



SGPC's

Guru Nanak Khalsa College of Arts, Science &
Commerce (Autonomous) Matunga, Mumbai-19

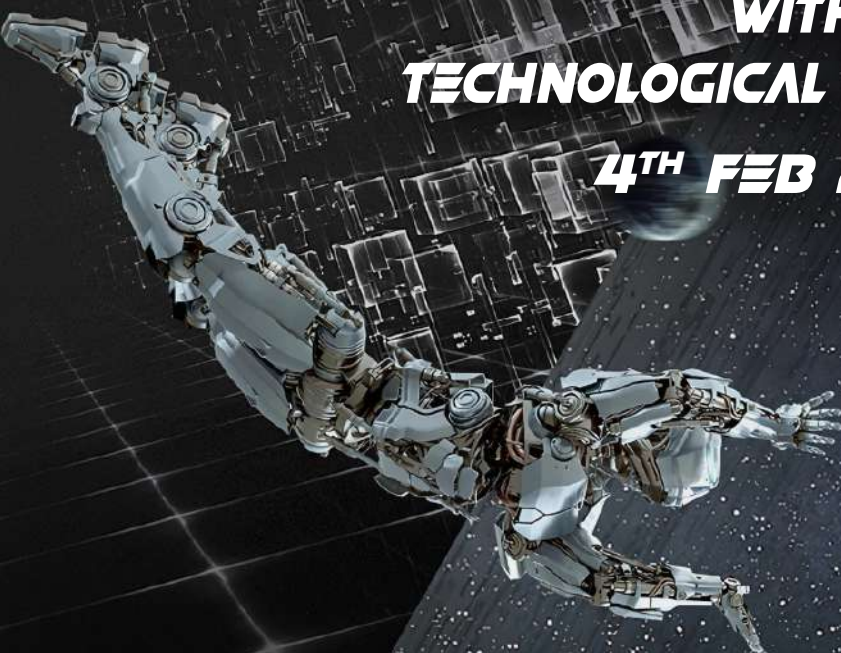
Department of Computer Science
& Information Technology

PRESENTS

SPARK'25

*"LIGHT UP THE WORLD
WITH
TECHNOLOGICAL INNOVATION"*

4TH FEB 2025



E ⚡ SPARK'25

**"LIGHT UP THE WORLD
WITH
TECHNOLOGICAL INNOVATION"**

1. WIRE JOLT

2. WEB DESIGNING

3. CHECKMATE CHRONICLES

4. TYPING MASTER

5. PROJECT EXHIBITION

6. POSTER COMPETITION

WEB DESIGNING

RULES

- 1) The Topic of web designing is "Blockchain and AI".
- 2) Any programming language is acceptable.
- 3) Website must be static.
- 4) Wordpress is not allowed.
- 5) Minimum four pages.
- 6) 60 mins will be assigned to create website.
- 7) Participants are required to give presentation about website and 3-5 mins will be assigned for presentation.
- 8) Results will be on the basis of looks, functionality and efficiency.

10:00 AM - 12:00 PM
LAB 1

ENTRY FEES
50/-RS



Event Head
Saad Malim - 9967987180



WIRE JOLT

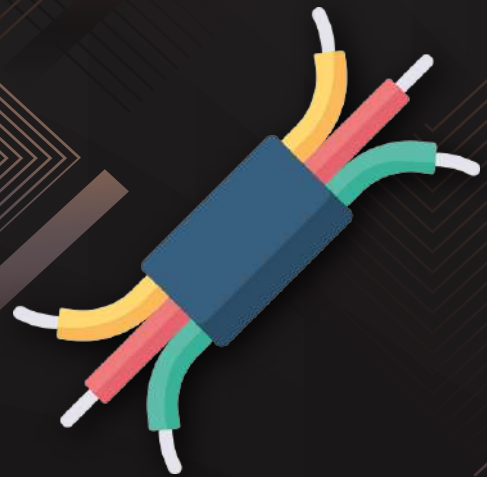
RULES

- 1) One person at a time,
- 2) Only one hand allowed
- 3) Keep calm
- 4) Good concentration will win you the Game.
- 5) Max participants: 60

11:00 AM - 2:00 PM
ROOM 7

ENTRY FEES
50/-RS

Event Head
Prahi Tiwari - 9920574811



TYPING MASTER

RULES

- 1) The typing battle will be held between the players present at the start of the round.
- 2) The winner will be selected on the basis of the typing points and accuracy.
- 3) In case of draw then the winner would be decided on the basis of their typing accuracy else there will be 1 Vs 1 face off between them.
- 4) If the game is stopped due to any connectivity issue, then the round will be restarted.
- 5) Max. participants: 100

12:00 PM - 2:00 PM
LAB 4

ENTRY FEES
50/-RS



Event Head
Nilesh Patel - 9920858396

POSTER MAKING

RULES

- Topics:
 - a. AI: The Next Frontier
 - b. Smart Cities, Smarter Futures
 - c. Tech Solutions for a Sustainable Planet
- Deadline: 1st February 2025
- Rules:
 - 1) Size & Format: A3 or A2 size, hand-drawn
 - 2) Originality: Your design must be your own work.
 - 3) Theme: Stick to the chosen theme for your poster.
 - 4) Design: Include legible text and relevant imagery, keeping it visually appealing and uncluttered.

12:00 PM - 2:00 PM
ROOM NO. 7

ENTRY FEES
30/-RS



Event Head

Aniruddha Kadam - 7875499809



CHECKMATE CHRONICLES

RULES

- 1) A game can be won by:
 - a. Checkmate;
 - b. If the opponent resigns;
 - c. If the opponent runs out of time.
- 2) Blitz: 3 min per player
- 3) If game ends in stalemate (draw), then the player with maximum points will be selected as Winner
- 4) No draws can be offered
- 5) It is forbidden to distract or annoy the opponent in any way whatsoever. This includes talking and repeatedly offering a draw.
- 6) Max participants: 100

10:00 AM - 12:00 PM
202 (ANNEX BLDG.)

ENTRY FEES
50/-RS



Event Head

Tanishka Shelke - 9137222176
Ganesh Singh - 8097049860

PROJECT EXHIBITION


E3 - ELECTRONIC EDUCATION EXHIBITION

RULES

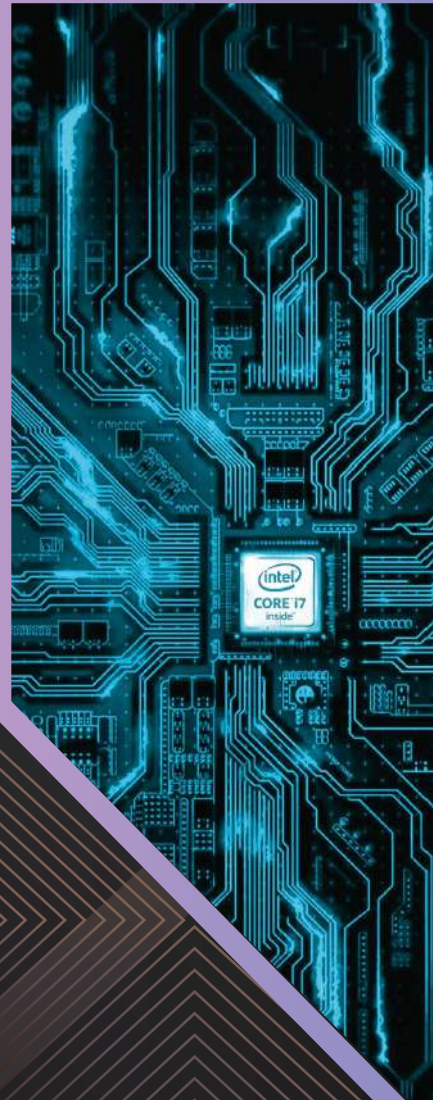
- 1) Team of 2 is allowed.
- 2) Presentation with working of project should be demonstrated.
- 3) Time Limit-10 Min.

11:00 AM - 01:00 PM
ANNEX LAB

Entry Fees
50/-Rs



Event Head
Thailaga - 8657232660



SPARK'25

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For any queries
connect us

 **gnkc_espark** |  **Gnkhalsaespark**

 **gnkhalsaespark@gmail.com**

Designed by "Aniket Sodmise"