



SSBT'S GROUP OF INSTITUTIONS

Milestone 2K25

National level Mega Event

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Rule Book

TABLE OF CONTENTS

SR. NO.	EVENTS	PAGE NO.
1	PAPER PRESENTATION	3
2	IDEATHON	6
3	CHATGPT GRANDMASTER HUNT	8
4	CODE-A-THON	9
5	SCAVENGER HUNT	10
6	CAREER TO CORPORATE	11
7	THINK TANK	13
8	AI QUIZ BOWL	15
9	ART AND CREATIVITY	16
10	SLIDE MASTER	18
11	CREATIVEPRENEUR	20
12	E-SPORTZ EXTRAVAGANZA	22

PAPER PRESENTATION:

Paper presentation is a competition where each participant is required to prepare an article/ paper about a given topic or area, and then present it in front of the juries.



Objectives:

- The goal is to inspire students by giving them the chance to showcase their work, boost their self-esteem, get feedback, and connect with other students who share their interests.
- To increase student's knowledge in a specific subject, issue, or area and to foster their creativity and analytical abilities.

Outcomes:

1. To improve participant's writing and presentation skills in English for articles and papers.
2. To give students the chance to gain in-depth knowledge of a subject, issue or region in cutting-edge fields or current trends and to hone their presentation abilities.

Rules of the Event:

1. Team can have maximum of 2 participants.
2. It is not necessary that the participants forming a team should be from the same college.
3. There is no restriction on the number of teams from the same college.
4. AI-generated and plagiarized text will not be accepted in the paper.

Presentation Rules:

1. During the event, the submitted paper must be presented.
2. Hard copies of the same are to be submitted before presentation to the judges.
3. Teams will have EIGHT minutes to present their work, with the judges asking questions for TWO minutes.
4. Presentation slides in PPT /PPTX/PDF etc. may be used by participants to present their papers.

5. A paper may be rejected for breaking any of the rules.

The paper should be in IEEE format.

1. It should have abstract attached. Abstract may not exceed the limit of 500 words.
2. The front page should have title of paper on the top and the details of the team members at the bottom. (As mentioned in abstract)
3. Font style for text: Times New Roman.
4. Font size for text: 12 points.
5. Font size for headings: 16 points.
6. Font size for sub-headings: 14 points.
7. Margin of 1 inch from all sides.

Topics:

Students should present paper on recent trends in Engineering and Technology. We invite you to submit paper in any of the tracks listed below, but not limited to:

Recent Trends in Intelligent Computing and IT

- AI & ML Enabled Smart Automation.
- IoT Enabled Computing and Intelligent Systems.
- Data-Centric Computing and Advancements.
- Recent Trends in Advanced Algorithm Design, Analysis, and Optimization.

Emerging Trends in Mechanical Engineering

- Industry 4.0/5.0.
- Additive Manufacturing /Digital Manufacturing with data science.
- Mechatronics /Robotics/ Automation and Intelligent System.
- Nanotechnology/Smart Materials /composite materials with data science.

Advancement in Electronics and Communication Engineering

- Protocols and Standards for Internet of Things.
- Middleware Protocols of WSN and Network Virtualization.
- Energy Effective Resource Allocation in Wireless Sensor Networks.
- Energy Efficient Cost Aware Secure Routing (CASER).

Recent Trends in Electrical Engineering

- AI based Power Station.

National level Mega Event "Milestone 2025"

- IT Integration in Electrical Engineering.
- Supervisory Control and Data Acquisition (SCADA) Systems in Power Stations.
- Signal Processing and image processing.

Emerging Trends in Civil Engineering

- Building Information Modelling (BIM).
- Augmented Reality/Artificial Intelligence and Machine Learning application in civil engineering.
- Exoskeletons/Advanced Materials/Self-Healing Concrete.
- Advance Uses of GPS/Smart Building and Connected Homes.
- Earth and atmospheric science aerosol with IoT based data science.

Emerging Trends in Business Management

- Headless Technology a feature of Commerce.
- Emotional Intelligence using machine learning.
- Business Forecasting using predictive tools.
- Free Trade/Crypto Currencies/ Foreign exchange.
- Micro Finance, Marketing Analytics and International Marketing.

Smart Health-Care

- Unifying Mind and Machine based Brain-Computer Interfaces.
- Next Generation Radiology Tools.
- Electronic Health Record.
- Precise Analytics- Pathology Images.
- Intelligence Medical Devices and Machines.

Chemical Engg

- Recent Trends in Chemical Engg.

The decisions of the jury will be final and binding - no appeal will be admitted.
Organizers reserve the right to disqualify any entry found misbehaving.

Students will have to carry valid ID proof.

Prizes: 1st prize: Rs.1000/- (Branch wise)

2nd prize: Rs.750/- (Branch wise)

Ideathon:

(Theme: 'Implementation of AI in poster and model making')

Posters provide visual, colourful, simple ways to communicate community issues and events, and are suitable for display in community spaces.

To encourage logical thinking and give students the tools they need to master critical thinking, communication, teamwork, and creativity in model-making.



Objectives:

1. The goal is to evaluate the student's creative abilities while also encouraging them to consider current developments in science, technology, commerce, management, and pharmacy.
2. To assist students in concentrating on a particular concept, occasion, fact or procedure
3. To encourage the use of hands-on learning.
4. Exhibits creativity in designing models using eco- friendly resources and out of box thinking in solving problems.
5. Encourage enthusiasts and students to investigate AI as a subject of study or a profession.

Outcomes:

1. To assess students' comprehension and concept clarity using a 360-degree knowledge test in which they must conceptualize ideas, design, participate in resource management, and display models.
2. To develop critical thinking skills in the students, by providing them with a fun filled activity-based learning time.
3. To gauge their knowledge and awareness of recent trends in various fields.
4. To bring out the creative expression of students.

Rules of the Event (POSTER):

1. The poster's topic and theme must be prominently displayed at the top margin.
2. Poster board / space of 1m x 1m and material for affixing the poster will be provided by the organizer.

National level Mega Event "Milestone 2025"

3. The participant is free to create their own poster. It might be hand-drawn or flex printed.
4. For poster presentations, no more than two people may participate per poster.
5. No participant's name, class, college, or other personal information should be included on the poster. Only the registration form should provide these facts.
6. Create posters with AI tools.

Students can participate in any one of the following theme areas:

1. Commerce, Management, Law etc.
2. Pure Sciences: Physics, Chemistry, Life Sciences, Mathematics, Environment, Home Science, Computer Science etc.
3. Engineering & Technology
4. Pharmacy

Rules of the Event (MODEL):

1. Students from any discipline can participate.
2. Product design, engineering models, and working prototypes are allowed.
3. On the day of the event, participants should bring their requirements.
4. Throughout the event program, the team ought to showcase their model. If this isn't done, the team might be disqualified.
5. Make models with AI tools.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students will have to carry valid ID proof.

Prizes: 1st prize: Rs.1000/-

2nd prize: Rs.750/-

Chat GPT Grandmaster Hunt:

The Chat GPT Grandmaster Hunt is an interactive event or challenge created to assess Chat GPT's aptitude for comprehending, deducing, and resolving challenging issues.

Chat GPT can be used in a hypothetical or conceptual assignment intended to evaluate the AI's aptitude in areas like as task completion across a range of subjects, logical reasoning, creativity, and problem-solving.



Objectives:

1. Test the AI's ability to reason through complex, diverse challenges.
2. Determine Chat GPT's advantages and disadvantages in terms of creativity and problem-solving.
3. Use the event as a learning opportunity for improving the AI's capabilities, fine-tuning its understanding and enhancing problem-solving efficiency.

Outcomes:

1. An opportunity for the public to engage with AI, gain knowledge from it, and recognize the progress made in this field.
2. Event provides a gauge of Chat GPT's proficiency in managing various issues in contrast to human participants.

Rules of the Event:

Team can have maximum of 2 participants.

There are two rounds

Round 1: Search Round

Objectives: Use Chat GPT to find precise replies.

Time Limit: 10 minutes.

Scoring: Based on accuracy, relevance, and speed.

Round 1 is elimination round. Selected Teams will move on to Round 2.

Round 2: Question & Answer Round

Objectives: Students are asked questions based on the Outcomes of Round 1.

Time Limit: 5 minutes.

Scoring: Based on clarity, depth.

Prizes: 1st prize: Rs.1000/- 2nd prize: Rs.750/-

CODE-a-THON:

This event tests participants' critical thinking abilities. Instead of focusing on technical coding skills alone, it emphasizes how coders think, analyse problems and design efficient solutions for programming challenges.



Objectives:

1. To foster creativity and critical thinking by encouraging participants to develop innovative and unique solutions to programming challenges.
2. To recognize and reward exceptional critical thinking and problem solving abilities.

Outcomes:

1. To encourage participants to think creatively and develop unique, optimized solutions.
2. To explore career opportunities in the programming domain.

Round 1: Prep round

1. Teams must solve problem statements by adapting code from public GitHub repositories or any AI tools, using Internet.
2. Teams can use any programming language of their choice to solve the problems.
3. Two different teams with identical solutions will be disqualified, your solutions must be unique.
4. Team does not execute the code.

Round 2: The Final Showdown

1. All rules of first round are applicable to second round only the complexity of problem statements will be increased in second round.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students should carry valid ID proof.

Prizes

Prizes: 1st prize: Rs.1000/-

2nd prize: Rs.750/-

SCAVENGER HUNT:

The concept of searching for hidden treasures, or scavenger hunts, has long been thrilling and daring. It is a simple, flexible, and enjoyable way to engage and assist them in beginning their own research.



Objectives:

1. To solve problems practically and overcome obstacles by cooperating with others.
2. To apply problem-solving techniques and develop tactical plans to finish the task

Outcomes:

1. To discover, explore, solve problems, test new ideas and experience companionship, cooperation and teamwork.
2. To cultivate their aptitude for perseverance, prediction, and curiosity via treasure hunting.

Rules of Event:

1. Do not open and view the clues prior to the announcement that the hunt has started.
2. Teams must travel on foot. Vehicles are not allowed.
3. Teams are allowed to make use of resources that are not related to the treasure search.
4. Teams may make use of mobile internet devices or smartphones.

No appeal will be allowed, the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students will have to carry valid ID proof.

Prizes: 1st prize: Rs.1000/-

2nd prize: Rs.750/-

CAREER TO CORPORATE

This activity will evaluate a person's skills and shortcomings in areas like decision-making, linguistic understanding, logical reasoning, and problem-solving. Participants will learn more about company culture via this event.



Objectives:

1. To encourage students to speak with confidence, exhibit leadership skills.
2. To groom students by imparting corporate etiquette, sharpen aptitudes and inculcate self-confidence by making a mark of his/her own personality.

Outcomes:

1. To enhance communication, listening, and analytical thinking abilities.
2. To boost self-assurance when speaking in front of an audience.

Rules of the Event:

Round I: Aptitude Test

1. 30 Questions will be asked for an aptitude test.
2. 20 Minutes for aptitude test.
3. One mark for each correct Answer.
4. No Negative Marking.
5. Cell phones/Calculator/Any Electronic gadgets are prohibited.

Round II: Group Discussion (GD)

1. Topic for Group Discussion will be given on the spot.
2. Give everyone a chance to speak.
3. Listen carefully & participate actively.
4. Commit to learning not debating.

Round III: Cognitive Chronicles: Interview Round

The jury will interview each participant individually. This round will be attended by qualified teams.

National level Mega Event "Milestone 2025"

General Rules:

1. It is mandatory for participants to have a valid ID Proof.
2. It is mandatory for participants to bring a hard copy of their resume.
3. It is mandatory for participants to wear formal clothing.
4. Any misconduct or rule infraction could result in disqualification.
5. Participants should compete individually.

Prizes: 1st prize: Rs.1000/-

2nd prize: Rs.750/-

THINK TANK: THE SOLUTION QUEST

In this competition, individuals or groups of two take on real-world problems and apply their technical and analytical abilities to come up with creative solutions that deal with problems in a variety of industries.



Objectives:

1. Develop problem-solving skills: By tackling challenging problems, participants will hone their analytical and critical thinking skills.
2. Promote interdisciplinary cooperation: Students from various engineering specialties work together as a result of the event.

Outcomes:

1. Improve technical expertise by learning more about various fields and developing a deeper comprehension of real-world issues.
2. Showcase innovation: Provide a platform for students to showcase creativity and propose novel solutions.

Rules of the Event:

1. Participants may compete individually or in teams of two.
2. Two cheats, each with a distinct issue statement, must be drawn by each team or participant. Although participants are free to choose which issue statement to solve, they are only required to submit one.
3. Issues in the specified five sectors—education, technology, healthcare, transportation, urban planning, and infrastructure—will serve as the basis for problem statements

The event will be conducted in two phases:

Phase 1: The elimination stage, in which players have 20 minutes to come up with a solution and write it down in the prescribed format.

Phase 2: Selected participants will have to justify their solutions on stage by providing valid arguments within a time slot of 5 to 10 minutes.

National level Mega Event "Milestone 2025"

1. Format of solution: the written solution will be divided into 3 parts.
2. Understanding: Here participants should explain what they understand about the problem.
3. Solution: Propose a feasible and innovative solution to address the identified challenges, which must have a logical and technical explanation.
4. Outcomes: Describe the expected impact or benefits of implementing the proposed solution.
5. Mobile phones and electronic gadgets are prohibited during the competition. If found, the participant(s) will be disqualified.

Key Rules:

Participants must adhere to the specified time limit for solution development and submission

Prizes: 1st prize: Rs.1000/-

2nd prize: Rs.750/-

AI QUIZ BOWL:

Students with strong general knowledge, general skills, and an interest in current events are eligible to attend. This event is open to everyone who wishes to demonstrate their intelligence.



Objectives:

1. To create a group of young minds with quizzing talent.
2. To improve or expand one's knowledge of things, either general or in specific area.

Outcomes:

1. It motivates any individual to have a good common sense and be up to date with current affairs.
2. It enables confidence for students who are preparing for competitive examinations.

Rules of the Event:

Round 1: Elimination Round

There will be a general knowledge question.

This tournament is open to any individual or dual.

1. Participants shall not be allowed to use mobile or other electronic instruments.
2. Questions shall be in the form of multiple choice, True / False statement, Visuals, Specific answer question etc.
3. Shortlisted team will go in the next round.

Round 2: Buzzer Round:

The "AI Quiz Bowl" event's last round is Buzzer Round.

Questions will be asked related to AI like "AI History", "Applications of AI", "Ethics in AI", "Recent development using AI" etc.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students must have valid ID Proof.

Prizes:

1st Prize: ₹1000/-

2nd Prize: ₹750/-

ART AND CREATIVITY: (Smart Phone Movie Contest)

This competition consists of short films that were entirely captured on smartphones. It seeks to increase the creator's expressive possibilities and challenge-taking options.



Objectives:

1. To discover and support young filmmaking talents.
2. To make smart phone filmmaking affordable and accessible to all

Outcomes:

1. To showcase their talent and creativity by applying their learning in real situations.
2. To encourage their imagination, inventiveness, and ability to articulate their ideas, thoughts, and perceptions.

Rules

Team can have maximum of 2 participants.

1. Theme: College Life
2. Mode: Films should be shot by smart phone only.
3. Duration: 120 seconds to 180 Sec
4. Language : English/Hindi/Marathi
5. FORMAT .mp4 files with widescreen.
6. How to participate: Shoot the video using (Smart) mobile phone on the date of the event at our campus (SSBT's COET, Bambhori, Jalgaon) and the film should be submitted as "Smart Phone Movie Contest", with the name of the participant and institution on 22/02/2025 up to 2 pm.
7. The movie must be original and should not violate any provision of the Indian property act, Copyright Act, etc.
8. The content of the movie should be suitable for Universal viewing and not contain any provocative, objectionable or inappropriate content.

National level Mega Event "Milestone 2025"

9. A SINGLE ENTRY of two participants and one prize per film regardless of the number of people credited.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students must have valid ID proof.

Prizes:

1st Prize: ₹1000/-

2nd Prize: ₹750/-

SLIDE MASTER:

Students can showcase their research, thoughts, or analysis on a certain topic by participating in the SLIDE MASTER competition. After receiving themes, participants will use AI-powered tools to develop their slides and improve the presenting process. Instead of using traditional software, the emphasis is on using AI technology for research, content creation, and presentation building.



Objectives:

1. To encourage students to use AI-powered tools effectively in research, writing, and presentation design.
2. To give students a chance to interact with peers and experts while presenting their work.
3. To encourage technical innovation and creativity by incorporating AI tools into the research and presentation-making processes.

Outcomes:

1. Participants will learn how to use AI tools for writing, research, and presentation creation.
2. To evaluate a website's usability by using AI tools to enhance the design and substance of their presentations, the competition will assist students in developing clear and captivating presentation abilities.

Rules of the Event:

Team Formation:

1. A team can consist of a maximum of two participants.
2. It is not necessary for the participants forming a team to be from the same college.
3. There is no restriction on the number of teams from the same college.

Round 1:

During the event, participants will be given themes to work on. They won't be aware of the subjects beforehand. On-site, participants will use the given topic and available AI tools to produce their presentation.

Round 2:

Each team will have eight minutes to present their work; the judges will interrogate them for two minutes.

Presentation Guidelines:

1. All aspects of the presentation, including slide design and content enhancement, must be done with AI technologies.
2. The presentation should not be made using Microsoft PowerPoint. Participants are required to create their slides using AI-powered presentation tools (such Beautiful.AI, Design Scape, Visme, or any other AI-based tool).
3. AI technologies are permitted for research, data analysis, presentation design, and content production (e.g. AI tools for developing visuals, data-driven insights, and design enhancements). Both the presentation's design and content improvement should be done with AI-powered tools.
4. Violation of any rule may result in rejection.

AI-Specific Guidelines:

AI Tools Usage: In order to create their presentations, participants must employ AI-powered tools. Writing assistants (like Grammarly or QuillBot), content research tools (like Chat GPT), and design tools (like Beautiful.AI, Visme, or Design Scape) are examples of artificial intelligence (AI) tools.

Disqualification: Disqualification may result from breaking any rules or acting unethically.

The Jury's Decision, No appeals will be considered; the jury's verdict is final and binding.

Any entry seen to be acting inappropriately may be disqualified by the organizers.

Student should have valid ID proof.

Prizes:

1st Prize: ₹1000/-

2nd Prize: ₹750/-

CREATIVEPRENEUR: (BusinessPlan/BusinessModel Canvas)

Business Plan:

The competition is designed to give collegiate entrepreneurs a real-world experience to fine-tune their business plans and band elevator pitches to receive funding and maximize the commercialization of their products.



Objectives:

1. To promote a thriving entrepreneurial culture and ecosystem.
2. To expand small company opportunities and establish connections with markets.

Outcomes:

1. To acquire expertise in drafting and drafting business plans.
2. To improve communication and organizing abilities.

Rules of the Event:

1. B-Plans should be submitted one day before on the link provided.
2. Time for presentation- 10 minutes per team.
3. When visiting the competition, participants should carry hard copies.
4. While presenting the Business Plan (through PPTs) funding requirements, current and projected financials, broad break-up of application of funds, and scaling-up strategy, etc must be explained.

Business Model Canvas:

The Business Model Canvas is a strategic management tool that helps businesses visualize and analyses their business models. A clear and comprehensive business model overview in a single visual format. It consists of 9 fundamental building blocks that describe the core aspects of a company's Key Partners, Key Resources, Key Activities, Value Proposition, Customer Relationships, Channels, Customer Segmentations, Cost Structure and Revenue Streams.

Objectives:

1. The goal is to provide a template for screening out ideas in the future.
2. To map, discuss, design, and invent new business models

National level Mega Event "Milestone 2025"

Outcomes:

1. It identifies areas for improvement and innovation in business.
2. It shows visual presentation, which enhance analysis and decision-making skill.

Rules of the Event:

1. Business Model Canvas should be submitted one day before on the link provided.
2. Business Model Canvas contains 9 fundamental building blocks that describe the core aspects of a company's key partners, key resources, Key activities, value proposition, customers relationship, Channels, Customer segmentations Cost structure and Revenue streams.
3. Time for presentation (through PPTs or Online) - 10 minutes per team (8 minutes Presentation and 2 minutes Q&A).
4. For each team 2 - 4 participants allowed.
5. Participants should bring Soft copy and Hard copy while attending competition.
6. The Soft copy & Hard copy must be submitted to the Event Coordinator.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students should have valid ID Proof.

Prizes : 1st Prize: ₹1000/-

2nd Prize: ₹750/-

E-SPORTZ EXTRAVAGANZA:

The purpose of this event is to help students improve team cohesion. It is designed for students who enjoy playing video games.



Objectives:

1. To develop Sportsmanship, Leadership, Communication and Teamwork.
2. To play together in a shared space, whether a shared virtual space or a physical space like e-sports.

Outcomes:

1. To improve problem solving skills and logic.
2. Events highlight emerging games in the e-sports scene.

Rules of the Event:

e-Game : Free Fire , BGMI

Round 1:

1. Each team allows maximum 4 Players.
2. Players must register their username as mentioned on their College ID Proof.
3. All the players in the squad must be present in the college campus otherwise the team will be disqualified.
4. Minimum criteria of the Player Level (Team) must be 10.
5. Free WIFI facility will be provided at college.
6. No third party app is allowed. Eg. VPN or DNS.

Round 2:

1. First three teams will be qualified for 2nd round.
2. Two teams from 2nd round will be the winners of the event.

No appeal will be allowed; the jury's verdicts are final and enforceable. Any entry seen to be acting inappropriately may be disqualified by the organizers.

Students must have valid ID Proof.

Prizes : Prize ₹1000/- (Free Fire Game)

Prize ₹1000/- (BGMI Game)