

# TECHNOCON - 2023

ARRANGED BY FACULTY OF INFORMATION TECHNOLOGY &  
COMPUTER SCIENCE (FOIT-CS) OF UNIVERSITY OF CENTRAL PUNJAB  
(UCP) LAHORE



**TECHNO**  
**CON**



## Competitions Rulebook

**Register at:** <http://technocon.ucp.edu.pk/>

### Programming Competition

**About:** Programming competition is an algorithmic programming contest for undergraduate students. Teams of 3 students, representing their university, will work to solve the most real-world problems, fostering collaboration, creativity, innovation, and the ability to perform under pressure.

### **Competition Details:**

**Venue:** UCP (University Central Punjab)

**Competition Duration:** 3 hours & 30 minutes

### **Rules and Regulations:**

- All participants are to follow the rules and regulations for the competition. Failure to do so will result in disqualification by the attendee.
- Extra time will not be provided under any circumstances. The participants are themselves accountable for coming to the assigned venue on time.
- All participants are to turn in all their helping materials and devices 15 minutes before the competition begins.
- Any helping material/device found on a member's body will result in immediate disqualification of the team.
- All PC systems during the competition will be monitored. Any misuse or misconduct will result in disqualification.
- Entry will be denied one hour after the start of the competition.
- Participants can leave one hour after the competition starts.
- Any discussion with other participating teams during the competition is prohibited.
- Copying another team's code is prohibited.
- All TRDs must be sent for approval beforehand. The attendees will provide the teams with their TRDs if approved.



- Damaging University property or instigating a fight will result in the removal of the whole team from the campus site. Higher authorities and the police will also be notified depending on the intensity of the matter.

### **Registration Fee:**

- Early Bird Fee = PKR 1,250 for Each Team
- Regular Fee = PKR 1,500 for Each Team
- Late Fee = PKR 1,750 for Each Team

The registration fee is **non-refundable**.

### **Prize Money:**

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 25,000
<b>Runner-up</b>	PKR 10,000

### **Contact Persons**

#### **Umer Tahir**

Lead Programming Competition

Contact: 0300-4879948

#### **Abdullah Bin Saeed**

Co-Lead Programming Competition

Contact: 0313-4729191



## Gaming Competitions

### 1. PUBG-Mobile Tournament

Get ready to battle it out for victory at **Technocon'23** PUBG-Mobile Tournament!

#### Competition Details:

**Venue:** UCP (University Central Punjab)

**Tournament Format:** PUBG (Squad 4 Members) - Custom lobby

**Equipment:** Mobile phones only, internet devices

#### Rules and Regulations:

- Number of teams will be divided in half.
- Both teams will compete in the final match.
- Players are responsible for their own internet connections.
- Immediate disqualification for hackers.
- Strict prohibition of abusive language during matches.
- Screening violations will not be tolerated.
- Management reserves the right to modify rules based on tournament circumstances.

#### Registration Fee:

- Early Bird Fee = PKR 2,000 for Each Team
- Regular Fee = PKR 2,500 for Each Team
- Late Fee = PKR 3,000 for Each Team

The registration fee is **non-refundable**.

#### Prize Money:

The prizes for this Competition will be distributed according to the criteria:



<b>1st Prize Money</b>	PKR 30,000
<b>Runner-up</b>	PKR 15,000

## **2. FIFA 22 Competition**

*Get ready to battle it out for victory at **Technocon'23 FIFA 22 Competition!***

### **Competition Details:**

**Tournament Style:** Knock-out

**Platform:** PS4

**Final:** length 12 minutes

**Half Time:** 6 minutes

**Difficulty:** Legendary

**Game Speed:** Fast

**Camera:** Tele Broadcast

**Legacy:** Defending not allowed.

**Injuries:** OFF

**Offside:** ON

### **Rules and Regulation**

- In Case of Interruption due to Load-Shedding, the Match will start again, and the referee holds the right to decide whether to start the match again or decide the winner.
- Internet connection will be available but to avoid any sort of inconvenience participants are suggested to bring their own.
- In the Case of a Draw before Semi Final Stages, the Match will directly go to penalties



## Registration Fee:

- Early Bird Fee = PKR 1,250 for Each Team
- Regular Fee = PKR 1,500 for Each Team
- Late Fee = PKR 2,000 for Each Team

The registration fee is **non-refundable**.

## Prize Money:

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 20,000
<b>Runner-up</b>	PKR 10,000

## 3. Tekken 7 Tournament

*Get ready to battle it out for victory at **Technocon'23 Tekken 7 Tournament!***

### Competition Details:

**Game Platform:** PlayStation 4

**Sides** will be chosen through a coin toss.

**Rounds:**

**Group stage match:** 1 match of 3 rounds

**Winner finals and Losers finals:** best of 3 matches, each consisting of 3 rounds

**Grand Final stage:** best of 5 matches, each consisting of 3 rounds

**Round timer:** 60 seconds per round

The tournament follows a knock-out format.



Stage selection will be random.

**Customized characters** are not allowed.

In case of **Interruption** due to load shedding, the match may be restarted at the referee's discretion.

**Internet** connection will be available, but participants are encouraged to bring their own for a seamless experience.

### Match Procedure:

- Players select their sides.
- Players select their characters.
- Players compete in the match.
- The winner advances to the winner's bracket, while the loser moves to the loser's bracket.
- Players in the loser's bracket will be eliminated if they lose another match.
- The next game is played.
- Repeat steps 4 and 5 for all subsequent games until the match is complete.

Please **note** that the management reserves the right to modify the rules based on tournament circumstances.

### Registration Fee:

- Early Bird Fee = PKR 1,250 for Each Team
- Regular Fee = PKR 1,500 for Each Team
- Late Fee = PKR 2,000 for Each Team

The registration fee is **non-refundable**.

### Prize Money:

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 20,000
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Runner-up	PKR 10,000
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## Valorant Competition

Get ready to battle it out for victory at **Technocon'23 Valorant Competition!**

### Competition Rules:

- The Qualifiers will be conducted on-line, allowing players to participate from the comfort of their own homes or any location of their choosing.
- The map for each match will be determined using the Vito rule, where the two teams will reach a mutual decision.
- To ensure fairness, there will be at least 1-2 management members spectating the entire match.
- Please note that any suspicious activity involving third-party apps will result in immediate suspension and disqualification for the team involved.
- If all the qualifying teams are from Lahore, the Finals will take place at the Local Host **Gaming Zone in Airline Society, Johar Town.**
- Participants are allowed to bring their own equipment to enhance their playing experience during the Finals.
- Management reserves the right to make changes to rules, match times, and group matches without prior notice to the teams.
- The management will not be responsible for any packet loss or internet problems. Teams are expected to ensure smooth game-play on their own.
- The Finals will feature the top qualifying teams, battling it out for the prestigious title and the grand prize.

Please **note** that the management reserves the right to modify the rules based on tournament circumstances.





## Registration Fee:

- Early Bird Fee = PKR 2,000 for Each Team
- Regular Fee = PKR 2,500 for Each Team
- Late Fee = PKR 3,000 for Each Team

The registration fee is **non-refundable**.

## Prize Money:

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 30,000
<b>Runner-up</b>	PKR 15,000

## Contact Persons for Games

### **Muhammad Talha**

Lead Gaming Competition

Contact: 03147031962

### **Tameem Ijaz Alam**

Co-Lead Gaming Competition

Contact: 03024829000



## Graphic Designing Competition

### 1. Logo Designing Competition

**About:** The Graphic Designing competition aims to celebrate the artistry and skills of graphic designers while providing them with a platform to display their talent and connect with industry professionals. Our Graphic Designing competition is designed to recognize and promote the exceptional work of logo designers in our community. Through this competition, we aim to foster creativity, encourage innovation, and inspire the next generation of graphic design enthusiasts.

#### **Competition Details:**

**Venue:** UCP (University Central Punjab)

**Duration:** 3 - 4 hours

**Team:** 1 person allowed only

#### **Rules and Regulations:**

1. **Eligibility:** The competition is open to all participants, regardless of their level of experience or educational background.
2. **Originality:** All submitted logo designs must be original and created by the participants themselves. Plagiarism will result in immediate disqualification  
Note: [You can use Brainstorming Technique]
3. **Theme:** Participants are required to adhere to the given theme or concept for the logo designing competition.
4. **Format:** Submissions must be in vector format (AI, EPS, SVG) to ensure scalability and quality.
5. **Tool:** Each participant is required to use Adobe illustrator for Logo design.



6. **Color Palette:** The logo should work well in both color and grayscale. A maximum of 2 colors can be used.
7. **Size:** The logo design should be scalable and clear in various sizes, from small to large. Size Format by 1.5x.
8. **Submissions:** Each participant can submit a maximum of 2 logo designs.
9. **Submission Deadline:** All submissions must be received by given time. Late submissions will not be accepted.
10. **Copyright:** By participating, participants agree to transfer all ownership and usage rights of the submitted logos to the competition organizers.
11. **Judging Criteria:** A panel of judges will assess the submissions anonymously based on predetermined criteria. Logos will be judged based on Mini Branding, Moodboard, Concept, creativity, relevance to the theme, Uniqueness, Visual Appeal, and Versatility. The judges will collectively determine the winners.
12. **Winner Announcement:** The winners will be decided by the judges on the basis of their exceptional work.
13. **Prizes:** Prize will be awarded to the winner only.

### Registration Fee:

- Early Bird Fee = PKR 750 for Each Team
- Regular Fee = PKR 1,000 for Each Team
- Late Fee = PKR 1,500 for Each Team

The registration fee is **non-refundable**.

### Prize Money:

The prize for this Competition will be **PKR 15,000** for the Winner.



## 2. Poster Designing Competition

**About:** The Graphic Designing competition aims to celebrate the artistry and skills of graphic designers while providing them with a platform to display their talent and connect with industry professionals. Our Graphic Designing competition is designed to recognize and promote the exceptional work of poster designers in our community. Through this competition, we aim to foster creativity, encourage innovation, and inspire the next generation of graphic design enthusiasts.

### **Competition Details:**

**Venue:** UCP (University Central Punjab)

**Duration:** 3 - 4 hours

**Team:** 1 person allowed only

### **Rules and Regulations:**

1. **Eligibility:** The competition is open to all participants, regardless of their level of experience or educational background.
2. **Originality:** All submitted poster designs must be original and created by the participants themselves. Plagiarism will result in immediate disqualification.
3. **Theme:** The theme will be disclosed prior to the event. Participants are required to adhere to the given theme or concept for the poster designing competition.
4. **Dimensions:** The poster dimensions should be A4.
5. **Format:** Submissions must be in high-resolution PDF and JPG format.
6. **Tools:** Each participant is required to use only Adobe Illustrator and Photoshop for Poster design.
7. **Typography:** The text used in the poster should be easily readable and relevant to the theme. Constraint: [Only use 2 fonts and they must be Paired]



8. **Color Palette:** A harmonious color palette should be used, considering the theme and message.
9. **Documentation:** Each participant must have Guidebook of their steps, Concept and Ideas.
10. **Submissions:** Each participant can submit a maximum of 2 poster designs.
11. **Submission Deadline:** All submissions must be received by given time. Late submissions will not be accepted.
12. **Copyright:** By participating, participants agree to transfer all ownership and usage rights of the submitted posters to the competition organizers.
13. **Judging Criteria:** A panel of judges will assess the submissions anonymously based on predetermined criteria. Posters will be judged based on Creativity, Balance of elements, and Adherence to the Theme, Visual Impact, Clarity of Message, and Overall Design. The judges will collectively determine the winners.
14. **Winner Announcement:** The winners will be decided by the judges on the basis of their exceptional work.
15. **Prizes:** Prize will be awarded to the winner only.

### **Registration Fee:**

- Early Bird Fee = PKR 750 for Each Team
- Regular Fee = PKR 1,000 for Each Team
- Late Fee = PKR 1,500 for Each Team

The registration fee is **non-refundable**.

### **Prize Money:**

The prize for this Competition will be **PKR 15,000** for the Winner.



## **Contact Persons**

### **Salar Haris**

Lead Graphic Designing Competition

03145025351

### **Touqeer**

Co-Lead Graphic Designing Competition

03166347017

## **Ethical Hacking Competition**

**About:** The Ethical Hacking Competition, also known as Capture the Flag competition, is a competition that involves participants attempting to solve a series of puzzles, tasks, and vulnerabilities to obtain flags hidden within the system. These flags are typically short strings of characters that serve as proof of successful exploitation I.e., completion of the challenge.

### **Competition Details:**

**Venue:** UCP (University Central Punjab)

**Competition Duration:** 3 hours

**Team:** 1 to 3 members (it could be a single person)

### **Rules and Regulations:**

- CTF competitions usually have rules and guidelines that participants must adhere to. These rules aim to ensure fair play, maintain the integrity of the competition, and promote ethical behavior.



- Violations of rules, such as unauthorized attacks on infrastructure, cheating, or sharing solutions during the competition, may lead to disqualification or penalties.
- Competition organizers will provide teams with problem sets, papers, and pens.
- To avoid any inconvenience, participants are encouraged to bring their own Wi-Fi.
- Any participant who keeps arguing with the host team on this matter will have his/her team disqualified.
- When there is a tie on the number of problems solved, scoring will be based on the time taken from the start of the competition until the correct submission (this is automatically judged by the PC).
- Mobile phones and other communication devices are strictly prohibited during the competition. Anyone seen using them will be disqualified immediately. In order to avoid visibility and access during the competition, such devices should be switched off and placed in pockets/handbags.
- It is not permitted to bring outside edibles into the lab. You may purchase refreshments once the competition is over from the food court.
- Discussions between two different teams may result in immediate disqualification once the competition starts.
- A team that creates a disturbance will be disqualified immediately.
- If participants are caught copying and pasting code, they will be disqualified immediately. Participants can bring their own laptops.
- They will also be escorted from competition venues, and a note will be sent to their respective institutes.
- It is possible that the organizers may make changes to the above-mentioned rules and regulations without prior notice. However, a notice will be placed on top of this document so please read it carefully before leaving for the competition.





## Judging Criteria:

- The difficulty level of the challenges solved by a team can be a factor in judging. Some CTF competitions assign different point values to challenges based on their complexity. Solving more difficult challenges may earn teams higher scores.
- The accuracy and quality of solutions provided by teams are important. Solutions that demonstrate a deep understanding of the challenge, the vulnerabilities exploited, and the techniques used may receive higher scores.
- The effectiveness of team collaboration and communication can play a role in judging. Strong teamwork, information sharing, and effective division of tasks may be valued and positively reflected in the judging process.

## Competition Format:

There are four distinct tasks, with each task containing a unique flag. Each team is required to locate one flag per task. Each flag possesses a designated score, meaning that the more flags a team successfully discovers, the higher their overall score will be.

## Registration Fee:

- Early Bird Fee = PKR 1,250 for Each Team
- Regular Fee = PKR 1,500 for Each Team
- Late Fee = PKR 2,000 for Each Team

The registration fee is **non-refundable**.





## Prize Money:

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 20,000
<b>Runner-up</b>	PKR 10,000

## Contact Persons

### **Muhammad Awais**

Lead Ethical Hacking Competition

Contact: 03044550547

### **Umer Ahmed**

Co-Lead Ethical Hacking Competition

Contact: 0322 8447079

## **UI/UX Design Competition: Design for Impact**

**About:** Welcome to the "Design for Impact" UI/UX Design Competition, where creativity meets purpose! This competition is an opportunity for aspiring designers to showcase their skills, tackle real-world challenges, and create user-centered solutions that prioritize accessibility and sustainability. Whether you're an individual or part of a team of up to 4 members, get ready to immerse yourself in the world of user experience and visual design.

### **Competition Overview:**

The "Design for Impact" competition focuses on designing user interfaces and experiences that address pressing issues while promoting sustainability and accessibility. You will have the chance



to utilize your design skills using industry-standard tools i.e., Figma and Adobe XD, all within a tight time frame of 5 hours.

## Training and Preparation:

To help you prepare for the competition, we recommend brushing up on the basics of UI/UX design, user-centered design principles, sustainable design concepts, and accessibility guidelines.

## Deliverables:

During the competition, you'll be challenged to create a comprehensive design solution that is not only innovative and visually appealing but also inclusive and sustainable. Your submission package should include:

### 1. Research Document:

- Define the problem you're addressing and your target audience.
- Conduct user research and present insights.
- Include a design brief outlining your design goals.

### 2. Presentation:

- A slide deck explaining your design concept, user journey, and key design decisions.
- Highlight the accessibility and sustainability aspects of your design.

### 3. Wireframes:

Low-fidelity wireframes illustrating the layout and structure of your design.

### 4. Prototype:

A clickable prototype showcasing the interaction flow and key user actions.

### 5. High-Fidelity Design:

Visual design demonstrating the final look of your design.

### 6. Design Rationale:

Document explaining the reasons behind your design choices, user flows, accessibility considerations, and sustainability measures.



## 7. Usability Testing Plan:

Outline how you would gather feedback and test your design's usability and accessibility.

### Rules:

1. The competition is open to all university students from different institutions.
2. Each team can have a maximum of 4 members.
3. Use either Figma or Adobe XD for your designs.
4. All work must be original, and plagiarism will result in disqualification.
5. Follow ethical design practices, respecting user privacy, inclusivity, and accessibility standards.
6. Submissions should be in English and submitted within the 5-hour time limit.
7. Systems will be available, but you can also bring your own devices.
8. If participants have Apple MAC, they must bring appropriate adapters for it to connect to the projector through HDMI or VGA interface for the purpose of presentation in evaluations.

**Note:** Internet connection will be available but to avoid any sort of inconvenience, participants are suggested to bring their own.

### Marking Criteria:

Entries will be evaluated based on the following criteria:

**Creativity and Innovation:** How innovative and unique is the design solution?

**User-Centered Design:** How well does the design address user needs, including accessibility requirements?

**Usability and Interaction:** How intuitive and smooth is the user experience?

**Visual Appeal:** How visually engaging and appealing is the design?

**Sustainability:** How effectively does the design incorporate sustainable design principles?

**Accessibility:** How well does the design meet accessibility guidelines and ensure an inclusive experience?

**Presentation:** How well is the design concept communicated in the presentation?



## Sustainability and Accessibility Considerations:

In line with the sustainable and accessible focus of this competition, we encourage you to integrate sustainable design practices and adhere to accessibility guidelines. Prioritize designing experiences that cater to all users, regardless of their abilities, and contribute to a more inclusive digital environment.

## Registration Fee:

- Early Bird Fee = PKR 1,250 for Each Team
- Regular Fee = PKR 1,500 for Each Team
- Late Fee = PKR 2,000 for Each Team

The registration fee is **non-refundable**.

## Prize Money:

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 20,000
<b>Runner-up</b>	PKR 10,000

## Contact Persons

**Urooj Fatima**

Lead UI/UX Competition

Contact: 0302-4073959



**Muhammad Mutee ul haq**

Co-Lead UI/UX Competition

Contact: 0306-10980

## Content Creation Competition

### 1. Vlogs Competition

**About:** Content Creation competition will captivate participants. The event aims to foster creativity, encourage talent, and display the diverse skills of content creators in our community. This competition will provide a platform for participants to display their abilities in various creative mediums such as writing script for content, photography, videography, acting, editing and more. We believe this event will not only inspire participants but also entertain and engage our target audience. For this purpose, themes will be disclosed prior to the competition.

#### **Competition Rules:**

- Participants will have to make Event Vlogs video minimum 4 minutes and maximum 10 minutes.
- Late registrations will not be accepted.
- Content must adhere to the provided themes.
- All group members are expected to participate equally.
- The presence of every member will be necessary.
- Adult or vulgar content is not allowed.
- The use of abusive language is prohibited.
- Content related to politics or controversies is not allowed.
- Please generate a video link using WeTransfer or Google Drive for submission.
- Participants are required to document their content ideas.
- All participants must bring their own materials and devices for assistance.



- Extra time will not be provided under any circumstances.
- Entry will be denied if participants arrive more than half an hour after the competition starts.
- Content must revolve around UCP premises.
- Plagiarizing someone else's ideas will result in disqualification from the competition.
- Every participant must present their student ID card.

**Note:** Participants will be covering all the conferences and events that are being held in those 4 days of TechnoCon and in the end a proper combo video covering the whole event or using the provided themes in those clips and will submit it. Voting will be done on each video.

### **Registration Fee:**

- Early Bird Fee = PKR 1,000 for Each Team
- Regular Fee = PKR 1,250 for Each Team
- Late Fee = PKR 1,500 for Each Team

The registration fee is **non-refundable**.

### **Prize Money:**

The winners will be announced for their outstanding achievements with cash prizes of **PKR 15,000**.

## **2. Reels/Shorts Competition**

**About:** Content Creation competition will captivate participants. The event aims to foster creativity, encourage talent, and display the diverse skills of content creators in our community. This competition will provide a platform for participants to display their abilities in various creative mediums such as writing script for content, photography, videography, acting, editing and more. We believe this event will not only inspire participants but also entertain and engage our target audience. For this purpose, themes will be disclosed prior to the competition.



## Competition Rules:

- Participants will have to make Reels/Shorts minimum 15 seconds and maximum one minute
- Late registrations will not be accepted.
- Content must adhere to the provided themes.
- All group members are expected to participate equally.
- The presence of every member will be necessary.
- Adult or vulgar content is not allowed.
- The use of abusive language is prohibited.
- Content related to politics or controversies is not allowed.
- Please generate a video link using WeTransfer or Google Drive for submission.
- Participants are required to document their content ideas.
- All participants must bring their own materials and devices for assistance.
- Extra time will not be provided under any circumstances.
- Entry will be denied if participants arrive more than half an hour after the competition starts.
- Content must revolve around UCP premises.
- Plagiarizing someone else's ideas will result in disqualification from the competition.
- Every participant must present their student ID card.

### Note:

For Reels/Shorts making, participants will be given a specific period to create content along their own team based on predefined themes within university premises. It will be submitted and displayed on the day of the competition.





### **Registration Fee:**

- Early Bird Fee = PKR 1,000 for Each Team
- Regular Fee = PKR 1,250 for Each Team
- Late Fee = PKR 1,500 for Each Team

The registration fee is **non-refundable**.

### **Prize Money:**

The winners will be announced for their outstanding achievements with cash prizes of **PKR 15,000**.

### **Contact Persons**

#### **Awais Tahir**

Lead Content Creation Competition

Contact: 0302-4305624

#### **Ayesha Amir**

Co-Lead Content Creation Competition

Contact: 0301-4811478





## Idea Pitching Competition

**About:** Welcome to the TechnoCon Idea Pitching Competition, hosted by FOIT-CS University of Central Punjab (UCP). This competition is a dynamic platform designed to foster innovative thinking and entrepreneurship among students from various universities.

**Purpose:** The TechnoCon Idea Pitching Competition aims to cultivate a culture of innovation and entrepreneurship within the student community. By encouraging creative problem-solving and idea development, this competition empowers participants to present their entrepreneurial visions to a wider audience. It focuses on themes such as innovation, sustainability, and social impact to inspire creativity and collaboration among students. This document outlines the rules and regulations for the competition.

### Competition Details:

**Team Composition:** Each participating team must consist of a minimum of 2 and a maximum of 4 members. Teams can be formed with members from the same university or from different universities.

**Participants:** The competition is open to university students from all over Pakistan.

### Themes:

Participants must choose one of the following themes for their pitch:

1. "Innovations for a Connected Future"
2. "Sustainable IT Solutions"
3. "IT for Social Impact"



### Note: Themes and SDG's Alignment:

All submitted ideas must align with at least one of the 17 United Nations Sustainable Development Goals (SDGs) within their chosen theme. Participants are encouraged to consider the global impact of their solutions in addressing these critical challenges.

### Competition Format:

1. **Round 1 - Idea Pitch Deck:** Participants will submit an idea pitch deck based on their chosen theme. The pitch deck should encompass their innovative IT solution and its potential impact. Submissions will be evaluated by a panel of expert judges.
2. **Round 2 - Product/Prototype Display:** The top-performing teams from Round 1 will proceed to Round 2, where they will showcase a working product or prototype based on their idea pitch. This round will provide an opportunity for teams to demonstrate the feasibility of their solutions.

#### Presentation Details:

- **Presentation:** Each team will have a total of 4 minutes for their presentation during Round 1 (Idea Pitch Deck). This includes the presentation of their ideas and a 2-minute Q/A session with the judging panel.

### Marking Criteria

Total Marks = 70

**Innovation** - 15 marks

- Creativity, Originality, and Uniqueness: 5 marks
- Application of Innovative approaches/technologies: 5 marks
- Potential for disruption or advancement in the IT field: 5 marks



### Technical Skills - 15 marks

- Proficiency in utilizing relevant IT concepts & tools: 5 marks
- Quality of technical implementation & execution: 5 marks
- Use of advanced techniques or technologies: 5 marks

### Problem Solving - 15 marks

- Depth of understanding the problems & their complexity: 5 marks
- Effectiveness of the proposed solution or approach: 5 marks
- Consideration of potential challenges or limitations: 5 marks

### Presentation - 20 marks

- Clarity and organization of the content: 5 marks
- Quality and impact of visuals or multimedia elements: 5 marks
- Communication and audience engagement skills: 5 marks

Overall professionalism of the presentation: 5 marks

### Rules and Regulations:

- **Team Size:** Each participating team must consist of a minimum of 2 and a maximum of 4 members. Teams should designate a team leader responsible for communication with the organizing committee.
- **Originality:** All submissions, including pitch decks and prototypes, must be original work created by the participating teams. Plagiarism or any form of intellectual property infringement will result in disqualification.
- **Submission Deadlines:** Teams must adhere to the submission deadlines for both Round 1 (Idea Pitch Deck) and Round 2 (Product/Prototype Display). Late submissions will not be accepted.
- **Code of Conduct:** All participants are expected to adhere to a high standard of professionalism and respect for fellow participants, judges, and organizers. Any form of disruptive or inappropriate behavior will not be tolerated.



- **Confidentiality:** Participants should be cautious not to disclose any proprietary or sensitive information during their presentations or submissions. The organizing committee, judges, and other participants will respect the confidentiality of your ideas.
- **Materials and Equipment:** Teams are responsible for bringing any necessary materials, equipment, or devices required for their product/prototype display in Round 2. The organizing committee will provide details about available facilities and resources in advance.
- **Presentation Time:** Each team will be allotted a specific time slot for their presentation during both rounds. Teams must adhere to the allocated time limits to ensure fairness and efficiency.
- **Judges' Decisions:** The decisions made by the judging panel are final and binding. There will be no appeals or disputes regarding the judging process or outcomes.
- **Attendance:** All team members are required to be present during their scheduled presentation times. Absence or tardiness may result in point deductions or disqualification.
- **Compliance with Themes:** Teams must ensure that their submissions align with one of the three competition themes: "Innovations for a Connected Future," "Sustainable IT Solutions," or "IT for Social Impact."
- **Registration Fees:** Teams are responsible for paying the appropriate registration fees within the specified deadlines. Failure to do so may result in disqualification.
- **Code and Ethics:** Participants are expected to adhere to ethical guidelines and responsible coding practices when developing their IT solutions. Any malicious or harmful code will lead to disqualification.
- **Non-Discrimination:** The competition is open to participants of all backgrounds and identities. Discrimination of any kind will not be tolerated.
- **Communication:** Teams should regularly check their provided contact information for updates, announcements, and notifications from the organizing committee.



- **Safety and Security:** The safety and security of participants and their belongings are of utmost importance. Participants should follow safety guidelines and instructions provided by the organizing committee during the event.

### **Registration Fee:**

- Early Bird Fee = PKR 1,500 for Each Team
- Regular Fee = PKR 2,000 for Each Team
- Late Fee = PKR 2,500 for Each Team

The registration fee is **non-refundable**.

### **Prize Money:**

The prizes for this Competition will be distributed as follows:

<b>1st Prize Money</b>	PKR 20,000
<b>Runner-up</b>	PKR 10,000

### **Contact Persons**

#### **Toheed Aarsal**

Director Registrations

Cell: +92 307 5564167

#### **Muhammad Talha**

Co-Director Registrations

Cell: +92 314 7031962



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