SHRI MADHWA VADIRAJA
INSTITUTE OF TECHNOLOGY AND MANAGEMENT

(A Unit of Shri Sode Vadiraja Mutt Education Trust, Udupi)

Vishwothama Nagar, Bantakal 574 115, Udupi Dist. Karnataka, India

VARNOTHSAVA '16
(An Intercollegiate Techno-Cultural Fest)

10 & 11 March 2016
SMVITM Campus, Bantakal

INFORMATION HANDBOOK

Cultural Events

Desi Beats
(Indian Group Dance)

- Participants: Minimum 5 Maximum 10
- Duration: 5 + 2 minutes.
- Type: Classical, Semi Classical, Folk.
- Costume: Should be decent.
- Music should be submitted in a CD/ Pen-drive in the morning to the organizers.
- Criteria for Judgement: Team Work, Rapport Building, Synchronization, Stage Creations, Choreography, Costumes and Confidence.

Student Co-ordinator: Ms. Alisha Benny
Contact: +91 81519 13809

Step Up
(Western Group Dance)

Student Co-ordinator: Mr. Nitin Bhat
Contact: +91 81230 93647

- Participants: Minimum 5 Maximum 10
- Duration: 5 + 2 minutes.
- Type: Any pure form of western dances like Hip Hop, Jazz, Filmy, Freestyle etc.
- Costume: Should be decent.
- Music should be submitted in a CD/ Pen-drive in the morning to the organizers.
- Props are allowed.
- Criteria for Judgement: Team Work, Rapport Building, Synchronization, Stage Creations, Choreography, Costumes and Confidence.

Sun Sathiya
(Duet Singing-Filmy)

- Combination of Participants: Male & Male/ Male & Female/ Female & Female.
- Duration: 3 + 1 minutes.
- Karaoke is allowed.
- Criteria for Judgement: Shruthi, Swara, Tala, Raga, Laya, Selection of Song and General Impression.

Student Co-ordinator: Ms. Vivina Saldanha
Contact: +91 72042 97895

Spectrum
(Variety Act)

Student Co-ordinator: Mr. Ransun Joy Mathias
Contact: +91 99016 82923

- Participants: Minimum 10 Maximum 16
- Duration: 13 + 2 minutes.
- Costume: Should be decent.
- There should be atleast one solo act and one group act.
- Music should be submitted in a CD/ Pen-drive in the morning to the organizers.
- Criteria for Judgement: Team Work, Stage Creations, Creativity, Costumes and Confidence.

Cultural Events

Pixel
(Photography)

Student Co-ordinator: Mr.Abhijeeth
Contact: +91 89043 86486

- Date of the Event: 10.03.2016
- All photos taken should be submitted before 1.00 PM on the same day.
- The photos should be original. No editing is allowed.
- Obscene or offensive photos will be rejected.
- Participants should bring their own DSLR cameras.
- Specific instructions will be given on the spot.

Rangitaranga
(Face Painting)

Student Co-ordinator: Ms. Nazneen
Contact: +91 99721 44254

- Topic will be given on the spot.
- Duration: 2 hours.
- Painting can be done using oil/water/poster colours.
- Participants should bring their own materials.
- Judgement Criteria: Creativity, Colour Combination, Neatness, Theme, Completion.

Goonj
(Solo Singing - Classical)

- Duration: 5 + 1 minutes (including settings).
- The rendition can be only classical.
- Musical Instruments or Karaoke is allowed but will not be considered as judgement criterion.
- Participants are allowed to bring maximum 2 Instruments.
- Criteria for Judgement: Shruthi, Swara, Tala, Raga, Laya, Selection of Song and General Impression.

Student Co-ordinator: Ms. Jovita Maria D'Souza
Contact: +91 96863 85034

DanceBaaz
(Solo Dance)

- Duration: 4+ 1 minutes (including settings).
- Costume: Should be decent.
- Music should be submitted in a CD/ Pen-drive in the morning to the organizers.
- No hazardous stage props allowed.
- Criteria for Judgement: Technique, Grace, Confidence, Expression, Stage Presence.

Student Co-ordinator: Ms. Deeksha D
Contact: +918722624159

Rang De
(Rangoli)

Student Co-ordinator: Ms. Disha Amin
Contact: +91 91646 35571

- Duration: 2 Hours.
- Participants should bring their own materials.
- No usage of ready-made designs and/or chalks &other properties (scale, thread, pencil, strainer, stick).
- The participants shall have to prepare a Rangoli within the space provided.
- Judgement Criteria: Colour Combination, Area Covered, Neatness, Decoration, Completion.

Cultural Events

Swaraanjali

(Antakshari)

Student Co-ordinators:
1) Mr. Savin B. Suvarna
   +91 99165 41199

2) Ms. Shreya Shetty
   +91 96114 76525

- Three members per team
- 1st round prelims (written).
- 5 teams will be selected in 1st round.
- Number of rounds and additional rules for the event will be announced at the venue.

Waste-O-Mania

(Best out of Waste)

Student Co-ordinator: Ms. Rashmi Kotian
Contact: +91 70220 83105

- Three members per team.
- Only waste materials in the campus can be used for the purpose.
- Other than waste materials glue and other adhesives, pins, colours can be used.
- Judges have right to disqualify any artwork if major material used is not a waste material.
- Participants are not allowed to bring any pre-made structure. All the work has to be finished within the prescribed time limit
- Duration: 2 hours.

Creative Cut

(Collage)

Student Co-ordinator: Ms. Pooja Praveen
Contact: +91 90087 36839

- Two participants per team.
- Participants are required to make a unified artistic image on a given topic/theme by sticking together pieces of paper or pictures.
- Required material should be brought by participants (glue, cello tape, newspaper,magazines etc).
- Duration: 1 hour.

Go Graphite

(Pencil Sketch)

Student Co-ordinator: Ms. Ashwini
Contact: +91 73534 83622

- Participants can use only pencil,eraser,cotton.
- No microstrip pencil. Geometrical instruments like scales are allowed.
- The topic is given on the spot.
- Tracing is prohibited.
- Duration: 1 hour.

Juz Dance

(Duet Dance)

Student Co-ordinator: Ms. Shreeraksha Shetty
Contact: +91 96864 27444

- Duration: 4 + 1 minutes.
- Combination of Participants: Male & Male/ Male & Female/ Female & Female.
- Type: Any dance style.
- Costume: Should be decent.
- Music should be submitted in a CD/ Pen-drive in the morning to the organizers.
- Props are allowed.

For Registration: www.sode-edu.in

TE PRESENTO

Technical Paper Presentation for Civil Engineering, Computer Science & Engineering, Electronics & Communication Engineering and Mechanical Engineering Students.

Overview of Synopsis & Guidelines:

Topic: "Emerging Trends in Engineering & Technology"

The abstract should give a clear indication of the objective, abstract, main text, and conclusion and future aspects of the paper. The length of the   abstract should not be more than 300 words. The title page of abstract must contain the name of the members, name of the college to which the members belong, email ID and contact number.

Description of Rounds

Prelims (Online Submission)
- Each team has to submit online an abstract/synopsis, on the basis of which they will be short listed for the presentation.
- The topics could be on any existing technology or an upcoming one.
- Word Limit: 300 words
- Last Date for online submissions: 01 March 2016
- Submit at: cocurricular@sode-edu.in

Finals (Presentation)
- 8 minutes will be given to each team for the presentation.
- Interjection from judges and students for 2 minutes at the end.

RULES
1. Maximum two participants can present a paper
2. The paper should be in IEEE format and not exceeding 6 pages.
3. 2 copies of the selected papers should be brought by the team on the day of the event and should be submitted 30 minutes before the commencement of the event.
4. Total time of 8+2 minutes is allowed for the presentation along with interjections and questions
5. Questions may be posed by judges and/or students attending the presentation.
6. Presentations should be accompanied by visual aids.
7. Prizes and certificates would be awarded to the winners.

Student Co-ordinators

Civil	CSE	ECE	Mech
Skanda Prasad	Swathi Kudva	Ajesh	Ankith Shetty
+91 82771 91191	+91 96114 46724	+91 98866 18739	+91 97397 31636)

Technical Events

Civil Engineering

Sarvekshan
(Quick Surveying)

Student Co-ordinator: Mr. Varun
Contact: +91 90364 28572

- Building plans will be provided. Chain, Tape & Arrows, which will be provided, only are to be used.
- Four participants per team.
- Duration: 2 hr 30min.
- Further guidelines will be provided on the spot.

- Topic-"Structure related to Civil Engg."
- Team may consist of maximum 4 members
- Time given - 3 hours
- Basic materials will be given

Modula
(Civil Engg. Model Making)

Student Co-ordinator: Ms. Snehal Rao
Contact: +91 94821 69438

Computer Science & Engineering

Crack C
(C-Programming)

Student Co-ordinator: Ancita Mathias
Contact: +91 87480 31129

Guidelines:
1. A team can have 2 members.
2. Mobile phones, books or any other programming devices are not allowed for the participants in the venue (Rough sheets will be provided).
3. Judges decision will be final and binding.

Round 1: CORRECTO QUIZZIES:
a) 'N' questions on C, C++ & error checking.
b) Time allotted is 30 minutes.
c) Top 'x' team will move onto final round

ROUND 2: LOGIC PUNCH
a) Participants will code in C or C++ as specified on the question
b) Time allotted is one and half hours
c) Participants will be given with a computer loaded with visual studio.
d) Judging is based on positive(desired) & negative output based on the code efficiency and algorithm used.

The purpose of the competition is to produce a 4+ page website (Preferably Dynamic) based on the competition topic (announced on the day of the competition).

Webbed
(Web Programming)

Student Co-ordinator: Sandeep Prabhu
Contact: +91 98809 20424

1. Participants can work in a team of 2 members.
2. Each team will be assigned a computer.
3. Each team must do all the work of creating the web pages using the permitted development tools, but may make use of content (e.g. images, audio, video, framework and libraries) found on the internet when provided with proof of documentation that permits its use.
4. Permitted Development Tools:
    a. Adobe Dreamweaver   b. Expression Web
    c. Google Chrome   d. Wamp Server (If required)

Technical Events

Electronics & Communication Engineering

ROUNDS
1. Elimination round where each team will be given M.C.Q's. A fixed number of teams with the best scores will advance to the second round.
2. The teams will be given a circuit. Participants should rig up that circuit. Teams with the lowest clock time will advance to the 3rd round.
3. The Debugging Round: The teams are required to find the faults in the given circuit and get the output. The team with the lowest clock time and maximum faults identified will be the winner.

Circuitrix
(Circuit Rigup/Debugging)

Student Co-ordinator: Ms. Shwetha
Contact: +91 80508 51997

Guidelines:
1. A team can have 2 members.
2. Further information about each round will be provided to the participants on the day of the event.
3. The rules are subject to change without prior notice.
4. The decision of the Event Manager will be final.

MATrix
(MAT Lab Programming)

Student Co-ordinator: Ms. Nivedita
Contact: +91 99457 34250

Guidelines:
Round1: First round is an elimination round where each team will be given MCQ's. The questions will be on the basics and commands of MATLAB/SIMULINK,control systems, Digital Signal Processing only.
Round2: Wriying a code for the given problem statement.
Round3: Designing a SIMULINK model for the given problem statement.

Rules:
1. Maximum of 2 participants per team.
2. No. of participants per college is restricted to 3.
3. Further information about each round will be provided to the participants on the day of the event.
4. The rules are subjected to change without prior notice.
5. The decision of the Event Manager will be final.

Mechanical Engineering

1. Registrations open for 2nd, 3rd & 4th year Engineering students.
2. Tools and necessary materials will be provided.
3. Mould sketch will be provided.
4. Competition time will be 2 hours for each student.
5. Participants should get their safety shoes and appron compulsarily. It will not be provided by the organizers.
6. Number of participants is limited to 15 and it is based on first come first serve.
7. Judges decision will be final.

Mould-it
(Foundry Modelling)

Student Co-ordinator: Mr. Sharukh Khan
Contact: +91 99861 17684

CAD-it
(CAD Modelling)

Student Co-ordinator: Mr. Gladson
Contact: +91 81520 75289

Sketch of the model will be given. Using SOLID EDGE, participant should do the modeling of each part, and assemble it.
1. Individual event.
2. Duration: 2 hr 30min.
3. Isometric view and any 2 standard views to be shown.
4. Further guidelines will be provided on the spot.

Bots on Lanes

(Roborace)

Objective:
To make a manually controlled machine that completes an obstacle track in the minimum possible time.

TRACK ARENA:
The track will have a maximum width of 30cm.
The hurdles present on the track may be in the form of
Sands and Gravel
Oils and Grease
Bridges and inclined surfaces
Crystal balls, cotton, wood and iron pellets etc.

DIMENSIONS AND POWER SUPPLY:
1. The machine must fit within a box of dimensions 30 cm X 25 cm (L X B) at the beginning of the game.
2. Maximum Voltage Supply in any case must not Exceed 24 V DC.
3. The organizers will provide a standard 230V/50 Hz AC power supply. Any extension cords, eliminators, adaptors etc required will have to be arranged by participants themselves.

RULES OF THE EVENT
1. The race will be conducted on timing criterion i.e. the team to complete the whole track in minimum possible time will be the winner.
2. The time measured by the organizers will be final and will be used for scoring the teams. Time measured by any contestant by any other means is not acceptable for scoring.
3. A team can consist of a maximum of 3 participants.
4. In case of any disputes / discrepancies, the organizer's decision will be final.
5. Any team not ready at the time specified will be disqualified from the competition automatically.
6. Judges decision will be final and binding on all. No arguments will be entertained.
7. Wired / Wireless Control is allowed.
8. The R.C. Car must not be made up of Ready Made Kits, Lego Parts etc.
9. Robot should not be touched in the middle of the race.
10. The numbers alloted to the team cannot be changed.
11. Any damage to arena will lead to penalty or disqualification.
12. Maximum allowed weight of Bot is 5kg.

Student Co-ordinator: Mr. Rayan Christ D'Souza
Contact: +91 88802 96868

Treasure Maniac

(Treasure Hunt)

Student Co-ordinator: Mr. Dattanand
Contact: +91 95357 02204

Using a series of clues, participants have to find a hidden treasure.
• 3 make a team
• Prelims will be conducted, if there are too many teams.
• The event will go on for 2-3 hrs.
• The Event organizers' decision will be final and binding.

JAM it
(Just A Minute)

Student Co-ordinator: Mr. Nihal S.A
Contact: +91 77601 79302

1. The contestants are contested against the opponents on stage. The number of rounds will be decided by the response gathered.
2. The contestants will have to speak on a topic for about 1minute. The topics are to be decided by the JAM master.
3. Valid objections which will be mentioned by the JAM master on the spot can be raised.
4. Speaking for 10 seconds will be rewarded 1point.
   +1 point for valid objection.
   -1 point for invalid objection.
   5 points to the contestant holding floor at the end of 1 minute.

Gaming Events

CLASH OF CLANS

Student Co-ordinator: Mr. Keval Jain
Contact: +91 94819 39625

1. Individual Event
2. Eligibility Criteria: The players should be currently being playing in Townhall 8 or above.
3. The game will be conducted in different rounds.
4. The first round in the game will be Quiz and other rounds will be conducted based on live gaming.
5. The players should bring their smartphones in which they are currently playing
6. Specific Instructions will be given on the spot.

COUNTER STRIKE 1.6

Student Co-ordinator: Mr. Dhanush
Contact: +91 99007 69702

1. Game Version: Counterstrike 1.6
2. Tournament format: 5 vs. 5 (Team Play, 5 players per team)
3. Not more than 2 teams per college
4. No players will be permitted to play in 2 teams
5. A limited amount of time will be given to configure the system to your liking.
6. Map List: de_dust2, de_infereno, de_train, de_nuke
7. Further information will be announced before the start of each match.

NFS(MOST WANTED)

1. Game Version: Need For Speed : Most Wanted
2. Any discomfort regarding controls should be informed first.
3. The game has to be played only on keyboard. Any other controllers are not permitted.
4. First round will be time trial and the top 32 players will be shortlisted. Same map and same car to be used in this round
5. Tournament Format: 4 Players play at a time. The first two players to complete the race will advance to the next
6. Game Type: to be decided based on the stage of the tournament.
7. At the end of each match, players must maintain the final screens and receive confirmation from a Refree.

NEED FOR SPEED MOST WANTED

Student Co-ordinator: Mr. Roshan
Contact: +91 98453 65880

Events Schedule

10th March 2016

Cultural Events

Goonj
DanceBaaz
Juz Dance
Rang De
Spectrum
Sun Saathiya
Pixel

Technical Events

Te Presento
Circuitrix
Crack C
CAD-it
Sarvekshan
MATrix
Webbed
Mould-it
Modula
Treasure Maniac

11th March 2016

Cultural Events

Swaraanjali
Desi Beats
Rangitharanga
Waste O Mania
Step Up
Creative Cut
Go Graphite

Technical Events

Counterstrike
NFS Most Wanted
Clash Of Clans
Bots On Lanes
JAM-it

For timings & venue details, visit: www.sode-edu.in

VARNOTHSAVA '16

Technical Event Coordinators:

Mr. Rajesh Nayak   Asst. Professor(Sr.)   +91 97310 56879
Mr. Shrinivasa Naik Asst. Professor(Sr.)   +91 99002 77682
Mr. Gurudas M Rao   +91 87221 56698
Ms. Shetty Neha Karunakar   +91 97438 65323

Cultural Event Coordinators:

Ms. Subbulakshmi N Karanth Asst. Professor(Sr.)   +91 94496 12014
Mr. Karthik V Asst. Professor   +91 72599 16181
Mr. Ananth Raj   +91 89711 41959
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