CODING CARNIVAL

Unleash Your Code, Ignite Innovation
Welcome to Coding Carnival!

Join us at Coding Carnival, a two-day codeathon happening on February 16th-17th. We invite coders, artists, coders, designers, tech enthusiasts, creatives, and developers from all backgrounds to participate, win exciting prizes, and collaborate with peers. Throughout the event, participants will engage in hands-on learning with new technologies and contribute to a diverse and inclusive community.

Organized by:

Department of Computer Science & Information Technology

Maulana Azad National Urdu University

ABOUT MANUU

Established in 1998 by an act of Parliament, Maulana Azad National Urdu University (MANUU) is a Central University dedicated to promoting and developing the Urdu language. It provides vocational and technical education in Urdu medium through both conventional and distance modes. Located at the central hub of Gachibowli, Hyderabad, the University's expansive 200-acre campus serves as the headquarters. Drawing students and staff from across India, MANUU is renowned for its commitment to delivering high-quality Urdu education in various disciplines.

THE ICONIC ADMIN BUILDING AT
MANUU

ABOUT PROJECT

A virtual Reality-Based Assistive System for Learning and Assessment of Persons with Intellectual Disabilities

"Empowering individuals with intellectual disabilities through an immersive Virtual Reality-Based Assistive System, revolutionizing learning and assessment experiences for enhanced accessibility and inclusivity."
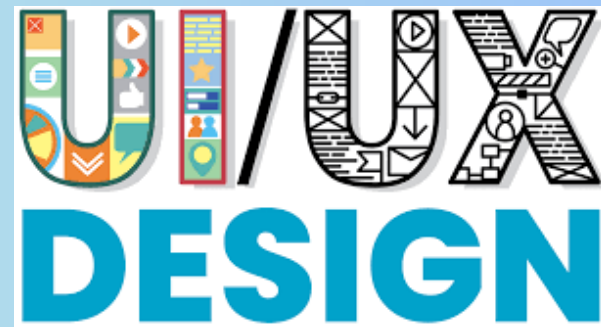
ABOUT MEITY

MeitY, the key government entity for India's digital evolution, is committed to advancing e-Governance, innovation, and inclusive growth. Leading policies and initiatives, MeitY envisions a digitally empowered society and knowledge economy, shaping the nation's tech landscape through strategic planning and collaboration for widespread innovation and digital inclusion.

TRACKS

- **CONTENT CREATION (2D, 3D, AND AR/VR)**
- **UI/UX DESIGN**
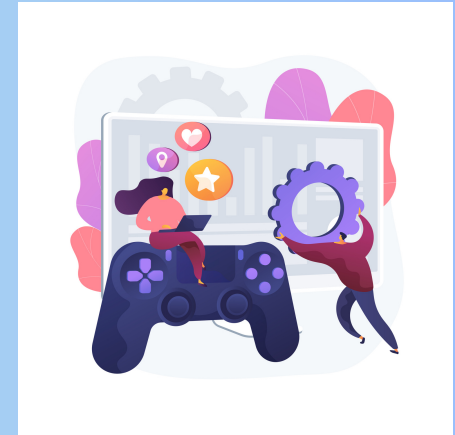- **MACHINE LEARNING**
- **GAME DEVELOPMENT**

THEMES OF MACHINE LEARNING

- **Motion Tracking in Games**
- **Auto Attendance of Persons with Disability**
- **Timetable Scheduling**
- **Detection of Disability using machine learning**
- **Behaviour and Learning Analytics**
- **Nearest Clinical Psychologist**
- **Psychiatrist Recommendation System**
- **Test Recommender System**
- **Education Plan Generator**
- **Context Based Translation**

THEMES OF GAME DEVELOPMENT

Motor and Physical activities
Self-care activities
Communication skills
Pre-academic and academic skills
Time and Money Management skills
Social and Community orientation skills
Recreation and leisure time activities
Domestic skills
Prevocational Skills

EVALUATION CRITERIA

- **ADAPTABILITY**
- **INCLUSIVE DESIGN**
- **ENGAGEMENT**
- **TECHNICAL EXCELLENCE**

SUBMISSION CATEGORIES

- ADAPTIVE MATH MASTERY GAMES
- LANGUAGE ENRICHMENT GAMES
- SOCIAL INCLUSION CHALLENGES
- SCIENTIFIC EXPLORATION GAMES
- MULTI-SUBJECT INCLUSIVE GAMES

SCHEDULE

Day 1 (16 Feb 2024)

- **9:00 AM - 9:30 AM:** Registration & check in.
- **9:30 AM - 11:00 AM:** Inaugral Ceremony and Keynote Address.
- **11:00 AM - 11:30 AM:** Tea Break
- **11:30 AM - 12:00 PM:** Track-specific Ideation Session
- **12:00 PM - 1:00 PM:** Competition Begins-Day1
- **1:00 PM - 2:00 PM:** Lunch
- **2:00 PM - 4:00 PM:** Competition Continue
- **4:00 PM - 5:00 PM:** Mentorship Session and Progress Check
- **5:00 PM - 5:30 PM:** Tea Break
- **5:30 PM - 6:00 PM:** Lightning Talks by Track Mentors
- **6:00 PM - 8:00 PM:** Competition Continue
- **8:00 PM - 9:00 PM:** Dinner
- **9:00 PM - 10:00 PM:** Competition Continue or Optional Workshop

Day 2 (17 Feb 2024)

- **9:00 AM - 9:30 AM:** Kick off and Energizer
- **9:30 AM - 11:30 AM:** Competition Continue
- **11:30 AM - 12:00 PM:** Tea Break
- **12:00 PM - 1:00 PM:** Final Development Sprint
- **1:00 PM - 2:00 PM:** Lunch
- **2:00 PM - 3:00 PM:** Project Refinement and Testing
- **3:00 PM - 4:00 PM:** Project Submission and Demo Preparation
- **4:00 PM - 4:15 PM:** Tea Break
- **4:15 PM - 5:15 PM:** Judges Evaluation
- **5:15 PM - 6:00 PM:** Networking and Team Collaboration
- **6:00 PM - 6:30 PM:** Showcase of Projects
- **6:30 PM - 7:00 PM:** Judges' feedback and Q&A
- **7:00 PM - 7:30 PM:** Prize Distribution
- **7:30 PM - 8:00 PM:** Closing Remarks and Networking

GUIDELINES

- **Effective Communication:** Articulate ideas clearly, avoiding technical jargon to ensure understanding by both technical and non-technical stakeholders.
- **Visual Enhancements:** Use visuals like charts and graphs to illustrate key points, making the presentation engaging and aiding in the explanation of complex technical concepts.
- **Concise Project Introduction:** Provide a brief yet comprehensive overview of the project, outlining objectives and relevance to help the audience grasp the context and significance.
- **Highlight Results and Impact:** Clearly present project results, emphasizing their impact on the intended audience. Discuss challenges faced and demonstrate problem-solving skills and resilience.
- **Q&A Engagement:** Dedicate time for a Q&A session, addressing inquiries with thoughtful responses. This not only clarifies doubts but also showcases a deep understanding of the project.

Note: Team members will be required to handover the codes to the event organizers for further progression.

LAST DAY OF PROPOSAL SUBMISSION

13th Feb, 2024

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