B. K. BIRLA COLLEGE (AUTONOMOUS), KALYAN

DEPARTMENT OF IT & CS

ORGANIZES

THEME: FUTURE ARENA

EVENT BROCHURE

20 JAN 2023 - 21 JAN 2023

CONNECT WITH US

:camera: techxpression_birla

PROGRAM

20 JAN 2023

9 AM - 11 AM
INAUGURATION | MAIN BUILDING CENTRAL LAWN

11.15 AM - 2 PM
CODE IN DARK (CID) (QUALIFYING ROUND) | MAIN LAB

2.45 PM TO 4.45 PM
GEEKS VS GEEKS (QUALIFYING ROUNDS) | SEMINAR HALL

THROUGHOUT THE EVENT

ROBOTHON | GYMKHANA
MATHMANSION | NEW BUILDING

21 JAN 2023

10 AM - 2 PM
CAPTURE THE FLAG (CTF) (ALL ROUNDS) | MAIN LAB

11 AM - 1.30 PM
GEEKS VS GEEKS (FINAL ROUND) | SEMINAR HALL

2.45 PM TO 4.00 PM
CODE IN DARK (FINAL ROUND) | MAIN LAB

4.15 PM ONWARDS
VALEDICTORY FUNCTION

Pradeep Vahatule - 91370 35855
Omkar Patil - 90828 35876

ROBOTHON

It is a Robotics exhibition and competition in which the participants has to come with the theme based working model of robot and should provide the solutions to the real world problem

REGISTER NOW ➡

PRIZES

1st : Rs. 15000
2nd : Rs. 10000
3rd : Rs. 5000

RULES

1. The Robothon is a robotic exhibition and competition in which participants have to submit their theme based working model of robot which should provide solutions to the real world problems and has to demonstrate their robot in the exhibition and the winners will be decided by going through judging criteria.
2. Participants can participate in solo or teams(4 members).
3. Participants have Complete freedom to show off any type of creative autonomous robotics project.
4. Robots Must employ sensors.
5. Robots should have 'Human to Robot', 'Computer to Robot', and/or 'Robot to Robot' interactions encouraged.
6. Participants will be having 25 minutes and the following should he covered within this :
   a. Introduction of team
   b. Description about project
   c. Presentation
   d. Demonstration of model
7. Teams are supposed to demonstrate the project whenever they have visitors, silent Judges, appointed by the Judge may visit team tables individually, as if they are spectators.
8. If a team is continuing a prior year's project They must inform judges that this is a 'continued' project .They must add new feature(s), or significantly improve or change the system
9. The judges would ask the question regarding the project
10. Registrations will close 2 hours prior to the timing of the event

Avinash Thakur - 9324224065
Mustafa Arsiwala - 8452885499

MATHMANSION

This is mathmatical competition with a Lots of excitement and enjoyment with fulfill ment of Knowledge. Participants have to create 3D working model of mathematical concepts and principles with the excellent representation. And also there will be a pre qualification round so make your model like a realistic one.

REGISTER NOW ➡

PRIZES

1st : Rs. 3000

2nd : Rs. 2000

3rd : Rs. 1000

RULES

1. Each team include maximum 4 student,single student and group of 2 to 3 student is allowed. (Open to the all departments of degree college as well as junior college)
2. Registration fee will be 50/- per team and for single Participants Fees will be 50/-.
3. The last date of registration is 19th Jan 2023
4. The Exhibit should be installed on 20th Jan 2023 At 8:00 AM
5. Entry will be finalised by the evaluation Team.
6. Participation Certificate will be given to each Participant
7. Registrations will close 2 hours prior to the timing of the event

INSTRUCTIONS

The Exhibit project May include
1) Working 3D model to explain concepts and principles of maths.
2) The Exhibit must have some application of maths .

Abhishek Shukla - 91721 39064

CODE IN THE DARK

This is a coding competition but with a slight twist. Unlike other coding competitions which checks only the coding skills, this competition also gives an opportunity to monitor the concentration and focus of the participants. This will be held in three rounds. The best part is the screen would be blank and the code wont be visible for the participants.

REGISTER NOW ➡

PRIZES

1st : Rs. 2500

2nd : Rs. 1500

3rd : Rs. 750

RULES

1. No iframes, frameworks, snippets or other assets outside of the ones are allowed.
2. The contestant should have the editor in full screen mode, and is never allowed to exit out of it or use any measurement tools.
3. When time runs out, take your hands off the keyboard.
4. Previews of the results are strictly forbidden until the time is over.
5. Once the timer runs out each contestant have to present their results
6. Registrations will close 2 hours prior to the timing of the event

INSTRUCTIONS

1. Any means of cheating is prohibited, If caught will be disqualified from the game.
2. Code in dark consists of three rounds, First two round of 10 minutes.
3. Contestants will be provided with small programs to write on the editor for first two rounds.
4. In the third round, contestants will have to write the program on their own on the editor in span of 15 minutes.
5. Contestants are not allowed to preview until the round is over.
6. The contestant with correctly written program or less number of errors will be qualified for the next round.

Nachiket Kapure - 88284 76938

GEEKS VS GEEKS

It is a quiz competition based on technology related topics such as current affairs in technology, conversions between different number systems, etc. There will be teams of three participants. There are many exciting rounds at different stages making it a great event.

REGISTER NOW ➡

PRIZES

1st : Rs. 2500
2nd : Rs. 1500
3rd : Rs. 750

RULES

1. Any means of cheating or using phones is strictly prohibited.
2. If caught doing so the team will be disqualified.
3. Answers given without pressing the buzzer will not be considered and the team will lose 5 points.
4. Registrations will close 2 hours prior to the timing of the event

INSTRUCTIONS

1. The game consist of 3 rounds.
2. Contestants are divided into 5 groups.
3. Each round is buzzer round. Each round consists of 10 questions each.
4. The questions will be displayed/projected to the groups.
5. The teams can discuss among themselves and then press the buzzer to answer the question first. No discussion is allowed after pressing the buzzer
6. The team that presses the buzzer first gets a chance to answer it
7. A team gets 30 seconds to answer the question intended for it. If still the team doesn't answers the question the question will be passed on the next group.
8. Each right answer gets 10 points for first two rounds (round 1 and round 2). There is no negative marking for wrong answer in round 1 and round 2
9. In the last round (round 3), if a team doesn't answer or gives a wrong answers after they press buzzer they also lose 5 points.
10. If a question is not answered by the first team who pressed the buzzer. The team that pressed the buzzer next gets to answer.
11. If a team is not able to answer a question, they can pass it for the next question.
12. The team with maximum points in the end will be the winner.

Harsh Shrivas - 87673 88031

CAPTURE THE FLAG (CTF)

It is the programming event , Capture the Flag (CTF) in computer security is an activity in which "flags" are secretly hidden in purposefully-vulnerable programs, code or websites. Competitors get flags from the organizers by solving a given problem.

REGISTER NOW ➡

PRIZES

1st : Rs. 2500
2nd : Rs. 1500
3rd : Rs. 750

RULES

1. Capture the Flag (CTF) in computer security is an exercise in which "flags" are secretly hidden in purposefully-vulnerable programs,code or websites. Competitors get flags from the organizers by solving a given problem.
2. Participation Mode : Solo
3. Questions will be on practical and applied CyberSecurity topics like:
   a. Cryptography.
   b. Reverse Engineering.
   c. Binary Exploitation.
   d. Web Exploitation / Networking.
   e. General / Misc.
4. There will be Total 2 Rounds round One (120 min) ,Round Two final round (1hr 20 mins).
5. In Round One a total 20 questions will be Given Out Of participants need to solve and find a flag of any 12 Questions in 120 minutes.
6. In Round Two total 10 questions will be given Out of participants need to solve and find a flag of any 8 Questions in 1 hr 20 minutes.
7. You can Use any programming language / search web to solve the questions, use command line or any web resources to solve given problems.
8. Participants only can work on a given problem/ find a flag on a given platform provided by instructors any malpractices will not be entertained.
9. Participants need to be affiliated with college and should bring an active Identity card with them.
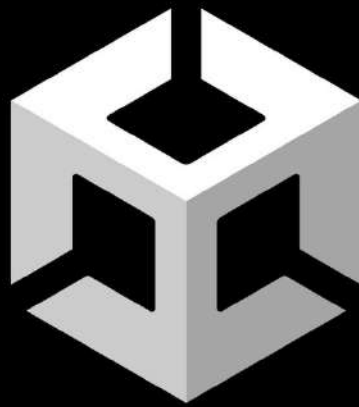10. Registrations will close 2 hours prior to the timing of the event

Subodh Kamble - 9967755831
Durvesh Gambhe - 9136071336

XI GAMES

Xi Games are fun activity In which total 11 games are there and small stalls will be arranged in the college for the game. The winner will get many exciting gifts. Virtual bucks system will be used, students will get bucks after paying registration amount and those bucks will be used for playing the game.

CLICK HERE FOR MORE DETAILS

Kalpana Sharma - 8087616578
Smita Parale - 810405438

EXPLORING UNITY

16 JANUARY 2023

11 AM TO 12 PM

CLICK TO JOIN

Pradeep Vahatule - 91370 35855

THANK YOU