



**A NATIONAL LEVEL TECHNICAL EVENT**

*Innovating the minds !*

## **Department of Computer Engineering**

### *Paper Presentation*

#### **Guidelines for Participants:**

##### **Topics of Paper**

- Image Steganography Kmeans & Encryption
- Data Science
- Image Processing
- Machine Learning
- IoT Applications
- Block Chain
- Artificial Intelligence
- Cloud Computing
- Data Duplication Removal using File Checksum

##### **Rules of Event**

- Maximum two participants per paper allowed
- Participant may be from Diploma, Degree and allied branches of Computer Engineering
- The paper should be in IEEE document format
- The participants are required to send a soft-copy along with abstract to [agtechfest2k23@agpit.edu.in](mailto:agtechfest2k23@agpit.edu.in) mail.
- The front page of paper should be consisting of participants / team member names, contact no., email id, college name and title at the top of the page
- Time limit of 10 + 3 min is given to participant to present their paper through PPT.
- Two minutes question & answer after presentation
- Video (if any) allowed but within same time
- Selected papers will be intimated through email

##### **GENERAL RULES:**

1. Any team that is not ready at the specified time and specified dimensions will be disqualified immediately.

### **RULES FOR BUG TRACKER (CSE)**

#### **Bug Tracker (Debugging Contest)**

Do you crave for some brain-crunching problem statements? Then this event will provide you a platform to showcase your programming skills. The faster you can think to tackle real world programming problems, better your chances to win. This event will consist of 2 rounds:

**Preliminary Round:** In preliminary round participants will be provided **30 MCQs** based on **C programming language** and **duration is 30 min**. Eligible candidates will be selected for the Next Round.

**Final Round:** In Final Round, all the selected teams will be given programming problem(s) in LAB. Participants have to **code the solution** in the lab only.

#### **Rules & Regulation:**

1. Preliminary round is a qualifying round for the event. Those participants who fail to appear for the preliminary round shall not be considered for the finals.
2. The registrations will be done offline in department.
3. The team size is maximum 2 students.
4. Use of mobile phones, tablet, notes or any other unfair means will lead to straight disqualification.
5. The decision of Judges will be final and binding. Any in disciplinary act will lead to straight disqualification.
6. Participants must bring their College ID cards without fail during competition
7. The organizing Committee reserves the right to change the venue, time and rules, if desired.

#### **Valorant Game Rules:**

1. Each group require 5 players compulsory
2. Per head 100rs.
3. Players should bring their own laptop & required accessories (Internet will be provided)
4. Maps will be decided by toss winning team
5. Winning group will be qualified for the next round and losing team will be disqualified
6. Kind of cheating will be resulted as disqualification of entire team

7. Judges decision shall be final and binding on all.

8. The organizers reserve all rights to modify any or all of the above rules as they deem fit.

### **Ludo Game**

1. LUDO will be run on candidates' mobile rather .
2. Group will be made
3. One time entry or participation is allowed
4. Only one winner from each group is considered accordingly 2nd round with all winner & 3rd round up till final winner & runner.

### **PubG Game**

1. There must be 4 players in squad
2. Players should bring headphone & use their own mobile data
3. Per player ₹100

**Note: For Game Events like Ludo, PubG and Valorant there is combined prize distribution for both Diploma and degree participants.**