



A.V.C. COLLEGE OF ENGINEERING

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Rules and Regulations for Paper Presentation (Electrical & Electronics)

Objective:

The Paper Presentation event provides a platform for participants to present their research, innovations, or technical reviews related to Electrical and Electronics Engineering. Participants will be judged based on content, clarity, presentation skills, and technical depth.

General Rules:

1. Team Formation:

- Participants can register **individually** or in **teams of up to 2 members**.
- Only one participant will present at a time; both can answer during Q&A.

2. Paper Submission:

- Papers must be related to **Electrical & Electronics Engineering** domains, including (but not limited to):
 - Power Systems & Renewable Energy
 - Power Electronics & Drives
 - Control Systems & Automation
 - Embedded Systems & IoT
 - Electrical Machines & Energy Storage
 - Communication & Signal Processing
- The paper must be in **IEEE format** (Title, Abstract, Introduction, Methodology, Results, Conclusion, References).
- The final paper must be submitted **before the deadline** specified by the organizers.

3. Presentation Format:

- The presentation should be in **PowerPoint (PPT)** format.
- Maximum **10 slides** (excluding title and thank-you slides).
- The PPT file must be submitted before the event, if required.

4. Time Limit:

- Each team will get a **maximum of 8 minutes** for presentation.
- A **2-minute Q&A session** will follow each presentation.
- Exceeding the time limit will lead to a **point deduction**.

Evaluation Criteria:

Participants will be judged based on the following criteria:

Criteria	Marks Allocation
Technical Content & Depth	15 Marks
Presentation Skills & Clarity	10 Marks
Innovation & Originality	10 Marks
Relevance to EEE Field	5 Marks
Q&A Handling	10 Marks
Total	50 Marks

Rules for Presentation:

1. **Language:** The presentation must be in **English only**.
2. **Plagiarism:** Papers must be **original**; plagiarism above **20%** will lead to disqualification.
3. **Equipment & Setup:**
 - Participants should bring their presentation on a **USB drive**.
 - Personal laptops are allowed but must be checked in advance.
 - Internet access may not be guaranteed during the event.
4. **No External Help:** No external assistance (except co-authors) is allowed during the presentation.

Disqualification Criteria:

- Use of **offensive/inappropriate content**.
- Exceeding the plagiarism limit.
- Exceeding the allotted time after multiple warnings.
- Use of **unauthorized external materials** during the presentation.

Winners & Awards:

- The **top three teams** with the highest scores will be declared winners.
 - In case of a tie, an additional **technical Q&A round** will decide the winner.
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Rules and Regulations for Technical Connection Game (Electrical & Electronics)

Objective:

Participants must identify a single electrical or electronics-related word by analyzing a set of **up to four images** displayed in a PowerPoint presentation.

General Rules:

1. Team Formation:

- Each team consists of **2 members**.
- Individual participation may be allowed based on situation.

2. Game Structure:

- The game consists of **three rounds** (Preliminary, Semi-Final, and Final).
- Each round will have a set of **picture-based questions**.
- Teams must guess the correct word based on the displayed images.

3. Picture Display & Answering:

- A **maximum of 4 images** related to electrical or electronics concepts/components will be displayed in a **PowerPoint slide**.
- The images together represent **a single technical word** (e.g., Transformer, Oscilloscope, Induction, etc.).
- Teams must guess the correct word and respond within the given time.

4. Time Limit:

- Each team gets **30 seconds** to analyze the images and answer.
- If a team fails to respond within the time limit, the question passes to the next team.

5. Answering Method:

- Teams must write their answer on a **provided answer sheet** or **verbally respond**.
- The **first team to give the correct answer** gets the points.
- Partial answers are **not accepted**.

6. Scoring System:

- **Correct Answer:** 10 points
- **Bonus for Quick Answers (within 15 sec):** 5 extra points
- **Incorrect Answer:** No points
- **Passed Question:** Opportunity for other teams to answer (5 points for the correct response)

Elimination & Tie-Breakers:

- **Elimination:** Teams with the **lowest scores** at the end of each round will be eliminated.
- **Tie-Breaker:** In case of a tie, a **rapid-fire round** will be conducted, where teams must quickly answer a bonus question.

Judging & Final Decision:

- A panel of **judges/professors** will validate the answers.
- Judges' decisions are **final and binding**.
- Any disputes will be resolved by the review panel.

Winning Criteria:

- The **top three teams** with the highest scores will be declared winners.

Rules and Regulations for Technical Quiz (Electrical & Electronics)

Objective:

The Technical Quiz competition aims to test participants' knowledge in Electrical and Electronics Engineering through a structured multi-round quiz format.

General Rules:

1. **Team Formation:**
 - Teams can have **1 or 2 members**.
 - Participants cannot be part of multiple teams.
2. **Quiz Structure:**
 - The quiz consists of **4 rounds** with different formats.
 - Each round will test participants on different aspects of Electrical & Electronics Engineering.
 - The **top teams** with the highest scores will progress through the rounds.
3. **Question Types:**
 - Questions may include **MCQs, direct questions, problem-solving, and image-based identification**.
 - Each question will have **only one correct answer**.
4. **Time Limit:**
 - Teams will have **30 seconds** to answer each question.
 - Some rounds may have rapid-fire questions with shorter time limits.

5. Scoring System:

- **Correct Answer:** +10 points
- **Wrong Answer:** No points (or -5 for negative marking if applicable)
- **Unanswered Question:** No points
- **Bonus for Fastest Answer (if applicable):** +5 points

6. Use of External Help:

- **No mobile phones, books, or internet usage** is allowed.
- Any team found cheating will be **disqualified immediately**.

7. Tie-Breaker:

- In case of a tie, a **sudden death round** will be conducted with rapid-fire questions.

Rounds for the Competition

Round 1: Multiple Choice Questions (MCQ) Round

- **Format:** Each team answers **10 multiple-choice questions**.
- **Topics:** Electrical Machines, Power Systems, Circuit Theory, Basic Electronics, and Measurements.
- **Scoring:** +10 for correct, no negative marking.
- **Elimination:** Bottom-ranked teams are eliminated.

Round 2: Circuit Debugging & Identification

- **Format:** Teams are shown **faulty circuits, components, or waveforms** and must identify the error or name the component.
- **Topics:** Analog & Digital Circuits, Microcontrollers, Power Electronics.
- **Scoring:** +10 for correct answers. Bonus for **early completion**.
- **Elimination:** Lowest-scoring teams are eliminated.

Round 3: Rapid Fire Round

- **Format:** Teams answer **5 quick questions** within **60 seconds**.
- **Topics:** Electrical Theorems, Renewable Energy, Control Systems, Communication.
- **Scoring:** +10 for correct, -5 for incorrect.
- **Elimination:** Only top teams proceed to the final round.

Round 4: Buzzer Round (Final Round)

- **Format:** First team to hit the buzzer gets to answer.
- **Topics:** Conceptual and Application-Based Questions (e.g., practical applications of electrical engineering principles).

- **Scoring:** +10 for correct, -5 for incorrect.
- **Winner:** Team with the highest points after this round wins.

Winner Selection:

- The team with the **highest score at the end of Round 4** is declared the winner.
- **Certificates & prizes** will be awarded to the top teams.