



P.A College of Engineering, Mangalore

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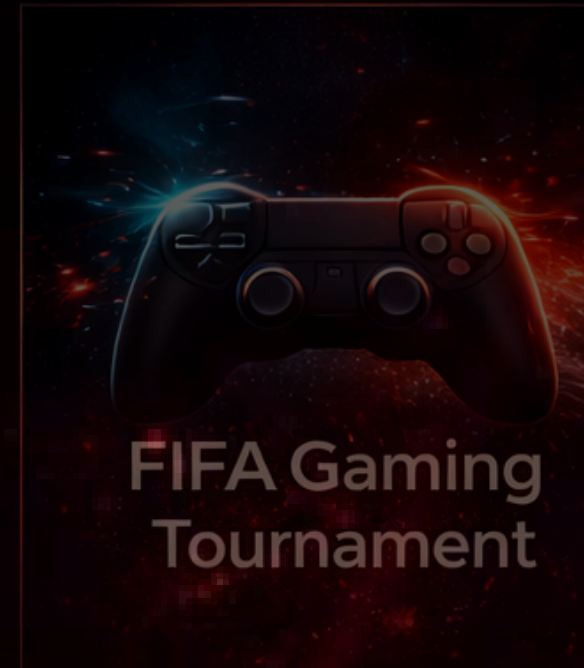
A 4 DAY NATIONAL LEVEL TECH SUMMIT

# PAETRIX X HACK SUMMIT

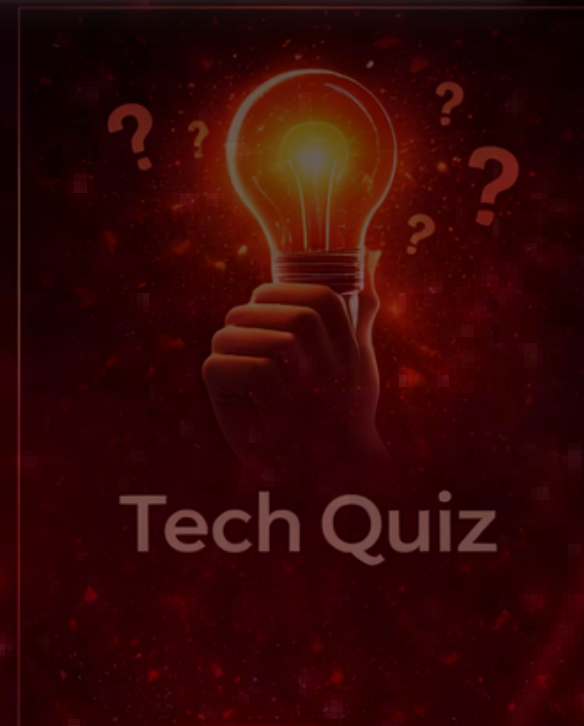
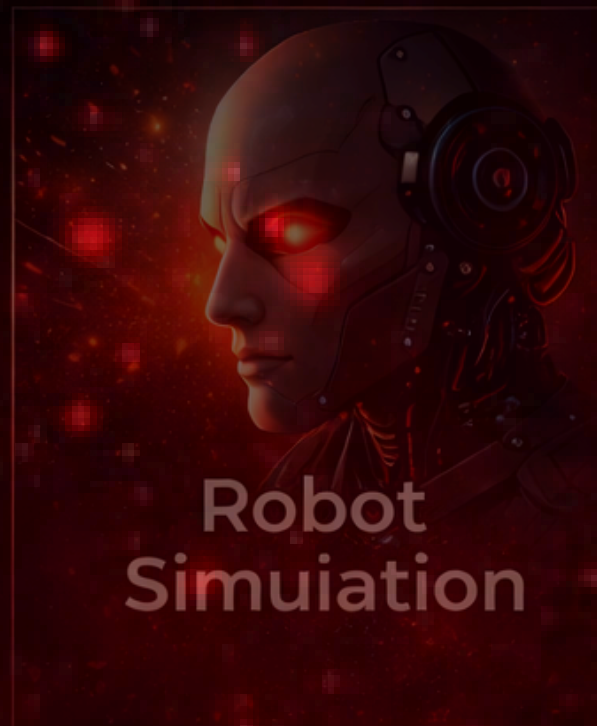
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# PÆTRIX



▶ BROWSE EVENTS



**▶ BROWSE EVENTS**

<b><u>UI/UX DESIGN CHALLENGE:</u></b>	<b>1</b>
<b><u>FIFA GAMING TOURNAMENT</u></b>	<b>2</b>
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# PÆTRIX

## UI/UX DESIGN CHALLENGE:



### UI/UX Design Challenge

**Date & Time : April 28<sup>th</sup>**

**2:00 pm**

**Venue : PACE CAMPUS,  
AIML Lab**

#### EVENT FORMAT (1 Hour Total)

- Phase 1: Problem Statement (5 Minutes)  
Participants will receive a UI/UX design challenge on the spot
- Phase 2: Design & Prototype (45 Minutes)  
Participants are required to create :  
-Basic User Flow  
-Wireframe / UI Screens (Low or High Fidelity)
- Tools Needed to be used:  
Figma, Adobe XD, and other lab systems.
- Phase 3: Quick Presentation (10 Minutes)  
-Each participant will present their solution in a 1-2 minute pitch  
-Judges may ask quick questions

#### RULES & GUIDELINES

- Systems will be provided in the lab
- Participants may log in to their own design tools if required
- Internet access will be provided
- Plagiarism will lead to immediate disqualification
- UI kits / templates are allowed but must be customized
- Strict adherence to time limits is mandatory
- Judges' decision will be final

- Individual Participation
- Open to All UG / PG Students

#### JUDGING CRITERIA

- Creativity & Innovation – 25%
- UX (Usability & Flow) – 25%
- UI Design (Visual Appeal) – 20%
- Problem Understanding – 15%
- Presentation – 15%

**Register • Design • Present • Win**

# PAETRIX

## TEAM COMPOSITION

- No changes to team members will be allowed after registration
- A participant can be part of only one team

## TOURNAMENT FORMAT

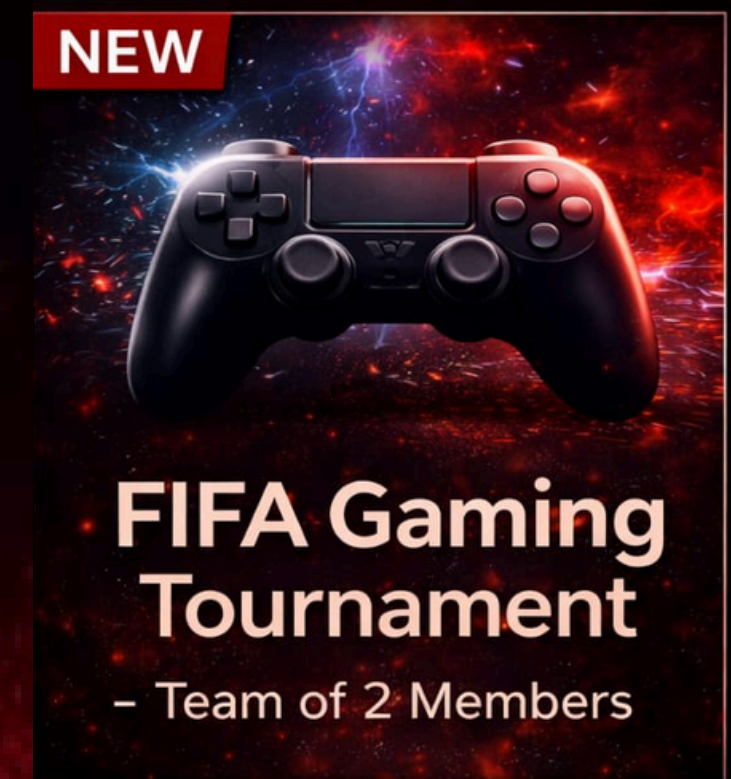
- Knockout Rounds
- Limited Slots Available
- Matches will follow standard tournament rules
- Judges / Coordinators decision will be final

## IMPORTANT GUIDELINES

- Participants must report on time
- Late entries may not be entertained
- Fair play is mandatory
- Any misconduct may lead to disqualification

**Date & Time : April 27<sup>th</sup>  
2:00 pm**  
**Venue : PACE CAMPUS,  
Bioinformatics Lab**

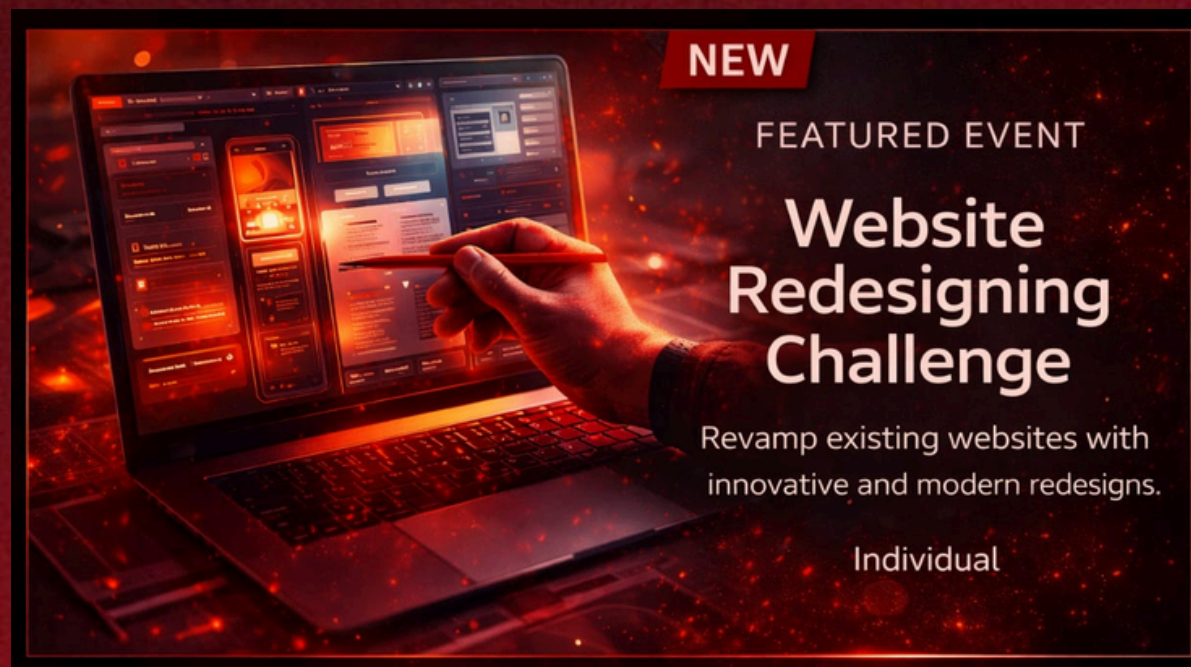
## FIFA GAMING TOURNAMENT



- Open to all participants
- Participants can register in teams (Maximum of 2 members per team)

**LIMITED SLOTS!!!!**

## WEBSITE REDESIGNING CHALLENGE



A creative event where participants analyze a poorly designed website and redesign its visual layout and functionality to improve user experience and usability.

### **Nature of Problems:**

The given website will contain:

- Poor layout and alignment
- Inconsistent design elements
- Unattractive color schemes
- Poor user experience (UX issues)
- Confusing navigation
- Missing or inefficient functionality

### **Event Structure:**

- Number of Rounds: 1
- Participants will be given an existing poorly designed website
- They must analyze issues and redesign the interface and functionality
- Designs can be created using tools or presented as structured solutions
- Conducted in a lab environment (internet allowed for design tools)
- Duration : 2-3 hours

### **General Rules:**

- Individual or team of 2
- Internet allowed for design tools and reference
- Original designs only (no direct copying)
- Final submission must be completed within the given time
- Judges' decision is final

### **Winning Criteria:**

- Visual design improvement
- User experience enhancement
- Creativity and innovation
- Clarity of presentation and explanation

**Date & Time : April 28<sup>th</sup>**

**9:00 am**

**Venue : PACE CAMPUS,**

**Web Lab**

# PAETRIX

## TECHNICAL TRESSURE HUNT

**NEW**



### Technical Treasure Hunt

- Team of 2 Members

#### Objective:

- Introduce students (technical & non-technical) to problem-solving, teamwork, and basic
- cybersecurity concepts through a fun, gamified challenge.

#### Team Structure:

Teams of 2 participants (recommended mix of technical & non-technical).

#### Duration:

2.5–3 hours including briefing, 4 rounds, and results.

#### Event Format:

Participants solve challenges to find flags in the format:  
FLAG{answer}.

#### Rules:

No answer sharing, fair play required, internet allowed, decisions by judges are final.

#### Outcome:

Enhances logical thinking, teamwork, and basic cybersecurity awareness.

**Date & Time : April 27<sup>th</sup>**

**2:00 pm**

**Venue : PACE CAMPUS,  
Computer Centre -3**

▶ CONTINUE WATCHING

# PÆTRIX

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**NEW**



**Technical Treasure Hunt**

- Team of 2 Members

## **Rounds:**

- Icebreaker – Simple puzzles & ciphers (Easy)
- Observation – Hidden clues, basic web/image tasks (Medium)
- Logic – Multi-step problem solving (Moderate)
- Final Challenge – Treasure hunt or combined task (Hard)

Scoring: Easy (50), Medium (100), Hard (150), Final (200)

Bonus: +20 (first solve) | Penalty: -10 (hint), -5 (wrong attempt)

## **Submission:**

Via Google Form , Leaderboard displayed live.

▶ CONTINUE WATCHING

# PAETRIX

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## **Core Software Requirements (If you are bringing your own system)**

The competition is exclusive to Autodesk Fusion 360.

Participants are responsible for ensuring they have an active Autodesk Educational or Personal license validated.

## **Ground Rules & Originality**

- Start State: Total blank workspace at the beginning of the 3-hour window.
- Prohibitions: No importing .f3d files, no asset downloads, and no browsing for models.
- Integrity: Zero tolerance for pre-existing work or external assets.

## **Support: The "Peer-Assist" Lifeline**

- Allowance: Two questions per participant.
- Scope: Specifically for blueprint interpretation only.
- Penalty: Zero points deducted for using these lifelines.

## **3D MODELING**

**NEW**



**3D Modeling Challenge**  
– Team of 2 Members

**Date & Time : April 28<sup>th</sup>  
9:00 am**  
**Venue : PACE CAMPUS,  
AIML Lab**

# PAETRIX

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## STARTUP PITCH BATTLE



### Rules

- Team Size: 2 to 4 members per team
- Time Limit: 5-minute pitch followed by a 2-minute Q&A with the judges

### Elements For Pitch

- Problem Statement
- Solution
- Target Market
- Competitive Advantages
- Financials
- If Prototype Available

### Judging Criteria

- Innovation
- Feasibility
- Market Potential
- Financial Understanding

**Date & Time : April 27<sup>th</sup>  
9:00 am**

**Venue : PACE CAMPUS,  
Unix Lab**

# PAETRIX

## TECH QUIZ

- Round 1: Easy Starter (General Awareness)

Topics:

Basic science (e.g., H<sub>2</sub>O = ?)

Simple coding logic (output-based)

Current affairs (light)

Everyday tech (apps, founders, etc.)

- Top 10 Teams qualify for Round 2

- Round 3: Visual + Logic Round

• Content:

Identify logos / scientists / diagrams

Decode patterns / sequences

Simple puzzles

- Top 4 teams qualify

**NEW**



## Tech Quiz

- Team of 2 Members

- Round 2: Mixed Bag (Moderate Level)

• Topics:

Scientific names (e.g., human, plants)

Basic coding (predict output)

Biology + general knowledge mix

Famous discoveries / inventors

- Top 6 Teams Qualify

- Round 4: Rapid Fire (Pressure Round)

Quick coding outputs

GK

Science facts

-5 wrong

- Top 3 teams qualify

- Round 5: Buzzer Final (High Difficulty)

Logical reasoning

Applied science

Tough coding logic

Unexpected GK

**Date & Time : April 27<sup>th</sup>**

**9:30 am**

**Venue : PACE CAMPUS,**

**Multipurpose Hall**

# PAETRIX

## LOGIC DESIGN GAME



### Round 1: Rapid Fire (Elimination Round)

Type: Individual / Team

- Questions: 10–15 basic questions
- Time: 10 seconds per question
- Marks: 1 mark each
- Focus: Basics (logic gates, truth tables)

### Round 2: Circuit & Output Analysis

Type: Team

Task:

- Identify given circuit
- Predict output
- Time: 1–2 minutes per question
- Marks: 5 marks each

### Round 3: Boolean Simplification / K-Map

Type: Team

Task:

- Simplify Boolean expressions OR
- Solve K-map
- Time: 3–5 minutes
- Marks: 10 marks

### Round 4: Error Detection

Type: Team

Task:

- Find mistake in circuit
- Correct it
- Time: 3 minutes
- Marks: 10 marks

**Date & Time : April 27<sup>th</sup>**

**10:30 am**

**Venue : PACE CAMPUS,  
Hardware Lab**

### Round 5: Final Round (Build / Challenge Round)

Type: Team (Top 2–3 teams)

Task Options:

- Design circuit (adder, mux, etc.)
- Solve multi-step problem
- Time: 5–10 minutes
- Marks: 20 marks

# PÆTRIX

## GENERAL RULES

### Team Formation

- Each team: 2–3 students

### Scoring Rules

- Each round has different weightage
- No negative marking
- In case of tie: Tie-breaker round will be conducted

### Game Rules

Participants must follow time limits strictly

- No use of mobile phones
- Answers must be clear and legible

### Discipline Rules

- No discussion with other teams
- Any malpractice → disqualification
- Judges' decision is final

**NEW**



## Logic Design

– Team of 2 Members

# PÆTRIX

## GUIDELINES

### General Conduct:

- All participants must maintain respect and professionalism throughout the event.
- Any intolerable behavior toward coordinators, organizers, judges, or fellow participants will result in immediate disqualification.
- The organizing committee reserves the right to remove any participant/team violating the code of conduct.

### Entry & Exit Policy:

- Entry and exit will be strictly monitored during the event.
- Participants must inform volunteers when exiting the venue for any reason.
- Late-night exits will be restricted for security and safety purposes.

### ID Verification:

- Participants must carry a valid college ID card for registration.
- Entry into the venue is permitted only after verification at the registration desk.

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- Participants must carry a valid college ID card for registration.
- Entry into the venue is permitted only after verification at the registration desk.

### Health & Emergency Coordination:

A dedicated Emergency Response Team will be present. In case of medical or personal emergencies, immediately contact the designated coordinators. First-aid and basic health support will be available at the venue.

# PÆTRIX

## GUIDELINES

### **Sleeping Arrangements:**

- Designated rest zones/sleeping areas will be provided for participants.
- Participants are advised to carry light bedding (blanket, jacket, etc.) for comfort.
- Respect quiet hours and fellow participants using the rest zones.

### **Hygiene & Cleanliness:**

- Maintain personal hygiene throughout the event.
- Washrooms and fresh-up areas will be accessible.
- No littering allowed - use dustbins for disposal of any waste.
- Outside food is permitted but cleanliness must be maintained at all times.

### **Prohibited Items & Behavior:**

- Strictly prohibited: Drugs, alcohol, smoking, and loud music.
- Any violation of this policy will result in immediate expulsion from the event premises.

### **Plagiarism & Code of Ethics:**

- Participants must develop their own solutions and write their own code during the hackathon.
- Plagiarism, use of pre-existing code, or unauthorized material is strictly prohibited.
- Any team caught copying or using plagiarized work will be disqualified.
- A plagiarism check will be conducted on all submissions.
- Teams must properly attribute any external code or libraries used in their projects.

### **Dispute & Rule Changes:**

- In case of any dispute or conflict, the decision of the organizing committee is final and binding.
- Organizers reserve the right to modify rules under unforeseen circumstances to ensure fairness and safety for all participants

PAETRIX  
Register Now



Limited Seats

Student Coordinators:

Sayeda Mariya - +916362106639  
Deepushree H P - +916361327801

Faculty Coordinator:

Afsar Baig M - +918618362568

HACK SUMMIT