



An Intra departmental technical event initiated by the Department of Computer Science with the prime intention is to make the students tech-ready. Events like paper presentation, poster Presentation, debugging, gaming etc are organized, to explore the latent potential of the students and encourage them to express their thinking aloud before a crowd.

The poster has a dark blue background with a network of white dots and lines. At the top left is the SRM Institute of Science & Technology logo. At the top right is the TechZoom logo. The text is centered and reads: 'SRM INSTITUTE OF SCIENCE AND TECHNOLOGY COLLEGE OF SCIENCE AND HUMANITIES', followed by 'DEPARTMENT OF COMPUTER APPLICATION AND DEPARTMENT OF COMPUTER SCIENCE', then 'TECHZOOM '23' in a large, stylized font. Below this, a list of activities is shown in a rounded rectangle: 'PAPER PRESENTATION', 'PHOTOGRAPHY | QUIZ | GAMING', 'DEBUGGING | ADZAP | MEME CREATION', 'JUNK ART | TECH DOODLING', and 'SHORT FILM | POSTER PRESENTATION | MIME'. The dates '22ND FEBRUARY 2023 TO 8TH MARCH 2023' are displayed with a calendar icon. At the bottom, an icon of three people is above the word 'COORDINATORS'. A list of names and phone numbers is at the very bottom.

SRM
INSTITUTE OF SCIENCE & TECHNOLOGY
(Deemed to be University u/s 3 of UGC Act, 1956)

TechZoom
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SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
COLLEGE OF SCIENCE AND HUMANITIES

DEPARTMENT OF COMPUTER APPLICATION
AND
DEPARTMENT OF COMPUTER SCIENCE

TECHZOOM '23

PAPER PRESENTATION
PHOTOGRAPHY | QUIZ | GAMING
DEBUGGING | ADZAP | MEME CREATION
JUNK ART | TECH DOODLING
SHORT FILM | POSTER PRESENTATION | MIME

22ND FEBRUARY 2023
TO 8TH MARCH 2023

COORDINATORS

ASWIN	808 975 2470	RESHMI	938 418 8932
SATHISH A	755 023 0654	KAVYA	638 563 2968
		NAGA	967 762 9596

EVENT LIST

DATE: 22nd February 2023 and 8th March 2023

1. Paper Presentation	<ul style="list-style-type: none">• A team of one or two participant(s).• 5 mins for the presentation and 1-2 mins for the questions.• Presentation should focus on one topic only.• Abstract should not exceed 1 page and paper should not exceed 10 pages.• The abstract should be of following format,<ul style="list-style-type: none">○ Title- Theme of the paper, Name-Both authors, Phone Number of both authors, Email Id , College Name. <p>Date : March 7, 2023</p>
2. Poster Presentation	<ul style="list-style-type: none">• Individual participant or two as a team.• Poster must be based on the topics.• Innovation in presentation will be given due weightage. <p>Date : February 27, 2023</p>
3. Photography	<ul style="list-style-type: none">• Photos should be originally taken by contestant• No editing of photos is allowed. More than one photo is not entertained.• Plagiarism of any kind will not be tolerated.• Images will be judged on originality, technical excellence, composition, overall impact and artistic merit.• The photos should be mailed to _____ Along with the description of the photo and participants personal information (Name, College Name, Mobile Number).• If submitted photograph has abusive or mature content, it will not be considered as a valid entry <p>Date : March 3, 2023</p>
4. Quiz	<ul style="list-style-type: none">• Prove your intelligence with fun.• Maximum 2 per team.• Written preliminary will be conducted to shortlist teams for final on-stage round. <p>Date : March 3, 2023</p>
5. Gaming	<ul style="list-style-type: none">• Entry Fee Rs. 100 per student• Free Fire <p>Date : March 7, 2023</p>
6. Debugging	<ul style="list-style-type: none">• Maximum two members are allowed per team• Debugging must be done on C++ or Java• Preference of programming language can be given by participant

	<ul style="list-style-type: none"> Prelims will be held to shortlist the teams for final round. <p>Date : February 28,2023</p>
7. Adzap	<ul style="list-style-type: none"> Selling your product is the event. Maximum of 8 members per team 3 minutes of Preparation Time 5 minutes on Stage Participants should bring their own requirements if needed for the act. Reproducing old advertisements are not encouraged. <p>Date : March 1, 2023</p>
8. Meme Creation	<ul style="list-style-type: none"> Only entries relevant to the topic will be considered. Topic will be given on spot. Only one entry per candidate. 20 minutes for creating and posting the meme. The meme must be sent to The provided topic must be conveyed in a single meme. The number of pictures within the meme is up to you. Contestants are requested to attach an identification watermark with their entry. Plagiarism of any kind will not be tolerated. If a meme has abusive or mature content, it will not be considered as a valid entry. <p>Date : February 22,2023</p>
9. Mime	<ul style="list-style-type: none"> Each team can have 3-4 members. The teams will get a situation and a preparation time of maximum 5 minutes. Time limit on stage is 4 minutes for each team. The act should not contain any dialogues, lip sync, props or music. No act shall contain any offensive, obscene, disrespectful actions or gestures. The act will be immediately stopped, and the entry will be disqualified, if these instructions are not followed. Points will be given based on innovation, depiction of the situation, team work and expressions. <p>Date : February 28,2023</p>
10. Junk Art	<ul style="list-style-type: none"> Each team can have a maximum of 2 Members The participants can create their artwork at home and present it on the day of the competition. Junk used in the sculpture may be the items headed for the bin or recycling stream/reused stuff. Nothing is to be new or bought except the binding Completed art work must represent some theme of your choice. <p>Date: March 1, 2023</p>
11. TechDoodling	<ul style="list-style-type: none"> Design area should be 24 inches x 36 inches in size(1/4 Chart) One entry per person Topic will be given on the spot

	<ul style="list-style-type: none"> • 45 mins will be given for creating the doodle. • Submission should be an original creation • Entry with abusive or mature content will not be accepted • Each Doodle will be evaluated and scored based on the following "Criteria": • Artistic merit - drawing skills and use of color; • Creativity and originality Communication of the Contest theme. <p>Date : February 23, 2023</p>
<ul style="list-style-type: none"> • 12. Short Film 	<ul style="list-style-type: none"> • “The computer was born to solve problems that did not exist before.” — <i>Bill Gates</i> • All entrants (director, scriptwriter, crew, videographer, editor, and others) must be students of Department of Computer Science or Computer Applications • All entrants must send a copy of the movie to the organizers on or before _____. • All creative endeavors including but not limited to: scriptwriting, directing, shooting, editing, and musical scoring should be done by the team members. If creative endeavors of the film are done by somebody not part of the registered team member, the film is disqualified to join the competition. • All footage must be shot. Existing footage including but not limited to TV commercial and music videos may be used as a prop or a set piece in a scene. • The film must at least be fifteen minutes long but not longer than twenty minutes in duration, excluding opening and closing credits. • Films may in English/ Tamil or a Mix of both • Any type of video camera or DSLR cameras capable of filming may be used. Animation and computer graphics are also permitted. • The film must be submitted in a DVD and must play using standard film/video programs such as Windows Media Player and VLC Player. • The face of the DVD should bear the title of the film and the name of the team. • The films must not be viewed publicly before the end of the competition. • Usage of pre-recorded music is allowed but these should be acknowledged in the credits of the film. It is however encouraged that, teams come up with original musical scoring. • The film must be clearly content-related to the given theme <p>Date : 8 March 2023</p>

TECHZOOM'23

STUDENT COORDINATORS:

SATHISH A	MCA I B	7550230654
ASWIN	MSC.ADS I A	8089752470
KAVYA	BSC.CS	6385632968
NAGA	BSC.CS	9677629596
RESHMI	MSC.IT	9384188932

ASSISTANT COORDINATORS:

KAMALESH	CS	6369406674
RATHINAPRIYA	CS	8248551552

DISCIPLINE INCHARGE	SIVASETHU (MCA)	9080324046
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CERTIFICATES	KAMALESH (CS) SADHAM (CS) RATHINAPRIYA (CS) KAVYA (CS)	6369406674 7339526887 8248551552 6385632968
POSTER'S DESIGNING	NITISH (CS) KIRTIVASAN (ADS) SANTHOSH (MSC IT)	8190821747 9150241784 8608451017
WEBSITE AND APP (FOR TECH UTZAV)	SELVAKUMAR K (MCA) WEB	6382926798

EVENTS	COORDINATORS	PHONE.NO
PAPER PRESENTATION	ANKITA SARKAR (MCA A) SHAKSHI KESHRI (MCA A) BALACHANDRAN (CS)	6290267479 6299564855 9150904630
POSTER PRESENTATION	GAYATHRI M (Msc.ADS A) DOLLY HEIKRUJAM (Msc.ADS A) SHIRLEY (CS) BHARATHI MALAR (CS)	9894845338 7085939793 8637499968 6382925162
PHOTOGRAPHY	SATHISH (BCA III) DHIVAGAR (BCA III) NITISH (CS) NAVANEETHA KRISHNAN (CS)	6381988033 6383595546 6369650937 90871 65715
QUIZ	CHINKY (MCA C) SAHANA S R (BCA II B) ZAINAB HUZEFA SODAWALA (CS) L.M.KARTHIK NARENDARAN (CS) RESHMI (MSC)	9617970709 8310782985 6380258299 75502105018 9384188932
GAMING	ROSHAN B REJI (MCA A) SIBIN (Msc.ADS) JOTHEESH (MCA C) RAHUL (CS) JAISHIV (CS) SAI GANESH (CS) AL AMEEN (CS) GOKUL SEKAR (CS)	9940096203 7871754728 8667782566 8072177428 7449154381 7358791712 8925329936 7402177685
DEBUGGING	HARDIK PANDEY (BCA II B) ARYAN TRIPATHI (BCA II B)	9695710487 9453866705

	SHRUTHI (CS)	7020504508
	SAHIL (CS)	8939890034
ADZAP	LEE THOMAS (MCA A)	7330980024
	Y.LOKESH (MCA A)	8639860243
	MOHAMED ANAS (MSC.ADS)	6380432881
MEME CREATION	PRASATH H (BCA II B)	9788599074
	RAGUL T.R (BCA II B)	8610476434
	SURYA (CS)	9384410198
	VIGNESHWARAN (CS)	6380692985
MIME	DHIVYA SANTHOSH (MCA A)	9566701802
	SURYA (MCA B)	6369781871
	PREETHAM AJAY (CS)	7358980842
	SHRI KAUSHIKAA (CS)	8248481667
JUNK ART	AMAL (BCA III)	8939540414
	BHARATHI M (Msc.ADS)	6379764683
	S.SARAVANAN (CS)	8838536571
	ABHISHEK SHARMA (CS)	8825507041
TECH DOODLING	KRISHANA PAL (MCA B)	7984470125
	HIMANSHU (MCA B)	8602957133
	DINESH (CS)	8825938257
	VIJAY (CS)	9345578386
SHORT FILM	PRARTHANA VINDAN (Msc.ADS A)	7867900700
	MUTHU J (BCA II B)	6385672466

FINAL TECHZOOM 2023 RESULT

CLASS	WINNER	RUNNER	TOTAL
I BSC CS A	-	5 (Game event2)	5
I BSC CS B	-	5(Junk art)	5
II BSC CS A	10(Game event1)	2.5(Game event1)- 2members	12.5
II BSC CS B	-	5(Meme) 2.5(Game event1)- 2members	7.5
III BSC CS A	10(Debugging)	-	10
I MSC IT	10(Meme) 10(Paper Presentation) 10(Short film)	5(Ad zap) 5(Poster Presentation) 5(Photography) 5(Quiz)	50
I BCA A	-	5(Junk Art)	5
II BCA B	10(Game Event2)	-	10
III BCA A	-	5(Meme)	5
I BCA DS A	10(Doodling)	-	10
I MCA A	-	5(Doodling)	5
I MCA B	5(Junk Art)1member	5(Doodling)	10
I MCA C	10(Quiz)	5(Quiz)	20

	5(Junk Art)1member		
II MCA A	10(Poster Presentation)	-	10
I MSC ADS A	-	5(Debugging) 5(Paper Presentation)	10
I MSC ADS B	10(Ad zap) 10(Mime) 10(Photography)	-	30

Snap Shots of TechZoom 2023



