

# Rule Book






## 1. General Rules

1. All competitions are open to undergraduate students of all B.C.A. and B.Sc. (Computer Science and I.T.) Colleges of Goa Only.
2. Maximum 15 participants per team and only one team per college excluding gaming event. In Case, a college offering BCA as well as B.Sc. (Computer Science), two separate teams of 15 participants can represent from respective department.
3. Each participant is strictly required to carry her/his college ID cards and a letter issued by their college listing all the participants.
4. College needs to register before 15<sup>th</sup> November, 2011.
5. There are separate **Registration Forms for** Main and Gaming Events.
6. The Main events are only for the B.C.A. and B.Sc. (Computer Science and I.T.) Students, while the Gaming Event is open to all (irrespective of their departments and streams) but only to the students of invited Colleges.
7. All participants must report at the registration desk by 9.00 am on 24<sup>th</sup> of November 2011.
8. Registration fee of Rs. 100/- per participant will be charged (irrespective of the number of events taken part in) towards refreshment, lunch and participant kit expenses.
9. Each participating team should have a team leader who will be a node of communication between the organizers and the participating team. S/he should report the team at the registration desk with the names of participants and the total registration amount.
10. Each team will be given a unique color code and thereby to be referred by that code during the entire event.

11. Participants are requested not to wear any apparel with their college logo or name on it and not to disclose the name of their college during the entire event.
12. The team leader will be handed over a participant kit which will contain necessary materials required during the event which s/he has to distribute amongst the team members. Once the kit is handed over to the team leader, the organizers will not be responsible for any damage/loss of the kit.
13. Soft Copies of presentations/sound clips to be brought on CD's only.
14. Participants are required to be on time for their respective events, failing which they will be disqualified.
15. Organizers will not be responsible and will not entertain any negotiations if a participant takes part in more than one event which is scheduled to start at the same time. In case of any complaints, or suggestions, participants are required to fill complaint cum suggestion form which will be available at the registration desk.
16. The judges' decision for each and every competition will be final and binding.
17. The results of the gaming competition would not be counted for the overall score of the team.
18. In case the teams would like to use classrooms for some events like filmmaking, it has to be notified to the organizers before using the same. If they fail to do so and in case of any damage done to campus infrastructure, strict action will be taken against the entire team.
19. Drinking, Smoking, Use of foul language and misbehavior of any kind on the campus or carrying any illegal substance is banned. If found to be doing so, participants will immediately be disqualified and asked to leave the college premises, and in extreme situation may also lead to disqualification of the entire team.
20. Discipline and decorum to be strictly maintained. In case of any indiscipline, the organizers reserve the right to disqualify the team.

21. Organizers reserve the right to cancel any event at any stage in case of insufficient number of participants.
22. Organizers reserve the right to modify or change event rules without any prior notification to the participants.
23. Organizers reserve the right to disqualify any entry which breaches any of these rules or to withhold a prize if in its opinion entries do not comply the required standard.
24. Participating teams are our guests and are expected to behave like one. Damage to college property or abusive attacks on other participating teams will not be tolerated and can lead to fine as well as disqualification from the entire event.

### **Team points for Overall Performance**

-  1<sup>st</sup> place : 10 points
-  2<sup>nd</sup> place : 07 points
-  3<sup>rd</sup> place : 05 points
-  Participation : 1 point
-  Qualifying for final round : 1 point

## 2. Event Rules

### Onstage Events

#### CSI IT Quiz

- 2 members per Team.
- Usage of mobile phones and other such malpractices will lead to disqualification.
- The decision of the Quiz Master will be final and binding on all.
- **Number of Rounds:** 02 (Two)

#### **Round 1: Preliminary round – 30 minutes**

- Written round of 25 questions, 5 of them starred. Starred questions are used to break ties.
- If the numbers of starred answers are also equal then a count-back will be used.
- 5 teams progress to the main-round.

#### **Round 2: Main round – 2 hours**

- Top 5 teams from the Preliminary Round to clash.
- **6 rounds** to be held.
  - **Round 1:** General Question Round
  - **Round2:** Connection Question Round
  - **Round3:** Four of a Kind Question Round
  - **Round4:** Microsoft Office Suite Round
  - **Round5:** Programming Question Round
  - **Round6:** General Question Round
- **Other necessary details will be given during the Event.**

#### Shabd-Samar

- 2 members per Team.
- The team will have to submit the write-up at the time of registration.
- Teams should stick to their decision on write up.
- Any kind of vulgarity will not be tolerated. If we encounter any such situation, that particular team will be directly disqualified.
- Judges decision will be final.
- **Number of Rounds:** 03 (Three)

- **Round 01: Scrutiny Round**
  - Every team will have to submit the write-up on “for and against” the topic at the time of the registration on very first day.
  - Best 2 teams will be selected by the judges for “for and against” category each and will enter into second round.
  - **Topic for Round 1: “Is Social Networking Site using your productive time?”**
  
- **Round 02: Expression Round**
  - 5 minutes to present the views.
  - An Onstage clash on the same views of round 01.
  - The teams will have to face a judge’s question-answer round as well as cross fire round.
  - The **best two teams** will go on to the final round.
  
- **Round 03: Final Stand**
  - The two teams will clash on a new topic given on the spot.
  - The stance will be decided on chits and 5 min will be given to the teams for preparation.

## 60 Seconds

- 1 member per Team.
- Task will be to impress judges in one minute.
- Singing, Dancing and Stand-up comedy is not allowed.
- However if participants exceeds 70 seconds, they will be DISQUALIFIED.
- Contestants will have to bring their own props, if required.
- They will have to inform in advance about their act.
- Use of fire and water will not be allowed.
- Judges decision will be final and binding to all.

## Abhivyakti

- 1 member per Team.
- The topics for the papers are:
  - Java Ring
  - 3D Internet
  - Virtualization
  - Virtual Reality

- DNA Computing
  - 4G Wireless Technology
  - Internet access 'a human right'?
  - The Scope of Cloud Computing in India
  - Steganography - The art of hiding information
- The length of papers should be not more than 2500 words.
  - The paper should be in IEEE format.
  - The abstract and the final soft copy of the paper should be submitted on or before 17<sup>th</sup> of November, 2011 to [coordinator.spectra@gmail.com](mailto:coordinator.spectra@gmail.com)
  - The best 07 papers will be selected and the participants will be informed about the selection of their papers by 21<sup>st</sup> of November, 2011.
  - The presentations are to be made in MS PowerPoint only.
  - The participant of the selected papers should submit a hard copy, a soft copy and the presentation in .pps format of the paper on the day of registration on the CDs.
  - The maximum time for presentation is 7 minutes. Exceeding the time will lead to negative marking.
  - Questions will be asked based on the papers after or during the presentations.

### **Tick-Talk**

- 1 member per Team.
- The participant will be given topics on lot basis.
- The topic will be Information Technology related.
- Participants will be given only a minute to talk and s/he shall not be allowed to exceed the limit in any case.
- Participants should use their creativity and personal style to express their thoughts and ideas.
- Use of Vulgar/foul language is strictly prohibited. In any such case, the participant will be disqualified.
- Judges decision will be final and binding to all.

### **Ad-Maestro**

- 2 members per Team.
- Each team will be given 2 minutes time to present an ad on an existing gadget in an innovative way.

- Use only existing gadget.
- Jingles are allowed.
- Vulgarity not allowed.
- Use of fire, water is restricted.
- Judges decision will be the final decision.
- **Time Duration:** 1 hour (Maximum)

## Offstage Events

### TechArt

- 2 members per Team
- T - Shirts will be provided to the Participants.
- Participants will have to carry all the other required materials.
- Judges can disqualify the participants if your T-Shirt is out of theme.
- The decisions of the judges are final and non-appealable.
- **Theme:** Technology (specific topic will be given on the spot)
- **Judging Criteria:** keeping in mind this is a competition for a T-shirt design:
  - Best Representation           40%
  - Creativity                       40%
  - Originality                       20%
- **Time Duration:** 1 hour 30 minutes (Maximum)

### Second Life

- 2 members per Team.
- Participants have to prepare a non-existing gadget.
- Each team will be given 1 hour and 30 minutes to prepare a gadget and 4 to 5 minutes to present it.
- The teams have to bring their own materials and requirements.
- Any negligence/fraud on the part of the participating team, once detected, will lead to immediate disqualification.
- No extra time will be provided.
- Judges decision will be the final decision.
- **Time Duration:** 2 hour and 15 minutes (Maximum)

## **The Myst**

- 3 members per Team
- Hunt will be conducted in several rounds, the details of which will be provided on the spot. In each round participants will have to solve a given clue. Failing to solve will result in Elimination.
- Shhh... No more details, its mystery...
- **Time Duration:** 2 hour and 30 minutes (Maximum)

## **Director's Take**

- Maximum 3 members exclusively for this event. However, during shooting other participants from the same team who are participating in other events can participate.
- The theme for the event will be given during registration on the first day.
- The film, the supporting documents and installation software (if any) should be submitted to the registration desk in CD by 10.00 a.m. on the second day.
- The participant should carry their own gadgets, systems and software for the purpose.
- The movie should be of 3 to 5 minutes.
- Mobile recording will not be allowed.
- Exceeding the time limit will lead to negative marking.
- No vulgarity will be permitted; incase found they will be disqualified.
- Shooting anyone outside the team and without individual's concern is prohibited.
- Shooting outside the campus is not allowed
- Judges decision will be final and binding to all.
- **Judging Criteria:**
  - Relevance to the topic
  - Script used
  - Originality and creativity
  - Visual appeal

## **The Architect**

- 2 members per Team.
- Team shall be given 3 case-studies; they have to choose any 1 case.
- No system will be provided to the participants.
- Participants will be provided with a sheet of paper & the required stationary.

- Assumptions made should be specified explicitly.
- The expected diagrams are USECASE, ER and CLASS.
- The judge's decision will be the final decision.
- **Judging Criteria:** Based on
  - Detailing of use case and understanding of the problem.
  - The correct notations used.
  - Identification of objects, attributes, associations and cardinalities.
  - And Representation of other constraints.
- **Time Duration:** 1 hour and 45 minutes (Maximum)

## Online Events

### WebKraft

- 2 members per Team.
- Teams will be given a problem statement on the spot.
- Only notepad and Photoshop will be provided.
- Participants are allowed to design Page layout using Photoshop
- Coding is to be done using HTML, java/vb script, and CSS.
- Design will be rejected if participants exceeds more than 2 hours
- Judges decision will be final and binding for all the participants.
- **Time Duration:** 2 hours (Maximum)

### Code Trek

- 2 members per Team.
- Participants will be given a C program code snippet for debugging.
- Participants can use either C language or Java language to solve the given problem for programming. Program in no other language will be entertained.
- The decision of the Judges will be final and binding on all.
- **Number of Rounds:** 02 (Two)
- **Round 1: Debugging – 1 hour**
  - Participants have to debug the given program.

- Maximum 5 teams will go into Round 2(Programming) based on the scores in the Debugging Round.
- Only 1 participant from the team participating in the Debugging round can go into the Programming round
- **Round 2: Programming – 1 hour**
  - Participants will be given a problem statement on the spot.
  - Participants will be evaluated on the basis of proper documentation, indentation, setting the scope of variables, use of naming conventions, modularity, user interface (TEXT based ONLY), output and output format.
  - The winner and runner-up will be decided on the basis of the scores in this round only.
  - Participants have to do coding using **vi Editor**.
  - Compilation and execution of the programs will have to be done at the command prompt.
  - Team will be disqualified if found copying or borrowing code from any other source.
  - **Other necessary details will be given during the Event.**

### **Digi-Toon**

- 2 members per Team.
- The cartoon should be related to Information Technology.
- Participants should come prepared with their own ideas and should not copy the ideas or thoughts of other persons.
- The cartoon should be drawn on the spot with the help of allotted resources.
- CorelDraw and Photoshop software will be provided for the purpose.
- No removable devices will be allowed.
- The decision of the Judges will be final and binding on all.

### **Blog-Me**

- 2 members per Team.
- Blogging to be done by using word press only.
- The participants need to get their own laptops.
- In case, if the Team needs the system to blog, one system can be provided to the Team on prior request.

- Wi-Fi network will be provided.
- Basic default accounts will be provided after the inaugural ceremony and will be **blocked by 1.00 pm on the day2**. Designs and layouts can be imported from the web.
- Images should be self clicked and not used by other participants.
- Content has to be valid, correct and relevant with respect to the event.
- No vulgarity should be found; incase found the team will be disqualified.
- Judges decision should be final binding to all.
- **Judging criteria:**
  - Content & Relevancy :10 points
  - Creativity :10 points
  - Presentation & Design :10 points
  - Scope of events covered :10 points

## **SyncSense**

- 2 members per Team
- Each team will be given a video clip without audio. The team has to use creativity, innovative ideas etc to add the suitable audios to the video using the editing software (Windows Movie Maker) provided or by using any other editing software's (to be brought on CDs) of their choice.
- Participants will be given the video clips at the venue.
- The synchronization should not result in any kind of change/damage to the video clip.
- The clip can include film dialogues, texts, background music, sound effects etc.
- The participants are allowed to use their voices for dialogues or other audios.
- Use of vulgar dialogues, speeches is strictly prohibited. If any such case is found than that team will be disqualified.
- Judges decision will be final and binding to all.
- **Judging criteria:** Based on
  - The concept implemented, Synchronization of audio and video.
  - The Originality, Clarity and Creativity.
- **Time Duration:** 1 hour (Maximum)

## NetCob

- 2 members per Team
- Task will be to connect two computers creating and using LAN connection.
- **Number of Rounds:** 03 (Three)
  - Quiz                      20 Questions              10 minutes              10 marks
  - Patch the cord              1 patch cord              15 minutes              10 marks
  - Hands on                      Creating a LAN              1.30 hours              30 marks
- Selection of teams for upper round will depend on performance and time used for completion of task.
- However if participants exceeds time limit given then they will be penalized by deduction of marks.
- Judges decision will be final and binding for all the participants.

## Game Arena (Open Events)

### Counter Strike (1.6)

- Maximum 2 Clan per college and 5 members per Clan
- Members can be from any stream but of undergraduate levels only.
- **Registration Amount:** Rs. 400.00 /- per clan
- **Competition Method:** 5 vs. 5 (Team Play)
- **Victory Condition:** The first team to win 16 rounds is declared the winner. In first phase, all 30 rounds are played for standings purposes.
- A **coin toss** will determine starting sides, Counter-Terrorist or Terrorist.
- **Tie Breaker:** In the case of a 15-15 tie after regulation, the following steps will be taken:
  - In case of a tie, the match will have overtime.
  - Overtime consists of 6 rounds with starting money of \$10,000.
  - Each team will play 3 rounds as Terrorist and 3 rounds as Counter-Terrorist.
  - The team to win 4 rounds first, is declared the winner.
  - In the case of another tie, the overtime will be repeated until a winner is declared.
- **Official Maps:** De\_Dust2, De\_Inferno, De\_Nuke, De\_Train, De\_Tuscan
- The Server Master will be recording the process of the match.

- **General Game Setting**
  - Rounds: 30 (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as Counter-Terrorists
  - Round Time: 1 minute 45 seconds.
  
- **Approved Grenade Amounts Per Round**
  - Flash bangs: 2
  - Grenades: 1
  - Smoke Grenades: 1
- Any use of more than the approved amount of grenades by any player, will result in a warning, loss of round or even match loss by forfeit.
  
- **Approved Launch Option Commands**
  - Noforcemparms
  - Noforcemaccel
  - Noforcemspd
  - freq \*\*\*
- Any other commands found in the launch options, not approved by a referee, will at least result in a warning or even a loss by forfeit.
  
- **Approved Video Card Settings**
  - Brightness – 52%
  - Digital Vibrance – 30%
  - Contrast – 50%
  - Image Sharpening – None
  - Gamma – 70%
- Any player found in violation of these limits will face a warning or even match loss by forfeit.
- Any other video card settings may be changed at the players' discretion as long as they do not result in an unfair game play advantage.
- Default skins must be used.
- Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the board of referees at its sole discretion.

- Decision of referees will be final and no questions and complains will be entertained in any circumstance and should be bound to all.
- Any type of arguments with fellow members/with other clan/with referees and use of vulgar and abusive languages will lead to straight away disqualification of the clan.
- If you want, you can keep one player in standby.

### **Need for Speed (MW)**

- Any number of participants per college.
- **Registration Fee:** Rs. 100.00/- per player
- **Competition Method:** 4 players
- **Game Type:** Circuit
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- **Winning a race:** The winner of a race is the first player to complete the laps of the circuit course and cross the finish line.
- Every race will have two winners who will proceed to the next level.
- Personal save files are allowed.
- Cars may be tuned before racing each course.
- Two warnings constitute being disqualified from the tournament.
- Re-entries are allowed. Maximum twice re-entry excluding first entry.
- **Re-entry Fee:** Rs. 100.00 /-

