



ZEAL EDUCATION SOCIETY'S

Zeal Institute of Business Administration,
Computer Application & Research, Narhe, Pune
Approved by A.I.C.T.E., Recognized by DTE Govt. of Maharashtra and Affiliated to
Savitribai Phule Pune University



Organized By MCA Department

• 11 March 2025 •



Byte Battle



LAN Games
BGMI



Hackathon



Short Movie
Making



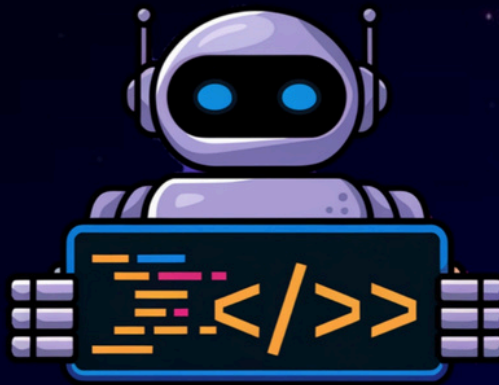
Crossword



Tech Meme
Creation



Photography



TECHMANTRA 2025



11 & 12 MARCH 2025
9AM ONWARDS



VENUE
ZEAL ZIBACAR - F BUILDING

• Win Attractive Prize •



• 12 March 2025 •



Web Page
Design



Poster
Competition



Shark Tank



Team Building
Games



Doodle
Competitions



Treasurer
Hunt



Online Quiz

• Faculty Coordinators •

Prof. Athar Patel :- 8180941041
Prof. Vishwas Kenchi :- 8308818453

• Student Coordinator •

Anurag Shastri :- 7798177002
Vaishnav Ghadge :- 7218329602

• Entry Fees •

Individual Participation : 50/-
Group Participation : 150/-

• Registration Here •



Common Guidelines

- **Mandatory Registration:** All participants must complete the registration process to confirm their participation.
- **Punctuality:** Participants are required to arrive on time for the event. Late entries may not be accommodated.
- **Non-Cancellation Policy:** Once registered, cancellations and refunds will not be permitted under any circumstances.
- **Rulebook Compliance:** Participants are advised to carefully read and adhere to the guidelines outlined in the official rulebook.
- **Compulsory Attendance:** Presence at the prize distribution ceremony is mandatory for all participants.

ALL THE BEST...!!!

INDEX

Event Names	Page No
1. Treasure Hunt	- 4
2. CrossWord	- 5
3. Online Quiz	- 6
4. Shark Tank	- 7
5. Tech Meme Creation	- 8
6. Photography ^e	- 10
7. Team Building Games	- 11
8. LAN Games BGMI	- 12
9. Poster Competition	- 16
10. Byte Battle	- 17
11. Doodle Competition	- 18
12. Web Page Design	- 19
13. Short Movie Making	- 20
14. Hackathon	- 23

TREASURE HUNT

Team Size: Players can participate only in teams, and each team must consist of exactly 4 members.

Each team must have a designated leader responsible for submitting answers or clues.

Starting Point: All participants will start from a common location where instructions will be provided. The first clue will be handed to the team leader by the volunteers to start the game.

Boundaries: The area of the treasure hunt must be clearly defined. Straying outside the boundaries will result in disqualification.

Rules:

1. Stay together as a team.
2. Find clues in the correct order.
3. Respect the environment.
4. Do not take or destroy other teams' clues.
5. No cheating or sharing of clues.
6. The first team to find the treasure wins.



CROSSWORD

Team Size: Players can participate only in teams, and each team must consist of exactly 2 members.

Rules:

1. Find all the given words within the grid.
2. Words can be located horizontally, vertically, or diagonally.
3. All words must be spelled correctly.
4. Mobile phones are strictly prohibited during the event and must be collected by the volunteers.

ONLINE QUIZ

Team Size: Players can participate only individually.

Rules:

1. Participants must join the quiz session using the game PIN shared by the host.
2. Time Limits: Each question will have a set time limit for answering (usually 20-30 seconds).
3. Scoring: Points will be awarded based on speed and accuracy
4. Participants found violating the quiz rules or engaging in cheating may be disqualified



SHARK TANK

Team Size: A maximum of 4 members per team is allowed.

Rules:

1. Each team must present a start-up or project idea focused on solving real-world problems.
2. Each team will have 7 minutes to present their ideas.
3. A 3-minute question and answer session with judges will follow each presentation.
4. Teams should arrive at least 30 minutes before the event start time.

Guidelines:

The winning team will be determined based on project idea feasibility, innovation, presentation quality, and problem-solving approach.

Presentations should be structured with a clear problem statement, solution, market potential, business model, and implementation strategy.



TECH MEME CREATION

Theme:

Participants must create memes related to one of the following topics:

- Programming or Coding
- Technology Industry or IT Sector
- Computer Science, Gadgets, AI, Software, etc.

Rules & Guidelines:

- The meme must strictly adhere to the given theme.
- Participants can create memes in image, poster, or GIF format.
- The language of the meme should be English, Marathi, or Hindi.
- Individual participation only — team submissions are not allowed.
- Each participant can submit a maximum of two to three memes.
- Originality is key—while you may take inspiration from existing memes, plagiarism or direct copying is strictly prohibited.
- Memes must not contain offensive, inappropriate, or derogatory content, including but not limited to hate speech, explicit language, or discriminatory remarks.



TECH MEME CREATION

- Ensure that the meme is visually clear and well-formatted for better readability and impact.
- Use of watermarks or personal branding on the meme is not allowed.
- AI-generated memes are discouraged; creativity and human effort will be valued more.



Submission & Presentation:

- Participants must present their meme offline at the college as per the event schedule.
- They should be prepared to explain the idea behind their meme if required.

Evaluation Criteria:

- Creativity, humor, relevance to the theme, and overall presentation.
- The best memes will be featured on the college's official social media pages.



SHUTTER CLASH

Theme:

Participants must capture photos based on the given theme (e.g., Nature, Emotions, Campus Life, Street Photography).

Submission Format:

Images should be in JPEG or PNG format.

Editing Rules:

Basic editing such as cropping, brightness adjustment, contrast, and color correction is allowed. However, excessive editing or AI-generated photos are not permitted.

File Naming:

Rename your file as "YourName_Theme_CollegeName" before submission.

Judging Criteria:

Photos will be evaluated based on creativity, composition, relevance to the theme, and technical quality.

General Rules:

- Only mobile cameras are allowed.
- Photos with watermarks, logos, or signatures will not be accepted.
- Submissions must not contain offensive or inappropriate content including violence, nudity, hate speech, or sensitive material.

10 Judges' decisions will be final and binding.



TEAM BUILDING GAMES

Rules:

1. Participate actively in all activities.
2. Treat teammates and opponents with respect at all times.
3. Follow the specific rules of each game.
4. No cheating or unfair play is allowed.
5. Prioritize safety throughout all activities.
6. Complete tasks within the given time limits.
7. Avoid negative comments or unsportsmanlike behavior.
8. Maintain physical connection in games requiring it; do not break the chain or let go.
9. Listen to facilitators and follow their instructions.
10. Celebrate victories respectfully — show good sportsmanship.

Guidelines:

- Communicate openly and clearly with your team.
- Encourage and motivate your teammates.
- Be creative and open to new ideas.
- Focus on teamwork, not just winning.
- Ensure everyone feels included and valued.
- Adapt tasks to accommodate all participants.
- Stay positive and have fun throughout the games.
- Reflect on your learning from each activity.
- Cheer for other teams and celebrate their efforts

LAN GAMES (BGMI)



RULES :-

1. Eligibility : Players must register with valid in-game Character IDs, Character IDs will be verified before the match starts.

2. Device Rules : Only mobile devices are allowed for gameplay. Emulators and tablets are strictly prohibited.

3. Fair Play & Conduct : Cheating, hacking, teaming, or exploiting game bugs/glitches will lead to immediate disqualification.

No use of third-party software (e.g., GFX tools) or external hardware for unfair advantage.

Teaming (collaborating with opponents) is strictly prohibited violators will face penalties or bans.

No verbal abuse, harassment, or toxic behavior in in-game chat. Maintain sportsmanship at all times.



LAN GAMES (BGMI)

LAN LEGENDS



INSTRUCTIONS

Match Format & Maps :

Number of Matches: 2

- Erangel
- Sanhok

Final Standings:

1. No knockout rounds—total points across both matches will determine the winner.

Final Points Calculation:

Total Points = Placement Points + (Number of kills × 2)

Match Start & Participation

Players must join the custom room before the specified start time.

Late joiners will not be accommodated unless the host delays the match.

Connectivity & Technical Issues

Matches will not be restarted for individual disconnects or lag issues.

LAN GAMES (BGMI)

GUIDELINES : Scoring System



Placement	Points
1st	10
2nd	6
3rd	5
4th	4
5th	3
6th - 10th	2
11th	1
1 Kill	2 Points



LAN GAMES (BGMI)

Kill Confirmation & Reporting

- Only in-game stats at the end of each match will be used to confirm kills and placements.
- Players must take screenshots of their match results for confirmation.

Final Notes

- All participants must follow the rules, instructions, and guidelines to ensure a fair competition.
- Any rule violations may result in penalties, disqualification, or bans.
- The tournament organizers hold the final decision on any disputes or rule enforcement.

Prepare, drop in, and fight for glory!



POSTER COMPETATION

CANVAS CLASH

General Guidelines:

- Participants must create their posters using Any online tool (eg. Canva, PosterMyWall, etc)
- Only individual participation is allowed.
- The theme/topic for the poster will be given at the time of competition.
- Participants can use Online templates, but originality and creativity will be given priority.
- The poster should include minimal text and focus more on visuals.
- No copyrighted images or content should be used; all elements must be royalty-free.

Submission Guidelines:

- Posters must be submitted in JPEG or PNG format.
- Each participant must submit their poster by Email.
- File name format: [Your Name]_[Poster Title].jpeg/png.

Judging Criteria

- Creativity & Originality – 30%
- Relevance to Theme – 25%
- Aesthetic Appeal & Design – 20%
- Clarity of Message – 15%
- Technical Execution – 10%



BYTE BATTLE

RULES :

- Programming Language: No restrictions use any programming language of your choice.
- IDE: You are free to use any IDE you're comfortable with.
- Built-in Functions: Not allowed – participants must write logic from scratch without using pre-defined methods.
- Behavior & Fair Play: Any misbehavior or violation of rules will lead to immediate disqualification.

INSTRUCTIONS :

- The competition consists of three rounds, each with strict time constraints – be sharp and swift!
- All event details and instructions will be communicated through a WhatsApp group for participants.
- College PCs will be provided – no need to bring personal laptops.
- Participants must arrive at the venue 30 minutes before the event starts – punctuality is key!



DOODLE COMPETITION

1. Rules

- Participants will be provided with a blank sheet of paper.
- The doodle must be created only on the provided sheet.
- Participants must bring their own required materials (colors, pencils, etc.).
- Any medium (colors, pencils etc.) is allowed.

2. Theme

- The competition theme will be announced at the start of the contest.
- Doodles should align with the given theme.

3. Submission Guidelines

- Submissions must be original artwork.
- Hand-drawn doodles are allowed.
- No use of copyrighted or plagiarized content.

4. Time Limit

- Participants will have 60 minutes to complete their doodle.
- Late submissions will not be accepted.

5. Judging Criteria

- Creativity & Originality (40%): Unique interpretation of the theme.
- Artistic Quality (30%): Use of color, detail, and overall composition.
- Relevance to Theme (20%): How well the doodle represents the given theme.
- Presentation (10%): Overall impact and clarity.

WEB PAGE DESIGN

1. Eligibility

- Participants can complete individually.

2. Competition Format

- Theme Announcement
- A unique theme will be announced at the beginning of the competition.
- We will provide a theme on which you have to design the web using HTML , CSS & JS Only.

3. Rules & Regulations

- Designs must be original and created during the competition.
- Participants must not use pre-made templates or plagiarized content.
- Teams must adhere to fair play and ethical design practices.
- Use Of Any AI Tools Leads to Disqualification.
- Any violation of the rules may result in disqualification.



SHORT MOVIE MAKING



General Guidelines:

- Each team can have a maximum of 2 members.
- The short movie must be original and not infringe on any copyrights.
- The maximum duration of the movie should be 2-3 minutes including credits.
- Movies can be in any language, English/Hindi/Marathi

Theme Announcement:

- The theme will be provided at the time of Event.
- Participants must strictly adhere to the given theme while creating their short movie.

Theme & Genre:

- Participants can choose any genre (drama, comedy, thriller, etc.), but the movie must align with the given theme.

Technical Requirements:

- The video resolution should be 1080p or higher.
- Use of copyrighted background music, images, or content is strictly prohibited unless proper authorization is obtained.

Submission Guidelines:

- The final submission must be uploaded via the provided link before the deadline.
- Late submissions will not be considered.

Judging Criteria:

- Storytelling & Creativity (30%) – Originality and impact of the story.
- Technical Execution (25%) – Cinematography, editing, and sound design.
- Acting & Direction (25%) – Performance and overall direction.
- Theme Relevance (20%)
 - How well the movie adheres to the given theme.



Disqualification Criteria:

- Plagiarism or unauthorized use of copyrighted material.
- Any content that is offensive, violent, or promotes hate speech.
- Exceeding the time limit of 60 minutes.

HACKATHON

Description : Participant will have to choose a problem statement from the list given at the event time. For that problem statement, the participant or the team will have to create a working project model within 24 hours. It is not compulsory to use any specific programming language — participants can use any language they are comfortable with.

General Guidelines :

- **Eligibility**: Open to all participants. Ensure your team is registered before the event begins.
- **Team Composition**: Each team can consist of 1 to 4.
- **Be on time** – All participants must report at the venue at the scheduled time set by the college. Late arrivals may lead to disqualification.
- **Time Duration** : The hackathon will run for 24 hours, and all projects must be completed within this timeframe.

Presentation Format

- **PPT Presentation** : Each team will have 10 minutes to present their project using PPT and they can use other multimedia Content .
- **Live Demo**: Each team will have 10 minutes to present a live demo of their project.
- **Q&A Session**: After the presentation, there will typically be a 5 minute Q&A session where judges and the audience can ask questions.

Important Dates

- Hackathon Start/End Dates: 11th March to 12th March 2025
- Presentation Day: 12th March 2025

Note : Participants will get Problem statement on the spot.

After receiving the problem statement on the first day you don't have provision to stay at college you can continue your work at home

"Let innovation lead, creativity inspire, and teamwork thrive — see you at the event where ideas become reality!"