



VEER MADHO SINGH BHANDARI
UTTARAKHAND TECHNICAL UNIVERSITY CAMPUS INSTITUTE
WOMEN INSTITUTE OF TECHNOLOGY
DEHRADUN, UTTARAKHAND



ZENITH

"Battle of brains, Showdown of Skills "

18-19 | OCTOBER 2024

VENUE:- WOMEN INSTITUTE OF TECHNOLOGY

For the students of WIT, FOT, FOP, FOM

ORGANIZED BY: SAC WIT



FOR REGISTRATION

[CLICK HERE](#) to register.

GENERAL RULES

- All participants must arrive at least 10 minutes before the scheduled event start time. Late entries will not be accepted under any circumstances.
- The workshop is exclusively for ECE (2nd, 3rd, 4th year), EE (2nd, 3rd, 4th year), and CSE (4th year) students.
- All participants are required to bring their own necessary materials, equipments, or devices for the events.
- The topics or challenges for all events will be revealed on the spot during the competition.
- Unless specified by the event rules, the use of mobile phones or the internet during the events is strictly prohibited.
- The decision of the judges will be final and binding for all participants.
- Participants should maintain discipline and avoid loitering around the event premises. Any misbehavior will lead to disqualification.
- Participants should read the rules thoroughly and reach out to the organizers for any queries. The contact details of the organizers will be available.
- Any participant found violating the rules will be disqualified from the event.
- Organizers reserve right to modify rules or challenges if required.

For any queries contact us at: techyuga3@gmail.com



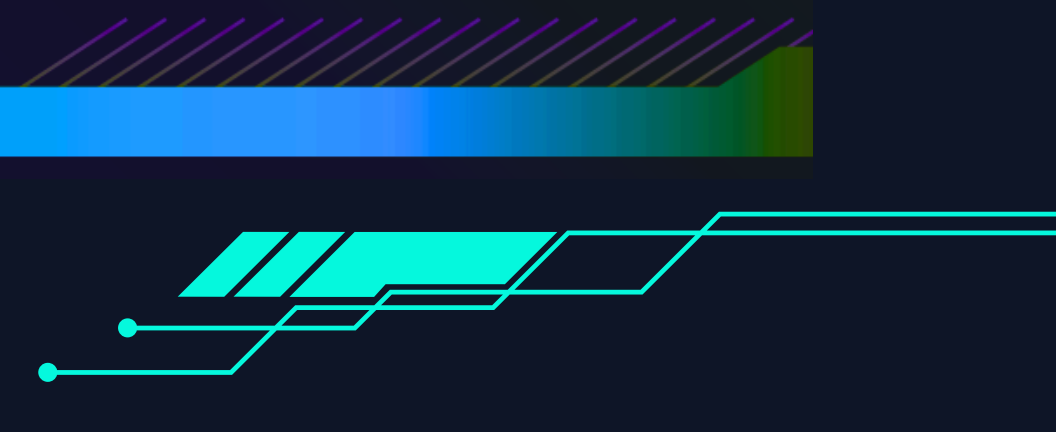
EVENTS

DAY 1

Speaker Session
Workshop
Creative Canvas
Technovation
Electrical Enigma

DAY 2

Workshop
Big Ideas
Page To Stage
Cognisyntax
Bridge It
Bug Busters
Apocalypse
Money Heist
Code Quest
Battle of Bands





SESSION WITH PROF. K. MUSTI

Prof. Kameswara Musti is an Associate Professor in the Department of Mechanical, Industrial, and Electrical Engineering (DMIEE) at NUST, Namibia. With over three decades of diverse experience in academia and industry, he has made significant contributions to the fields of electrical engineering, renewable energy, and industry 4.0. Holding a PhD from the National Institute of Technology, Warangal, India, he has held various academic and research positions across the globe, including in India, Japan, France, and the Caribbean. His expertise spans renewable energy systems, enterprise information systems, and engineering education.

In his talk on "Innovation and Entrepreneurship as Career Opportunity", Prof. Musti will share insights into how technological innovations can be leveraged for entrepreneurial success. Drawing from his extensive research and industry experience, he will highlight the potential of emerging fields like renewable energy and Industry 4.0 for creating viable business opportunities. Prof. Musti's session will inspire students to think beyond traditional career paths and explore how engineering innovations can drive entrepreneurial ventures.



WORKSHOP

This workshop, conducted by Mr. Bhupendra Singh Thakur (Director, Robotronix Engineering Tech Pvt Ltd) and Mr. Dilip Sahu (ML Engineer), is designed for ECE (2nd, 3rd, 4th year), EE (2nd, 3rd, 4th year), and CSE (4th year) students, providing an in-depth introduction to Python programming as a foundation for Machine Learning (ML) and Industrial Internet of Things (IIoT) applications. Participants will start with Python fundamentals, such as syntax, data structures, and libraries that are crucial for ML. As they progress, they will dive into core ML concepts, learning how to build predictive models, analyze data, and apply algorithms for decision-making across various industries.

The workshop also emphasizes the role of IIoT in transforming traditional industries by connecting physical devices to the digital world. By combining ML with IIoT, industries can harness the power of real-time data for monitoring, automation, and optimization of processes. Practical examples and case studies will demonstrate how IIoT-enabled systems and ML techniques can significantly improve efficiency, reduce operational costs, and enable smarter decision-making in industrial environments.



CREATIVE CANVAS

CREATIVE CANVAS IS AN ON-THE-SPOT ADVERTISEMENT POSTER DESIGN COMPETITION, CHALLENGING PARTICIPANTS TO CREATE INNOVATIVE AND ENGAGING POSTERS.

GUIDELINES

- This competition is exclusively for first and second year students.
- All the participants are required to bring their own devices for the competition.
- The use of templates is strictly forbidden; any participant caught using them will be disqualified.
- The participants must create graphic designs based on the theme provided by the organisers.
- Participants are free to use any design platform.
- The duration of the competition is 90 minutes.



TECHNOVATION

TECHNOVATION IS AN EVENT WHERE PARTICIPANTS PROPOSE INNOVATIVE SOLUTIONS TO REAL-WORLD PROBLEM STATEMENTS USING TECHNOLOGY AND CREATIVE THINKING.

GUIDELINES

- Registration in advance is mandatory for all participants.
- This event is designed for individual participation.
- The problem statement will be shared at the start of the event.
- Participants will have a designated time limit to propose their ideas related to the provided problem statement.
- All proposals must be submitted in the specified format (e.g., written document or presentation slides).
- Each individual will have a set duration (5-10 minutes) to present their ideas to the judges.
- A Q&A session will occur after each presentation.
- Outside assistance from non-participants is prohibited during the event.
- Participants are expected to uphold professionalism and show respect towards one another.



ELECTRICAL ENIGMA

ELECTRICAL ENIGMA IS AN EVENT WHERE PARTICIPANTS IDENTIFY CIRCUIT FAULTS, SOLVE TECHNICAL PROBLEMS, AND EARN POINTS FOR QUICK, ACCURATE SOLUTIONS.

GUIDELINES

- Teams should be made up of three members.
- Organizers will supply all necessary diagrams, component lists, and tools.
- Participants are required to accurately identify faults in the circuit and propose suitable corrections.
- If a component is missing, participants must recognize it and provide a rationale for their choice.
- Corrections must be submitted on the provided answer sheet within the designated time frame.
- Any attempt to use external resources (such as the internet or books) or collaborate with other teams will result in immediate disqualification.
- In the event of a tie, the team that completes their corrections in the least amount of time will be declared the winner.



BIG IDEAS

BIG IDEAS CONNECTS ASPIRING ENTREPRENEURS WITH INVESTORS, OFFERING PITCH OPPORTUNITIES, MENTORSHIP, AND NETWORKING TO FOSTER INNOVATION AND COLLABORATION.

GUIDELINES

- Teams should be composed of four members.
- Each team is required to submit either a business idea summary (up to 2 pages) or a presentation (limited to 5 pages) that details the concept, target market, and potential impact.
- Each team will have a maximum of 5 minutes to present their idea, followed by a 5-minute Q&A session with the judges.
- Participants must adhere strictly to the time limits; judges reserve the right to stop presentations that exceed the allotted time.
- Presentations containing offensive or inappropriate content will not be accepted. Personal attacks or disrespectful behavior towards fellow participants or judges are strictly prohibited.
- Any team that violates these rules or engages in dishonest practices, such as plagiarism, will face disqualification.



PAGE TO STAGE

PAGE TO STAGE IS AN INNOVATIVE EVENT WHERE PARTICIPANTS ADAPT A SELECTED BOOK INTO A CAPTIVATING SHORT FILM, SHOWCASING CREATIVITY AND STORYTELLING.

GUIDELINES

- Teams can consist of 5 to 7 members.
- The trailer should have a maximum length of 3 minutes.
- It must be an original creation and not copied from any existing trailers; avoid plagiarism or copyright violations.
- The trailer should maintain the essential elements, themes, and characters from the book while showcasing your unique interpretation.
- Teams are encouraged to highlight key plot points that engage the audience without revealing the entire storyline.
- Judging will be based on creativity, adherence to the book's themes, and the overall quality of the trailer.
- Please submit your trailers by 9:00 PM on or before October 16 to inkninsights.wit@gmail.com (Upload the trailer at Google drive and email us the viewing link).
- Late submissions will not be accepted.



COGNISYNTAX

COGNISYNTAX IS AN INDIVIDUAL CODING CHALLENGE WHERE STUDENTS DESIGN A FRONTEND BY CODING FROM A PROVIDED PROTOTYPE, TESTING THEIR CREATIVITY AND SKILLS.

GUIDELINES

- An individual will generate a code.
- Organizers will supply a design prototype for participants to utilize.
- The coded design must be front-end compatible with the prototype.
- No artificial intelligence or external resources may be used.
- The design prototype will be provided by the organizers.
- Participants are required to submit their front-end code within the designated timeframe.
- The time limit will be announced at the moment.



BRIDGE IT

BRIDGE IT INVITES STUDENTS TO DESIGN AND BUILD A STRUCTURALLY SOUND BRIDGE, SHOWCASING THEIR ENGINEERING SKILLS.

GUIDELINES

- Students may participate in teams of three members.
- Each team will construct a bridge using various materials.
- Bridges must comply with specified size restrictions and material requirements.
- The structures will be evaluated based on strength, stability, and aesthetic appeal.
- Participants are required to ensure that their designs are original and safe for handling and display.
- The winning team will be determined based on a strength analysis of their bridge.



BUG BUSTERS

BUG BUSTERS CHALLENGES STUDENTS TO WRITE CODE FROM SCRATCH WITHOUT DEBUGGING OR RUNNING THE PROGRAM.

GUIDELINES

- This is an individual participation event.
- Participants will receive specific coding challenges or problems to tackle.
- Each participant must write their code without debugging or running it during the event.
- Use of debugging tools or integrated development environments (IDEs) that offer real-time feedback is prohibited.
- Participants can select any programming language, but they must indicate the language used when submitting their code.
- The use of AI or other resources to suggest solutions to the problems is not allowed.
- Each individual will have a set time limit to complete their code, and late submissions will not be accepted.
- At the conclusion of the event, participants may be asked to present their code and explain their methodology to the judges.



MONEY HEIST

MONEY HEIST IS A VIRTUAL TRADING COMPETITION WHERE PARTICIPANTS USE A CUSTOMIZED GAMING APP TO SHOWCASE THEIR FINANCIAL STRATEGY AND SKILLS

GUIDELINES

- The event organizers will supply the games and necessary materials.
- This competition is designed for individual participants only.
- Each participant will have a designated time to make trades and expand their portfolio.
- To maintain fairness, participants must avoid collusion, manipulation, or taking advantage of app glitches.
- Competitors will be assessed based on their performance and skills.



APOCALYPSE

GAMING ZONE- VALORANT, BGMI

GUIDELINES

- Participants are required to utilize their own mobile or laptop devices, ensuring that these devices meet the minimum system requirements for Valorant (PC) or BGMI (Mobile).
- Any form of cheating, hacking, or exploitation of in-game bugs will lead to immediate disqualification from the event.
- Participants are solely responsible for their internet connectivity; no additional network support will be provided by the organizers.
- Players may compete either individually or as part of a team, depending on the specific game format (e.g., Valorant requires 5 players, while BGMI requires 4 players).
- Participants must have the latest version of the game installed prior to the event.
- Timeliness is crucial; players are expected to join their matches promptly. A delay exceeding 10 minutes may result in a forfeit.



CODE QUEST

CODE QUEST IS A SCAVENGER HUNT-STYLE GAME WHERE PARTICIPANTS SOLVE CODING CLUES TO PROGRESS AND COMPLETE VARIOUS CHALLENGING TASKS.

GUIDELINES

- The event will feature individual participation.
- Teams will be formed at the start of the event.
- Clues will be presented in the form of coding questions. Teams must solve these coding puzzles to advance to the next clue.
- The objective is to complete all challenges by decoding the clues and reaching the final destination before time expires.
- Organizers retain the right to modify rules or challenges as necessary.



BATTLE OF BANDS

BATTLE OF BANDS IS A LIVE MUSIC COMPETITION WHERE BANDS PERFORM AND COMPETE FOR THE TITLE OF BEST PERFORMANCE.

GUIDELINES

- Each band is typically composed of a minimum of two and a maximum of four members, allowing for a harmonious integration of diverse talents and musical styles.
- Each group is allocated four minutes to demonstrate their abilities.
- Performances may include songs in any language, provided that the content adheres to college-appropriate standards.
- At least one instrument must be professionally incorporated into the band's performance.
- Bands are encouraged to choose from both patriotic and film songs for their repertoire.