



## Rules and Regulations

# EVENT NAME

1. Model Presentation
2. Flex Presentation
3. Tech Drama
4. Tech Reels [Offline/Online]
5. Assemble the Jumble
6. Tech Debate
7. Expert Talk on Digital Revolution

\*The detailed programme schedule is provided on the last page for reference.

### 1. Model Presentation

Faculty Coordinator-Mr. Rajesh Ranjan (8002402564)

1. Each team should consist of a maximum of 4 members. **Individual participation is also allowed.**
2. Participants must create a **1-minute video** showcasing and clearly explaining their model. This video must be submitted to the event coordinator **before the evaluation round begins.**
3. Participants are required to bring their own **extension board and any other necessary items.** The University will provide **only a table and a power connection.**
4. Participants may also take support from drawings, design diagrams, or process flow charts to aid in explaining their model.

### **Selection Criteria for Winners:**

- Novelty of the idea
- Choice of materials
- Sustainability aspect
- Benefit to society

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- Problem-solving approach
- Presentation skills

## 2. Flex Presentation

Faculty Coordinator-Mr. Shashi Shekhar (7982054031)

1. Each team should consist of a maximum of 3 members. **Individual participation is also allowed.**
2. Prepare a flex sized 2.5' x 4' based on the given format and print. (**Template available on website.**)
3. Topic selection **based on interest** or branch of study.
4. Student will have to present his/her flex in front of the judge
5. Selection criteria for winner:
  - Content.
  - Presentation skills.

## 3. Tech Drama

Faculty Coordinator-Dr. Sudarshana Banerjee (7278792581)

1. Each team should consist of a maximum of 10 members ,and take on a specific role within any technical process. (Ex: working of a mixer grinder, execution of any process such as concrete casting)
2. Each group must bring their own props.
3. The time limit to perform an act is a maximum of 5 minutes. (1.5 minutes for assembling and preparation and rest 3.5 minutes for execution).
4. Controlled timing, signals, and coordination is a must.
5. Movements must be mechanical, repetitive, and interconnected.
6. Each member should respond to the actions of the others in a chain reaction.
7. The group must maintain synchronization, like an actual machine/ working process.
8. The group can communicate to create a machine using rhythmic beats, robotic noises,or repetitive words.
9. Participants should limit speech to **pre-set “machine-like” commands**
10. The machine should simulate different real-world functions.

**Note: -**

- No real machine will be allowed.
- Only perfect personification of the machine is allowed.
- The judge's decision will be final and binding.

## 4. Tech Reel (Offline/ Online)

Faculty Coordinator-Mr. Abhishek Ranjan (8789780686)

### Team Composition:

- Each team may consist of a **maximum of 2 participants**.

### Submission Requirements:

- Submit **one original Tech Reel per team**.
- **Duration:** 30–60 seconds
- **Orientation:** 16:9 (Portrait)
- **Resolution:** Minimum 720p

### Video Specifications:

- **Top Left Corner:** TARUSH 2.0 Logo
- **Top Right Corner:** Srinath University Logo
- **Bottom Center:** Participant's Name and Institute Name

### Content Guidelines:

- The video must be shot **on the college campus, labs, in a relevant industry, or at a worksite**, highlighting **technical knowledge or innovations**.
- **Voiceovers, music, and special effects** are allowed.
- Content must be **original**—**plagiarism, copyright violations, or inappropriate material** will result in disqualification.

### Submission & Promotion Timeline:

- Reels must be submitted to the **event coordinator by 28th April, 11:00 AM**.
- The coordinator will upload all videos to the **official TARUSH 2.0 social media platform** and share the links with the respective teams.
- Participants will have **24 hours (until 1st May, 11:00 AM)** to **promote their reels** and gather views.

### Judging Process:

#### ◆ Round 1 – Screening:

- Top 20 reels will be shortlisted based on **maximum number of views** as of **1st May, 11:00 AM**.

#### ◆ Round 2 – Final Evaluation: Evaluation Criteria:

- Creativity & Effort
- Scientific/Technical Content

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- Presentation Quality
- Viewer Engagement

## 5. Assemble the Jumble

Faculty Coordinator-Mr. Abhishek Kumar (7903930025)

### Rules and Regulations

#### A. Team Formation:

👉 Each team must consist of 2 members only.

#### B. Objective:

👉 Teams must join two given shapes to create a meaningful and complete shape.

👉 The goal is to create as many valid, unbroken complete shapes as possible within the given time limit.

#### C. Gameplay Guidelines:

👉 Shapes will be provided by the organizers at the start of the event.

👉 Shapes must be joined without breaking, or damaging any part.

👉 Only combinations that form a clearly identifiable and complete shape will be counted.

#### D. Time Limit:

👉 The event duration will be 1.5 minutes

👉 All creations must be completed within this time.

#### E. Scoring Criteria:

👉 Each complete, valid shape will earn the team 1 point.

👉 In case of a tie in number of shapes, the team completing them in less time will be declared the winner.

#### F. Disqualification Criteria:

👉 Use of force or damaging shapes.

👉 Any form of cheating or assistance from outside the team.

#### G. General Conduct:

👉 All participants must follow the instructions of event coordinators.

👉 Respect time limits and other teams' space.

👉 Any disputes will be resolved at the discretion of the organizing committee, and their decision will be final.

## 6. Tech Debate

Faculty Coordinator-Mr. Kaveendra Kumar (8987474142)

Rules:

1. The individual Team will be given 3 minutes to express their opinions on their respective topic.
2. The individuals will be judged based on their fluency, understanding, facts, pronunciation, and body language.
3. One must stay on the subject and not deviate.
4. Stay on topic and address the assigned side effectively.
5. Maintain a respectful tone toward opponents and their views.
6. Adhere to allotted time limits for each segment of the debate.
7. One participant (or a neutral party) will draw the chits randomly from the bowl for each round or match-up. The opponent can pick a side, “for” or “against” by picking another chit from the bowl.
8. Topics will be allotted randomly.

Topics:

1. Does technology have a negative effect on our lives?
2. All petrol cars should be replaced with electric cars. Agree or disagree?
3. Can self-driving cars ever be 100% safe?
4. Technology is making many jobs obsolete. Agree or disagree?
5. Artificial intelligence poses a danger to human kind. Agree or disagree?
6. Social media companies know too much about us. Agree or disagree?
7. Technology is making us dumber. Agree or disagree?
8. Has technology changed your life for better or for worse?
9. Is space exploration a waste of time and money?
10. Is online education as good as traditional offline education?
11. Should children be allowed to use smartphones?

## 7. Expert Talk on Digital Revolution

- Open to all attendees.
- Insights from industry and academic leaders.

## **PROGRAMME SCHEDULE**

**Date of the Programme: 01/05/2025**

<b>S.N.</b>	<b>Event</b>	<b>Timing</b>	<b>Location</b>
1.	Tech Reels [Submission]	10.00 am to 11.000am	Building 1 ICT(Lab)/Online
2.	Inaugural Ceremony & Keynote Speaker Lecture.	10.30 am to 12.00 Noon	Auditorium (Building II)
3.	Tech Debate	12.00 Noon to 01.30 pm	Auditorium (Building II)
4.	Flex Presentation	01.30 pm to 03.00 pm	Building II (3 <sup>rd</sup> Floor)
5.	Model Presentation	03.00 pm to 04.30 pm	Building II (1 <sup>st</sup> Floor)

**Date of the Programme: 02/05/2025**

<b>S.N.</b>	<b>Event</b>	<b>Timing</b>	<b>Location</b>
1.	Assemble the Jumble	10.30 am to 11.30 am	Building I (Quadrangle)
2.	Tech Drama	12.00 Noon to 01.30 pm	Auditorium (Building II)
3.	Expert Talk on Digital Revolution (By Keynote Speaker)	01.30 pm to 03.00 pm	Auditorium (Building II)
4.	Prize distribution Ceremony	03.00 pm to 04.00 pm	Auditorium (Building II)