



HINDUSTHAN INSTITUTE OF TECHNOLOGY

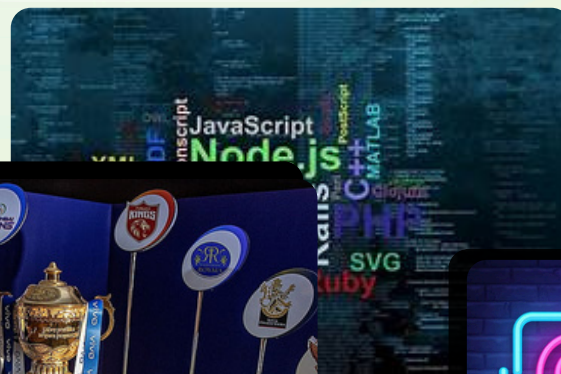


DEPARTMENT OF INFORMATION TECHNOLOGY

TECHMAGNETZ 2K25

EVENT

BROCHURE



@techmagnetz_2k25



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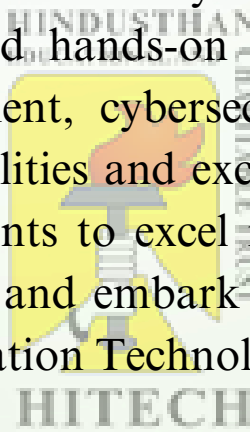
ABOUT HITECH

Welcome to Hindusthan Institute of Technology (HIT), where dreams take flight and innovation knows no bounds! Situated in the heart of Coimbatore, HIT isn't just a college – it's a powerhouse of possibilities, where students embark on an epic journey of discovery and success. With cutting-edge facilities, top-tier faculty, and a vibrant campus culture, HIT is the place to be for anyone passionate about engineering and technology. Here, ideas come to life, creativity thrives, and breakthroughs happen every day. Whether you're coding the next big app, designing futuristic gadgets, or engineering solutions to global challenges, HIT is your launchpad to greatness. Join us at HIT and be part of a community that's shaping the future of technology – because here, your potential is limitless, and the sky's the limit!



ABOUT DEPARTMENT OF INFORMATION TECHNOLOGY

Welcome to the Department of Information Technology at Hindusthan Institute of Technology (HITECH), Coimbatore! Established in 2007, our department offers a four-year undergraduate program approved by AICTE, Accredited by NBA and affiliated with Anna University, Chennai. Led by Dr. M. Duraipandian, our faculty ensures a curriculum that's both up-to-date and goes beyond the syllabus. Our IT program is a fusion of innovation and hands-on learning, covering cutting-edge software development, cybersecurity, and data analytics. With state-of-the-art facilities and exciting industry partnerships, HITECH prepares students to excel in the fast-paced realm of IT. Join us at HITECH and embark on an exhilarating journey into the world of Information Technology!



TECHNICAL EVENTS

1. IDEA SPRINT [PAPER PRESENTATION]

- Each team must present their paper using PowerPoint slides (maximum 10 slides).
- The presentation should be completed within 5 minutes, followed by a 2-minutes Q&A session.
- Exceeding the time limit will lead to point deductions.
- The paper must be original
- The topics should be based on technical (ex:AI).
- Proper citations should be included for references.
- The jury's decision is final, and any disputes will not be entertained.
- In case of a tie, teams will go through a rapid Q&A round to determine the winner.
- Need to send abstract and research paper(min 6 pages) 3 days before the event .
- Team members must be maximum 4 per team, minimum 1.

FACULTY INCHARGE :

DR.GANESH KUMAR, ASP
DR.PRAKASH, ASP

STUDENT CO-ORDINATORS :

MYHTIRI
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SNEHA
ABITHA
JAISURYA PRAKASH
NIRANJAN
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VENUE :

NILA HALL

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2.INNOVIBE EXPO (PROJECT EXPO)

- Team Composition: Each team may consist of 1 to 4 members.
- Each team will have 7 minutes to explain their project.
- Judges will have an additional 5 minutes to ask questions.
- Project Abstract Submission: All participating teams must submit a detailed abstract of their project before the expo.

Project Categories:

- Both software and hardware-integrated software (IoT) projects are accepted.
- Software project participants must submit a 1-minute working model video before the event.
- All teams (software and hardware) must bring a working prototype for the presentation.
- Evaluation Criteria: Projects will be judged based on:
 - Presentation Skills – Clarity and way of presenting the project.
 - Explanation Clarity – How well the concept, working, and application are conveyed.
 - Working Condition of Prototype – Proper functionality and demonstration of the project.
- Failure to comply with these guidelines may result in disqualification or score penalties

FACULTY INCHARGE :

**DR.DURAIPANDIAN,PROF/HOD
DR.MANIKANDAN, ASP**

STUDENT CO-ORDINATORS :

**MAGESH HARIRAM
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MOHAN BHARATH
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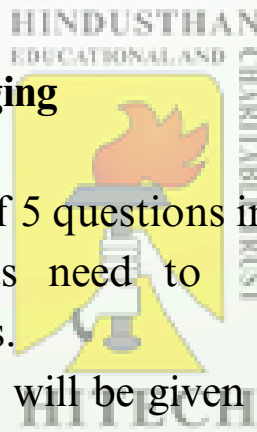
3.BUG BOUNTY (CODE DEBUGGING)

Round 1: Quiz (Expected Output – MCQ)

- Each batch will have 15 multiple-choice questions (MCQs) related to expected output and basic programming concepts.
- The time limit for this round is 10 minutes per batch.
- Participants must select the correct output for the given code snippets.
- No external help, online resources, or calculators are allowed.
- The top 3 participants from each batch will be shortlisted for Round 2.

Round 2: Coding & Debugging

- 1 This round consists of 5 questions in total:
- Questions: Participants need to write code for basic programming problems.
- Questions: Participants will be given code with bugs or scenarios to debug and fix
- The time limit for this round is 25 minutes.
- Participants can use any programming language of their choice.
- No external help, online coding platforms, or AI-based tools are allowed.
- The evaluation will be based on:
 1. Correctness of code
 2. Efficiency and optimization
 3. Successful debugging of given problems



FACULTY INCHARGE :

MR.PANDIYARAJAN ,AP

STUDENT CO-ORDINATORS :

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SANIKA CHANDRAN
ASPINA VINOLIA
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4.SQUID GAME(ACTION PITCH)

Round 1: Technical Quiz

- Time Limit: 10 minutes
- Format: Online quiz (MCQs) conducted via mobile phones
- Number of Questions: 15
- Scoring: +1 for each correct answer and No negative marking
- Elimination: Top teams based on scores proceed to the next round.

Rules:

- 1. Participants must use only their mobile phones for the quiz.
- 2. Any form of cheating (switching tabs, external help) leads to immediate disqualification.
- 3. The organizing team will monitor participants to ensure fair play.
- 4. In case of a tie, a tiebreaker question will decide the finalists.

Round 2: Action Pitching

- Preparation Time: 10 minutes
- Presentation Time: 5 minutes per team
- Format: Teams will be given a spot topic and must present a quick, innovative solution.

FACULTY INCHARGE :

MRS.UMA SHANKARI, AP

STUDENT CO-ORDINATORS :

**TARUNKUMAR
NISHANTHINI
MOHAN RAJ
PRAGADEESH BALA
SHERIN CELSIYA**

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5.WEB WAR(WEB DEVELOP)

Round:1- Web designing

- Time limit: 30 minutes
- Format: Creating a web page using HTML,CSS and javascript(if needed) via VS Code.
- Topic: On spot
- Elimination:Top teams based on scores proceed to next round

Rules:

- Preparation Time:The participant will be given 5 minutes to prepare and understand the topic provided for the event.
- Download Time:The participant will then have 5 minutes with an active internet connection to download any required resources or materials for the task.
- Network Disconnection:After the 5-minute download period, the internet connection will be disconnected,
- and participants will be unable to access the web for the remaining time.
- Development Phase:Participants will use HTML and CSS in VS Code to build the webpage as per the given requirements.
- Total Event Duration:The total time allotted for the event is 30 minutes. Participants must complete the task within this timeframe.

FACULTY INCHARGE :

MRS.KAVIPRIYA, AP

STUDENT CO-ORDINATORS :

**RANJANI
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DIVYA
AGASTHIYAN
SANJITH GANESH
SYED JASMINE**

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NON-TECHNICAL EVENT

1.ADZAP

- **Team Composition:** Teams can consist of 1 to 4 members, promoting collaboration and diverse perspectives.
- **Ad Requirements:** The ad must be 30 to 60 seconds long, original, and align with a theme revealed on the spot, encouraging creativity and quick thinking.
- **Format Flexibility:** Teams can use audio, video, or skits, allowing them to choose the best medium to express their ideas.
- **Resource Usage :** Teams are free to use props, editing tools, music, or any other resources to enhance their ad, fostering innovation.
- **Judging Criteria :** Ads will be evaluated based on creativity, clarity, engagement, relevance, and humor, pushing teams to deliver high-quality content.
- **Time Management :** Teams must plan, create, and present their ad within a limited timeframe, testing their ability to work under pressure.
- **Presentation Skills :** The final ad must be clear, engaging, and aligned with the theme, showcasing the team's critical thinking and communication abilities.



FACULTY INCHARGE :

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STUDENT CO-ORDINATORS :

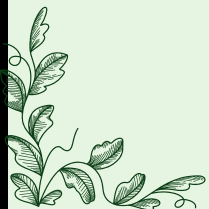
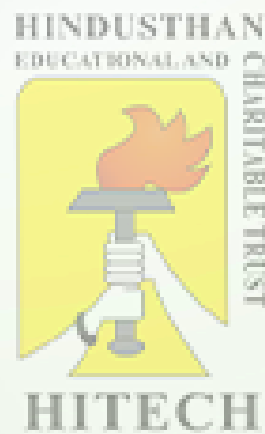
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2.FIRE CRACKERS(E-SPORTS)

- Team Composition: Teams must consist of a certain number
- of players (e.g.,2 players for BGMI, 4 players for Free Fire).
- Official Game Accounts: Players are generally required to use their official game accounts
- Device Rules: Participants must use mobile phones or tablet
- Communication: Voice chat and in-game text communication are allowed, but hate speech, offensive language, or anything that violates the terms of service will lead to disqualification.
- CAUTION: Any player found using cheats or exploiting bugs will be banned.
- BGMI
- Erangel map Will be Played
- MODE: DUO
- FREEFIRE :
- Initially BR Mode will be played ,
- There top 4 teams will be picked based on Kills
- And 4 teams will play ClashSquad With each other,
- And Final clashesquad will be played to pick the "WINNER".1

FACULTY INCHARGE :

MR.KARTHIK KUMAR, AP

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VIGNESH
DINESH
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3.PIXEL BRIDGE (CONNECTIONS)

- Each team can have a maximum of three members.
- If you find the answer through discussion with your team, only one person should reveal the answer by completing the given task.
- Once an answer is given, do not argue with teammates.
- Rounds are conducted based on the participants' arrival in the game.
- Each round consists of 10 questions.
- The different and innovative tasks are conducted in this game



FACULTY INCHARGE :

MRS.M.SARANYA, AP

STUDENT CO-ORDINATORS :

**SOWMIYA
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MUNEESHWARI
UMA MAHESWARI
SANJEEVI**

VENUE :

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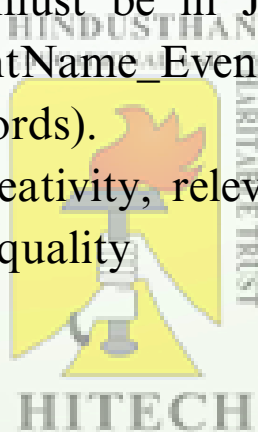
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4.VIEW FINDER (PHOTOGRAPHY)

- Eligibility: Open to registered symposium participants; only individual entries allowed.
- Theme: Photos must align with the announced theme; unrelated images will be disqualified.
- Equipment: Any camera, including DSLR, mirrorless, or smartphones, is allowed.
- Originality: Only original photos taken during the symposium are accepted; no stock or AI-generated images.
- Editing: Basic adjustments (cropping, brightness, contrast) allowed; no heavy editing or composite images.
- Submission: Photos must be in JPEG/PNG (1080p min.), named as ParticipantName_EventName.jpg, with a brief description (50-100 words).
- Judging: Based on creativity, relevance, composition, visual impact, and technical quality



FACULTY INCHARGE :

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5.SHINE FEST (TALENT SHOW)

Events:

- 1.Singing(solo)
- 2.Dancing(solo & group)
- 3.Instrument play (solo)
- 4.Standup Comedy (solo)
- 5.Mimicry (solo)

Rules and regulations

- 1. Recommended length is 3 minutes, acts must be no more than 6 minutes.
- 2. Students performing singing and Dancing should send their track and song in advance.
- 3. solo singing is only allowed.
- 4. Maximum members for group dance is 2.
- 5. Maximum member for Instrument play is 1.
- 6. In all cases, decisions of the judges are final and will not be open to discussion

FACULTY INCHARGE :

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FOR REGISTRATION:

