MiND SPARK

Y's Service Club of GCT.YOUTH
Tech Developers Community
Presents

Intellect'22

Editor's Note

It's been a while, but we are returning with a brand-new special edition! This occasion is more noteworthy than usual since the much-awaited technical event occurred. A lot of work and effortwent into making this event a success.

INTELLECT, the technical event, is the focus and theme of this bulletin. With as many as 15 programs, Intellect was a grand and memorable technical fest. It lasted five days, consisting of about four events every day. The sheer number of participants infused each day with enthusiasm along with a sense of responsibility and nerve.

Every event was meticulously curated by our Technical Committee for the variety and inclusivityof all departments. It is an understatement to say it was successful. As much as we enjoyed planning and executing Intellect, we hope you also find it amusing to read about it in detail.

Editors,
Y.y Katherine Deborah
Y.y Mugheshsiva

WHAT'S INSIDE
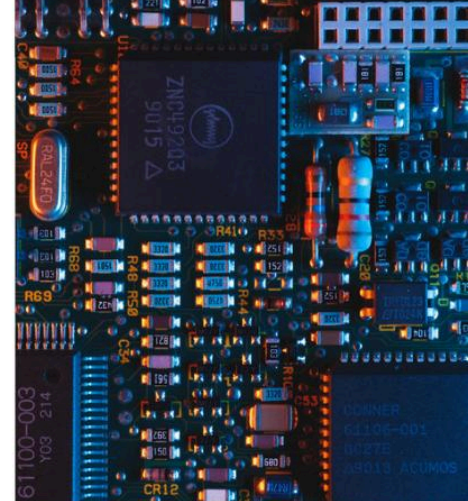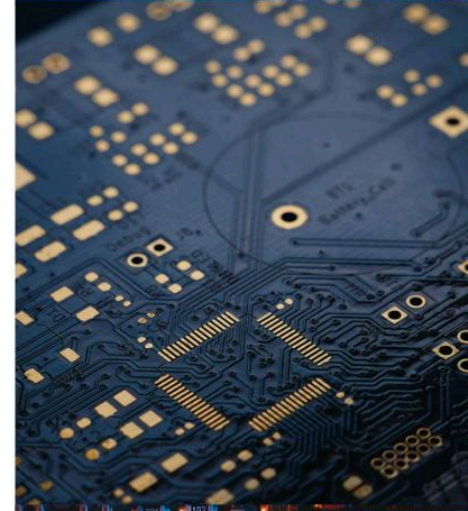
Meet Our TDC Team
who made this grand event a Success

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CORDINATOR OF
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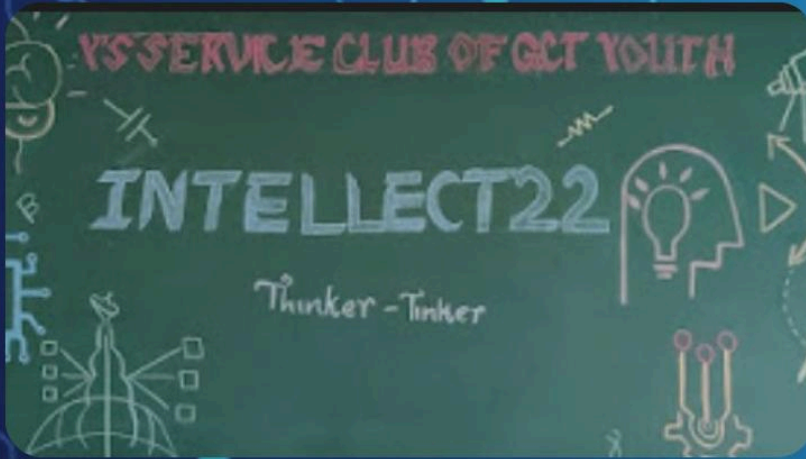Yy. M. Rohith Kumar

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THINKER TINKER

Thinker tinker was a simulation-based event. The motive is to test the knowledge of the concepts of circuits and the hands-on practice in TinkerCAD. The event transpired in two rounds, letting the best participants move to the next round.

Round 1: Six questions in 30 minutes to design or debug a circuit using Tinker CAD.
Participants used "Tinker CAD-Online" to create or debug.

Round 2: Two questions in 15 minutes on any popular projects done using a microcontroller.
Participants used 'Tinker CAD-Online' to simulate.

This event progressed with about 60 registered participants. Those who completed both rounds with the best accuracy and time were awarded, winners. They performed this task with a fully charged laptop and good internet connectivity. As this was the first event kick-starting the intellect week, we were equally nervous as we were excited. This marked the beginning of a hectic and thrilling week forward.

For more info :   https://intellect.ysyouthgct.in/intellect/event/1/10 1/eventDetails

BUILT BETTER

As the name suggests, this event demanded the participant's construction skills. Though open to all, the main focus was the civil department. It contained two rounds, testing their knowledge
of construction technology and the ability to create 3D models in the first round and their grasp
in the field of mechanics and strength of materials in the second.

Round 1(KONSTRUCTO): Each participant was to identify the technical term after receiving aspecific phrase related to the subject. In case of trouble in identification, assistance was provided. But with every help received, points would be deducted. After identifying this, they moved on to the next step of creating a 3D model.

Round 2(BRIDGE BATTLE): The task is for the participants to construct a bridge using the marerials offered. They were informed of the specific truss's name. Points were deducted in exchange for hints.

Around 150 students participated. Completing the task within the stipulated time using the given materials and the accuracy of the build were the criteria for winning. This event tested the teamwork of each group. All the participants worked hard to perfect their craft. By the end of the day their models were displayed for viewing.

For more info : https://intellect.ysyouthgct.in/intellect/event/1/102/eventDetails

CODERA

Codera was a coding contest showcasing the participant's coding skills and computer knowledge. It puts one's programming expertise and problem-solving abilities to the test, as well as having fun coding in a team. It was performed in two rounds.

Round 1: Consisted of 15 questions of MCQs and fill-up type questions based on C/C++ programming and some general concepts. Paper and pen was the mode of test.

Round 2: Two out of the three given problems were to be solved on the hacker-rank website with h no use of Google. The contestants solved it in a team of two, with a single laptop for each group.

The team that scored the maximum cumulative points from both rounds was declared the winner. More than 100 participated from various departments, not limited to just computer-based streams. This event was indeed the greatest coding contest of Intellect-22.

For more info :   https://intellect.ysyouthgct.in/intellect/event/1/10 3/eventDetails

ELECTROVISION

A circuit branch event that helped them to indulge and have a great ride on the roads of technology. The purpose of this event was to demonstrate how technology can be used to solve real-world problems. A team of two tried to solve these problems.

Round 1: Four sections containing five questions within 30 minutes. Based on the performance, the top seven groups went on to the next round.

Round 2: Group discussion round. One of the two group members went through the discourse while the other was in the technical part.

Over 150 participants were tested on their teamwork and generalized technical knowledge. The group discussions gave a spark to new innovative ideas and inspiration. There were many brilliant minds in the room that day. The day concluded by selecting the winners with the highest score. After receiving compliments and feedback, we moved on to the next day.

For more info : https://intellect.ysyouthgct.in/intellect/event/1/103/eventDetails

NEOTECH

This event featured the presentation of an interdisciplinary project. Inventive and creative minds were to showcase their innovation by applying their book knowledge to a real-life problem and creating a physical model. Projects could be of the hardware or software spectrum.

This event had a single round where a presentation of the model and its working counterpartw as required. The topic for presenting the model was the recent trend in technology, aiding thed degrading environment and other cases of one's own opinion. Groups participating had a maximum of three members. During the event, they were allowed to present slidges.

The groups were to give an abstract summary of the model in the paper and verbally to the judges. A working demo was demonstrated. These creative works were then judged by the GCT staff adept in this field.

For more info :   https://intellect.ysyouthgct.in/intellect/event/2/2 01/eventDetails

CADOOP

It's an event to design a model. It was predominantly focused on the civil, mechanical, and production departments. The contestants were to create a 3d design based on the 2d graphics provided. They worked with different software platforms that consisted of complex 3D modeling problems. Two rounds were required for the evaluation.

Round 1: A 2D picture of three different views will be part of the question paper for the attendees. Within 45 minutes, the competitors were to apply their design-thinking abilities to decipher the diagram.

Round 2: Round 1 finalists who advanced to round 2 will compete in an assembly drawing. The participants are given various components to draw and construct, along with a BOM for each item.

More than 80 students participated, challenging us to choose the winner. Every single person displayed their skills and originality.

For more info :   https://intellect.ysyouthgct.in/intellect/event/2/2 02/eventDetails

VERILOG-VAST

This event tested the concept and skill of a participant in Verilog coding. The event had two rounds.

Round 1: A two-part question paper was provided in the Debugging Round. The first section consisted of 10 multiple-choice questions with a time limit of 30 minutes and one point given for each correct response. The second section consisted of five fill-in-the-blank questions with a 20-minute time limit and two points for each correctly answered question.

Round 2: Round one participants were given three questions with escalating difficulty levels. The players were to create the code for each question, simulate it, and report the results. Depending on the difficulty and the eloquence of answers, marks were awarded. The simulation level played a huge part in the judging.

A total sum of 61 contestants participated. The event consisted of theory and practical experience with MCQs and simulations. The finalists were narrowed down in the second round using an online compiler called Jdoodle.

For more info :   https://intellect.ysyouthgct.in/intellect/event/2/2 03/eventDetails

CRAVE-EVE

Time for the artists and designers. Crave-eve was a designing event where the participants were to design a topic in an eye-catching, creative and innovative way on any software they preferred.

The theme of the design was different for each contestant, as the topic was picked at random from a spinning wheel. Designing software like Adobe Photoshop or Canva could be used during the designing process. The time limit was one hour. Though inspiration from sources was optional, plagiarism was strictly forbidden.

By the end of an hour, all 80 participants had unique, colorful, and imaginative designs on their respective topics. A group of the most creative individuals was put together to evaluate these distinct designs.

For more info : https://intellect.ysyouthgct.in/intellect/event/2/204/eventDetails

SYSTEM CONQUEROR

Skills in the fields of software, databases, and computer networks were the focus of the event, testing and improving the in-depth knowledge of the participants. It disclosed an enhanced practical experience by tying together network nodes and database relations. It had two rounds.

Round 1: MCQ questions are on Software, DBMS, Computer Networks, and Operating Systems.

Round 2: This round contained two sections—database and network. In the database section, the participants were to provide a suitable query for the given problem and manipulate these queries. In the networks section, the participants were to create and simulate the nodes for the given scenario. The required software was provided.

Being an interdisciplinary event, students from every department participated, with a majority from the cs department. The participant with the highest cumulative score won.

For more info : https://intellect.ysyouthgct.in/intellect/event/2/2 05/eventDetails

SHARK TANK

This event was to promote start-up ideas and to bring forward the future Entrepreneurs of GCT. A panel of investors or sharks from different start-ups was invited and asked to guide and judge the student's ideas. The shark tank was a competition where students pitched their ideas to the investors, who then decided whether to fund them.

This was a show-stopping event with brilliant unique ideas from the students and field expert dignitaries. Navaneeth Malingan sir, the founder and AI lead at nunnari labs, Suganya Selvaraj mam, project lead in startup tamilnadu, and Siva Ragavi mam, the director of the agile business incubation center were the individuals of the panel of investors. Their guidance and advice were insightful and professional, helping participants' prospective ideas.

Groups of three proposed their product ideas in a practical sense with presentation slides. Manystudents participated in the hopes of getting funding for future endeavors. A few brilliant minds were announced as winners, and the others were given more realistic viewpoints of their visions. At the end of the group presentation, each investor gave a brief about themselves and shared their experience. Overall this event was a huge success kickstarting the third day.

For more info :   https://intellect.ysyouthgct.in/intellect/event/3/3 01/eventDetails

MIND-FEST

Mind-Fest was a technical event focused on non-circuit branches like IBT, mechanical, and production departments. Knowledge is a key asset only when used appropriately. To identify their core strengths and weaknesses, participants were to take quizzes and improve the lacking parts. It was held in two rounds.

Round 1: The first round consisted of a written exam. The quiz was to be completed by a team of three people within the allotted time. Six of the top teams advance to the second round.

Round 2: It's a buzzer/flashcard round, therefore the first team to know the answer were to respond by hitting the buzzer or using the flashcards. If responded within the allotted period, you'll get points.

More than 80 students participated in this event, answering quizzes and the flashcard round. They got to understand their level of expertise in the subject.

For more info : https://intellect.ysyouthgct.in/intellect/event/3/302/eventDetails

WEBIFY

Webify was the event to showcase the individual's skills in creating a webpage from scratch. The contestants' proficiency in web building and their capacity to build websites from the ground up were put to the test over the three rounds of this competition.

Round 1: A basic HTML page without any styling was given, and participants were asked to create an exact copy of the same.

Round 2: UI/UX is the dominant aspect of modern web development. To integrate different designs in web pages, one needs to have a thorough understanding of CSS. On CSSBattle.com, this CSS round was hosted.

Round 3: This round was based on the knowledge of each contestant to build a website from scratch.

Throughout these rounds, the participants performed exceptionally, bringing out their creativity and proficiency in website building.

For more info : https://intellect.ysyouthgct.in/intellect/event/3/3 03/eventDetails

ELECTRAP

Electrap is a technical competition that will test their vision based on the terrain they have already traversed. It was a quiz-based event conducted in two rounds.

Round 1: Total of twenty questions. The first ten questions were of one point each. The following five were multiple choice and were worth two points each. The final five questions resulted in two points. If the selected answers were correct, else no points. Two separate sets of exam questions were prepared for CS, IT, and Electrical departments.

Round 2: The first round's shortlisted candidates were eligible to participate in round two and were grouped into pairs. Ten questions worth ten points were asked grounded in real-world experience and applications. The group who sounded the buzzer answered, and if they gave a wrong answer, others were given the opportunity. Accordingly, points were given.

Around 60 students participated in this event. All these questions boosted their knowledge of the subject and the importance of teamwork.

For more info : https://intellect.ysyouthgct.in/intellect/event/3/3 04/eventDetails

IDEATHON

It was an interdepartmental paper presentation event that brought together many creative ideas that might help in the advancement of modern technology.

The topic of the presentation was – RECENT TRENDS IN GROWING TECHNOLOGY. The essay was evaluated on its authenticity, technical content, presentation style, and response to questions..

Each team consisting maximum of two members was required to send a soft copy along with an abstract. The judges assessed the groups based on their performance, the practicality of the presentation, and the reply to their queries regarding the proposed idea.

For more info : https://intellect.ysyouthgct.in/intellect/event/4/401/eventDetails

TECH TAC TOE

After all the written quizzes and brainstorming presentations, Tech tac toe was a fun-filled event involving technology. The participants were expected to solve a technical riddle, and the answer guessed led to the next fun activity. Comprised two rounds.

Round 1: A four-person team went through the selection round, firing quick quiz questions. The team that placed in the top six was shortlisted for the "TREASURE HUNT" second round.

Round 2: The first six teams that made the shortlist qualified for the next round. Then they followed the clues to the hidden riches.

This event had both mental and physical aspects making it even more enjoyable. The participants, as well as the judges, had a wonderful time during the event.

For more info : https://intellect.ysyouthgct.in/intellect/event/4/4 02/eventDetails

MR. AND MS. INTELLECT

After all the hectic and compelling events, it was time to announce the outperforming individual with a standing out from the crowd personality and the best record of events – the Mr and Ms intellect.

Participants whose performance was extraordinary and those with impressive attendance at events were shortlisted for this prestigious award. Though multiple talents were gathered, the Mr and Ms intellect position was to be granted to only two special individuals

The final competition included an interview round with the selected prospects. Those who performed well under pressure and maintained themselves calm and collected, were titled as the intellect honorary. Thus the events of intellect came to a conclusion with satisfaction and after-party delight.

For more info : https://intellect.ysyouthgct.in/intellect/event/4/401/eventDetails

Valedictory Ceremony

The intellect finally came to a halt on the fifth day with an impressive and noteworthy valedictory ceremony. In the presence of esteemed chief guests, the winners and runners-up of each event recived their prizes on this day.

The presence of our principal, Dr. P. Thamarai, and our vice-principal, Dr.Gopalakrishnan,boosted our spirits. And having Mr. Prabha Santhakrishnan, Co-Founder and CEO of Cookr,find Ms. Poornima, Founder and CEO of Penthusiasts, as chief guests was truly a pleasure.Finally, our former presidents - YY. Anandkumar and YY. Dinesh Prabhu, now Charter president and RYR, visited us for moral support.

Distributing awards for winners of each event and finally appointing Mr. and Ms. Intellect, the ceremony ended concluding a significant milestone for our club.

Y'S MEN INTERNATIONAL
"To acknowledge the duty that accompanies every right"
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Y's Service Club of GCT YOUTH

PRESENTS

VENUE
GCT CAMPUS,
COIMBATORE

DATE
31ST OCT -
4TH NOV

5 DAYS &
15 EVENTS

VALEDICTORY CE
4TH NOV

INTELLECT'22

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Thank you