

Events of 7th INNOSKILL

3rd & 4th April, 2024



INNOSKILL 2024

INNOSKILL
Engineering
Drift and
Design

INNOSKILL
Business and
Management
Conundrum

INNOSKILL
Healthcare
Mystery

INNOSKILL
Social
Spectrum

INNOSKILL
Sustainathon

INNOSKILL
Media and
Literary
Stumper

INNOSKILL
Culinary and
Hospitality

INNOSKILL
Law Knot

Proposed Date: 3rd & 4th April, 2024

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Overall Coordinators:

**Dr. Gurjeet Chawla, DSW, MRIIRS
Dr. Geeta Thakur, DSW, MRU
Dr. Abhilasha Shourie, Professor, MRIIRS
Dr Parneeta Dhaliwal, Professor, MRU
Dr. Nitasha Soni, Associate Professor, MRIIRS**

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Ms. Shalini, Head Corporate Outreach & Relations, CRC**

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Dr. Gurjeet Chawla, DSW- MRIIRS & Director Radio Manav Rachna

Mr. Baldev Nagpal, General Manager, Purchase, MREI

Dr. Ritika, Head of Hotel Management, SCHM, MRIIRS

Ms. Shalini, Head Corporate Outreach & Relations, CRC

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Dr. Poonam Tanwar, Professor, SET, MRIIRS

Dr. Aarti Saxena, Associate Professor, SET, MRIIRS

Dr. Rajkumar, Associate Professor, SCA, MRIIRS

Reception Committee

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Dr. Sonal Saluja, Assistant Professor, Civil

Dr. Ashu Gautam, Professor ECE

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Ms. Urvashi, Assistant Professor, SCA

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Dr. Deepak Kumar, Professor, ASH

Dr. Krishan Kumar, Associate Professor, CSE

Mr. Kaushal, Assistant Professor CSE

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Ms. Savita , Assistant Professor, SCA

Ms. Taruna , Assistant Professor, SCA

Press Committee

Dr. Shivani Vashist, Professor & HOD English, MRIIRS

Events of 7th INNOSKILL 3rd & 4th April, 2024

Vertical-1	Innoskill Engineering Drift and Design
Coordinator	Name of the Events
Dr. Manoj Nayak	Theme Based Model Demo (Srijan)
Dr. Abhiruchi Passi	Best out of Waste (Nav Shrijan)
Dr. Aarti Prakash Khare	Code Debugging
Dr. Parneeta Dhaliwal (MRU)	LAN Gaming
Dr. Charu Pathak (MRU)	BioGenius
	Vista Vibes- Video Blog
	Technical Memes
	Build a Circuit
	Workshop on 3D Printing
	Workshop on Laser Cutting and Design
Vertical-2	Innoskill Business and Management Conundrum
Coordinator	Name of the Events
Mr M. K. Koul (MRU)	Pro Launch 2024
Dr.Vinit Sikka	Ideatrakt
Dr. Priyanka Shrivastava	Poster Making
	Finance Ki Pathshala
Vertical-3	Innoskill Healthcare Mystery
Coordinator	Name of the Events
Dr. Divya sanghi	Workshop on Somatotyping
Dr. Meena Jain	WellTech Innovate Challenge
Dr. Ankita	Best out of food waste challenge
Dr Gurpreet Kaur , MRU	YuvaFlex Fusion Challenge
	Pseudo Recipe Competition
	Rescue Rangers Workshop
Vertical-4	Innoskill Sustainathon
Coordinator	Name of the Events
Dr. Geeta Thakur (MRU)	Sustainathon
Dr. Shagufta Jabin	Eco-reel
	My community My Ad
	Ecorhyme
	Know your C-footprint
Vertical-5	Innoskill Culinary and Hospitality
Coordinator	Name of the Events
Ms. Prachi Mor	Workshop on Coffee: Journey of coffee "Bean to cup" supported by Lavazza

	Millet Cook off Challenge
Vertical-6	Innoskill Law Knot
Coordinator	Name of the Events
Dr. Sumbul Fatima (MRU)	Parliamentary Debate
Dr. Aditi Choudhary (MRU)	Manifesto
	Policy & Preamble Quiz
	Reformative Policy Drafting
Vertical-7	Innoskill Media and Literary Stumper
Coordinator	Name of the Events
Dr. Gurjeet Kaur Chawla	Techno- Vogue "Technology Fashion Walk"
Dr. Shivani Vashist	Spell Bee Competition "Who will be the Spell Bee Champion"
Dr. Pooja Khurana	Innovoice "RJ Hunt"
	SnapFlickShowdown: "Reel Making Competition"
Vertical-8	Innoskill Social Spectrum
Coordinator	Name of the Events
Dr. Priyanka Tiwari	Shark tank 2.0 (AWAKE THE ENTERPRENEUR WITHIN YOU)
Dr. Rashee Singh (MRU)	PRAJAKIYA – The Rules of People "Global Warming and Environment Conservation"
Dr. Aarti Suryavanshi	Move To The Groove "Exploring the inner self through creative movement"
Ms. Megha Makan Ms. Priyanka Joshi	Screen Masters

Registration fee structure

MRIS-

- Individual- Rs. 100
- Group (2 persons)- 150
- Group (3 or more persons)- 200

MRIIRS & MRU-

- Individual- Rs. 250
- Group (2 persons)- Rs. 400
- Group (3 or more persons)- Rs. 500

Prizes: Cash Prizes for Winners and Appreciation certificates

Rules & Regulations of Events

Vertical-1 Innoskill Engineering Drift and Design

Srijan: Showcase of project based on technology.

Judging Criteria for Srijan

Points distribution criteria-

- o Theme (Project title)
- o Ppt presentation
- o Project Model display
- o Poster presentation
- o Focus on Outcome based project idea/having societal impact
- o Focus on technical feasibility and its cost-effectiveness

Rules to follow:

1. Participation can be individual or in a team of maximum 4 participants.
3. The event will be in one round.
4. Students must carry their ID cards.
5. Students should carry their pen drive and laptop.
6. All the team members should be able to explain their project and perform on the spot task.
7. Bring a printed poster to highlight your project idea. The dimension of the poster must not exceed 3×5 feet.
8. Only AC supply will be provided during the competition. Teams must bring their adaptors or batteries.
9. Judges' and coordinators' decisions shall be treated as final.
10. Any team that is not ready at the specified time will be disqualified from the competition automatically.
11. The presentation should take not more than 10 minutes.

Themes -

- a. Environment and Healthcare: The aim of the theme is awareness of the Environment and Healthcare. Participants can register their own unique learning experience and present diverse solutions to environment and healthcare needs. The participants can showcase how the latest technologies and new approaches are shaping Environment and Healthcare in the area of digital health/WBAN/COVID 19.
- b. Smart Agriculture Solutions: Explore innovative technologies and solutions aimed at revolutionizing agriculture practices. Showcase advancements in precision farming, IoT applications in agriculture, and AI-driven analytics for crop management and yield optimization.
- c. Technology for rural areas/ Precision Farming/Women Security Apps: Solutions and ideas related to well-being of rural areas and women security is the theme of the vertical.

- d. Smart Innovation: Exploring cutting-edge solutions merging technology and creativity to tackle modern challenges. Showcasing projects leveraging AI, ML, IoT, and more across sectors like healthcare, agriculture, and urban planning. Delve into the transformative impact of smart innovation for a more interconnected future.

Navsrijan

Judging Criteria (Total 50 Points)

Points distribution criteria

Innovation: 10

Artistic composition and design :10

Eco-friendly rating: 10

Utility of the product: 10

Overall presentation:10

Rules and Regulations:

- A team can be of 4 members (Maximum)
- Participants will be given 1 hour and 30 min to show their creativity and 2 minutes to explain the same.
- The required waste material and stationery like scissor, thread, etc. should be brought by the participants.
- Waste material could be anything like tetra packs, bottles, newspapers, old utensils, jute material, construction debris, or any second hand items that otherwise would be thrown away.
- The material would be rejected if not found to be a waste product or second-hand item.
- No ready or semi-finished model or matter would be accepted from participant in competition.
- No mobile or internet means would be allowed to use at the time of Competition.
- The decision of the judges will be considered final and abiding.
- Participant has to wear school uniform and carry ID card.
- Mentors cannot help students once the competition starts.
- Participants will be judged on the basis of innovation, artistic composition & design, co-friendly rating, utility of the product and overall presentation.

CODE DEBUGGING

Judging Criteria (Total 50 Points)

Points distribution criteria

- **Accuracy:** The number of bugs correctly identified and fixed.

Rules and Regulations:

- **Individual or Team Participation:** Competitors can either work alone or in teams (2 members)
- **Multiple Rounds:** The competition has 2 rounds, each with increasing difficulty.
- **Diverse Problems:** The bugs range from simple syntax errors to complex logical or algorithmic problems.
- **Time-Limited:** Each round is timed, adding pressure to perform efficiently.

LAN GAMING- Where Gamers Unite!!!!

Code of Conduct:

All Players are expected to exhibit good sportsmanship and maintain respect for one another and for all Tournament Organizers and spectators. Players must follow all instructions of the Tournament Organizers. All mobile phones, tablets and other voice-enabled and/or “ringing” electronic devices must be removed from the play area before the Tournament. Players may not text/email or use social media during a Game or Match. Players are expected to play at their best at all times within the Tournament and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Any Player behaving inappropriately, or not competing in compliance with these Official Rules (including the Game Play Rules), as determined by the Tournament Organizers in their sole discretion, may be immediately disqualified from the Tournament and forfeit all potential prizes. Further, the Tournament Organizers reserve the right, in their sole discretion, to ban disqualified Players from any future tournament or event organized by Tournament Organizers. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

Interfering with the operation of the Tournament or the Belong Website, or the Tournament Website; Acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Tournament, or to annoy, abuse, threaten or harass any other person. Engaging in collusion (e.g., any agreement between two or more Teams or Players on different Teams to predetermine the outcome of a Game or Match);

Cheating of any sort through any means.

Intentionally delaying or slowing gameplay or tampering with gameplay in any other known or unknown manner;

Offensive, vulgar or obscene Usernames, avatars or Team names;

Sexism, ageism, racism or any other form of prejudice or bigotry;

Engaging in violence or any activity which is deemed in the judgment of the Tournament Organizers to be immoral, unethical, disgraceful, or contrary to common standards of decency;

Engaging in any activity that is illegal in the jurisdiction where the affected Player is located. Offering any gift or reward to a Player or Tournament Organizer for assistance designed to provide a competitive advantage to the person offering the gift or reward or designed to impose a competitive disadvantage on any opponent;

Betting or gambling on your own performance, the performance of your Team or the results of the Tournament or any phase of the Tournament;

Making any modification to the Title Game that has not been disclosed to and authorized by the Tournament Organizers;

Intentionally using any in-game bugs or so-called "hacks" to seek an advantage;

Using any language or wearing any clothing or apparel that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable, or promotes or incites hatred or discriminatory conduct;

Using any Tournament facilities, services or equipment provided or made available by the Tournament Entities to post, transmit, disseminate or otherwise make available any communications prohibited by this Code of Conduct;

Taking any action or performing any gesture directed at an opposing Player or Team, official or spectator, or inciting any other individuals to do the same, which is insulting, mocking, disruptive or unsportsmanlike;

Touching or otherwise interfering with lights, cameras or other studio equipment;

Engaging in any other type of behavior or conduct deemed inappropriate by the Tournament Organizers in their sole discretion; or

Otherwise violating these Official Rules.

Penalties

Players or Teams who break the rules in this document are subject to penalties including (but not limited to) the following:

- Match Restart
- Loss of Ban Selection
- Loss of Game
- Match Forfeiture
- Seasonal / Split Point Loss

Rules:

1. Each team must consist of at least 5 core team members.
2. Every member should be available on premises there will be no hybrid mode for the tournament.
3. Registered players will be final and will not be changed once the tournament starts.
4. All players must own their own Riot Accounts.
5. Players with inappropriate usernames will be unable to enter the tournament (They will be asked to change their username or submit another one on request).

Tournament Rules:

1. Participation Capped at 10 Teams.
2. Playoffs – Qualifications are Single Elimination.

3. Finals will be Best of 3.

Map Choice:

A coin flip determines which team is Team A

Team A bans a Map

Team B bans a Map

Team A bans a Map

Team B bans a Map

Team A bans a Map

Team B bans a Map

Last map remaining is the one played

Match Setup

Setting game mode settings to competitive will change most in-game settings to the correct options.

Each game should be played with the following settings:

- Mode: Tournament on
- Win by 2
- Cheats: OFF
- Pause Game on Player Disconnect: Yes

Map Pool:

Teams will pick and ban from this map pool:

- Bind
- Ascent
- Haven
- Breeze
- Split
- Icebox
- Fracture

Eligibility and Player Equipment Requirements:

- The tournament is open for all the students registered under a university. And for students who can visit the venue on time.
- Players must carry their ID card for verification.
- Players **can bring their own laptops along with their equipment.** Else they can play on premise as well. On premise PC specifications are mentioned below:
 - o CPU:
 - o GPU:
 - o RAM:
 - o Monitor Refresh Rate: 60Hz

Vista Vibes (Video Blog)-2024

#SDG Video Blogging

Promote sustainable development through video blogging! Raise awareness on issues like climate action, equality, and education. Inspire positive change and mobilize a global audience towards achieving a better and more sustainable future.

Our Expectation

- Creativity
- Social Message
-

Rules

- Minimum 5:00 min
- Duration to complete the task 1 hours
- Task will be given on spot

Type of Articles

- Informing about sustainable practices
- Interview
- SDG Campaign
- About famous Personality

Memes Galore: Everywhere, Every Pixel!

About the Event:

The world of memes is a vibrant and creative space where ideas, humor, and social commentary come together in often unexpected ways. Memes have become a significant part of modern culture, shaping how we communicate and share information online.

Creating memes involves combining images, text, and sometimes videos to convey a message or evoke a reaction. Whether it's a clever joke, a relatable situation, or a witty observation, memes have a unique ability to capture the essence of a moment and resonate with a wide audience.

This event is an opportunity to explore the art of meme creation, showcasing your creativity and humor. Whether you're a seasoned meme maker or just getting started, this event welcomes all to participate and share their unique perspective with the world.

Eligibility:

1. Individual Participation.

Judging Criteria: [100 points]

1. Humor [40]
2. Intelligence [20]
3. Relevance [20]
4. Originality [20]

Rules and Regulations:

- Meme must be in JPG/JPEG with max 10MB size.
- Meme should not contain any material that is offensive or disgraceful towards any person, profession or community.
- Keep the content Clean– your meme can be inspirational, informative or a little dark (giggles).
- Your image can't contain any watermarks.
- You agree that whatever images you submit are your own. If you've sourced the image from another site, please ensure that the image is free of any copyright restrictions.
- The decision of the judges will be final and binding.

Build A Circuit

Let Circuitry Spark Your Imagination

Eligibility for participants:

Students Class 09th-12th, Under graduate or post graduate from any discipline

Planned activity location / Room No: A Block-Lab AS-11

Planned Timing and Date: 10:00AM-2:00 PM (3rd April 2024)

About the Event:

A specific challenge or track within the event where participants are encouraged to create innovative electronic circuits to solve real-world problems. The participants are tasked with building electronic circuits based on certain specifications or challenges. Participants might be given components such as resistors, capacitors, transistors, etc., and asked to design and build circuits to achieve specific functions or goals.

These events often promote creativity, problem-solving skills, teamwork, and technical proficiency among participants. They can range from simple exercises with basic components like resistors, capacitors, and LEDs to more complex challenges involving microcontrollers, sensors, and communication protocols.

Judging Criteria (Total 50 Points)

Innovation :10

Design: 10

Clarity :10

Presentation:10

Q& A :10

Rules & Regulations

- Participants must register for the competition by 25th March 2024. Late registrations may not be accepted.
- The competition is open to individuals or teams of MREI school students in grades 9-12, MRIIRS & MRU undergraduates
- Participants are provided with a list of approved components they can use in their circuits.
- Participants are allowed to use standard electronics tools and equipment, including but not limited to soldering irons, breadboards, multimeters, and oscilloscopes.
- Participants must design their circuits based on the specifications provided by the competition organizers.
- Circuit diagrams must be submitted along with the completed circuits.
- Prizes will be awarded to top-performing individuals or teams based on the judging criteria.

Vertical-2 Business and Management Conundrum

1. Poster Making Competition

Poster making competition focuses on the creative skills of an individual along with the imagination, innovation and uniqueness.

Following will be the rules and regulations of the poster competition.

-Stationery includes charts, crayons, pencils, erasers are needed.

- 2 Themes for poster presentation making is provided beforehand and the student has to select any one theme only.

Poster making competition - For School Students / colleges

Themes: Affordable and Clean Energy.

Age from 12 to 17 years

Class 6th to 11th Std

Time Duration - 2 hours

Judgment Criteria

- Creativity
- Originality
- Relevance to the theme/topic you choose
- Presentation of the idea

Poster making Competition - for Schools/ Colleges

College students: Graduates and Post Graduates

Judgment Criteria

- Creativity
- Originality
- Relevance to the theme/topic you choose

- Presentation of the idea

-Time Duration - 2 hours

Rules and Regulations (Is same for School Students/College Students)

- Each participant needs to bring his /her own stationery items including crayons, pencils, pens, erasers, sharpener etc.
- Only Chart paper will be provided to the students from the institute.
- Each participant can submit only 1 poster.
- Poster should have a caption relevant to the theme.
- The theme on which you have made the poster should be easily identified.
- A valid identity proof of school/college must be attached to your entry.
- Online registration is compulsory for each participant.
- The poster must be made on the A3/A4/Full size Chart paper -size sheet.
- It should be original and hand made.
- Full Name of the participant, contact number, school/college name must be clearly mentioned on the right-hand side bottom of the sheet.
- Each participant has to present his/her poster for 1 or 2 minutes in Hindi/English in this event.

2. Pro-Launch 2024

Pro-launch is a platform for everyone with a creative mind. It invites everyone who has an artistic idea and can create something new in the form of advertisement. We are enthusiastically waiting for the people with good ideas that can be promoted effectively through advertisements and can represent themselves on this platform.

Details of Competition

Rules and regulations

- In this competition the students will have to register before the last date.
- Only college participants can take part in this competition.
- The students need to carry their I-Card for verification.
- Online registration is compulsory for each participant.
- The participants can present the advertisement in a team of 2 to 4.
- The team formation along with team name should be properly framed and each team member name and details should be mentioned clearly to the faculty coordinators.
- The team needs to present their advertisement concept by developing proper tagline which should match the theme.
 - Each team needs to present only 1 advertisement along with tagline (this is compulsory) through role plays.
- Each team will get 2-3 minutes times to present their advertisement.
- Then presentation of advertisement should be original and there has to be no imitation.
- The theme on which you have made the presentation should be easily identified.

Other Mandates

1. The ad prepared by the contestants must not contain any obscene words/ any subject that hurts the emotions of a culture/ language/religion/region.
2. Disobedience of any rules may lead to disqualifications.
3. Decision of judges will be final and abiding.
4. Decision of judges will be final and abiding.

Judgment Criteria

- Creativity and Innovation
 - Stage enactment
 - Message appeal
 - Team Work Awards
- There will be two categories of awards
- 1 Best Tagline - Prize 1 and Prize
 - 2 Best Advertisement - Prize 1 and Prize 2

Outcome of this event - The students will develop their creative skills and learn to work in team.

Eligibility: Only for College students

3. Ideatrakt

Ideatrakt as the word suggests comprises of three words Idea+ Attract + Track. The basic theme of this competition is to find out the most attractive new idea by tracking its financial and marketing viability. The event IDEATTRAKT is conceptualized on the concept of tracking the most attractive ideas by making the students to “learn to earn by making it and selling it”. The main purpose of this event was to make student understand the importance of earning through selling skills in an innovative manner.

Details of Competition

Rules and regulations

- In this competition the students will have to register before the last date.
- Only college participants can take part in this competition.
- The students need to carry their I-Card for verification.
- Online registration is compulsory for each participant.
- The participants can present their idea in a team of 3 to 4.
- The team formation along with team name should be properly framed and each team member name and details should be mentioned clearly to the faculty coordinators.
- The team needs to prepare stalls for marketing their product.
- Each team needs to prepare only 1 stall for this competition.
- Each team will get 2-3 hours to market their product to earn either profit or loss.
- Each stall has to be original and there has to be no imitation.

Other Mandates

1. Disobedience of any rules may lead to disqualifications.
2. Decision of judges will be final and abiding.

Judgment Criteria

- Creativity and Innovation (USP)
- Selling skills and maintaining records
- Maximum Profit Earned
- Maximum Customer based formed
- Team Work Awards

- There will be two categories of awards

Outcome of this event - The students will develop their creative skills and learn to work in team.

Eligibility: Open only for College students

4. Rules and Regulation of Finance ki Pathshala

Details of Competition

Rules and regulations

- In this competition the students will have to register before the last date.

- Only college participants can take part in this competition.

- The students need to carry their I-Card for verification.

- Online registration is compulsory for each participant.

Total Number of Expected Participants :- 50 – 60

- **The participant will be assigned to a team of 4 students.**

- **There are 3 rounds in the quiz.**

- The first round will be rapid fire or a buzzer round.

- After first round, to 5 teams will be headed to the second round.

- In second round each team will be assigned 2 question.

- And then, top three teams will be headed to the last round

- and in the last round teams will be assigned 3 questions each.

Vertical-3 Innoskill Healthcare Mystery

Best out of Food Waste:

Tagline: Be Smart And Say No To Food Waste

maximum 4 students and minimum 3 students.

Venue: Q-Block, Room No- QF 05,

Timing and date: 12:00 PM-2:00PM, 11-04-2023

Rules and policies for the event:

- Participants have to make one product (Edible/non edible/decorative)
- Submit a list of ingredients used and method followed for their product preparation
- The Product should be original and authentic.
- Participants will bring the product prepared with them. Only the presentation will be done at the venue.

- Product will be judged based on following criteria: Innovation, creativity, utilization and presentation.
- Participants will be given 45 minutes as Plating/ Presentation time.
- Students are allowed with valid ID card of any institution

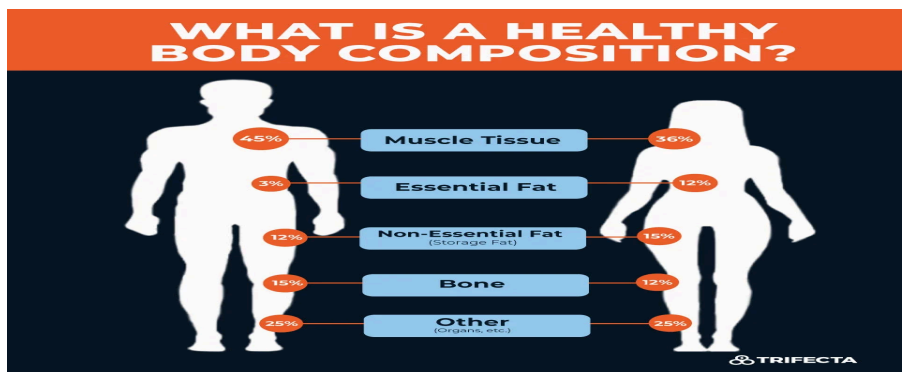
Workshop on Somatotyping:

Tagline: Get to know your fitness journey

Venue: Q-Block, QF-Public Health Nutrition Lab (QF- 13),

Timing and date: 10:00AM-12:00PM, 11-04-2023

About the event: The evaluation of a somatotype is of great benefit and offers a guideline with the selection of sporting activities; it subsequently helps assign athletes into a suitable position where they will be able to best develop their talents in view of their bodily construction.



The recommendations are given for maintaining body shape by diet and exercise.

This event is open for students from both Schools grade 9 to 12 and university students.

Certificate of Participation: Certificates will be awarded to participants who successfully complete the workshop.

Pseudo recipe Competition:

Tagline: Create your own healthy plate.

Venue: Q-Block, Room No- QFF 09A,

Timing and date: 11:00 AM-1:00PM, 11-04-2023

Rules and policies for the event:

Certificate of Participation: Certificates will be awarded to participants who participate in the event. Prizes will be given to the winner team.

WellTech Innovate Challenge

Tag line- How much you know about wellness?

Rules-

Rounds: The quiz will consist of multiple rounds, including a preliminary round, semi-final, and final.

Question Types: A mix of multiple-choice questions, short answers, and case-study-based questions.

Topics: Questions will cover various aspects of wellness, including physical health, mental health, nutrition, fitness, and wellness technology.

Participants- Both School and University Students

Prize- Will be given to two teams in senior and junior category (Team of 2-3 participants)

Mentors cannot help students once the competition starts.

The prize will be given to the best participant, male and female.

Certificates should be provided for each participant.

YuvaFlex Fusion Challenge

Tag line- Unleash your Physical Potential: YuvaFlex Fusion Challenge

Rules

- Only for students of grade 9-12 and for college students. Divided into junior (14-17) and senior (18-23).
- All the students will perform all the decided activities. Students should be in school uniform and should carry ID cards. Students are not allowed to bring any material of their own.
- Students would be given 10 minutes for warm up and necessary preparation.
- Mentors cannot help students once the competition starts.
- The prize will be given to the best participant, male and female.
- Certificates should be provided for each participant.

Rescue Rangers Workshop

Tagline: "Empower to Save: Mastering Basic Life Support with Rescue Rangers"

Rules for the Workshop:

Age Requirement: Participants must be at least 14 years old.

Dress Code: Comfortable clothing and closed-toe shoes are recommended, as practical demonstrations may be involved.

Active Participation: Active involvement in all practical sessions is expected for a complete learning experience.

Health and Safety: Participants must inform the instructors of any health conditions that may affect their participation in practical exercises.

Certificate of Participation: Certificates will be awarded to participants who successfully complete the workshop.

Vertical-4 Sustainathon

ECOREEL

About the Event:

- We live in a time when sustainability is a buzzword globally as we wake up to the reality that a fundamental shift is required in almost all aspects of how we live. Environmental activism is gaining credence, visibility and traction as we make way for a paradigm shift in how we live, what we care about and what kind of world we create (or recreate) for the future. We now need to devise ways and create eco-reels that keep people, prosperity, and the planet in equilibrium.
- **The theme will be announced at the spot.**
- **The participant has to bring their own required materials**

Judging Criteria (Total: 100 Points)

- 1) Selection of relevant topic [25 points]
- 2) Relevant message through Eco-reel [25 points]
- 3) Time management and effectiveness [25 points]
- 4) Presentation skills [25 points]

Rules and Regulations:

1. Individually or in team that consist of 2 maximum number of participants.
2. The team should run their eco-reel as per time given.
3. Participants should bring their requirements along with them on the day of the event.
4. Students from any discipline can participate.
5. The decision of the judges will be final and no sort of disputes will be entertained.

Know Your C-Footprint- Workshop

What is a Carbon Footprint?

- A carbon footprint measures the amount of greenhouse gases individuals, organizations, or activities produce, which contribute to climate change.
- Calculating a carbon footprint involves assessing personal or organizational activities and determining the emissions produced.
- Understanding the components of a carbon footprint is crucial for minimizing its impact on the environment

Vertical-5 Innoskill Culinary and Hospitality

MILLET BASED COOKING COMPETITION RULES AND REGULATIONS

1. Eligibility

- The competition is open to culinary enthusiasts and professionals
- One participant in a team
- Each participant must register in advance to secure a spot in the competition

Ingredient Requirement:

- All dishes must prominently feature millet as a primary ingredient
- Participants can use other ingredients to complement the dish, but millet should be the star
- Any variety of millet (foxtail, pearl, finger millet etc) can be used

Dish Categories

- Categories may include appetizers, main course, and dessert
- Each participant can enter one dish per category

4. Cooking Rules:

- All participants must report to Centre of excellence for Culinary Arts
- Participants must bring their own cooking ingredients, equipment and any props or presentation material for the competition. However, Centre of Excellence will be providing the presentation plates if required
- All participants will have only 60 minutes to prepare any dish
- The participants have to prepare and display a recipe card for the prepared items.
- 15 minutes will be given for the presentation
- Participants are responsible for cleaning their cooking stations after use
- Hygiene and food safety standards must be always adhered during food

5. Judging Criteria

The participants will be judged on 4 parameters 10 for each

- Taste: Flavour, seasoning and overall palatability of the dish
- Presentation: Visual appeal and plating
- Use of Millet: Innovation and effective use of millet in the dish
- Creativity: Uniqueness and originality of the recipe and ingredients used

6. Judging Panel

- A panel qualified judges will evaluate the dish based on the specified criteria
- Judges' decision will be final and cannot be contested

7. Event Day Guidelines

- Participants must arrive on time to set up their stations
- Cooking stations will be assigned randomly
- Participants must adhere to all rules and regulations communicated by the organizers
- Any violation of the rules may lead to disqualification from the competition

Vertical-6 The Law Knot

Law Knot is a dynamic legal event designed to engage participants in a series of intellectually stimulating activities centered on parliamentary debate, Constitution quiz, and election manifesto presentation and reformative policy drafting. This event aims to foster a deeper understanding of legal frameworks, parliamentary procedures, and constitutional principles while honing participants' critical thinking and advocacy skills.

1) SABHA SAMVAD (Parliamentary debate)

Topic- Privacy in the present digital era should be included as seventh fundamental right.

This parliamentary debate will delve into the proposition that privacy should be recognized as the seventh fundamental right in the present digital era. Participants will explore the implications of digital advancements on individual privacy rights and assess the necessity of elevating privacy to the status of a fundamental right within legal frameworks.

Rules for the debate:

Format- The debate will follow a parliamentary format with defines speaking times for each participant.

Teams-Participants will be divided into affirmative and negative teams, with each team presenting arguments in support or against the proposition, respectively.

Time limit- Each speaker will be allotted a specific time limit for their opening statements, rebuttals, and concluding remarks.

2) PRATIGYA (Election Manifesto)

Pratigya provides a platform for participants to present their election manifesto, outlining proposed policies, and reforms within a specific context or theme. Participants will articulate their vision for addressing societal challenges, promoting development and achieving their objectives through policy proposals and strategic planning.

RULES:

Theme- Each participant or team must adhere to the specified theme or context provided for the election manifesto presentation.

Content- Manifesto should include clear policy proposals, objectives and action plans aimed at addressing relevant issues within the given theme.

Format- Presentations can be delivered through speeches, ppts, or any other creative format deemed suitable for effectively communicating the proposed manifesto.

Time limit- Participants will be allotted specific time for their presentation including Q and A from audience.

3) PRASTHAVANA (Polity and Preamble Quiz)

Prasthavana is an engaging quiz focusing on polity and preamble of the Constitution of India. Participants will be tested on their knowledge of constitutional principles, governance structures, and the Preamble's significance in shaping the legal framework of the nation.

RULES:

Team formation- Participants can form teams or compete individually.

Question rounds- The quiz will consist of multiple rounds of questions covering various aspects of polity and the preamble.

Scoring- Points will be awarded for correct answers and deductions may occur for incorrect responses or violations of quiz rules.

4) NITI SAMIKSHA (Reformative Policy Drafting)

Niti Samiksha is an event that challenges participants to draft reformative policies aimed at addressing contemporary social, economic or environmental issues. Participants will analyze existing policies, identify gaps and propose innovative solutions the drafting of policy framework.

RULES:

Theme selection- Participants will be given specific theme or issue area on which to focus their policy drafting efforts.

Format- Policy drafts should be presented in a structured format including a summary, policy objectives, rationale, implementation plan and evaluation criteria.

Time- Participants will be allotted specific time.

Vertical-7 MEDIA & LITERARY STUMPER

1. EVENT NAME: INNOVOICE (RJ HUNT)

Being a radio jockey is more than just talking – it's about crafting a captivating story with words and emotions. Radio serves as a theater in our mind, connecting with the sentiments in our heart and shaping our life experiences. We're inviting students to join this expressive world of Radio Jockeying, where being an artist means creating a unique experience for listeners. Our goal is to provide a stage for aspiring RJs, offering a chance to learn, grow, and share the rich culture of radio globally. This competition is not only

about winning but also about gaining insights into the multifaceted world of radio broadcasting. It's a backstage pass to explore the exciting aspects of this fascinating job. Come join us, and let's celebrate the spirit of radio together!

Evaluation Criteria- 50 Marks each component

- Communication
- Story Telling
- Presentation Style
- Spontaneous Content
- Voice Modulation

Theme: TECHNOLOGY

Event Type: Solo

Event Guidelines:

- Open for University and School Students
- Participants will perform live.
- Only solo entries are allowed.
- Time given to each participant will be 3 mins.
- Style of communication must be casual, conversational and interactive.
- Hindi and English or a mix of (English-Hindi) language can be used.
- Use of any profanities and offensive language will lead to immediate disqualification.
- MRIIRS will retain all rights of this competition.
- Participants will be judged on the basis of fluency, spontaneity, presentation, sense of
- humor, communication skills and interaction with the listeners.
- Decision of the judges will be final and binding.

2. EVENT NAME: Spell Bee- Who will be the Spell Bee Champion?

A simple, yet a game of wisdom and antiquity, is a Spelling Contest. It allows the participant to look at the image, and then, to spell the word correctly. If spelling is mispronounced, then, it results into one as 'lagging behind' in the game. At last, the one who sustains giving right spellings of the words, is hailed a winner. This game works on the scores of the orthogonal sense of the words of a language. Hence, it is like a scrabble -a game of prowess and empowerment.

Evaluation Criteria- 30 Marks each component

- Correct Pronunciation
- No -stuttering Content
- Adherence to Time -Limit

Theme: TECHNOLOGY

Event Type: Solo

Event Guidelines:

- Only solo entries are allowed.
- Time given to each participant to answer will be 40 seconds.
- Only English words will be asked to spell.
- Topic: Words from Oxford Dictionary of English (Edition -7 and 8)
- The word is allowed to be spelt only once by the participant.
- Two best finalists will be announced as winners and a decent cash prize will be given to them.
- Participation certificates will be given to each participant.
- MRIIRS will retain all rights of this competition.
- Decision of the judges will be final and binding.

3. EVENT NAME: TECHNOVOGUE (Fashion)

Techno-Vogue is a Fashion Show based on the theme of technology.

Don't be into trends. Don't make fashion own you, but you decide what you are, what you want to express by the way you dress and the way you live.

So here at INNOSKILL 2024 at TECHNOVOGUE there is no limit for Technical Design.

They are essentially the engineers of fashion

Evaluation Criteria- 50 Marks each component

- Presentation
- Creativity
- Costume
- Coordination
- Confidence and Attitude

Theme: TECHNOLOGY

Event Type: TEAM

Event Guidelines

- A team can have a minimum of 10 and a maximum of 15 (on Stage) participants
- (Exclusive of Choreographer, Designer and other Supporting members Backstage)
- Time limit for every team would be 15 minutes (Including Stage Setup and the Performance).
- Negative marking if participants exceed time limit/Inappropriate language.
- A green room would be provided for changing purpose.
- Team should carry their Audio/Graphic tracks in transferrable format.
- Vulgarity is strongly prohibited. Any form of obscenity will lead to debarring the team from the contest.

- Use of Cigarettes, Alcohol and any unfair means is strongly prohibited. Mockery of
- religious sentiments is prohibited.
- Teams will be judged on Costumes, Theme, Walking Stance, Attitude and Innovation.
- Decision of the Judges will be final and binding.
- Multiple teams from same School are welcomed.
- Teams have to bring their own Costumes and Props.

4. EVENT NAME: SnapFlickShowdown: Reel-Making Competition

Reel making is an exciting blend of photography and storytelling. It allows individuals to tell stories through visuals, making it a powerful medium for communication. In a world driven by digital content, the ability to convey compelling narratives through short video clips is crucial. The aim is to provide a platform to young talents and promote the art of storytelling through visuals. Along with being a competition, this is also a learning opportunity to explore various creative techniques for capturing compelling footage. This will enable our participants to gain an insight into the world of visual narratives.

Evaluation Criteria- 50 Marks each component

- Topic
- Fluency
- Presentation Style
- Spontaneous Content
- Voice Modulation

Theme: TECHNOLOGY

Event Type: SOLO

Event Guidelines

- Participant can submit maximum 1 entry per person in the contest. Only solo entries are
- allowed.
- Reel Making can be on any day-to-day lifestyle-based topics including sports, fashion,
- global issues, social issues & entertainment.
- Style of communication must be casual, conversational and interactive.
- Hindi and English or a mix of (English-Hindi) language can be used.
- Use of any foreign or regional language is not permitted.
- Use of any profanities and offensive language will lead to immediate disqualification.
- MRIIRS will retain all rights of this competition.
- Participants will be judged based on topic, fluency, spontaneity, presentation, sense of
- humor, communication skills, acting skills, and voice over.

- Decision of the judges will be final and binding.
- Reels should be within 1 minute duration.

Vertical-8 INNOSKILL SOCIAL SPECTRUM

INNOSKILL Social Spectrum is a series of events which are related to society and also our actions towards society. Our target audience is school-going children as well as college students. The events are designed for the students to understand the physiological, political, and economic understanding of the participants. We promise to deliver a different spectrum of society and social sciences through workshops, fun activities, and competitions.

SHARK TANK version 2.0

Tag line:- AWAKE THE ENTREPRENEUR WITHIN YOU

The event 'SHARK TANK version 2.0' aims to give the students real-time experience in price decision-making in a real market. It will be a product-selling game in which students will see the selling dynamics and make a group of students and ask them to sell some products. Few groups will sell homogenous goods, whereas few groups will sell differentiated goods among the audience.

After selling those products, the students will be able to understand the implications of the nature of products and will build entrepreneurial skills. The themes of our performance will touch upon various economic issues related to Market Equilibrium, Analysing Price Modelling, Forms of Market, Demand and Supply and other forms of Entrepreneur Models.

Participation certificates will be given to all.

To know more and register visit

Tag line of this event:- AWAKE THE ENTREPRENEUR WITHIN YOU

Nature: Competition

Duration: 45 minutes

Rules-

- College and school students.
- Participation in the event will be in groups.

PRAJAKIYA – The Rules of People

Agenda: Global Warming and Environment Conservation

The word "Prajakiya" means rules of people. In the contemporary democratic system, the need of the society is to take up the issues and concerns affecting the society. The issues of Global Warming and Environmental Conservation has become a global socio-political agenda. The problem of global warming and environmental depletion has affected both developed and developing countries and is taking a heavy core of human life. Environment conservation is a practice that helps in developing awareness among

the masses at individual, community, organizational and governmental level for strategizing, analysing and applying solutions for protection of the environment.

Events:

1. Talk on Global Warming and Environment Conservation
2. Quiz competition on global warming and environmental conservation

Participation certificates will be given to all.

The theme of the event: Prajakiya

Nature: Skill based Activity

Duration: 45 minutes

Rules:

1. Activity is open for college and school students.
2. Students can participate in a team of two members.
- 3 Teams will be awarded on the basis of activity scores and decision of jury members.

MOVE TO THE GROOVE

TAG LINE: Exploring the inner self through creative movement

Dance Movement Therapy (DMT) is where the soul's rhythm meets the body's expression, a healing odyssey beyond words. In this therapeutic dance, emotions pirouette and leap, speaking volumes without uttering a syllable. The therapy space transforms into a canvas, painted with the vibrant hues of human emotion through every sway and stride.

DMT transcends traditional talk therapy, inviting a primal, universal language: movement. It's a journey of self-discovery, where each step resonates deep within, aligning rhythm with heartbeat, connecting one profoundly to their inner world. This therapy mirrors the most authentic self, fostering a powerful internal dialogue without spoken words.

Details of the activity:

The activity will focus on movement exploration of the students, while experiencing their kinesphere through the use of movement and music. The activity will be divided into a warm-up, bridge in, main activity, bridge out and cool down. This session structure is aimed towards reaching a common goal of self-exploration through gradual immersion into the subconscious.

Requirements:

Music system

Big vacant space to move

Props like a dupatta

Art Material

Process:

1. Participants will be asked about their conscious feeling and emotions in the particular moment. Following with a small introduction with movement gestures.
2. These movement gestures will then be exchanged within the group members and which will then lead to a small choreography.
3. The group members will be divided into pairs and with the use of dupatta, they will be asked to mirror the other partner. This pair will then be merged into a larger group of 4, then 8 and then finally moving with the whole group.
4. Finally, the workshop will end by coming back to the present with the use of movement meditation and verbally describing the experience.

Objectives:

- It will help in exploration of the movement repertoire.
 - It will help in bringing attention to the body.
 - It will help in exploring the inner self.
 - Help in group cohesion
 - It will help in expressing emotions through movement.
 - It will help them relax.
-
- Participation certificates will be given to all.
 - To know more and registration visit
 - Nature: Workshop (Activity)
 - Duration: 50 minutes
 - Budget: - Not required
 - Participants- Students.
 - Participation in the event will be a maximum of 30 participants in a session.

Screen Master-A scintillating movie quiz

Lights Camera Answer

USPs

- A movie screening that's followed by a quiz enhances concentration, memory, focus and multitasking to test!
- Promote cultural & social awareness.
- Develop critical thinking skills by analyzing and evaluating the themes, narratives, characters, and cinematography of the films screened.

Rules

- Competition requires individual participation.
- Replacement of any participant after registration is not allowed.
- Participants must carry a College ID card and Transcendence receipt/ SMS to obtain entry.
- Participants must reach the venue latest by 9:45am.
- Participants are not allowed to use mobile phones or other electronic instruments.
- The competition will consist of 2 rounds and a bonus round in case a tie breaker is needed.
- Audience shall not give any hints or clues to the competitors.
- If any participant is found to have violated the rules, Manav Rachna holds the right to disqualify his/her participation.
- Decisions of the judges shall be final and abiding.
- Innoskill holds the right to introduce any change in the rules without prior notification.

Procedure

- Introduction, briefing about rules and theme.
- First round shall be a pen and paper quiz based on a movie.
- Top scorers go to the next round.
- Another movie to be screened for finalists.
- Incorrect / Unanswered question passes to the audience.
- Top 2 finalists with the highest scores win.

FEE PAYMENT

The participation fee can be submitted in the following bank account:

Bank - IndusInd Bank

Account Name - MANAV RACHNA INTERNATIONAL INSTITUTE OF RESEARCH AND STUDIES

GST Account No. - 201004119068

IFSC - INDB0000702

For more details, online registration and payment visit:

<https://innoskill.mriic.tech/>



INNOSKILL-2023