



SIRAAJ 2024



12
February 2024

13
February 2024

14
February 2024

Scan to Register



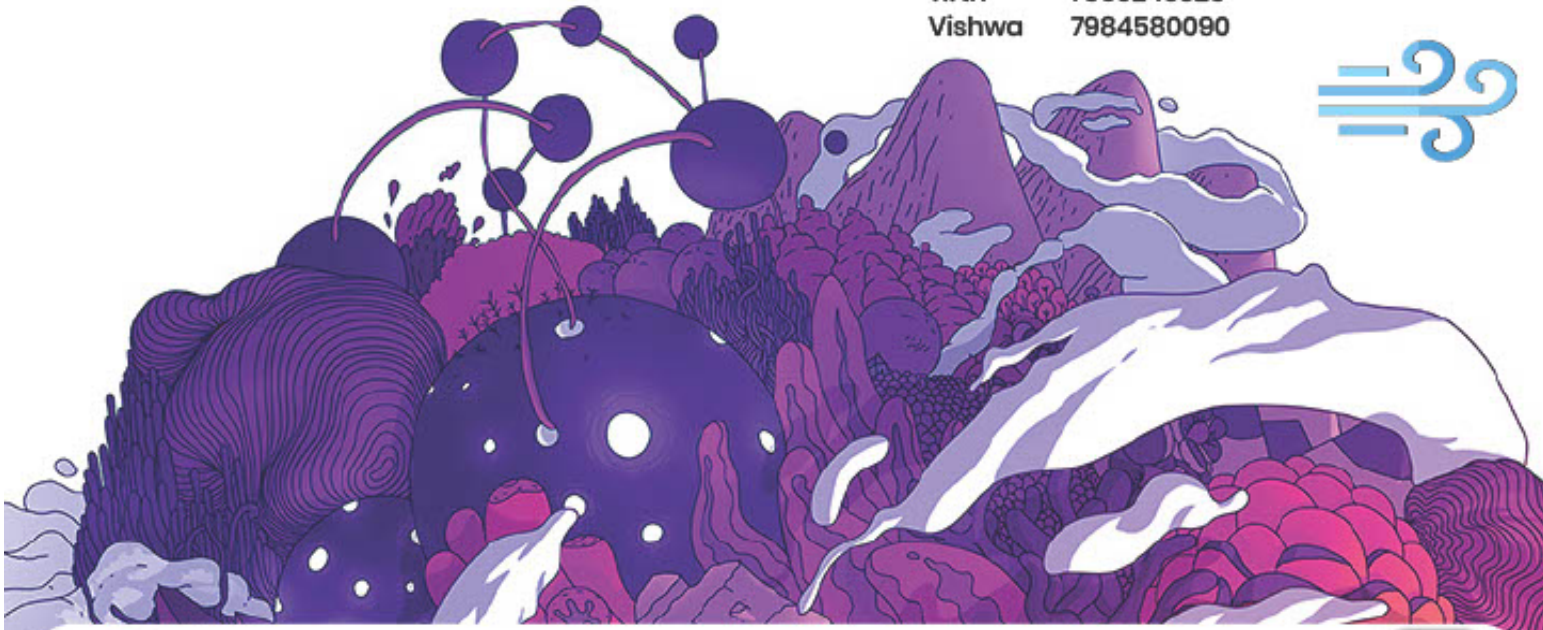
Cash Prizes
Worth
Rs. 45,000/-

Faculty Co-ordinators

Prof. Parnika Jha 9824089970
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EVENT SCHEDULE

Day 1 (February 12th, 2024)				
Sr. No.	Event Name	Round	Time	Venue
1	Hatch your Idea! (Start-up Competition)	Exhibit Round	11.00 am - 12.00 pm	LAWN
		Pitch Round	1.00 pm - 3.30 pm	MBA CR4
2	#THINKinaBLINK (Logical & Lateral Thinking Game)	Elimination	11.00 am - 12.15 pm	MBA CR5
		Final	1.15 pm - 2.15 pm	
3	Sur aur Saaz (Antakshari)	Elimination	1.00 pm - 2.00 pm	MBA CR1, CR2, CR3
4	Intelligentia (Computer Quiz)	Elimination	1.00 pm - 1.45 pm	MCA CR1, CR2
		Final	2.00 pm - 2.45 pm	MCA CR1
5	Magnanimation (Multimedia Animation)	Final	2.00 pm - 3.30 pm	MCA LAB

HIGHLIGHT OF THE DAY

Sur aur Saaz (Antakshari)	Final	3.00 pm - 5.30 pm	LAWN
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ALL DAY EVENT

GAMIACS	Online Gaming	11.00 am - 2.00 pm	MCA LAB
	Virtual Gaming	11.00 am - 3.00 pm	MCA CR3

Day 2 (February 13th, 2024)

Sr. No.	Event Name	Round	Time	Venue
1	All for Sale (Advertising Game)	Pick your Product	10.30 am - 11.00 am	MBA CR1
		Advertise your Product	1.00 pm - 2.30 pm	LAWN
2	Dhundhte Reh Jaoge (Treasure Hunt)	Elimination	10.30 am - 11.30 am	LAWN
		Final	11.45 am - 12.45 pm	MBA CR5
3	Colors of Wind (T-shirt & Face Painting)	T-Shirt	10.30 am - 11.30 am	MBA CR2, CR3
		Face	11.40 am - 12.40 pm	LAWN
4	Techno-bug (Software Debugging)	Final	1.30 pm - 3.00 pm	MCA CR1, CR2

HIGHLIGHT OF THE DAY

Foot-Loose (Free Style Solo / Group Dance)	Final	3.00 pm - 5.30 pm	LAWN
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ALL DAY EVENT

GAMIACS	Online Gaming	11.00 am - 3.00 pm	MCA LAB
	Virtual Gaming	11.00 am - 3.00 pm	MCA CR3

Day 3 (February 14th, 2024)

Sr. No.	Event Name	Round	Time	Venue
1	Mr. & Ms. Siraaj 2024	Round 1	10.30 pm - 11.30 am	LAWN
		Round 2	11.30 am - 12.30 pm	
2	inQUIZZitive! (Business Quiz)	Elimination	10.30 am - 11.30 am	MBA CR1, CR2, CR3
		Final	1.30 pm - 2.45 pm	LAWN
3	ReeL-istic (Reel Making Competition)	Final	12.00 pm - 1.00 pm	MBA CR4
4	Fund ka Funda (Stock Market Game)	Elimination	12.00 pm - 12.30 pm	MBA CR1
		Final	1.00 pm - 3.00 pm	MBA LAB
5	Web Technocrats (Web Development)	Final	1.30 pm - 3.00 pm	MCA LAB

HIGHLIGHT OF THE DAY

X'pression (Fashion Show)	Final	3.00 pm - 5.30 pm	LAWN
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ALL DAY EVENT

GAMIACS (Final Round)	Online Gaming	11.00 am - 1.00 pm	MCA LAB
	Virtual Gaming	11.00 am - 1.00 pm	MCA CR3

General Rules

- 1) Registration can be done only via online form. Incomplete or forms with dummy names will not be accepted.
- 2) On the spot registration will close 30 minutes before the commencement of each event, except for Hatch your Idea!
- 3) Each participant has to carry I-Card at the time of registration.
- 4) Participants have to report at the respective venue least 15 minutes before the scheduled time of the event.
- 5) Judges decisions will be final and binding in all the events. Any dispute will be resolved by event in-charge of our Institute.
- 6) Prizes will be given to winner and first runner-up in each event except in GAMIACS wherein only the winners will be awarded.
- 7) Any clarification regarding the rules of any event has to be made before the event starts. No interference in between will be allowed.
- 8) Venue for all the events will be at S. K. Patel Institute of Management and Computer Studies Campus, Sector 23, Gandhinagar.
- 9) Breakfast and Lunch will be provided to only the participants free of cost on the day of their respective event.
- 10) Accommodation will be provided on chargeable basis.
- 11) Certificates will be made only as per the name given in the registration form.

EVENTS ON DAY 1 (FEBRUARY 12, 2024)

Hatch your Idea! (Start-up Competition)

- Number of participants per team: 4
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute

Round 1 (CONCEPT):

- Participants are supposed to submit their synopsis/ proposal form (an abstract of their idea/concept/product) on or before 7th February, 2024 Wednesday. It can either be attached with the registration form or can be sent through e-mail on **sirraaj.skpimcs@gmail.com**
- There will be Elimination round if required

Round 2 (EXHIBIT):

- Participants are supposed to display their idea/concept/product via working models and posters within the stalls provided.
- There will be Elimination round if required

Round 3 (PITCH):

- Each team will get 10 minutes time for exclusive presentation of their idea/concept/production in front of judges, within the classroom.
- Participants can use models, equipments and tools to demonstrate their idea/concept/product while making presentation. All such required things will have to be managed by participants on their own.
- A presentation on New Idea / Concept / Product should cover the following topics: Problems/ Opportunity Discussion, Defining Idea, Product / Idea Specification, Features, Product Application and Benefits, Market Potential, Impact, etc.
- Presentation will be followed by question-answer session
- All entries will be judged based on: Creativity, Clarity, Originality, Potential, Feasibility, etc.

Sur aur Saaz (Antakshari)

- Number of participants per team: 3
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Elimination round will be conducted if there will be more than 5 teams
- Details of rounds will be announced at the time of the event

Intelligentia (Computer Quiz)

- Number of participants per team: 3
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- There will be 2 rounds – Elimination and Final
- If there are more than 10 teams, there will be a written test (MCQ) for Elimination round. Otherwise a normal quiz procedure will be followed in Final round. The written test will cover questions from C, C++, HTML, Python, PHP and Core Java.
- Topics covered will be pertaining to Computer Science and IT topics
- Time Duration for Elimination Round is 40 minutes and Final Round is 30 minutes. Total Time Duration of event is 90 minutes.

#THINKinaBLINK (Logical and Lateral Thinking Game)

- Number of participants per team: 3
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- There will be two rounds in the game as under:

Elimination Round:

- Written test (Non-MCQ) based on spontaneous thinking and reasoning
- Each question will be time bound and participants have to answer within that time
- 6 Teams will be selected for final round based on performance in the written test

Final Round:

- There will be time bound questions directed to each team and correct answer will be rewarded with points
- Questions will be based on thinking ability and logical reasoning

Magnanimation (Multimedia Animation)

- Number of participants per team: 2
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- One computer system will be provided per team
- Topic will be given on the spot
- Tool to be used: Adobe Photoshop CS5 / Canva (Portable)
- Total time duration of event is 90 minutes

EVENTS ON DAY 2 (FEBRUARY 13, 2024)

All for Sale (Advertising Game)

- Number of participants per team: 5
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- There are two rounds:

Pick your Product:

- All the teams will be given the product at the beginning of the event
- The teams will be given 2 hours for preparation of Round 2

Advertise your Product:

- TV Commercial (skit): For the TV Commercial (Role-play): time limit is 10 minutes including stage preparation.
- Radio Jingle: maximum time limit is 1 minute
- All entries will be judged based on Creativity, Clarity, Originality, etc.

Colours of Wind (T-Shirt / Face Painting)

T-Shirt Painting:

- Maximum number of participants per team: 1
- Maximum Total number of teams that can participate is 20
- No limit to the number of teams that can participate from each institute
- The participants are required to paint the theme which will be provided on the spot
- The material for painting must be brought by the participants
- A White T-shirt will be provided for painting.
- There might be a question-answer round to justify the appropriateness of the painting

Face Painting:

- This is an individual participation event
- No limit to the number of participants from each institute
- The participants are required to create a theme based face-painting
- The colors for face painting must be brought by the participants
- There might be a question-answer round in which the team has to justify the appropriateness of the painting to the theme given

Dhundhte Reh Jaoge (Treasure Hunt)

- Number of participants per team: 4
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Time period for the game will be 2 hours
- There will be 2 rounds: Elimination Round and Final Round

Elimination Round:

- The teams will be given 15 minutes to search a list of items. The first 10 teams which complete finding the list of items will be selected for final round.

Final Round:

- The teams will be given 20 minutes to search for the list of items given to them. The first 6 teams reporting with maximum collected items will be evaluated.

Foot-Loose (Free Style Solo / Group Dance)

Solo Dance

- This is an individual participation event
- No limit to the number of participants from each institute
- Participant has to perform a dance of his choice with or without props. The time limit for this round is 4 minutes.

Group Dance

- Number of participants per team: 3 to 10
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Each team will be given four minutes for performance
- It is compulsory for each team to use props in their performance
- The props will have to be brought by the participants themselves

Techno-Bug (Software Debugging)

- This is an individual participation event
- No limit to the number of participants from each institute
- Participants will be given hard copies of program written in HTML, Python, C#, Core PHP and Core Java.
- Participants have to find the bugs from the programs
- Time to find bugs from the program is 60 minutes

EVENTS ON DAY 3 (FEBRUARY 14, 2024)

Mr. & Ms. Siraaj 2024

- This is an individual participation event
- No limit to the number of participants from each institute
- Participants will have to go through two rounds
- Round 1 is talent round. Participant will be given 3 minutes for showing their talent
- Round 2 is question-answer round, where participants have to respond to judge's questions

Web Technocrats (Web App Development)

- Number of participants per team: 4
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Topics will be given on the spot
- Participants have to design Web Pages with their own creativity based on the given topic
- Technology: WordPress, core PHP, HTML, CSS, JQuery, JavaScript
- Tools: Photoshop, Notepad++
- Total Time Duration of event is 90 minutes

ReeL-istic (Reel Making Competition)

- This is an individual participation event
- No limit to the number of participants from each institute
- The reel must be an original creation. The participant can only be inspired by existing trends online. Plagiarized content will lead to disqualification.
- Any offensive, name-calling, derogatory remarks, and/or regional slang towards any person or community, religion or political content will certainly lead to disqualification.
- The video should not exceed 30 Seconds
- Please use one medium of language for the reels. The submissions can be in English/ Hindi/ Gujarati.
- As per Reel format, the video should be made vertically and not horizontally

InQUIZZitive! (Business Quiz)

- Number of participants per team: 2
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Elimination round will be conducted if there will be more than 5 teams
- Details of rounds will be announced at the time of the event.

Fund ka Funda (Stock Market Game)

- Number of participants per team: 2
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- If the number of participating teams is more than 5, the game will have two rounds

Elimination round:

- In elimination round, “Stock Market” awareness test will be conducted (MCQ – 30 Questions, Time Allotted - 30 minutes) and 5 teams will be selected to play the Final round.

Final round:

- The team will be asked to construct a portfolio by considering equity shares
- They will be given some amount of virtual money which they have to invest based on given equity shares.
- Teams will be tested based on the generation of maximum profit
- Time Allotted – 2 hours will be given for analyzing and constructing the portfolio

X'pression (Fashion Show)

- Number of participants per team: 10 to 15
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- The participants are supposed to perform on the theme of “ELEMENTS OF NATURE”
- The team must prepare its sequences around the given theme. A total time of 20 minutes will be given to each team which includes both the sequences.
- The theme must be presented without props in sequence 1
- In sequence 2, the theme must be presented using different props. Props are to be arranged by the participating teams.

GAMIACS

Online Gaming

- We are offering BGMI game.
- Number of participants per team: 4
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Map will be provided at the time of event
- Number of rounds will depend on the number of teams
- Participants must bring their own mobile with internet connectivity. No mobile & internet service will be provided from the Institute.
- All participants must have the latest version of BGMI installed on their mobiles
- All other gadgets / accessories are to be brought by the participants
- Winning team of each slot on day 1 and day 2 will play the final round on February 14, 2024.

Virtual Gaming

- We are offering Virtual Bowling game
- Number of participants per team: 3
- All members of the team should be from the same college / institute
- No limit to the number of teams that can participate from each institute
- Details of the game will be announced at the time of the event
- 3 teams with the highest score on each day will play the final round on February 14, 2024

For any queries contact:

Sr. No.	Event Name	Faculty Incharge	Student Coordinator	Contact No.
1	Hatch your Idea!	Dr. Vaidehi Shah	Nihal Patel	8155021885
2	#ThinkinaBlink	Prof. Jaydeep Soni	Meghna Chaudhary	9054210772
3	Sur aur Saaz	Prof. Parnika Jha Dr. Shweta Mehta	Shweta Patel	9316019190
4	Intelligentia	Ms. Nisha Patel	Devang Jarewal	8469395671
5	Magnanimation	Dr. A. Stella	Mohit Joshi	7016056245
6	All for Sale	Dr. Gincy Mathew	Adarsh Dubey	8655228609
7	Dhundhte Reh Jaoge	Dr. Sonu Gupta	Ankit Verma	8320301744
8	Colors of Wind	Prof. Jaydeep Soni	Krina Gohil	9313639287
9	Techno-Bug	Dr. A. Stella	Niraj Tiwari	9998169623
10	Foot-Loose	Dr. Rakesh Bhatnagar Prof. Manisha Yadav	Shraddha Jain	7016998942
11	Mr. & Ms. Siraaj 2024	Dr. Sonu Gupta Prof. Manisha Yadav	Jeeldeepsinh Rana	7567888022
12	inQUIZzitive!	Prof. Parnika Jha Dr. Shweta Mehta	Vandana Sindhi	9510039437
13	ReeL-istic	Dr. Gincy Mathew	Jignesh Rathod	9512216563
14	Fund ka Funda	Dr. Sandhya Harkawat	Brijal Patel	6261886827
15	Web Technocrats	Ms. Nisha Patel	Shweta Jichakar	8320992850
16	X'pression	Dr. Rakesh Bhatnagar Dr. Vaidehi Shah	Raj Dodiya	9537579117
17	GAMIACS (Online Gaming)	Mr. Vaibhav Dalwadi	Khurshid Ansari	8487852727
	GAMIACS (Virtual Gaming)	Mr. Mayank Parmar	Darshna Sadiya	9773002899