



PE Society's  
Modern college Of Art's, Science & Commerce  
Ganeshkhind, Pune~411016.



**INTERACTION 2018**  
22<sup>nd</sup> to 24<sup>th</sup> January 2018

Programme Schedule

<b>Day – I (22/01/2018)</b>		
<b>Time</b>	<b>Name Of Competition</b>	<b>Venue</b>
09.00 A.M. to 10.00 A.M.	Registration	
10.00 A.M. to 11.00 A.M.	<b>Inaugural Function</b>	
11 A.M. Onwards	Poster Competition	Lab - I, II & III
11 A.M. Onwards	Coding Competition	Lab – II & III
11 A.M. Onwards	Project Competition	Lab I & IV
<b>Day – II (23/01/2018)</b>		
09.00 A.M. to 10.00 A.M.	Registration	Lobby
10.00 A.M. to 11.00 A.M.	Animation/1 Minute Mobile Clip	Computer Science Department
11.00 A.M. onwards	Quiz Competition	Computer Science Department
<b>Day – III (24/01/2018)</b>		
09.00 A.M. to 10.00 A.M.	Registration	Lobby
10.30 A.M. to 2:00 P.M.	Treasure Hunt	Basket Ball Court



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## Participation Rules

### Events :-

1. Poster Competition
2. Coding Competition
3. Project Competition
4. Animation/1 Minute Mobile Clip
5. Quiz Competition
6. Treasure Hunt

### General Rules:

- Registration fees per student per event is **Rs. 50/only**.
- Registration will be confirmed when the fees is paid.
- The Participants should be present 30 minutes before the event with their college **I-card**.

List of participants can be send to following email ID  
[modern.interaction2018@gmail.com](mailto:modern.interaction2018@gmail.com)

OR

On the whatsapp no of respective Event Manager

- This competition is for B.Sc. (Computer Science), B.C.A.(Science),B.B.A.C.A. (Computer Application) ,M.Sc.( Computer Science),MCA.
- One student can participate in one or more than one events.
- Certificate will be awarded to all participants as a token of appreciation.
- Each event has their separate rules, please read all rules and regulation related to each event.

*Note: The decision of Judges will be final and no change will be made under any circumstances.*

College with **MOST awards** will be awarded with **CHAMPION TROPHY**.



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### **Rules for Poster Competition (UG /PG) :**

- Poster should be on any one of the following subjects
  1. **Road Safety**
  2. **Visual Pollution**
  3. **Save Nature/Forest/Water**
  4. **Ethical Hacking**
  5. **Human verses Robot**
- Poster must card sheet size (24 X 36 inches)
- Student should bring the ready poster either one day before or 30 minutes before the competition.

### **Coding Competition :**

#### **Rules for UG Coding Competition**

1. There are two rounds.
2. Participants have to code solution to given problem in C-language on Linux platform.
3. Time duration for round one is 20 minutes.
4. In first round, selection of participants will depend upon number of entries.
5. Time duration for final round is 30 minutes.
6. There will be prize for winner, first runner-up, second runner-up.
7. Winners will be judged by judges and their decisions are final and will not open to appeal.

#### **Rules for PG Coding Competition**

1. There are two rounds.
2. Participants have to code solution to given problem in core java on Linux platform.
3. Time duration for round one is 20 minutes.
4. In first round, selection of participants will depend upon number of entries.
5. **Elimination Round (if necessary):** Written objective paper, time duration will be 20 minutes.
6. Time duration for final round is 30 minutes.
7. Winners will be **judged by the judges** and their decisions are final and will not open to appeal.



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## **Project Competition :**

### **Rules for UG/PG Project Competition**

1. Participants are requested to visit the venue one day before the Competition.
2. Give required software details at least 2 days before (except Sunday) competition.
3. If possible A participant has to bring their own laptop.

Group Size: - Maximum 2.

## **Treasure Hunt :**

### **Rules for Treasure Hunt**

1. Limited registration only first 30 entries
2. Team size 4.
3. Disqualification round:
  - a. Each group will get individual clue to hunt the treasure.
  - b. Top Ten groups will go further.
4. Round Two:
  - a. Each group will get individual clue to hunt the treasure.
  - b. Top five groups will go further.
5. Final Round:
  - a. Top Five team will fight for the treasure.

**NOTE: In the case of any tie at any state management decision would be the final Decision.**

## **Animation / 1Minute Mobile Cilp :**

- Topics : 1) Smart City  
2) Road Safety



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## **Quiz Competition**

### **GENERAL RULES for UG/PG**

1. Only team entries are eligible.
2. A team shall consist of Minimum two and maximum four participants.
3. The decision of the Quizmaster will be final and will not be subjected to any change.
4. The participants shall not be allowed to use mobile or any electronic instruments.
5. Replacement of any participant/participants of a team is/are not allowed after registration.
6. Audience and team members shall not give any hints or clues to the competitors.
7. In case of tie between two or more teams, Tie Breaker round will be Conducted.
8. The question are Related on Current Technologies, Academics Syllabus.

### **1<sup>st</sup> Round: Rapid –Fire Round**

- Each Team would get 2 minutes to answer the Questions.
- The Team gives maximum correct answers within specified time will be selected for the next round.
- In case of tie between two or more teams, Tie Breaker round will be Conducted.

### **2<sup>nd</sup> Round: Pass it on Round**

- A question will be asked to a team and if they are unable to answer, it will be passed to the next team
- Each team would be asked 2 questions each.
- One mark for each correct answer and negative marking, 1 mark will be deducted for wrong answer.
- If a team cannot answer the question, they can pass the question & then the question would be forward to the next team.
- No Negative mark form passing the question.
- Question read & answering time is only 20 seconds.
- Team discussion is allowed.

### **3<sup>rd</sup> Round: Buzzer Round**

- A question will be fired and the team who presses the buzzer must answer the question.
- Each team will gain 1 mark for the correct answer and 1 mark will be deducted for wrong answer or if team does not answer after they press buzzer.
- In case of tie between two or more teams, Tie Breaker round will be Conducted.
- Passing of the questions is not allowed.