Vivek Education Society's

VIVEK COLLEGE OF COMMERCE

GOREGAON (W) MUMBAI 400104
(AUTONOMOUS)

DEPARTMENT OF INFORMATION TECHNOLOGY & DEPARTMENT OF DATA SCIENCE & ARTIFICIAL INTELLIGENCE

ORGANIZES

CURIOSITY

THEME : TECH GENESIS

20th DECEMBER 2025

FOR FURTHER DETAILS CONTACT
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curiosity

ABOUT CURIOSITY

Curiosity Drives Innovation: Uncovering the Frontiers of Technology

Welcome to Curiosity, where wonder meets innovation! Join us to unleash your curiosity and explore the latest technological advancements that are shaping our world.

NON-TECHNICAL EVENTS

BGMI (SQUAD)	200/-Rs
CALL OF DUTY(MOBILE)	250/-Rs
CLASH ROYALE	50/-Rs
VALORANT	250/-Rs
FREE FIRE(SQUAD)	200/-Rs
CARROM(DUO)	50/-Rs
PHOTOGRAPHY	20/-Rs

TECHNICAL EVENTS

THUMBNAIL / TECHNICAL POSTER MAKING	30/-Rs
DATA BOARD	30/-Rs
SITE REPLICA	30/-Rs
DEBUG THE CODE	30/-Rs

NON-TECHNICAL EVENTS TIMINGS

BGMI (SQUAD)	10:00 AM
FREE FIRE(SQUAD)	10:00 AM
CLASH ROYAL	10:00 AM
VALORANT	10:00 AM
CALL OF DUTY(MOBILE)	10:00 AM
CARROM(DUO)	10:30 AM
ANIME SCREENING	11:30 AM
PHOTOGRAPHY	11:30 AM

TECHNICAL EVENTS TIMINGS

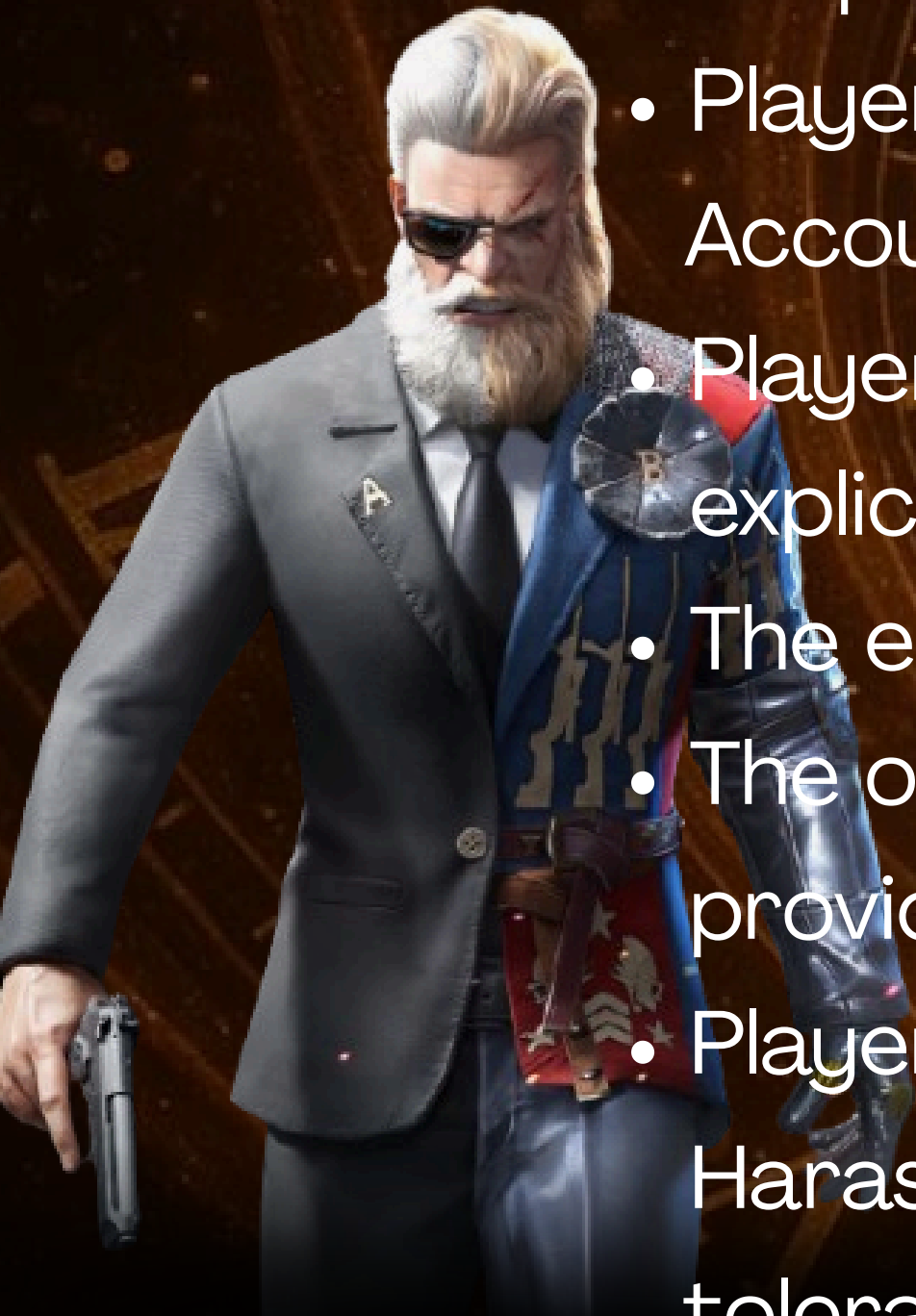|	
THUMBNAIL / TECHNICAL POSTER MAKING	10:30 AM
DATA BOARD	10:30 AM
SITE REPLICA	10:30 AM
DEBUG THE CODE	10:30 AM

RULES FOR NON- TECHNICAL EVENTS
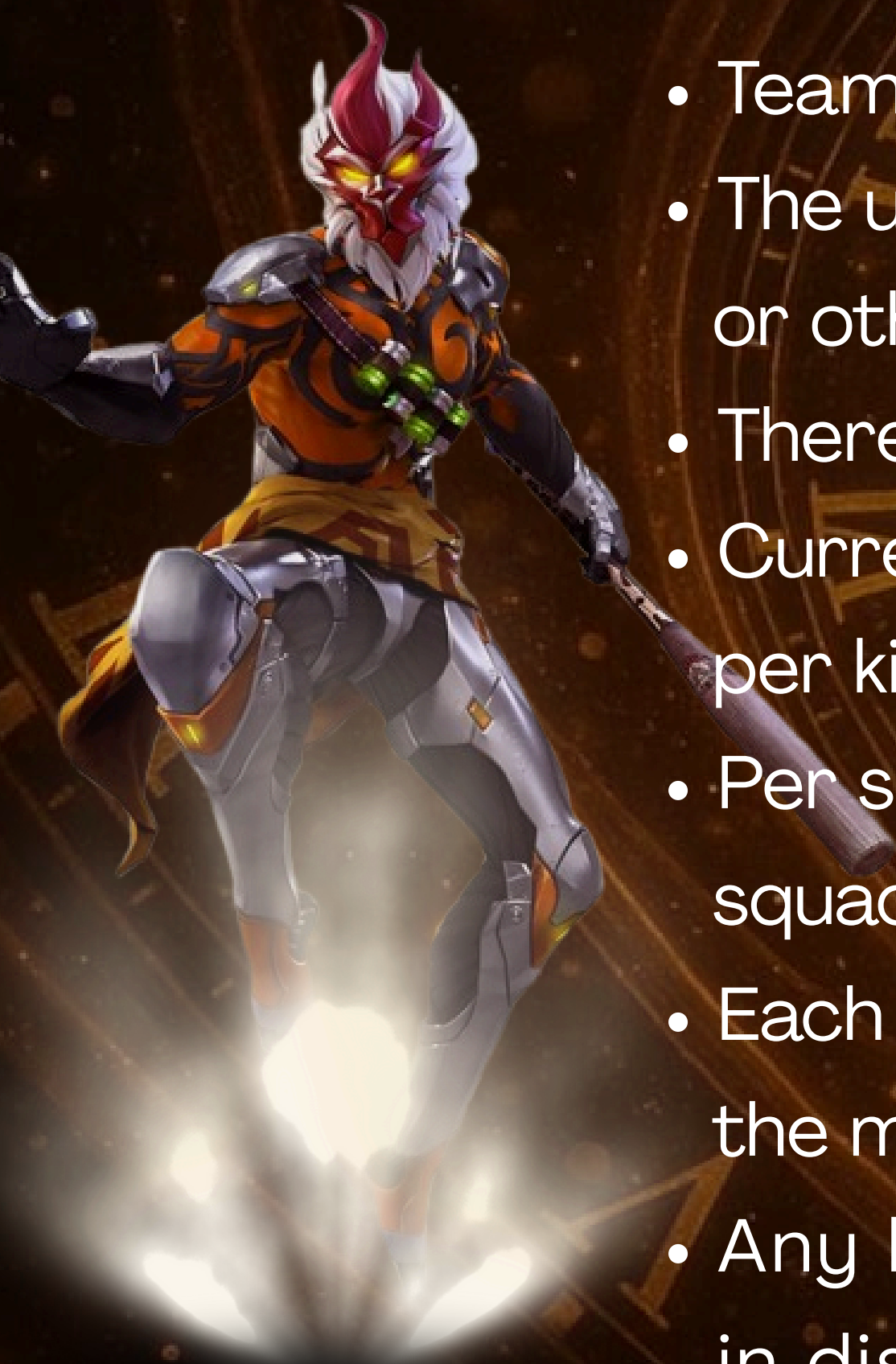
BGMI (SQUAD)

- This is a 4-player team tournament with no substitutes allowed.
- Teams must use only in-game voice chat from start to finish.
- The use of any unfair means such as aimbot, trigger bot,ESP or other hacks/cheats will lead to immediate disqualification.
- There are only 64 squads available.
- Current Point table System will be followed throughout the event, per kill will count one point.
- Per slot will consist of 16 squad, and from each slot only top 4 squad (according to point table) will be qualified for the finale.
- Each squad will play two matches to fix there spot in finale, the maps will be played are Miramar and erangle.
- Teams/players must join the room on time as scheduled by the organizers, Failure to do so will result in disqualification.
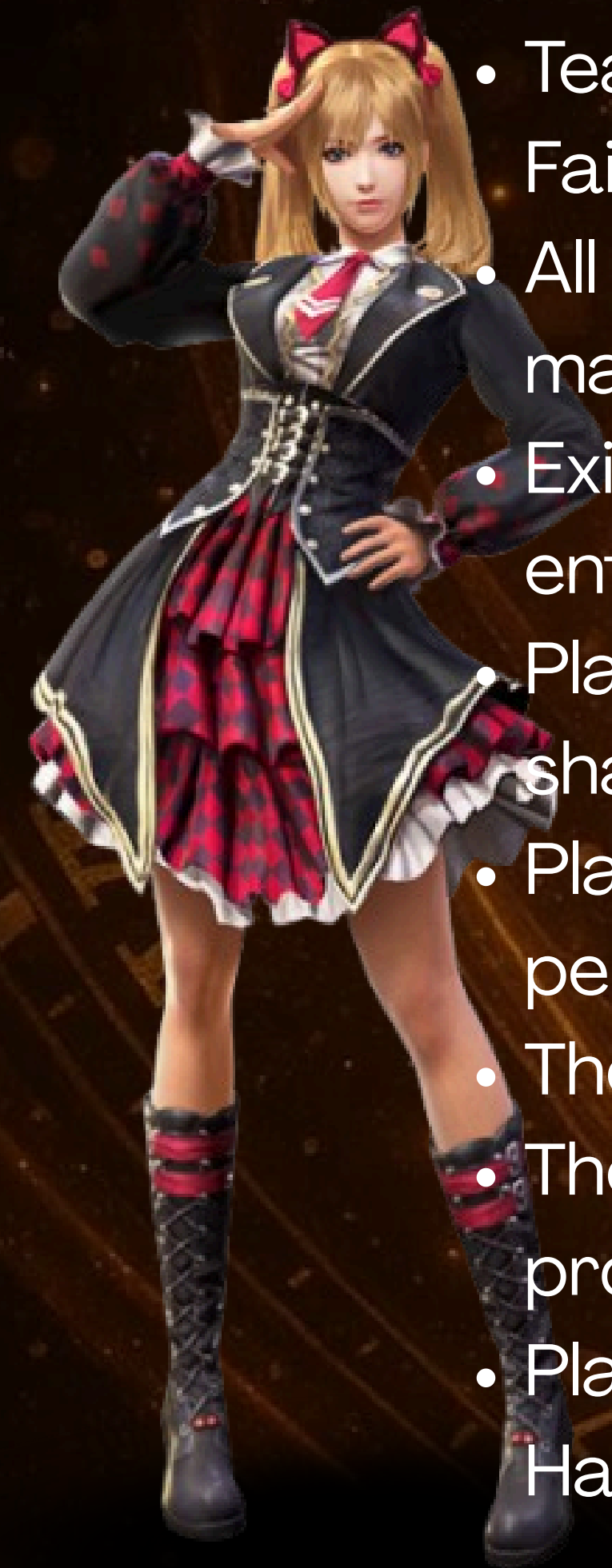
- All participants are required to be ready at least 20 minutes before the match. Late entries will not be allowed.
- Exiting a game without a valid reason will lead to disqualification of the entire team.
- Players must use their registered game ID for the tournament, Account sharing or use of alternate accounts is strictly prohibited.
- Players are not allowed to stream or spectate matches unless explicitly permitted by the organizers.
- The entry fee is non-refundable under any circumstances.
- The organizers reserve the right to accept or reject any entry without providing a reason.
- Players are expected to maintain professional conduct at all times. Harassment, abusive language, or toxic behavior will not be tolerated and may result in disqualification

FREE FIRE(SQUAD)

- This is a 4-player team tournament with no substitutes allowed.

- Teams must use only in-game voice chat from start to finish.

- The use of any unfair means such as aimbot, trigger bot,ESP, or other hacks/cheats will lead to immediate disqualification.

- There are only 48 squad available.

- Current Point table System will be followed throughout the event, per kill will count one point.

- Per slot will consist of 12 squad, and from each slot only top 3 squad (according to point table) will be qualified for the finale.

- Each squad will play two matches to fix there spot in finale, the maps will be played are Bermuda and Kalahari.

- Any kind of misbehavior will not be tolerated and may result in disqualification.

- Teams/players must join the room on time as scheduled by the organizers, Failure to do so will result in disqualification.
- All participants are required to be ready at least 20 minutes before the match. Late entries will not be allowed.
- Exiting a game without a valid reason will lead to disqualification of the entire team.
- Players must use their registered game ID for the tournament, Account sharing or use of alternate accounts is strictly prohibited.
- Players are not allowed to stream or spectate matches unless explicitly permitted by the organizers.
- The entry fee is non-refundable under any circumstances.
- The organizers reserve the right to accept or reject any entry without providing a reason.
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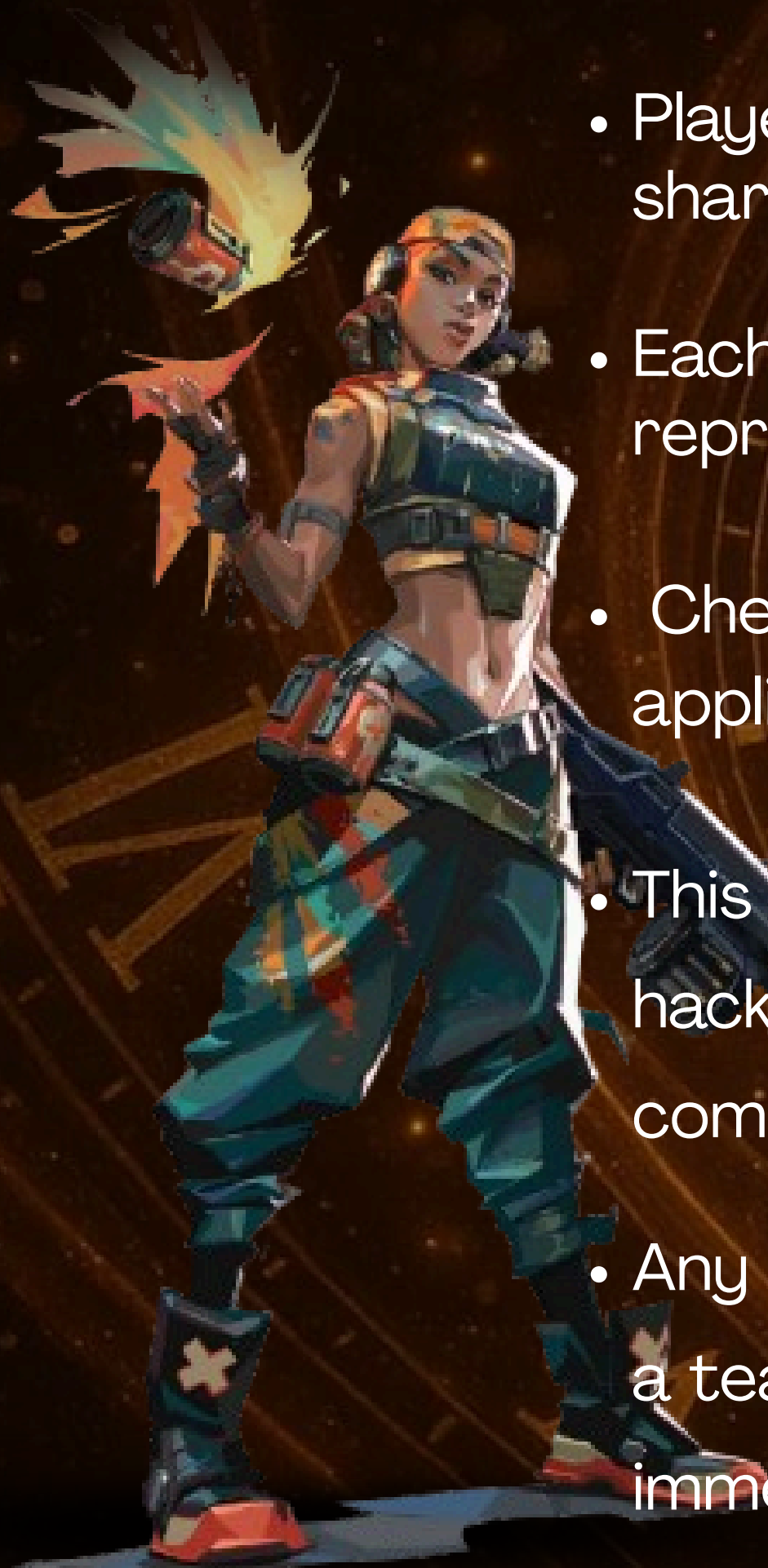
CLASH ROYALE

- Individual participation only.

- Tournament format will be 1v1, played in multiple rounds (knockout/points depending on entries).

- Participants must use their own mobile device and stable internet.

- No emulators, mods, private servers, or altered apps allowed.

- Players must join the match room within the given time late entry = walkover.

- In case of disputes, the coordinator's decision is final.

- Fair play is mandatory. Any form of cheating results in immediate disqualification.

VALORANT

- Players may only use one active Valorant account linked to their Riot ID, and sharing or using another person's account is strictly prohibited.

- Each team must have a minimum of five players, and each player is allowed to represent only one team throughout the tournament.

- Cheating, modifying game files, exploiting bugs, or using any third-party applications to gain an unfair advantage is strictly forbidden.

- This includes, but is not limited to, ESP, radar hacks, wallhacks, speed hacks, aim hacks, hitbox manipulation, teleportation of any kind, and any use of bugs for competitive advantage.

- Any player found using cheats will face bans and disqualification. Additionally, if a team uses a player who has an active ban issued by GLL, the team will be immediately disqualified.
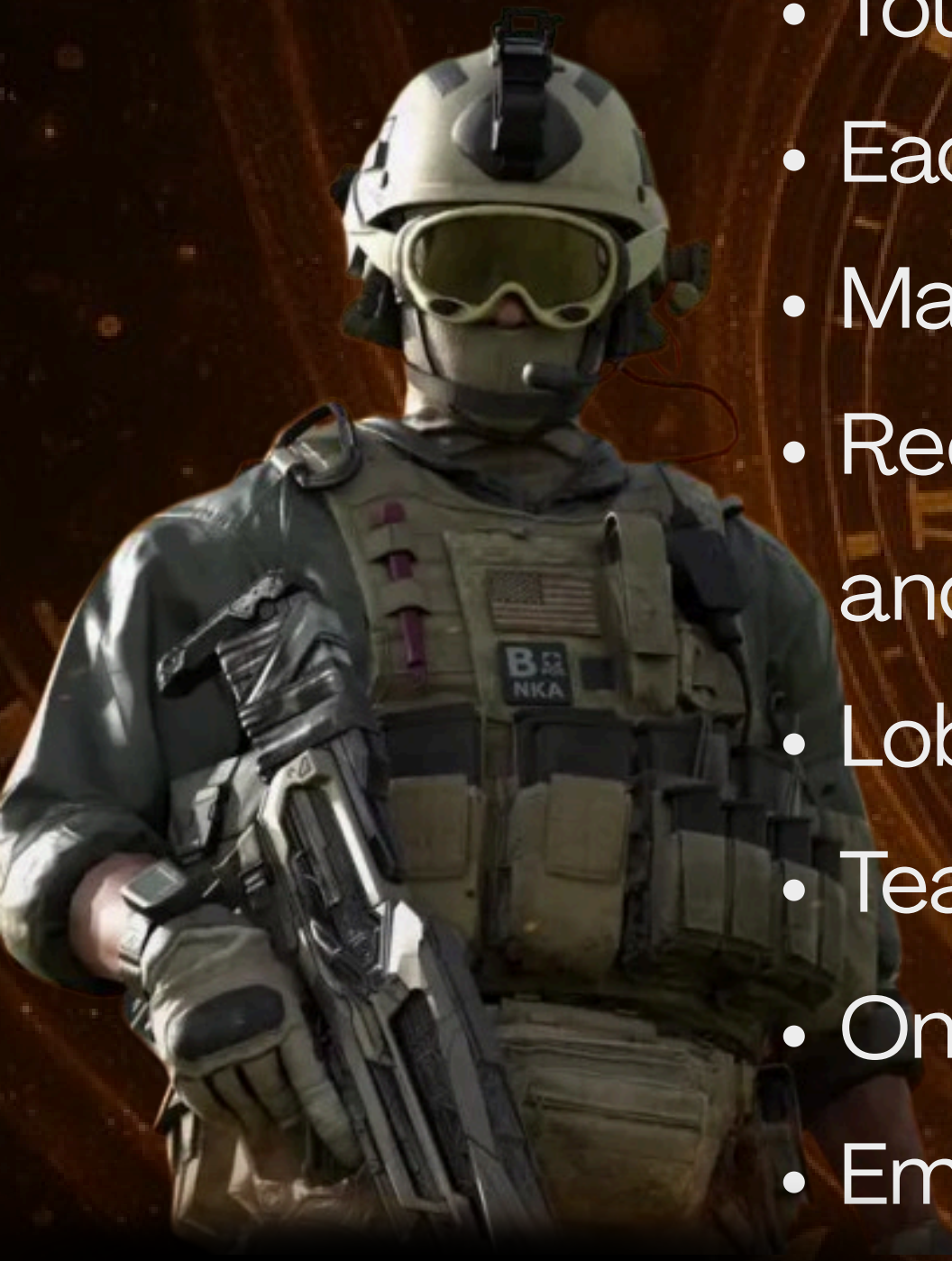
CARROM(DUO)

- The team winning the toss will either opt to choose the side or break the board.

- The partners are not allowed to talk or communicate with each other by gestures, nor can they move or disturb the stool or chair during their turn of play.

- If you pocket the coin along with the striker, then the opponent will place 2 coins of yours on board, and you will be allowed to continue the strike.
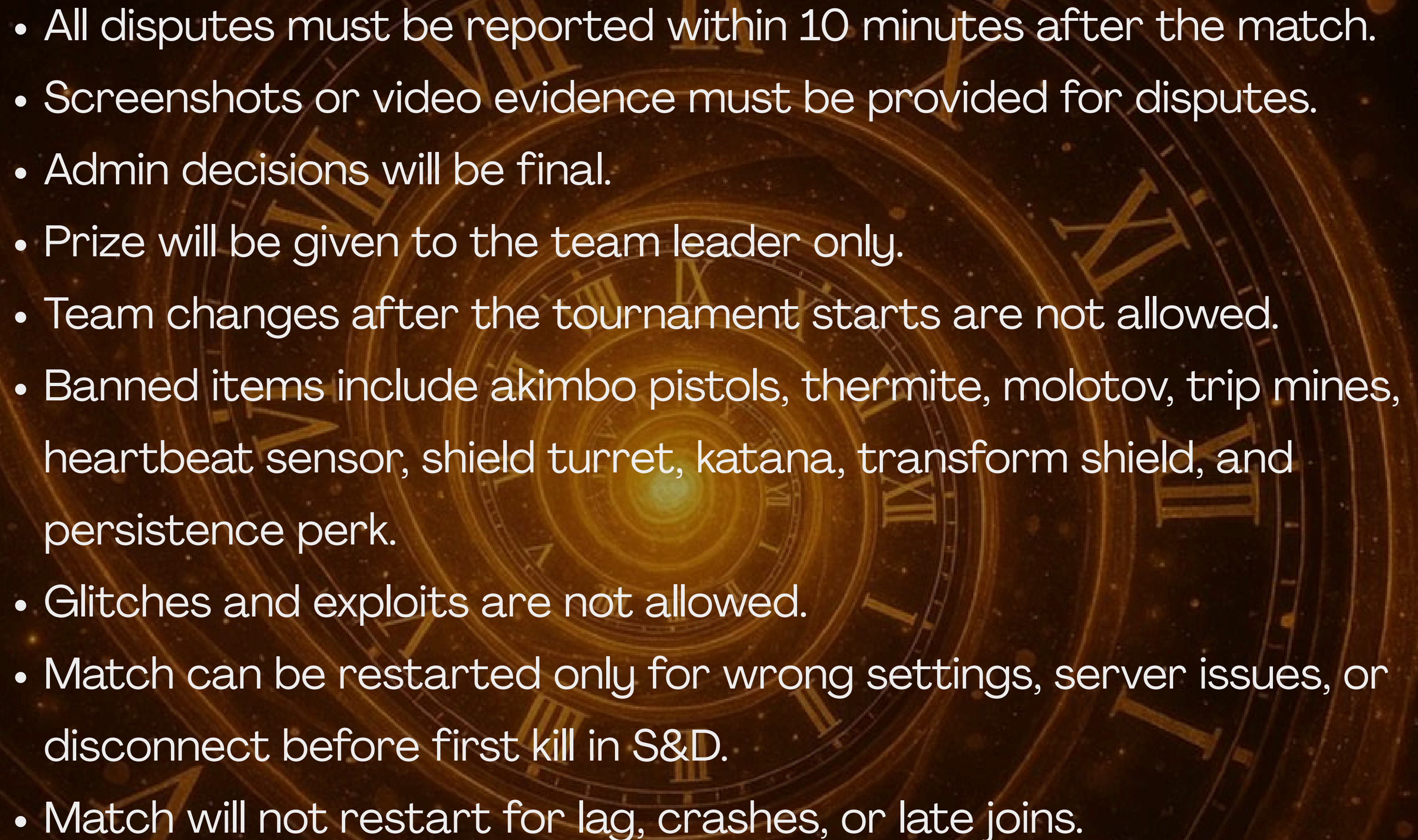
Fouls:

i. If you pocket down your opponent's pieces, then it is considered a foul.

ii. If you strike any piece hard enough that it moves out of the board, it is a foul.

iii. If the last pieces are struck to the pocket before the queen, it is considered a foul.

iv. In case of a foul, one of your pocketed pieces is returned to the board and placed anywhere within the main circle by the opponent as a penalty.
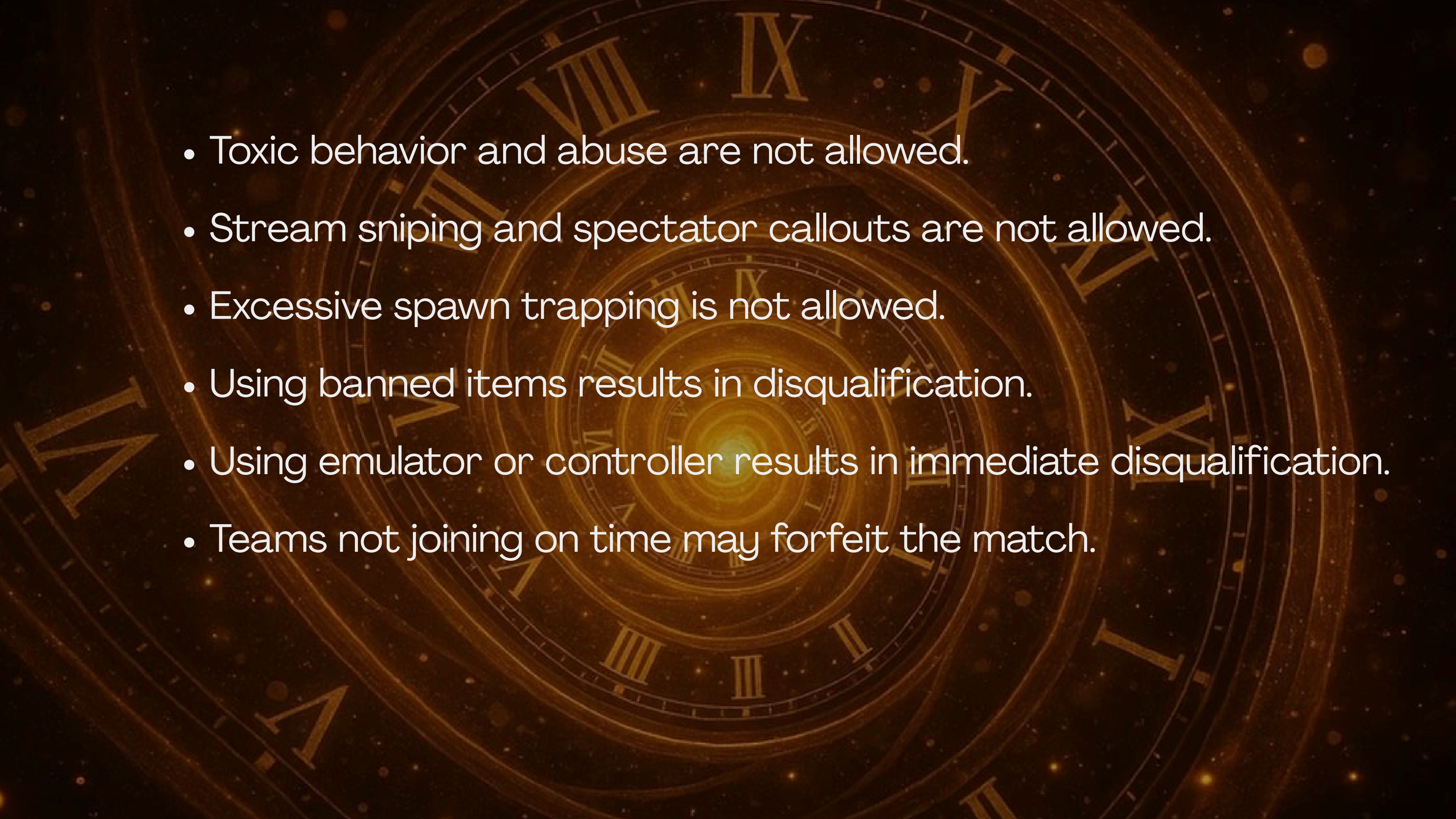
CALL OF DUTY(MOBILE)

- Tournament will be played in Multiplayer mode only.

- Each team must have 5 players.

- Matches will follow Best of 3 or Best of 5 format.

- Recommended modes include Hardpoint, Search & Destroy, and Control/Domination.

- Lobby will be created and started by the admin only.

- Teams must join the lobby within 5 minutes.

- Only mobile devices are allowed.

- Emulators are not allowed.

- External controllers are not allowed unless approved.

- All disputes must be reported within 10 minutes after the match.
- Screenshots or video evidence must be provided for disputes.
- Admin decisions will be final.
- Prize will be given to the team leader only.
- Team changes after the tournament starts are not allowed.
- Banned items include akimbo pistols, thermite, molotov, trip mines, heartbeat sensor, shield turret, katana, transform shield, and persistence perk.
- Glitches and exploits are not allowed.
- Match can be restarted only for wrong settings, server issues, or disconnect before first kill in S&D.
- Match will not restart for lag, crashes, or late joins.

- Toxic behavior and abuse are not allowed.

- Stream sniping and spectator callouts are not allowed.

- Excessive spawn trapping is not allowed.

- Using banned items results in disqualification.

- Using emulator or controller results in immediate disqualification.

- Teams not joining on time may forfeit the match.

PHOTOGRAPHY

- Participant Have to capture the event.

- Basic editing (brightness, contrast, cropping) is allowed.

- Watermarks or logos are not permitted.

- Photographs must be original and clicked by the participant.

- Organizers will give on spot themes.

RULES FOR TECHNICAL EVENTS

THUMBNAIL / TECHNICAL POSTER MAKING

- Individual participation only.

- Topic/theme will be announced at the venue.

- Tools allowed: Canva, Photoshop, Illustrator, Figma.

- Final output must be in PNG/JPG format.

- No copyrighted images unless they are free to use.

- Judging criteria: creativity, clarity, theme relevance, and presentation.

DATA BOARD

- Participation allowed in teams of 1–2 members.

- Dataset will be provided at the venue.

- Any tool allowed: Excel, Sheets, Python, R, Tableau, Power BI.

- Participants must present a chart + insights also a proper dashboard at the end.

- Judging criteria: accuracy, visualization quality, explanation, and creativity.

- Pre-made dashboards or templates are not allowed.

SITE REPLICA

- Individual participation only.

- A reference website/page will be shown at the start.

- Participants must replicate UI layout, colors, and structure.

- Frameworks allowed: HTML, CSS, JS, Bootstrap, Tailwind.

- Internet allowed only for documentation—not to copy code.

- Evaluation will be based on accuracy, responsiveness, and clean code.

DEBUG THE CODE

- Individual participation only.

- Participants will receive buggy programs in C / C++ / Java / Python.

- Time limit will be announced at the start.

- Points are awarded based on accuracy + speed.

- Use of AI tools or internet is strictly prohibited.

- Final output must match the expected test cases.

SIDDHARTH NAGAR, GOREGAON (W)

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SCAN RIGHT NOW TO VISIT OUR WEBSITE AND REGISTER !