

UNISON-2K19

POSTER DESIGN COMPETITION



THE DARK ROOM

Y&M AKI's POONA COLLEGE OF ARTS SCIENCE & COMMERCE



KEEP CALM

AND DECODE THE MYSTERY

Event on

21 & 22

JAN 2019

DECODE the MYSTERY

Zaid Shaikh 9579572589 Aliakbar Badshah 7385416136



COORDINATOR

Ms. Farhat Shaikh +91 9673359129

Ms. Ishrat Baig +91 9112373783

Front end Visual developer

Zaid Shaikh

K. B. Hidayatullah Road, Camp, Pune - 411048 - Phone : 020-26446329

www.akipoonacollege.ac.in email : unison.cs.pc@gmail.com

@unison_pc



SOFTWARE DEVELOPMENT

UNISON-2019

21st & 22nd January 2019

Program Schedule for 21st January 2019:

Event	Timing
Quiz (Elimination round)	9:30am(Reporting Time) 10:00 am (Start)
Decode The Mystery(Elimination round)	10:30(Reporting Time) 11:00am(Start)

Program Schedule for 22nd January 2019:

Registration :	8:30 a.m. to 10:00 a.m.
Inaugural Function:	10:30 a.m. to 11:30 a.m
Refreshments:	11:30 a.m. to 12:00 p.m.
Events:	12:10 p.m. to 3:30 p.m.
Prize Distributions & valedictory Function:	4:00 p.m. to 5:00 p.m.

Unison Events	
Events	Venue
Mobile Application Competition	Dept. of Computer Science PG Lab
Software Competition	Dept. of Computer Science PG Lab
Poster Competition	Dept. of Computer Science Lab
The Dark Room	Dept. of Computer Science Lab-II
Decode the Mystère	Dept. of Computer Science Lab-I & Campus
Quiz Competition	Conference hall

Y & M AKI's
Poona College of Arts Science & Commerce.
Department Of Computer science
UNISON-2k19

21st & 22nd January 2k19

REGISTRATION FORM

1. Name of Participant: _____

2. Name of
college/Institution: _____

Name Of Team Members:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

3. Phone Number:

4. E-mail ID:

Sr. No	Competition Name	Yes/No
1	Mobile App Competition	
2	Poster Competition	
3	Software Competition	
4	The Dark Room	
5	Decode the Mystere	
6	Quiz Competition	

(Signature of the participant)

GENERAL RULES & REGULATIONS

- **B.Sc. Computer Science /B.B.A.(CA)** students are allowed to participate in these Competitions.
- Students must carry their College Identity card at the time of event.
- Student should clarify their doubts or queries before competition starts.
- Jury Decision will be Final.
- Fees will be accepted in Cash at the time of registration.
- Last date for registering Events is **21st Jan 19.**
- **Registration Fees 50/- per students per competition.**
- On the spot registration is allowed. (If Slots Are Available).
- Student should report **30 minute before** the start of competition.
- Participants must prevail the receipt until the competition ends.
- B.Sc/B.Com Students can participate in the above competition as their convenience.
- Violation of rules will lead to disqualification without prior notice.
- No quarrel over the decision made by the Jury/Judges.
- Fees once paid won't be refunded.
- Participants of the team should be of the same college.
- Fees should be paid in one go.(NO INSTALLMENT)
- Discipline should be maintained.
- Room's/surrounding shouldn't be made dirty.
- No food item allowed inside the room.
- Chaos shouldn't be made.
- **REMEMBER: UNISON IS FOR THOSE WHO BELIEVE THEY ARE THE BEST.**

RULES OF EVENTS

1. Mobile App Competition

- i. Each team will consist of maximum of 2 members.
- ii. PG students can also participate for this event only.
- iii. Participant can bring their own laptops. In such case they will be responsible for any damage or loss to it.
- iv. The Participant has to give Demo on their own Mobile Phone and have to explain the coding of their Mobile App on the Laptop.
- v. Top 2 Mobile App will be awarded and the decision of the jury members will be final.
- vi. Any additional hardware except computer or software required for Mobile App should be brought by student only.
- vii. Entry Fees: ₹50 (per participant)

2. Software Competition

- i. The team will consist of maximum of 2 members.
- ii. Participant can bring their own laptops. In such case they will be responsible for any damage or loss to it.
- iii. The Participant has to explain the coding of their software project.
- iv. Top 2 projects will be awarded and the decision of the jury members will be final.
- v. Any additional hardware except computer or software required for project should be brought by student only.
- vi. Entry Fees: ₹50 (per participant)

3. Poster Competition

- i. A team can consist of maximum 2 members.
- ii. The participant can select any topic from the mentioned category. (List of topics attached herewith).
- iii. The participants must submit their posters on or before 20th January.
- iv. The participant must present the poster on an A1 size sheet. The poster will not contain any printed matter eg. Newspaper cuttings, pictures downloaded from the internet etc. The participants should write information and draw pictures on the selected topic.
- v. Top three poster presentations will be awarded.
- vi. Entry Fees: ₹50 (per participant).

Topics:

1. E- learning, Distance Learning
2. Big Data/Hadoop
3. Cloud Computing/ Cluster Computing/ Grid Computing/ Green Computing/
4. Android features/ Mobile Adhoc Network
5. Digital Image Processing
6. E-Commerce/M-Commerce
7. Machine Learning/Deep Learning

8. Artificial Intelligence/ Robotics/ Computational Intelligence and Linguistics/ Natural Language Processor
9. Business Intelligence ERP
10. Computational Neuroscience
11. Computer Forensics
12. Digital Media Broadcasting Open Source Technology
13. Nano computing
14. Artificial Neural Networks
15. Computer Diagnostic software's
16. E-paper Technology
17. Li- Fi Technology
18. DNA Based Computing
19. Python

4. The Dark Room:

- i. Two members per team.
- ii. Player one will get 20 second to have a survey of the dark room.
- iii. Player two will be blind folded & will be guided by Player one through the dark room.
- iv. If Player two touches any obstacle more than three times the team will be eliminated.
- v. Only six instructions should be used (Start; Stop; Up; Down; Left; Right).
- vi. Time Limit to go through the room is 3 min.
- vii. No use of smart phones allowed.

5. Decode the Mystère

- i. Team of 4 members each.
- ii. The Scenario will be given on spot. Investigation area will be inside the campus.
- iii. Time Limit to investigate the scenario is 20 min.
- iv. No use of smart phone should be done.

6. Quiz Competition

- i. Per team should have maximum 3 members.
- ii. Only one representative from each team will give the aptitude Test (Elimination round).
- iii. Top 10 selected teams will play the knock out round.
- iv. Top 5 selected teams from the knock out round will be qualified to play for the finals.
- v. Quiz content will be on IT, General Knowledge and Current affairs.

Google form link for Online Registration of the events:

<https://docs.google.com/forms/d/e/1FAIpQLScLXAgrlPo-RdETu483rrrMrE5krmzC3tXSt3yCZtwVWjTiLg/viewform?vc=0&c=0&w=1>