



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
 866 2582334
 866 2584930



DEPARTMENT FO ELECTRICAL &ELECTRONICS ENGINEERING

Name of the Event	Circuit Debugging
Objective	The objective of this event is to test participant's ability to analyse and debug faulty circuits, enhancing their problem-solving skills in networks.
Eligibility	Open to all students with an interest in technology. Those who are register for SUPRAGNA.
Team Size	Individual
Rules & Regulations	<p>Description: Participants are provided with faulty circuits and they must identify, fix the errors within the given time limit and also they need to solve the given circuit.</p> <p>1.Game Rounds: There will be three rounds.</p> <p>Round 1: Participant's are provided with a question paper which they need to solve and identify and fix the errors. There will be three levels of questions such as hard, medium, easy levels. The hard level question carries 3 marks, medium level question carries 2 marks and easy level question carries 1 mark. Duration: 20minutes</p> <p>➤ The top-scoring participant's will qualify for the second round.</p> <p>Round 2: In this interactive activity, participants are shown an image of a specific component and are then asked questions related to that component. The objective is to assess their understanding and knowledge about the component's features, functions, and applications.</p>

	<p>Round 3(Final Round): The qualified participant's will be provide with a circuit diagram, They need to build the circuit with the required components.</p> <p>2. Components: Components will be provided.</p> <p>4. Scoring System: Points will be awarded based on accuracy and correct answers in the given time. No extra time will be allotted.</p> <p>5. No external reference materials, mobile phones, or internet access will be allowed during the event.</p> <p>6. If anyone fails to debug within the given time, they will be disqualified.</p> <p>7. Participants must bring their college Id cards for verification.</p> <p>8.All decisions will be final by the Judges and Co-Ordinators.</p> <p>9. All participants must report 15 minutes before the event starts.</p>
Faculty Co-Ordinators &Contact Details	Dr. A. Veera Reddy Mr. P. Venkatesh
Student Co-Ordinators & Contact Details	M. Gayatri(9392158031) T. Vasundhara Devi(9505470136)



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

866 2582334

866 2584930



SUPRAGNA

Department of Electrical & Electronics Engineering

Name of the Event	IoT Marathon
Objective	To challenge participants in designing and developing IoT-based solutions within a limited time. The event will test their knowledge of microcontrollers, sensors, and real-time data processing
Eligibility	Open to all students with an interest in technology. Those who are registered for SUPRAGNA-2025
Team Size	Max of 3 members in a group
Rules & Regulations	<p>Round 1: IoT Quiz (Elimination Round) – A multiple-choice quiz on IoT fundamentals, microcontrollers, and communication protocols. Top teams qualify for the next round.</p> <p>Round 2: Circuit Debugging & Sensor Integration – Teams must debug a faulty IoT circuit or code and make it functional within a given time. Successful teams move to the final round.</p> <p>Final Round: IoT Prototype Challenge – Teams will be given a problem statement (e.g., Smart Irrigation, Fire Detection) and must design a working model using the provided components. Solutions will be</p>

	<p>judged on functionality, innovation, and presentation.</p> <p>Rules & Regulations</p> <ol style="list-style-type: none"> 1. Teams must complete all tasks within the given time. 2. Participants can use only the provided hardware and software. 3. The quiz round will be an elimination round. 4. Debugging and prototype challenges will be judged based on accuracy, innovation, and functionality. 5. Any form of malpractice will lead to disqualification. 6. Judges' decisions will be final.
Faculty Co-ordinators & Contact Details	<p>Dr. N. Vamsi Krishna</p> <p>Mr. V. Ravindranadh Chowdary</p>
Student Co-ordinators & Contact Details	<p>Md. Rayyan - 94941 13166</p> <p>Sk. Suhana – 70361 96547</p>



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

866 2582334

866 2584930



SI PRAGNA

DEPARTMENT OF ELECTRICAL & ELECTRONICS ENGINEERING

Name of the Event	Treasure Hunt
Objective	A fun and challenging event where teams solve clues and complete tasks to find hidden treasures across the college premises.
Eligibility	Open to all students those who registered for SUPRAGNA-2025 .
Team Size	Maximum 3 members in a group.
Rules & Regulations	<ol style="list-style-type: none">1. Teams must follow the sequence of clues to find the final treasure.2. No use of mobile phones or external help is allowed during the event.3. Teams must complete each challenge before proceeding to the next clue.4. Teams must maintain fair play, tampering with clues or misguiding others will lead to disqualification.5. The team that finds the treasure first will be declared the winner.6. The participants must report 15 min before the event starts.
Faculty Co-ordinators & Contact Details	Mr. R. Madhusudhan Rao & Dr.T. Naveen kumar
Student Co-ordinators & Contact Details	S. Manideep [9182483874] & S. Sai Rekha [8106975799]



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
866 2582334
866 2584930



SUPRAGNA
UNIVERSITY

DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

Name of the Event	Talent Show
Objective	To provide a platform for students to showcase their unique talents and creativity
Eligibility	open to all students who have been registered for SUPRAGNA-2025
Team Size	Max 4 or Solo
No. of prizes	Two
Rules & Regulations	<ol style="list-style-type: none">1. Singing, dancing, acting, musical instruments, mimicry, magic, stand-up comedy, and other creative talents.2. Each performance should not exceed 5 minutes.3. Participants must bring their own props, musical instruments, and other required materials. The organizing team will provide only basic audio setup.4. Participants will be judged based on creativity, originality, stage presence, audience engagement, and overall impact.5. Performances involving dangerous stunts, fire, or offensive content will not

	<p>be allowed. All acts must be approved by the event coordinators before the competition.</p> <p>6. Any act containing offensive language, inappropriate gestures, or disrespectful content will be disqualified.</p> <p>7. Participants must report 30 minutes before their scheduled performance</p>
Faculty Co-ordinators & Contact Details	<p>Mr. V. Hari Vamsi</p> <p>Mrs. B. Swarupa Rani</p>
Student Co-ordinators & Contact Details	<p>N.Rushi</p> <p>Contact: 6302733616</p> <p>CH.Venkata Sai Sujith</p> <p>Contact: 9640458372</p>