महात्मा ज्योतिबा फुले
रुहेलखण्ड विश्वविद्यालय, बरेली

MAHATMA JYOTIBA PHULE
ROHILKHAND UNIVERSITY, BAREILLY
(NAAC A++ Accredited, UGC Category - I University)

FACULTY OF ENGINEERING & TECHNOLOGY

AURA
2K26

THE CREATIVE PULSE
Tech | Art | Rhythm | Expression

Saturday
14-16 March 2026

INFORMATION
BROCHURE

EVENT

HIGHLIGHTS

Tech Expo
Hackathon
Robo war
Drone Race
Battle of Bands
Musical Night
Aesthetica

Scan To Register
Cash Prizes
*For Winners**

* Conditions Apply

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FROM THE DESK OF VICE-CHANCELLOR

Prof. K.P. Singh
Vice-Chancellor

It gives me immense pleasure to extend my best wishes for the vibrant fest AURA-2K26 that celebrates creativity, culture, and intellect. Such platforms go beyond competition-they inspire confidence, nurture talent, and encourage students to express ideas, emotions, and innovations with courage and responsibility.

I believe that participation in technical, cultural, and literary activities plays a vital role in shaping balanced personalities and future leaders. May this fest ignite curiosity, foster collaboration, and create memories that motivate them to strive for excellence in every walk of life.

I congratulate the organizing team and wish all participants a joyful, enriching, and successful fest.

(K.P. Singh)

Chief Patron, Aura 2K26

Prof. S. K. Panday
Dean, Academics

I am pleased to learn that the Faculty of Engineering & Technology, Mahatma Jyotiba Phule Rohilkhand University, Bareilly is organizing a grand fest ensuring maximum participation from all stake holders.

The fest is aimed to provide the students various opportunities of versatile nature to show their talent in different areas outside the class room teaching and to explore the possibility of applying their expertise in the area of their choice. The fest is likely to provide students an innovative tool to exhibit their creativity, skills coupled with lot of fun. It will also provide an opportunity to upgrade themselves and to apply it for overall growth and development. It will provide all the students an umbrella to teach themselves and learn from others for overall personality development.

I wish a grand success to this forthcoming fest 26.

Prof. S.K. Panday
Patron, Aura 2K26

Prof. Archana Gupta
Dean, FET

It gives me immense pleasure to present Aura 2K26- a vibrant celebration of talent, creativity, and innovation at the Faculty of Engineering & Technology, Mahatma Jyotiba Phule Rohilkhand University. Our Tech–Cultural–Literary Fest is not merely an event; it is a reflection of the dynamic spirit of FET—where ideas are engineered, creativity is celebrated, and leadership is nurtured. It brings together the brilliance of technology, the rhythm of culture, and the power of expression on one unified platform. Such occasions inspire students to think beyond classrooms, explore their hidden potential, and transform knowledge into meaningful action. They encourage collaboration, confidence, and the courage to innovate.

I urge every participant to seize this opportunity, challenge boundaries, and create memories that will shape your journey ahead. Let this fest ignite your passion, strengthen your resolve, and remind you that the future belongs to those who dare to dream and strive.

Prof. Archana Gupta
Chairperson, Aura 2K26

ABOUT THE UNIVERSITY

Mahatma Jyotiba Phule Rohilkhand University (MJPRU) is a premier institution in Uttar Pradesh, serving over 2.5 lakh students through 242 affiliated colleges and its Campus Faculties and Departments across nine districts. The University offers a wide spectrum of UG, PG, diploma, and doctoral programs across diverse disciplines, with a strong focus on academic excellence, research, and innovation.

MJPRU is strengthened by dedicated Directorates of Research, International Relations, and Corporate & Social Reforms, promoting interdisciplinary research, global engagement, and social responsibility. With MoUs signed with reputed foreign universities, the University reflects strong global aspirations and international academic partnerships.

The Rohilkhand Incubation Foundation and the Institution's Innovation Council (IIC) foster entrepreneurship, start-ups, and innovation culture. Supported by state-of-the-art infrastructure, modern laboratories, a vast central library, and a well-equipped sports complex, MJPRU is committed to holistic development and nurturing future-ready global citizens.

ABOUT THE FACULTY OF ENGINEERING & TECHNOLOGY

The Faculty of Engineering & Technology (FET) at Mahatma Jyotiba Phule Rohilkhand University (MJPRU), Bareilly is a multidisciplinary academic hub committed to quality technical education, innovation, and research excellence. The Faculty comprises six core engineering departments Mechanical Engineering (ME), Chemical Engineering (CH), Electrical Engineering (EE), Electronics & Communication Engineering (EC), Electronics & Instrumentation Engineering (EI), and Computer Science & Engineering (CS)—along with Applied Sciences and Pharmacy. FET emphasizes a strong balance between theoretical foundations and practical exposure, supported by well-equipped laboratories, experienced faculty members, and industry-aligned curricula. The interdisciplinary structure enables students to engage in collaborative learning, cutting-edge research, and technology-driven projects, preparing them for careers in engineering, research, entrepreneurship, and higher studies. With a focus on innovation, skill development, and societal impact, FET, MJPRU actively promotes workshops, industrial training programs, research activities, and industry–academia collaborations, nurturing technically competent and socially responsible professionals.

ABOUT THE FEST

AURA 2K26, the technical, literary and cultural fest of the Faculty of Engineering & Technology (FET), Mahatma Jyotiba Phule Rohilkhand University, Bareilly is envisioned as a dynamic platform to celebrate innovation, creativity, and talent. The fest will bring together students, academicians, and innovators from diverse disciplines to collaborate, compete, and showcase their potential. The Faculty of Engineering & Technology (FET), MJP Rohilkhand University, Bareilly, has steadily grown into a center of academic excellence and innovation. Over the years, it has nurtured a vibrant learning ecosystem where knowledge, research, and creativity come together to shape future engineers and professionals. From this spirit of exploration and excellence emerged AURA 2K26 as a confluence of technology, literature and culture. AURA 2K26 reflects the institution's commitment to holistic development, industry relevance, and preparing students to contribute meaningfully to society. It aims to provide students with a platform to apply their talents, develop problem-solving skills, express creativity, and engage in a meaningful knowledge exchange. Organized as a three-day event, AURA 2K26 features a wide range of activities including hackathons, coding competitions, robo race, technical quizzes, project exhibitions, workshops, alongside literary events, cultural performances, art showcases, music, and dance competitions followed by a musical night.

We aim to make this gathering more than a celebration — a beautiful chapter of memories that you will proudly look back on and relive again and again.

ADVISORY COMMITTEE

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Prof. Ravendra Singh	Chief Proctor
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Prof. Deepak Rana	Professor of Practice
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Dr. Jyoti Pandey	Coordinator, University Cultural Center
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Prof. Rakesh K. Maurya	Department of EI
Prof. Saleem Khan	Department of Physics
Prof. Sanjeev Tyagi	Department of EI
Prof. Yograj Daksh	Department of EI

ORGANIZING COMMITTEE

Content Creation
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Dr. Sourabh Pathak

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Dr. Anil Bisht

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Dr. Iram Naim

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Mr. Mukesh Sone

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Dr. Atul Katiyar

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Mr. Hemendra

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Dr. Atul Katiyar

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Dr. Pankaj Roy
Dr. B.R.Ambedkar
Mr. Hemendra

Photography & Videography
Dr. Preeti Yadav
Dr. Iram Naim
Mr. Tapan Verma

Crowd Control &Discipline Management
Prof. Ravendra Singh (Chief Proctor) and his team

Power Supply & Generator Management
Dr. Ashish Jain
Dr. Atul Katiyar
Mr. Ravindra Srivastava
Mr. Mohar Singh

Result Compilation, Certificate preparation & Prize distribution
Dr. Atul Sarojwal
Dr. Ashwani Gupta
Er. Ashutosh Shankhdhar
Er, Mukul Kumar Singh

Health & Safety Team
Dr. Amit Verma
Mr. Deepak
Mr. Anand Patel

REGISTRATION GUIDELINES

Registration Details:

All the students who wish to participate in the Fest shall have to get themselves registered through the online link provided. The Registration Fee is INR 100.00 for an individual which is non-refundable. All the registered participants will get Free Entry in three events namely fashion show, battle of bands & Musical Night.

General Instructions for Event Participation:

The participants shall have to choose only one event from any group of events as specified in the Form. The participants are required to select the Individual/Team Event and submit the requisite amount of fee as specified. The Event participation fee once deposited is non-refundable.

Online filling of the Registration Form will start from 25 Feb 2026 and payment link will become live on the same day.

Account Details for making payments of Registration Fee.

Bank Name	HDFC Bank Ltd.
Account Name	MJPRU TECH FEST 2026
Account Number	99994125664931
Branch	Bareilly - II
Branch Code	0860
IFSC Code	HDFC0000860
MICR Code	243240003

Registration Link
https://forms.eduqfix.com/festregof/add

GENERAL GUIDELINES

1. Only full time bonafide students who are enrolled in a UG / PG / Diploma courses of Engineering/Pharmacy disciplines for a minimum duration of one academic year are eligible to participate.

2. All participants must carry their Institution photo ID & aadhaar card during their stay in the campus.

3. Participants must ensure their presence at the event venue at least half an hour before the start of the event.

4. In case a participant fails to appear for an event on time, no claim for fee refund in full or part will be entertained.

5. Slot allotment for the performance is solely at the discretion of the event coordinators.

6. The decision of the judges / referees shall be final and binding.

7. Any violation of the rules, misconduct or indiscipline at any stage of the event can lead to disqualification.

8. Consumption of alcohol, drugs or other banned narcotics while participating or elsewhere in the campus during the fest will lead to immediate disqualification and further legal action as per prevailing norms of the University

9. The organising committee reserves the right to cancel any event at any moment.

10. Participants must respect college rules & property.

HOSPITALITY & LODGING

Students from various institutes are warmly invited to participate in Fest and showcase their talents. To encourage maximum participation, University has made arrangements for both accommodation and basic support facilities.

Accommodation

Outstation participants will be provided on-campus hostel accommodation free of cost. The hostels are safe, secure, and conveniently located within the campus to help them stay close to all fest venues and activities.
Participants are requested to confirm their accommodation in advance so that necessary arrangements can be made smoothly.

Food Facilities

Mess facilities will be available in the hostel on a paid basis. Those who wish to avail the food facility must inform the organizers beforehand to ensure proper arrangements.

Medical Assistance

Basic medical assistance is available on campus. In case of any emergency, nearby hospitals and healthcare facilities are easily accessible.

We look forward to welcoming you with warmth, comfort, and care so that you can focus on celebrating, competing, and creating unforgettable memories!

EVENTS AT A GLANCE

A. Tech/ Lit/ Cult/Art events

Sr. No.	Name of Event	Coordinator	Contact No.
1	Tech Expo	Dr. Anil Kumar Singh, Dr. D. D. Sharma, Dr.Deepak Gangwar, Dr. Mukul Kumar Gupta, Dr. M.S. Karuna, Dr. Vishal Saxena Dr.Anil Bisht, Dr.Sumit Srivastava, Dr. Preeti Yadav, Dr.Rohit Verma, Dr.Pranjal Saxena	9412344965
2	Pharma model competition	Dr. Amit Kumar Verma	7017763889
3	Hackathon	Dr.Deepak Gangwar, Dr. Inderpreet Kaur	9897662554
4	Robo Race	Dr. Atul Sarojwal	9411698867
5	Aerothon	Dr. Yatendra Kumar	8218927851
6	Robo War	Er. Ramji Prasad	8756108799
7	Debugging Contest	Dr. Anil Bisht	9412928340
8	Agglomeration	Er .Nisha Singh	7830399084
9	Electro Doctor	Dr. Janak kapoor	9456469793
10	Blind buld Challenge	Dr. Sourabh Pathak	9286250109
11	Reverse engineering Quiz	Er. Varun Pratap Singh, Er. Tarun Bhatt	9634218878, 7906569290
12	Memory Noise	Dr. Janak Kapoor	9456469793
13	Bridge buliding	Er . Farkhunda Rehman, Er Ranjeet Singh	9760352805, 6395178311
14	Cirkitech	Dr. Ashish Jain, Dr. Janak Kapoor	9456469793
15	Bookworm	Dr. Janak Kapoor	9456469793
16	Logo Designing	Dr. Ashutosh Shankhwar	6398029407
17	Tech Pictionary	Dr. Anil Bisht	9412928340
18	Sudoku Puzzle	Dr. Ashish Sankhwar, Dr. Rohit Verma, Er. Akhilesh Kumar	9457474044, 8266802191, 9873081856
19	Meme the Machine	Er. Mukesh Kumar Sone, Dr. Dushyant Kumar	9045092205
20	Straw Engineering Challenge	Dr. Ankit Varshney	8299534878
21	Technical Quiz	Dr. Harish Kumar	8699817936
22	Techincal Quiz battle	Dr. Anil Bisht	9412928340
23	Mind Spark	Dr. Hari K. Singh, Er. Neha Sabeel, Dr. Shinsupa, Dr.Nisha Singh	9410860110, 8077763035, 9045831959, 7830399084
24	Pharma Quiz	Dr.Hemendra Kumar	8868843889
25	Poster Presentation	Dr. M.S.Karuna	9359501112
26	Six word Story- Tech Edition	Dr. Anita Tyagi	9411699751
27	Turncoat Debate (Switch the Side)	Dr. Sanjay singh	7906284740
28	Spellbee	Dr. Anita Tyagi	9411699751
29	Story in Reverse	Dr. Anita Tyagi	9411699751
30	One word- One world	Dr. Anita Tyagi	9411699751
31	Creative Writing	Er . Afreen Nishat	9412870275
32	Reel In 60 seconds	Er . Neha Sabeel, Dr. Nisha Singh,Er . Afreen Nishat	8077763035, 7830399084
33	Silent Canvas (Poster without Words)	Er . Lalita Gangwar, Dr. Shaista Qamar	7505442174
34	Chess	Dr. Kaushal Kumar	8077388449
35	Slow Cycling Race	Dr. Pankaj Roy	9412294024
36	e-Sports	Dr. Anil Bisht	9412928340
37	Sur Sangam , Himanshu	Er . Shashi Lata	9012323352
38	Fusion Dance Challenge	Dr. Reena Pant	9411088903
39	Live Band Performance	Dr. Preeti yadav	7017932082
40	Street Play with Freez Rule	Dr. Ajay Yadav, Dr. Atul Katiyar	9258006671, 9411698867
41	Rangoli	Dr. Sushmita Gupta, Dr Snehlata	9412328099
42	Kabaad se Jugaad	Dr. Janak kapoor	9456469793
43	T-shirt Painting Competition	Er . Afreen Nishat	9412870275
44	Face Painting Competition	Er . Afreen Nishat	9412870275
45	Culinary Competition	Er . Afreen Nishat, Er. Neha Sabeel	9412870275
46	Fashion Show	Dr. Preeti Yadav	7017932082

EVENTS AT A GLANCE

B. Workshops

Sr. No.	Name of Event	Coordinator	Contact No.
1.	Hands-On Workshop on Technical Writing Using LaTeX Grass Root Innovation Center	Dr. D. D. Sharma Dr. Atul Katiyar	M. 9411471784
2.	Induction Program on Health, Environment, and Sustainability (HSE) & Safety as a Career for Engineering Students	Prof. Vikas Lamba	M. 9897126543
3.	AstroQuest: From Sunlight to Sustainable Power Workshop on the Rooftop Solar Power System	Dr. Deepak Gangwar	M. 9718508870

C. Rhythm & Radiance

Sr. No.	Name of Event	Coordinator	Contact No.
1.	Diya Decoration & Open Mic Event	Dr. Anita Tyagi	M. 9411699751
2.	Musical Nights	Dr. Preeti Yadav	M. 7017932082

Event Description

E-Explore – Ideas that Build Tomorrow (Tech Expo) is envisioned as a flagship academic activity aimed at promoting interdisciplinary collaboration, research orientation, and industry-relevant innovation among engineering students. Tech Expo provides a structured platform for students to showcase their technical expertise, research aptitude, and innovative thinking through working models, prototypes, and software solutions.

Theme of the Event

'Engineering Innovations for Society, Sustainability, and Smart Technologies'
Sub-Themes include:
+ Artificial Intelligence & Machine Learning
+ Internet of Things (IoT) and Smart Systems
+ Robotics, Automation & Mechatronics
+ Renewable Energy & Green Technologies
+ Communication, Embedded & VLSI Systems
+ Cybersecurity, Data Science & Cloud Computing
+ Biomedical & Healthcare Engineering

Rules and Regulations

1. Participation is open to Diploma, undergraduate and postgraduate students, and research scholars.
2. Participants may take part individually or in teams of 2- 4 members.
3. Interdisciplinary teams are encouraged, and each team must nominate one team leader.
4. Projects must be original and developed by the participating team.
5. Projects may be hardware-based, software-based, or hybrid in nature.
6. Participants must bring their own laptops, hardware components, and accessories.
7. Teams must report at least one hour before the scheduled evaluation time.
8. Any form of plagiarism, misrepresentation, or misconduct will lead to disqualification.
9. Projects will be evaluated based on innovation, technical depth, feasibility, and presentation.

For queries contact

Dr. D.D.Sharma, Department of EE   M. 9411471784
Dr. Deepak Gangwar, Department of EI   M. 9718508870
Dr. M.S. Karuna, Department of CH   M. 9359501112
Dr. Vishal Saxena, Department of ME   M. 9412738873
Dr. Preeti Yadav, Department of CSIT   M. 9319306448
Dr. Sumit Srivastava, Department of EC   M. 9411917873

2. PHARMA MODEL COMPETITION

Participation Fee: Rs. 500/-

Event Description

The Pharmacy Model Competition aims to encourage students to demonstrate innovation, scientific understanding, and practical application of pharmaceutical concepts through working and non-working models should be related to Pharmaceutical Sciences, including:

+ Pharmaceutics
+ Pharmacology
+ Pharmaceutical Chemistry
+ Pharmacognosy
+ Clinical Pharmacy
+ Industrial Pharmacy
+ Regulatory Affairs
+ Public Health & Patient Safety

Categories

A. Working Model: Models demonstrating functional mechanisms or practical operation. May include electronic, mechanical, digital, or simulation-based demonstrations. Models that demonstrate functional operations, such as: Drug delivery systems Pharmaceutical machinery Biological or biochemical processes Hospital or industrial pharmacy operations Medical devices or automated systems

B. Non-Working Model: Conceptual or static models representing pharmaceutical ideas or structures. Should clearly explain scientific concepts visually. Models that demonstrate conceptual understanding, such as: Anatomical or physiological models Pharmaceutical processes Drug mechanisms of action Herbal medicine systems Public health or pharma covigilance concepts

Rules and Regulations

1. The event is open to Diploma, Undergraduate, Postgraduate, and Research students of Pharmacy.
2. Participation can be individual or in teams of 2–4 members.
3. Models must be self-designed and prepared by participants.
4. Use of eco-friendly, low-cost, and recyclable materials is encouraged.
5. Models must be portable and stable.
6. For working models:
Electrical components must be safe and properly insulated.
Use of high-voltage, hazardous chemicals, live animals, or human samples is strictly prohibited.
7. Any form of plagiarism or rule violation will lead to disqualification.
Presentation Guidelines
1. Each team will be allotted 5–7 minutes for presentation and 2–3 minutes for questions.

2. Participants must clearly explain:
+ Title of the model
+ Concept and principle
+ Application in pharmacy/healthcare
+ Advantages and limitations

3. Posters, charts, or LCD presentations may be used as supporting material.

For queries contact

Dr. Amit Kumar Verma (7017763889)

Event Description

The Web + AI Hackathon is an academic and skill-oriented technical event aimed at encouraging students to build innovative and real-world solutions using Web Technologies integrated with Artificial Intelligence. The hackathon focuses on problem-solving, teamwork, and practical learning.

Themes & Problem Statements

Participants are required to develop projects under the Web + AI domain. Suggested themes include:

- ✦ AI-based Web Applications
- ✦ Data-driven Web Platforms
- ✦ Automation using Artificial Intelligence

Rules and Regulations

1. Each team must consist of 2-4 members.
2. A participant can be part of only one team.
3. All development work must be carried out during the hackathon duration only
4. Use of open-source libraries and frameworks is permitted.
5. Pre-built or plagiarized projects are strictly prohibited
6. Any form of misconduct or indiscipline will lead to disqualification

For queries contact

Dr. Inderpreet Kaur (9897662554)

Event Description

Robo Race is a technical robotics competition in which manually controlled robots compete on an obstacle-filled track. The objective is to design a fast, stable, and robust robot capable of completing the track in the least possible time while adhering to safety and design constraints.

Rules and Regulations

The main guidelines typically include specific restrictions on robot dimensions, weight, power, and construction to ensure fair competition.
1. Robot Specifications:

Dimensions: The robot must fit within a specified maximum, commonly around 25 cm x 20 cm x 15 cm or 30 cm x 30 cm x 30 cm.
Weight: Maximum weight usually must not exceed 5 kg.
Power Source: Electrically powered only (battery/DC). Use of IC engines is strictly prohibited.
Voltage: The electric voltage anywhere in the machine should not exceed 12V DC (or 24V in Special cases).
Construction: Ready-made kits or Lego parts are generally not allowed. The robot must be custom-built.
Method of Control: Can be wired or wireless. Wired bots must have a long enough cable that remains slack during the run.

Game Rules:

* Time Trial System: The winner is decided by the least time taken to complete the track.
* Start/Finish: Robots must start behind the starting line and finish by crossing the final line.
* Obstacles: The track includes obstacles like bridges, speed breakers, marble pits, slippery paths, and seesaws.
* Hand Touches/Restarts: A limited number of manual touches (e.g., 3) are allowed, usually resulting in penalties or restarting from the last checkpoint.
* Off-Track Rule: If the robot goes off-track, it must be replaced at the last checkpoint.
* Disqualification: Occurs if the robot destroys the arena, uses illegal parts, or fails to start on time.

General Guidelines:

* Team Size: Maximum 4 members in a group.
* Arena Integrity: The robot must not damage the arena or leave parts behind.
* Operator Behavior: Unethical behavior or arguing with judges can lead to disqualification.
* Safety: No explosive or dangerous materials; all robots must be safe for participants and officials.

Typical Penalties:

* Wire Pulling: Pulling a wired robot to help it move can lead to disqualification.
* False Start: If the robot moves before the start signal, a restart is given; a second offense leads to disqualification.
* Time Penalty: Each hand touch or checkpoint skip adds time to the total time.

For queries contact

Dr. Atul Sarojwal (9411698867)

Event Description

AEROTHONE is a high-speed drone racing competition that tests precision landing, control, and real-time decision-making. Participants pilot their drones through a specially designed aerial track filled with obstacles. The objective is to complete the course in the shortest time while maintaining stability and accuracy. Penalties are imposed for missed checkpoints, collisions, or rule violations.

Format:

Round I – Drone Racing Challenge

Round II – Precision Landing Accuracy Challenge

Rules and Regulations

1.   Each team must comply with UAV safety and operational guidelines throughout the event.
2.   All drones must undergo mandatory technical and safety inspection before participation.
3.   Drone racing will be evaluated based on completion time, track accuracy, and control.
4.   Precision landing will be judged on landing accuracy, stability, and time taken.
5.   Teams must operate drones only within the designated netted or barricaded arena.
6.   Violation of safety rules or regulatory guidelines may result in disqualification.

For queries contact

Prof. Yatendra Kumar - 8218927851

Event Description

Robo War is a robotic combat competition where custom-built robots battle inside a secured arena. Participants design robust robots equipped with permitted weapons to demonstrate strength, control, and strategic combat skills under strict safety regulations. Teams build wireless combat robots to compete in head-to-head matches. The event encourages innovation, teamwork, and practical problem-solving while maintaining strict safety standards.

Rules and Regulations

1. General Robot Design & Specifications:

Dimensions & Weight: The robot must fit within a specified maximum, commonly around 45 cm x 45 cm x 45 cm. Robots must conform to specific weight maximum 10kg.
Mobility: Robots must use visible, controlled mobility such as wheels, tracks, or legs. Jumping/hopping is generally allowed up to a specific limit (e.g., 2 meters), while flying/hovering is prohibited.
Construction: Robots must be built to withstand damage. Cluster bots (multiple units) are allowed in some competitions, but usually must share a total weight limit.
Safety Lock: Active weapons must have a visible locking device (e.g., in red or neon orange) to prevent injury when not inside the arena.

2. Control & Power Requirements:

Remote Control: Robots must be controlled wirelessly. A 4-frequency system is often required to avoid interference, and in some cases, wired controls are allowed with a specific length.
Fail-Safe: An emergency stop (E-stop) or kill switch is mandatory, enabling operators to immediately halt all power and movement in case of malfunction.
Power Source: Only electrical power is allowed. Internal Combustion (IC) engines are usually forbidden in amateur, but sometimes permitted in professional, competitions.
Voltage Limit: Maximum voltages are strict, often around 36V DC depending on the weight.

3. Allowed and Prohibited Weapons:

Allowed: Spinning weapons, flippers, lifters, clamps, and crushers.
Prohibited: Liquid projectiles, inflammable liquids, flame-based weapons, nets, glue, sticky agents, radio jammers, and high-voltage electricity.
Spinner Safety: Spinning weapons must have a self-contained braking system that stops the weapon within 60 seconds after power is cut.

4. Match Rules and Victory Criteria:

Immobilization: A robot is declared defeated if it cannot display linear motion for a specific duration (usually 10 to 20 seconds).
Arena Damage: Intentionally damaging the arena floor or walls is forbidden.
Pinning/Lifting: Active pinning or lifting is typically restricted to a maximum of 10–20 seconds per encounter.
Knockout: If a robot is thrown out of the arena, the remaining robot is declared the winner.
Judging: If both robots are mobile after 3 minutes, winners are decided based on Damage, Aggression, and Control.
5. Safety & Procedures:
* Safety Inspections: All robots must pass technical inspection before competing.
* Team Safety: No team members can enter the arena once the fight has started.
* Battery Handling: Strict rules on protecting batteries from direct short circuits.
* Participation: Maximum 4 members in a group.

For queries contact

Ramji Prasad (8756108799)

7. THE DEBUGGING CODE CONTEST

Event Description

The Debugging Code Contest is a specialized technical event designed to evaluate and enhance students' code-review capabilities and hence thrust them into real-world "production-fix" scenarios. Whether you're a C++, Java, or Python enthusiast, participant can choose your favorite language to hunt down errors through rapid-fire syntax sprints and hidden logic challenges. This isn't just about finding errors; it's a mission to "clear the logic breach" and level up your coding game in a fun, competitive environment. This is the chance to step into the shoes of a software detective in a high-energy, three-stage knockout tournament.

Rules and Regulations

Event Structure (Knockout Format)
The competition will be conducted in three distinct levels. It is a knockout match; only participants who successfully debug the code in a given level will qualify for the next.
- Level 1: The Syntax Sprint (Knockout Round)
  - Goal: Rapidly find and fix syntax errors (missing semicolons, incorrect brackets, keyword typos).
  - Format: 30-minute timed round.
  - Difficulty: Introductory.
- Level 2: The Multi-Bug Challenge
  - Goal: Solve code snippets containing multiple stored errors, including runtime errors and complex syntax issues.
  - Format: 20-minute timed round.
  - Difficulty: Intermediate.
- Level 3: The Logic Breach(Grand Finale)
  - Goal: Identify logical errors where the code compiles but produces incorrect results (e.g., flawed algorithms, incorrect loop bounds).
  - Format: 15-minute timed round.
  - Difficulty: Advanced.

For queries contact

Dr. Anil Kumar Bisht (9412928340)

Event Description

Agglomeration 1.0 is a Team-Based Coding Competition designed to promote logical thinking, structured programming, adaptability, and collaborative problem-solving.

The term 'Agglomeration' represents the coming together of diverse ideas and abilities. This event encourages participants to combine their strengths and solve real-time coding challenges under time constraints in a fair and competitive environment.

Competition Structure:

Round 1 – Rapid Logic Round (30 Minutes)
Each team will pick one task randomly and must design, execute, and demonstrate the correct output within 30 minutes.

Focus Areas include:
- Conditional Statements
- Loops
- Arrays
- Strings
- Functions
- Basic Logical Problems
- Pattern-Based Logic

Only teams that successfully produce correct output will qualify for Round 2.

Round 2 – Structured Implementation Round (60 Minutes)
Qualified teams will again receive a randomly assigned task and must implement a structured and logically sound solution within 60 minutes.

Focus Areas include:
- Multi-condition logic
- Data handling and processing
- Structured programming
- Modular code design
- Logical scenario implementation
- Input validation
- Code organization

Final winners will be decided based on Round 2 performance.

Rules and Regulations

No Internet Policy:
Internet access will NOT be provided during the competition. Since the focus areas are declared in advance, participants are expected to prepare thoroughly from those topics. All questions will strictly belong to the predefined focus areas, and no external topics will be included. Teams must solve and demonstrate their solutions entirely without internet assistance.

Unique Feature – Chit-Based Random Task Selection:
All coding tasks will be prepared strictly based on predefined focus areas. Each task will be written on individual chits and placed in a bowl. Every team will randomly pick one chit and must solve the task mentioned on it. Chits cannot be exchanged once selected. This ensures fairness, transparency, and real-time adaptability.

Team Structure:
- Exactly 2 members per team (mandatory)
- Cross-year teams allowed
- Participants from any academic background may collaborate
- One system will be allotted per team
- Discussion is allowed only within the team
- Any form of plagiarism or copying will result in disqualification
- Judges' decision will be final and binding

For queries contact

Ms. Nisha Singh (7830399084)

Event Description

ELECTRODOCTOR is an event to test the troubleshooting skills of electronics and related branch engineering students. This is a question and answer based individual event. Each participant will have to mention steps to trouble shoot and give solution to defect intently generated in an electronic appliance. The individual with correct steps of trouble shooting and who provides accurate solution to the problem will win.

Rules and Regulations

1.   Participation is open to undergraduate, postgraduate students, and research scholars of the Faculty of Engineering & Technology.
2.   Individual event.
3.   Basically, electronics engineering stream event but interdisciplinary teams may participate, and each team must nominate one team leader.
4.   The decision of the judging panel shall be final and binding.

For queries contact

Dr. Janak Kapoor (9456469793)

Event Description

Blind Build Challenge is a team-based technical and fun activity where one participant builds a structure while blindfolded, relying entirely on verbal guidance from teammates. The event emphasizes communication, teamwork, creativity, and problem-solving skills under time constraints. The Blind Build Challenge is designed to test coordination, trust, and communication among team members. Participants work together to construct a given structure using provided materials, with one member blindfolded and guided only through verbal instructions, making it an engaging and collaborative learning experience.

Rules and Regulations

1. Each team will consist of two participants.
2. One team member will act as the Blind Builder and must remain blindfolded throughout the event.
3. Other team members will act as Guides and are not allowed to touch the Builder or materials.
4. Only verbal communication is allowed; gestures, signals, or written instructions are prohibited.
5. All building materials will be provided by the organizers; external materials are not allowed.
6. Mobile phones, smartwatches, or any electronic devices are strictly prohibited.
7. Teams must complete the structure within the allotted time limit.
8. Any attempt to remove the blindfold will result in immediate disqualification.
9. Teams must follow the design or theme provided by the organizers.
10. Misconduct, rule violations, or damage to property will lead to disqualification.

For queries contact

Dr. Sourabh Pathak (9286250109)

11. REVERSE ENGINEERING QUIZ

Participation Fee: Rs. 100/-

Event Description

"Reverse Engineering Quiz" is an academic competition designed to enhance analytical thinking, technical understanding, and problem-solving abilities among undergraduate engineering students. Participants will be provided with a prototype such as a circuit, program, or instrument and will be required to analyze its structure, working principle, and manufacturing or processing techniques.

Rules and Regulations

1. Participants will take part in teams of three members.
2. Interdisciplinary teams are encouraged, and each team must nominate one team leader.
3. The competition will consist of Three rounds each containing Three question.
4. Questions of each round will be demonstrated by using power point presentation.
5. Round 1: Preliminary Analysis. - Basic questions related to identification and functionality.
6. Round 2: Technical Interpretation - Detailed analysis of working principles, explanation of components and architecture.
7. Round 3: Manufacturing / Processing Evaluation - Identification of fabrication or development methods. Discussion on materials and processes.
8. half drawing sheet, pencil and eraser will be provided to each team.
9. Participants must draw relevant block diagrams/circuit layouts and write their technical analysis based on their analysis.
10. Teams must submit their written and drawn analysis at the end of each round.
11. Evaluation will be based on accuracy, clarity of drawings, depth of analysis, and logical reasoning.

For queries contact

Varun Pratap Singh-+91-9634218878

Event Description

MEMORY NOISE is an event to test the memorising ability of participants. This is a individual event. Each participant will be provided a blank A4 sheet. A circuit diagram will be shown on projector for a limited time frame to each participant. The participant has to memorize the diagram and draw it on the given A4 Sheet in a given time interval, the one who draws it with every detail closest to the diagram shown will be the winner.

Rules and Regulations

1. Participation is open to undergraduate, postgraduate students, and research scholars of the faculty of Engineering & Technology.
2. Participants must take part individually.
3. Basically, electronics engineering stream event but interdisciplinary teams may participate, and each team must nominate one team leader.
4. Team must bring blue/black pen for drawing the circuit.
5. The decision of the judging panel shall be final and binding.

For queries contact

Dr. Janak Kapoor - 9456469793

Event Description

A bridge building competition is an event where participants design and build small model bridges using materials like sticks, straws, or cardboard. The goal is to make a bridge that is strong, stable, and can hold weight without breaking. These competitions are fun and challenging, and they let people test their ideas in a creative way.

Rules and Regulations

- Each team can use only the materials provided (e.g. ice cream sticks and glue).
- Bridges must fit within the given dimensions (e.g., length, width, height).
- No extra support outside the bridge structure is allowed during testing.
- Bridges will be tested by adding weight gradually until they break.
- The team whose bridge holds the most weight wins.
- Teams must complete their bridge within the allotted time.
- Safety rules must be followed at all times (no sharp tools or dangerous materials).
- All designs must be original; copying from others is not allowed.
- Construction may begin only after the start signal.
- No pre-built parts or external assistance allowed.
- The bridge must span a clear gap of 300mm.
- No intermediate supports are allowed.
- The bridge must safely sustain a vertical load applied at mid-span
- Teams must build the bridge entirely on-site.
- Once submitted, no modifications are permitted.

Build time: 3 hours

For queries contact

Er Ranjeet Singh: +91-6395178311

Event Description

Cirkitect is an event to test the Circuit building skill of basically students of Electronics and similar branches of Engineering. This is a team event in which every team will comprise of maximum 3 members. Each team will be provided with breadboard, basic electronics components and connecting wires etc. The team has to assemble the components to make the circuit as asked for in a given time frame. The team which completes the circuit on time with the desired output will be the winner.

Rules and Regulations

1. Participation is open to undergraduate, postgraduate students, and research scholars of the Faculty of Engineering & Technology.
2. Participants must take part in teams of two to three members.
3. Basically electronics engineering stream event but interdisciplinary teams may participate, and each team must nominate one team leader.
4. The decision of the judging panel shall be final and binding.

For queries contact

Dr. Janak Kapoor - +91- 9456469793

Event Description

BOOKwORM is a technical objective type quiz to test the core branch knowledge of participants from Electronics and similar branches of engineering. This is a individual event. Each participant will be provided a quiz question paper mainly comprising of bookish knowledge questions related to B.Tech in electronics engineering. The one who has maximum correct answers will be the winner.

Rules and Regulations

1. Participation is open to undergraduate, postgraduate students, and research scholars of the Faculty of Engineering & Technology.
2. Participants must take part individually.
3. Basically, electronics engineering stream event but interdisciplinary teams may participate, and each team must nominate one team leader.
4. Team must bring blue/black pen.

The decision of the judging panel shall be final and binding

For queries contact

Dr. Janak Kapoor - +91- 9456469793

Event Description

The Logo Designing Competition invites creative minds to transform ideas into powerful visual identities. Participants design an original logo that reflects the theme and the theme will be announced on the spot. The event evaluates creativity, originality, relevance, and visual impact.

Rules and Regulations

1. Logo should communicate the idea/theme.
2. Participant should work on the given platforms (Photoshop CS3 & Corel Draw).
3. The logo must contain the text.
4. Time limit is 40 minutes.
5. Logo should not include any copyright material (photograph, icon, symbol etc.).
6. Imaginary themes can be used in the logo design.
7. The size of logo 1 inch wide and 1 inch high for square shape and 2 inches wide and 1 inch high for rectangular shape.
8. In case of tie, preference will be given to the participant who completes in minimum time.

For queries contact

Dr. Ashutosh Shankhwar: +91-6398029407

17. TECH PICTIONARY

Participation Fee: Rs. 100/-

Event Description

Tech Pictionary is a technical drawing and guessing based event designed exclusively for technical students. The event evaluates technical knowledge, creativity, quick thinking, and teamwork in an interactive format

Rules and Regulations

- Three levels with increasing difficulty.
- Level 1 (Basic): Simple technical terms.
- Level 2 (Intermediate): Moderately complex concepts.
- Level 3 (Advanced): Conceptual and advanced technical terms

Game Flow

- Teams pick a chit with a technical term.
- One member draws while others guess within time.
- No letters, numbers, symbols, or gestures allowed.
- Drawing member rotates each round.
- Points are awarded for correct guesses.

Power Cards

- Some advanced power cards are included to add strategy and excitement.
- Limited power cards are provided to each team.
- Usage rules are announced during the event

Rules and Regulation

1. Each team will consist of 3–4 participants.
2. Mobile phones or external help are not allowed.
3. Any misconduct may lead to disqualification.
4. Participants must follow coordinator instructions.
5. The decision of the organizing team will be final

For queries contact

Dr. Anil Bisht - 9412928340

Event Description

Mind Matrix – The Sudoku Challenge is an exciting logical reasoning competition designed to test participants' analytical thinking, concentration, and problem-solving abilities through the globally popular number puzzle Sudoku.

The event encourages students to enhance their numerical aptitude, time management skills, and mental agility in a competitive yet fun environment. Participants will compete individually (or in teams, if required) to solve Sudoku puzzles of varying difficulty levels within a specified time. This event promotes logical intelligence rather than mathematical calculation skills, making it open and accessible to students from all disciplines.

Rules and Regulations

Round 1: Preliminary Round (Written Elimination)
Format: Individual participation
Puzzle Type: 9×9 Sudoku (Easy to Moderate level)
Time Limit: 15–20 minutes
Top scorers qualify for next round
In case of tie: fastest submission considered
Accuracy (No repetition in rows, columns, 3×3 grids)

Round 2: Rapid Fire Sudoku
Format: Individual
Puzzle Type: 9×9 quick Sudoku
Time Limit: 5–7 minutes
Multiple short puzzles may be given
Each correct puzzle carries fixed points

Round 3: On-Stage Live Quiz Round (Final Round)
This makes the event more engaging like a quiz show.

Puzzle Projection Round
Sudoku grid displayed on screen
Finalists solve on answer sheet
First correct submission gets maximum points

Spot the Error Round
A completed Sudoku with mistakes is displayed
Participants identify wrong placements
Points awarded for each correct error spotted

Fill the Missing Block
Only one 3×3 block missing
Participants fill it within limited time

Buzzer Round (Optional)
Logical clues related to Sudoku rules
Only numbers 1–9 allowed (no repetition in row, column, 3×3 grid).
Use of calculators, mobile phones, or electronic gadgets is strictly prohibited.
Overwriting must be avoided (use of pencil recommended).

For queries contact

Dr. Rohit Verma: 8266802199

19. MEME THE MACHINE

Event Description

Social media today is flooded with memes—but can you create one that truly stands out and spreads smiles with your creativity? This event challenges participants to design witty, original, and relatable memes that entertain while showcasing their sense of humor and innovation. Turn your ideas into laughter and let your creativity go viral!

Rules and Regulations

1. The theme for meme making will be given on the spot.
2. Within the stipulated time, the participant must create/design the memes.
3. Participant can use design software of their choice.
4. Use of abusive language or controversial memes will not be considered.
5. The meme should be Image/video format.
6. The language used in the memes should be English & Hindi only.
7. Format: The meme must be submitted in JPEG, PNG, MP4 or GIF format.
8. Size: The file size should not exceed 5 MB.
9. Display Time: 15-20 second only.
10. Time given for preparation will be of 45 minutes.

Requirements

Team (2-4 members) are strictly expected to verify their internet connectivity and video quality prior to the event with own laptop.

For queries contact

Er. Mukesh Kumar Sone- +91-9045092205

20. STRAW ENGINEERING CHALLENGE

Event Description

The Straw Engineering Challenge is a team-based STEM competition where participants design and construct a structural model using only drinking straws and limited connectors.

The challenge tests participants' ability to:

- Apply engineering principles
- Think creatively
- Work effectively in teams
- Optimize limited resources
- Manage time efficiently

Participants must build the tallest, strongest, or most stable structure within the given constraints.

Rules and Regulations

- 2 to 4 members per team
- Interdisciplinary teams are encouraged (for college level)
- Planning Time: 15 Minutes
- Construction Time: 60 Minutes
- Testing & Evaluation: 30 Minutes
- Only the provided materials may be used.
- Structures must be built within the allotted time.
- Once time is over, no modifications are allowed.
- Structures must be free-standing (no external support).
- The structure must remain within the base board limits.
- Any violation of rules may lead to disqualification.

For queries contact

Dr. Ankit Varshney - 8299534878

Event Description

The Technical Quiz is an academic competition designed to enhance technical knowledge, analytical thinking, and problem-solving abilities among undergraduate engineering students. The quiz will cover topics related to core engineering subjects, current technologies, scientific innovations, and general technical awareness.

This event aims to promote healthy competition and encourage students to apply theoretical knowledge in a fast-paced and engaging environment.

Quiz Structure (3 Rounds)

Round 1: Preliminary Screening (MCQ Round)
- Objective-type questions covering basic and applied technical concepts.
- All registered teams/participants will compete.
- Top-scoring teams/participants qualify for Round 2.

Round 2: Analytical & Problem-Solving Round
- Numerical problems, case studies, or short-answer questions.
- Emphasis on conceptual clarity and application-based thinking.
- Shortlisted participants proceed to the final round.

Round 3: Rapid Fire / Buzzer Round (Final Round)
- Fast-response questions testing depth of knowledge and presence of mind.
- Questions may be passed to the next team if unanswered.
- Highest cumulative score determines the winner.

3. Technical Specifications
- Team Size: As specified by organizers (team of 4 members).
- Time Limit: Each question will have a fixed response time.
- Scoring System:
  o Correct answer: Positive marks
  o Incorrect answer: Negative marking
  o Unattempted: No marks
- Medium: Quiz will be conducted in offline model

Rules and Regulations

- Participants must report to the venue at least 15 minutes before the quiz begins.
- Use of mobile phones, smart devices, books, or notes is strictly prohibited during the quiz.
- The quizmaster's decision will be final and binding in all matters.
- Any form of misconduct or unfair practice will result in immediate disqualification.
- Tie-breaker questions will be used if scores are equal.

For queries contact

Dr. Harish Kumar: 8699817936

Event Description

The Tech Quiz Battle is a knowledge based team competition designed to test participants' technical awareness, logical thinking and problem solving skills in an engaging and competitive format, culminating in an exciting buzzer-based finale.

Rules and Regulations

·   The competition will consist of four rounds, including three elimination rounds followed by a final buzzer round. Each team must consist of 4 members.

Round 1: MCQ Qualifier Round

·   All teams will answer multiple-choice technical questions displayed on the projector by writing answers on the provided answer sheets within the given time.

·   Based on total scores, the top 8 teams will be qualified for Round 2.

Round 2: Output Prediction Round

·   Selected teams will be shown short code snippets or logical problems and they must write the final output (one-word or numeric answer) within the given time.

·   The top 5 teams with the highest scores will advance to Round 3.

Round 3: Technical Application Round

·   Selected teams will solve objective, scenario-based technical questions by writing the most appropriate answer within the given time.

·   The top 3 teams based on scores will qualify for the Final Round.

Final Round: Buzzer Round

·   The final round will be played between 3 teams, where questions are displayed on the projector and teams respond using buzzers.

·   The team that presses the buzzer first gets the opportunity to answer, making the round fast-paced and competitive.

Answering Rules:

·   The answering team will be given 2 minutes to respond.

·   If the answer is incorrect, the question will be passed to the next team based on buzzer response time.

·   Each question may be passed a maximum of two times.

For queries contact

Dr. Anil Bisht - 9412928340

Event Description

Mind Spark 2026 is an intellectually stimulating national-level quiz designed to bring together the brightest minds from across the country. This prestigious competition provides a platform for participants to demonstrate their knowledge, analytical skills, and quick-thinking abilities in a highly competitive environment. The quiz will cover topics related to current affairs, global national events, history and culture,science and technology, geography and environment etc

Round 1: Multiple Choice Round (This round will shortlist top teams for the next round)
Round 2: Rapid Fire Round
Round 3: Buzzer Round
Round 4: Visual Round
Round 5: Audio Round
Bonus Round (optional – For Tie Breaker)

Rules and Regulations

1.   Each participating college can register up to two teams only.
2.   A team must consist of two students from the same institution.
3.   The quiz will consist of five rounds.
4.   Use of mobile phones, smart devices, or internet during the quiz is strictly prohibited.
5.   Any form of malpractice or indiscipline will lead to immediate disqualification.
6.   Tie-breaker questions will be conducted if required.

For queries contact

Dr. Hari Kumar Singh 9410860110

Event Description

The Pharma Mania – A Pharma Quiz Competition is a key academic activity with the aim of fostering intellectual curiosity and enhancing subject knowledge among pharmacy students. The competition provides a dynamic learning environment where students can assess their understanding of pharmaceutical sciences while engaging in healthy competition. It also serves as a platform to promote collaborative learning and professional development

Rules and Regulations

1.   Competition Rounds

Round 1: Preliminary Round (Written Quiz)
·   Objective-type questions based on Pharmaceutical sciences concepts.
·   Top teams qualify for the next round.

Round 2: Technical Round
·   Questions based on technical terms, diagrams, inventions, and applications.
·   Includes rapid-fire or buzzer-based questions.

Round 3: Final Round
·   In-depth technical and analytical questions.
·   Case-based or application-oriented problems.
·   Includes rapid-fire or buzzer-based questions.
·   Winners decided based on cumulative scores.

For queries contact

Dr. Hemendra Kumar: 8868843889

Event Description

Technical Poster Presentation is a platform for budding engineers to showcase their innovative ideas, research findings, and technical solutions through creative visual representation. Participants will present their concepts in a structured and analytical manner before an expert panel.

The event encourages research aptitude, technical clarity, and presentation skills. Transform your ideas into impactful visuals and let your innovation speak!

Rules and Regulations

Technical Poster Presentation (Engineering Discipline)
1.   Eligibility
-      Open to all UG/PG students of Engineering disciplines.
-      Participation can be individual or team (maximum 2 members).
2.   Themes / Domains
Posters must belong to core or interdisciplinary areas such as:
-      Electronics & Communication
-      Electrical Engineering
-      Mechanical Engineering
-      Civil Engineering
-      Computer Science & IT
-      Emerging Technologies (AI, IoT, Renewable Energy, Robotics, etc.)
3.   Poster Specifications
-      Poster size: A1 (594 × 841 mm) – Portrait orientation preferred.
-      Must include: Title, Authors, Abstract, Methodology, Results/Analysis, Conclusion, and References.
-      Font must be readable from 1 meter distance.
-      Plagiarism is strictly prohibited.
4.   Presentation Format
-      Each team will get 5–7 minutes for presentation.
-      Followed by 2–3 minutes of Q&A by judges.
Participants must be present near their poster during evaluation.

For queries contact

Dr. MS Karuna: 9359501112

Event Description

Can you tell a powerful story in just six words? This exciting literary challenge tests creativity, imagination, and precision of expression. Participants must craft a complete and meaningful story using exactly six words. Every word counts as you create emotion, humor, suspense, or inspiration in the shortest form possible. It's not about length—it's about impact. Express big ideas in just six words and let your creativity speak loud!

Rules and Regulations

·   The story must contain exactly six words — no more, no less.
·   Contractions (e.g., don't, I'm, can't) will be counted as one word.
·   Hyphenated words will be counted as one word.
·   Numbers written in digits (e.g., 2026) will be counted as one word.
·   Title is not allowed and will not be counted.
·   Only one entry per participant is permitted.
·   The content must be original. Plagiarism will lead to disqualification.
·   Use of offensive, abusive, or inappropriate language is strictly prohibited.
·   Time limit: ___ minutes (as decided by organizers).
Theme: Technical/Engineering Theme (Since your fest includes technical events)
Question:
Write a six-word story related to innovation, technology, or engineering life.
Example for this type:
·   Code failed. Coffee saved project.
·   Prototype crashed. Team never quit.

For queries contact

Dr. Anita Tyagi: 9411699751

Event Description

Think fast. Speak faster. Switch sides without blinking.

Turn Coat Debate is a dynamic and intellectually stimulating event where participants must argue both for and against a topic, often within the same speech. The challenge lies not just in logic, but in adaptability, presence of mind, and persuasive communication.

This event tests a participant's critical thinking, spontaneity, articulation skills, and confidence, making it one of the most engaging events of the Tech Fest.

Rules and Regulations

· Each participant will be given a topic/motion on the spot.
· Participants must speak both in favour and against the motion within the allotted time.
· The switch of stance can happen at any point during the speech.
· Use of notes, phones, or external help is strictly prohibited.

Time Limit

· Total Time: 3-4 minutes per participant
· A warning bell will be given before time completion.

For queries contact

Dr Sanjay Singh: 7906284740

Event Description

Round 1: Basic Spell Round (Elimination Round)
Objective: Test basic spelling accuracy.
Each participant is given one word at a time.
The word will be pronounced clearly.
The participant may ask for:
Meaning,Sentence usage
Correct spelling earns 1 point.
Incorrect spelling may lead to elimination (depending on format).

Round 2: Rapid Fire Round
Objective: Test speed and accuracy under time pressure.
Participants get 5 words in 60 seconds.
No repetition allowed.
Each correct answer earns 1 point.
Participant must spell quickly and correctly within time.

Round 3: Audio-Visual Round
Objective: Test listening skills and vocabulary recognition.
A word is played through audio or shown with an image hint.
Participant must identify and spell the correct word.

Round 4: Surprise / Tie-Breaker Round
Objective: Decide winners in case of a tie.
Difficult or uncommon words are given.
Higher difficulty level.
First mistake may result in elimination.

For queries contact

Dr. Anita Tyagi: 9411699751

Event Description

Story in Reverse is a unique and imaginative literary event that challenges participants to think creatively in an unconventional way. In this competition, the ending of a story is provided first, and participants must build a compelling and logical story that leads to that given conclusion. The twist lies in constructing a meaningful beginning and middle while ensuring the storyline naturally connects to the pre-decided ending. Participants will be judged on creativity, coherence, originality, logical flow, and how effectively they justify the ending.

The event may include different themes such as mystery, thriller, or inspirational fiction to make it more engaging. A time limit will be given to craft the story, encouraging quick thinking .

Rules and Regulations

The event is open to individual participants only.
The ending line or paragraph of the story will be provided to all participants at the start of the competition.
Participants must write a complete story that logically leads to the given ending.
Total time allotted: 60–90 minutes (can be adjusted by organizers).
No extra time will be given.
Minimum: 500 words,Maximum: 1000 words
(Exceeding the limit may lead to penalty.)
The story must be written in English (or as specified by organizers).
Use of offensive, abusive, or inappropriate content will lead to disqualification.
The story must be original.
Plagiarism will result in immediate disqualification.
Participants must use only the sheets provided by the organizers.
Use of mobile phones, internet, or reference material is strictly prohibited.
Example Given Ending:
"And that was the day I realized the treasure was never gold."
Now, participants must create a story that builds up to this exact ending.

For queries contact

Dr. Anita Tyagi: 9411699751

Event Description

One Word – One World is a creative literary event that challenges participants to express a powerful idea using just one given word as the core theme. The word becomes the foundation around which participants build a meaningful piece—whether it is a short write-up, poem, paragraph, slogan, micro-story, or reflection.

The aim of this event is to explore how a single word can represent emotions, perspectives, values, or an entire world of thoughts. It encourages imagination, clarity of expression, and depth of thinking within limited boundaries.

Event Description

- Individual event only.
- A single word will be given on the spot.
- All participants will receive the same word.
- Participants must create a write-up based strictly on that word.
- 30–45 minutes (as decided by organizers).
- Minimum: 150 words -Maximum: 300 words
- English (or as specified by organizers).
- Content must be original.
- Only sheets provided by organizers are allowed.
- Mobile phones, internet, or reference materials are strictly prohibited.

For queries contact

Dr. Anita Tyagi: 9411699751

Event Description

Creative Writing is a specialized individual competition where participants express their unique thoughts based on a single image. This event fosters deep imagination and originality by challenging students to interpret visual stimuli into a compelling narrative. By focusing on one prompt, the competition pushes writers to explore creative perspectives, ensuring that every essay reflects their personal voice and artistic vision.

Furthermore, the event tests critical thinking by requiring a title and a structured essay within a limited timeframe. This highlights essential skills in interpretation and effective expression. Participants must balance creativity with clarity to communicate ideas efficiently. Ultimately, the competition celebrates the written word, rewarding those who transform a silent picture into a piece of literature through insightful, structured storytelling.

Rules & Regulations

1. The event will be conducted in individual mode only.
2. One image will be displayed to all participants at the venue.
3. Participants must give an appropriate title to the given image.
4. An essay must be written based on the selected title.
5. The total time duration for the event will be one hour.
6. Participants must submit their answer sheets on time.
7. Judging will be based on creativity, relevance, writing skills, and depth of interpretation.

For queries contact

Ms. Afreen Nishat: 9412870275

Event Description

"Reel in 60 Seconds" is a dynamic creative video-making competition where participants showcase their content creation and editing skills by producing an engaging reel within 60 seconds. The event encourages originality, creativity, and effective visual communication aligned with a given theme.

The competition emphasizes effective visual communication within a strictly limited timeframe. Participants must balance technical editing precision with artistic flair to ensure their message resonates powerfully in just one minute.

Rules & Regulations

1. One hour will be given for Reel making.
2. The duration of the reel must be between 30 and 60 seconds only.
3. The reel should strictly follow the theme provided by the organizers.
4. Content must be original and created by the participant.
5. Any offensive, political, religious, or explicit content will lead to disqualification.
6. Video format must be vertical (9:16).
7. Basic editing is allowed; excessive VFX is discouraged.
8. Copyrighted music/content should be avoided or properly credited.
9. Reels must be submitted before the given deadline.

For queries contact

Er. Neha Sabeel: 8077763035
Er. Nisha Singh: 7830399084
Er. Afreen Nishat: 9412870275

Event Description

Silent Canvas is a creative art competition where participants create a digital poster without text having moving visual common transition and symbol. The event encourages creativity and critical thinking by challenging students to express ideas without using any words, letters, or numbers, relying entirely on artistic expression and visual impact.

Rules & Regulations

1. The competition allows participation in teams of two members only.
2. The time allotted for completing the poster is 60 to 90 minutes.
3. The final output must be submitted in JPG or PNG format.
4. The completed poster will be displayed on a projector screen during the evaluation process.
5. Participants may use software such as After Effects, Cap Cut, VN or Canva Animation for creating the poster.
6. Each team will be given one minute to provide a verbal explanation of their poster at the time of judgment.
7. No words, letters, numbers, or slogans are permitted on the main poster area.
8. The poster must be designed in A3 size.

Participants are required to take intermediate steps or screenshots during the creation process to ensure that the poster is originally made by the team.

For queries contact

Er. Lalita Gangwar: 7505442174

Event Description

A Chess Competition is organized to encourage intellectual engagement, strategic thinking, and healthy competition among students. Chess is a globally recognized mind sport that enhances analytical ability, concentration, memory, and decision-making skills. The event provides a constructive platform for students to demonstrate mental agility and sportsmanship in an academic environment.

The chess competition supports holistic student development by integrating mental fitness with academic learning. It enhances focus, patience, discipline, and stress management while fostering a spirit of fair play and healthy competition within the institution.

Competition Rounds

　　　Preliminary Round: Swiss league or knockout format based on the number of participants

　　　Quarterfinals and Semifinals: Qualified players advance based on points scored

　　　Final Round: Top performers compete to determine winners

Summary of Event Execution

·　　　Conduct of preliminary rounds under supervision of the arbiter
·　　　Progression to quarterfinals, semifinals, and final rounds under supervision of the arbiter
·　　　Recording of results and application of tie-break rules
·　　　Declaration of winners and prize distribution
·　　　Collection of participant feedback and formal closure of the event

Detailed Schedule (Tentative)

Time	Activity
10:00–11:00AM	Preliminary Round
11:00–11:30 AM	Quarter Finals and Semifinal
11:30–12:00 PM	Final Round

For queries contact

Dr. Kaushal Kumar: 8077388449

35. SLOW CYCLING RACE

Event Description

The Slow Cycling Race is a unique university-level competitive event that emphasizes balance, control, and patience over raw speed. The objective of the event is to complete the course in the maximum possible time while maintaining stability and discipline. The event promotes concentration, physical coordination, and sportsmanship among students.

Venue Details:

Venue: Open Campus Ground, Nehru Kendra, MJPRU, Bareilly.
Track Type: Straight Track
Track Marking: Chalk-marked Boundaries
Track Length: 200-400 meters

Rules & Regulations

1. The objective of the event is to complete the course in the maximum possible time.
2. Placing either foot on the ground during the race will lead to immediate disqualification.
3. Deviation from or contact with the marked track boundaries is strictly prohibited.
4. Complete stoppage of the bicycle or any external assistance is not allowed.
5. Only standard, non-modified bicycles are permitted.
6. Use of geared, electric, motor-assisted or altered bicycles is prohibited.
7. Any act of unsafe riding, misconduct or violation of rules may lead to disqualification at the discretion of event officials.

For queries contact

Dr. Pankaj Roy: 9412294024

Event Description

Get ready to drop into the Battlegrounds! Join the ultimate BGMI squad tournament, designed to test team's strategy, survival instincts, and high-level combat skills. Whether one squad excels in aggressive rushing tactics or prefers the precision of long-range sniping, this event provides the perfect stage to showcase the team's diverse tactical abilities. It is a call to all competitive gamers to unite and prepare for a series of challenging encounters.

Rules & Regulations

1. Team Size: 4 players (Squad format)
2. Format: Custom Room Matches (TPP)
3. Maps: Erangel / Miramar / Livik
4. Restriction: Mobile phones only. No tablets, iPads, or emulators allowed
5. Cheating: Use of third-party apps, hacks, or cheats will result in immediate disqualification
6. Fair Play: Toxic or unsporting behavior will lead to disqualification
7. Screenshots: Teams must submit match result screenshots as proof
8. Required: Each participant must have a mobile phone with active internet connectivity

For queries contact

Dr. Anil Bisht: 9412928340

Event Description

SURSANGAM is a vibrant musical competition that celebrates melody, rhythm, and vocal brilliance. The event is designed to test not only singing talent but also musical knowledge and spontaneity. Participants will compete through three exciting rounds that challenge versatility, memory, and stage presence.

Round 1: Voice of Choice: Participants will perform a song of their own choice (any genre/language).

Round 2: Track & Identify Only the instrumental track of a song will be played. Participants must quickly identify the song and sing at least one verse correctly.

Round 3: One-Line Surprise Participants will be given a random word, They must sing any song containing that word. Time limit: 10 seconds to start.

Rules & Regulations

Eligibility & Format
- · The event is open to solo participants only.
- · All three rounds are elimination-based.
- · Performance order will be decided by lottery/random draw.

Audio & Accompaniment
- · Only instrumental/karaoke tracks are permitted; no lead vocals allowed in tracks.
- · Participants must submit their tracks in MP3 format (320 kbps preferred) at least 24 hours prior to the event.
- · Tracks must be pre-edited; no changes will be allowed on the event day.

Round-wise Technical Constraints
- · Round 1 (Own Choice):
- o Maximum time limit: 4 minutes (including setup).
- o Exceeding the limit will lead to automatic point deduction.
- · Round 2 (Track Identification):
- o Only instrumental audio will be played for 10–15 seconds.
- o Participants must identify and begin singing within 5 seconds of track stoppage.
- · Round 3 (Genre Switch Challenge):
- o Song and genre will be allotted on stage.
- o No rehearsal time will be provided.
- o Original lyrics must be maintained; melodic improvisation is allowed.

Performance Restrictions
- · Use of auto-tune, pitch correction, or backing vocals is strictly prohibited.
- · Live musical instruments are not permitted.
- · Participants must sing live; lip-syncing will result in immediate disqualification.

Technical Setup & Sound Check
- · Only handheld wired microphones provided by organizers will be used.
- · Sound check will be limited to 10–15 seconds per participant.
- · Participants must adapt to the common EQ and audio settings.

Code of Conduct
- · Lyrics containing obscene or offensive content are strictly prohibited.
- · Any attempt to influence judges or disrupt the event flow will lead to disqualification.
- · The organizing committee reserves the right to modify rules if required.

For queries contact

Er. Shashi Lata: 9012323352

Event Description

The Fusion Dance Challenge is a vibrant cultural event designed to encourage university students to creatively blend two or more distinct dance styles into a single, expressive performance.

Round 1: One Song – Dual Style Fusion (Preliminary Round)

Participant must perform on one single song/track. Within the same song, they must clearly showcase at least two different dance styles (e.g., Classical + Hip-Hop, Folk + Contemporary, Bollywood + Bhangra, etc.).

Round 2: Music Switch Challenge (Surprise Round)

· 	Teams start performing on their chosen track.

· 	Mid-performance, the music suddenly switches to a different genre.

· 	Teams must instantly adapt their choreography.

Round 3: Prop Fusion Round

· 	Teams must integrate a prop (dupatta, hat, chair, stick, umbrella, etc.) creatively into their fusion act.

Rules & Regulations

Participants must submit their final track in MP3 format before the deadline.

No changes in music will be allowed on the day of the event.

· Props:

· 	Simple props are allowed.

· 	Teams must arrange their own props.

· 	Use of fire, water, or any dangerous material is strictly prohibited.

· Costume:

· 	Costumes should be decent and appropriate.

· 	Any offensive or inappropriate content will lead to disqualification.

· Reporting Time: Teams must report at least 30 minutes before the event.

· Disqualification:

· 	Vulgarity, inappropriate gestures, or damage to stage/property will lead to immediate disqualification

For queries contact

Dr. Reena Pant: 9411088903

39. RESORIOT
(BATTLE OF BANDS)

Event Description

ResoRiot – Battle of the Bands is a flagship musical event of Aura 2026, bringing together talented bands to compete on a high-energy stage filled with rhythm, passion, and creativity. The event celebrates musical diversity with performances spanning rock, indie, fusion, metal, and alternative genres. Rock Sabha offers student musicians a powerful platform to showcase their originality, technical skills, and stage presence in front of an enthusiastic audience and expert judges. With exciting prizes, vibrant competition, and an unforgettable live music experience, Rock Sabha promises to be a highlight of the fest for performers and spectators alike.

Rules & Regulations

1. The event is open to student bands participating as a group.
2. Each band must perform within the allotted time limit decided by the organizers.
3. Bands may perform in genres such as rock, indie, fusion, metal, or alternative.
4. Original compositions and covers are both allowed.
5. Use of offensive, vulgar, or inappropriate content is strictly prohibited.
6. Judging will be based on originality, musical coordination, stage presence, and overall performance.
7. The decision of the judges and organizing committee will be final and binding.

For queries contact

Dr. Preeti Yadav: 7017932082

Event Description

The Street Play (Nukkad Natak) serves as a powerful cultural cornerstone of the Annual Techno-Cultural Fest, offering students a unique platform to address critical themes. Participants use this expressive medium to highlight urgent social, national, and ethical concerns, as well as environmental and youth-related issues. By performing in open spaces, students can engage directly with the public, transforming complex societal problems into relatable and impactful narratives. This dynamic environment encourages performers to use their voices to advocate for positive change while mastering the art of theatrical storytelling. Ultimately, the event empowers young individuals to become active participants in national discourse through the creative and traditional medium of street theatre.

Furthermore, these impactful performances are designed to promote widespread awareness and foster essential skills like creativity, teamwork, and responsible public expression. Organizing a Nukkad Natak requires intense collaboration and coordination, as students must work together to deliver a seamless and compelling message to a diverse audience. The event emphasizes the importance of clear communication and social responsibility, teaching participants how to handle public platforms with integrity. By rewarding original scripts and energetic delivery, the competition elevates the standard of campus performing arts. This initiative not only showcases student talent but also builds a sense of community by bringing people together to reflect on the shared challenges and aspirations of modern society.

Rules & Regulations

1. The competition is open to engineering students of recognized institutes or universities, with only one team per institute.
2. Each team must consist of 8 to 12 participants, including performers and supporting members.
3. The play should focus on socially relevant themes and must be original; political, religious, or offensive content is prohibited.
4. Each team will be allotted 10 to 15 minutes including entry and exit; exceeding the limit may result in penalties or disqualification.
5. Performances may be in Hindi, English, or bilingual format; abusive or vulgar language is not allowed.
6. Only minimal handheld props are permitted; use of microphones, speakers, recorded music, or electronic devices is prohibited.
7. Only live sound effects such as clapping, voice modulation, or traditional instruments are allowed.
8. Performances will be conducted in a designated open-air area, and teams must adapt responsibly to the space.
9. Judging will be based on theme relevance, creativity, acting, coordination, audience engagement, and overall impact.
10. Any indiscipline, obscenity, or violation of rules will lead to immediate disqualification.
11. Teams must submit a brief synopsis during registration and report at least 30 minutes before performance time.
12. The decision of the judges and organizing committee shall be final and binding

For queries contact

1. Dr. Ajay K. Yadav: 9258006671
2. Dr. Atul Katiyar: 9760078070

Event Description

Rangoli, a traditional Indian art form, symbolizes joy, positivity, and the spirit of togetherness. This event provides participants with a platform to showcase their artistic skills, imagination, and sense of design through vibrant patterns and meaningful themes. Participants will create unique Rangoli designs using colors, flowers, or eco-friendly materials, transforming the space into a visual treat. .
The theme of the event is Viksit Bharat.

Rules & Regulations

1. Each team will have 4 members.
2. Time for preparation of Rangoli is 40 minutes.
3. Each team must bring all required materials.
4. The names of the team members should be sent to the committee as mentioned in brochure time line

For queries contact

Dr Snehlata: +91 98085 39897
Dr Munish Kumar: +91 80774 27983
Prashant Kumar Pal: +91 9084232279

Event Description

KABAAD se JUGAAD is an event to test the imagination, building skills and team work of technical students. Each team will be have to select the material of its use from the heap of e-waste such as old PCB boards, old desktops, electronic components etc. The team has to make a working or non-working utility or showpiece from the e- waste provided in a given time frame. The team with the best utility/showpiece will win.

Rules & Regulations

1.   Each team will comprise of maximum 3 members.
2.   Interdisciplinary teams may participate.
3.   Each team will nominate one team leader.
4.   Team must bring their soldering iron, tools, duct tape, superglue etc.

For queries contact

Dr Janak Kapoor: 9456469793

Event Description

The T-Shirt Painting event is a fun and creative competition that encourages originality and self-expression by transforming plain T-shirts into colorful and meaningful designs. Participants will use their imagination, colors, and artistic skills to create unique designs based on given themes.

Rules & Regulations

1. Theme will be revealed live.
2. Each participant will be given one hour.
3. T- shirt will be provided on the venue.
4. Each participant must bring and use their own colours and brushes.
5. Explain what the painting symbolizes to the judges panel.

For queries contact

Er. Afreen Nishat: 9412870275

Event Description

The Face Painting is a vibrant and creative competition that encourages participants to showcase their artistic skills through imaginative and expressive designs while transforming faces into colorful works of art. Participants will create designs based on given or open themes using safe and skin-friendly colors. The event aims to provide a fun, engaging, and artistic platform that promotes self-expression, confidence, and visual creativity in a lively and festive atmosphere.

Rules & Regulations

1. Theme will be given on the spot
2. Each team will have two members.
3. Pick a brush and paint the face of your teammate.
4. Give explanation in few lines about your painting.
5. Participants may begin with sketching if needed
6. Participants must use skin-friendly colours
7. Participants must use their own colours and brushes.
8. The time duration will be 1 hour.
9. A brief explanation of the work must be provided to the judges.

For queries contact

Er. Afreen Nishat: 9412870275

Event Description

The culinary competition is a creative and engaging event that encourages participants to prepare delicious and nutritious dishes without using fire or any electrical appliances. The event highlights innovation, presentation skills, and awareness of healthy eating habits.

Participants will showcase their culinary creativity using raw, pre-cooked, or ready-to-eat ingredients while maintaining hygiene and safety. This event promotes teamwork, smart cooking techniques, and the joy of preparing food in a safe and fun environment.

Rules & Regulations

1. Participants must bring their own ingredients and equipment (e.g., vegetables, fruits, sugar, and utensils).
2. Each team will be given one hour.
3. Prepare one delicious dish and one drink without using fire.
4. The dish must be presented in an appealing manner.
5. Each team will have two members.

For queries contact

Er Afreen Nishat: 9412870275
Er Neha Sabeel: 8077763035

Event Description

AESTHETICA 2026 is a signature fashion showcase celebrating the evolution of style — from contemporary expressions of youth fashion to the richness of cultural elegance. Blending modern creativity with traditional influences, the event transforms the runway into a dynamic platform of storytelling, confidence, and artistic performance.

Bringing together talented student teams from diverse institutions AESTHETICA 2026, promises an unforgettable evening of fashion, culture, and performance artistry.

Rules & Regulations

1. Prior registration is mandatory for all participating teams.
2. Each registered team must submit a ramp walk video for shortlisting.
3. Only shortlisted teams will be permitted to perform in the final event.
4. Each team must consist of 12 to 15 members from the same institution and nominate one Showstopper performer.
5. Each team will be allotted 8–10 minutes of stage time including entry, performance, and exit.
6. Teams are responsible for their own costumes, make-up, props, and background music.
7. Music tracks must be submitted in advance and also carried in a pen drive as backup.
8. Costumes must be decent, non-revealing, and appropriate for a university-level cultural event.
9. Vulgarity, offensive gestures, inappropriate lyrics, or indecent outfits will result in immediate disqualification.
10. Only safe props are allowed; use of fire, sharp objects, liquids, fireworks, or hazardous materials is strictly prohibited.
11. Touching, pushing, or unsafe choreography is not permitted on stage.
12. All teams must report at least two hours before the event for verification and final briefing.
13. Failure to adhere to the allotted time limit may result in score deduction or disqualification.
14. Teams must follow all instructions given by the stage manager and organizing committee.
15. The organizing committee reserves the right to modify rules, schedule, or participation if required.

For queries contact

Dr Preeti Yadav: 7017932082

WORKSHOPS
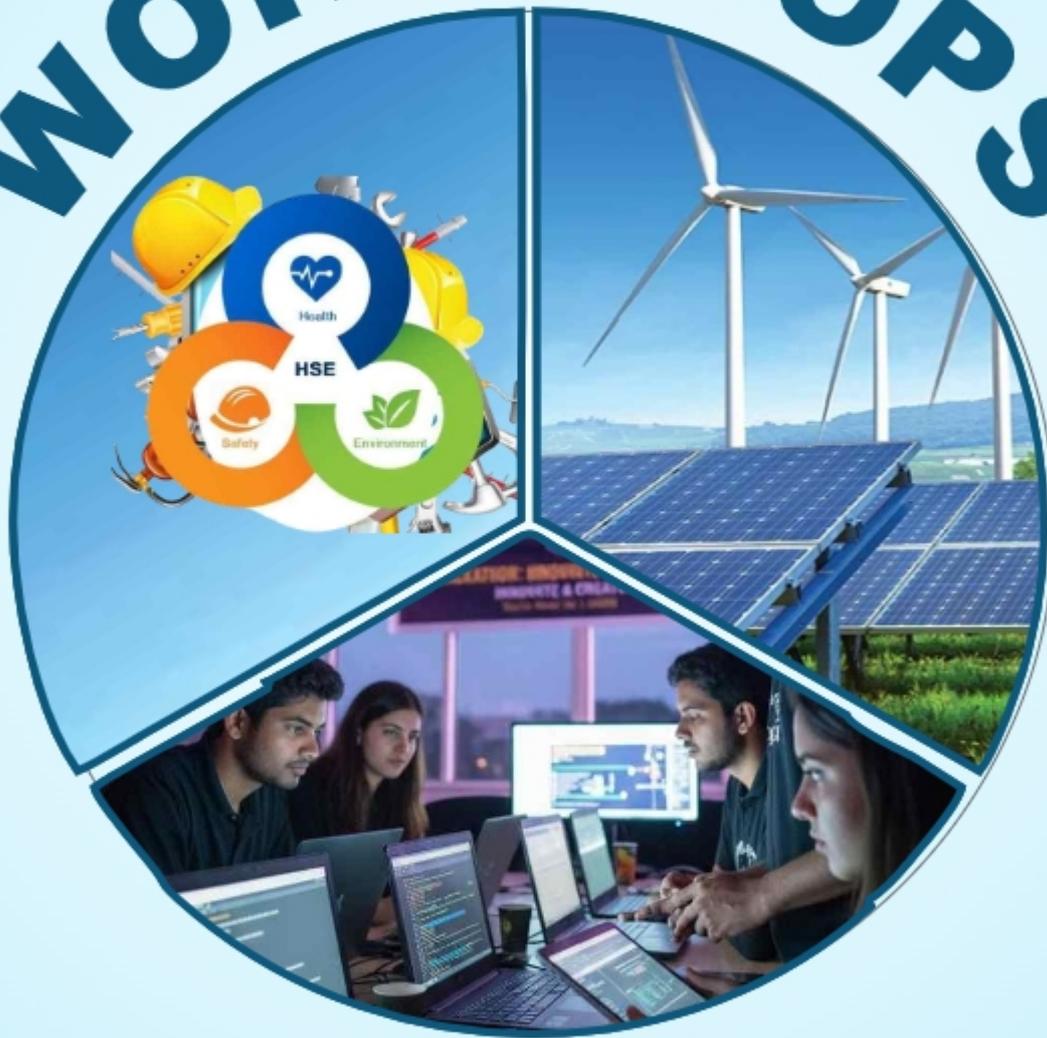
AstroQuest: From Sunlight to Sustainable Power
Proposal for a 3-Hour Workshop on the Rooftop Solar Power System

1. Event Title
AstroQuest: From Sunlight to Sustainable Power

2. Background & Rationale

The Rooftop Solar Power System forms the foundation of solar energy and renewable power systems. Understanding its structure, planetary motions, and physical characteristics helps learners develop scientific curiosity, critical thinking, and a broader perspective of Earth's place in the universe. This workshop is designed as an interactive and concept-oriented learning experience that blends theory, visuals, hands-on activities, and discussion.

3. Objectives of the Workshop

By the end of the workshop, participants will be able to:
· Understand the engineering principles of rooftop solar PV systems
· Analyze solar radiation, panel efficiency, and power output
· Identify and explain major components of rooftop solar systems
· Differentiate between on-grid, off-grid, and hybrid solar systems
· Perform basic system sizing and energy yield calculations
· Understand safety standards, grid integration, and net metering
· Explore career and entrepreneurial opportunities in the solar sector

4. Target Audience

· Engineering graduates (Electrical, Mechanical, Civil, Electronics, Renewable Energy)
· Final-year engineering students
· Diploma holders seeking skill upgradation in solar energy

5. Duration

Total Duration: 3 Hours (180 Minutes)

6. Detailed Workshop Plan (3-Hour Schedule)

Session 1: Fundamentals of Solar Energy & PV Technology
· Solar radiation and spectrum
· Photovoltaic effect and PV cell working principle
· Types of solar panels (Mono, Poly, Thin Film)
· Efficiency, temperature effects, and degradation
Method: Conceptual lecture + engineering visuals

Session 2: Rooftop Solar System Design & Components
· System components: panels, inverter, batteries, charge controller, net meter
· On-grid, off-grid, and hybrid system comparison
· Mounting structures and rooftop considerations
· Basic system sizing and load calculation

Activity:
- Numerical problem-solving (kW sizing & energy estimation)
- Component identification exercise

Break (10 Minutes)

Session 3: Installation, Grid Integration & Standards
- Installation workflow and safety practices
- Earthing, protection devices, and wiring
- Net metering concept and grid synchronization
- Indian standards (MNRE, IEC basics)

Activity:
- Case study discussion
- Common installation mistakes

Session 4: Career Pathways, Entrepreneurship & Wrap-Up (40 Minutes)
- Solar industry overview and job roles
- EPC, O&M, design, and research opportunities
- Government schemes and startups in solar energy
- Q&A, assessment, and feedback

7. Expected Outcomes
- Improved conceptual clarity of the Rooftop Solar Power System
- Increased interest in astronomy and space science
- Better scientific reasoning and observation skills
- Motivation toward STEM and space-related careers

8. Conclusion

The proposed 3-hour workshop on the Rooftop Solar Power System aims to provide a balanced blend of conceptual understanding, interaction, and curiosity-driven learning.

For queries contact

Dr Deepak Gangwar : 9718508870

Induction Program on Health, Environment, and Sustainability (HSE)
&
Safety as a Career for Engineering Students

Purpose of the Induction Program The objective of this program is to: Introduce students to Safety, HSE, and Sustainability as core professional responsibilities Create awareness of real industrial and community safety challenges Help students understand career opportunities in HSE across engineering disciplines Build a safety-first mindset early in their academic journey This program is non-commercial, awareness-oriented, and suitable for first- and second-year students, while also being valuable for senior students exploring career options.

Induction Program Structure (3 Hours Total)
1 Understanding Safety, HSE & Sustainability (30 Minutes)
What students will learn: What is Safety, Health, Environment, and Sustainability Why HSE is critical in industries, infrastructure, and communities How safety and sustainability directly impact productivity, reputation, and human life Connection between HSE and national/global frameworks (industrial safety laws, SDGs

2 Real Challenges Faced by Industries & Communities (30 Minutes)
Key discussion points: Common safety failures in manufacturing, construction, power, and services Electrical accidents, fires, machinery incidents, chemical exposure Road safety, workplace ergonomics, and community fire risks Why many accidents happen despite technology and regulations Role of engineers in preventing accidents—not just responding to them

3. Hazard vs Risk – Core Safety Concepts (30 Minutes)
Concept clarity with examples: Difference between Hazard and Risk (with simple industrial examples) Types of hazards: Physical Electrical Mechanical Chemical Biological Ergonomic Psychosocial How risks vary based on exposure, environment, and behavior.

4.Risk Mitigation & Control Measures (30 Minutes)
Practical learning: Hierarchy of Controls (Elimination to PPE) Engineering controls vs administrative controls Importance of SOPs, permits, and safety culture Case examples from industries and campuses Role of young engineers in proactive risk identification.

5.Safety & HSE as a Career Path (45 Minutes)
Career guidance focus: What does a career in HSE look like? Roles: Safety Engineer, HSE Officer, Auditor, ESG Professional, Consultant Required skills beyond academics (communication, observation, leadership) Certifications and learning pathways (overview only, no promotion) Demand for HSE professionals in India and globally.

6. Opportunities for Engineering & Other Disciplines at MJPRU (30 Minutes)
 How different students can approach this field
Electrical, Mechanical, Civil, Chemical, IT, and Management students Integration of HSE with core engineering roles Safety + entrepreneurship (consulting, training, auditing) How students can start preparing during their degree itself

7. Interactive Discussion & Q&A (15 Minutes)
Open discussion with students Career-related questions Practical doubts from academic and personal perspectives.

7. Interactive Discussion & Q&A (15 Minutes)

Open discussion with students Career-related questions Practical doubts from academic and personal perspectives.

For queries contact

Prof. Vikas Lamba : 9897126543

Hands-On Workshop on Technical Writing Using LaTeX
Grass Root Innovation Center

The **Hands-On Workshop on Technical Writing Using LaTeX** is designed to equip participants with essential skills for producing high-quality technical and academic documents using the LaTeX typesetting system.

Target Audience

- UG & PG Students
- PhD Scholars & Research Fellows
- Faculty Members
- Early-career Researchers
- Industry R&D Professionals

No prior LaTeX experience required.

Objectives of the Workshop

The primary objective of this workshop is to:

- Introduce participants to **LaTeX for professional technical writing**
- Enable participants to **write research papers, theses, reports, and books**
- Teach **IEEE / Springer / Elsevier formatting standards**
- Improve **clarity, structure, and consistency** in technical documents
- Provide **hands-on experience** with real research templates

Learning Outcomes

After completing the workshop, participants will be able to:

- Create and structure professional documents using LaTeX
- Write equations, tables, figures, and algorithms efficiently
- Use BibTeX for reference management
- Format research papers for journals and conferences
- Collaborate using Overleaf
- Convert Word documents to LaTeX-ready formats

Objectives of the Workshop

The primary objective of this workshop is to:

- Introduce participants to **LaTeX for professional technical writing**
- Enable participants to **write research papers, theses, reports, and books**
- Teach **IEEE / Springer / Elsevier formatting standards**
- Improve **clarity, structure, and consistency** in technical documents
- Provide **hands-on experience** with real research templates

Workshop Content (Module-wise Breakdown)

Module 1: Introduction to Technical Writing
- Importance of technical writing in research & industry
- Common mistakes in academic writing
- Structure of a research paper, thesis, and report
- Ethics, plagiarism, and citation standards

Module 2: Introduction to LaTeX
- Why LaTeX over MS Word
- LaTeX ecosystem and workflow
- Installing LaTeX (TeX Live / MikTeX)
- Introduction to **Overleaf** (cloud-based LaTeX)

Hands-on:
- Creating your first LaTeX document

Module 3: Document Structure in LaTeX
- Document classes (article, report, book, IEEEtran)
- Sections, subsections, and formatting
- Fonts, spacing, margins, and page layout

Hands-on:
- Writing a structured technical document

Module 4: Mathematical Writing
- Writing equations, matrices, and symbols
- Inline vs display math
- Equation numbering and referencing

Hands-on:
- Writing complex equations used in engineering & science papers

Module 5: Figures, Tables, and Algorithms
- Inserting images and plots
- Creating professional tables
- Algorithm and pseudo-code environments

Hands-on:

- Designing tables and figures as per journal standards

Module 6: Bibliography & Citations

- Introduction to BibTeX
- IEEE, APA, Springer citation styles
- Managing large reference databases

Hands-on:

- Creating and linking BibTeX files

Event Co-ordinators

Dr.. D.D. Sharma

Dr. Atul Katiyar

For queries contact

Dr.. D.D. Sharma : 7906950194

Dr. Atul Katiyar : 9760078070

DAY 1: 14 MARCH (Udaan : The Inaugural Spark)

10:00 AM–1:00 PM

Category	Event	Venue
⚛️ **Major Technical**	🔬 Tech Expo & Pharma Model Competition	Place of Inaugural Ceremony of Fest
🎨 **Art & Painting**	🎨 Face Painting Competition	Place of Inaugural Ceremony of Fest
🏆 **Sports**	🚴 Slow Cycling Race	Place of Inaugural Ceremony of Fest
🛠️ **Technical**	💻 Agglomeration	Computer Lab, CSIT Main Building
🎨 **Art & Painting**	🎨 Tech Rangoli	Place of Inaugural Ceremony of Fest

2:00 PM–4:00 PM

Category	Event	Venue
👍 **Literary**	📖 Story in Reverse	Department of Humanities
🎭 **Cultural**	🎶 Sur Sangam	Panchal Auditorium
🛠️ **Technical**	🛠️ Blind Build Challenge	Department of Electronics & Communication

4:00 PM–6:00 PM

Category	Event	Venue
🎭 **Cultural**	Rock Sabha (Battle of Band)	Atal Sabhagar

6:00 PM–8:00 PM

Category	Event	Venue
🎭 **Cultural**	🪔 Rhythm & Radiance Diya Decoration & Open Mic Event	Chemical Engineering Department

DAY 2:   15 MARCH (TARANG: The Celebration of Talent)

10:00 AM–1:00 PM

Category	Event	Venue
🌀 Major Technical	🖼 Poster Presentation (10 AM–5 PM)	Chemical Engineering Dept.
🌀 Major Technical	💻 Hackathon (7 AM onwards)	Seminar Hall, T&P Building
🌀 Major Technical	🤖 Robo Race	Electrical Engineering Dept.
🛠 Technical	🧠 Mind Spark	T&P Cell
🛠 Technical	💊 Pharma Quiz	Pharmacy Dept.
🎮 Fun & Gaming	🔢 Sudoku Puzzle	EE Dept.
🛠 Technical	📕 Bookworm	ECE Dept.
🛠 Technical	❇ Technical Quiz Battle	Atal Auditorium
🛠 Technical	🏆 Technical Quiz	Chemical Engineering Dept.
👍 Literary	🎤 Turncoat Debate	Electrical Engineering Dept.
🛠 Technical	🎴 Bridge Building	Mechanical Dept.
🛠 Technical	🎨 Logo Designing	CSIT Lab 2
🎭 Cultural	💃 Fusion Dance Challenge	Panchal Auditorium
🎮 Fun & Gaming	🎬 Reel in 60 Seconds	Electrical Engineering Dept.
🏆 Sports	♟ Chess	Sports Complex

2:00 PM–5:00 PM

Category	Event	Venue
🔵 Major Technical	🤖 Robo War	Electrical Engineering Dept.
🎮 Fun & Gaming	😂 Meme the Machine	EI Dept.
🛠️ Technical	🏭 Straw Engineering Challenge	Mechanical Dept.
🛠️ Technical	🐞 Debugging	PG Building CSIT
🛠️ Technical	⚡ Electro Doctor	ECE Dept.
👍 Literary	🔤 Spellbee	Humanities Dept.
👍 Literary	✍️ Creative Writing	Chemical Engineering Dept.
🎨 Art & Painting	👕 T-Shirt Painting Competition	Chemical Engineering Dept.
🎭 Cultural	🎭 Street Play with Freeze Rule (4–6 PM)	Open Area, Atal Auditorium

5:00 PM–8:00 PM

Category	Event	Venue
🎭 Cultural	👗 Fashion Show	Atal Auditorium

10:00 AM–1:00 PM

Category	Event	Venue
🔵 Major Technical	✈️ Aerothon	Sports Stadium
🎉 Fun Activity	🎨 Tech Pictionary	PG Block CSIT
🛠️ Technical	🔦 Cirkitech	EI Dept.
🛠️ Technical	♻️ Kabaad Se Jugaad	ECE Dept.

Category	Event	Venue
🏆 Literary	🌍 One Word – One World	Humanities Dept.
🎉 Fun Activity	👨‍🍳 Culinary Competition	Chemical Engineering Dept.
🛠 Technical	🔧 Reverse Engineering Quiz	Mechanical Dept.
🛠 Technical	🖼 Poster Without Words	EI Dept.
🎮 Fun & Gaming	🎮 E-Sports	PG Block CSIT

4:00 PM–6:00 PM

Category	Event	Venue
🏅 Ceremony	Prize Distribution Ceremony (Valedictory)	Atal Auditorium

6:00 PM–8:00 PM

Category	Event	Venue
🎭 Cultural	🎶 Musical Night	Atal Auditorium

WORKSHOP SCHEDULE

Hands-On Workshop on Technical Writing Using LaTeX Grass Root Innovation Center	**Date : 14 March 2026** **Time : 10:00 am to 01:00 pm**
Induction Program on Health, Environment, and Sustainability (HSE) & Safety as a Career for Engineering Students	**Date : 15 March 2026** **Time : 10:00 am to 01:00 pm**
AstroQuest: From Sunlight to Sustainable Power Workshop on the Rooftop Solar Power System	**Date : 16 March 2026** **Time : 10:00 am to 01:00 pm**

AURA 2K26 MJPRU
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