



ARKA JAIN
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SCHOOL OF ENGINEERING & IT

Presents
TECHNIKA 6.0

AVINYĀ : ACHIEVING HARMONY THROUGH INNOVATION

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VENUE: ARKA JAIN UNIVERSITY

/technika_aju

technika@arkajainuniversity.ac.in

TECHNIKA 6.0

AVINYA : ACHIEVING HARMONY THROUGH INNOVATION

Welcome to Technika 6.0, the annual flagship technical fest of ARKA JAIN University's School of Engineering & IT. This edition promises to be a grand celebration of creativity, innovation, and technological excellence, where young minds come together to shape the future through ideas and innovation.

WHY TECHNIKA 6.0?

Technika 6.0 is more than just a festival — it is a convergence of creativity, intellect, and groundbreaking technology. Designed to empower aspiring engineers, developers, innovators, and tech enthusiasts, the fest provides a dynamic platform to showcase talent, collaborate with peers, and solve real-world challenges.

From exciting project demonstrations and robotics competitions to coding battles, model-making, and technical challenges, Technika 6.0 is crafted to inspire innovation and push the boundaries of imagination. Whether you are an experienced competitor or a first-time participant, the fest offers an engaging environment that encourages learning, exploration, and excellence.

Distinguished speakers and industry experts from various domains will share valuable insights, real-world experiences, and guidance to help participants understand and thrive in today's rapidly evolving technological landscape.

These sessions are not just lectures but opportunities to interact with innovators and professionals shaping the future of technology. Whether you aspire to build transformative technologies or launch your own startup, Technika 6.0 will equip you with inspiration, knowledge, and the confidence to turn ideas into impact.

TECHNICAL EVENTS



- **CODE BUSTER**
- **RED TECH**
- **WEB WIZARD**
- **CYBER SHIELD**
- **APP ATTACK**
- **DATA DASH**
- **DESIGN DASH**
- **ROBO WARS**
- **ROBO RACE**
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- **INTELLIQUEST**
- **BRAINSTORM BATTLE**
- **CIRCUIT CRAFTER**
- **ELECTROFIX CHALLENGE**
- **JUNKYARD WARS**
- **AI QUIZATHON**
- **ECOAI CHALLENGE**
- **PROJECT MODEL EXHIBITION**
- **CODING LADDER**
- **LOAD BRIDGING**

CODE BUSTERS



Theme: Coding & Problem Solving

Team Size: 2 members

Event Rules:

- This is a three-round, two-day, solo/group (maximum of two people) frontend (Html, Css) coding adventure.
- In each round players will be eliminated based on score.
- Only the winners will go to the final round.
- In the first two rounds using a mobile phone or internet will not be allowed.

Round Details:

- Quiz-Round : Time : 15min
- This is an MCQ round, participants will be given 30 questions, each containing one mark.
- A minimum of 12 marks is required to qualify this round.
- In Second Round Participants will be given the design of a sample web page and they have to code it with the help of HTML and CSS.
- Participants design should match 70% of the given web design.
- The third round will be Problem Solving round, in this round each team will have to come up with an innovative solution to the present problem faced by the college. (For example - Check the availability of items in the college canteen, here participants need to find an innovative solution that can be solved by technology, Such as a website or app)
- The team should create a demo website or app for it.
- The score will be given by judges.

Judgement Criteria:

- Team to score maximum collective points in all three rounds wins.

RED TECH

Objective: Design and present a tech-based hardware prototype.

Team Size: 2-4 members

Event Rules:

- May use micro controllers (Arduino/Raspberry Pi).
- Must submit block diagram and workflow.
- Working demo preferred but not mandatory.

Judgement Criteria:

- Judged on innovation, design and practical utility.

WEB WIZARD

Objective: Build a responsive website based on the Technika 6.0 theme.

Team Size: Maximum 2 Members

Event Rules:

- Use of frameworks allowed (React, Bootstrap, etc.).
- Backend optional unless specified.
- Time Limit: 1.5 Hours.

Judgement Criteria:

- UI/UX Design 30%
- Core Functionality 30%
- Creativity & Innovative 20%
- Backend & API 10%
- Deployment & Demo 10%

CYBER SHIELD

Objective: To test participants' cybersecurity knowledge, analytical thinking, and problem-solving abilities through a series of Capture The Flag (CTF) challenges involving cryptography, web security, digital forensics, reverse engineering, and network security

Team Size: 2 members

Event Rules:

- Multiple challenges, each with a flag to capture.
- Judged on accuracy, number of flags captured, and time

Judgement Criteria:

- Number of flags successfully captured.
- Accuracy of solutions submitted.
- Time taken to solve challenges.
- Difficulty level of challenges completed.
- Overall leaderboard ranking.

APP ATTACK

Objective: Develop a mobile app prototype

Team Size: Maximum 4 Members

Event Rules:

- Android or cross-platform tools (Flutter, React Native) allowed.
- Must showcase a working prototype.
- Idea and UI should align with problem statement.
- Judged on usability, innovation and execution.

Judgement Criteria:

- Innovation and Originality – 25%
- User Interface & User Experience (UI/UX) – 25%
- Functionality and Performance – 25%
- Relevance to Problem Statement – 15%
- Presentation and Demonstration – 10%

DATA DASH

Objective: Solve a dataset-based problem using analytics/ML.

Team Size: 2-3 members

Event Rules:

- Python, R or any open-source tool allowed.
- Pre-cleaned datasets may be provided or preprocessing required.
- Final output must include model + visualization.
- Judged on model accuracy, visualization and insights.

Judgement Criteria:

- Innovation and Originality – 25%
- User Interface & User Experience (UI/UX) – 25%
- Functionality and Performance – 25%
- Relevance to Problem Statement – 15%
- Presentation and Demonstration – 10%

DESIGN DASH

Objective: Create a user interface design based on a given problem statement

Team Size: Individual

Event Rules:

- Design tools allowed; Figma, Adobe XD, Canva Etc.
- No pre-built templates allowed.
- Participants must justify design choices.
- Judged on creativity, usability and aesthetics.

Judgement Criteria:

- Innovation and Originality – 25%
- User Interface & User Experience (UI/UX) – 25%
- Functionality and Performance – 25%
- Relevance to Problem Statement – 15%
- Presentation and Demonstration – 10%

ROBO WARS



Objective: Build a robot whose task is to push the opposing robot out of the circular ring or flip it over. Different robots compete one-on-one against each other.

Team Size: 2-4 members

Event Rules:

- At the start of a match the robot must fit into a square box of side 50x50x50 cm.
- The design to stretch a robot's body or its parts shall be allowed after a match has started, but must remain a single centralized robot.
- The robot must weigh 50 KG (excluding the controls/wires) or less.
- Robot may be a remote controlled or manual (Wired Control).
- The length of the wire (for wired bots) should be long enough to cover the whole track and wire should remain slack during the complete run.
- The participants will be provided with 220 Volts, 50Hz standard AC supply.
- Participants will have to themselves arrange for adaptor or batteries.
- Maximum of +24 V DC supply is allowed to use for robo.
- Maximum of 2 time-outs (each time-out for 2 mins) will be given to each team.
- The machine must be powered electrically only. Use of IC engine is not allowed.
- Any team making opponent team inactive more than 20 second then that team will earn extra bonus points.
- Robots should not use such mechanism that may damage the arena or harm the audience/volunteers/judges/other participants. If found such then the team will be disqualified.
- There will be no restriction on the type of mechanism used by the team to perform the task provided no other rule is violated.
- No extra time will be given to any team under any circumstances.
- Organizers are not responsible for any loss of property, injury and delays during the event.
- Judge's decision will be final and binding on all.
- Organizers reserve the right to change any number of rule and the team must abide to it.
- Participants are required to stay up to date with the website.

ROBO WARS



Round Details:

Qualifying Round: (Time limit: 15 mins)

- Two teams will start the game, opposite teams will fight with each other.
- For 15 secs centre hollow dump will be opened at an interval of 1 min, if opponent is fallen out of arena or flip the robot of opponent team then those teams will be qualified for further rounds and remaining teams may be given a second change as a wildcard entry in second round.

Quarter Final Round (Time Limit: 15 mins)

- Qualified teams from the previous round will compete in one-on-one knockout matches.
- A team wins by pushing the opponent out of the arena, flipping the opponent's robot, or scoring the highest points as per the judging criteria.
- Winners advance to the Final Round.

Final Round (Time Limit: 20 mins)

- Winning teams from the Quarter Final Round will compete for the championship.
- The robot that successfully pushes the opponent out of the arena, flips the opponent's robot, or secures the highest score will be declared the winner.
- Judges' decision shall be final.

Judgement Criteria:

- The team scoring maximum points will be the winner.

ROBO RACE



Objective: Design a manually controlled wired or wireless robot that can successfully navigate the race track and its obstacles in the shortest possible time.

Team Size: 2-3 members

Event Rules:

- Design a manually controlled wired or wireless robot within dimensions 25 cm × 20 cm × 15 cm (L × B × H) and a maximum weight of 3 kg.
- The robot must be powered electrically only. Use of IC engines, Lego parts, or ready-made kits is prohibited and will lead to disqualification.
- For wired robots, the wire must be long enough to cover the entire track and remain slack throughout the run.
- Batteries, if used, must be sealed immobilized-electrolyte types (gel cell, lithium, NiCad, or dry cells).
- The supplied power source will be 220V, 50Hz AC. Teams must arrange their own batteries or adapters.
- The voltage anywhere in the robot must not exceed 20V DC.
- The competition will follow a time-trial format. The robot completing the track in the shortest time will be declared the winner.
- Robots must not damage the arena or leave any part behind during the run; violation may result in disqualification.
- No extra time or second attempt will be provided after a run is completed.
- Teams may consist of students from different institutes, and all participants must carry a valid institute ID card.
- Organizers are not responsible for any loss, damage, injury, or delays during the event.
- The organizers reserve the right to modify the rules, and the judges' decision shall be final and binding on all participants.

Track Specifications:

- The track surface and course line may have unevenness.
- There will be certain obstacles in the race track which will try to slow down the robo.
- The design and size of the track will be disclosed at the time of event.
- Arena will consist of Switch Bridge, speed breakers, marble pit, slippery path, rotating ting disc, curve ramp down, seesaw, humps, sand etc.

ROBO RACE



Round Details:

- **Qualifying Round:** All teams will participate in the preliminary race. Teams meeting the qualifying criteria set by the judges will advance to the final round.
- **Final Round:** Qualified teams will compete for the top positions based on the judging criteria.

Judgement Criteria:

- The robot will be judged on basis of (in priority):-
 - a. Time to complete the track.
 - b. Number of checkpoints cleared.
- The team who finishes the specified task in minimum time will be the winner.



ROBO PICK N PLACE



Objective: Design a robot either wired or wireless within the specified dimensions that can operate manually and can travel through all turns of the track. The robot that will complete the specified task in least time acquiring maximum points will be the winner. Think your robot can overcome any obstacle-big or small in the least of time & perform the given task in well way.

Team Size: 2-4 members

Event Rules:

- The maximum dimension of the robot can be 30 cm x 30cm x 30 cm (l x b x h).
- The robot may be wired or wireless.
- The length of the wire (for wired bots) should be long enough to cover the whole track and wire should remain **slack** during the complete run.
- Maximum weight must not exceed 5 kg.
- The participants will be provided with 220 Volts, 50Hz standard AC supply.
- Participants will have to themselves arrange for adaptor or batteries.
- The machine must not be made from Lego parts, or any ready-made kit, if we find such machine it will be disqualified.
- The machine must be powered electrically only. Use of IC engine is not allowed.
- Batteries (if using) must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
- A pick-and-place robot is used to automate the process of picking up objects and placing them onto a surface in a set position and orientation.
- Robot need to pick item and place it in a particular spot and in a desired manner. The robot performing the task in fastest time and in most desirable way will win.
- Robot should be as per the given specifications.
- Students from different institutes can form a team.
- Each member of the team must contain the identity card of his/her respected institute.
- The robot should not damage the arena.

Round Details:

Qualifying Round:

- Teams must navigate the track, pick up the designated object, and place it at the target location.
- Teams successfully completing the task and meeting the qualifying criteria will advance to the Final Round.

Final Round:

- Qualified teams will perform the complete pick-and-place task on the final track.
- Rankings will be based on successful task completion, checkpoints cleared, and minimum time taken.

ROBO PICK N PLACE



Track Specifications:

- Item to be picked is a Wooden Cube with dimension (3.5 x 3.5 x 3.5) cm with a hook at top.
- The track surface and course line may have unevenness.
- There will be certain obstacles in the track which will try to slow down the robo.
- The design and size of the track will be disclosed at the time of event.
- Arena will consist of Switch Bridge, speed breakers, marble pit, slippery path, rotating disc, curve ramp down, seesaw, humps, Sand etc.

Judgement Criteria:

- The robot will be judged on basis of (in priority):
 - a. Performed the specified task (pick & place).
 - b. Number of checkpoints cleared.
 - c. Time to complete the track



INTELLIQUEST



Objective: Develop a creative, practical, and implementable solution to a real-world problem within a limited time, aligned with the Technika theme. The event focuses on innovation, teamwork, problem-solving, and technical thinking.

Team Size: 2-4 members per team

Event Rules:

- The problem statement will be provided at the beginning of the event. Teams must analyze the challenge and work on a suitable innovative solution within the given time.
- Teams will be given 2 hours to brainstorm, discuss, develop, and finalize their solution. The solution should be original, practical, and technically sound.
- Each team must prepare their presentation covering the following points:
 - Problem Understanding: Clear identification and understanding of the given problem
 - Proposed Solution: Detailed explanation of the innovative idea
 - Technical Approach: Methods, tools, or technical strategies used to solve the problem
- Teams must submit their final solution in the form of a brief report, either in PPT or PDF format, before the presentation round begins.
- All ideas and solutions must be developed during the event itself. Any pre-prepared content, copied material, or previously developed solutions will lead to immediate disqualification.

Round Details:

- Implementation Feasibility: Practical steps and real-world applicability of the solution
- Preparation Time: 2 Hours
- Final Presentation: 8 Minutes per Team
- Question & Answer Round

Judgement Criteria:

The evaluation will be based on the following parameters:

- Innovation and Creativity – 30%
- Feasibility and Sustainability – 30%
- Technical Rigor and Approach – 20%
- Presentation Skills and Clarity – 20%

BRAINSTORM BATTLE



Theme: A dynamic quiz competition designed to test participants' knowledge in Science, Engineering, Traditions, Laws, General Knowledge, and current affairs. The event focuses on quick thinking, accuracy, and presence of mind.

Team Size: Individual

Event Rules & Round Details:

Preliminary Round (Quiz Lap Round):

Each participant will be asked 10 questions based on the event theme.

- 5 marks will be awarded for each correct answer
- No negative marking for incorrect answers
- If a participant is unable to answer, the question will be passed to the next team
- Answering time: 30 seconds per question

Semi-Final Round (Audio-Visual Round):

This round will test participants through audio and visual-based questions.

- Each participant will be asked 2 audio-visual questions
- 10 marks for each correct answer
- No negative marking for wrong answers
- Audio/Visual clip duration: 60 seconds
- Answering time: 30 seconds
- Questions can be passed to the next participant if unanswered
- Top 5 Participant will qualify for the final round

Final Round (Rapid Fire Round):

The final round will be based on speed, confidence, and quick recall.

- Each Participant will be given 5 rapid-fire questions
- Time limit: 5 seconds per question
- 10 marks for each correct answer
- Negative 5 marks for wrong or unanswered questions
- Questions will change every 10 seconds
- One Participant will be declared Winner and one will be declared Runner-up.

Judgement Criteria:

The winners will be decided based on:

- Accuracy of answers
- Speed of response
- Performance across all rounds

CIRCUIT CRAFTER



Objective: To evaluate participants' practical knowledge of electronics, circuit design skills, and ability to implement innovative solutions.

Team Size: 1-3 members per team

Event Details:

- Participants will be provided with basic electronic components such as resistors, capacitors, LEDs, transistors, ICs, breadboards, and regulated power supply units.
- Teams are required to design, assemble, and demonstrate a working electronic circuit within the allotted time.
- Pre-built circuits or modules are not allowed
- Proper circuit connections and safety measures must be followed
- Participants may choose or be assigned a problem statement. Example tasks include:
 - Automatic Street Light System
 - Temperature Alert/Alarm System
 - Simple Audio Amplifier
 - Motion Detection Circuit

Round Details:

- Demonstrate the working of the circuit.
- Clearly explain the logic and components used
- Design & Implementation: 2.5 Hours
- Demonstration & Explanation: 5 Minutes per Team

Judgement Criteria:

- Circuit Accuracy & Design – 30%
- Functionality & Performance – 30%
- Innovation & Creativity – 20%
- Explanation & Understanding – 20%

ELECTROFIX CHALLENGE



Objective: Identify, troubleshoot, and repair faulty electrical and electronic circuits using analytical and practical skills.

Team Size: 1-3 members per team

Event Details:

- Participants will be provided with pre-designed faulty circuits or electronic setups containing intentional errors such as incorrect wiring, damaged components, or logical faults.
- Teams must analyze the circuit, identify the issues, and rectify them to restore proper functionality within the given time.
- Participants are required to:
 - Inspect the given circuit/system
 - Identify faults (e.g, wrong connections, loose wiring, faulty components, incorrect polarity).
 - Repair and restore the circuit to proper working condition
 - Explain the identified problem and the corrective measures taken
- Only provided tools and components are allowed
- Replacement components will be provided upon request (if required)
- Teams must follow proper safety procedures while handling circuits
- No external help or reference materials allowed

Round Details:

- Total Time: 2 Hours

Judgement Criteria:

- Problem Identification Accuracy – 40%
- Correctness of Solution – 40%
- Time Efficiency – 20%

JUNKYARD WARS



Objective: Transform waste materials into innovative engineering solutions by designing and building a functional working model under time constraints.

Team Size: 2-4 members per team

Event Rules:

- Teams will participate in a hands-on model building challenge
- Teams must bring scrap materials and build a working model
- The theme/problem statement for the model will be announced at the start of the event
- The model should demonstrate functionality, creativity, and engineering application

Judgement Criteria:

- Task Completion & Functionality
- Time Efficiency
- Mobility and Working Mechanism
- Innovation and Creativity

AI QUIZATHON



Objective: Test knowledge of Artificial Intelligence and Machine Learning concepts, real-world applications, and problem-solving ability under time constraints.

Team Size: 2-4 members per team

Event Rules:

- No use of electronic gadgets during quiz rounds
- Questions must be answered within the given time
- Passing of questions allowed in some rounds (if applicable)
- Teams must follow discipline and event instructions

Round Details:

Qualifying Round (Objective Quiz):

- Mode: MCQs / Short Answer Questions
- Topics: Basics of AI, ML algorithms, applications, data concepts
- Duration: 30 minutes
- No negative marking
- Top teams will qualify for the next round

Case-Based Round:

- Teams will be given a short AI-related scenario or dataset description
- Questions will test:
 - Algorithm selection
 - Problem understanding
 - Expected output interpretation
- Duration: 30 minutes
- Marks based on correctness and reasoning

Rapid Fire Round (Final):

- Each team will be asked quick AI/ML-based questions
- Time per question: 5–10 seconds
- Scoring:
 - Correct Answer: +10 marks
 - Wrong Answer: -5 marks
- Total Event Duration: ~2 Hours

Judgement Criteria:

- Accuracy of answers
- Speed of response
- Logical reasoning
- Performance across all rounds

ECO AI CHALLENGE



Objective: Leverage Artificial Intelligence to develop smart and sustainable solutions for environmental problems such as pollution, waste management, climate change, and resource optimization.

Team Size: 1-4 members per team

Event Rules:

- Participants will be given an environment-related problem statement (e.g., air quality prediction, waste classification, energy optimization).
- Teams must design a basic AI-based solution using the provided dataset or scenario.
- Teams are required to:
 - Understand the environmental problem
 - Analyze the provided dataset or case
 - Build a simple AI/ML model or propose an AI-based solution
 - Interpret results and explain environmental impact
 - Present their approach and findings
- Pre-cleaned dataset or case study will be provided
- Use of tools like Python, Excel, or ML libraries is allowed
- Internet access only for reference
- Pre-prepared solutions are not allowed
- Focus should be on impact and feasibility, not complexity

Round Details:

- Development Time: 1.5 Hours
- Presentation: 5 Minutes per Team
- Q&A: 2–3 Minutes per Team

Judgement Criteria:

- Environmental Impact – 30%
- AI/Technical Approach – 25%
- Innovation – 20%
- Presentation – 25%

PROJECT MODEL EXHIBITION



Objective: To present models based on Science, Society and Environment.

Team Size: 2-4 members per team

Event Rules:

- Online/Offline/Spot registration of each student is required.
- Students may submit individual projects or work with their group members. No student may submit more than one project.
- A label must be attached to the project with Model name along with student's name & College/School Name.
- Students should be in college/University Uniform with ID Card.
- The detailed abstract of one page or minimum 100 words should be submitted at the time of event (Hardcopy- printed).
- Projects can be working or demonstrative.
- The participants must bring their necessary accessories.
- Students must bring charts on their projects/models topic which consist of following points: -
 - Block diagram
 - Working principle
 - Its advantages and disadvantages with future scope
- Students must set up their project, remain with it throughout their judging period, and remove it at the end of the day.
- The event consists of 2 rounds.

Round Details:

Round 1:

Display in the exhibition hall for 3hrs. (Marks will be given based on the theme & mode of display) The participants have to crack down the Round I to get into the Round II.

Round 2:

Display in the exhibition hall for 2 hrs. (Marks will be given based on the efficiency, presentation, design and performance of application).

Judgement Criteria:

- Innovation & Originality – 25%
- Relevance to the Objective – 15%
- Design & Model Presentation – 15%
- Functionality / Working Efficiency – 20%
- Technical Knowledge & Understanding – 10%
- Practical Application & Future Scope – 10%
- Communication & Demonstration Skills – 5%

CODING LADDER

The day your app goes live



Objective: To encourage students to level-up their DSA skills.
Team Size: Individual

Event Rules:

- Platform: All submissions must be made on the designated platform .
- Languages: Allowed languages are C, C++, Java, and Python.
- No AI Assistance: Use of ChatGPT, GitHub Copilot, or external internet browsing is strictly forbidden.

Round Details:

Round 1:

To Solve 1 Easy & 1 Medium Level Problem.

Round 2(Final Round):

To Solve 1 Hard Level Problem, out of the given 3 problems.

Judgement Criteria:

- Difficulty Scaling: Higher difficulty LeetCode questions carry more points.
- Accuracy First: Points are awarded only for passing all test cases.
- Time Penalty: In case of a tie, the participant that submitted correct solutions the fastest wins

LOAD BRIDGING



Objective: To design and construct a lightweight bridge using ice sticks and glue that can withstand the maximum possible load while maintaining structural stability and efficiency.

Team Size: 2-4 Members Per Team

Event Rules:

- Bridge span length are not specified.
- If anyone will use extra things except ice stick and glue gum then they will disqualify.
- This event is time limited approximate 3 hours will provide.
- Participants must come with approximate 150-200 Ice stick and glue gum (Fevicol) with them.
- Participants are required to bring their own scale and cutter

Round Details:

This event will be of two Rounds.

- Building the bridge- Day 1
- Testing by applying loads- Day 2

Judgement Criteria:

- The lightest bridge having maximum capacity of carrying load will wins the Event.

CULTURAL EVENTS



- **GROUP RAMP WALK**
- **SOLO RAMP WALK**
- **TREASURE HUNT**
- **TUG OF WAR**
- **SUDOKU**
- **FIRE FREE COOKING**
- **SOLO SINGING**
- **SOLO DANCE**
- **GROUP SINGING**
- **GROUP DANCE**
- **RAP**
- **BEAT BOXING**
- **POETRY**
- **STORY TELLING**
- **ART ATTACK**

GROUP RAMP WALK



Theme: Elements & Cosmos: Themes based on Fire, Water, Earth, and Air, or the cosmos/night sky with deep blues, silvers, and starry prints.

Team Size: 4 - 8 Per Team

Event Rules:

- This will be a two-round event: Qualifying Round and Final Round.
- Students need to stick to the theme and talent round for the Qualifying Round.
- Students who are selected for the Final Round there will be one Question and Answer round for the winner.
- 5 min for the Qualifying Round.
- 8 min for the Final Round.
- Sticking to the theme may fetch you extra points.
- Green room will be provided for changing purposes.
- Teams should carry their tracks in pen drive, etc.
- Each participant has to perform a walk to qualify every round.

Judgement Criteria:

- Teams will be judged on costumes, theme, walking stance, and attitude.

SOLO RAMP WALK

Theme: Metamorphosis: Zero-Waste Couture highlights high-fashion garments crafted entirely from repurposed materials like old denim and plastic. This exhibition demonstrates how waste can be transformed into innovative, beautiful sustainable fashion.

Team Size: Individual

Event Rules:

- This will be a two-round event: Qualifying Round and Final Round.
- Students need to stick to the theme and talent round for the Qualifying Round.
- Students who are selected for the Final Round there will be one more Question and Answer round for the winner.
- Sticking to the theme may fetch you extra points.
- Green room will be provided for changing purposes.
- Participant should carry their tracks in pen drive, etc.

Judgement Criteria:

- Participant will be judged on costumes, theme, walking stance, and attitude.

TREASURE HUNT



Objective : Missing Treasure, Solve the mystery of the long-lost treasure.

Team Size: Maximum 5 Members Per Team

Event Rules:

- Event only open for Non-AJU students.
- The difficulty level of the clues will increase with each round.
- No extra time will be given to any team under any circumstances.
- Organizers are not responsible for any loss of property, injury, and delays during the event.
- Judge's decision will be final and binding on all. Organizers reserve the right to change any number of rules and the team must abide by them.

Round Details:

- Among all the teams participating in the first round, whichever team is able to find the clue first & find the correct answer will be the winner of the first round & will go to the second round.
- Among all the teams qualifying for the second round, whichever team is able to find the clue first & find the correct answer will be the winner of the second round & will go to the third round.
- The 3rd round will be the final round & will decide the winning team. In the final round, a series of clues having connections will be given. Teams have to solve the clues & move to the next clue. All the clues are interconnected & take the team closer to the hidden treasure.

Judgement Criteria:

- The judgement will be done on the basis of the time taken by the teams to hunt the hidden treasure

TUG OF WAR



Objective : Strength & Team Effort

Team Size: Maximum 5 Members Per Team

Event Rules:

- Two teams will compete against each other in bracket-system order.
- The centre of the rope should align with the centre marked on the ground.
- When the referee blows the whistle, the war starts and both teams have to pull the rope.
- When the second mark on the rope from the centre red mark crosses over the centre line, the team pulling the rope to their area wins the game.
- No cheats or gloves will be allowed at the event.
- No anchoring or looping around the end of the rope will be allowed.

Round Details:

- Qualifying Round - (60 Seconds)
- Final Round - (90 Seconds)

Judgement Criteria:

- As soon as the second mark on the rope from the centre red mark crosses over the centre line, the team pulling the rope to their area wins the game.



SUDOKU



Objective : Problem Solving

Team Size: Individual

Event Rules:

- It is a single-player event. This game will be conducted on PC. The rest of the instructions will be given on the spot itself on the date of the event.
- There will be a time limit to solve the Sudoku. In case of failure in completion of the game within the given time, the player's progress will be automatically submitted and cannot be further edited.
- Every player can use three hints. If he/she wants to use the hints, in exchange, 5 points will be deducted from the total scored points. Sudoku will be of a 9x9 matrix. For each correct box value, the player will get 5 points.
- If many players have the same points, then the player who first completes the game will be the winner.

Judgement Criteria:

- The participant who earns maximum points will win.

FIRE FREE COOKING



Objective : To foster culinary creativity and promote healthy, nutritious eating habits without using heat or traditional fuel sources.

Team Size: 2-4 Members

Event Rules:

- Total preparation time: 1 hour.
- Cutting of vegetables and/or fruits should be done on the spot. No prior preparation allowed.
- Milk and milk products may be used. Non-vegetarian food is not allowed.
- No ready-made (bread, biscuits, chocolates, etc.) / tinned / canned / boiled raw materials allowed.
- Ready-made decorative items are not permitted.
- Participants should get approval for their raw materials one day prior to the competition.
- Participants should prepare a maximum of 3 items, of which one should be a beverage.
- Participants should arrange separate glasses, spoons, straws, and cutlery items for three coordinators & two judges.
- Heating by any method is not permitted.
- The cooking material should be as per the ingredients list, which is as below:
 - a. Vegetables - tomatoes, bell peppers, boiled potatoes, carrots, cabbage, onions, coriander, etc.
 - b. Fruits - orange, pineapple, strawberry, banana, etc.
 - c. Cereals - brown bread, white bread, penne pasta
 - d. Other things - mayonnaise, white cream, pesto sauce, south west sauce, butter, cheese, Chocolate , coffee powder, milk, sugar, chips, etc.
 - e. Masala - chaat masala, salt, pepper powder, etc.
 - f. Herbs - oregano, basil or mixed herbs, chilli flakes, chopped green chillies, ginger, lemon, etc.
- No assistant to the competitor is allowed during the competition.
- Participants must come with their ID card.
- Participants should maintain cleanliness by all means, and raw materials/prepared items should be hygienic.
- Participants should clean their respective workplaces after the competition

Judgement Criteria:

- Taste & Flavor Balance
- Creativity & Innovation
- Visual Presentation & Plating
- Hygiene & Spotless Cleanup
- Rule Adherence & Timing
- Beverage Quality & Taste
- Cutlery & Setup Organization
- Overall Execution & Appeal

SOLO SINGING



Theme : MELODIC MOSAIC: A Celebration of Diverse Voices

Event Rules:

- For AJU students, the qualifying round will take place 1–2 days before the TECHNIKA event.
- For Non-AJU students, both rounds will take place on the day of TECHNIKA.
- The time limits are as follows:
 - 2–3 min for the Qualifying Round.
 - 4–5 min for the Final Round.
- Participants are requested to report 30 min before the event.
- Sticking to the theme may fetch you extra points.
- Participants are required to bring their own instruments (if they need any) and inform the concerned authority about it.
- The decision of the judges will be final.

Round Details:

This will be a two-round event:

- Qualifying Round
- Final Round

Judgement Criteria:

- Vocal Quality & Clarity
- Pitch Accuracy
- Rhythm & Timing
- Song Selection
- Expression & Emotional Connect
- Stage Confidence
- Theme Representation
- Overall Performance

SOLO DANCE



Theme : PRISMATIC BEATS: The Spectrum of Dance (Any dance form allowed)

Event Rules:

- Song must be submitted one day before the event.
- Dress code should be proper and decent.
- Usage of props and production material is allowed. These have to be brought by the participants themselves, but the organizers hold the discretion of allowing it on stage.
- No provoking dress code is allowed.
- No abusive words should be used in the song.

Round Details:

- Qualifying Round: For AJU students, it will be held one day before the event. For other institutions, it will be on the day of the event. Song duration for the qualifying round is max 3 min.
- Final Round: Participants who cleared the qualifying round and are eligible for the final round. It will be held on the 2nd day of the event for selected participants (including AJU students).
- Song duration for the Final Round is max 5 min.

Judgement Criteria:

- Facial expressions and body language
- Footwork
- Hand and eye movements
- Costume and presentation
- Choreography
- Selection of the music piece
- Overall clarity and impact

GROUP SINGING



Theme : MELODIC MOSAIC: A Celebration of Diverse Voices

Team Size : 2 -6 Members

Event Rules:

- The time limits are as follows:
 - 2–3 min for the Qualifying Round.
 - 4–5 min for the Final Round.
- Participants are requested to report 30 min before the event.
- Sticking to the theme may fetch you extra points.
- Participants are required to bring their own instruments (if they need any) and inform the concerned authority about it.
- The decision of the judges will be final.

Round Details:

- This will be a two-round event:
 - Qualifying Round
 - Final Round
- For AJU students, the qualifying round will take place 1–2 days before the TECHNIKA event.
- For school students, both rounds will take place on the day of TECHNIKA.

Judgement Criteria:

- Harmony & Coordination
- Vocal Quality
- Synchronization
- Musical Arrangement
- Stage Presence
- Creativity & Innovation
- Theme Representation
- Overall Impact

GROUP DANCE



Theme : PRISMATIC BEATS: The Spectrum of Dance (Any dance form allowed)

Team Size : 5 - 10 Members

Event Rules:

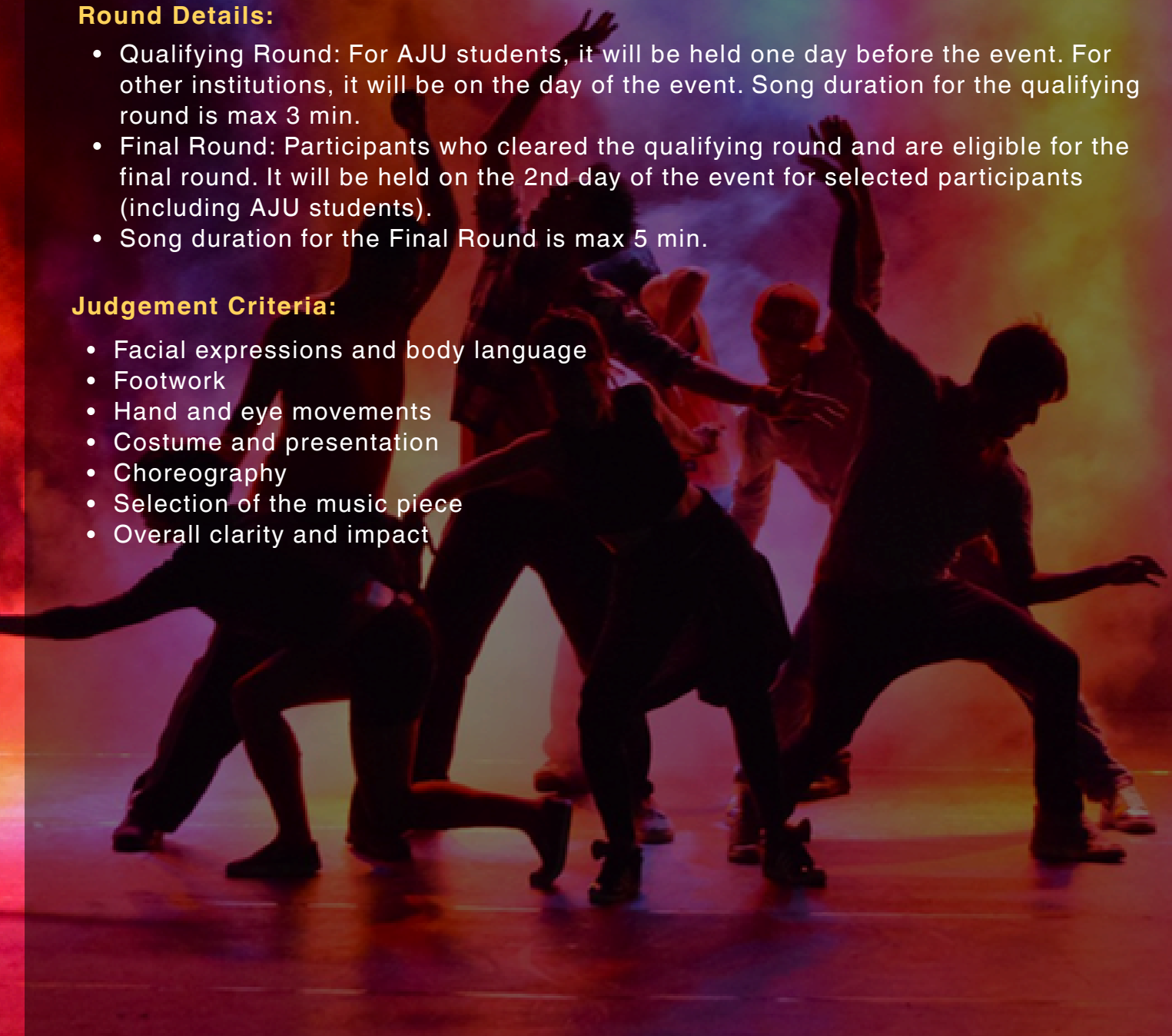
- Song must be submitted one day before the event.
- Dress code should be proper and decent.
- Usage of props and production material is allowed. These have to be brought by the participants themselves, but the organizers hold the discretion of allowing it on stage.
- No provoking dress code is allowed.
- No abusive words should be used in the song.

Round Details:

- Qualifying Round: For AJU students, it will be held one day before the event. For other institutions, it will be on the day of the event. Song duration for the qualifying round is max 3 min.
- Final Round: Participants who cleared the qualifying round and are eligible for the final round. It will be held on the 2nd day of the event for selected participants (including AJU students).
- Song duration for the Final Round is max 5 min.

Judgement Criteria:

- Facial expressions and body language
- Footwork
- Hand and eye movements
- Costume and presentation
- Choreography
- Selection of the music piece
- Overall clarity and impact



RAP



Theme : Voices of the Future: Rhythm, Reality & Revolution

Event Rules:

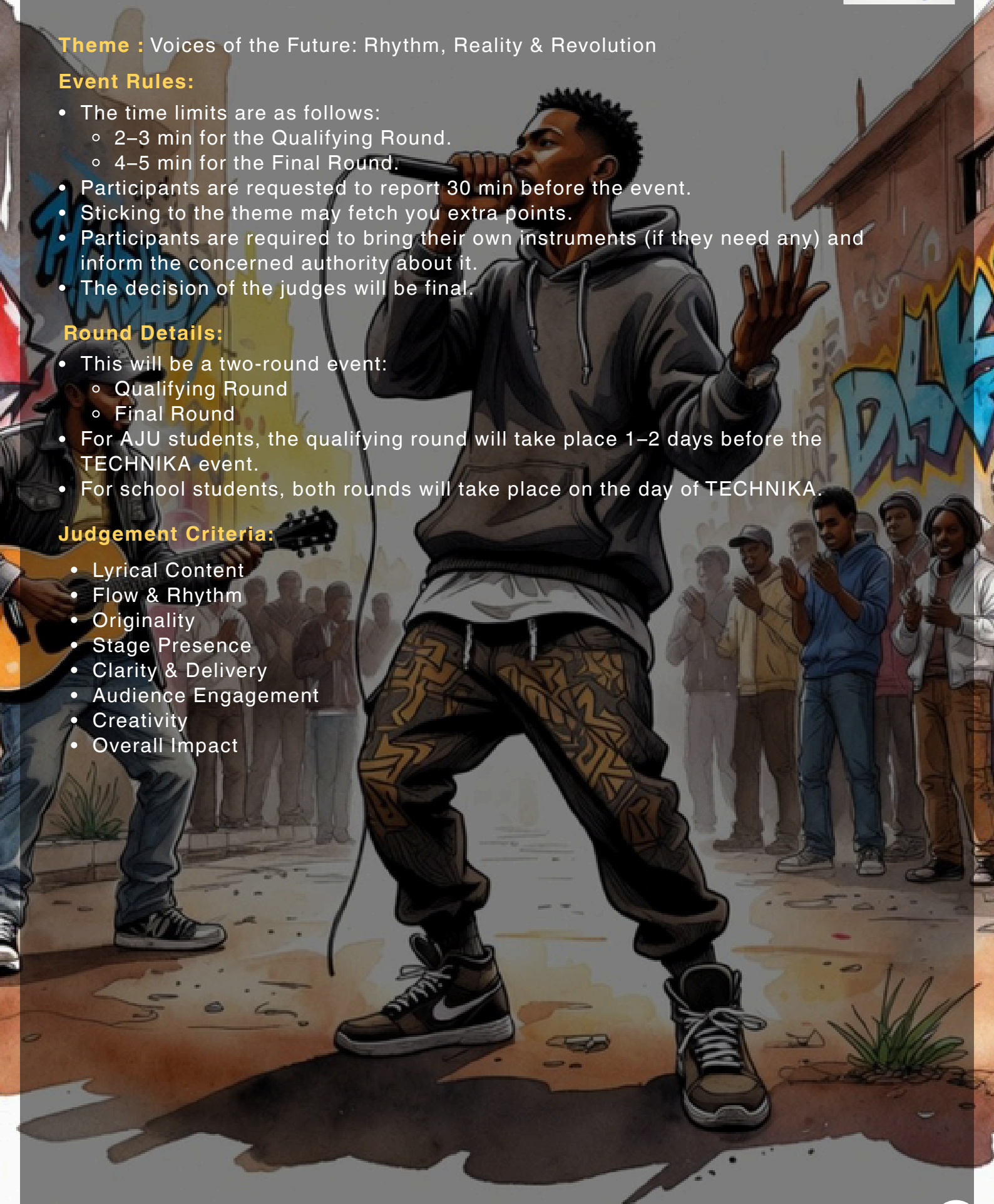
- The time limits are as follows:
 - 2–3 min for the Qualifying Round.
 - 4–5 min for the Final Round.
- Participants are requested to report 30 min before the event.
- Sticking to the theme may fetch you extra points.
- Participants are required to bring their own instruments (if they need any) and inform the concerned authority about it.
- The decision of the judges will be final.

Round Details:

- This will be a two-round event:
 - Qualifying Round
 - Final Round
- For AJU students, the qualifying round will take place 1–2 days before the TECHNIKA event.
- For school students, both rounds will take place on the day of TECHNIKA.

Judgement Criteria:

- Lyrical Content
- Flow & Rhythm
- Originality
- Stage Presence
- Clarity & Delivery
- Audience Engagement
- Creativity
- Overall Impact



BEAT BOXING



Event Rules:

- The time limits are as follows:
 - 2-3 min for the qualifying Round
 - 4-5 min for the Final Round
- The Decision of the judges will be final.

Round Details:

- This will be a two-round event :
 - Qualifying Round
 - Final Round
- For AJU students, the qualifying round will take place 1-2 days before the TECHNIKA event.
- For School Students, Both rounds will take place on the day of Technika.
- Instruments are not allowed.

Judgement Criteria:

- Rhythm & Timing
- Sound Variety
- Technical Difficulty
- Creativity & Innovation
- Clarity of Sounds
- Stage Presence
- Audience Engagement
- Overall Performance

POETRY



Language : Hindi/English

Event Rules:

- The poem may be:
 - (a) Biblical
 - (b) Patriotic
 - (c) High moral content
 - (d) About our heritage
- No costumes, props, or singing allowed.
- Time limit is four (4) minutes minimum to six (6) minutes maximum. If the competition piece does not meet the four (4) minute minimum or exceeds the six (6) minute maximum time limit, the contestant will receive a 0.5-point deduction for any portion of thirty (30) second increments outside the allotted time.

Judgement Criteria:

- Approach/departure
- Voice projection and inflection
- Diction/enunciation
- Poise/self-confidence
- Memory

STORY TELLING



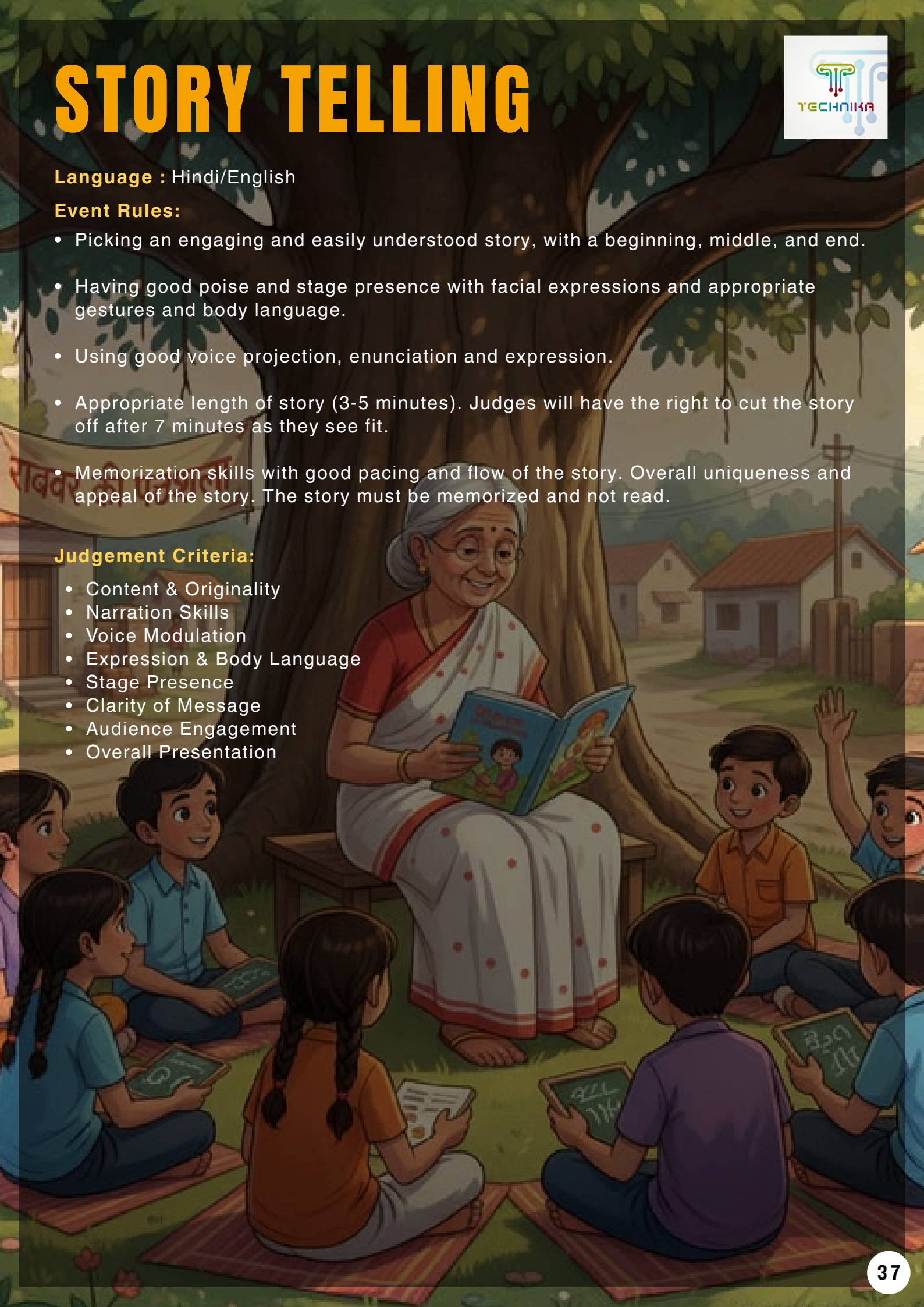
Language : Hindi/English

Event Rules:

- Picking an engaging and easily understood story, with a beginning, middle, and end.
- Having good poise and stage presence with facial expressions and appropriate gestures and body language.
- Using good voice projection, enunciation and expression.
- Appropriate length of story (3-5 minutes). Judges will have the right to cut the story off after 7 minutes as they see fit.
- Memorization skills with good pacing and flow of the story. Overall uniqueness and appeal of the story. The story must be memorized and not read.

Judgement Criteria:

- Content & Originality
- Narration Skills
- Voice Modulation
- Expression & Body Language
- Stage Presence
- Clarity of Message
- Audience Engagement
- Overall Presentation



ART ATTACK



Artform : Mandala/Warli

Objective : Create futuristic innovation using Mandala, Warli, Gond Art, or any tribal art.

Team Size : Individual

Event Rules:

- Use your own canvas, colours, tools & materials, etc.
- After the event the organizer shall keep the Canvas.
- Judged on creativity, relevance and originality.

Judgement Criteria:

- Creativity & Originality
- Theme Relevance
- Artistic Skills
- Design Composition
- Detailing & Precision
- Innovation
- Visual Appeal
- Overall Presentation

CREATIVE EVENTS



- **POSTER PRESENTATION**
- **FACE PAINTING**
- **POT PAINTING**
- **PHOTOGRAPHY**
- **GREEN EARTH CHALLENGE**
- **CRICKET**
- **NEED FOR SPEED**
- **BATTLE GROUND MOBILE INDIA**
- **FREE FIRE**
- **TECHNICAL DEBATE**

40

FACE PAINTING



Objective: Painting should be on Technika Theme.

Team Size: Maximum 2 Members per team

Event Rules:

- The time limit is 60 mins.
- Participants should bring their own colors, brushes, glitters etc.
- Sticking to the Technika theme may fetch you extra points.
- Participants will be judged on the basis of creativity, innovation and design

Judgement Criteria:

The Painting will be judged on the basis of following criteria

- Innovative and creative approach
- Theme
- Time consumed
- Neat depiction
- Design & Painting aesthetics

POT PAINTING



Objective : To showcase traditional or cultural motifs and designs.

Team Size : Individual

Event Rules:

- Theme would be given on spot.
- Pot Specifications:
 - Participants must bring their own pot Material. The pot should be made of terracotta or clay (eco-friendly).
 - Size: The pot should not exceed 12 inches in height and 10 inches in diameter.
- Colors and Materials: Participants must bring their own colors (acrylic or poster colors are allowed). Spray-paints, markers, or any kind of pre-made stickers or decals are not permitted. Only hand-painted designs will be considered.
- Time Limit: The total time allotted for painting is 1 hour. Please ensure you manage your time effectively.
- Theme Adherence: The pot design should align with the theme.

Judgement Criteria:

- Creativity and originality.
- Relevance to the theme.
- Neatness and overall presentation.
- Color combination and finishing.

PHOTOGRAPHY



Objective: To document the narrative, atmosphere, and key moments of a gathering

Team Size: Maximum 2 Members per team

Event Rules:

- Phone camera should be used for capturing photographs.
- Size of the photographs must be 5 MB to 20 MB.
- A maximum of 3 best photographs should be submitted per participant.
- The participants must submit soft copies of the photographs in JPEG format.
- The photographs submitted should be captured within the campus.
- No edits, no filters.
- The photograph should depict the theme (to be given on the spot).
- The photograph must be original and no watermark of any kind should be on the photograph.
- Participants may submit colour and/or black-and-white photographs.
- The photograph must be of the highest resolution possible.
- It can be in landscape/portrait mode.
- A caption/title must be given to the photograph.

Judgement Criteria:

- Images will be judged on originality, concept, technical excellence, composition, overall impact, and artistic merit.
- The photographs will be judged on creativity and other technical aspects

GREEN EARTH CHALLENGE



Objective : Best Out of Waste | Eco-Friendly Innovation | Waste Management
To promote environmental awareness, creativity, and sustainable living by encouraging participants to transform waste materials into useful, innovative, and eco-friendly products.

Team Size : 1 - 3 Members Per Team.

Event Rules:

- Participants must bring all required waste and recyclable materials themselves.
- The final model/product must be designed and created on campus during the event duration.
- Only waste, discarded, or recyclable materials should be used as the primary construction materials.
- Participants may create functional products, decorative items, awareness models, or innovative solutions related to sustainability and waste management.
- Pre-assembled models are not allowed.
- Basic tools and stationery items may be brought by participants.
- The decision of the organizers and judges will be final.
- Teams must complete their project within the allotted time.
- The project should not contain hazardous or harmful materials.
- Participants must maintain cleanliness at their workspace.
- Any form of plagiarism or use of pre-made models will lead to disqualification.
- Judge's decisions shall be final and binding on all participants.

Judgement Criteria:

- Creativity and Originality (25%)
- Effective Use of Waste Materials (25%)
- Eco-Friendly Impact and Sustainability (20%)
- Functionality and Practical Application (15%)
- Presentation and Explanation (15%)

CRICKET



Objective: Score more or chase the score to beat the opponent team.

Team Size: 8 members, Minimum 2 Girls in a team is mandatory.

Event Rules:

- Short-pitch cricket tournament.
- Each side has to play 5 overs; 1 over will be bowled by girls.
- If you catch the ball in one drop with one hand, then the batsman is out.
- Matches will be played with a tennis ball (Cosco).
- No argument with the umpire. Umpire's decision will be final.
- It will be a league tournament

Judgement Criteria:

- 1st Position Would be secured by the Tournament Winner
- 2nd position would be secured by the runner-up of the Tournament.



NEED FOR SPEED



Objective : To test participants' racing skills, vehicle control, reflexes, and track management abilities in a competitive virtual racing environment.

Team Size : Individual

Event Rules:

- The tournament will use a knockout format.
- The player who wins the 1st round advances to the next round.
- Cars: All the players will use a common car for fair play (BMW M3 GTR).
- Race Mode Options:
 - ☑ Nitrous: On
 - ☑ Collision Detection: On
- Players are provided with a standard keyboard. Players can bring their own keyboard or controller.

Round Details:

- Circuit (Elimination Round)
- Sprint (Final Round)

Judgement Criteria:

- The participant who completes the race track in minimum time & scores more will be the winner.



BGMI



Objective: : To showcase teamwork, strategy, communication, and survival skills in a competitive Battlegrounds Mobile India (BGMI) environment.

Team Size: 4 players in each team.

Event Rules:

- Participants should bring their own mobile phones/tablets.
- Match will be played on the Erangel map.
- Match will be played in a squad (4 members).
- Match will be played in a particular classroom with in-built network service.
- No hacker will be allowed in the match; if found, then the squad will be disqualified.
- No other player will be allowed.
- All players have to bring their own earphones or earbuds.
- Without earphones or earbuds, the player will not be allowed to play the match.
- Participants must use their original account when registering.
- Each participant can be a member of only one team in the tournament.
- Team names and nicknames in the game must not contain any explicit/vulgar words.

Judgement Criteria:

- The team defeating the opponent team will be the winner.
- Decision by the judges will be considered final

FREE FIRE



Objective : To test participants' tactical gameplay, teamwork, combat skills, and decision-making abilities in a competitive Free Fire battle arena.

Team Size : Maximum 4 Members

Event Rules:

- The tournament will be conducted in Squad Mode.
- All participants must use their registered Free Fire account.
- Teams must report at least 30 minutes before the scheduled match.
- Players are required to join the custom room using the credentials provided by the organizers.
- Any use of hacks, cheats, exploits, third-party applications, or unfair means will result in immediate disqualification.
- Participants must maintain proper sportsmanship and respect fellow players, organizers, and officials.
- Team changes will not be permitted after registration.
- Internet connectivity and device arrangements are the responsibility of the participants.
- The organizers reserve the right to modify match schedules or rules if required.
- The decision of the tournament officials shall be final and binding.

Judgement Criteria:

- Placement Points secured in each match.
- Total Elimination (Kill) Points.
- Survival Time and Match Performance.
- Team Coordination and Strategy.
- Overall Points Table Ranking.

FREE FIRE

TECHNICAL DEBATE



Objective: To encourage participants to critically analyze technological issues, articulate well-reasoned arguments, and defend their viewpoints using logic, evidence, and effective communication skills.

Team Size: Individual

Language: Hindi / English

Event Rules:

- The debate topic will be announced on the spot.
- Participants will be randomly assigned either the "For" or "Against" side of the motion.
- Participants will be provided with 10 minutes of preparation time before the debate begins.
- Use of mobile phones, internet resources, or external reference materials during the preparation and debate rounds is strictly prohibited.
- Participants must maintain professional conduct and respect opposing viewpoints.
- Personal attacks, offensive language, or disrespectful remarks will lead to penalties or disqualification.
- The decision of the judges shall be final and binding.

Round Details:

Round 1: Opening Argument Round

Each participant will present their viewpoint on the given topic.

- Time Limit: 3 Minutes
- Participants should clearly define their stance and support it with logical reasoning, technical knowledge, examples, and evidence wherever applicable.

Round 2: Rebuttal Round

- Participants will respond to the arguments presented by their opponent.
- Time Limit: 2 Minutes
- Participants should identify weaknesses, inconsistencies, or counterpoints in the opposing argument while defending their own position.
- New major arguments should be avoided during this round; emphasis should be on analysis and response.

Judgement Criteria:

- Reasoning and Evidence – 30%
- Technical Understanding & Subject Knowledge – 20%
- Rebuttal and Critical Thinking – 20%
- Organization and Clarity of Arguments – 15%
- Expression, Confidence & Delivery – 15%

TECHNIKA 6.0

EVENT RULES



1. Participants must carry their valid college/school ID cards during the event.
2. All participants are required to report at the venue at least 30 minutes before the scheduled start time.
3. Teams must adhere to the event schedule. Late entry may lead to disqualification at the discretion of the organizers.
4. Participants are expected to maintain discipline and display good sportsmanship throughout the event.
5. Any damage caused to event property, equipment, or venue infrastructure will be the responsibility of the concerned participant/team.
6. The use of unfair means, misconduct, violation of event-specific rules, or the use of cheat codes, hacks, exploits, or unauthorized third-party software in games is strictly prohibited.
7. Participants must follow all instructions provided by the event coordinators, volunteers, and judges.
8. The organizers reserve the right to modify event schedules, rules, or formats if required due to unforeseen circumstances.
9. Organizers shall not be responsible for any loss of personal belongings, injuries, or damages incurred during the event.
10. The Judges' decision will be final and binding on all events.

TECHNIKA 6.0

DISQUALIFICATION CRITERIA



1. Violation of any event rule or guideline.
2. Use of unfair practices, cheating, or fraudulent activities.
3. Misbehavior, misconduct, or use of offensive language towards participants, volunteers, judges, or organizers.
4. Plagiarism, copying of ideas, projects, designs, or submissions where originality is required.
5. Causing intentional damage to event property, equipment, or venue facilities.
6. Use of prohibited materials, tools, devices, or techniques specified in the respective event rules.
7. Failure to comply with instructions issued by event coordinators, volunteers, or judges.
8. Any activity that compromises the safety, fairness, or integrity of the event.
9. Submission of false information during registration or participation.
10. Any negligence or misconduct deemed inappropriate by the organizing committee.

REGISTRATION RULES



NECESSARY DOCUMENTS REQUIRED FOR PARTICIPANTS

- College ID Card
- Copy of payment slip(s)



NOTE -

- Registration Fee: ₹100 per student (applicable for all events)
- Spot registration is also available for participants.

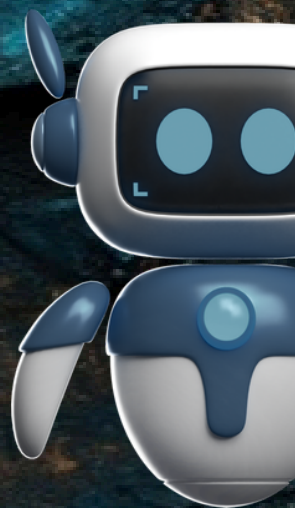
Registration For Technika 6.0

Scan QR



or

Visit: technika2026.online



CHAMPION'S CHEST



THE WINNERS OF EVERY EVENT AT TECHNIKA WILL BE HONoured WITH:

- A Winner's Certificate
- A Gold Medal

THE RUNNER'S UP WILL BE AWARDED WITH:

- A Certificate of Achievement
- A Silver Medal

THE PRESTIGIOUS TITLES OF MISS TECHNIKA & MR. TECHNIKA

- A Trophy
- A Certificate

ON STAGE GROUP EVENTS WINNERS WILL BE AWARDED WITH:

- A Trophy
- Certificates

