



**IIS**  
(deemed to be **UNIVERSITY**)  
JAIPUR

**IISU**  
**TECHFEST**  
**2024**

**13 - 14 FEBRUARY**



[Deemed to be University]  
JAIPUR

IISU Campus, Gurukul Marg  
SFS, Mansarovar, Jaipur 302020

Tel : 91-141-2400160-161  
Fax : 91-141-2395494

Web : [www.iisuniv.ac.in](http://www.iisuniv.ac.in)  
Email : [iisuniversity@iisuniv.ac.in](mailto:iisuniversity@iisuniv.ac.in)

Dear Sir/Madam,

IIS (Deemed to be University), Jaipur is among the pioneers in Rajasthan in imparting quality education to women in different streams. Known for delivering value-based education to students, it encourages them to think innovatively in different walks of life and particularly focuses on preparing students to become world-ready citizens.

It gives me immense pleasure to inform you that the Department of Computer Science & Information Technology, IIS (Deemed to be University) University, Jaipur is organizing a "**IISU-Techfest**" on **13-14 February, 2024** at IIS University campus, Jaipur. This will be an excellent platform for the students not only to showcase their talent, innovative and creative ideas and showcase their mental ability but also provide them with the hands-on experience with full of fun and knowledge in the field of computer science and technology.

I cordially invite your institution to be part of this fest. The deadline for registrations is 11 February 2024, and we want to make sure your institution doesn't miss out on this fantastic opportunity. The brochure and rule booklet are attached with this letter which will give you an overview of the fest. You may also visit our website <https://techfest2024.iisuniv.ac.in/> for further information and regular updates.

For any query feel free to call to **Dr. Ruchi Nanda (9783307203)/ Dr.Navneet Sharma (9783307146)** or email at [iisutechfest@iisuniv.ac.in](mailto:iisutechfest@iisuniv.ac.in)

We look forward to your participation in Techfest 24.

With kind regards,  
Yours sincerely,

Dr. Raakhi Gupta  
Registrar

# EVENTS

## DAY-1 [February 13, 2024 ]

Inaugural	11:00AM-11:30AM	A.V. HALL
Expert Session	11:30AM-12:30PM	A.V. HALL
Digi Avatar	12:00PM-2:00PM	COMPUTER LAB
Reel-Rang	12:00PM-1:00PM	Meeting Room
Debug Dynasty (Coding)	12:00PM-2:00PM	COMPUTER LAB
Kaun Banega Codepati (Quiz)	1:30PM-3:00PM	A.V. HALL
Exhibition	11:30AM onwards	Aditya Hall

## DAY-2 [February 14, 2024 ]

Artificial Imagination Artistry	09:30AM-11:00AM	COMPUTER LAB
Panel Discussion on Ethical AI	11:00AM-12:30PM	A.V. HALL
Genius Junction	12:30PM-2:30PM	A.V. HALL
Game Gadgetry	12:00PM-2.30PM	Ojas Hall
Valediction	2:30PM-3:00PM	A.V. HALL
Exhibition	11:30AM onwards	Aditya Hall



## GENERAL GUIDELINES

Students pursuing any Undergraduate /Post Graduate programme are allowed to participate:

- College ID Card is mandatory for verification.
- Participants are requested to register through the Link provided in the brochure.
- Participants taking part in multiple events should ensure that the events do not clash with other events.
- Participants are requested to be present 15 minutes before the event at the specified venue. Participants are expected to be in proper dress code (Formal dress code is encouraged during the event).
- The University shall not be responsible for any theft or damage of personal belongings.
- Decision of the judges shall be final and binding.
- All rights are reserved by IIS (deemed to be) University, Jaipur, and Team TECHFEST.





## DIGI-AVATAR

Digi-Avatar is a competition where participants will design a character using ADOBE tools. Participants will create a digital avatar of their own as they envision themselves in the year 2047. They can explore futuristic elements in fashion, technology, accessories and appearance while retaining elements of their current identity.

Apart from avatar submission, participants should include a description or backstory detailing the features, enhancements, gadgets or unique abilities of their future selves.

**Contest Theme:** Feature Me in Viksit Bharat 2047

**Participation:** Individual

**Contest Rules:**

- Individual participation and only one entry per candidate is allowed.
- Participants are required to design a character on the aforesaid theme with a short description of the designed character.
- Participants are free to take any reference.(submit the mood board with entry)
- Size of the design should be A4.
- Submit the design in PDF or JPEG format.
- You must design the character manually as well as digitally.
- Participants are required to design a character from multiple angles like front view, profile view or perspective view and all parts of it have to be designed by them.
- Participants must use ADOBE tools (provided by the university) of their choice to create their avatars. Techniques such as digital painting, illustration, 3D modelling or mixed media must be used to bring the avatars to life.

**Time & Duration:** 2 hours, 12:00 Noon – 02:00 PM

**Judging Criteria:** Criteria for judging will include creativity, originality, relevance to the theme, technical skill in digital artistry, coherence of the avatar's futuristic concept and storytelling through the avatar's appearance and backstory.

**Teacher Coordinator: Ms. Priyanka Dewatwal, +919116627911**  
**Student Coordinator: Ms. Pallavi Choudhary, +91 8239170054**



## REEL - RANG

Reel-Rang is a theme based event. The contest invites entries in the form of 30-60 seconds long reel and gets the chance to be featured on our Instagram page.

**Contest Themes:**

Bollywood memes on exam fever  
What makes you say "Love u Zindagi"?  
How do you see Bharat in 2030?  
Life@IISU (for IIS university students)

**Participation :** Individual

**Contest Rules:**

- Reels should be less than a minute in length (Max:60 sec). Only one entry per team will be allowed for the contest.
- The reel can include a mix of images, short videos, and music, all of which should be original or from copyright-free sources.
- Basic editing is allowed to make the reel appealing and eye-catching.
- Use a video resolution of at least 720p (1280x720) for optimal quality. Common video formats like MP4 and MOV will be accepted. Reels are often best presented in a 9:16 aspect ratio (portrait orientation) for mobile viewing.
- The reels are required to be posted on the Instagram account of both the participants.
- You have to make a reel on a selected theme and upload it on your profile, while uploading a collaboration invite to the official IIS Instagram handle (iisuniversity). Your Instagram account should be made public for the contest for the purpose of adding collaborators.

**Reel submission link for Reel-Rang:**

<https://forms.gle/zjyLdCpMymNvflSk9>

- It is mandatory to tag the reel with the official IISU Instagram handle (iisuniversity) and use Hashtag #IIS #IISU #university #iisuniversity with submission so that it gets reflected on the official page. Tagging and using hashtags is mandatory.



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**Participation :** Individual

**Contest Rules:**

Note: Only registered candidates would be considered for the contest. No submissions will be accepted after 12-02-2024.

**Judgement Criteria:**

- Entries will be evaluated based on creativity, storytelling, alignment with the theme at the primary level.
- The shortlisted reels will be shared by the university's Instagram account.
- The judgement on the shortlisted reels will be on the basis of points earned with respect to number of likes received on the post.
- Likes-5 point
- The final decision would be on the basis of the judgement made by the panel of judges.

**Time & Duration:** 2 hours, 12:00 Noon – 02:00 PM

**Teacher Coordinator: Ms. Harshita Bhargava, +918875021461**

**Student Coordinator: Ms. Anaya Jain, +91 8114475114**



Debug Dynasty is a competition where participants will debug the given set of program codes in a given time period. This event is based on code debugging. Participants will be given some programs to debug and write correct code for desired output. The code snippet can be from C, C++, Java, Python etc.

**Participation : Individual**  
**Contest Rules:**

- Participants must use university desktop and softwares only .
- There will be three rounds in the event. In each round participants will be given a time limit for solving/debugging the code.
- Participants selected in the preliminary round will move to the next round.
- Internet/digital electronic gadgets will not be allowed during the event.
- Judges' decisions shall be final and binding on all. Organisers reserve the right to change any rule.

**Time & Duration:** 2 hours, 12:00 Noon – 02:00 PM

**Judging Criteria:**

- Criteria for judging includes technical skills in programming expertise in specific language with a given time limit.
- Advancing to next level will be judged on basis of time, accuracy and number of questions solved.

**Teacher Coordinator: Dr. Navneet Sharma, +919783307146**  
**Student Coordinator: Ms. Damini Sharma, +91 9636856711**





## KAUN BANEGA CODEPATI

Kaun Banega Codepati (KBC) is an IT quiz to test the tech knowledge, innovations, and digital trends to unleash tech prowess.

Participation: Team of 3 members

### Contest Rules:

- Only team entries are eligible.
- The team should be of three members from one institute. Mixed college teams (i.e. teams with members from different colleges) are not allowed.
- After registration replacement of any participant of a team will not be allowed.
- Team members must carry their college ID cards.
- The questions will be based on the knowledge of Computer Science & IT and latest trends in this domain.
- Participants will be given 30 seconds to answer a question.
- 10 marks for a correct answer and 5 negative marks for a wrong answer will be awarded.
- The participants will not be allowed to use mobile, books or other electronic gadgets during the event.
- Team discussion is allowed.
- Audience will not be allowed to give any hints or clues to the competitors.
- The decision of the quiz master will be final and will not be subjected to any change.

Preliminary/Elimination Round – (In case more than 7 teams register)

Each team would be given a set of questions containing 25 multiple choice questions.

Time limit - 15 minutes.

Only 7 Teams would be selected for the final rounds.

In case of a tie between 2 or more teams, 3 questions would be asked as a tiebreaker for the final selection.

The selected teams will have to appear for the final round.

Time & Duration: 2.5 hours, 1.30PM -3 PM

Judging Criteria:

Winners will be decided based on the total score of all the rounds.

**Teacher Coordinator: Dr. Neha Tiwari, +919783307157**

**Student Coordinator: Ms. Purvi Lunawat, +91 9414948731**



## ARTIFICIAL IMAGINATION ARTISTRY

Artificial Imagination Artistry is a theme based poster design competition using AI tools. Designed posters will be presented to the judges.

**Contest Theme:** Theme will be given on the spot.

**Participation:** Individual

**Contest Rules:**

- Individual participation and only one entry per candidate is required.
- Participants need to give the text of the theme at the prompt on ADOBE Firefly software.
- They need to improve the output image aesthetically using other ADOBE softwares. (Photoshop and Illustrator)
- Submit the final design in PDF or JPEG format.
- Participants need to present the poster in front of judges after the submission.
- Poster size must be in A2 size (16.53 x 23.39 inches).
- Poster should include student's name, enrolment number, department name and institute name.
- Poster should have a highlighted title.
- Participants violating any of the above mentioned rules will be disqualified from the event.
- The jury's decision regarding the winner and the prizes would be final and binding to all the participants.

**Time & Duration:** 1.5 hours, 9:30 AM- 11:00 AM

**Judging Criteria:**

- Criteria for judging will include creativity, originality, relevance to the theme and technical skill in digital artistry.

**Teacher Coordinator: Ms. Priyanka Dewatwal, +919116627911**

**Student Coordinator: Ms. Vedika Sharma, +91 7877145729**



## GENIUS JUNCTION

Genius Junction is an event that celebrates the fusion of creativity and technology. Participants in a team of three will showcase their innovative ideas through PowerPoint presentations, exploring the diverse applications of Information Technology in various domains.

### Contest Theme:

The themes are based on the role of IT mentioned as below but not limited to-

Smart Cities and Urban Development  
HealthTech Solutions  
Education 4.0  
Agriculture  
Environmental Sustainability  
Fintech Innovations  
Digital Twin  
AI and Robotics  
Startups and small scale businesses

**Participation:** Team of 3 members

### Contest Rules:

- Teams must consist of three members only.
- Each team will have 10 minutes to present their idea.
- All presentations and discussions must be conducted in English.
- Teams must submit their presentation in PDF format one day before the contest on the techfest email mentioning the event name, university name and name of the team members.

**Time & Duration:** 2 hours ,12:30 PM – 2.30 PM

**Judging Criteria:** There are five criteria for judging : Innovation, feasibility, presentation skill using storytelling, relevance and Q&A. Innovation evaluates the originality and creativity of the IT solution. Feasibility assesses the practicality and viability in the real-world scenarios. Presentation Skills consider clarity, engagement, and effectiveness. Relevance to Theme gauges alignment with the contest theme. The Q&A Session measures the team's ability to respond to judges' questions and feedback.

**Teacher Coordinator: Dr. Amita Sharma, +918003699992**

**Student Coordinator: Ms. Boomika Tanwar, +91 7014739733**



## GAME GADGETRY

Game Gadgetry is a mobile game-playing competition where participants will play Call Of Duty (COD) using individual mobiles. It's an exciting opportunity for gamers to showcase their skills through this platform.

**Participation: Individual**

**Contest Rules:**

- Individual participants need to bring their mobile phones and chargers
- The game should be pre-installed on the mobile. Wi-fi connection will not be provided. Participants must use their mobile data for the event.
- Random teams will be created by the organizers. Each team will consist of four participants.
- There will be 2 rounds, the first round will be Battle Royale Mode, where each team will play their match, the winning team/s will further get individuals to play Multiplayer FREE FOR ALL game mode.
- Final result will be declared after combining the score of both matches.
- Judges' decision shall be final and binding on all.
- Any form of cheating like hacking could give rise to serious consequences.
- The organizers would not be responsible for any technical failure of the participants.

Time & Duration: 2.5 hours ,12pm – 2.30 pm

**Judging Criteria:**

Players will be awarded as per the result of the game.

Any participant who violates the rules, exhibits poor sportsmanship, or disrupts the event may be disqualified at the judges' discretion.

**Teacher Coordinators: Mr. Bhaskar Mani Tiwari, +917849833007**

**Mr. Rajneesh Chaturvedi, +919772204391**

**Student Coordinator: Ms. Sneha Agarwal, +91 8005725481**