be enrolled as students at a BPUT-affiliated college for the session-2024-25 ○ Maximum of two teams from a college can participate. 	(02-05 group)

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	<ul style="list-style-type: none">○ A single team shall have minimum of 2 and maximum of 5 participants.• Format:<ul style="list-style-type: none">○ The competition will consist of two rounds: a Preliminary round and a final round.○ In preliminary round there will be 4 zones<ul style="list-style-type: none">– North Zone– Central Zone– South Zone– West Zone○ The best 3 teams from each zone from the preliminary round will advance to the final round and the final will be held at Rourkela.○ Maximum 5 minutes time will be given to each team.○ Teams shall bring the song/music track in a pen drive and submit the same before the BPUT organisation committee at least one hour before the commencement of the competition. <p>It is an Folk dance competition no modern form of dance will be entertained.</p> <ul style="list-style-type: none">○ The judgement /decision taken by the expert panels will be final and conclusive.• It is a single day event. So participants need not to stay at venue. All technical support will be provided to participant by the venue partner.• Security and Safety Lead: (If required) (Medical Emergencies /Technical Failures /Security Issue)• How to Participate: Registration link will be provided through BPUT web site.	
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C5	Quiz on Odisha (in Odia only) [Jagannath Culture]	<p>There will be three rounds</p> <ul style="list-style-type: none"> • Written test will be done for the selection process. • Shortlisted candidate will be selected for semi-finale by the expert panel. • The expert committee will be finalizing the participant and awarding the individual. <p>The language for the particular quiz will be in odia only.</p>	(01 individual)
C6	Rangoli / Jhoti	<p>(a) There will be two rounds of selection. (b) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(02-05 Group)
C7	Mono Acting	<p>(a) There will be two rounds for selection (b) Screening of the participants will be done by sending a 90second video.</p> <p>The final selection will be done by the expert committee.</p>	(01 Individual)
C8	Group Acting (Skit)	<p>(a) There will be two rounds of selection (b) Script will be submitted priorly that will include 10 pages.</p> <p>Selected group will perform and the expert committee will judge accordingly.</p>	(08-12 Group)
C9	Painting (General)	<p>(c) There will be two rounds of selection. (d) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(01 individual)
C10	Face Painting	<p>(e) There will be two rounds of selection. (f) Each college will cater the selection of one group consisting of two participants.</p> <p>The final round will be judged by the expert committee and will award the group.</p>	(02 Group)
C11	Photography	<p>The photographs will be submitted and will be judged by the expert panel and will be awarded.</p> <p>The photographs should be original, not copied and plagiarized.</p>	(01 Individual)
C12	Eloquence	<p>(a) The medium of speech will only be English. (b) Each college will send only one participant. (c) Participant will be allowed to speak for 2 mins. (d) Selected participant will go to the semi-finale.</p>	(01 Individual)

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		The final round will be judged and will be awarded by the expert panel.	
C13	Documentary Movie	(a) Theme will be provided. (b) The duration of the movie will be 12 – 15 mins. Best documentary will be awarded.	(04 Group)