



PAAVAI ENGINEERING COLLEGE (Autonomous) Techfinix '26

DEPARTMENT OF MCA

IDEA PRESENTATION SUMMIT

Faculty Name: Dr.S.Senthamarai Selvi AP/MCA Faculty Number: 9843635530	Student Name: V.Vijay II Year /MCA Student Number: 8610251927
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Objective:

This event provides students with an opportunity to present innovative project, business, or startup ideas by identifying real-world problems and proposing practical solutions. It encourages creativity, entrepreneurial skills, product development, and business potential.

Event Concept:

The event provides a platform for students to present innovative Project Ideas, Business Ideas, and Startup Ideas that solve real-world problems. Participants can showcase their creativity, entrepreneurial skills, prototype development, and the market potential of their ideas.

This event focuses on:

1. Identifying real-world problems
2. Presenting innovative project, business, or startup ideas
3. Developing practical and effective solutions
4. Exploring product development and prototype potential
5. Understanding business models and market opportunities
6. Enhancing entrepreneurial and problem-solving skills

Rules and Regulations:

- Maximum 2 participants per team.
- Participants must present an innovative Project Idea, Business Idea, or Startup Idea.
- The idea should address a real-world problem.
- A practical and effective solution must be proposed.
- Teams should explain the development and scalability potential.
- A clear business model and market potential** should be presented.
- Participants should demonstrate problem-solving and entrepreneurial skills.
- A prototype, UI mockup, product model, or working demo can be presented where applicable.
- Each team will be given 15 minutes for the presentation.
- The judges' decision will be final and binding.
- Evaluation will focus on innovation, feasibility, product-building ability, business potential, and presentation skills.

Event Details:

Event Type: Project Idea / Business Idea / Startup Idea Presentation

Team Size: Maximum 2 participants per team

Presentation Time: 15 Minutes per team

Focus: Real-world problem identification and innovative solutions

Prototype: UI Mockup, Product Model, Prototype, or Working Demo (if applicable)

Evaluation Criteria: Innovation, Feasibility, Product Development, Business Potential, and Presentation Skills

WEB CRAFT:

Faculty Name: Mr.C.Rathanakumar AP/MCA	Student Name: K.R.Dhivagar II Year/MCA
Faculty Number: 9976298905	Student Number: 6369982291

Objective:

The objective of WEB CRAFT is to encourage participants to create accessible, user-friendly, and responsive websites for partially visually impaired people. It aims to enhance creativity, UI/UX design, and technical skills using HTML, CSS, and JavaScript.

Event Concept:

WEB CRAFT is a web development event where participants design and build an accessible, user-friendly website for partially visually impaired people. The event challenges participants to use creativity and technical skills to develop a functional and responsive website using HTML, CSS, and JavaScript within the given time.

This event focuses on:

- Designing websites for partially visually impaired people
- Accessibility and inclusive web design
- User-friendly UI/UX and simple navigation
- Creativity and responsive web development
- Functional implementation using HTML, CSS, and JavaScript
- Technical skills and problem-solving abilities.

Rules and Regulations:

1. Individual participation only.
2. Participants must build a website for partially visually impaired people.
3. Only **HTML, CSS, and JavaScript** are allowed.
4. The total time limit is **60 minutes**.
5. The website must focus on **accessibility, usability, and simple navigation**.

6. The website should be **functional and responsive**.
7. Participants should complete and submit their work within the given time.
8. The use of unfair practices or copying from other participants is strictly prohibited.
9. Judges' decisions will be final and binding.
10. Evaluation will be based on **Accessibility, Creativity, UI/UX, Functionality, and Technical Implementation**.

Event Details:

- **Event Name:** WEB CRAFT
- **Participation:** Individual
- **Task:** Build an accessible website for partially visually impaired people
- **Technologies:** HTML, CSS & JavaScript only
- **Duration:** 60 Minutes
- **Requirements:** Functional, responsive, user-friendly, and easy to navigate
- **Focus Areas:** Accessibility, usability, inclusive design, and UI/UX
- **Evaluation Criteria:** Accessibility, Creativity, UI/UX, Functionality, and Technical Implementation.

REVERSE CODING:

Faculty Name: Mrs.R.Deepika ASP/MCA	Student Name: P.K. Navoditha II Year /MCA
Faculty Number: 7538808146	Student Number: 7418036988

Objective:

The objective of Reverse Coding is to test participants' logical thinking and programming skills by challenging them to write code based on given outputs. It aims to improve problem-solving ability, coding accuracy, and time management using Java or Python.

Event Concept:

Reverse Coding is an individual programming challenge where participants are given different program outputs and must develop the correct code to generate them. The event tests their understanding of programming logic, creativity, accuracy, and problem-solving skills within the given time.

This event focuses on:

- Logical thinking and problem-solving
- Programming skills in Java and Python

- Understanding program outputs
- Writing accurate and efficient code
- Coding without external assistance
- Time management and accuracy

Rules and Regulations:

- Individual participation only.
- Participants will be provided with different program outputs and challenges.
- Participants must write the correct code to produce the given output.
- Only Java and Python programming languages are allowed.
- The event duration is 60 minutes.
- AI tools, internet access, and any external assistance are strictly prohibited.
- Participants must rely on their own programming and logical skills.
- Evaluation will be based on logic, coding skills, accuracy, and time management.
- Any form of malpractice may lead to disqualification.
- The judges' decision will be final and binding.

Event Details:

- **Event Name:** Reverse Coding
- **Participation:** Individual
- **Programming Languages:** Java and Python
- **Task:** Write the correct code based on the given program output
- **Challenge Type:** Different outputs and programming challenges
- **External Assistance:** AI tools, internet, and external help are strictly prohibited
- **Evaluation Criteria:** Logic, Coding Skills, Accuracy, and Time Management.