



# Kristu Jayanti College

AUTONOMOUS

Bengaluru

Reaccredited 'A++' Grade by NAAC | Affiliated to Bengaluru North University

DEPARTMENT OF PHYSICAL SCIENCES  
PRESENTS



DEPARTMENT OF PHYSICAL SCIENCES

## PRISMATRIX

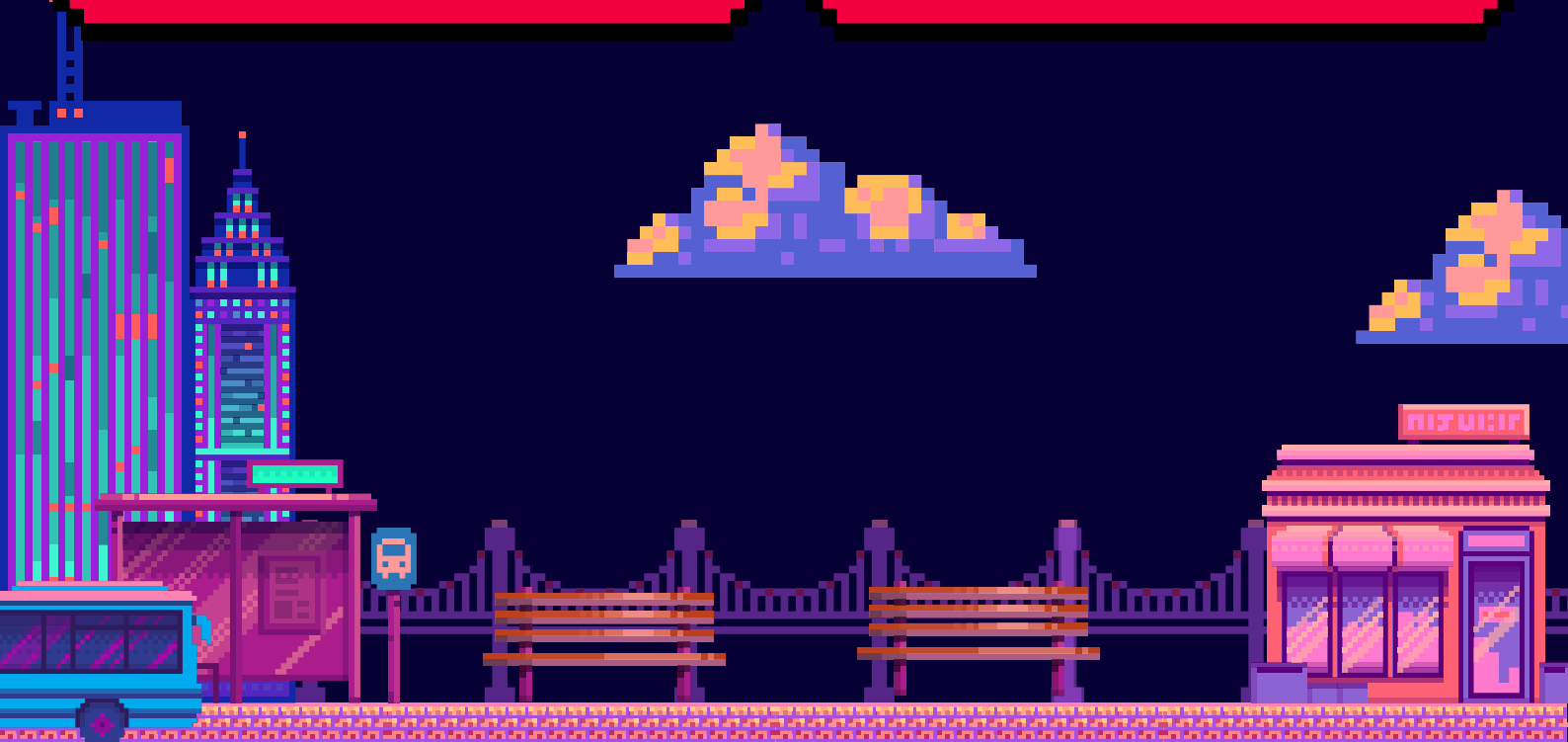
NATIONAL LEVEL INTERCOLLEGIATE FEST

KRISTU JAYANTI  
COLLEGE AUTONOMOUS

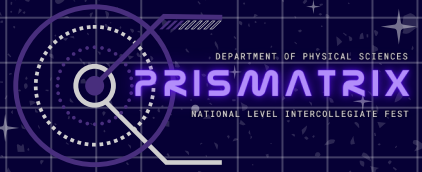
BENGALURU, INDIA

22 JANUARY 2025

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# ABOUT THE COLLEGE



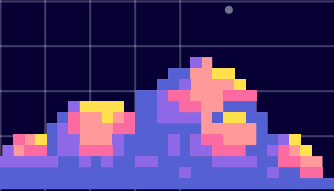
Kristu Jayanti College, founded in 1999, is managed by "BODHI NIKETAN TRUST", formed by the members of St. Joseph Province of the Carmelites of Mary Immaculate (CMI).

The institution strives to fulfill its mission to provide educational opportunities for all aspiring young people to excel in life by developing academic excellence, fostering values, creating civic responsibility, inculcating environmental concern and building global competencies in a dynamic environment.

The College is affiliated to Bengaluru North University and is reaccredited with grade 'A++' in 2021 by NAAC in the Third Cycle of Accreditation. The college is recognized by UGC under the category 2(f) & 12(B). The College has been accorded Autonomous Status since 2013 by the University Grants Commission, the Government of Karnataka & Bangalore University.

In the NIRF 2024, Our college has been ranked 60th place in the top 100 colleges in the country. The programmes of School of Management are internationally accredited by the Accreditation Council for Business Schools and Programs [ACBSP, USA]. The college was accorded 'DBT Star College status under the strengthening component' by the Department of Biotechnology, the Ministry of Science & Technology and the Government of India. The institution received first prize at the National Level for 'Clean and Smart Campus Award' from Shri. Dharmendra Pradhan, Minister of Education, Govt. of India.

In the India Today - MDRA survey 2024, Kristu Jayanti College, Bengaluru is consecutively ranked as the Best Emerging College of the Century at National Level for Commerce, Science, Arts and Social Work. At the National level, the survey ranked the college as 4th Best in BCA, 12th Best in MSW, 20th Best in BBA, 21st Best in Commerce and Arts, 26th Best in Mass Communication, 28th Best in Science Programmes. The College is ranked as 2nd Best in MSW, 3rd Best in BCA and Commerce, 4th Best in Arts and Science, 5th Best in Mass Communication and 6th Best in BBA programmes among the colleges in Bengaluru.



## ABOUT THE DEPARTMENT

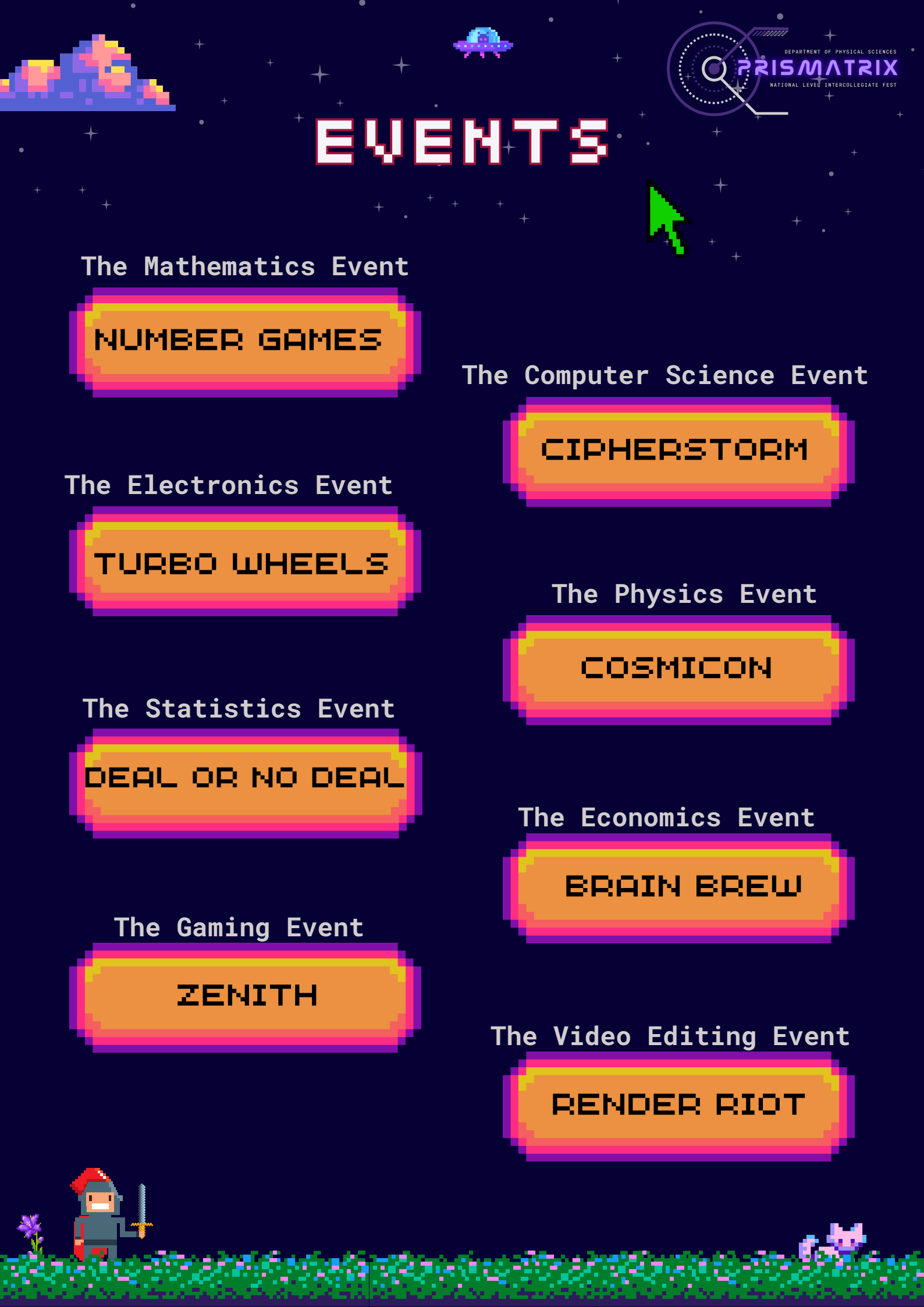
Department of Physical Sciences offers 3 years BSc Degree dual major programme and 4 years BSc (Hons) programme in Computer Science, Electronics, Statistics, Mathematics, Physics and Economics affiliated with Bengaluru North University. The department has implemented NEP Curriculum in accordance with Karnataka Higher Education Council. In the India Today - MDRA survey 2022, BSc Programme was ranked 29th best among the BSc colleges in India and 4th best college in Bengaluru.

## ABOUT THE FEST

Welcome to Prismatrix, the vibrant intercollegiate fest hosted by the Department of Physical Sciences, Kristu Jayanti College Autonomous, Bengaluru! Set to engage undergraduate students, this pioneering event marks the department's debut into the realm of collegiate celebrations.

The fest, aptly named Prismatrix, symbolizes the multifaceted nature of our department, offering a spectrum of six dynamic events aligned with distinct subjects—Physics, Computer Science, Mathematics, Statistics, Electronics, and Economics. Each event is meticulously designed to cater to the diverse interests of students across these disciplines, promoting engagement, knowledge-sharing, and friendly competition.

Join us at Prismatrix, where students can connect, learn, and excel while experiencing the excitement of a groundbreaking fest tailored for their respective subjects, and explore interdisciplinary connections.



# EVENTS

## The Mathematics Event

**NUMBER GAMES**

## The Computer Science Event

**CIPHERSTORM**

## The Electronics Event

**TURBO WHEELS**

## The Physics Event

**COSMICON**

## The Statistics Event

**DEAL OR NO DEAL**

## The Economics Event

**BRAIN BREW**

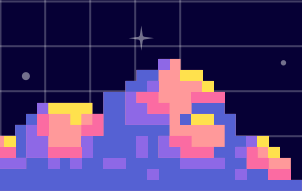
## The Gaming Event

**ZENITH**

## The Video Editing Event

**RENDER RIOT**

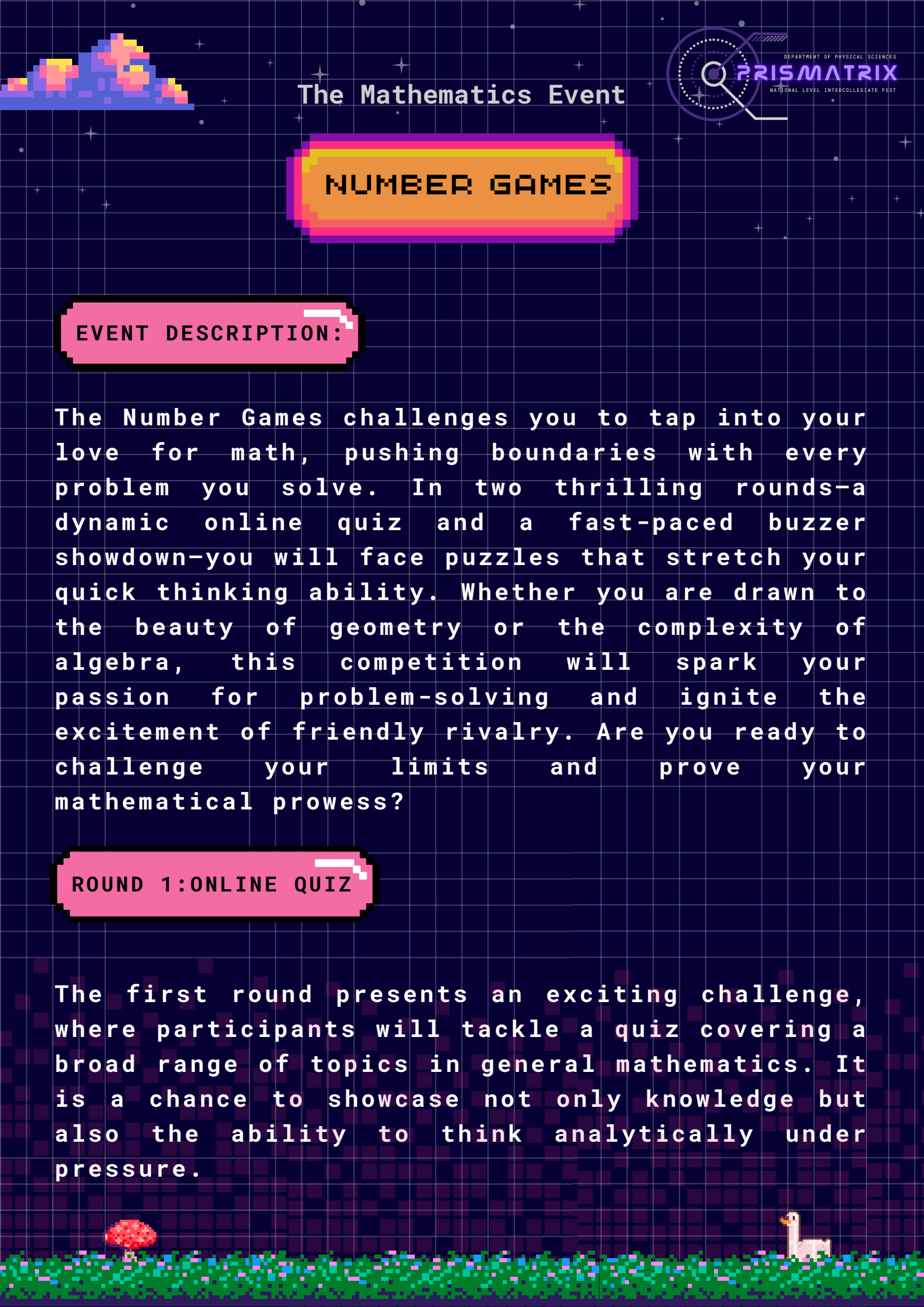




# GENERAL GUIDELINES

- Prismatrix welcomes participation from undergraduate students from various disciplines.
- There is no restriction on number of participants from each college.
- Each participant must have their official institution ID with them.
- When participating in team activities, each member of the team must be a student of the same college.
- The decision of the judges' will be final and binding.
- For on-spot registration, all the participants should report to the registration desk and confirm their registration between 8:00 am and 9:00 am on the day.
- Adherence to rules and respectful conduct is pivotal, as any misbehavior or rule violations will lead to immediate disqualification from the events.
- Lunch will be provided to all the registered participants.





# The Mathematics Event



## NUMBER GAMES

### EVENT DESCRIPTION:

The Number Games challenges you to tap into your love for math, pushing boundaries with every problem you solve. In two thrilling rounds—a dynamic online quiz and a fast-paced buzzer showdown—you will face puzzles that stretch your quick thinking ability. Whether you are drawn to the beauty of geometry or the complexity of algebra, this competition will spark your passion for problem-solving and ignite the excitement of friendly rivalry. Are you ready to challenge your limits and prove your mathematical prowess?

### ROUND 1: ONLINE QUIZ

The first round presents an exciting challenge, where participants will tackle a quiz covering a broad range of topics in general mathematics. It is a chance to showcase not only knowledge but also the ability to think analytically under pressure.

## ROUND 2:BUZZER ROUND

The second round introduces a fast-paced and intellectually rigorous buzzer round. Participants must demonstrate both quick reflexes and profound mathematical insight as they respond to questions under pressure. However incorrect answers will result in negative marking, making accuracy as important as speed.

## RULES AND REGULATIONS

- This is an individual event-no team participation is allowed.
- Smart devices, calculators, and any external aids are strictly prohibited during both rounds.
- Any form of malpractice or violation of the rules will result in immediate disqualification.
- Participants must adhere to the event's time limits for both rounds.

## STUDENT COORDINATORS



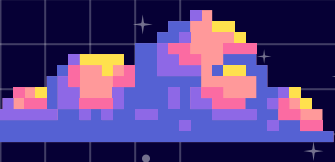
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# The Computer Science Event



## CIPHERSTORM

### EVENT DESCRIPTION:

Join CipherStorm, a high-stakes cybersecurity competition where individual participants battle through two intense rounds. Test your skills in cybersecurity fundamentals and exploit vulnerabilities across categories like Web Exploitation, Cryptography, and Forensics.

### EVENT STRUCTURE

**Prelims:** 20-minute quiz on security basics.

**Finals:** Hack opponents' systems in a CTF showdown to capture their flags and "knock out" rivals.

**Objective:** Be the last participant with an active system to win.



The final round of CipherStorm is an all-out cybersecurity battle. Each participant is assigned a virtual machine (VM) loaded with hidden vulnerabilities. The objective? Hack into opponents' systems, capture their flags, and knock them out of the competition. The flags, consisting of SSH usernames and passwords, are well-protected within each VM.

## CTF CATEGORIES

### RULES AND REGULATIONS

The final round will feature a combination of the following CTF categories:

Web Exploitation, Binary Exploitation,  
Cryptography, Forensics, Reverse Engineering,  
Networking, Steganography, OSINT (Open-Source  
Intelligence) etc

## STUDENT COORDINATORS

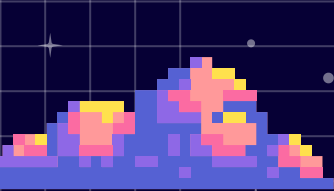


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# The Economics Event



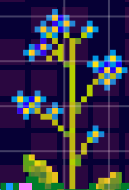
## BRAIN BREW

### EVENT DESCRIPTION:

Step into the fast-paced world of commerce and strategy with Trade Empire: The Monopoly Showdown, where participants will engage in a life-sized Monopoly experience, navigating real estate, banking, and trade policies in a dynamic and hands-on environment. From making strategic investments to managing negotiations, this event will test your ability to adapt and thrive in the world of commerce. The journey begins with Trivia Twirl, a preliminary round that offers a unique challenge, paving the way for the main event. Participants must demonstrate their knowledge and strategy to advance to the final stage, where the ultimate Monopoly showdown awaits.

ROUND 1:TRIVIA TWIRL

ROUND 2:ECONOPOLY



## RULES AND REGULATIONS

- Individual event
- Strictly adhere to time constraint.
- All the rules will be similar to monopoly.
- Judge's decision will be final.

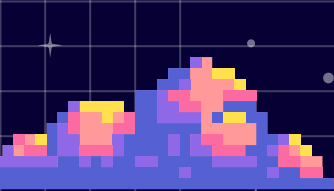
## STUDENT COORDINATORS



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# The Electronics Event



## TURBO WHEELS

### EVENT DESCRIPTION:

Get ready for the ultimate robot showdown! Showcase your self-made wheeled robot prototype and compete in various challenges. TURBO WHEELS is designed to test your robot's agility, and innovation. Participants will tackle obstacles, traverse mazes, and complete challenging tracks. The event focuses not only on speed and efficiency but also creativity and unique additions.

### ROUND 1: PRORACER

Participants will navigate a track with multiple hindrances. The robots that overcome the obstacles will qualify for the next round.

### ROUND 2: MAZERUNNER

A random maze will be provided. Teams must navigate the maze using the shortest path in the least amount of time.!



## ROUND 3:TALENT EXTRAVAGANZA

Teams will compete on an obstacle course. The fastest three teams to complete the course will be declared winners.

## RULES AND REGULATIONS

- Maximum of 3 members per team.
- Participants must compete using their self-made prototype robots.
- Commercially available robots are not allowed.
- Spare batteries are recommended.
- Robots must be wirelessly controlled.
- The same robot must be used for all rounds.
- Innovative add-ons will earn extra points.
- Misconduct or misbehaviour will lead to immediate disqualification

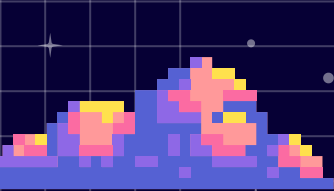
## STUDENT COORDINATORS



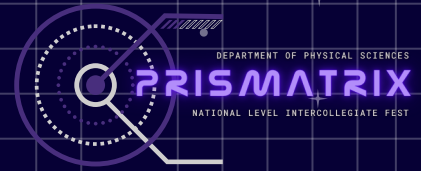
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# The Statistics Event



## DEAL OR NO DEAL

### EVENT DESCRIPTION:

Welcome to the Statistical Deal or No Deal Challenge!

Inspired by the excitement of the reality show, this event takes strategic decision-making to the next level by blending it with the challenge of solving statistical problems. Compete head-to-head with other teams as you face tough choices, tempting offers, and unexpected twists—all while showcasing your statistical skills.

### ROUND 1: PICK UP AND THINK UP

In this round, teams will test their luck and knowledge! Each team will draw a chit from a box containing various categories related to statistics and general knowledge. Based on the category chosen, teams will receive a set of questions to solve within a time limit. Bring your A-game, along with pen and paper, as you put your brains to the test!





### ROUND 3:TALENT EXTRAVAGANZA

Select a briefcase, reveal values, and face tempting offers from the challenge bankers after each round.

To win, solve statistical questions or keep playing for a higher score, with a final decision and tougher challenges awaiting at the end .

Brief details will be given on spot ..

### RULES AND REGULATIONS

- Team of two people
- Both participants should be present for the event
- Strictly adhere to the time limit

### STUDENT COORDINATORS



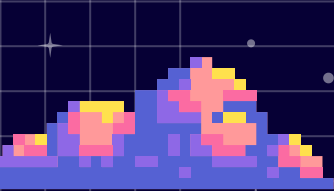
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## The Physics Event

### COSMICON

#### EVENT DESCRIPTION:

Welcome to Cosmicon, an exhilarating physics event featuring two electrifying rounds: BidQuest and Zathura! Get ready to test the limits of your physics knowledge and engage in spirited competition. In the preliminary round, BidQuest teams of two will use \$1000 in "science dollars" to strategically bid on physics problems across various categories. The team that answers correctly will earn valuable points, while incorrect answers incur a penalty. The excitement continues in the final round Zathura, where teams answer physics questions to advance on a game board. After three consecutive correct answers, the team can pause the game and challenge an opponent to a duel. Adding strategy and thrill to the competition. The first team to reach the finish line will be crowned champion of Cosmicon.

#### PRELIMS: BIDQUEST

- Each team must consist of 2 participants.
- Each team starts with \$1000 in "science dollars."
- Teams bid for the right to solve a problem, and the highest bidder wins.



- Teams have 1 minute to solve the problem after winning the bid.
- Correct answers earn full points; incorrect answers result in losing half of the bid amount.
- The round ends when all problems are solved. Teams with the highest scores advance to the final round.

## FINALS ZATHURA

- Each team must consist of 2 participants.
- Each correct answer moves the team one column forward on a board.
- After 3 consecutive correct answers, the game pauses, and the team has the option to duel an opponent.
- The attacking team challenges an opponent, and the opponent chooses the topic for the duel.
- If the attacking team wins, they steal a percentage of the opponent's points.
- If the defending team wins, no points are exchanged, and if both fail, the game resumes.
- The first team to reach the finish point on the board wins the event.

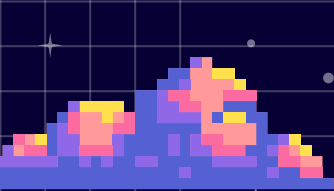
### STUDENT COORDINATORS



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# The Gaming Event



## ZENITH

### EVENT DESCRIPTION:

We propose organizing an intercollege BGMI (Battlegrounds Mobile India) tournament as part of Prismatrix. The event will consist of 8 matches spread across 4 different maps to ensure a dynamic and challenging competition. This tournament will bring together students from different colleges, testing their strategy, teamwork, and gaming skills in a competitive environment.

### EVENT GUIDELINES

- Number of matches: 5 matches
- Maps: Erangel, Miramar, Sanhok, Vikendi.
- Event Duration: 2-4 hours (approx.)
- Players Will Participate as a 4 man-squad.
- Maps selected will be notified to the participants before the match.
- Any game modifying tools(emulator) except 'GFX tool' is not allowed.
- Players can play on android/ios/tablets/phones only.



- Only in-game voice chat should be used after the game is started till its completion.
- Use of unfair means (aimbot , ESP Speedhack) etc. then the team shall be disqualified.
- If a team/player fails to join the room in time, they will be given no points.
- All the players must be available while the conduct of the matches.
- Waiting time is utmost 2 minutes btw games.
- Exploiting of bugs or glitches is strictly prohibited.
- Organisers receive the right to accept or reject any entry without stating a reason thereof.

## EVENT STRUCTURE

Match 1 : Erangel

Match 2 : Vikendi

Match 3: Miramar

Match 4: Sanhok

(The winner will be decided based on cumulative points from all matches)

## STUDENT COORDINATORS



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ABHOY

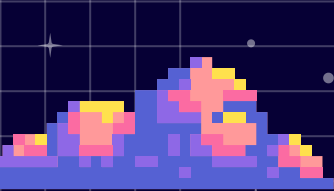
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## The VFX Event



# RENDER RIOT

### EVENT DESCRIPTION:

Render Riot is a creative video editing and VFX competition where participants' ability to think with an abstract and creative mind and framing it into a creative masterpiece is tested. Participants will have one on one showdown across an intense but creative Video editing and VFX round. Creativity of the individuals will be tested by various criteria.

### EVENT GUIDELINES:

- Create visually appealing videos by Visual effects and seamless Editing with provided raw footages and sound packs.
- Participants are expected to bring their own devices. (note – only laptops and PCs)
- Individuals are allowed to use softwares like – Adobe Premiere Pro, Adobe After Effects, Davinci Resolve, Sony Vegas Pro and Final Cut Pro.



- Participants are required to use the provided raw footage to craft videos, using their creativity and innovative ideas to make the final product engaging and visually compelling.
- The final round will feature a combination of the following:
  - Smooth Transitioning, Masking and Roto Brushing, Colour Grading, Visual Effects, 3D Modelling, Sound Design, Typography, Motion Tracking.

## RULES AND REGULATION

- Individual Participation: No team collaborations allowed.
- Fair Play: Individuals cannot use any clips other than the clips provided for the event, Participants are not allowed to use any presets for transitions, colour grading or any effects
- 3D objects: Participants can import their 3d models into Adobe After Effects from blender with correct formats (e.g., OBJ, FBX, or GLTF). (Note- the 3D models should've been made then and there itself.)
- Time Limits: The Final round has strict time limits which must be respected.

## Equipment and Technical Requirements:

- Personal devices with required softwares installed.
- A Fast event network for downloading the raw footages from drive and uploading the final video.

**STUDENT COORDINATORS**



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# HOW TO REGISTER



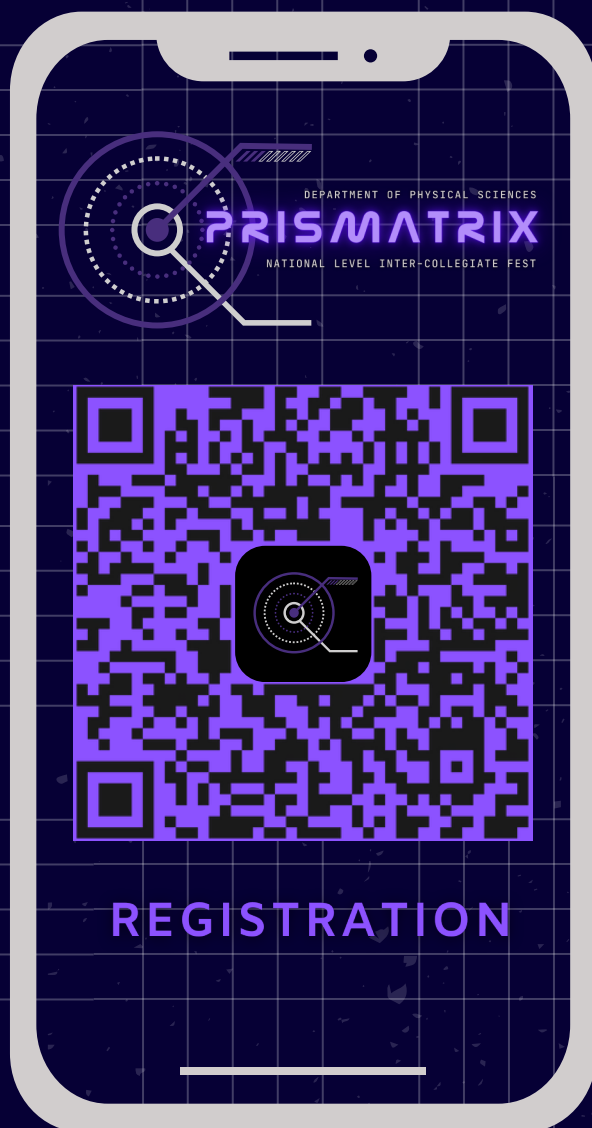
REGISTRATION AMOUNT FOR  
EACH PARTICIPANT WILL BE  
RS. 100/-

SCAN HERE FOR  
REGISTRATION

ONE REGISTRANT IS  
ELIGIBLE TO TAKE PART IN  
AS MANY EVENTS AS THEY  
CHOOSE.

**\*\*NOTE FOR STUDENTS FROM  
OUTSIDE BENGALURU :**  
ACCOMMODATION WILL BE  
PROVIDED ONLY FOR PRE-  
REQUEST AT A COST OF RS.  
120/- PER HEAD.

**\*\*\*DISCLAIMER:** IF THERE  
ARE DELAYS AND THE EVENT  
TIMINGS CONFLICT,  
ORGANIZERS WILL NOT BE  
HELD ACCOUNTABLE.



# CONTACT US



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