



SIDDHARTHA

ACADEMY OF HIGHER EDUCATION

An Institution **DEEMED TO BE UNIVERSITY**

(Under Section 3 of UGC Act, 1956)

Kanuru, Vijayawada - 520 007, AP. www.vrsiddhartha.ac.in

91 866 2582333

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CSE DEPARTMENT

Name of the Event	GUESS THE FLICK
Objective	It is an exciting movie trivia game where players are shown five still frames from a movie, one by one. The objective is to correctly identify the movie title from the frames as quickly as possible. Each round brings a new movie, and players score points based on how fast they can guess the correct answer.
Eligibility	Everyone
Team Size	2 – 3
Rules & Regulations	<ol style="list-style-type: none"> 1. Fights or violence will result in immediate disqualification. 2. No external resources (phones/laptops) allowed. All guesses must come from team knowledge. 3. If no team guesses the movie after 5 frames, the team closest to the centreline loses. 4. Multiple rounds are played, and the team/individual with the highest total score wins. 5. Points range from 100 (Frame 1) to 20 (Frame 5) based on how early the guess is made.
Faculty Co-ordinators & Contact Details	J.V.D.Prasad-9703455488
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. Sai Vinay - 6304959577 2. Shanthi Priya – 7416307133



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CSE DEPARTMENT

Name of the Event	LOGO HUNT
Objective	Participants will have to identify logos displayed on a screen. The logos will be from popular brands across various categories, including technology, food, fashion, automobiles, and more. The goal is to correctly identify the maximum number of logos within the given time.
Eligibility	Everyone
Team Size	4 - 5
Rules & Regulations	<ol style="list-style-type: none"> 1. Participants must register as a team either beforehand or through spot registration. 2. Each logo will be displayed for a maximum time of 10 seconds. 3. Each team has a time limit of 1 minute to identify maximum number of logos. 4. Use of electronic devices or seeking external help during the event is strictly prohibited and will result in immediate disqualification. 5. In case of a tie, a tiebreaker round will be conducted where teams will have another 1 minute to identify as many logos as they can. The team with the most correct answers in the tiebreaker wins.
Faculty Co-ordinators & Contact Details	J. Lakshmi Alekhya - 9490008940
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. B Sai Geethika - 9059936330 2. R Sai Satish - 7416282005



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CSE DEPARTMENT

Name of the Event	TUG OF WAR
Objective	Participants have to pull the rope a designated distance towards their team's side of the field, causing the centre mark on the rope to cross the centreline, before the opposing team can do the same.
Eligibility	Everyone
Team Size	6
Rules & Regulations	<ol style="list-style-type: none"> 1. The event will be conducted in the college. 2. Participants should be registered individually within the time or by spot registration. 3. Fights and violence during the rounds will result in disqualification. 4. The time limit is 45 seconds per round. 5. In case no one wins, the team closest to the centerline loses
Faculty Co-ordinators & Contact Details	T. Meena- 8309450192
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. M. Deepak – 6305857886 2. P. Sneha – 8074301126



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CSE DEPARTMENT

Name of the Event	Code wizards
Objective	In this technical event, teams of 3 members receive a coding problem. The constraint is that they cannot discuss the problem; instead, each member must solve a part within a set time limit. Once the time is up, the next team member takes over. Communication is limited to passing rough papers, and they can write comments in the code to assist their teammates. Each member is allowed to write only one time of code during their turn(each member only has one turn). The team that successfully completes the program after all members contribute wins.
Eligibility	Everyone
Team Size	3
Rules & Regulations	<ol style="list-style-type: none">1. The event will be conducted in the CSE Department Labs.2. Participants will be provided with PCs.3. Teams have to register within the time or by spot registration.4. Questions will be given on the spot.5. Limited time will be given.
Faculty Co-ordinators & Contact Details	Sandeep Vemuri - 9492963739
Student Co-ordinators & Contact Details	<ol style="list-style-type: none">1. M.Kavya sri - 63057503832. Shaik sameer - 6309473536



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CSE DEPARTMENT

Name of the Event	Rapid ML
Objective	Teams will receive a dataset, either images or CSV files, and must use their skills to create a strong machine learning model. Tasks include classification, prediction, or other assigned jobs. The model is to be completed in 3 hours. The model is evaluated based on accuracy, precision and other relevant metrics. In case of tie, time is considered. Teams submit a brief report on their approach, methodology, and results within 3 hours.
Eligibility	Students with knowledge and interest in machine learning.
Team Size	4
Rules & Regulations	<ol style="list-style-type: none"> 1. The event will be conducted in the CSE Department Labs. 2. Participants will be provided with PCs. 3. Teams have to register within the time or by spot registration. 4. Datasets and task will be provided on the spot
Faculty Co-ordinators & Contact Details	Chandrakala Kuruba - 8790099700
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. M. Srinu- 7032949259 2. M. Susrith - 7680851883



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CSE DEPARTMENT

Name of the Event	Secure Knights
Objective	SECURE KNIGHT is a cyber security competition in which students are given short tasks or assignments to uncover bugs and exploit software. The objective is to apply theoretical and practical understanding of cyber security into real-world applications in a controlled setting. This event is conducted in two rounds, in which the participants have to write down the methods and tools for performing a task and then execute the same task given to the participant. Both the rounds are timed and the best performance is evaluated on the spot based on certain parameters.
Eligibility	Students with expertise and interest in cyber security
Team Size	1
Rules & Regulations	<ol style="list-style-type: none"> 1. The event is conducted in the CSE Department Labs. 2. Those selected for the second round are provided with a PC. 3. Participants should be registered individually within the time or by spot registration. 4. Mobile phones and other electronics devices are strictly prohibited. 5. Promotion to the second round will be based on the depth of assessment and topics covered on the task given.
Faculty Co-ordinators & Contact Details	U. Prabu- 9789688041
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. P. Trishala - 9866532405 2. S. Ruhi - 9177711512



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CSE DEPARTMENT

Name of the Event	Trilang quest
Objective	Teams are presented with 3 coding questions. Each team must assign an individual question to be solved in a specific programming language. The team must complete all three questions within the given time limit. The winning team is the one that successfully solves all questions in their designated programming languages
Eligibility	Everyone
Team Size	3 participants per team
Rules & Regulations	<ol style="list-style-type: none"> 1. The event will be conducted in the CSE Department Labs. 2. Participants will be provided with PCs. 3. Teams have to register within the time or by spot registration. 4. Questions will be given on the spot.
Faculty Co-ordinators & Contact Details	Ch. Raga Madhuri - 9490067481
Student Co-ordinators & Contact Details	<ol style="list-style-type: none"> 1. D. Surya sanjay - 6305344284 2. K. Tejaswi - 7660878043