EVENTS REPORT

TechXetra 2024

Reviving the legacy: Inspiring the innovation

Tezpur University
Napaam, Tezpur- 784028
Sonitpur, Assam, India

About TechXetra - Techxetra is one of the largest tecno-cultural festivals in the North - East India, attracting thousands of participants and visitors from across the nation. Organised by School of Engineering, Tezpur University, This year's festival featured an array of events, including technical competitions such as Hackathons, coding contests, and robotics challenges, alongside non-technical activities like quizzes, debates, and exhibitions, physical sports, E-sports tournaments, technical workshops, and inspiring talks by renowned personalities. With an overall footfall of 8000+, this fest concluded as a grand success.

OBJECTIVES AND GOALS FOR TECHXETRA 2024

Objective:

TechXetra 2024 aims to foster innovation, creativity, and collaboration among students, professionals, and enthusiasts by providing a dynamic platform for showcasing talent, exploring emerging technologies, and engaging in diverse cultural, technical, and social activities.

Goals:

1**. Promote Technical Excellence:**

  - Organize hackathons, coding contests, robophronesis ,and similar competitions to promote technology in North-East

  - Create opportunities for hands-on learning and knowledge-sharing among peers and industry experts by conducting webiners and invited talks.

2. **Foster Cultural and Creative Expression:**

  - Host cultural events like dance, music to celebrate creativity and diversity.

  - Encourage participants to showcase their artistic talents in a competitive and celebratory atmosphere.

3. **Encourage Innovation and Entrepreneurship:**

  - Facilitate ideathons and panel discussions to inspire innovative solutions for real-world problems.

  - Provide a platform for young entrepreneurs to pitch their ideas and receive mentorship.

4. **Enhance Community Engagement:**

- Build a sense of camaraderie and teamwork among participants through interactive games, quizzes, and team challenges.

   - Involve alumni, local communities, and corporate partners in the event to create a stronger network.

5. **Ensure Inclusivity and Accessibility:**

   - Make the event welcoming and accessible to individuals from diverse academic, cultural, and social backgrounds.

   - Provide opportunities for school students, undergraduates, postgraduates, and professionals to participate and benefit.

6. **Strengthen Institutional Branding:**

   - Highlight Tezpur University as a hub of innovation, learning, and cultural excellence.

   - Leverage TechXetra as a key event to attract sponsorships, collaborations, and media attention.

Alignment with Tezpur University's Vision

Tezpur University's Vision:
"To develop human excellence and inculcate leadership through hard work and creativity."

How TechXetra 2024 Aligns:

1. **Developing Human Excellence:**

   o **TechXetra Objective:** The event provides a platform for participants to hone their skills across diverse domains such as technology, culture, sports, and entrepreneurship.

   o **Alignment:** By fostering a spirit of learning, innovation, and collaboration, TechXetra empowers individuals to achieve personal and professional excellence.

2. **Inculcating Leadership:**

   o **TechXetra Objective:** Organizing and participating in events like HackXetra, ideathons, and management activities enables students to take initiative and lead teams.

   o **Alignment:** These experiences help nurture leadership qualities, problem-solving abilities, and decision-making skills in alignment with the university's vision of creating future leaders.

3. **Promoting Hard Work and Perseverance:**

- o **TechXetra Objective:** Competitions such as coding contests, robotics challenges, and sports events require intense preparation, dedication, and perseverance from participants.

- o **Alignment:** This emphasis on hard work resonates with the university's commitment to cultivating a strong work ethic among its students.

4. **Encouraging Creativity:**

- o **TechXetra Objective:** Cultural events, design contests, and innovation challenges provide opportunities for participants to showcase and celebrate their creative potential.

- o **Alignment:** By integrating technology with art and culture, TechXetra promotes out-of-the-box thinking, reflecting the creative aspirations of Tezpur University.

5. **Fostering a Holistic Growth Environment:**

- o **TechXetra Objective:** By bringing together students, alumni, professionals, and communities, TechXetra creates an inclusive ecosystem for learning, networking, and growth.

- o **Alignment:** This holistic approach ensures participants grow not just academically, but also socially and emotionally, reinforcing the university's vision of comprehensive development.

EVENT HIGHLIGHTS:

1.Technical Events :

HackXetra:
 A three-day marathon of coding, brainstorming, and innovation, where participants developed tech-driven solutions to real-world problems. This event encouraged teamwork and practical application of technical skills in a competitive setting.

Code Clash:
 A high-energy coding competition where participants showcased their problem-solving and programming skills. The event attracted both novice and expert coders, presenting them with challenging real-time scenarios.

Frontend Frenzy:
 A dynamic competition focused on web design and development, where participants crafted visually stunning and user-friendly interfaces. This event challenged creativity, technical skills, and attention to detail in a race against time.

Robo Soccer:

An exciting robotics competition where teams built and programmed robots to compete in a soccer match. Participants showcased their engineering and coding expertise in a thrilling test of precision, speed, and teamwork.

Robo Sumo:

A high-adrenaline robotics contest where participants designed robots capable of pushing their opponents out of a ring. This event tested both the strength of their designs and the strategies behind their control mechanisms.

Circuitrix:

An electrifying event where participants designed and built innovative circuits to solve real-world problems. It tested their knowledge of electronics, creativity, and problem-solving skills in a fast-paced environment.

Kinematic Model:

A platform for mechanical enthusiasts to design and showcase innovative mechanical models. This event celebrated precision engineering and problem-solving creativity.

Constrolix (Bridge Construction):

An engineering marvel event where participants used their creativity and structural knowledge to build durable and efficient bridges. It tested their understanding of civil engineering principles in a hands-on environment.

Ideathon (Sustainathon):

Where visionary ideas meet real-world impact. Teams tackle pressing sustainability issues, presenting bold and actionable strategies for a greener future.

Poster Presentation:

Showcasing research and ideas through visually compelling posters. This event highlights creativity, clarity, and the ability to communicate complex concepts in a concise and engaging format.

2. General Events :

Techxibition:

A platform where students of all levels displayed innovative projects, from technology-driven prototypes to creative ideas, fostering inspiration and collaboration.

Wrangle: Debate
An intense platform for articulate minds to engage in structured arguments on critical topics. Participants showcase their analytical skills, logical reasoning, and persuasive rhetoric in a battle of ideas.

Full Force (Science-Technical Quiz):

A quiz diving deep into science and technology, challenging participants on everything from fundamental principles to cutting-edge innovations.

Full Screen (MELA Quiz):

A quiz celebrating pop culture, including movies, entertainment, literature, and art. It offered a blend of fun and intellect for trivia enthusiasts.

Full Sprint (Sports Quiz):

A specialized quiz covering iconic sports moments, technical aspects of games, and legendary players, making it a delight for sports lovers.

Full Throttle (General Quiz):

A quiz spanning a broad range of topics, including history, geography, science, current events, and entertainment, engaging a wide spectrum of participants.

Full Frontier (NE India Filler Quiz):

A quiz dedicated to the unique culture, history, and heritage of North-East India. This event aimed to educate and celebrate regional pride.

Treasure Hunt:
A thrilling adventure that combines strategy, problem-solving, and teamwork. Participants race against the clock, deciphering clues and overcoming challenges to uncover hidden treasures scattered across the event grounds.

Chess:
Battle of minds where strategy, patience, and foresight reign supreme. Participants engage in intense, head-to-head matches, testing their tactical brilliance and mental acuity in the timeless game of chess.

Rubik's Cube:
A fast-paced challenge of speed and spatial reasoning. Participants race to solve the iconic puzzle, demonstrating their problem-solving abilities and quick thinking under pressure, all while mastering the art of the twist.

3. Physical Sports

Shuttle Bash:
A thrilling badminton tournament held at the Indoor Stadium. The event saw intense matches as players competed in preliminary rounds leading to nail-biting finals.

Triple Heat (3v3 Basketball):
A fast-paced basketball event where teams of three competed to score points and claim victory. It combined strategy, teamwork, and athletic prowess.

Futsal (5v5 Football):

A compact football tournament designed exclusively for university students. It featured exciting matches from the quarter-finals to the dramatic semi-finals and finals.

Inaugural Marathon:

A fitness-focused event that kickstarted TechXetra 2024. Participants came together for a morning run, embodying the spirit of health and unity.

4. D' Colloquium (Gaming Events)

Bullet Echo:

A tactical multiplayer gaming competition that tested strategic planning and execution in a thrilling, competitive atmosphere.

FIFA:

The virtual football tournament where gamers battled it out on the console, displaying their mastery over FIFA gameplay mechanics and strategies.

BGMI (Battle Grounds Mobile India):

A high-stakes eSports tournament where players demonstrated their tactical and survival skills. Only the final event was LAN and offline, providing an electrifying experience for participants and spectators.

Road to Valor:

A multiplayer strategy game event where participants demonstrated their ability to plan, build, and conquer in a test of tactical genius.

Sl. No.		EVENTS	Total No. of Teams	Total No. of Participants
		Technical Events		
1		HackXetra: Hackathon	16	76
2		Code Clash: Coding Contest		28
3		FrontEnd Frenzy		16
4		Robosoccer	8	32
5		Robo Sumo	8	32
6		Circuitrix	17	47
7		Kinematic Model	5	9
8		Constrolix: Bridge Construction	20	71
9		Ideathon(Sustainathon)	16	51
10		Technical Poster making(College Level)	6	
11		Technical Poster making(School Level)	25	59
12		Poster Presentation (Research based)	2	4
		General Events		
13		TechXibition:School level (class 5 to 8)	6	17
14		TechXibition: School Level (class 9 to 12)	11	36
15		TechXibition: UG level	3	5
16		Wrangle: Debate (Junior level)		19
17		Wrangle: Debate (University level)		29
18	Full House	Full Force: Technical Quiz	19	74
19		Full Throttle: General Quiz	31	123
20		Full Sprint: Sports Quiz	29	114
21		Full Screen: MELA Quiz	29	110
22		Full Swing: School Level Quiz	53	97
23		Full Frontier: The North-East Quiz	19	76
24		Treasure Hunt	80	240
25		Chess		78
26		Rubics Cube		50
		Sports Events		
27		Inaugural Marathon(MEN)		35
28		Inaugural Marathon(WOMEN)		8
29		Shuttle Bash	32	64
30		Futsal 5v5	16	122
31		Triple Heat(Men)	8	31
32		Triple Heat(Women)	4	16
		E-Sports		
33	D' Colosseum	FIFA		33
34		BGMI	87	348
35		Bullet Echo	45	135
36		Real Cricket		25
37		Road To Valor	22	44

		Cultural Events		
38		नृत्यान्ते दृश्यम् (Nṛtyānte Dṛśyam)	4	37
	39	Coral Strings: Acoustic Singing	5	27
			626	**2418**
			Total Teams	**Total Participants**

HACKXETRA EVENT REPORT
Techxetra 2024

Tezpur University
Napaam, Tezpur – 784028
Sonitpur, Assam, India

HACKXETRA 2024 REPORT

Introduction

Hackxetra was an offline hackathon event held as part of TechXetra 2024 at Tezpur University from November 9 to November 11, 2024. It provided a platform for participants to demonstrate their development skills by tackling real-world problem statements in various domains.

Event Details

Venue & Timing:

  - Offline mode at Lecture Hall 2, Dean's Building.
  - Participants had the flexibility to work from any location within the campus.

Participants:

  - Total: 16 teams, comprising 2-5 members each, totaling 76 participants.
  - Represented Institutions:
    - Tezpur University, Sonitpur, Assam
    - Jorhat Engineering College, Jorhat, Assam
    - Jorhat Institute of Science and Technology, Jorhat, Assam
    - Don Bosco School, Guwahati, Assam
    - PhysicWallah, Guwahati , Assam

Hackathon Structure

- Problem Statements:
  - Six challenges provided:
    - 2 in Web Development
    - 2 in AI/ML
    - 2 in Web3
  - Teams were free to select any problem and work towards building a functional solution.

Submission & Presentation:

  - Teams presented their projects at the conclusion of the event.
  - Each team submitted their code in a GitHub repository.

<u>Prizes</u>
- First Prize: Rs. 25,000 + Certificate
  Winner: Team HighFive, Jorhat Engineering College
- Second Prize: Rs. 15,000 + Certificate
  Winner: Team Moochass Grassyass, Tezpur University

Sponsors

- Primary Sponsor: Xopun Tech
- Co-Powered by: Unstop

Judges

- Abhijit Baishya, Dept. of Women Studies
- Shiv Kumar Verma, Dept. of Design
- Bhavesh Nath, Dept. of CSE

Conclusion

Hackxetra was a successful event that highlighted the creativity and technical skills of young developers. With its collaborative atmosphere and engaging problem statements, it left a lasting impact on participants and organizers alike. The event promises to inspire further innovations in upcoming editions of TechXetra.

Important Links

Google Drive Folder:
https://drive.google.com/file/d/1a3EA0ZqgxOqJzX2NiQN5TbJylXUjegRk

Organizing Committee

Abhinav Upadhyay
  - Phone: +91 8876694247
  - Email: abhi.u3131@gmail.com
 Fardin Khan Rahman
  - Phone: +91 7086325210
  - Email: fardinkhan479@gmail.com
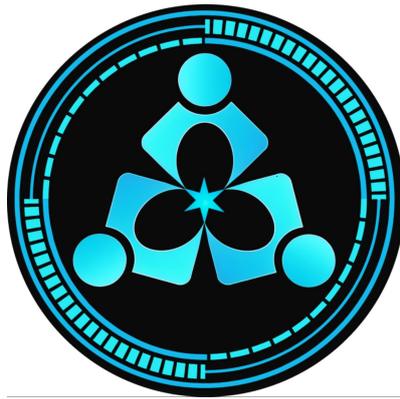
CodeClash Event Report
TechXetra 2024

Tezpur University
Napaam, Tezpur - 784028
Sonitpur, Assam, India

1 Introduction

CodeClash was the premier coding contest held as part of **TechXetra 2024** at Tezpur University on November 9, 2024. The event was designed to provide a platform for participants to showcase their proficiency in data structures and algorithms. Through a series of carefully crafted challenges, the contest aimed to test the participants' problem-solving skills and their ability to apply theoretical knowledge to practical coding tasks.

2 Event Details

The contest took place online via the **Unstop** platform, from 11:00 AM to 12:30 PM on the designated day. However, participants were required to be physically present at the contest venue — the Department of Computer Science & Engineering, Tezpur University — during the event.

A total of 63 participants had registered for the contest, with 28 of them attending in person. These participants included school students, undergraduate students, and postgraduate students. They represented the following educational institutions:

- Birangana Sati Sadhani Rajyik Vishwavidyalaya, Golaghat, Assam
- Dimension Academy, Dhekiajuli, Sonitpur, Assam
- Tezpur University, Sonitpur, Assam

For a complete list of both registered and attending participants, please refer to Appendix 8.4.

3 Contest Structure

The contest featured a set of four problems, designed to assess participants' knowledge and application of key concepts in data structures and algorithms. The breakdown of the questions was as follows:

- **1 Easy Question** - 30 marks
- **2 Medium Questions** - 40 marks each
- **1 Hard Question** - 50 marks

Participants were allotted 90 minutes to solve the problems, and each solution was evaluated through a set of test cases. Contestants earned partial marks for each test case passed, with the final score reflecting their performance across all questions.

Rankings were determined by the total score, with tiebreakers based on submission time. In the event of a tie, the participant who submitted their solution first (among those with the same score) was ranked higher. A detailed document outlining the full rules and regulations, along with the contest format, is included with this report (Appendix 8.6).

4 Prizes

The following prizes were awarded to the top performers:

- **First Prize**: Rs. 5000 + Certificate
- **Second Prize**: Rs. 3000 + Certificate

Additionally, participation certificates were issued to all participants who attended the contest in person.

5 Outcomes

The winners of **CodeClash** were:

- **Tuchar Chandra Das**, BTech CSE, Tezpur University (First Prize)
- **Subrojyoti Paul**, MCA, Tezpur University (Second Prize)

The highest score achieved was **34** points out of a possible **160**. The median score was **0**, while the average score across the participants was **8.83**.

6 Sponsors

The contest was sponsored by **Cogneo Technologies** and co-powered by **Unstop**. Their support was instrumental in ensuring the successful execution of the event.

7 Conclusion

In conclusion, **CodeClash** was a successful and engaging coding contest that effectively brought together talented individuals to challenge their coding skills. Despite the competitive nature of the event, the overall experience was both educational and enjoyable for all involved. We look forward to continuing this tradition in the coming years and expanding the reach and impact of such contests within the community.

8 Appendices

8.1 Important Links

- Link to **Google Drive** Folder: https://bit.ly/cc_gdrive

8.2 Details of the Winners

- **Tuchar Chandra Das** (First Prize)

    - BTech CSE, Tezpur University
    - Phone: +91 97069 19686
    - Email: dastuchar@gmail.com

- **Subrojyoti Paul** (Second Prize)

    - MCA, Tezpur University
    - Phone: +91 60033 97131
    - Email: csm22003@tezu.ac.in

8.3 Details of the Organizing Committee

- **Jyotishmoy Deka**

    - Phone: +91 60004 60553
    - Email: jyotishmoydeka62@gmail.com

- **Debasish Bordoloi**

    - Phone: +91 75769 07587
    - Email: debasishbordoloi555@gmail.com

8.4 Participants' Data

Due to the large and complex nature of the table containing the participants' data, it has been included in a separate Excel worksheet (`participant_data.xlsx`) uploaded to the **Google Drive Folder** mentioned in Appendix 8.1.

8.5 Photos & Videos of the Event

Photos & videos of the event have been uploaded to the **Google Drive Folder** mentioned in Appendix 8.1.

8.6 Contest Rules & Regulations

8.6.1 Registration & Eligibility

1. All participants must register online for the contest within the time frame specified on the Unstop Page for the contest.

2. All registrations will be exclusively done through the Unstop platform. No other channels for registration are possible. No offline registrations will be accepted at the venue.

3. All participants must produce a valid ID Card issued by their current Educational Institute at the venue, before the contest, as instructed by the organizers. This ID card must be the same as the one uploaded during the registration process at Unstop.

4. Each participant must be a student satisfying at least one of the following criteria:

   (a) Is undergoing school education (up to class XII)
   (b) Is enrolled in an undergraduate programme in any discipline
   (c) Is enrolled in a postgraduate programme in any discipline

8.6.2 Contest Format

1. The contest will be held on the Unstop platform.

2. All the participants must be physically present at the venue during the contest.

3. The contest will consist of four problems:

   (a) One of easy difficulty
   (b) Two of medium difficulty
   (c) One of hard difficulty

4. The contest duration is 1.5 hours (90 minutes). The participants will be able to view the questions only during this time frame, and must submit their solution codes within the same.

5. The participants will be able to write their solution codes in any programming language supported by the Unstop platform.

8.6.3 Scoring & Ranking

1. Participants will be allotted points based on the number of test-cases their code passes for each of the questions.

2. Question of different difficulties will have different amount of points as follows:

   (a) Easy - 30 points
   (b) Medium - 40 points
   (c) Hard - 50 points

3. Total points: 160 points

4. Ranking will be decided on the basis of points scored by the participants.

5. Organizers have access to automated performance reports for candidates, allowing for efficient evaluations and data-driven judging decisions. Additionally, manual evaluation methods, defined by the organizers, will be conducted with full transparency.

8.6.4 Equipment

1. All the participants are required to bring their own laptops for the contest.

2. All the participants must have an updated version of any compatible web browser for accessing the Unstop platform.

3. All the participants are required to arrange their own internet connection for the duration of the contest.

4. The responsibility of the participants' belongings rests solely with the participants themselves. No extra provisions will be made for safekeeping of the participants' possessions during the contest.

5. Participants must arrange their own transportation & accommodation.

8.6.5 Conduct

1. All the participants must maintain a respectful and professional demeanor throughout the contest.

2. All the participants must work individually and independently. No form of discussion, for whatsoever purpose, is allowed among the participants during the contest.

3. Use of any unauthorized materials or assistance, including but not limited to printed/hand-written papers containing notes and codes, online documentations, tutorials, generative AI tools, is prohibited.

4. Participants may use blank papers for dry runs of test cases.

5. Violation of any of the rules and regulations of the contest will warrant immediate disqualification.

8.6.6 Disputes & Miscellaneous

1. Any disputes regarding scoring and/or results must be raised with the organizers within 30 minutes of result declaration.

2. All decisions by the organizers are final.

8.7 Question Set of the Contest

8.7.1 Question 1 (Easy)

Problem Statement   Given an array of integers, count the number of distinct elements in the array. Distinct elements should be counted only once, regardless of how many times they appear.

Input Format

- The first line will contain only T, denoting the number of testcases.
- Each of the T test cases will have two lines.
- For each test case, the first line will contain N, i.e. the number of integers in the array.
- For each test case, the second line will contain the N integers forming the array.

Constraints:

- $1 \leq T \leq 100$
- Each test case contains up to 10^5 integers.
- Each integer is between -10^9 and 10^9

Output Format   For each test case, print the number of distinct integers on a separate line.

Solution Code   (C++)

```cpp
#include <iostream>
#include <vector>
#include <unordered_set>

using namespace std;

int count_distinct_elements() {
    unordered_set<int> distinct_elements;
    int buffer, arr_len;
    cin >> arr_len;
    while (arr_len--) {
        cin >> buffer;
        distinct_elements.insert(buffer);
    }
    return distinct_elements.size();
}

int main() {
    int num_testcases;
    cin >> num_testcases;
    while (num_testcases--)
        cout << count_distinct_elements();
    return 0;
}
```

Sample Test Case
   Sample Input

```
4
5
1 4 2 3 3
8
-45 24 3 4 0 9099 145 14
3
1 1 1
1
0
```

   Sample Output

```
4
8
1
1
```

8.7.2 Question 2 (Medium)

Problem Statement   You are given an array B of size N representing the heights of buildings in a line. $B[j]$ represents the height of the jth building in the line. You need to make each building a viewpoint, meaning it should be taller than both its neighboring buildings.

You can perform the following operation on B:

- Remove any building at index j to adjust the height configuration.

For each building in the line (indexed from 1 to N), calculate the minimum number of removals required so that the building at that index becomes a viewpoint, i.e., it is taller than both its left and right neighbors. If it is impossible to make a building a viewpoint, return -1 for that index.

Input Format

- The first line contains T, the number of test cases.
- The first line of each test case contains N, the number of elements in the array.
- The second line of each test case contains N space-separated integers forming the array.

   Constraints:

- $1 \leq T \leq 100$
- $1 \leq N \leq 10^5$
- $1 \leq B[j] \leq 10^9$

Output Format   For every test case, output N integers, where the ith integer represents the minimum number of moves to make the ith index good.

Solution Code   (C++)

```
1   #include <iostream>
2   #include <stack>
3   #include <vector>
4
5   using namespace std;
6
7   void solve() {
8       int n;
9       cin >> n;
10      vector<int> v(n);
11      for (int i = 0; i < n; i++)
12          cin >> v[i];
13      vector<int> pref(n, -1);
14      vector<int> suf(n, -1);
15      stack<int> st;
16      for (int i = 0; i < n; i++) {
17          if (st.empty())
18              st.push(i);
19          else {
20              while (!st.empty() && v[st.top()] > v[i]) {
21                  suf[st.top()] = i;
22                  st.pop();
23              }
24              st.push(i);
25          }
26      }
27      while (!st.empty())
28          st.pop();
29      for (int i = n - 1; i >= 0; i--) {
30          if (st.empty())
31              st.push(i);
32          else {
33              while (!st.empty() && v[st.top()] > v[i]) {
34                  pref[st.top()] = i;
```

```
35                st.pop();
36            }
37            st.push(i);
38        }
39    }
40    for (int i = 0; i < n; i++) {
41        if (pref[i] == -1 || suf[i] == -1)
42            cout << "-1";
43        else
44            cout << (suf[i] - pref[i] - 2);
45        if (i < n - 1)
46            cout << " ";
47    }
48    cout << endl;
49 }
50
51 int main() {
52    int t;
53    cin >> t;
54    while (t--)
55        solve();
56 }
```

Sample Test Case

Sample Input

```
1
5
1 2 3 5 1
```

Sample Output

```
-1 2 1 0 -1
```

8.7.3   Question 3 (Medium)

Problem Statement   Consider that you have a sentence of N words where the length of the ith word is L_i. The words must be displayed in a window of width of W characters, satisfying the following conditions:

- The first word is displayed at the beginning of the topmost line.
- The ith word ($2 \leq i \leq N$) is displayed either with a gap of 1 after the $(i-1)^{th}$ word, or at the beginning of the line below the line containing the $(i-1)^{th}$ word.
- The width of each line must not exceed W. Here, the width of a line refers to the distance from the left end of the leftmost word to the right end of the righmost word.
- A word should not be broken into 2 or more lines.
- The sequence of words cannot be changed.

If the words must be fitted in M or less than M lines, then find the minimum possible width W of the window.

Input Format

- The first line contains 2 space-separated integers N (the total number of words) and M (the maximum number of lines usable).
- The next line contains N space separated integers L_i.

  Constraints:

- $1 \leq N \leq 2 \times 10^5$
- $1 \leq M \leq 2 \times 10^5$
- $1 \leq L_i \leq 10^9$

Output Format   Print the minimum possible width W of the window.

Solution Code (C++)

```cpp
1   #include <iostream>
2   #include <vector>
3   #include <limits>
4
5   bool isFittingPossible(unsigned int &width, unsigned int &max_lines, std::vector<unsigned int> &
        word_lengths) {
6       unsigned int word_index = 0, num_words = word_lengths.size();
7       for (unsigned int line_no = 0; line_no < max_lines; line_no++) {
8           unsigned int remaining = width;
9           while (word_index < num_words) {
10              if (word_lengths[word_index] > remaining)
11                  break;
12              else
13                  remaining -= word_lengths[word_index++] + 1;
14          }
15      }
16      if (word_index == num_words)
17          return true;
18      else
19          return false;
20  }
21
22  unsigned int binarySearchWidth(unsigned int min_width, unsigned int max_width, unsigned int &
        max_lines, std::vector<unsigned int> &word_lengths) {
23      while (min_width != max_width) {
24          unsigned int mid_point = (min_width + max_width) / 2;
25          if (isFittingPossible(mid_point, max_lines, word_lengths))
26              max_width = mid_point;
27          else
28              min_width = mid_point + 1;
29      }
30      return min_width;
31  }
32
33  int solve() {
34      unsigned int num_words, max_lines, buffer;
35      std::vector<unsigned int> word_lengths;
36      std::cin >> num_words >> max_lines;
37      while (num_words--) {
38          std::cin >> buffer;
39          word_lengths.push_back(buffer);
40      }
41      std::cout << binarySearchWidth(0, std::numeric_limits<unsigned int>::max(), max_lines,
            word_lengths) << std::endl;
42      return 0;
43  }
44
45  int main() {
46      solve();
47      return 0;
48  }
```

Sample Test Case

Sample Input

```
6 4
5 4 3 6 2 4
```

Sample Output

```
8
```

8.7.4 Question 4 (Hard)

Problem Statement A large network of cities are arranged in a grid fashion (arranged in N rows and M columns). Each of these cities may have zero, one or multiple banks. A group of professional robbers are planning to do a series of robberies in the banks across these cities.

They will perform the robberies in two phases:

- **Phase 1**: They will rob one bank from each row of cities.
- **Phase 2**: They will rob one bank from each column of cities. However they will not rob any bank already robbed in Phase 1.

After robbing a bank, the robbers will obtain the whole amount of value stored in that bank. The robbers have full information on the number of banks situated in each city and the amount of value contained by each such bank. Find the maximum possible total value that the robbers can obtain by strategically selecting the banks to rob.

Input Format

- The first line contains a single integer T, representing the number of test cases.

- For each test case:

  - The first line contains three integers K, N, and M:

    * K: Number of available cities with banks to rob.
    * N: Number of rows of cities.
    * M: Number of columns of cities.

- The next K lines each contain three integers X, Y, and V, which indicate that there is a bank containing V amount of valuables in the city located in the X row and Y column.

Output Format For each test case print a single integer denoting the maximum amount that can be obtained by strategically obtained by selecting the central banks to rob.

Solution Code (C++)

```cpp
1   #include <algorithm>
2   #include <cstdint>
3   #include <iostream>
4   #include <vector>
5
6   struct Edge {
7       int source;
8       int destination;
9       int64_t weight;
10  };
11
12  bool compareEdges(const Edge &first, const Edge &second) {
13      return first.weight > second.weight;
14  }
15
16  class DisjointSet {
17
18  private:
19      std::vector<int> parent;
20      std::vector<bool> flagged;
21      std::vector<int> size;
22
23  public:
24      explicit DisjointSet(int nodeCount)
25          : parent(nodeCount, -1),
26            flagged(nodeCount, false),
27            size(nodeCount, 1) {}
28
29      int findSet(int node) {
30          if (parent[node] == -1)
31              return node;
32          return parent[node] = findSet(parent[node]);
33      }
34
35      bool unionSets(int x, int y) {
36          int rootX = findSet(x);
37          int rootY = findSet(y);
38          if (rootX == rootY) {
39              if (flagged[rootX])
40                  return false;
41              flagged[rootX] = true;
42              return true;
43          }
44          if (flagged[rootX] && flagged[rootY])
45              return false;
46          if (size[rootX] > size[rootY])
47              std::swap(rootX, rootY);
48          parent[rootX] = rootY;
49          size[rootY] += size[rootX];
```

```
50          if (!flagged[rootY] && flagged[rootX])
51              flagged[rootY] = true;
52          return true;
53      }
54  };
55
56  int64_t solveProblem() {
57      int k, n, m;
58      std::cin >> k >> n >> m;
59      std::vector<Edge> edges(k);
60      for (int i = 0; i < k; ++i) {
61          std::cin >> edges[i].source >> edges[i].destination >> edges[i].weight;
62          edges[i].source--;
63          edges[i].destination += (n - 1);
64      }
65      std::sort(edges.begin(), edges.end(), compareEdges);
66      int totalNodes = n + m;
67      DisjointSet dsu(totalNodes);
68      int64_t totalWeight = 0;
69      for (const auto &edge : edges) {
70          if (dsu.unionSets(edge.source, edge.destination)) {
71              totalWeight += edge.weight;
72          }
73      }
74      return totalWeight;
75  }
76
77  int main() {
78      std::ios_base::sync_with_stdio(false);
79      std::cin.tie(nullptr);
80      int testCases;
81      std::cin >> testCases;
82      while (testCases--)
83          std::cout << solveProblem() << '\n';
84      return 0;
85  }
```

Sample Test Case

Sample Input

```
1
5 2 2
1 1 3
1 2 4
1 2 5
2 1 1
2 2 2
```

Sample Output

```
14
```

Frontend Frenzy Event Report

TechXetra 2024

Tezpur University
Napaam, Tezpur - 784028
Sonitpur, Assam, India

1. Introduction:

Frontend Frenzy was one of the most awaited technical contests held as part of **TechXetra 2024** at **Tezpur University** on November 8, 2024. The event was crafted to provide a platform for participants to showcase their expertise in UI/UX design and frontend development. Through a series of thoughtfully curated tasks, the competition aimed to test the participants' creativity, design skills, and ability to turn ideas into visually engaging and user-friendly interfaces.

2. Event Details:

The contest took place on November 8, 2024, from 2:30 PM to 6:30 PM on the designated day. The participants were required to be physically present at the contest venue —- Smart Classroom, Dean's building, School of Engineering, Tezpur University —- during the event.
        A total of 38 participants had registered for the contest, with 17 of them attending in person. These participants included both undergraduate students and postgraduate students. They represented the following educational institutions:
- Tezpur University, Sonitpur, Assam
- Jorhat Engineering College, Jorhat, Assam

For a complete list of both registered and attending participants, please refer to Appendix 9.4.

3. Contest Structure:

The **Frontend Frenzy** contest challenged participants to design and develop a ***food-delivery website*** based on a specified theme. The structure of the competition was organized around a set of core pages that assessed participants' ability to implement essential UI/UX elements and frontend development skills. The breakdown of the tasks was as follows:

- **Landing Page**: Required a visually appealing hero section with a search bar, featured restaurants or dishes, food categories, and a promotional banner. This page was to create a welcoming first impression for users.
- **All Foods/Restaurants Page**: Focused on a user-friendly display of all available foods or restaurants, incorporating a list or grid view with essential details, as well as a search bar.
- **Cart Page**: Designed to show users their selected items with options to modify quantity, review total price, and proceed to checkout.

    Additionally, **Bonus Pages** were provided for extra points:

- **Checkout Page**: Aimed to gather delivery and payment details in a clear, streamlined layout.
- **Food Tracker Page**: Required a real-time order tracking feature, showing order progress and estimated delivery time.

    Participants were allotted **3 hours** to complete the design and development of these pages. Each submission was evaluated on both functionality and design, with points awarded based on adherence to requirements, creativity, and user experience.

Final rankings were determined by the overall score, with ties broken based on submission time.

4. Judging Criteria:

The judges were asked to keep the following points in mind while evaluating the submissions:

- **Creativity & Visual Appeal:** How original and visually appealing your design is.
- **Responsiveness:** Extra points for a design that adapts smoothly across screen sizes.
- **User Experience (UX):** How intuitive and user-friendly the navigation is.
- **Attention to Detail:** The finishing touches, animations, and visual elements that add polish to the design.
- **Bonus Pages:** Extra points for the additional pages and features outlined in the bonus requirements.

5. Prizes:

The following prizes were awarded to the top performers:

- **First Prize**: Rs. 3000 + certificate
- **Second Prize**: Rs. 2000 + certificate

Additionally, participation certificates were issued to all participants who attended the contest in person.

6. Outcomes:

The winners of Frontend Frenzy were:

- Fardin Mustaque (66 points)
- Sarkuru Engti and Shujan Mashuq Islam (51 points)

7. Sponsors:

The contest was sponsored by Cogneo Technologies and co-powered by Unstop. Their support was instrumental in ensuring the successful execution of the event.

8. Conclusion:

In conclusion, Frontend Frenzy was a successful and engaging contest that effectively brought together talented individuals to challenge their coding and design skills. Despite the competitive nature of the event, the overall experience was both educational and enjoyable for all involved. We look forward to continuing this tradition in the coming years and expanding the reach and impact of such contests within the community.

9. Appendices

9.1 Important Links:

Link to **Google Drive Folder**:
https://drive.google.com/drive/u/0/folders/1gISmMB4FoBSqBaUQW-2WvuuH6LgBCeXZ?q=sharedwith:public%20parent:1gISmMB4FoBSqBaUQW-2WvuuH6LgBCeXZ

9.2 Details of the Winners

- **Fardin Mustaque** (First Prize)
    - – BTech ECE, Tezpur University
    - – Phone: +91 98649-72356
    - – Email: fardindeveloper1@gmail.com

- **Sarkuru Engti** (Joint Second Prize)
    - – BTech CSE, Tezpur University
    - – Phone: +91 88128-47032
    - – Email: engtisarkuru13@gmail.com

- **Shujan Mashuq Islam** (Joint Second Prize)
    - – BTech CSE
    - – Phone: +91 97067-66803
    - – Email: shujanm.islam231@gmail.com

9.3 Details of the Organizing Committee

- **Ritap Dey**
    - – Phone: +91 70863-93962
    - – Email: ritap2804manutd@gmail.com

- **Arunav Saha**
    - – Phone: +91 81358-29591
    - – Email: arunavsaha984@gmail.com

9.4 Details of the Judges:

- Abhijit Baishya (Professional Assistant, WSC)
- Dr. Shiv Kumar Verma (Department of Design)

9.4 Participant's Data

Due to the large and complex nature of the table containing the participant's data, it has been included in a separate Excel worksheet (participant_data.xlsx) uploaded to the Google Drive Folder mentioned in Appendix 9.1.

9.5 Photos & Videos of the Event:

Photos & videos of the event have been uploaded to the Google Drive Folder mentioned in Appendix 9.1.

9.6 Contest Rules & Regulations:

● Duration: The competition runs for 4 hours with no extensions—plan wisely!

● Submission: Submit your final project via GitHub as a repository. Late submissions will not be accepted.

● External Resources: Feel free to use UI libraries and ChatGPT for inspiration and enhancement.

● Logic and Functionality: This contest emphasizes visual appeal and design; functionality is a bonus but not a main scoring factor.

● Tools Restrictions: Using platforms like Codepen or CodeSandbox is prohibited and will result in disqualification.

● Individual Participation: This is a solo competition—no team entries allowed.

9.7 Scoring and Ranking:

The judges were asked to give the marks to submissions according to the following marks structure:

- Creativity and Visual Criteria: 10 points

- Responsiveness: 10 points

- User Experience: 5 points

- Attention to Detail: 5 points

- Required Pages: 9 points (3 points per page)

- Bonus Pages: 6 points (3 per page) + 3 points (if any page outside of the mentioned pages is made)

9.8 Disputes & Miscellaneous:

1. Any disputes regarding scoring and/or results must be raised with the organizers within 30 minutes of result declaration.
2. All decisions by the organizers are final.

Robophronesis Event Report
Techxetra 2024

Tezpur University
Napaam, Tezpur – 784028
Sonitpur, Assam, India

Report on Robophronesis

Robophronesis is an exhilarating robotics event that brings together innovation, strategy, and engineering prowess. The event features two thrilling competitions: Robo Soccer and Robo Sumo. In Robo Soccer, teams design and program robots to compete in a fast-paced soccer match, combining precision, speed, and teamwork to score goals and outwit opponents. On the other hand, Robo Sumo challenges participants to build robust and intelligent bots capable of pushing their rivals out of the ring, showcasing strength, balance, and tactical superiority. Robophronesis promises to be a spectacle of technological ingenuity, offering participants and spectators an unforgettable experience filled with excitement and creativity.

Mode: offline
Venue: BasketBall Court
Date and time:10th November(day 3) Time 1:00AM
Judges: Jotishman Bharali
            Mushabir Islam
Total number of teams:8
Levels: School and Ug/PG
Regestration Fee:200 for Robo Soccer and 200 for Robo sumo
Prize Pool:10,000 for Robo Soccer
   8,000 for Robo Sumo

Winners:-

1)Robo Soccer:-

| Position	Team Name	Collage	Members
1st	Rhinobotz	AEC	- Rajdeep Borah - Bedanta Sarma - Wahidul Haque - Geetarth Borgohain - Md. Arik Khan - Prachurya Kataki
2nd	Arcelor	AEC	- Bitopan Das - Ruhil Chetia - Jitul Kalita

2)Robo Sumo:-

Position	Team Name	Collage	Members
1st	Psychotron	JEC	- Caleb Varnunthar Varte - Riman Sharma - Archit Aryaman - Krishnav sankar sarmah
2nd	Rhinobotz	AEC	- Rajdeep Borah - Bedanta Sarma - Wahidul Haque - Geetarth Borgohain - Md. Arik Khan - Prachurya Kataki

Imagees of Robo soccer:-
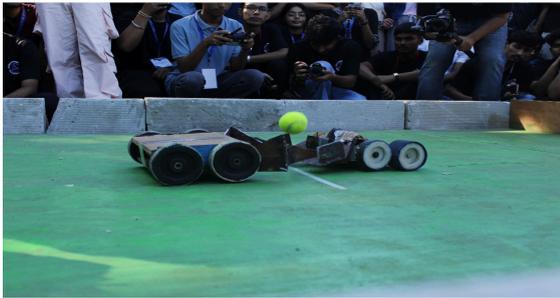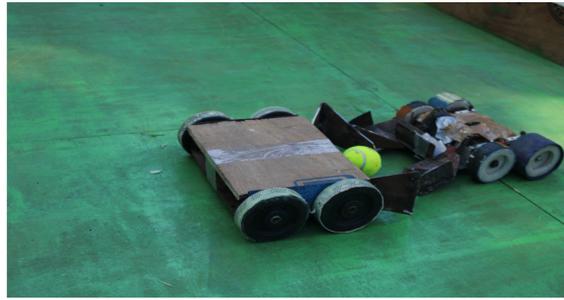
Images of robo sumo:-

Circuitrix

An online circuit Designing Compition
Date & Time: 08-11-24: 9.00AM-1.00PM
Judge: Dr. Rupam Goswami, Dept. Of ECE
Event Platform: LTSpice
Level: UG

Group no	Name of the Group Member	Name of the Institutions
1 **1st position**	Mr. Jyotishman Sarmah	Tezpur University
	Mr. Kalyan jyoti Deka	
	Mr. Manash Jyoti Barman	
2 **2nd Position**	Mr. Gaurav Phukan	Tezpur University
	Mr. Nitu Raj Karjee	
	Mr. Tushar Khatiwara	
3	Mr. Soumyadipta Chatterjee	Tezpur University
	Mr. Bedanta Sarma	
	Mr. Sujal Bhattacharjee	
4	Mr. Kuldip Patgiri	Jorhat Engineering College
	Mr. Nilay deep Bharadwaj	
	Mr. Joydeep Barman	
5	Mr. Syed ganiul Rajjak	Tezpur University
	Mr. Abhijit Gogoi	
	Mr. Joy koiri	
6	Mr. Jyotirmoy Kalita	Tezpur University
	Mr. Dewan Jabbir Jakariya	
	Mr. Shibhanga Neog	
7	Mr. Deepam Arya	Tezpur University
8	Mr. Simanta Kalita	Tezpur University
	Mr. Shivam Saikia	
9	Mr. Dhiroj Saikia	Jorhat Engineering college
	Mr. Ankit Phukan	
	Mr. Janardon Saikia	
10	Mr. Jyotishman Boruah	Tezpur University
	Mr. Rahul Roy	
	Mr. Damebakor Mawlieh	
11	Mr. Swakshar Bora	Tezpur University

	Mr. Priyangshu Kashyap	
12	Mr. Alok Bordhan Bora	Tezpur University
	Mr. Debodurlov Pegu	
	Mr. Rahul Choudhary	
13	Mr. Nabajyoti Das	Tezpur University
	Mr. Kiran Das	
	Mr. Niraj Kumar	
14	Mr. Harish Gogoi	Tezpur University
	Mr. Abhishek Kumar	
	Mr. Chinmoy Deka	
15	Mr. Munim al yeasha Ahmed	Tezpur University
	Mr. Prantik kumar Mazumdar	
	Mr. Md Mehmood Reza	
16	Mr. Jamilur Rahman Talukdar	Tezpur University
	Mrs. Mirza Aslam Beg	
	Mr. Abhay Singh	
17	Boikuntha Bikash Buragohain	Tezpur University
	Mr. Afrid Ahmed	
	Mr. Ajoy Chetry	

TECHXETRA 2024 KINEMATIC MODEL MAKING COMPETITION

Introduction

Kinematic model making competition was an offline event held as part of TechXetra 2024 at Tezpur University on 8 nov, 2024. It provided a platform for participants to demonstrate their machine designing skills.

Event Details
Venue & Timing:

  - **Offline mode at lecture hall, Dept. of Mechanical Engineering.**
  - **Starting time: 11:00 AM**
  - **Duration: 2hr**

Participants:

  - **Total: 5 teams, comprising 1-3 members each, totaling 9 participants.**
  - **Represented Institutions:**
    - **Tezpur University, Sonitpur, Assam**
    - **Jorhat Engineering College, Jorhat, Assam**

Prizes
- **First Prize: Rs. 5,000 + Certificate**
  Winner: Indraneel Das, Tezpur University
- **Second Prize: Rs. 3,000+ Certificate**
  Winner: Yusuf Ali and Kreety Kamal Baishya, Tezpur University
- **Third Prize: Rs.2,000+ Certificate**
Winner: Subhankar Das, Tezpur University

Competition structure

- Prepared Models of participants were presented at the venue
- one on one Q&A session with the judges

Judges

- Dr. Vivek Kr. Mehta, Dept of Mechanical Engineering
- Dr. Polash Pratim Dutta, Dept. of Mechanical Engineering

Conclusion

Kinematic Model Making Competition was a successful event that highlighted the creativity and technical skills of Engineering students. The event promises to inspire further innovations in upcoming editions of Model making competition.

Organizing Committee

Nilutpal Dutta
  - Phone: +91 6000719463
Kritika Morang
  - Phone: +91 8473967903
Harly Leimapokpam
  - Phone: +91 6009392189
Ghana Padun
  - Phone: +91 8761931900

Photos

Constrolix Event Report

Techxetra 2024

Tezpur University

Napaam, Tezpur - 784028

Sonitpur, Assam, India

TECHXETRA 2024 CONSTROLIX COMPETITION REPORT

Introduction:

The Civil Club organized "Constrolix," an exciting bridge-making competition aimed at testing participants' structural engineering and resource optimization skills. The challenge required participants to construct a bridge capable of bearing the maximum load while maintaining the minimum weight. Judging was based on the efficiency ratio of load-to-weight, with strict constraints on time and resources. The event showcased innovative designs, teamwork, and practical application of engineering principles, fostering creativity and technical expertise among participants.

Event Details:

Venue & Timing

-Venue: Seminar Hall, Civil Engineering Department, Tezpur University

-Timing: 10th November 2024, 12.30pm – 5.00pm

Participants:

-Total Teams: 20 teams participated.

-Team Composition: Each team consisted of 2-4 members.

Competition Structure:

Participants were tasked with building a bridge measuring 50 cm in length, with a width equal to the length of a single stick and an optional height. Each group was provided 150 sticks, glue, a thread roll, and a cutter to construct their design within the given constraints.

Judging Criteria:

The judging criteria for the task will be as follows: Teams must complete the assigned task within a standard duration of 3 hours. If a team is unable to meet the deadline, an additional 30 minutes will be provided for task completion. However, taking this extra time will incur a penalty. The penalty will be proportional to the amount of time utilized beyond the initial 3-hour period, with a maximum deduction of up to 20 marks. The final evaluation will also consider the efficiency of the constructed bridge. This will be determined by calculating the ratio of the maximum load taken by the bridge to its self-weight. This ratio will contribute to the full percentage of marks for the task, reflecting the bridge's performance and design effectiveness. Teams are encouraged to balance speed with precision to maximize their score while minimizing deductions.

Prizes:

The following prizes were awarded to the top performers:

- First Prize: Rs. 5000 + certificate
- Second Prize: Rs. 3000 + certificate
- Third Prize: Rs. 2000 + certificate

Additionally, participation certificates were issued to all participants who attended the contest in person.

Outcomes:

The winners of Constrolix were:

- 1. Vinayak Goswami
- 2. Babin Limbu
- 3. Konthoujam Avishek Singh Choudhury

Details of the winners:

- VINAYAK GOSWAMI (CEB21011)
  PRAYAG KASHYAP BARMAN (CEB21003)
  TRISHIT SUBEDI (CEB21021)
  HIRAK JYOTI BARMAN(CEB21046)

- Babin Limbu
  Chandrika Limbu

- Konthoujam Avishek Singh Choudhury (EEB22012)
  Dishant Kashyap (EEB22005)
  Goutam Kachari (EEB22019)

Faculty in Charge:

Dr. Arunav Chakraborty
Assistant Professor
Civil Engineering Department

Judges:

Mr. Debaraj Bailung Sonowal
Assistant Professor
Civil Engineering Department

Details of the Organizing Committee:

Host:

- Rahul Kumar Medhi
  - Phone: 8876845025
  - Email: rahulmedhi30559@gmail.com

Committee Members:

- Abhinav Deka
  - Phone: 9127532327
  - Email: abhinavdeka711@gmail.com
- Arun Jyoti Nath
  - Phone: 8638762083
  - Email: arunjyotinatha@gmail.com
- Rupshankar Saikia
  - Phone: 9365819426
  - Email: saikia.rupshankar@gmail.com
- Rahman Aktaruz Zaman
  - Phone: 6003960768
  - Email: rahmanaktaruz@gmail.com

Important Link:

https://docs.google.com/spreadsheets/d/1gZsWNDAcyGNiWj6Ut-wkAQx1qfLvTcZG4tHoe2m-r0Q/edit?usp=sharing

Conclusion:

The Constrolix event concluded with teams showcasing impressive displays of skill, innovation, and engineering prowess. Participants demonstrated their ability to work under time constraints, creatively solve problems, and apply theoretical knowledge to practical challenges. The competition tested not only their technical capabilities but also their teamwork and adaptability. While some teams successfully completed the task within the allotted 3 hours, others demonstrated resilience by utilizing the extra time and accepting proportional penalties. The evaluation of each team's bridge based on the load-to-weight ratio provided a clear measure of design efficiency, rewarding those who balanced strength with resourcefulness. Overall, the event was a testament to the participants' dedication and ingenuity, fostering learning, camaraderie, and a spirit of constructive competition.
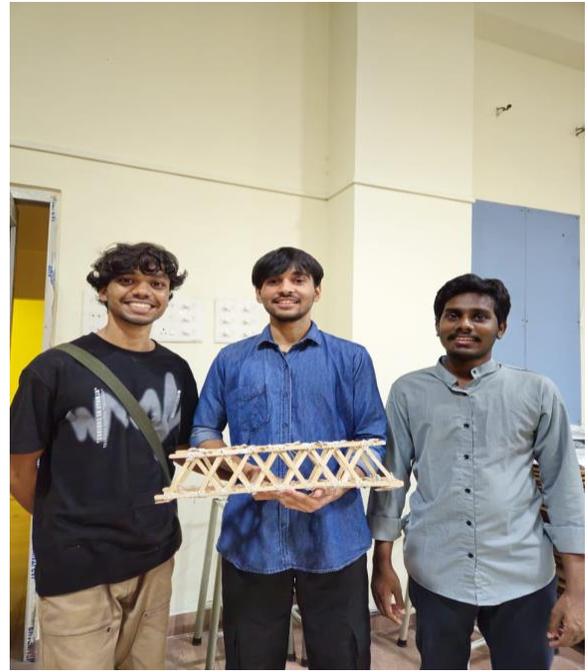
TECHXETRA 2024

Report on the event

SUSTAINATHON

Organised by

Dept. of Energy

Tezpur University

SUSTAINATHON: Ideas for a Sustainable World

Sustainathon, hosted by Tezpur University as a part of the grand technical fest, TechXetra 2024, is a dynamic ideathon aimed at fostering innovative solutions to global sustainability challenges. Participants are invited to collaborate, innovate, and present ideas that can positively impact the environment, society, and economy. The competition focuses on creating practical, scalable solutions that address issues such as renewable energy, waste management, water conservation, sustainable agriculture, and more.

Theme: **SUSTAINABILITY**

Important Dates:

Registration Deadline: *Till 09:00 PM of 07/11/2024*

Qualifier Announcement: *11:00 PM of 07/11/2024*

Final Round: *From 2:00 PM of 09/11/2024*

Venue: Seminar Hall, Dept of Energy, Tezpur University

RULES OF THE IDEATHON

Participation Rules:

1. Teams must consist of 2-5 members.
2. Participants must register within the provided timeline.
3. Teams can be formed with members from different educational institution (multiple disciplines allowed)
4. Teams must submit a forwarding letter from the Head of the Department of their respective institute which should verify the students' enrolment

Originality:

1. All ideas submitted must be original and not copied from existing projects
2. Plagiarism will lead to disqualification

Theme Alignment:

1. Ideas must address at least one major sustainability challenge, such as reducing carbon footprints, minimizing waste, or promoting renewable energy.

Submission Guidelines:

1. Submissions must follow the specified format.
2. Solutions must include a problem statement, proposed solution, feasibility, and potential sustainability impact.
3. All supporting documents, such as prototype design layout & data should be clearly cited.

Presentation:

1. Teams must be prepared to present their idea to the judges within a defined time limit (e.g., 10-15 minutes).
2. Judges may ask follow-up questions, and teams should be prepared to defend their solutions.

Judging:

1. The decision of the judging panel is final
2. Judging will be based on the criteria of innovation, sustainability impact, feasibility, scalability and teamwork & presentation

Intellectual Property:

1. Participants retain the intellectual property of their ideas but must agree to give the organizers the right to use the executive summary/ project outcomes/ photos/ diagrams for _promotional purposes_.

Code of Conduct:

1. All participants must adhere to a code of conduct, promoting collaboration, respect, and integrity throughout the event.
2. Any form of discrimination, harassment, or unfair behaviour will result in disqualification.
3. These guidelines and rules ensure that the ideathon runs smoothly, encourages innovative ideas, and stays focused on the goal of promoting sustainability.

SUBMISSION FORMAT:

Format: PDF Document/ Video Pitch (PPT) less than 50 mb

Maximum Length: 10 pages (excluding forwarding letter and cover page)

File Naming Convention: TeamName_Sustainathon2024.pdf

TWO-ROUND PROCESS

A. Initial Screening:

Submission: Teams submit a 10-page PDF

Evaluation: Assessed based on problem relevance, sustainability and impact feasibility

Outcome: Shortlisted teams advance to the final round.

B. Final Assessment:

Presentation: Shortlisted teams give a 10 - 15 minutes presentation to judges, followed by a 5 - 10 minutes Q&A.

Judging Criteria: Innovation, sustainability impact, feasibility, scalability and teamwork & presentation

Outcome: Winners are selected based on these factors.

REGISTRATION & SUBMISSION

Total No of Team participated in the first round: 16 (51 Participants) ([Click here for details](#))

Total No of Teams participated in the final round: 14 (46 participants) ([Click here for details](#))

Participating Institutes:

1. Tezpur University
2. Jorhat Engineering College
3. Biranagana Sati Sadhani Rajyik Vishwavidyalaya
4. GL Bajaj institute of Technology and Management, Greater Noida Uttar Pradesh
5. Institute of Rural Management Anand (IRMA), Gujarat

JUDGE

Judge Name	Department
1. Prof M K Hazarika	FET
2. Dr N Gogoi	EVS
3. Shri P Baruah	MBA

PRIZES

Winner: 6000/- + certificate

First Runners Up: 4000/- + certificate

Second Runners Up: 2000/- + certificate

Participation certificate for all valid registered participants

RESULTS

PRIZES	TEAM NAME	TEAM MEMBERS	INSTITUTE	CONTACT DETAILS (Team Leader)
Winner	Twin Coordinates	Bishal Dutta Prabal Pratik Barman	Jorhat Engineering College	Mobile no.: 9954422125 Email: bishaldutta212@gmail.com
1st Runner Up	Linear Labs	Hrishikesh Gohain Soumyadipta Chatterjee Tanmoy Kumar Debnath	Tezpur University	Mobile no.: 9864846433 Email: hrishikeshgohain123@gmail.com
2nd Runner Up	Ecota	Pallab Jyoti Rajbongshi Diptangshu Parashar Bhabeen Bhargav Saikia Jitul Kalita	Jorhat Engineering College	Mobile No.: 7099662292 Email:diptangshuparashar@gmail.com

([Click here for the result sheet](#))

ORGANISERS

Udayan Mahanta (ENE23004), +91 8133965889, ene23004@tezu.ac.in

Suvajet Das (ENE23019), +91 6000891031, ene23019@tezu.ac.in

VOLUNTEERS

Kamal Luchon Dihingia (ENE23006)

Neha Gogoi (ENE230026)

Jumon Sarma (ENE24025)

Nabashree Hazarika (ENE24001)

SOME CLIPS OF SUSTAINATHON

Report on PosterXetra

Mode: offline
Venue: community hall
Date and time: 9th (school) and 10th November (college), 2024 (day 3)
Time 9:00AM
Judges: Prof. D. Mahanta, Dept of Physics
Prof. Tapan Kumar Gogoi, Dept of Mech Engineering
Dr. Pranjal Kumar Gogoi, Dept of Applied Science (Only for school level)
Total number of teams: 6 (participated on College level), 15 + 10(3rd day) on school level
Participating teams got group number.
Levels: School and Ug/PG
Details of teams that participated are attached
Winners:
School level

Position	Group number	School	Names
1st	1	PM Shree KV NO 1	Bhaswati Baruah
			Ayasha Khatoon
			Kankona Bania
2nd	12	DPS	Minakshi Singha
			Nishita Garud
			Abhinayana Deka
3rd	9	DPS	Sagarika Chowdhury
			Prajval Singh
			Vihaan Limboo

UG/PG

Position	Group number	College	Names
Winner	5	Tezpur University	Shubham Dey
			Owen R. Garg
Runner Ups	6	Tezpur University	Yusuf Ali
			Borenya Boruah

Highlights:
Some posters prepared by school students.

Posters of UG/PG Level:
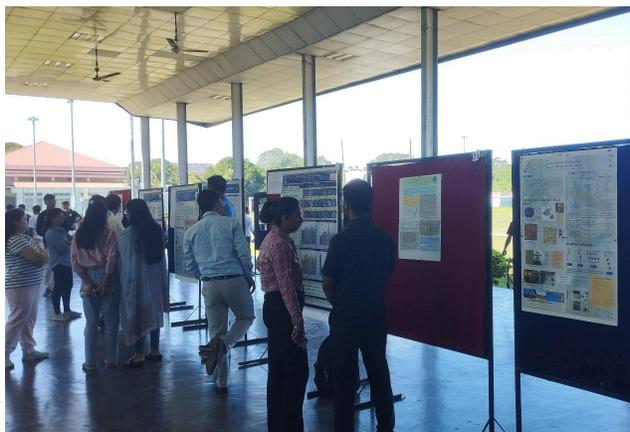
Posters being presented and the judges examining a poster of a
UG student.

Note: There was a slight issue with one specific school, i.e. St. Joseph's Convent, where they were not aware that the poster presentation competition was to be held on 9th for school students and they did not come on that date.

The reason for this was, when our outreach volunteers had approached said school, they had not shared their contact details with us. Therefore, we couldn't send the updated junior brochure with the time and venue details for the school student's competition which was supposed to be 9th Nov, 9.00AM.

Upon request of the school teachers, and after consultation with the faculty coordinators of the event Dr. Pranjal Kumar Gogoi and Dr. Nishant Rachayya Swami Hulle sir, the students were allowed to present their posters on 10th on the conditions that they will not be considered for judging in top 3 since the certificates had already been awarded.

Report on Research Poster Presentation

Mode: offline
Venue: community hall
Date and time: 10th November, 2024 (day 3)
Time 9:00AM
Judges: Prof. D. Mahanta, Dept of Physics
Dr. Tapan Kumar Gogoi, Dept of Mech Engineering
Total number of teams: 2 (participated)

Details of teams that participated are attached.
Winners:

Position	Group number	College	Names
Winner	2	Tezpur University	Prayakhi Emee Dutta
			Minhazur Rahman
			Reema Joshi
Runner Up	1	Tezpur University	Manisana Athokpam

Some glimpse of the competition
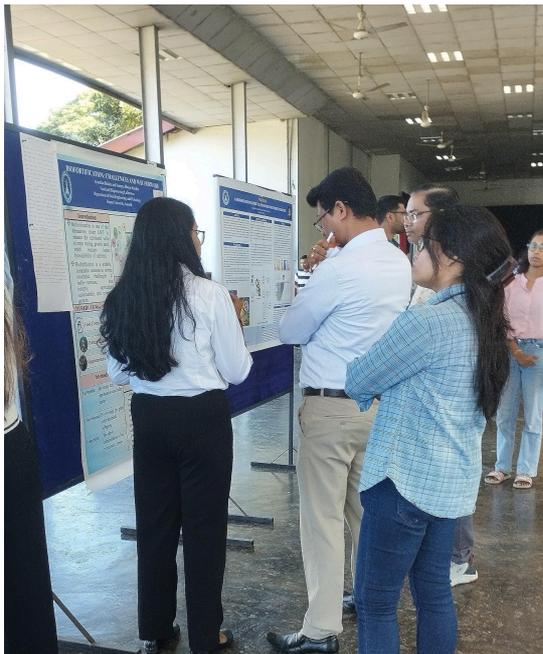
Report on TechXibition

Mode: offline
Venue: community hall
Date and time: 9th November, 2024 (day 2)
Time 9:00AM
Judges: Dr. Pranjal Kumar Gogoi, Dept of Applied Sciences
Prof. Tapan Kumar Gogoi, Dept of Mech Engineering
Total number of teams: 20, level wise breakup: 6 + 11 + 3 + 0
Levels: 4 levels: class 5-8, 9-12, UG, PG
There were no models in PG so only three levels were awarded.
Details of teams that participated are attached
Winners:
Cat A: class 5-8

Position	Group number	School	Names
1st	10	St. Joseph's convent school	BIRANGANA BORAH ANAYA KHOSLA ALVEERA AMIM AZMIRI
2nd	13	St. Robert's High School	KULDIP HAZARIKA KANJANAV KHAUND
3rd	9	Moonlit High School	TISHA MAJUMDAR ANGSHUMAN RAJBONGSHI ISHANT ARJEL ANIKET PRASAD

Cat B, class 9-12

Position	Group number	School	Names
1st	18	DIMENSION ACADEMY TEZPUR	SHLOK KHOSLA AYUSHMAN BORA
2nd	6	DON BOSCO GUWAHATI	NABHYA SARAF KABISH KASHYAP MAHANTA DARSH CHOKHANI

| 3rd | 11 | DON BOSCO TEZPUR | DEEPJYOTI DEBNATH |
| | | | VINAYAK SHARMA |

Category C: UG

| Position	Group number	College/University	Names
1st	15	JEC	BISHAL DUTTA
			PRABAL PRATIK BARMAN
2nd	-	-	NOT AWARDED
3rd	-	-	NOT AWARDED

Highlights:

Winners of 1st place in 5-8 category. They had made a cost effective microscope model using plastic bottle and 2 lenses.

Model that got 1st place in 9-12 category, they had made a demo version of a women safety device which can send SOS signals along with location to saved contacts.

Winners of UG level, they had created a centralized home automation system.

Report on Full House

TechXetra's signature pan-India quizzing extravaganza in association with **Adda Quiz Club** and sponsored by **State Bank of India** featuring seven distinct quiz events: Full Force, Full Throttle, Full Screen, Full Sprint, Full Frontier, Full Swing, and Full On with a prize pool of Rs. 75,000.

Dates: 9th and 10th November, 2024

Md Minhajuddin Ansari
(Quiz Coordinator)
+91 86387 76917
addaquizclub@gmail.com

Debasish Bhuyan
(General Events Coordinator)
+91 78964 03029
gec.techxetra@gmail.com

Full Swing

School Quiz

Topic:
- A general quiz aimed towards school students

Quiz Master:
- Adda Quiz Club

Category:
- Open for students up to 10+2 level

Participation rules:
- Maximum of 2 members per team
- Lone wolfs are allowed
- Cross institutional teams are allowed
- It is mandatory to carry either the institution's ID card or a bonafide certificate from the principal or head of institute

Format:
- Written Prelims
- Top-6 teams qualify for Finals
- Pounce & Bounce Finals

Venue:
- KBR, Tezpur University

Date & Time:
- 9 Nov, 2024 (Sat)
- 10:00 AM - 1:00 PM

Prizes:
- First Prize: Rs. 3,000/-
- Second Prize: Rs. 2,000/-
- Third Prize: Rs. 1,000/-
- Certificates for top 6 finalists

Registration Fee:
- No Registration Fee

Participation:
- 53 Teams
- 97 Individuals
- [Participants List](#)

Winners:

Position	Names	Institute
Winner	Sampurnan Sarkar and Abhinab Ghosh	Army Public School, Tezpur
First Runner Up	Ritauj Deka and Eshantar Deka	Darrang College
Second Runner Up	Devjyoti Singha Chowdhury and Ayan Baruah	Army Public School, Tezpur
Fourth	Niloy Nibir Kashyap and Arohan Tamuli	Don Bosco Higher Secondary School, Tezpur
Fifth	Krisht Saikia and Vinayak Sharma	Don Bosco Higher Secondary School, Tezpur
Sixth	Naman Sethia and Mayuran Borah	Delhi Public School, Tezpur

Full Sprint

Sports Quiz

Topic:
- A quiz on Sports

Quiz Master:
- Raktim Ranjan Baishya

Category:
- Open for students up to PhD level

Participation rules:
- Maximum of 2 members per team
- Lone wolfs are allowed
- Cross institutional teams are allowed
- It is mandatory to carry either the institution's ID card or a bonafide certificate from the department head

Format:
- Written Prelims
- Top-6 teams qualify for Finals
- Pounce & Bounce Finals

Venue:
- Dean's Gallery, School of Engineering, Tezpur University

Date & Time:
- 9 Nov, 2024 (Sat)
- 2:00 PM - 4:30 PM

Prizes:
- First Prize: Rs. 6,000/-
- Second Prize: Rs. 4,000/-
- Third Prize: Rs. 2,000/-
- Certificates for Top 6 finalists

Registration Fee:
- Rs. 100/- per team or Rs. 50/- per head
- Registration fee is not applicable to school students (10+2 level)

Participation:
- 29 Teams
- 56 Individuals
- [Participants List](#)

Winners List:

Position	Names	Institute
Winner	Md. Minhajuddin Ansari & Gaurav Haloi	Tezpur University & Satyajit Ray Film & Television Institute
First Runner Up	Abhijnan D Barhoi & Mohixit Goswami	Cotton University
Second Runner Up	Manash Jyoti Baishya & Akash Bagawati	Tezpur University
Fourth	Abhinav Saikia & Debasish Deka	Guwahati Commerce College
Fifth	Prateek Sarma & Aarohan Saikia	Tezpur University
Sixth	Tapash Talukdar & Bishal Sarma	Tezpur University

Full Force

Sci-Tech Quiz

Topic:
- A quiz on science and technology.

Quiz Master:
- Rajibul Awal (Assistant Engineer, Public Health Engineering Dept., Govt. of Assam)

Category:
- Open for students up to PhD level

Participation rules:
- Maximum of 2 members per team
- Lone wolfs are allowed
- Cross institutional teams are allowed
- It is mandatory to carry either the institution's ID card or a bonafide certificate from the department head

Format:
- Written Prelims
- Top-6 teams qualify for Finals
- Pounce & Bounce Finals

Venue:
- Dean's Gallery, School of Engineering, Tezpur University

Date & Time:
- 9 Nov, 2024 (Sat)
- 5:30 PM - 8:30 PM

Prizes:
- First Prize: Rs. 6,000/-
- Second Prize: Rs. 4,000/-
- Third Prize: Rs. 2,000/-
- Certificates for Top 8 finalists

Registration Fee:
- Rs. 100/- per team or Rs. 50/- per head
- Registration fee is not applicable to school students (10+2 level)

Participation:
- 19 Teams
- 36 Individuals
- [Participants List](#)

Winners List:

Position	Names	Institute
Winner	Sayan Mazumdar	Guwahati Medical College & Hospital
First Runner Up	Pritam Talukdar and Sagar Sarmah	Assam Engineering College and District Institute of Education & Training, Dibrugarh
Second Runner Up	Md Minhajuddin Ansari and Mansh Jyoti Baishya	Tezpur University
Fourth	Gaurav Haloi and Swastika Bharadwaj	Satyajit Ray Film & Television Institute and Moran College
Fifth	Abhijnan D Barhoi and Mohixit Goswami	Cotton University
Sixth	Sneha Bora and Leena Pegu	Tezpur University
Seventh	Dhritiman Sawarni and Dipom Saha	Tezpur University
Eighth	Prateek Sarma and Aarohan Saikia	Tezpur University

Full Screen

MELA Quiz

Topic:
- A quiz on Music, Entertainment, Literature, and Art

Quiz Master:
- Biswajit Sarma (Assistant Accounts Officer, Dept. of Finance, Govt. of Assam)

Category:
- Open for students up to PhD level

Participation rules:
- Maximum of 2 members per team
- Lone wolves are allowed
- Cross institutional teams are allowed
- It is mandatory to carry either the institution's ID card or a bonafide certificate from the department head

Format:
- Written Prelims
- Top-6 teams qualify for Finals
- Pounce & Bounce Finals

Venue:
- KBR, Tezpur University

Date & Time:
- 10 Nov, 2024 (Sun)
- 12:00 PM - 3:00 PM

Prizes:
- First Prize: Rs. 6,000/-
- Second Prize: Rs. 4,000/-
- Third Prize: Rs. 2,000/-
- Certificates for Top 6 finalists

Registration Fee:
- Rs. 100/- per team or Rs. 50/- per head
- Registration fee is not applicable to school students (10+2 level)

Participation:
- 29 Teams
- 52 Individuals
- [Participants List](#)

Winners List:

Position	Names	Institute
Winner	Dhritiman Sawarni and Akash Bhgawati	Tezpur University
First Runner Up	Sayan Mazumder	Guwahati Medical College & Hospital
Second Runner Up	Gaurav Haloi and Mohixit Goswami	Cotton University
Fourth	Daisy Ramchiary and Anubhab Handique	Tezpur University
Fifth	Manash Jyoti Baishya and Md. Minhajuddin Ansari	Tezpur University
Sixth	Abhilash Chutia and Tapash Talukdar	Tezpur University

Full Frontier

NE India Quiz

Topic:
- A quiz on North-East India

Quiz Master:
- Sayantan Saikia

Category:
- Open for students up to PhD level

Participation rules:
- Maximum of 2 members per team
- Lone wolfs are allowed
- Cross institutional teams are allowed
- It is mandatory to carry either the institution's ID card or a bonafide certificate from the department head

Format:
- Written Quiz

Venue:
- KBR, Tezpur University

Date & Time:
- 10 Nov, 2024 (Sun)
- 3:00 PM - 4:30 PM

Prizes:
- First Prize: Rs. 3,000/-
- Second Prize: Rs. 2,000/-
- Third Prize: Rs. 1,000/-
- Certificates for top 6 finalists

Registration Fee:
- Rs. 100/- per team or Rs. 50/- per head
- Registration fee is not applicable to school students (10+2 level)

Participation:
- 19 Teams
- 38 Individuals
- [Participants List](#)

Winners List:

Position	Names	Institute
Winner	Tapash Talukdar & Manash Jyoti Baishya	Tezpur University
First Runner Up	Sayan Mazumdar & Dipom Saha	Guwahati Medical College & Hospital and Cotton University
Second Runner Up	Bronson Sarmah & Aranabraj Das	Sivsagar Commerce College and Jorhat Engineering College

Full Throttle

General Quiz

Topic:
- A General Quiz across all topics

Quiz Master:
- Bidyut Bikash Bailung (Assistant General Manager, APDCL)

Category:
- Open for all

Participation rules:
- Maximum of 2 members per team
- Lone wolfs are allowed

Format:
- Written Prelims
- Top-6 teams qualify for Finals
- Pounce & Bounce Finals

Venue:
- Dean's Gallery, School of Engineering, Tezpur University

Date & Time:
- 10 Nov, 2024 (Sun)
- 5:30 PM - 8:30 PM

Prizes:
- First Prize: Rs. 9,000/-
- Second Prize: Rs. 7,000/-
- Third Prize: Rs. 5,000/-
- 4th, 5th and 6th: Rs 2,000/- each
- Certificates for Top 8 finalists

Registration Fee:
- Rs. 200/- per team or Rs. 100/- per head
- Registration fee is not applicable to school students (10+2 level)

Participation:
- 31 Teams
- 61 Individuals
- [Participants List](#)

Winners List:

Position	Names	Institute	Category
Winner	Mit Chowdhury and Nayan Jyoti Medhi	-	Open
First Runner Up	Sayan Mazumder and Biswajit Sarmah	Guwahati Medical College & Hospital and Dept. of Finance, Govt. of Assam	Open
Second Runner Up	Sayantan Saikia and Shakya Khound	-	Open
Fourth	Bhrigu Talukdar and Rudra Deka	-	Open
Fifth	Gaurav Haloi and Priyanuj Parasar	-	Open
Sixth	Sandipan Goswami and Bhaskar Chakraborty	-	Open
Seventh	Akash Bhagawati and Rajarshee Bhattacharjee	-	Open
Eighth	Ninad Batsa and Khushboo Ansari	-	Open

Full On

Online Quiz

Topic:
- A written general quiz held online

Quiz Master:
- Adda Quiz Club

Category:
- Open for all

Participation rules:
- Individual participation

Format:
- Written Quiz

Platform:
- Instagram (instagram.com/addaquizclub)

Date:
- 6 & 7 Nov, 2024

Prizes:
- Books for Top 3

Registration Fee:
- No Registration Fee

Participation:
- ~50 Individuals

Winners:

Position	Name	Institute
Winner	Udayan Rajbongshi	Dibrugarh University
First Runner Up	Prakritish Das	Indian Institute of Technology (Banaras Hindu University)
Second Runner Up	Maharnab Kashyap	Jorhat Engineering College

Report on Treasure Hunt

EVENT DETAILS:

Date of Event: 9th November 2024

Time: 11AM

Mode: Offline

Venue: Tezpur University Campus

EVENT STRUCTURE:

- **Registration and Introduction:**
  - 150 teams participated in this event. Each team comprised of 3 members.
  - Most teams were from Tezpur university, few of them were from Dimension Academy, Kendriya Vidyalaya, Don Bosco High School, St. Robert's High School and SSVN.
- **The Hunt Begins:**
  - A qualification quiz round was held with all the teams and the first 20 teams were selected for the treasure hunt.
  - The event began with a brief introduction, outlining the rules and objectives of the hunt. The top 20 teams were also given the first clue, which led them to their starting point.
  - The first 10 teams that successfully solved the first clue were given the second clue. These 10 teams competed with each other for the rest of the hunt.
  - The teams altogether received a series of clues, riddles, and puzzles that were strategically placed around the campus.
  - Each clue led to a specific location within the university, where the teams had to look for the next clue.
  - The tasks ranged from solving puzzles based on general knowledge, university trivia, and logic problems.
- **Finale and Prize Distribution:**
  - The event concluded when the first team to solve all the clues and reach the final destination successfully found the "treasure."
  - Two teams solved the final clue at the same time and since the treasure was distributed among them.
  - The treasure was a cash money of 3000INR

WINNERS:

TEAM 1		
NAME	DEPARTMENT	ROLL NO.
1. Chinmoy Ranjan Kalita	Energy	ENE24007
2. Bibhuti Bhushan Dutta	Mechanical Engineering	MEM24015
3. Soumik Bhagawati	Energy	ENE24004
TEAM 2		
NAME	DEPARTMENT	ROLL NO.
1. Probal Pankaj Das	Mechanical Engineering	MEB23038
2. Suvrangshu Sonowal	Computer Science and Engineering	CSB23080
3. Sagar Sarania	Electrical Engineering	EEB23021

REPORT : RUBIKS CUBE EVENT - TECHXETRA 2024

Rules and format

Filtering Round:

- Each participant will be given a scramble to solve..
- The top participants with the minimum time will go to the next round/

2. **Second Round**:
   - Each participant will have **three tries**, with **three different scrambles**.
   - The top **4 participants** based on their average times will move to the next stage.

3. **Versus Matches**:
   - After the first round, the top 4 participants will compete in a **semi final** format.
   - There will be **3 scrambles** for each competitor. Average of the 3 will be calculated to get their final time.
   - The top 2 participants with minimum average will advance to the final match.

4. **Timing**:
   - Each solve involves **two timings**:
     i. **Inspection Time**: Participants will have **15 seconds** to inspect the cube after the blind box is lifted.
     ii. **Solving Time**: Once the inspection is over, the solving time will begin when the participant releases the timer and will stop when the cube is fully solved.

5. **Scrambling** :
   - The cube will be scrambled according to official scrambling rules (using cstimer website for generating scrambles) before each attempt.

6. **Result Validity**:
   - Any misalignment of cube sides at the end of the solve will result in a DNF (did not finish) as per competition standards.
   - Organizers reserve the right to review any solves and impose penalties if rules are not followed.

Participants

https://drive.google.com/file/d/14oJusR5w424nGr__xcVbTu0YXZPDPKVE/view?usp=drive _link

Winners

1st :- KIAN KRIVAM BORMAN .
        class IV, KV central school, Napaam

2nd :- Virat Azad
        Mechanical branch 1st year, TU

3rd :- Bornil Anubhab Neog
        Integrated bsc physics 1st year, TU

Prize pool

1st : collection of 3 cubes (Drift Axis cube, Drift fisher cube and Drift windmill cube)

2nd : Drift weekly calendar puzzle

3rd : Cubelelo astro cuber mat

Sponsor

Cubelelo (provided cubes , timers , cube mats , cube covers)

Event Head

Jitul Borah (CSM22054 , ph: 8471960596)

Volunteers list

1. Anwesha Saharia (CSB23042)
2. Areesha Khan (CSB23052)
3. Satyajit sutradhar (CSM22050)
4. SWAPNIL DAS (CSM23004)
5. Ritika (CSM23029)

Photos

https://drive.google.com/drive/folders/1-4cH4D1U2ukgholl3Vik9q26-EBjWTfZ

Report on Inaugural Marathon

Mode: Offline
Venue: Community Hall
Date and time: 8th November 2024 (day 1)
Time: 6:30 AM
Judges: Dr Pranjal Kumar Gogoi, Dept of Applied Sciences
Total number of participants: 35 (Male), 8 (Female)
Categories: Man, Women
Details of the winners are attached
Winers:

Men's Category

Position	College/University	Name
1st	Tezpur University	Dibyajyoti Nath
2nd	Tezpur University	Jitumoni Das

Women's Category

Position	College/University	Name
1st	Tezpur University	Tanaya Gogoi
2nd	Tezpur University	Priyanka Kalita

ShuttleBash Event Report

TechXetra 2024

Tezpur University

Napaam, Tezpur - 784028

Sonitpur, Assam, India

TechXetra 2024 *presents: (Sponsored by Beytech)*
ShuttleBash: *Open Doubles Badminton Tournament*

Eligibility: University students, faculty & staff

Registration: Rs 100 per team

Date & Time:

- **Date:** 9th & 10th November, 2024 (**Saturday and Sunday**)
- **Time:**
  Day 1 - (9 AM to 3 PM) - **Preliminary Rounds**
  Day 2 - (10 AM to 1 PM) - **QF** & (6:30 PM to 8 PM) - **SF and Final**
- **Venue:** Mini Indoor Stadium, Students' Activity Center, Tezpur University

Dress Code:

- **Attire:** Shorts and Sporting top
- **Footwear:** Sports shoes with gum sole (exclusively for indoor play). Ensure these shoes are not used outside the stadium.

Teams are free to form their own pairs. **PAIR UP! SMASH! ENJOY!**

Rules & Regulations / General Instructions:

- Matches will be organized according to the number of entries. The scoring format will be announced on the event day.
- Standard BWF (Badminton World Federation) rules will be followed.
- *YONEX Mavis 350* **shuttles will be provided.**
- Players are expected to maintain sportsmanship throughout the event. Any misconduct may result in disqualification.
- Players should report to the venue at least **15 minutes prior** to their match. If a team fails to show up within **5 minutes** of their match time, the opponent will be given a walkover.
- All decisions made by the match **officials** will be **final**.

Prizes: Certificates and Cash Prizes worth 8k.

Contact Details:

For any queries, please reach out to the event coordinator -

Aariyan Krishnatria (7002945887)

Inaugurated by singing the National Anthem

Some Glimpses

Fixture: (The draw was prepared by lottery with 100% transparency)

Pool A

REPORT AT

| | R1 | R2 (Pre-Q) | R3 (Q-F) | R4 (S-F) | R5 |

- [9:00 AM] ① Shreyas Nandeshwar / Rupam Debnath
- [9:00 AM] ② Raghav Pandel / Kalyan Dutta
- [10:00 AM] ③ Rishi Sharma / Pushotem Das
- ④ Bhrigu Kumar Begu / Abhijit Gogoi
- [11:00 AM] ⑤ Roktim Mazur / Arpan Mazumdar
- ⑥ Tashvinder Das / Manoshi Kalita
- ⑦ Kishan Halalka / Kushagra Singh
- [11:00 AM] ⑧ Gargi Baruah / Binitee Sonowal
- [9:00 AM] ⑨ Sisir Bhagavban / Bishwajeet Chengmai
- ⑩ Kaushik Rajkhowa / Yasir M.
- [10:00 AM] ⑪ Anubhav Bhuyan / Manoj Gogoi
- ⑫ Araijon Krishnatia / Lohang Kerong
- [11:00 AM] ⑬ Danisha Ahmed / Bishti Kaushik
- ⑭ Hilton Bose / Kiranphar Kauli
- ⑮ Nishant Bishnakarma / Debabrat Pathak
- [11:00 AM] ⑯ Rishabh Chakraborty / Prakash Nandi

Pool B

FINAL

Pool C

REPORT AT

| | R1 | R2 (Pre-Q) | R3 (Q-F) |

- [9:00 AM] ⑰ Pankaj Gogoi / Abhinash Gogoi
- ⑱ Neelanjali Ravumekatey / Bharat Tamage
- [10:00 AM] ⑲ Daloton Jyoti Gogoi / Mudit Jain
- ⑳ Manoj Upadhyay / Mylavoir Al Hasan
- ㉑ Dishant Kashyap / Chaitham Kachari
- [11:00 AM] ㉒ Subham Dutta / Sahraz Ahmed
- ㉓ Abhijit Baruah / Ashind Bodhoro
- [12 NOON] ㉔ Rahul Saumh / Ranjit Bhrali
- [9:00 AM] ㉕ Dhrubajyoti Talukda / Bidisha Sonowal
- ㉖ Abhinav Raskota / Biyaspathi Saikia
- [6:00 PM] ㉗ Rajkumar Raju Singh / Pranab Kumar
- ㉘ Rodim Delirajia / Raghpen Boroham
- [10:00 AM] ㉙ Lalitha Saumh / Hilden Zaika
- ㉚ Tejinta Bora / Aman Bhagol
- ㉛ Thingjeem Manihai Singh / Degitt Rajkumar
- [6:00 PM] ㉜ Jitolim Bhrali / Raamkrishna Bajgoolere

Pool D

Participants:

S. No.	Teams	S. No	Teams
1	Shreyas Nandeshwar / Rupam Debnath	17	Pankaj Gogoi / Abhinash Gogoi
2	Raghav Powdel / Kalyan Dutta	18	Geetanjali Basumatary / Bharat Terang
3	Rishi Sharma / Supratim Das	19	Darshan Jyoti Gogoi / Mudit Jain
4	Bhrigu Kumar Pegu / Abhijit Gogoi	20	Manoj Upadhayay / Mufassir Al Hasan
5	Raktim Moran / Arpan Mazumdar	21	Dishant Kashyap / Gautam Kachari
6	Tushmita Das / Maharshi Kalita	22	Subham Dutta / Sahtaz Ahmed
7	Kishan Harlalka / Kushagra Singh	23	Abhijit Baruah / Arbind Pradhan
8	Gargi Baruah / Binita Sonowal	24	Rahul Sarmah / Parijat Bharali
9	Sisir Buragohain / Bishwajeet Changmai	25	Dhrubajita Talukdar / Bidisha Sonowal
10	Kaushik Rajkhowa / Voris M.	26	Abhinav Borbora / Priyangshu Saikia
11	Anubhav Bhuyan / Monuj Gogoi	27	Rajkumar Raju Singh / Pranab Kumar
12	Aariyan Krishnatria / Lobsang Kesang	28	Rathin Dehingia / Pragyan Borgohain
13	Danisha Ahmed / Brshti Kaushik	29	Sourab Sarmah / Hridom Douka
14	Hilton Boro / Kristopher Kouli	30	Jayanta Borah / Aman Bhogal
15	Nishant Bishwakarma / Debabrat Pathak	31	Thingujam Manithoi Singh / Rajkumar Devjit Singh
16	Rishabh Chakraborty / Prakash Nandi	32	Adelin Bharali / Prankrishna Borgohain

Result:

Position	Names
1st (**Champion**)	Aariyan Krishnatria / Lobsang Kesang
2nd (**Runner up**)	Rajkumar Devjit Singh / Thingujam Manithoi Singh
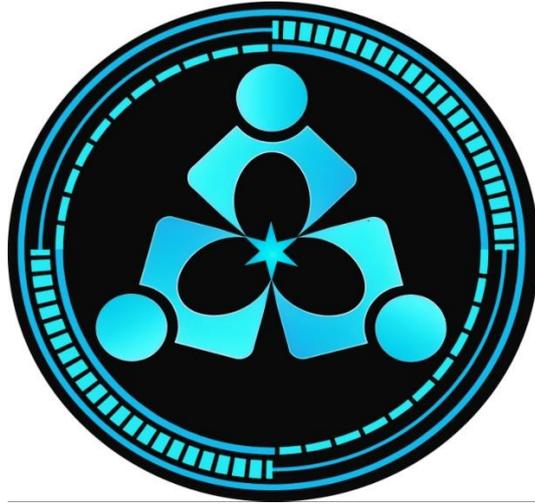
FUTSAL TOURNAMENT REPORT

TECHXETRA 2024

Tezpur University

Napaam, Tezpur – 784028

Sonitpur, Assam, India

Introduction :

The Futsal 5v5 Tournament, held as part of TechXetra 2024 at Tezpur University, was a showcase of skill, strategy, and sportsmanship. Conducted on 8th and 9th November 2024, the event provided an exhilarating experience for both players and spectators, emphasizing teamwork and competitive spirit.

Event Details

Venue & Timing

- Venue: Tezpur University Football Ground.

- Timing:

- Day 1: Matches commenced at 10:30 AM and concluded at 7:30 PM, with 8 knockout matches and 4 quarterfinals played.

- Day 2: Matches were held from 4:30 PM to 7:00 PM.

Participants

- Total Teams: 16 teams participated.

- Total No of players participated: 122

- Team Composition: Each team consisted of 5-8 players (including up to 3 substitutes).

Tournament Format

Initial Pool Draw

- Teams were divided into two pools (Pool A and Pool B), with 8 teams in each.

- A lucky draw determined team placement, with slips marked A1 to A8 for Pool A and B1 to B8 for Pool B.

Knockout Stage (Round of 8)

- Matches were structured as follows:

1. A1 vs A2 (Pandav FC vs Bangbros FC)

2. B1 vs B2 (KV Cuties 2 vs On Time Titans FC)

3. A3 vs A4 (Victory Vipers FC vs KV Cuties 1)

4. B3 vs B4 (High FC vs Skore FC)

5. A5 vs A6 (Al Halal FC vs Akatsuki United)

6. B5 vs B6 (Hanu-man FC vs Shendu FC)

7. A7 vs A8 (Sher FC vs River Plate FC)

8. B7 vs B8 (Playmaker FC vs Nutcracker FC)

Quarterfinals

- The winners from the knockout stage advanced to the quarterfinals, with the following matches:

1. (Winner of A1 vs A2) vs (Winner of A5 vs A6): Pandav FC vs Akatsuki United (Goal: 2-1)

2. (Winner of B1 vs B2) vs (Winner of B5 vs B6): KV Cuties 2 vs Hanu-man FC (Goal: 0-4)

3. (Winner of A3 vs A4) vs (Winner of A7 vs A8): KV Cuties 1 vs Sher FC (Goal: 2-0)

4. (Winner of B3 vs B4) vs (Winner of B7 vs B8): High FC vs Nutcracker FC (Goal: 3-1)

Semifinals

- Four teams (two from each pool) advanced to the semifinals. A lucky draw determined the pairing for the matches:

1. Team assigned 1 vs Team assigned 3: Pandav FC vs Hanu-man FC (Goal: 3-0)

2. Team assigned 2 vs Team assigned 4: High FC vs KV Cuties 1 (Goal: 2-1)

Final Match

- The final showdown was between High FC and Pandav FC, with High FC emerging victorious in an intense battle (Goal: 1-0).

Match Highlights

- The tournament showcased exceptional performances, with High FC demonstrating outstanding teamwork and tactics throughout.

- The final match was a closely contested game, with High FC securing victory through a decisive goal.

Winner Team's Players

Team: HIGH FC

1. Techi Kapa Tara (Captain)

2. Bomli Riba

3. Rinchin Wangdi Khrimey

4. Maharnav Goswami

5. Chau Rajawan Mangpang

6. Damebakor Mawlieh

7. Premjit Langthasa

8. Nayak Kitnya

Runners-Up Team's Players

Team: PANDAV FC

1. Nilutpal Dutta (Captain)

2. Nilambar Das

3. Dhitiman Gogoi

4. Dhritisman Nazir

5. Hriday Pratim Das

6. David Pegu

7. Punit Nirala

8. Jyotishman Boruah

Prizes

- First Prize: Rs. 5,000 + Certificate + Medals

- Winner: High FC

- Second Prize: Rs. 3,000 + Certificate + Medals

- Runner-Up: Pandav FC

Officials

Referees

- Sailen Phukan

- Bishal Payeng (Both are university students)

Faculty Coordinators

- Day 1: Dr. Nishant Rachayya Swami Hulle, Dept. of FET

- Day 2: Dr. Biplob Sarkar, Dept. of Applied Sciences

Link to google drive folder:

https://drive.google.com/drive/folders/1mhZ9PMAfwqjZu3z_CoxBdlBcouV7S26?usp=sharing

Organizing Team

- Sakil Ahmed

- Phone: +91 6900743017

- Email: sakilahmed345677@gmail.com

- Dipu Deka

- Phone: +91 7636892887

- Vibesh Naiding

- Phone: +91 8471827610

Conclusion :

The Futsal 5v5 Tournament was a resounding success, serving as a highlight of **TechXetra 2024**. It fostered sportsmanship, camaraderie, and competitive enthusiasm, leaving participants and spectators with cherished memories.

Pic: Finalist teams with referees and event coordinators.
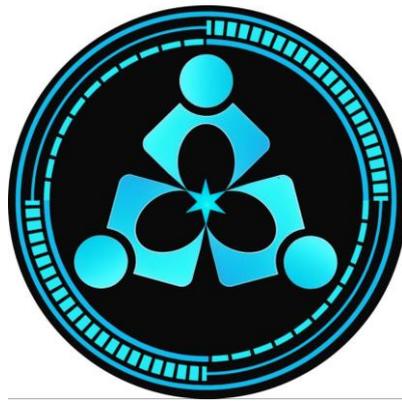
Triple Heat -3v3 Basketball Tournament Event Report

TechXetra 2024

Tezpur University
Napaam, Tezpur - 784028
Sonitpur, Assam, India

TechXetra 2024 presents:

Triple Heat: 3v3 Basketball Tournament

Eligibility: University students, faculty & staff Registration: Rs200 per team

Date & Time:

Date: 8th November, 2024(Friday)

Time: 3:30PM 8:00PM

- Venue: Basketball court, Tezpur University

Dress Code:

- Attire: Shorts and Sporting top.
- Footwear: Players are required to wear basketball-specific shoes with non-marking rubber soles.

Rules & Regulations / General Instructions:

1. Teams: 3 players per team, 1 optional substitute.

2. Game Duration: 10 minutes.

3. Scoring: 1 point inside the arc, 2 points beyond the arc.

4. Possession: Ball starts with a "check" at the top of the key after each score.

5. Shot Clock: 12 seconds to attempt a shot.

6. Fouls: Penalty after 6 team fouls; free throws awarded.

7. Winning: First to 21 points or team ahead when time expires.

8. Substitutions: Allowed during dead balls at the top of the key.

9. Overtime: First team to score 2 points wins.

NOTE:

- Players are expected to maintain sportsmanship throughout the event. Any misconductmay result in disqualification.
- Players should report to the venue at least 15 minutes prior to their match. If a teamfails to show up within 5 minutes of their match time, the opponent will be given a walkover.

- All decisions made by the match officials will be final.

Prizes: Certificates, Medals, and Cash Prizes worth

4k(Winners), 2k(Runners up).

Contact Details:

For any queries, please reach out to the

Event coordinator-

Bhargab jyoti Bhuyan (8822991076)

Some glimpses of the event

3x3 Basketball Tournament Fixture (Womens)

Teams: DunkchXetra, Sakura Warriors, Mavericks, Team Ignite

Fixture

- Mavericks vs. Sakura Warriors

- DunkchXetra vs. Team Ignite

- DunkchXetra vs. Mavericks

- Team Ignite vs. Sakura Warriors

- DunkchXetra vs. Sakura Warriors

- Mavericks vs. Team Ignite

Ranking and Final Placement

After all the matches are completed, ranking of the teams within the league will based on:
- Total Wins
- If tied, use Point Difference as the tiebreaker.

Final Ranking:
- The top two teams of the league will proceed to finals .

3v3 Basketball Tournament Fixture (Mens)

Teams

Pool A: Airball Avengers, Court Kings, Basket Hounds, Rebounders

Pool B: Ballin' Bandits, OnlyBalls, Snakes, D4 Crew

Pool Stage Matches

Pool A Matches

1. Airball Avengers vs Court Kings

2. Basket Hounds vs Rebounders

3. Airball Avengers vs Basket Hounds

4. Court Kings vs Rebounders

5. Airball Avengers vs Rebounders

6. Court Kings vs Basket Hounds

Pool B Matches

1. Ballin' Bandits vs OnlyBalls

2. Snakes vs D4 Crew

3. Ballin' Bandits vs Snakes

4. OnlyBalls vs D4 Crew

5. Ballin' Bandits vs D4 Crew

6. OnlyBalls vs Snakes

Ranking and Final Placement

After all pool matches are completed, ranking of the teams within each pool will be bas
on:
- Total Wins
- If tied, use Point Difference as the tiebreaker.

Final Ranking:
- The team with the highest rank in Pool A and Pool B will proceed to finals.

TECHXETRA

TRIPLE HEAT (3V3 BASKETBALL COMPETITION)

TEZPUR UNIVERSITY

TEAM LIST

MEN

AIRBALL AVENGERS	SNAKES	BASKET HOUNDS
ANTARIKSH SAIKIA (C)	ROHAN MECH (C)	MONDEEP HATIMURIA(C)
FALGOON NINGTHOUIAN	DEBASHIS NEOG	PIPAL RATNESWAR DEKA
CHANDRIM KONWAR	VIVEK PATHAK	DAVID PIO
ARPAN DAIMARY	VORRIS MAYANGLANGBUM	RIO ADWANI

REBOUNDERS	BALLIN' BANDITS	ONLYBALLS
SIDDHARTH SHANKAR RAY (C)	ADITYA PHUKAN (C)	VATAN KATWAL CHETRY (C)
MIR WAKEEL	DIMPLE BORO	GOUTAM KACHARI
DEVRAJ SAIKIA	RAKTIM GAYAN	AYUSHMAN KRISHNA
NABAPRATIM NATH	ARANYAM BARUA	

D4 CREW	COURT KINGS
DEBASISH HALOI (C)	ASHANKUR BORGOHAIN (C)
LAKHYAJYOTI HAZARIKA	ESHAN ABBAS
RITESH HALDER	SHAHID ANSARI
PARANJOY HAZARIKA	ROSHAN BHARATI

WOMEN

DUNKCHXETRA	SAKURA WARRIORS	MAVERICKS
MEERA MOHIB (C)	PRERNA TALUKDAR (C)	DIKSHA KALITA (C)
BARASHA SAIKIA BORAH	LEENA PEGU	SAMAINA BORO
SHILPA DAS	JASASWEE HAZARIKA	DULUMANI KALITA
PADMINI BORUAH	KALPANA TALUKDAR	TANISHA PHUKAN

TEAM IGNITE
GARGEE KASHYAP BAISHYA (C)
PRAGYA SONOWAL
KRISHITKA PEGU
SWATIPRIYA DAS

RESULT:

Men's category:

Position	Team Name and participants
1st (Winner)	AIRBALL AVENGERS: 1.ANTARIKSH SAIKIA(C) 2.FALGOON NINGTHOUIAN 3.CHANDRIM KONWAR 4.ARPAN DAIMARY
2nd (Runner's up)	ONLY BALLS: 1.VATAN KATWAL CHETRY(C) 2.GOUTAM KACHARI 3. AYUSHMAN KRISHNA 4. SENG MANPANG

Women's category:

Position	Team Name and participants
1st (Winner)	MAVERICKS: 1.DIKSHA KALITA(C) 2. SAMAINA BORO 3.DULUMANI KALITA 4.TANISHA PHUKAN
2nd (Runner's up)	SAKURA WARRIORS: 1.PRERNA TALUKDAR(C) 2.LEENA PEGU 3.JASASWEE HAZARIKA 4.KALPANA TALUKDAR

REFEREES:

-Rajiv Daimary

-Zuber Hussain

FACULTY COORDINATORS:

-DR. Polash Pratim Dutta, Dept of Mechanical Engg.
-DR. Md. Rahat Mahboob, Dept of Electrical Engg.

EVENT COORDINATOR:

 Bhargab Jyoti Bhuyan

-PHONE: +91 8822991076

-EMAIL: bjbcr7@gmail.com

Conclusion: The **Triple heat 3v3 Basketball Tournament** at Techxetra 2024 successfully brought together players, volunteers, and spectators in a celebration of sportsmanship and teamwork. With intense matches and enthusiastic participation, the event fostered community spirit and showcased the growing passion for basketball within the university. As the Event Head, I take pride in the seamless execution and the positive response it garnered, setting a benchmark for future tournaments.

REPORT
ON
MOBILE GAMING E-SPORTS TOURNAMENTS
TECHXETRA 2024
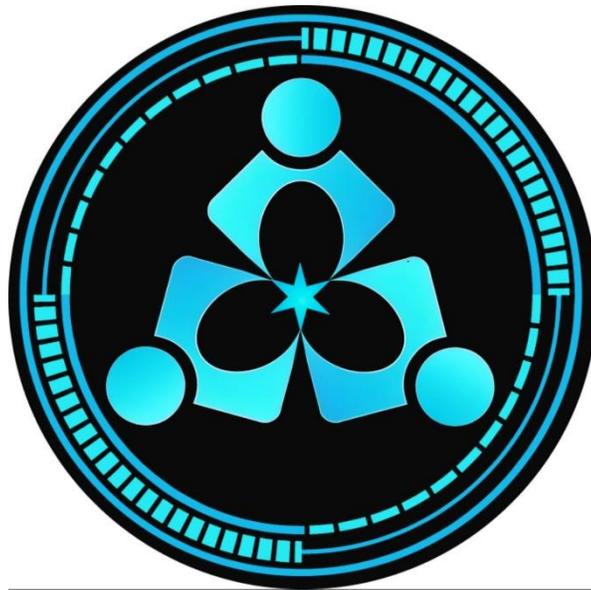
Tezpur University
Napaam, Tezpur – 784028
Sonitpur, Assam, India

Event Description:

This year's Mobile Gaming E-sports tournaments, held under TechXetra 2024 at Tezpur University, was a major attraction. Partnering with *Krafton India*, the event featured four popular games viz. **BGMI**, **Bullet Echo**, **RTV**, and **Real Cricket**. A staggering total count of more than **600** participants participated in this E sports event, along with 50+ visitors and attendees. This report details event performance and key results.

Event Details:

1. **Venue:** CSE Department, Tezpur University
2. **Date**: 8th, 9th and 10th November 2024
3. **Time**: 10:30 AM – 6:00 PM

Game wise Description:

Battle-Grounds Mobile India:

Tournament Details

- Total Registrations: **87 teams (435 Individuals)**
- Team structure: 4 Players + 1 Substitute
- Format: Each squad is placed in a group of 22 teams, who competes against each other in one room. The top eight teams advance to the next round and so on.
- Three matches are played in three different maps for each group of 22. Points are allocated to each team based on their rank in each match. Point allocation scheme can be found in the Rule Book
- Initial round in online mode.
- Semi-Finals and Finals as LAN Event.
- Screening of the Finals were done in Seminar Hall, CSE Building
- Rule Book: https://drive.google.com/file/d/1ojLHM8lzejK1uHVqCuKOGco5Wv2fLAKg/view
- Event Date: 10th November, 2024 (Day3)
- Venue: CSE Building

Winners:

- **First Position**: Team *Astra Esports*
- **Members**:
    - Sandipan Timsina
    - Marpe Gadi
    - Rafiq Ali
    - Debasish Kakoty
    - Ritesh Sharma (Reserved)

- **Second Position**: Team *Altairs Army*
- **Members**:
    - Jubin Das
    - Nihal Das
    - Kaushik Pathak
    - Dipjyoti Kalita
    - Nabajyoti Kalita (Reserved)

- **Third Position**: Team *Fraternity ESports*
- **Members**:
    - Mrinmoy Pathak
    - Tanveer Islam
    - Tumon Jyoti Gogoi
    - Ankur Pegu
    - Darshan Vanave (Reserved)
- **Top Fragger award** (Highest Kill award)**: Rijet Debbarma** (team: NO LIMIT)

Prize Pool: Rs. 25,000/-

Prize Pool Breakdown:

The following format was adopted for awarding the prizes to the performers:

- First Position: Rs. 12,000/-
- Second Prize: Rs. 8,000-
- Third Prize: Rs. 5,000/-
- Top Fragger Award: Rs. 1,000/-
- Certificates for all the winners

Bullet Echo:

Tournament Details

- LAN event
- Total Registrations: **45 teams (135 individuals)**
- Format: 3 players per team. Each team is placed in a group of 5 teams, who competes against each other in one room. The top two teams advance to the next round and so on
- Quick elimination rounds.
- Event Date: 9th November 2024 (Day 2)
- Rule Book: https://drive.google.com/file/d/1DSPhWt9vlsroX-vFgFOi2xNe332SunxD/view

Winners:

- **First Position Team Members:**
    - Roman Hazarika
    - Kalyan Acharya
    - Abhishek Das
- **Second Position Team Members:**
    - Ayushman Krishna
    - Pallab Jyoti Malakar
    - Shantanu Ashankur Borgohain
- **Third Position Team Members**:
    - Rohit Singha
    - Debajit Barman
    - Bishal Mala

Prize Pool: Rs. 10,000/-

Prize Pool Breakdown:

The following format was adopted for awarding the prizes to the performers:

- First Position: Rs. 5,000/-
- Second Prize: Rs. 3,000-
- Third Prize: Rs. 2,000/-
- Certificates for all the winners

Road To valor:

Tournament Details

- LAN event
- Total Registrations: 22 teams
- Format: 2v2 duo bracketed with best-of 3 format. Top scoring duo advances to next round.
- Event Date: 8th November 2024 (Day 1)
- Venue: CSE Building
- Rule Book: https://docs.google.com/document/d/1jh3VipKHXVeRzmFbeE5U7tltA5DbqsPCnFUK7yjQKm8/edit?tab=t.0

Winners:
- **First Position Team Members:**
  - Mriganka Talukdar
  - Prudam Priyosanga Dutta
- **Second Position Team Members:**
  - Gaurav Sharma
  - Shaan Dowerah
- **Third Position Team Members**:
  - Gaurav Sharma
  - Shaan Dowerah

Prize Pool: Rs. 5,000/-

Prize Pool Breakdown:
The following format was adopted for awarding the prizes to the performers:
- First Position: Rs. 3,000/-
- Second Prize: Rs. 1,500-
- Third Prize: Rs. 500/-
- Certificates for all the winners

Real Cricket 24:

Tournament Details
- LAN event
- Total Registrations: 25 players
- Format: 1v1. bracketed format, each match being a Knockout match.
- 5 overs per side. 2 over per side in Semi Finals and Final.
- Event Date: 8th Nov (Day 1)
- Event Date: 9th Nov (Day 2) (Semi Finals and Final)
- Rule Book: https://techxetra.in/event?id=6727ba8b4b9568f7cb1cfc8d

Winners:

- **First Position:** Trinoyan Bordoloi
- **Second Position:** Bhaskar Jyoti Dutta
- **Third Position:** Sanmarg Singh

Prize Pool: Rs. 5,000/-

Prize Pool Breakdown:

The following format was adopted for awarding the prizes to the performers:

- First Position: Rs. 3,000/-
- Second Prize: Rs. 1,500-
- Third Prize: Rs. 500/-
- Certificates for all the winners

Details of the Organizing Committee:

- Raunak Zahid (Host)
    - Phone: +91 70023 88509
- Arindam Gogoi (Host)
    - Phone: 8638531378

Registration Data:

- BGMI:
  https://docs.google.com/spreadsheets/d/1Ki8tveaj8gpT4r1ncmD2XVQq____szfmqMbWx-9-giQ/edit?usp=sharing
- Bullet Echo: https://docs.google.com/spreadsheets/d/1M65hrY-A4mmSFhxaII9dtmdUfJy-CObmfmdER9TMlv8/edit?usp=sharing
- Road To valor:
  https://docs.google.com/spreadsheets/d/1ubuzdE7vyY941RQqqxAg5RJurBQ2KMvyjeQl9tlVZCc/edit?usp=sharing
- Real Cricket:
  https://docs.google.com/spreadsheets/d/1vVSE3f5_82cXfUP9nczsxXi0uD-ogVXEVVTEZkNjwqY/edit?usp=sharing

Conclusion:

To sum up, the Mobile Gaming E-sports tournaments at TechXetra 2024 were a resounding success, thanks to the enthusiastic participation of over 600 gamers and the support of Krafton India. The overwhelming participation, coupled with the successful collaboration with **Krafton India**, not only highlighted the popularity of competitive gaming but also solidified TechXetra's reputation as a premier technocultural fest

TechXetra 2024 extends its heartfelt gratitude to Krafton for their invaluable partnership and support during the Mobile Gaming E-Sports event at TechXetra 2024. Your commitment to enhancing the gaming experience and promoting e-sports has made this event a remarkable success.

Report Prepared by Subhranandan Deka
E-Sports Supervisor
TechXetra 2024
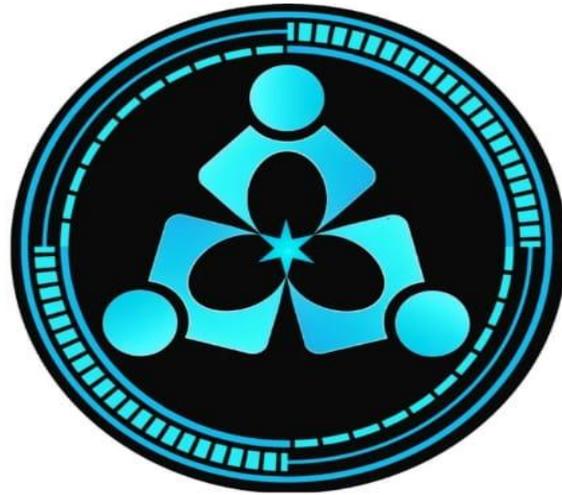
Fifa Event Report
Techxetra 2024

Tezpur University

Napaam, Tezpur - 784028

Sonitpur, Assam, India

Introduction:

Organized by Virtual Vanguards V2, the FIFA 2023 competition at TechXetra 2024 is set to be an electrifying event for gaming enthusiasts and competitive players alike. As part of this prestigious annual technology and cultural fest, the tournament invites participants to showcase their skills in one of the most popular football simulation games. With advanced gameplay mechanics, realistic graphics, and strategic depth, FIFA 2023 promises an immersive and challenging experience for players. This competition is not just a test of individual gaming talent but also a platform for participants to engage in friendly rivalry, foster sportsmanship, and connect with a community of like-minded individuals. Whether battling for glory, prizes, or simply the thrill of the game, each participant will contribute to the high-energy atmosphere that TechXetra is known for. Virtual Vanguards V2's dedication to delivering a seamless and thrilling experience ensures that both players and spectators will be captivated by the passion and intensity of the matches.

Event Details:

Venue & Timing

-Venue: Smart Classroom, CSE Department, Tezpur University

-Date: 8th and 9th November 2024

-Timing: 11pm-2.30pm Participants:

The FIFA 2023 competition at TechXetra 2024 will feature a maximum of 33 participants, primarily drawn from Tezpur University, with additional talented players joining from outside institutions. This mix of local and external competitors ensures a dynamic and diverse playing field, enhancing the level of competition and camaraderie. The event promises to bring together skilled gamers who will showcase their expertise, strategic thinking, and passion for the game, contributing to the vibrant and inclusive atmosphere of TechXetra.

FIFA Rule Book:

1. Tournament Structure:

The Tournament will be played in a Knockout Format. Each Player will be **Randomly** paired up against an opponent. Each match will be played in a **Two-leg** format. The player with the most goals at the end of both the legs will be declared the winner and will advance to the next round. The Final would be played in the same format.

The Home and Away selection would be done with mutual agreement among the players.

In cases of draw, the match would first head to **Extra-time** and then **Penalties**, if required.

(Note: If a player loses the very first match of Round 1 and still wants to continue, there is a provision for rejoining. An amount of Rs. 150/- would be collected from the player for rejoining. A player can rejoin

only once. If they are eliminated again in the first round, they cannot rejoin again. However, the provision for rejoining will only be available if **two or more than two players** agree to rejoin.)

2. Match Format:

The match would be played at a Difficulty level of **World Class**.

The duration of each half would be 5 mins.

The duration of each half would be 7 mins in **The Tournament Final.**

The Game speed will be Normal.

The Camera setting will be Default.

Ball type and Pitch type will be Default.

3. Team Selection:

The default squads of FIFA 23 will be used.

Players can use any team of their liking. If two players select the same team, then they need to select the home and away jerseys of the respective team.

Players will be given 3 mins to manage their **tactics and formations**. The players should also adjust their Controller/Keyboard settings within this time period.

Note: Once the match starts a player cannot randomly pause the match. They would require to mutually agree with their opponent. (Long pauses and frequent pauses will not be entertained and will result in disqualification.)

4. Equipment and requirements:

Each player should bring their own Controller and Keyboard to the venue. Failure in doing so would result in disqualification of the Player. The organizers won't provide any Controller or Keyboard.

Prizes:

The following prizes were awarded to the top performers:

- First Prize: Rs. 6000 + certificate
- Second Prize: Rs. 3000 + certificate
- Third Prize: Rs. 1000 + certificate

Outcomes:

The winners of FIFA were:

1. Ayushman Krishna (ECB21079)
2. Angshuman Singh (CEB21026)
3. Rujal Anjan Talukdar (MEB22013)

Details of the Organizing Committee:

- Abhinav Deka ○ Phone: 9127532327
- Arindam Gogoi ○ Phone: 8638531378

Important Link:

https://docs.google.com/spreadsheets/d/1XrmhYVzplRlIi_c9nD0X3XqkOSdZRVS4sWnQGlKcGIA/edit?usp=sharing

Conclusion:

the FIFA 2023 competition at TechXetra 2024 will not only highlight the exceptional gaming skills of its participants but also foster connections and community spirit. This event promises to be a memorable showcase of talent, excitement, and the shared enthusiasm of football and gaming lovers alike.

Report on Nitryante Drishyam

- Mode: offline
- Venue: KBR
- Date and time: 9th November ,2024(day2)
- Time:4PM
- Judges: Sangita Das & Panchali Saha
- Total number of teams:4
- Details of the teams that participated are attached below
- Winners

Position	Group members	College/University	Names
1st	14	Darrang college	1.Dibya Daimari 2.Emka Basumatary 3.Hathorkhi Brahma 4. Rinki Boro 5. Bijita Boro 6.Hosanna Daimari 7.Jwngma Baro 8.Kangkana Basumatary 9.Meera Boro 10.Sanjil Daimari 11.Ashiq Boro 12.Ranjan Kachari 13.Madan Basumatary 14.Anjalu Boro
2nd	5	Tezpur University	1.Jia Senchowa 2. Dipsikha Barman 3. Bikoshita Baruah 4. Parismita Thakuria 5. Kasturi Sarma

Report on Choral Strings

- Mode: offline
- Venue: community hall
- Date and time: 10th November ,2024(day3)
- Time: 2:30PM
- Judges: Brijesh Baruah &Rituraj Baruah
- Total number of teams:6
- Details of the teams that participated are attached below
- Winners

Position	Group members	College/University	Names
1st	5	Tezpur University	Pritom Kumar Nath Bivek Bardhan Arunabh Bezbaruah Debabrat Medhi Maharghya Dey
2nd	6	Tezpur University	Roktim Gogoi Porikhit Udayan Ayan Samir Debarishi

Here's a sneak peek into the event highlights!

Open Rapid Chess
Event Report

TechXetra 2024

Tezpur University

Napaam, Tezpur - 784028

Sonitpur, Assam, India

TechXetra 2024 *presents*
Open Rapid Chess

Eligibility: University and school students

Registration: Rs 150 per head

Mode: Offline

Referee: APURBA SONOWAL

Total number of players: 79

Date & Time:

- **Date:** 9ᵗʰ & 23ᵗʰ November, 2024 (**Saturday**)
- **Time:**
  Day 1 - (9:30 AM to 5 PM) - **Main Rounds**
  Day 2 - (9:30 AM to 1 PM) - **Tiebreakers**
- **Venue:** Chess Club, Cafeteria, Tezpur University

Rules & Regulations / General Instructions:

- **Tournament Format**: Open tournament
  The tournament will follow a rapid format with a time control of 10 minutes + 2 seconds increment per move for each player. The tournament will be played as a Swiss-system. All matches will be conducted on physical boards, and games must be completed within the allotted time. Standard BWF (Badminton World Federation) rules will be followed.
- *Time Control:*
  Each player will have 10 minutes for the entire game, with an additional 2 seconds increment for every move starting from move 1. Players must manage their time carefully; running out of time will result in a loss.
  Players are expected to maintain sportsmanship throughout the event. Any misconduct may result in disqualification.
- **Game Rules**:
  The standard rules of chess apply, as per FIDE guidelines. Touch-move rule: If a player touches a piece, they must move it (if legally possible). If a player touches an opponent's piece, they must capture it (if legally possible). Illegal moves are not allowed, and making an illegal move twice will result in a loss. All decisions made by the match **officials** will be **final**.
- **Conduct:**
  Players are expected to maintain silence during the games. Any form of communication, advice, or distractions during the game will result in immediate disqualification. Players should be respectful and exhibit sportsmanlike behavior at all times
- **Pairings & Progress:**
  Pairings will be determined through a Swiss-system depending on the number of participants. In case of a draw (stalemate or insufficient material), each player will be awarded half a point. The player with the most points at the end of the tournament will be declared the winner.

- **Tie-Breaks:**

  In case of a tie, a tie-break match will be held with a time control of 5 minutes + 2 seconds increment
- **Forfeits:**
  Players who arrive more than 10 minutes late for their game will forfeit the match.
- **Disputes:**
  Any disputes regarding the game will be handled by the tournament organizers. Their decisions will be final

Prizes: Cash Prizes worth **14k**.

Top 5: 5000+medal+certificate
3000+medal+certificate
2500+medal+certificate
2000+certificate
1500+certificate

Best university: memento
Best school: memento
Best girl player: trophy+certificate

Under 18: 1st & 2nd (trophy+certificate)
Under 15: 1st & 2nd(trophy+certificate)

Contact Details:

For any queries, please reach out to the event coordinator -

DHRITIMAN BEZ (9127410335)

Results:

➤ **OPEN CATEGOREY**

Position	Names
Champion	MRIDUMOLOY DAS
2nd	BIMAN NATH
3rd	NABAJYOTI BORAH
4th	LAKHYAJIT SONOWAL
5th	DIPJYOTI DUTTA

➤ **UNDER 18**

Position	Names
Champion	BORNIL ANUBHAB NEOG
Runners Up	MITHINGA BASUMATARY

➤ **UNDER 15**

Position	Names
Champion	SUBHRAJIT CHAKRABORTY
Runners Up	ASHRIK SHIVAM

➤ **BEST GIRL PLAYER:** MUGDHA KEOT

➤ **BEST SCHOOL:** WISDOM ACADEMY

➤ **BEST UNIVERSITY:** TEZPUR UNIVERSITY

Some glimpse of the tournament:

**Organizing team
with referee and the champion**

**Event head with
All the prize winners**

Report on Wrangle Debate Competitions

Mode: offline

Venue: Council Hall

Date and time: 9th and 10th of November, 2024

Time: 2 pm (wrangle junior) , 10 am (Wrangle Senior)

Speaker:

Wrangle Junior: Dr. Subhadeepta Roy, Prof, Department of Sociology, Tezpur University

Wrangle senior: Dr. Pranab Das, Prof, Department of Economics, Darrang College

WRANGLE JUNIOR

Topic: "*Electric Vehicles : Sustainable Solution or Just Shift of Emissions*"

Judges:

1. Prachurya Sarmah, Asst. Prof, Department of Mass Media, Charaideu College
2. Anushmita Saha Roy, 3rd sem, LLM, Tezpur University

WRANGLE SENIOR

Topic: Data Privacy: Should Users Sacrifice Privacy for Convenience

Judges:

1. Mrinmoy Baruah, Founder of Northeast Debaters Association
2. Prachurya Sarmah, Asst. Prof, Department of Mass Media? Charaideu College

Competition Info:

Wrangle Junior

Total number of Participants:19

Winners:

Individual basis:

Best Debater: Prachi Sarmah

2nd best Debater: Nandini Nath

3rd best Debater: Irish Joel

Judge's Special: Suity Singha

Team basis:

Best team: 1. Pragya Priyadarshini Nath

2. Prayukta Priyakshi Das

Wrangle Senior:

Total number of participants: 29

Winners:

Individual basis:

Best debater: Mohsina Rahman (Ajmal Law College)

2nd best debater: Anuprerana Mahanta (Darrang College)

3rd best debater: Dimpymoni Dutta (J.B College)

Judge's special: Arup Tamuly (Tezpur University)

Team basis:

1. Dikshita Konwar (Tezpur University)
2. Pankaj Kumar Saha (Tezpur University)