ekatra

SHAPING YOUNG MINDS

EKATRA 2023

A NATIONAL LEVEL TECH FEST

20th & 21st
APRIL 2023

STUDENT COORDINATOR:

**Mr. Deepak Prasad
(9712149175)**

FACULTY COORDINATOR:

**Dr. Ashish Patel
(9723728079)
Mr. Pinal Hansora
(9426745579)
Ms. Nipa Modi
(9727536502)**

**REGISTER NOW:
bit.ly/Ekatra23**

Location:
Laxmi Vidhyapeeth Campus, Post Bag no. 15, Sarigam-396155

LAXMI INSTITUTE OF TECHNOLOGY

Laxmi Vidyapeeth, Sarigam, Valsad - 396155

ONE HAPPINESS ONE HAPPINESS ONE HAPPINESS

SHAPING YOUNG MINDS!!

A National Level Tech Fest

EKATRA

20TH & 21ST APRIL 2023

CLUTTER SCRIMMAGE
TAKE OF BOOSTER
INFRINGE FETTER
BOB THE BUILDER
CIRCUIT CRAZE
PLOT O PLOT

TALENT SHOW
AD MAD SHOW
BOX CRICKET
LAN GAMING
HACKATHON
KITABI KIDA
SPARK HUNT

BEG BORROW STEAL
KHATRO KE KHILADI
KAUN BANEGA CEO
BUSINESS BAZAR
BACHPAN KI GALI
SNAP THE BEST

FOR REGISTRATION

bit.ly/Ekatra23

FACULTY COORDINATOR
Mr. Pinal Hansora
9737174610
Dr. Ashish Patel
9723728079
Ms. Nipa Modi
9727536502

STUDENT COORDINATOR
Mr. Deepak Prasad
9712149175
9106962021

Description:

A hackathon is an event where individuals or teams of programmers, designers, and other tech enthusiasts come together to collaborate and create innovative solutions to a specific problem or challenge. The goal of a hackathon is to encourage creativity, problem-solving, and teamwork in the technology community.

Team participation fees: **Rs. 1500/-**

Team size: **Minimum 2 - Maximum 5**

Hackathon Timeline:

Registration Deadline - **15-04-2023**.

Idea Pitching - **19-04-2023**, 11:OO a.m. onwards.

Hackathon Finale - **20-04-2023**

Note: In Finale, Working prototype, final Product, software demonstration is mandatory.

Hackathon Themes:

Suggested Domain are mentioned here for your reference:

• Education and e-learning
• Urban/ Rural/ Technical Development
• Public/ Private transportation
• Social Services

Note: Above domain are just suggested but not restricted. Students can select any domain related to Social / Society issues and can work on it.

Guidelines for PPT Preparation:

1. Team Description:

It should include Team Name, Team Leader and Members Details, Team Leaders Contact Details, Institute Details.

FACULTY COORDINATOR:

Mr. Rohan Desai
Mr. Ritesh Chauhan
Mrs. Ankita Rachh

STUDENT COORDINATOR:

Mr. Shivam Desai
(8238495019)

01

2. Problem Definition/Identification:

As the event is not restricted to any domain of the problem, you need to provide a brief description of the domain, problem statement and problem solution.

3. Market Review/Awareness:

Team should know, what are currently available solutions in the market, what are the limitations of the available solutions, and what are the extra features available in proposed solutions.

4. Proposed Solutions:

The proposed solution should have clear objectives and that need to be mentioned here. Major objective of presented work is to contribute for society and nation at large.

5. BD/UML/Flowchart/Algorithm:

It is easy to understand if the proposed solution is represented in terms of Block Diagram, UML Diagram, Flowchart, Algorithms or any other suitable graphics.

6. Application/Utilities/Users:

Team need to identify and enlist applications of the proposed solution along with the targeted users.

Submission guidelines:

Ekatra – National Level Hackathon is team based offline competition, open to all branches of Bachelor of Engineering and the age group from 15 to 30 (school/ institute) of any stream.

Eligible students can participate only in team of up to 5 members (minimum 2 members/team, maximum 5 members/team) from same institute(Multidisciplinary approach is allowed)

The form submission will close on **15-04-2023**, 11:59 PM.

The organizers reserve all the rights to publish submitted content on their social media platforms.

Teams will have to make their own arrangement for travel and accommodation (No TA/DA and accommodation will be provided by the organizing institute)

All submitted ideas will be evaluated by expert jury, and their decision will remain final. No Further arguments will entertained.

Only teams who are present will get participant certificate.

On **20-04-2023,** final day of Hackathon, team need to showcase their product/prototype demonstration to jury members.

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Mr. Ritesh Chauhan
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Mr. Shivam Desai
(8238495019)

02

Teams are allowed to bring partially completed (up to 40 %) product/ prototype and complete it during event.

The readymade prototype/project/product/software (directly available in market) is not allowed. In case any team found using such materials will be disqualified.

The jury members team will visit you twice on the day of Hackathon.

Team is responsible for breach of any Intellectual Property Rights (IPR) and in this case organizer will not be responsible. Team breaching IPR norms will be disqualified.

Participating team needs to bring all required materials and resources required for demonstration of their work.
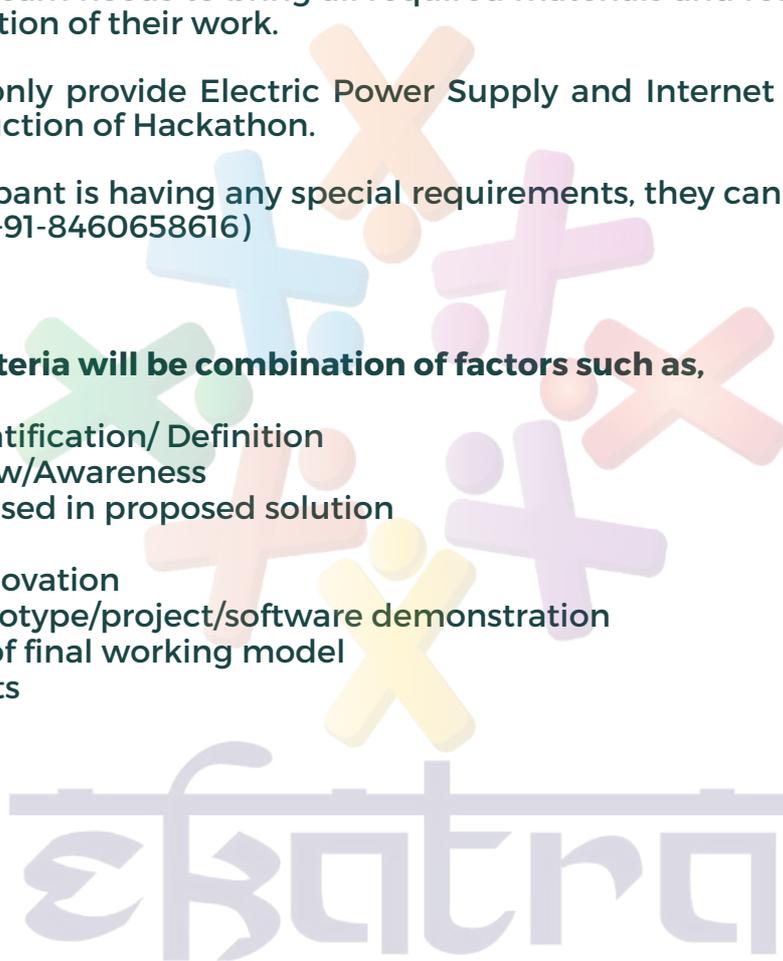
Institute will only provide Electric Power Supply and Internet Connectivity for smooth conduction of Hackathon.

In case participant is having any special requirements, they can reach out to Mr. Rohan Desai (+91-8460658616)

Evaluation:

Evaluation criteria will be combination of factors such as,

• Problem Identification/ Definition
• Market Review/Awareness
• Technology used in proposed solution
• Novelty
• Degree of Innovation
• Working prototype/project/software demonstration
• Completion of final working model
• Social Impacts

FACULTY COORDINATOR:
Mr. Rohan Desai
Mr. Ritesh Chauhan
Mrs. Ankita Rachh

STUDENT COORDINATOR:
Mr. Shivam Desai
(8238495019)

03

LAN GAMING
NFS: Need for speed

Description:
LAN gaming refers to the practice of playing video games with other players over a local area network (LAN) connection. This type of gaming typically involves multiple players gathered in the same physical location, such as a gaming cafe, home, or office.

Fees: Rs.50 per person

Venue: CSE Lab-2 Phase-3

Team size: Individual

Competition: 4 participants at a time

Event Details:
There will be 4 rounds in the event.
1. Qualifying Round
2. Elimination Round
3. Semi-Final Round
4. Final round

BONUS AND STOCK CARS ARE ONLY ALLOWED TO BE SELECTED.

Rules:
- Players must be present in the tournament area at the notifications schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay. If the player is not present at the notification schedule, he shall be disqualified.
- Players will be given 5 minutes to choose their car and tune them before racing.
- **Race Mode Option:**

1. Nitrous: ON
2. Units: player's own direction

3. Car Damage : ON
4. Rear view Mirror: Player's own direction

KITABI KEEDA EVENT

Description:

The competition consists of three rounds. In the first round, participants must watch a short video clip twice and list as many objects as they can within 5 minutes. Successful identification leads to qualification for round two where groups must solve a program error on paper and then run it in Turbo C. The first five groups to complete this round will qualify for the final round, in which teams must work together to decode clues and find a hidden treasure. The first team to locate the treasure will be declared the winner.

Fees: 100 Rs. Per Group.

Team size: Only two member can participate per group.

No. of Rounds : 3

Rounds:

Round 1 (Memory Master):
- In this round, short video clip will be shown twice.
- Participants have to list out maximum no. of object identified from clip, within 5 Minutes.
- The teams will get 5 minutes to prepare for the same
- Opportunity to Watch-memorize.
- This is a qualification round. If they successfully identify correct object that group is qualified for Round 2.

Round 2 (Debug-a-Palooza):
- In this round, we will provide a program with error to the group of students. That group has to solve that program on paper only.
- When they solve the errors they are allowed once only to open Turbo C to run the program. If any group is having an error while running a program, that group will be disqualified.
- First 5 group will be qualified for Round 3.

Round 3 (Treasure hunt):
- In this round, participants work in group to find the treasure with the help of given clues. The team who decodes the clue and finds the treasure first will win the game.

FACULTY COORDINATOR:

Ms. Pinal Mistry
Ms. Jigisha Patel

STUDENT COORDINATOR:

Nupur Bhavsar
(8780693406)

05

BACHPAN KI GALI..

Description:

The event is a "Childhood Games Reunion" where adults gather to relive and enjoy games from their past. Overall, the event would be a great way for adults to reconnect with their inner child and bond with others who share the same memories of playing childhood games and also for younger generation. It would be a fun and lighthearted event that everyone could enjoy.

Events:

- **Sack jump (kothda kud)**
- **Lemon spoon(limbu chamchi)**
- **Three-legged race**
- **seven stone(sat thikdi)**
- **Chain chain (sankad chain)**
- **Blindfold (aandhdi khishkoli)**
- **Tug of war(Dorda khench)**
- **Spinning Top(Bhamarda)**

- **Floor snakes and ladder(Saapcd)**
- **Hand and feet**
- **Dabba fod**
- **Hopscotch(Thikdi dav)**
- **Skipping (Dordi kud)**
- **Hula-hoop(Ring)**
- **Marbel(Lakhoti)**

FREE ENTRY

KHATRON KE KHILADI...

Description:

In this competition each participant has to face two rounds which basically checks individual's physical and mental strength. This Competition is based on the theme of reality show "Roadies & Khatron ke Khiladi".

Fees: 100/-(per contestant)

GENRAL RULES: -

- Individual participants will participate in the event.
- You have to face each round to win the competition.
- Help from others or use of any gadget is not allowed.
- In case of a tie, a tie breaker will be conducted and the final decision will rely on the judges.

Eligibility:-

Participant having a valid ID card of their respective education institutions are eligible for the event and complete the task in time.

NO. OF ROUNDS AND ROUND DETAILS: -

No. Of ROUNDS AND ROUND DETAILS: -
-There will be 2 rounds in this competition.

- **Day-1:**

ROUND 1: Group Discussion
- In this round each participant has to undergo the first step "Group Discussion".
- The topic for the GD will be current affairs, recent trends, culture and non-technical topic etc.
- Two teams will be formed based on the number of participants.
- One team will speak in support and one team in oppose.
- Each participant will be given 3-4 minutes to put his/her point.
- Results will be declared based on the performance of the participant.

Note: -
- Elimination will be based on the total participant.
- Results of GD will be given by Student-coordinators.

FACULTY COORDINATOR:
Mr. Manthan Surti
Mr. Rahul Jadav

STUDENT COORDINATOR:
Yogesh Tripathi
(8128992647)
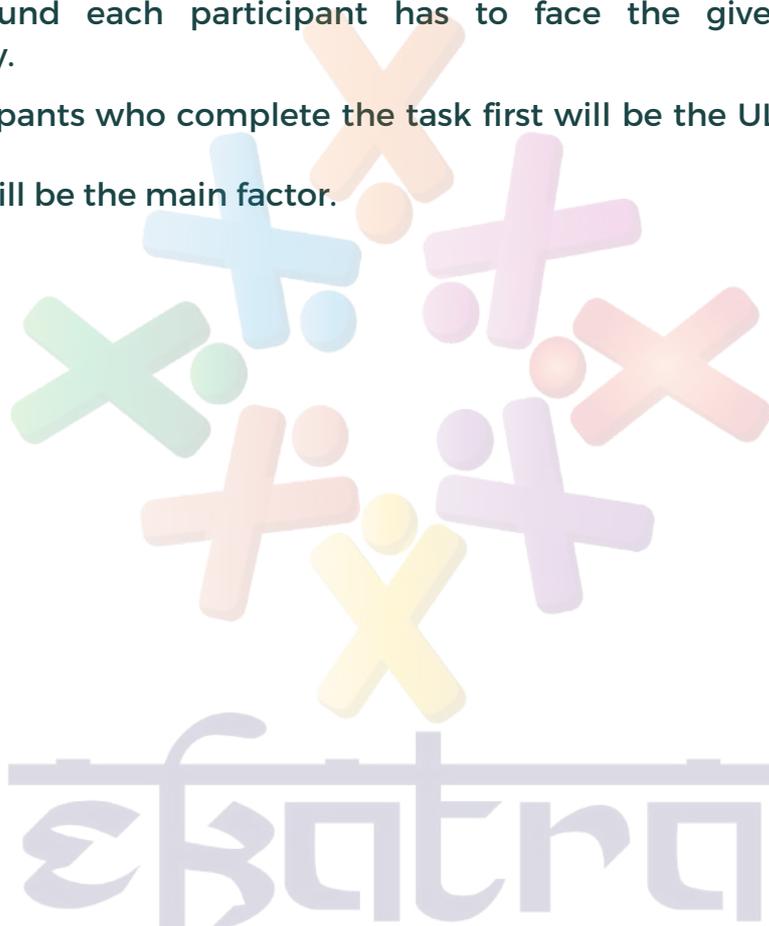
06

ROUND 2: Personal Interaction

- In this round participants have to face a personal interview and also has to complete the given tasks on given time periods.
- Timing for the PI will be of maximum 5-10 minutes.
- Elimination of the participants will be done after this round too.

Day-2: Darr ke aage jeet hai.....

Final Face-Off

- In this round each participant has to face the given physical task individually.

- The participants who complete the task first will be the ULTIMATE Khatron ke Khiladi.

Note: - Time will be the main factor.

FACULTY COORDINATOR:

Mr. Manthan Surti
Mr. Rahul Jadav

STUDENT COORDINATOR:

Yogesh Tripathi
(8128992647)

07

MECHATRON

1. TAKEOFF BOOSTER:

Description: The Take-off Booster is exciting and action packed game where students lauch their rocket with the help of launcher , which will be provided by organizers. The rocket to be lauch has to be made by participants previously from home according to there concept and design with plastic bottles. The demo or helping video for making rocket with description of size will be updated on our official event website

Participation: Group entry (2),

The participation fees per group : 150 rs

REGISTER HERE:

2. CLUTTER SERIMMAGE:

Description: In this participants has to built a car of their design on the spot.The participant will be provided with different materials, which is required for the making it.

Participation: Group entry (2)

fees per group: 150 rs

REGISTER HERE:

3. INFRINGE FETTER:

The game consist of multiple rounds based on technical and non-technical skills of students to perform the task. Different Tasks will be conducted on value based questions and other small set up of hydraulic and other systems with some specific task embedded in it.

REGISTER HERE:

NOTE: PRECOMBO REGISTRATION DISCOUNT (DIRECT PARTICIPATION IN ALL THREE TECHNICAL EVENTS) **300 RS. PER TEAM**

FACULTY COORDINATOR:

Mr. Mohnish pavaskar
Mr. Mahipalsingh Parmar
Mr. Shubham Ahir

STUDENT COORDINATOR:

Jay Parmar
(8758094368)

BOX-CRICKET

DETAILS:-

It is cricket like event on a shorter format, with basic criteria, small square space. Most of the rules are as per the normal cricket and finally based on the umpires decision. This entertainment event will add enjoyment and interests to the participants

FEES: 40/HEAD

TEAM SIZE: 6(MAX)

RULES AND REGULATIONS:-

- Maximum 6 players per team.
- Compulsory requirement of own bat.
- Maximum 6 over.
- Both Boys and Girls are eligible for it.
- One tip one hand catch will be considered OUT.
- Specific boundaries will be decided and direct shots will be considered as OUT.
- Only arm throw above shoulder will be considered.
- Umpires decision will be final.
- All disputes and queries will be dissolved by the Student event coordinator and faculty Event coordinator.
- Any misbehaviour conducted by participants will be considered as disqualified.
- Any changes in the rules and regulations will be announced before the start of event.
- Re-registration can only be done once if any team loose the match that too with paying the liable fees
- There is no gender restrictions in formation of team.

FACULTY COORDINATOR:

Mr.Kevin Bhandari
Mr. Vatsal Patel
Mr. Parikshit Patel

STUDENT COORDINATOR:

Yash Bhandari
(8347523951)

09

PLOT-A-PLOT

Description:

In this event the participants will have to plot the plan which will be given to them on paper as a question. The plan should be plotted with the help of given materials and tools. The points will be given to participant according to criteria matching for the judging purpose.

Time Duration : 1.5 hours approx

Team size: 4 Member's

Fees:

RESOURCES:-

- **20 kg Lime powder**
- **6 Nos. Measuring Tape**
- **Arrows**
- **100 meters Nylon thread**

Regulations:

- No mobile phones are allowed.
- The plan will be shown to the two students for the two times in game, after that point will be deducted.

Judging criteria:

- Accuracy of shape
- Tidiness of shape

FACULTY COORDINATOR:

Mr. Rahul Patel
Mr. Bhavik Joshi

STUDENT COORDINATOR:

Bhumi dhodi
(7600503693)

10

BOB THE BUILDER

Description:

Students have to make a Truss bridge with the help of Candy Sticks. For connecting Candy Sticks– Fevibond will be provided.

Fees: 100rs.

Time Duration : 2 Hrs

RESOURCES:-
- Candy Sticks-250 nos. for each team
- Fevibond-50 gm. For each team

RULES:-
- Team size: 1 to 4 (maximum-4)
- Length- 60 to 75cm
- Width- 10-20cm
- Height- 8-20cm

Judging criteria:
- Aesthetic view of bridge
- Load carrying capacity
- 5 MCQ based on the topic of event.

ALLOTMENT:- Reading room (tentative)

NOTE: Student have to bring pencil. Only given material can be used, no other Material should be used. if used then team will be disqualified.

FACULTY COORDINATOR:

Mr. Diwakar Hitesh
Ms. Ritu Singh

STUDENT COORDINATOR:

Harsh Dabhadiya
(8347398127)

11

SPARK HUNT

Description:

This events are related to test the technical knowledge about electrical and electronics engineering. In this event participants have to identify symbols, finding the electrical instruments in first stage. Basically there are 2 rounds in the event. During each round the winning contestants will be taken forward to the next level. Two rounds consist of (1) E-Identify (2) E-knowledge - related to find electrical instruments, in a treasure hunt style .We will provide answer sheet in which participants have to write.

Team size: **1 Member**

Event Location : **ELECTRONICS LAB (C-246)**

Event Fees: **50 rs**

Event Rules:

- Participants have to take part as a individual member.

- Use of mobile phone is strictly prohibited.

- One participant will be present at a time in all stages.

- Total 10 minutes will be allotted to one member in both stage.

- Any damage done by participant to college property will result into instant disqualification from the event and a penalty may be levied too i.e. Participants will have to pay for the damage they incur.

- Any misbehavior with event coordinator or any other students will result into instant dismissal of that participant.

- Participants who exceed the given time limit will be disqualified. No excuses will be entertained.

- Final decision will be given by judges only, No team or participant has the right to argue with judges or coordinators.

FACULTY COORDINATOR:
Mr Nimesh M Lad
Mr Biraja Prasad das

STUDENT COORDINATOR:
Parth B Mistry
(7041762818)

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Event Stages:

First Round : E-Identify

In this round, some electrical and electronics components and symbols will be placed on table in particular allotted class.

Students have to enter in class with one paper (which is given by event coordinator only) and pen. They have to write a name of those components without touching in between 10 minutes.

If they take exceed time they will disqualify from that round only.

Participant who achieves more than 50 % Identification will forward to second round.
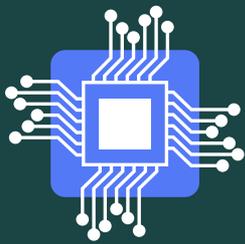
Second Round : E-knowledge
In this event, participants who are short listed from previous round will be taken in this round.

Those students who solve maximum problems during a time period will select as a winner.

In this round participant will have to find electrical instruments for example voltmeter will be hidden somewhere in the class room they will have to find it in the given time limit and also they will be given a clue. If participant got the item in time limit then they will be qualified winner.

There is a marking system: If answer is accurate than marks will be considered as full marks. If answer is nearer to actual answer marks will be considered as a half marks.

In this round the person who will attain maximum marks will be the first winner and second highest will be second and third highest will be third winner.

FACULTY COORDINATOR:

Mr Nimesh M Lad
Mr Biraja Prasad das

STUDENT COORDINATOR:

Parth B Mistry
(7041762818)

13

CIRCUIT CRAZE

Event Details:

This event is related to test the technical knowledge about electrical and electronics engineering.

Basically there are 2 rounds in this event.
Two rounds consist of

(1) E-Quiz - In this event participants have to answer MCQ based on basic electrical engineering.

(2) E-Circuit - In this event participants have to first draw and then design the circuit on bread
board. We will provide components for designing and answer sheet in which participants have to draw.

Team Size: **3 Member Maximum**

Event Location: **POWER ELECTRONICS LAB (C-245)**

Event Fees: **50/- rs per person**

Event Rules:

- Maximum 3 members per team.
- Use of mobile phone is strictly prohibited.
- Participant will be present at a time at venue in all stages.
- Any damage done by participant to college property will result into instant disqualification from the event and a penalty may be levied too i.e. Participants will have to pay for the damage they incur.
- Any misbehavior with event coordinator or any other students will result into instant dismissal of that participant.
- Participants who exceed the given time limit will be disqualified. No excuses will be entertained.

FACULTY COORDINATOR:

Mr. Pranav Patel
Mrs. Liji Jose

STUDENT COORDINATOR:

Satyam Choubey
(8604057345)

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- Participants who exceed the given time limit will be disqualified. No excuses will be entertained.
- 8. Final decision will be given by judges only, No team or participant has the right to argue with judges or coordinators.

Event Stages:

FIRST ROUND (E-Quiz)

- In this round, MCQ based questionnaire (30 marks) will be provided to each team and 20minutes will be allotted for answering. Each question will be 1 mark. There is no negative marking.

- If they take exceed time they will disqualify from that stage only.

- Total 4 teams which score the maximum in this round will be promoted to next round.

SECOND ROUND (E-Circuit)

- In this round, team who are short listed from previous round will be taken in this round. Circuit name will be provided on the draw basis.

- Team will be allotted 15 minutes for component listing and drawing of circuit in the sheet provided.

- Based on the names listed in the circuit diagram by team, the required components will be provided and team has to designing of the circuit on bread board.

- There is a marking system: There are 50 marks. If circuit is accurate than marks will be considered as full marks. If circuit is nearer to actual circuit marks will be considered as a half marks. Any help from coordinator will be penalty of 10 marks.

- The team who will acquire maximum marks will be the winner and second highest will be runner-up.

FACULTY COORDINATOR:
Mr. Pranav Patel
Mrs. Liji Jose

STUDENT COORDINATOR:
Satyam Choubey
(8604057345)

15

BEG BORROW STEAL

Event Details:

The game allows a maximum of 4 members per team,Teams have to beg, borrow or steal (but not encouraged beyond the scope of the game) the listed items within a specific time frame. The first team to collect all items and return them to the coordinator wins, while cheating or rule violations will lead to disqualification. Safety and ethics must be kept in mind, with no harm caused to anyone and all items returned to their rightful owners.

Time Duration : 2 Hrs

Registration fee : Rs 50 per Team

RULES:-

- Maximum 4 members per team
- Participants have to get themselves registered on or before 18/4/2023
- Participant have to either beg, borrow or steal (However stealing is not encouraged if it goes beyond the scope of the game) the items that are enlisted and provided to them
- Each team is given a specific time to collect all the items of the given list
- Once a team or player has collected all the items on the list, they must return to the starting point and show the items to the game coordinator.
- The first team to collect all the items on the list within the allotted time wins the game
- Any team or player found cheating or violating any of the game rules will be disqualified.
- In case of any dispute, the decision of the game coordinator will be final.
- Safety and ethics should be kept in mind while playing the game. No one should be harmed, and all the items collected should be returned to their rightful owners.

Judging criteria:

The judging criteria will depends on the following points
- Completion of tasks/items:
- Creativity/Resourcefulness:
- Time Management
- Sportsmanship
- Overall Performance

FACULTY COORDINATOR:
Ms. Vasudha Badmera
Mr. Tunna Jha
Ms Hiral Desai

STUDENT COORDINATOR:
Devyanshi Raorana
(8128481177)

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TALENT SHOW

Event Details:

A talent show is an event where participants showcase their skills and abilities in front of an audience, with performances ranging from singing, dancing, comedy, and more. The show is often judged, and winners are determined based on their talent and audience appeal.

Registration fees :

- Solo : 100/- Rs
- Duet : 200/- Rs
- Group(more than Two person) : 300/- Rs

RULES:

- The show is open to any ages.
- Talents may include (but not limited to) singing, dancing, instrumental music, magic, comedy, martial arts, juggling, mimicry etc.
- Every participant must have to do registration for each talent.
- Entrance into a talent show is limited to an Institute of participants belonging to a specific Institute.
- Students who are part of a group act must have to do registration together.

Time duration :

- **For Audition first and second round :**
- Vocal (solo, duet, group) : 2 minutes maximum
- Instrumental (solo, duet, group) : 2 minutes maximum
- Dance (tap, jazz, modern, ballet, hip hop, others) : 2 minutes maximum
- Theatre/Drama (dramatic or poetry reading, monologue, comedy routine) : 4 minutes maximum

- **For Finale round :**
- Vocal (solo, duet, group) : 6 minutes
- Instrumental (solo, duet, group) : 6 minutes
- Dance (tap, jazz, modern, ballet, hip hop, others) : 6 minutes
- Theatre/Drama (dramatic or poetry reading, monologue, comedy routine) : 12 minutes.

FACULTY COORDINATOR:
Mr. Bhavesh patel
Mr. Shivang Patel
Mr. Ketul Shah

STUDENT COORDINATOR:
 Saloni bhatt
(7400207302)

- **In all cases, decisions of the judges are final and will not be open to discussion.**
- Costumes must be appropriate for all age groups. This is a community event.
- Acts are responsible for their own props and costumes.
- All performances will be screened for appropriateness by the Talent Show Committee.
- If you act requires recorded accompanying music, the music must be: Provided to the Talent Show Committee at the time of the auditions.
- Acts with any member under 18 must have a written consent from parents for each of the members.
- Participants have to get themselves registered on or before 9/4/2023

Judging criteria:

The judging criteria will depends on the following points

- **Presentation**
- **Creativity**
- **Clarity**
- **Ability**
- **Time Management**
- **Sportsmanship**
- **Overall Performance**

ALLOTMENT: AS PER AVAILABILITY (AUDITORIUM/ GROUND)

FACULTY COORDINATOR:

Mr. Bhavesh patel
Mr. Shivang Patel
Mr. Ketul Shah

STUDENT COORDINATOR:

 Saloni bhatt
(7400207302)

18

SNAP THE BEST

Round 1 :-
· **Theme:- Green World Photos.**
· **Time limit :- 1 Hrs.**
· **Camera mode :- Any (Front or Back).**
· **Filter :- Normal, Black & White.**
· **App :- In-built camera only.**

Round 2:-
· **Theme:- A Year for the Books**
· **Time limit:- 30 mins.**
· **Camera Mode:- Any (Front or Back).**
· **Filter:- No Filters. Original Image.**
· **App:- In-built Camera Only.**
· **Note:- The main object for the photo should be a book. A mini write-up or explanation on clicked photo to be given on the time of submitting photo.**

Rules:
- No DSLR is to be used for clicking photos as the majority of the students have Smartphones only. And to make a fair judgment.
- No photos will be accepted after the time limit gets over.(all have to turn on the time Stamp in the camera settings.)
- Mentioned theme should be the core element of the photo as per round.
- All the mentioned rules should be followed willing clicking the photo. Any rule is not followed then that photo will be get rejected.
- From Round 1, Top 15 participates will be selected for Round 2.
- Winner and 1st runners-up will be decided at the end of the event.

FACULTY COORDINATOR:
Mr. Bhavya D Pandya
Mr. Nikunj Patel

STUDENT COORDINATOR:
Hemangi
(7758027736)

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AD-MAD SHOW

Description:

AD-MAD Show is an "Advertising Campaign Competition" for students of every stream to showcase their creativity and skills in marketing products and services with a pinch of comedy and humor added to it. Teams will prepare a skit/act for presenting their products.

Entry Cost: Rs 150/-

Rules:

- Team Limit- Max 5 Members
- Time Limit – Max 2 Minutes and 30 Sec
- The chosen product for their act should maintain the decorum of event.
- Only one round will be conducted
- Rewards for 1st, 2nd and 3rd Prize winners.

Criteria for Judgement: Creativity+Comedy+Rule

Rewards: Certificate of Participation/Appreciation and Prizes

KAUN BANEGA CEO (KBC)

Description:

KBC is a Business and Management Quiz competition which is open for all students, questions will be asked on business and management topics happening or has happened in the world. It will be held in three Levels/Rounds

Entry Fee: -   **Level 1- Free**
                       Level 2 – Rs. 10
                       Level 3 – Rs 50

Rules:

- Level 1 – Prashna-Uttar
- Level 1 will start from 12th April 2023.
- Online quiz through G-Form/other platform.
- Every day 5 questions will be asked. Maximum answers, maximum chance of entry. Level 2 – Fastest Fingers First
- It will be Held on 20th April 2023
- Participants will be selected from Level 1. Selection will be purely on the basis of Time and Accuracy. Level 3 – Hot Seat
- It will be Held on 21st April 2023
- Participants will be selected from Level 2 will be called for Level 3. Selection will be purely on the basis of Time and Accuracy.

Criteria for Judgement: **Purely on the basis of Merit, if the scores are clashing tie breaker quiz may be arranged.**

Rewards:

For Level 3 Participants/winners - Certificate of Participation For Level 2 Participants/winners - Certificate of Appreciation For Winners – Certificates and Prizes

Description:

Business bazaar is Business Management concept -In which the participants have to sell goods and services to the customers and have to deliver maximum satisfaction to customers with their product - In this process the participants earn rewards that reward is in monetary terms as a profit by selling their products to direct customers -The whole risk and rewards would be on the participants for their products and other responsibilities towards there Stall (shop) - The Participants should ensure that the customers don't face any health issues from or by their products or services.

Steps :

- Interested people for business book there stalls
- Have to pay the decided rent amount to the management for providing the basic things for Stall
- Make proper Accounting of your investment
- 4. Management will only responsible providing Stalls facility and collect

Note - **There is restrictions on the Harmful products, alcohol products, etc products which may disturb the decorum and environment of the event**

Cost:

Participants have to pay the Rent to the management for their particular held Stall before the event starts

Participants:

All the students/faculty are invited who dreams to be businessman in the future can start their ideas with this initial level and peoples who needs to earn money by providing goods and services can openly take participation

Certificate:

At the end of the events (maybe of two days) The maximum profit earns participants with their proper Account data and calculation of (cost+ expenses - sell = maximum profit) Will announce as "The Business Man/Women of the Year 2023" - And also gets certificates for performing best business Types of Stalls - (forecasting) Food Stall, khana khajana, games Stall, innovative things Stall, bring your luck and make profit Stall, cold drink Stall, etc Stall will be there

EKATRA 2023

A NATIONAL LEVEL TECH FEST
SHAPING YOUNG MINDS

DATE: 20TH & 21ST APRIL 2023

VENUE:

LAXMI INSTITUTE OF TECHNOLOGY,SARIGAM

Laxmi Vidhyapeeth Campus,Post Bag no. 15,
Sarigam-396155

SPECIAL NOTE

We sincerely welcome you all to attend our Tech Fest EKATRA 2023. It will be a great opportunity as well as environment for all students and will boost our community growth. We are happy to welcome you all and make this a grand event to remember.

TEAM EKATRA 2023

NOTE : Its Important for all students to carry their ID cards .

STUDENT COORDINATOR:

Mr. Deepak Prasad
(9712149175)

REGISTER NOW:
bit.ly/Ekatra23