

IDEAS
PEOPLE
TECHNOLOGY
A BRIGHTER
TOMORROW



LEARN
BUILD
INNOVATE
TOGETHER

XAVIER UNIVERSITY, PATNA PRESENTS

EXPLORE | CREATE | TRANSCEND



A XAVIER

2026

TECH FEST

CULTURE
CODE
CREATIVITY
COMMUNITY



PRESENT
TALENT
SHAPE
TOMORROW

● AROUND ₹50,000 IN CASH PRIZES & EXCITING GIFTS! ●

FESTIVAL DATE

31 OCTOBER 2026

13 EVENTS · 5 TRACKS

ONE POWERFUL
EXPERIENCE

INSTITUTION

XAVIER UNIVERSITY,
PATNA

MORE THAN A FEST

CODE. CREATE. COMPETE. CONNECT.

EST. 2026

ABOUT XAVITECH 2026

WHERE IDEAS MEET INNOVATION



01.A // THE FESTIVAL & ITS PURPOSE

XAVIER UNIVERSITY, PATNA

XaviTech 2026 is the annual technology and innovation festival of Xavier University, Patna. Designed as a student-driven platform for exploration, creativity, and practical learning, it brings together aspiring technologists, problem-solvers, innovators, gamers, future leaders, and creative thinkers.

Across **13 events** and **five thematic tracks**, participants can challenge their skills, develop ideas, explore emerging technologies, collaborate with peers, and demonstrate their abilities in competitive and collaborative environments.

From building software and analysing data to experimenting with artificial intelligence, competing in gaming challenges, developing solutions, and participating in leadership-driven events, XaviTech celebrates the many ways technology can inspire progress.

01.B // WHY XAVITECH?

FOUR CORE PRINCIPLES

EXPLORE

01

Discover emerging technologies, new ideas, and fresh perspectives.

CREATE

02

Turn concepts into practical solutions through experimentation, design, and innovation.

COMPETE

03

Test knowledge, creativity, problem-solving, and technical ability through structured challenges.

CONNECT

04

Build collaboration, leadership, peer networks, and meaningful industry-facing opportunities.



"More than a festival, XaviTech is a platform for ideas, talent, collaboration, and the next generation of innovation."

01.C // UNIVERSITY LEADERSHIP

PATRONAGE & COORDINATION

PATRON

Fr. Dr. Martin Poras SJ

Vice Chancellor, Xavier University, Patna

CO-PATRON

Fr. Dr. Sherry George SJ

Registrar, Xavier University, Patna

CONVENOR

Dr. Piyush Verma

Assistant Professor, Xavier University, Patna

OVERALL COORDINATORS

Vaishnavi Raj

Student Lead

Shlok Dadhich

Student Lead

FIVE TRACKS. THIRTEEN EVENTS. ONE FESTIVAL.



TRACK A



FLAGSHIP INNOVATION

INNOCRAFT

Hackathon

A.01

Build solutions. Prototype ideas. Innovate.

TRACK E



WORKSHOPS & KNOWLEDGE

HACK THE SKILL

Technical Workshop

E.01

Learn by doing. Build practical skills.

TRACK B

CODING & DEVELOPMENT

05 EVENTS </>

WEBWEAVE

Web Development

B.01

RUNTIME RUSH

Code Sprint

B.02

DEBUG DERBY

Debugging Challenge

B.03

VLOOKUP

Data Analytics Challenge

B.04

BATTLE OF BOTS

AI Prompt Battle

B.05

Code, analyse, develop, debug, and command AI.

TRACK C

03 EVENTS

GAMING & ADVENTURE

BATTLEGROUND BLITZ

BGMI

C.01

CIPHER CHASE

Tech Treasure Hunt

C.02

VELOCITYX

Death Race

C.03

Strategise. Explore. Compete.

TRACK D

03 EVENTS

STAGE & CENTRAL EVENTS

UNSCRIPTED NATIONS

Model United Nations (MUN)

D.01

THOUGHTLAB

Ideathon

D.02

CIRCUIT OF MINDS

Tech Quiz

D.03

Think critically. Lead confidently. Present ideas.

ONE DAY. FIVE TRACKS. NONSTOP ACTION.



03.A // FESTIVAL-WIDE TIMELINE

31 OCTOBER 2026

8:00-8:30 AM REGISTRATION	M.01	8:35-9:00 AM OPENING CEREMONY	M.02	9:00 AM-4:30 PM COMPETITIONS & FULL-DAY EVENTS	M.03
4:00-4:30 PM FINAL CLOSURE – SUBMISSIONS & SCORES	M.04	4:30-5:30 PM RESULTS VERIFICATION & COORDINATION	M.05	5:30 PM ONWARDS VALEDICTORY CEREMONY & PRIZE DISTRIBUTION	M.06

03.B // TRACK-WISE EVENT TIMINGS

● FULL-DAY ● TIMED SLOT ● SPLIT SESSION

TRACK A – FLAGSHIP INNOVATION INNOCRAFT — Hackathon	FULL DAY 9:00 AM-4:30 PM	TRACK E – WORKSHOPS & KNOWLEDGE HACK THE SKILL — Technical Workshop	FULL DAY 9:00 AM-4:30 PM
TRACK B – CODING & DEVELOPMENT WEBWEAVE — Web Development RUNTIME RUSH — Code Sprint DEBUG DERBY — Debugging Challenge VLOOKUP — Data Analytics Challenge BATTLE OF BOTS — AI Prompt Battle	05 SCHEDULED SESSIONS 9:00 AM-12:30 PM 9:30 AM-11:30 AM 11:30 AM-1:30 PM 12:30 PM-3:30 PM 1:30 PM-3:30 PM	TRACK C – GAMING & ADVENTURE BATTLEGROUND BLITZ — BGMI CIPHER CHASE — Tech Treasure Hunt VELOCITYX — Death Race	03 EVENTS 9:00 AM-1:00 PM 1:30 PM-4:00 PM 2:00 PM-4:00 PM
		TRACK D – STAGE & CENTRAL EVENTS UNSCRIPTED NATIONS — MUN THOUGHTLAB — Ideathon CIRCUIT OF MINDS — Tech Quiz	03 EVENTS 9:00 AM-4:30 PM 9:00 AM-11:00 AM SPLIT TIMING 9:00-9:30 AM and 2:30-4:30 PM

XAVITECH 2026 • TECH FEST



XAVITECH 2026 INNOCRAFT HACKATHON

EXPLORE • CREATE • INNOVATE

ONE DAY. REAL PROBLEMS.
LIMITLESS POSSIBILITIES.

CHAMPIONSHIP PRIZE POOL & HONORS

CASH POOL: ₹XXXX + TROPHIES & MEDALS

COLLEGE 1ST PRIZE

₹XXXX + Trophy + Medals
Runner-Up: Trophy + Medals

SCHOOL 1ST PRIZE

₹XXXX + Trophy + Medals
Runner-Up: Trophy + Medals

ALL PARTICIPANTS

Official Certificate
Both School & College Pools



31 OCTOBER 2026
09:00 AM - 06:00 PM



2-4 MEMBERS / TEAM
School: ₹800 | College: ₹1000



LIBRARY
(Subject to capacity relocation)

XAVIER UNIVERSITY PATNA

01 ELIGIBILITY CRITERIA & TEAM REGISTRATION POOLS

2-4 MEMBERS TEAMS • TWO POOLS

- **School Pool (Grades 9-12):** Open to students currently studying in Grades 9 to 12. All members of a school team must belong to the **exact same school**.
- **College Pool (UG / PG):** Open to students enrolled in any Undergraduate (UG) or Postgraduate (PG) program. **Cross-college / inter-university teams are permitted.**
- **Variable Team Size & Prohibitions:** Teams must have between **2 and 4 members**. School-College mixed teams are strictly prohibited.

SCHOOL POOL (GRADES 9-12)

Same-School Team of 2-4

₹800 / TEAM

COLLEGE POOL (UG / PG)

Inter-University Permitted

₹1000 / TEAM

02 PROBLEM STATEMENTS & DOMAINS

UP TO 6 DOMAINS

- **Calibrated Complexity:** Separate problem sets with calibrated difficulty are released for the School Pool and College Pool.
- **Strict Confidentiality:** All official problem statements remain sealed and confidential until **09:00 AM** on event day.
- **Permanent Selection Lock:** Teams must analyze, select, and lock their problem statement within the designated ideation window (09:15-10:00 AM); switching afterward is strictly prohibited.

01. AGRICULTURE

02. NETWORKING

03. SOFTWARE

04. HOSPITALITY

05. E-COMMERCE

06. EMERGING TECH

04 ELIMINATION, AI & PENALTIES

STRICT COMPLIANCE

- **No Pre-Built Projects:** Code or solutions written prior to the hackathon are forbidden; all development must occur within official event hours.
- **AI Productivity Policy:** ChatGPT, Gemini & Copilot are permitted as productivity aids, but teams **must disclose usage** and demonstrate full technical mastery. Pure/black-box AI solutions face heavy penalties or disqualification.
- **No Substitutions & Lock Breach:** Replacing registered members or failing to lock a problem statement in the ideation window leads to disqualification.
- **Absence Penalty:** If any registered member is absent, **25% of the team's total judge score is deducted.**

03 SUBMISSION & SIH PITCH FORMAT

SIH 6-SLIDE DECK

- **Presentation Deck:** Standardized **6-slide template** based on the official Smart India Hackathon (SIH) format.
- **Live Jury Defense:** **4 to 5 minutes** of live working prototype demonstration followed by interactive Jury Q&A.
- **Code ZIP Archive:** Complete source code and project assets must be submitted in a single ZIP file prior to **04:00 PM** for verification and tie-breaking.

SUBMISSION LOCK:

Zero edits to slides or code permitted after 04:00 PM.

05 MENTORSHIP & LOGISTICS

1 MENTOR ALLOWED

- **Official Mentor Rule:** Each team may bring **1 official mentor**. Mentors must remain in the assigned **Mentor Lounge** during active coding phases.
- **Mentor Restrictions:** Mentors may interact only during scheduled feedback checkpoints and **cannot write code, build solutions, or present to judges.**
- **Provided by Organizers:** Power outlets, Wi-Fi internet connectivity, drinking water, and lunch.
- **Participant Responsibility:** Bring your own laptops, chargers, extension cords, hardware components, sensors, and required software/licenses.

06 EVALUATION RUBRIC

TOTAL: 60 MARKS

01. Continuous Eval (2*5)

10 MARKS

02. Novelty & Innovation

10 MARKS

03. Tech Feasibility & Arch

10 MARKS

04. Impact & Utility

10 MARKS

05. Prototype Progress

10 MARKS

06. Presentation & Q&A

10 MARKS

- **Continuous Assessment:** Includes two live mentoring/inspection rounds (5 marks each) during Development Phases I & II plus the final jury defense.

07 PRIZE STRUCTURE & HONORS

CASH POOL: ₹XXXX



COLLEGE POOL — 1ST PRIZE

₹XXXX + TROPHY + MEDALS



COLLEGE POOL — RUNNER-UP

TROPHY + MEDALS



SCHOOL POOL — 1ST PRIZE

₹XXXX + TROPHY + MEDALS



SCHOOL POOL — RUNNER-UP

TROPHY + MEDALS

- **All Participants (Both Pools):** Every registered participant receives an Official Certificate of Participation.

08 COMPLETE 10-PHASE DAY SCHEDULE (31 OCTOBER 2026 • 09:00 AM – 06:00 PM)

LIBRARY (SUBJECT TO CAPACITY RELOCATION)

09:00 – 09:15 AM

01. OPENING & RELEASE

Rules briefing & confidential problem statement release.

09:15 – 09:45 AM

02. IDEATION WINDOW

Problem analysis & team discussion (Mentors available).

09:45 – 10:00 AM

03. SCOPE CONTROL

Mentor interaction round & problem statement lock.

10:00 – 12:30 PM

04. DEV PHASE I

Core coding, architecture & prototype build session I.

12:30 – 01:15 PM

05. LUNCH BREAK

Complimentary lunch break (Strictly no coding allowed).

01:15 – 03:45 PM

06. DEV PHASE II

Final feature integration, testing & SIH deck prep.

03:45 – 04:00 PM

07. SUBMISSION LOCK

Final deadline to upload source code ZIP & 6-slide deck.

04:00 – 04:30 PM

08. JURY DEMOS

Live prototype presentations (4-5 min demo + Q&A).

04:30 – 04:45 PM

09. DELIBERATION

Jury score compilation, tie-break check & ranking lock.

05:00 – 06:00 PM

10. VALEDICTORY

Winner announcements, trophies, medals & closing.

EVENT COORDINATORS: Utkarsh Gupta (+91 8252210728) & Rajnish Kumar (+91 9113169121)

VENUE: LIBRARY, XAVIER UNIVERSITY PATNA

/// ——— XAVITECH 2026 • TECH FEST ——— ///



// SYS.COMPETITION: CODE

// COORD: 25.61°N, 85.13°E

// STATUS: SPRINT MODE

RUNTIME RUSH

PROGRAMMING
COMPETITION

/// PRIZE POOL ///

WIN EXCITING **GIFTS** AND **PRIZES**

THINK • CODE • CONQUER



TWO ROUNDS. FIFTY MINUTES EACH.
PURE ALGORITHMIC SPEED.



**31 OCTOBER
2026**

Max 2 Members / Team



50 MINS / ROUND
20-Min Evaluation Break



COMPUTER LAB

(Assigned Workstation / Cap:
60 Teams)

XAVIER UNIVERSITY PATNA

01 THE ROUNDS & COMPETITION FORMAT

TWO-STAGE ELIMINATION

ROUND I — PAPER & CODING

50 MINS • 100 MARKS

- **Structure:** 5 Programming / Problem-Solving questions carrying **20 marks each**.
- **Paper-First Workflow:** Teams first draft their solution approach/code on paper as instructed by the Organising Committee.
- **Implementation:** Implement, compile, run, and test in **VS Code** on the assigned workstation.
- **Submission:** Save & submit each question as a separate source-code file within the 50-minute window.

ROUND II — ADVANCED CODING

50 MINS • TOP 15 TEAMS

- **Qualifier Cutoff:** Exclusively for the **Top 15 Teams** based on Round I marks.
- **Focus:** Higher-difficulty questions requiring multi-step logic, strong problem-solving, and efficient implementation.
- **Environment:** Same permitted languages and designated VS Code setup.
- **Strict Timing:** Each solution submitted as a separate source-code file; no time extensions granted.

🕒 20-MINUTE EVALUATION BREAK (BETWEEN ROUNDS)

Round I solutions are evaluated by the judging team & Top 15 qualifying teams are announced prior to Round II.

02 TEAM & REGISTRATION

CAP: 60 TEAMS

- **Team Size:** Up to **2 members per team**. Both members must actively participate throughout the event.
- **Fixed Roster:** Team composition remains locked after registration; any change requires prior Organising Committee approval.
- **Intake Capacity:** Capped at **60 registered teams**, subject to lab and system capacity.
- **Reporting:** Report to the venue before stipulated reporting time and be seated prior to each round.

REGISTRATION FEE

₹250 PER TEAM

03 CODING ENVIRONMENT

LAB WORKSTATION

- **Hardware:** Conducted in the designated Computer Laboratory with **1 assigned workstation per team**.
- **File Format:** Every question must be coded and saved as a **separate source-code file** in the specified directory.
- **No Personal Devices:** Personal laptops or electronic devices are strictly prohibited unless specifically permitted.
- **System Policy:** Use workstations solely for competition tasks; do not alter or disable system restrictions.

IDE: VS CODE

PYTHON

JAVA

C

04 SCORING & RANKING

40 : 60 WEIGHTAGE

ROUND I WEIGHT

40%

ROUND II WEIGHT

60%

- **Final Score:** Calculated using the **40:60 weighted marks** of Round I and Round II, evaluated against official test cases.
- **Tie-Breaker Order:** (1) Higher **Round II** score → (2) Higher **Round I** score → (3) Shorter recorded **overall completion time** → (4) Additional tie-break problem if required.

05 INTEGRITY & FAIR PLAY

ZERO TOLERANCE

- **Independent Work:** All solutions must be prepared independently by participating team members during official event hours.
- **Prohibited Actions:** Inter-team communication, viewing/copying/photographing another team's screen, or using pre-written/external code.
- **No External Judges:** HackerRank, online judges, or external coding platforms shall **not** be used.
- **Disqualification:** Any attempt to bypass system restrictions or gain an unfair advantage results in immediate disqualification.

06 COMPETITION FLOW & GOVERNANCE

MANDATORY COMPLIANCE

STEP 01

REPORTING & CHECK-IN

Workstation Allocation

STEP 02

ROUND I (50 MIN)

Paper + VS Code (5 Qs)

STEP 03

EVAL BREAK (20 MIN)

Top 15 Teams Qualify

STEP 04

ROUND II (50 MIN)

Advanced Problem Solving

STEP 05

FINAL RANKING

40:60 Weighted Results

Submission Rule: Save all source-code files in the designated location before time expires; late work is not accepted. **Final Authority:** Decisions of the Judges & Organising Committee are final.

Event Coordinators: Kunal(+91 6369933612) & Aadya Ayushi(+91 7870653989)

SPEED MEETS LOGIC. EVERY LINE COUNTS.

CODE SPRINT 2026 — THINK • CODE • CONQUER

// ————— XAVITECH 2026 • TECH FEST ————— //



PROGRAMMING • DEBUGGING • PROBLEM SOLVING

DEBUG DERBY

DEBUG CHALLENGE

Spot the hidden bugs, fix broken logic under pressure, and rescue the code across two intense rounds. Pen-and-paper fundamentals first, live HackerRank debugging second.

🎁 CHANCE TO WIN EXCITING GIFTS AND PRIZES 🎁

DEBUG. THINK. SOLVE.

Two rounds. Real bugs. Zero shortcuts. Every bug has a fix — find it.

DATE
31ST OCTOBER
2026

11:30 AM – 1:30 PM • 2-hour event

VENUE
LAB 3 (TBC)

Xavier University Patna

FORMAT
INDIVIDUAL

Class 11–12 & UG Students

ENTRY
₹150 / HEAD

Pen & Paper + HackerRank

XAVIER UNIVERSITY PATNA

01

COMPETITION FORMAT — TWO-STAGE DEBUGGING ARCHITECTURE

INDIVIDUAL ELIMINATION FORMAT

STAGE 01 // SCREENING

ROUND 1 — BUG HUNT

Pen & Paper MCQ Mode: Tests core programming fundamentals and rapid error-spotting without any electronic devices.

QUALIFICATION GATE

EVALUATION & SHORTLIST

Qualifier Cutoff: Submitted Round 1 answer sheets are evaluated by the judging team; top qualifiers advance to Round 2.

STAGE 02 // FINALS

ROUND 2 — CODE RESCUE

HackerRank Online Coding: Qualifiers debug complex multi-bug programs, runtime failures, and algorithmic edge cases live.

02

ROUND 1 — BUG HUNT (MCQ)

PEN & PAPER MODE

- Objective: Test understanding of basic programming concepts and ability to spot common code errors.
- Strict Device Ban: Electronic devices are strictly prohibited during Round 1; bring your own pen.
- Submission Rule: Mark answers clearly on the provided sheet; zero answers accepted after round time ends.

Syntax Errors	Variables & Decl.	Input / Output
Conditionals	Loops	Arrays
Strings	Basic Logic Bugs	CS Fundamentals

03

ROUND 2 — CODE RESCUE

HACKERRANK CODING

- Qualifier Exclusive: Conducted online on **HackerRank** exclusively for participants qualifying from Round 1.
- Supported Languages: Contest-enabled programming languages on HackerRank (final list announced prior to start).
- Platform Mandate: All Round 2 code fixes and submissions must be executed directly inside HackerRank.

Complex Logical Errors	Runtime Errors
Array & Indexing Bugs	String Manipulation
Nested Loops	Algorithmic Errors
Tricky Edge Cases	Multi-Bug Programs

04

ELIGIBILITY & WHAT TO BRING

FEE: ₹150 / PARTICIPANT

- Eligible Students: Open to **Class 11, Class 12, and Undergraduate (UG)** students from any institution.
- Individual Entry: Every participant registers separately (Registration Fee: **₹150 per participant**).
- HackerRank Readiness: Must know at least one supported language and test HackerRank login credentials before the event.

01. VALID STUDENT ID	02. OWN PEN (ROUND 1)
03. REG. CONFIRMATION	04. HACKERRANK LOGIN

06

EVALUATION, TIE-BREAKER & PRIZES

AUTOMATED + SHEET SCORING

ROUND 1 SCORING

Evaluated on MCQ answers marked on the official answer sheet.

ROUND 2 SCORING

HackerRank automated test cases & accuracy scoring.

- Tie-Breaker Hierarchy: (1) Completely solved questions → (2) Faster successful submission time → (3) Short tie-breaker problem if required.

🏆 1ST & 2ND PRIZE WINNERS + CERTIFICATES

EXCITING GIFTS & PRIZES!

05

AI BAN & DISQUALIFICATION RULES

ZERO TOLERANCE

- 100% Independent Solving: No communication with other participants; copying or sharing code/answers is strictly prohibited.
- System Tampering: Attempting to access or interfere with another participant's computer or HackerRank account leads to instant expulsion.
- Strict AI & Tool Prohibition: Using any AI code generator or unauthorized online assistance results in immediate disqualification.

✗ CHATGPT	✗ GEMINI	✗ COPILOT	✗ WEB HELP
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07

TECH ISSUES & CONDUCT CODE

INVIGILATOR PROTOCOL

- Immediate Reporting: Inform the invigilator immediately if a computer or internet issue occurs during Round 2; do not alter system settings yourself.
- Verified Failure Backup: If confirmed as an infrastructure/platform failure, a backup system may be provided and verified lost time compensated.
- Discipline & Workspace: Maintain strict discipline, keep your assigned workspace clean, and stop working immediately when time expires.
- Final Authority: Decisions of the event coordinators and faculty on rule violations are final and binding.

EVENT COORDINATOR 01: [Priyanshu Kumar • +91 8677931410]

EVENT COORDINATOR 02: [Akshat Raj • +91 9608587460]

VENUE: LAB 3 (TBC), XUP

XAVITECH 2026 • TECH FEST



// SYS.COMPETITION: DATA_ANALYTICS

// COORD: 25.61° N, 85.13° E

// STATUS: ACTIVE_NODE

VLOOKUP

DATA ANALYTICS

ACCELERATE • LEARN • CREATE

TURN RAW DATA INTO CLEAR INSIGHT.
BUILD THE STORY. DEFEND THE EVIDENCE.

 EXACTLY 2
MEMBERS

Per Team Composition



₹300 / TEAM

Flat Registration Fee



VENUE: LAB 4

Xavier University Patna Campus

XAVIER UNIVERSITY PATNA

01 ROUND I — EXCEL ANALYTICS

- ▶ **Format:** Each team receives a dataset and analytical tasks to solve in Microsoft Excel.
- ▶ **Tasks:** Data cleaning, sorting & filtering, trend analysis, statistical analysis, and interpretation.
- ▶ **Techniques:** Use formulas, functions, Pivot Tables, and data visualisation.
- ▶ **Restriction:** No pre-prepared datasets, templates, solutions, or previous project files.
- ▶ **Submission:** Submit within the specified window; no changes after the deadline.

02 ROUND II — POWER BI

- ▶ **Format:** Every team proceeds to this round, irrespective of its Excel Round performance.
- ▶ **Tasks:** Build an interactive dashboard/report from a dataset and/or business problem.
- ▶ **Elements:** Data cleaning & transformation, relevant KPIs, visualisations, slicers, and data storytelling.
- ▶ **Restriction:** No previously prepared dashboards, reports, or projects allowed.
- ▶ **Accountability:** Both members must be able to explain the methodology, calculations, and insights.

03 ROUND III — PRESENTATION

- ▶ **Delivery:** Present analysis, findings, insights, & recommendations to the judging panel.
- ▶ **Structure:** Problem Statement, Data & Methodology, Key Findings, Trends, Insights, Recommendations, Conclusion.
- ▶ **Participation:** Both members must actively present.
- ▶ **Time Limit:** Strict, predefined slot; overrunning may lead to deduction of marks or termination.
- ▶ **Defense:** Be prepared for a Q&A session on your analysis and recommendations.

04 TEAM COMPOSITION

- ▶ **Size:** Exactly 2 members per team.
- ▶ **Participation:** Both members must actively take part in all 3 rounds.
- ▶ **Progression:** All teams play all 3 rounds; no elimination between rounds.
- ▶ **Fixed Team:** Any change in members needs prior approval from the Organising Committee.
- ▶ **Reporting:** Report at the venue before the stipulated time and follow all coordinator instructions.

05 TIME MANAGEMENT

- ▶ **Adherence:** Strict adherence to the time allotted for every round and submission.
- ▶ **Punctuality:** Be ready before each round; follow announced start and submission times.
- ▶ **Extensions:** No extra time after the stipulated time, except as decided by the Organising Committee.
- ▶ **Late Work:** Work submitted after the deadline may not be accepted.
- ▶ **Presentations:** Must conclude strictly within the allotted time.

06 DEVICES & CONNECTIVITY

- ▶ **Hardware:** Bring your own laptop; teams without one must request a device in advance.
- ▶ **Handling:** Organiser devices are for competition use only; handle with care.
- ▶ **Other Devices:** Phones, hotspots, tablets & extra laptops may be collected, then returned.
- ▶ **Network:** No personal internet or hotspots; internet only for final submission.
- ▶ **Violation:** Verified unauthorised connections mean immediate disqualification.

07 SUBMISSION REGULATIONS

- ▶ **Format:** One final submission per round, in the format and method specified by the committee.
- ▶ **Saving:** Save work correctly; the committee is not responsible for improperly saved work.
- ▶ **Network:** Internet is provided only for final submission, strictly for submitting final work.
- ▶ **Deadline:** No changes allowed once submission is complete and the window has closed.
- ▶ **Misuse:** Misuse of the provided connection may result in disqualification.

08 INTEGRITY & AUTHORITY

- ▶ **Originality:** Original work required; plagiarism, copying, or exchanging solutions is prohibited.
- ▶ **Fair Play:** No helping other teams mid-round; unfair advantage means immediate disqualification.
- ▶ **Investigation:** Suspicious activity may be investigated by the Organising Committee.
- ▶ **Authority:** Organising Committee & Judges' decisions are final and binding.
- ▶ **Amendments:** Rule changes or clarifications will be communicated by the Organising Committee.

**ANALYZE DEEPLY. VISUALIZE CLEARLY.
DEFEND YOUR INSIGHT.**

Event Coordinators: Komal Anand(+91 7493024995) &
Aditya Raj(+91 8986453963)



XAVITECH 2026 • TECH FEST



// SYS.EVENT: WEBWEAVE_2026

// MODE: AIR-GAPPED_BUILD

// DURATION: 240 MINS

WEBWEAVE

WEB DEV CHALLENGE

◆ 4-HOUR OFFLINE WEB DEV CHALLENGE ◆

DESIGN • DEVELOP • DEPLOY



FOUR HOURS. ONE SHARED THEME.
ZERO INTERNET. PURE CODING SKILL.



31 OCTOBER 2026

4-Hour Timed Build Challenge



₹300 PER TEAM

2 Members / Team (Cap: 10-15 Teams)



100% OFFLINE BUILD

15-20m Asset Download Window

XAVIER UNIVERSITY PATNA

01 HACKATHON CONCEPT & THE 4-STAGE OFFLINE PROTOCOL

SINGLE SHARED THEME • ZERO AI / NO INTERNET

Core Purpose: A 4-hour timed web development challenge for 2-member teams built around a **single shared theme** (with 2–3 backup themes on standby). Disconnecting live internet removes AI assistants, live tutorials, and copy-paste code—testing pure web dev skill, problem-solving, and creativity under equal, controlled conditions.

STAGE 01 COLLEGE DESKTOPS

DESKTOP ALLOCATION

Every team is seated at an identical college desktop with the same standard setup. No personal laptops or devices.

STAGE 02 15–20 MINS

THEME & ASSET WINDOW

Shared theme revealed. Download theme-specific images, icons & datasets only; volunteer spot-check before disconnect.

STAGE 03 4 HOURS

OFFLINE BUILD PHASE

Live internet is cut completely. Design and code your multi-page/multi-view web app strictly offline.

STAGE 04 10 MINS

SUBMISSION & DEMO

Internet switched on for 10 mins to submit via Google Form/Drive or GitHub (with USB collection fallback).

02 ELIGIBILITY & PARTICIPATION

10–15 TEAMS (20–30 BUILDERS)

- **Who Can Compete:** Open to **Class 10+** students with basic web dev knowledge; open to **UG / BCA** and all interested college students.
- **Team Composition:** Fixed **2 members per team** working collaboratively at a single assigned pod.
- **Provided Equipment:** Every team works on a **college desktop** at their assigned pod—no personal laptop or charger needed.

TEAM REGISTRATION FEE (2 MEMBERS)

₹300 PER TEAM

03 RESOURCE & INTERNET POLICY

FOLDER SPOT-CHECK

- **Desktop-Only Environment:** All work happens on the **college-provided desktop**; personal laptops, pre-loaded setups, and personal boilerplate are not permitted.
- **Theme-Reveal Window (15–20m):** Download **only** theme-specific media (images, icons, datasets); internet is cut immediately after.
- **Strictly Not Allowed:** Pre-built theme solutions, live internet during the 4-hour build, inter-team file sharing, or secondary internet devices.
- **Verification:** Volunteers briefly inspect downloaded folders before switching off network access.

04 MINIMUM FUNCTIONALITY CHECKLIST

MANDATORY TO QUALIFY

✓ MULTI-PAGE / VIEW APP

Must feature multiple pages or distinct application views.

✓ INTERACTIVE FEATURE

At least 1 working interactive feature tied to the shared theme.

✓ CLEAN NAVIGATION

Working navigation across all views with zero dead links.

✓ ERROR-FREE DEMO

Runs smoothly without breaking errors during live judging.

- **Scoring Rule:** Extra features beyond the baseline are rewarded; missing any core checklist item above results in mark deductions.

05 JUDGING & EVALUATION RUBRIC

5 EVALUATION PILLARS

01. FUNCTIONALITY & COMPLETENESS

Core Checklist + Extras

02. CREATIVITY & THEME INTERPRETATION

Shared Constraint Originality

03. TECHNICAL DIFFICULTY

Logic & Code Architecture

04. UI / UX DESIGN

Visual Polish & Usability

05. TEAMWORK & PRESENTATION

Live Demo & Defense

- **Fair Benchmarking:** Category weights are locked prior to start; the single shared theme guarantees straightforward, apples-to-apples judging.

06 VENUE & POWER INFRASTRUCTURE

10–15 DESKTOP PODS

- **Pod Seating:** Dedicated seating for **10–15 team pods** (2 members + college desktop per pod).
- **Main Display & Audio:** Central projector/display for theme briefing, live visible countdown timer, and results.
- **Desktop Lab Setup:** One **pre-configured college desktop per team pod**, labeled by team cluster, with reliable electricity throughout the build.
- **Dedicated AV Reserve:** 2–3 sockets reserved exclusively for organizer desk, mic, and display systems.

07 TECHNICAL SETUP & MANPOWER

ON-GROUND SUPPORT

- **Switchable Network:** Controllable router/hotspot switched ON strictly during the asset download and final submission windows.
- **Backup Hardware:** 2–3 **spare pre-configured desktops** kept on standby for emergency hardware failures.
- **Participant Handouts:** Printed rules sheets including the minimum functionality checklist distributed to every pod.

EVENT

MANPOWER:

1 Event Lead • 2–3 Technical Mentors (Senior BCA/CS Students)

08 SUBMISSION PROTOCOL & FINAL CODE HANDOFF

DUAL-MODE COLLECTION

01. ONLINE SUBMISSION WINDOW (10 MINS)

At the end of the 4-hour build, internet is enabled for a fixed 10-minute window to submit via pre-configured Google Form / Drive link or GitHub.

02. OFFLINE USB FALLBACK

If any team experiences upload issues, volunteers collect the project build directly via **official USB flash drives** on the spot.

03. LIVE DEMO & CODE REVIEW

Teams demonstrate their working multi-page app, theme interactive feature, and error-free navigation live before the judging panel.

NO AI. NO TUTORIALS. JUST YOU AND YOUR CODE.

WEBWEAVE 2026 – 4-HOUR OFFLINE WEB DEV CHALLENGE

CONTACT GRID

EVENT COORDINATORS

01

DIVYANKA KESHRI

+91 9263641889

02

ASHU KUMAR

+91 6204505418



XAVITECH 2026 · TECH FEST



● TRACK
IMAGE GEN

MODE
SOLO

ROUND 1
25 MIN

EVAL BREAK
20 MIN

ROUND 2
25 MIN

● ENTRY
₹150



IMAGE GENERATION BATTLE

BATTLE OF BOTS

AI PROMPT BATTLE

THINK. CREATE. EXPRESS.

AGENDA Prompt an AI to design a flyer or Instagram post, survive the evaluation break, then take on Round 2.



PRIZES

CHANCE TO WIN EXCITING GIFTS AND PRIZES

Out-prompt the field and out-create everyone in the room.

CONFIRMED.
NON-HUMAN INTELLIGENCE.

TIME
TBA

About 70 min, break Included

VENUE
TBA

Xavier University Patna

REG FEE
₹150 / PERSON

Solo entry only

BRING
YOUR PHONE

We share the AI link

XAVIER UNIVERSITY PATNA

BATTLE BRIEFING

BATTLE OF BOTS - AI PROMPT BATTLE - XAVITECH 2026

EVENT CONCEPT

CORE PHILOSOPHY

THINK. CREATE. EXPRESS.

An **image generation battle**. Use the AI we provide, plus your own creativity in mixing colours and elements, to produce the **best possible flyer or post**.

FORMAT

FLYER OR POST

Generated with the provided AI.

CORE TEST

REAL WORK BRIEF

Understanding requirements plus creative thinking.

WHO & WHAT

TEAM FORMAT

SOLO ONLY

ELIGIBILITY

OPEN TO ALL

MEDIUM

YOUR PHONE

THE BATTLE FLOW

2 ROUNDS • 1 EVALUATION BREAK

ROUND 1

25

 MIN

BRIEF & GENERATE

You get a reference image and a description of what is needed. Generate the flyer or Instagram post within the time frame.

EVALUATION & BREAK

20

 MIN

OUTPUTS GET JUDGED

Take a break while your outputs are evaluated. A few selected participants are promoted to Round 2.

ROUND 2

25

 MIN

THE FINALE

The details of Round 2 are revealed just before the round begins. Only participants selected after the evaluation break take part.

MARKING SCHEME

100% TOTAL

20%

PROMPT QUALITY

30%

OUTPUT

20%

THEME RELEVANCE

30%

IDEA DEPICTION

RULES OF THE BATTLE

READ BEFORE YOU PLAY

1

Only the output generated on **the given account** is considered for evaluation.

2

No prompting beyond the time limit.

3

No copy-pasting of any prompt and no reference image of your own.

!

Breaking the rules can mean **immediate expulsion, with no refund**.

BATTLE AT A GLANCE

SOLO • ₹150 / PERSON

SOLO

NO TEAMS ALLOWED

2

ROUNDS OF 25 MIN EACH

20

MIN EVALUATION BREAK

₹150

ENTRY FEE PER PERSON

MAY THE BEST PROMPT WIN

XAVITECH 2026 - Tech Fest - Xavier University Patna

EVENT COORDINATOR 1

Krishna • 8252442255



TRACK C - GAMING & ADVENTURE

BATTLEGROUND BLITZ

B G M I

Squad against squad across three maps, live on the big screen at De Nobili Hall. The highest combined score takes the win.

1 • ERANGEL**2 • MIRAMAR****3 • RONDO**

// PRIZE POOL & REWARDS //

**EXCITING CASH PRIZES AND GIFTS****ONE LOBBY. THREE MAPS. ONE CHICKEN DINNER.**

Best of 3 - points from every map add up. All skill levels welcome.

DATE & TIME

31 OCT 2026

08:00 AM - 01:00 PM, check-in to results

VENUE

DE NOBILI HALL

Xavier University Patna

SQUAD

4 + 1 SUB

Limited Squad pool

ENTRY

₹200 / HEAD

Pay on the Tech Fest portal

MATCH BRIEFING

BATTLEGROUND BLITZ - BGMI GAMING COMPETITION

REGISTRATION & SQUADS

SQUAD DETAILS

- A squad is **4 main players** plus **1 optional substitute**, registered in advance.
- **₹200 per head**, paid on the official Xavi Tech portal. Fees are non-refundable.
- Check in together at least **30 minutes before start** with a valid college or school ID.
- The organizing committee may accept or reject any entry.

MATCH FORMAT & DEVICES

BEST OF 3

- Classic Battle Royale: one match each on **Erangel, Miramar and Rondo**.
- Points from all three maps are added. The highest total after Map 3 wins.
- Play on your **own physical phone**. Emulators and Tablets are strictly not allowed.
- Room ID and password are shared before each map, with 15-20 minutes between maps.
- Every match is streamed live on a large display for spectators.

SCORING SYSTEM

PLACEMENT + KILLS

1ST - WINNER	10	5TH	3
2ND	6	6TH	2
3RD	5	7TH - 8TH	1
4TH	4	9TH AND BELOW	0

Added on top of placement points, on every map

+1 PER KILL

IF SQUADS ARE TIED AFTER MAP 3

- 1 Total kills across the series decide it.
- 2 Still level? The squad with more Chicken Dinners (1st-place finishes) wins.
- 3 Still level? A short decider match is played in the buffer window.

FAIR PLAY & CONDUCT

ZERO TOLERANCE

- **Aimbot, trigger-bot, ESP** or any third-party software: instant disqualification and a penalty.
- **Teaming with another squad** disqualifies every squad involved.
- Exploiting bugs or glitches, or leaving a match without valid reason, means disqualification.
- Abuse or toxicity toward volunteers, referees or players means a penalty or disqualification.

ATTENDANCE & DISPUTES

FINAL DECISION

- Be at your station **15 minutes before each map**. A squad that joins the room late scores **zero for that map**.
- No replays for disconnections on the player's side. Bring a charged device.
- Raise disputes at the referee table right after the match. The panel's decision is final.

MATCH-DAY SCHEDULE

31 OCTOBER 2026 • DE NOBILI HALL

08:00 - 08:30	Squad check-in, ID and device verification
08:30 - 08:45	Briefing on format, map order, scoring and conduct
08:45 - 09:00	Lobby setup, room ID and password, warm-up
09:00 - 09:45	MAP 1 - ERANGEL
09:45 - 10:00	Break and live standings update
10:00 - 10:50	MAP 2 - MIRAMAR

10:50 - 11:05	Break and refreshments
11:05 - 11:50	MAP 3 - RONDO (deciding map)
11:50 - 12:15	Final tally across all 3 maps and tiebreaker check
12:15 - 12:45	Buffer. Decider match only if scores are still tied
12:45 - 01:00	Results compiled and winner announced on the ground

Miramar gets the longest window as the largest map. Short buffers after each match absorb late joins and lobby resets. Formal prizes are presented at the Valedictory Ceremony.

Event coordinators: Umang Sahni (contact: +91 9308463995) & Joshua Singh (contact: +91 8434962055)

Track C leader: Bittu Raj (contact: +91 6206154224)

BATTLEGROUND BLITZ - DROP IN. PLAY FAIR.

XAVITECH 2026 - Xavier University Patna - Track C, Gaming & Adventure

//

XAVITECH 2026 • TECH FEST

//



CAMPUS TREASURE HUNT

SOLVE FAST. STAY TOGETHER. SURVIVE EVERY ROUND.

A timed treasure hunt across the Xavier campus for teams of four. Clear every round to claim the win.

CIPHER CHASE

TREASURE HUNT

GEAR CHECK

NO DEVICES

Phones and smartwatches are collected by the XAVITECH team during the game.

THE RULE OF THE HUNT

ELIMINATION

Teams are knocked out round by round, and the final challenge is scored.

WINNING TEAM TAKES **EXCITING CASH PRIZES!**

DATE

**31ST OCTOBER
2026**

Date of the event

STARTS

1:30 PM - 4:00 PM

2 hours, results included

TEAM

4 MEMBERS

All present, on time

ENTRY

₹400 / TEAM

Non-refundable

XAVIER UNIVERSITY, PATNA

MISSION BRIEFING

CIPHER CHASE TREASURE HUNT - XAVITECH 2026

HUNT • SOLVE • SURVIVE

THE MISSION

CAMPUS-WIDE HUNT

Cipher Chase is a **timed treasure hunt** for teams of four. It starts and ends at **De Nobili**, with the rounds in between played at **listed locations around the college campus**.

HOW THE HUNT WORKS

TIMED ROUNDS

ROUND-BY-ROUND ELIMINATION

SCORED FINAL CHALLENGE

Every round has its own **time limit, announced before the round begins**. Stay inside it, keep your team together, and clear every round without a miss to take the win.

COME PREPARED

WHOLE TEAM ON TIME

NO GADGETS

KNOW THE CAMPUS

PLAY SAFE

AT A GLANCE

4

MEMBERS PER
TEAM

2 HRS

INCLUDING
RESULTS

1:30

PM START TIME

₹400

ENTRY PER TEAM

RULES OF THE HUNT

READ BEFORE YOU PLAY

- **Every team member must be present on time.** This is compulsory.
- **No props or technical devices**, including mobile phones and smartwatches. The XAVITECH team collects mobiles and holds them during the game.
- Each round has a **specific time limit**, announced before the round.
- Reach the campus **before the given time** to get familiar with it.
- Ensure safety and proper stage conduct. Respect the time and the other participating teams.

CONDUCT & DISQUALIFICATION

ZERO TOLERANCE

- **Damaging college property** is not allowed and leads to straight disqualification.
- Any **malfunctioning, cheating or conflict** leads to disqualification.
- Indiscipline, conflict and misbehaviour are not entertained, and non-compliance with the rules may lead to disqualification.
- A team that **exceeds a round's time limit** is eliminated.
- Registration fees are **not refunded** for cancellation or for absence from the game.

HOW A WINNER IS DECIDED

JUDGEMENT CRITERIA

1

CLEAR THE ROUNDS

Teams are eliminated in each round under the club-elimination structure.

2

FINAL CHALLENGE

The last round is score based, and the team with the lowest score is eliminated.

3

WINNER

The team that qualifies through every round without fail wins the hunt.

Tie-break: If teams are level, the scores of the final challenge are counted.

PRIZE

WINNING TEAM

EXCITING CASH PRIZES!

+ TROPHY

+ WINNING CERTIFICATE

Entry is ₹400 per team.

VENUE, TIMING & CONTACTS

XAVIER UNIVERSITY PATNA

START & FINISH

DE NOBILI

Teams begin and end the hunt here.

THE ROUNDS

CAMPUS LOCATIONS

Other rounds are played at the listed locations on the college campus.

TIMING

FROM 1:30 PM

About 2 hours in total, including results.

EVENT COORDINATORS

SUNNY KUMAR {+91

7280929939} &

SHRISTI SINGH {+91

9241065537}

THINK FAST • STAY TOGETHER • FIND THE TREASURE

XAVITECH 2026 - Tech Fest - Xavier University Patna

// XAVITECH 2026 • TECH FEST //



TRACK C // GAMING & ADVENTURE

ROBOTIC OBSTACLE RACING

20-30M SINGLE TRACK

VELOCITYX

DEATH RACE

♦ DEATH RACE // ROBOTIC OBSTACLE RACING COMPETITION ♦

// CORE PHILOSOPHY //
Build. Pilot. Survive the Track.

SPEED • STRATEGY • SURVIVAL

ONE TRACK. FIVE ZONES. NO SECOND CHANCES.
🎁 WIN EXCITING CASH PRIZES 🎁



31 OCTOBER 2026
02:00 PM - 04:00 PM



2-4 MEMBERS / TEAM
Entry Fee: ₹700 per Team



TRACK C AREA
Outdoor covered courtyard / Front
of Gate No.1

XAVIER UNIVERSITY PATNA

01

EVENT OVERVIEW & TRACK CONCEPT

TRACK C // GAMING & ADVENTURE

- Format:** A knockout-style robotics challenge where teams design, build, and pilot a custom robot across a continuous **20-30 metre modular track**.
- Core Test:** Motor torque, traction, chassis durability, waterproofing, driver reaction, and precision navigation.
- Track Zones:** Red Light-Green Light, zig-zag rough terrain, water pit, 30-degree incline, and final rope crossing.

CORE PHILOSOPHY

Build. Pilot. Survive the Track.

TRACK FEATURES:

Red Light Start

Rough Terrain

Water Pit

30° Incline

Rope Crossing

02

ELIGIBILITY & TEAM FORMAT

BEGINNER - INTERMEDIATE

- Team Size:** 2-4 members, including one designated pilot and one pit technician.
- Expected Field:** 15-25 teams / robots.
- Control:** Manual wired, manual wireless, or fully autonomous.
- Footprint:** Maximum 30 cm length, 30 cm width, 30 cm height; maximum 4.0-5.0 kg.

POWER REQUIREMENT

ONBOARD BATTERIES / 24V MAX

03

RULES & SAFETY

FAIR PLAY IS MANDATORY

- Pilot Isolation:** Operators remain behind the designated control barrier.
- No Touch:** Manual reset is allowed only after a request and carries a 15-second penalty.
- Time Out:** Maximum course time is 5 minutes per run; unfinished runs are marked incomplete.
- Prohibited:** Weapons, exposed sharp edges, sprays, flames, combustion engines, and projectiles.

NO WEAPONS

24V MAX

MASTER KILL SWITCH

04

PENALTIES & RANKING

TIME-BASED SCORING

Full Track Completion	PRIMARY	Fastest Raw Time	BEST
False Start / Boundary	+5 SEC	Manual Reset	+15 SEC
Obstacle Bypass	+20 SEC	Unsafe Operation	DQ

05

ROBOT SPECIFICATIONS

SCRUTINEERING CHECK

MAX FOOTPRINT

30 x 30 x 30 CM

MAX WEIGHT

4.0 - 5.0 KG

POWER

ONBOARD DC BATTERY

- Mandatory:** Secure battery enclosure and clearly marked master cutoff switch.
- Materials:** Modular chassis, reusable components, and safe rounded edges.

06

TRACK ZONES

CONTINUOUS 25M FLOW

- Zone 1:** Red Light-Green Light start grid with false-start control.
- Zone 2:** Zig-zag rough terrain with tyres, sand, gravel, and bumps.
- Zone 3:** Shallow water pit testing waterproofing and traction.
- Zone 4-5:** 30-degree incline, descent, rope crossing, and final endurance stretch.

07

EVENT OPERATIONS

7 VOLUNTEERS

- Entry fee:** ₹700.
- Track C:** Outdoor covered courtyard or De Nobili Hall floor.
- Officials:** Track marshals, timing controller, safety controller, pit manager, and crowd management.
- Infrastructure:** Reusable plywood, timber, PVC, tyres, sand, water tray, timing gate, barriers, and pit area.
- Budget:** Low-cost modular setup; estimated ₹5,000-₹7,500.

08

EVENT FLOW

31 OCTOBER 2026 • 09:00 AM - 12:00 PM

REGISTRATION & INSPECTION

Participant registration, technical check, and scrutineering at Track C.

ORIENTATION & BRIEFING

Track orientation, rules briefing, and pilot safety instructions.

QUALIFYING TIME TRIALS

Solo runs through the single modular track; raw time plus penalties recorded.

KNOCKOUT HEATS

Head-to-head or back-to-back heats for the fastest qualifying teams.

GRAND FINALS & RESULTS

Two-lap endurance final, result compilation, and on-ground winner announcement.

Track Lead: Bittu Raj(+91 6206154224) | Event Coordinators: Jal Vardhan(+91 7856802097) & Suraj Kaushik(+91 9153002217)

Venue: Track C Area

BUILD. PILOT. SURVIVE THE TRACK.

DEATH RACE 2026 - TRACK C • GAMING & ADVENTURE

// ————— XAVITECH 2026 • TECH FEST ————— //



SYS.COMMIT // UNGA

ORBITAL DIPLOMACY PROTOCOL // 2026

DELEGATE CAP // ~120

UNSCRIPTED NATIONS

— M U N —

◆ UNITED NATIONS GENERAL ASSEMBLY (UNGA) ◆

// OFFICIAL COMMITTEE AGENDA //

"Addressing the Opportunities and Risks of Artificial Intelligence and Emerging Technologies for Inclusive and Sustainable Development."

DEBATE • DIPLOMACY • CONSENSUS

ONE DAY. 120 DELEGATES. GLOBAL AI GOVERNANCE.
SHAPE THE FUTURE OF HUMANITY.



31 OCTOBER 2026

09:30 AM – 04:30 PM
(Approx.)



₹500 / DELEGATE

Grades 9–12 & UG/PG Students



CAMPUS HALL

On-Campus (Lunch Provided)

XAVIER UNIVERSITY PATNA

01 COMMITTEE MANDATE & CONFERENCE AGENDA

UN PRINCIPAL ORGAN

- ❖ **Committee:** United Nations General Assembly (UNGA).
- ❖ **Format:** ~120 Delegates, divided into teams representing different nations, to negotiate collective UN resolutions through diplomacy rather than conventional debate.

OFFICIAL AGENDA // UNGA 2026

"Addressing the Opportunities and Risks of Artificial Intelligence and Emerging Technologies for Inclusive and Sustainable Development."

FOCUS AREAS: AI Ethics & Regulation Digital Divide & Equitable Access AI & Future of Work Data Privacy & Cybersecurity
AI in Health, Education & Public Services Global Tech Cooperation

02 COMMITTEE STRUCTURE

UNGA 2026

3

DAIS

1 Chairperson • 2 Vice Chairs

2

REPORTING CELL

2 Reporters

~120

DELEGATES

Divided into teams, each representing a different nation

31 OCT

DATE & TIME

2026 • 9:30 AM – 4:30 PM
(approx.) • Xavier University
Patna

03 ELIGIBILITY & REGISTRATION

CAP: ~120 DELEGATES

- ❖ **Open To:** School students (Grades 9–12) & College students (UG/PG) from any institution. First-time & experienced delegates welcome.
- ❖ **Portfolio Allocation:** Portfolios will be completely allocated by the Organising Committee. No preferences allowed. Background Guide & RoP shared prior to the event.
- ❖ **Provided by Organizers:** Country placards, stationery, Wi-Fi/power, complimentary lunch, and official certificates.
- ❖ **Delegate Essentials:** Valid ID card, country research/position paper, laptop/device (if needed) & formal attire.

DELEGATE FEE (SCHOOL / COLLEGE)

₹500 PER DELEGATE

04 RULES OF PROCEDURE & CONDUCT

PARLIAMENTARY PROTOCOL

- ❖ **Diplomatic Standard:** Represent assigned national policy accurately, maintain diplomatic courtesy, and obey Dais rulings at all times.
- ❖ **Motions Allowed:** Open GSL, Moderated Caucus, Unmoderated Caucus, Caucus Extension, Draft Resolution Intro, Closure of Debate & Voting.
- ❖ **Collaborations:** Actively build blocs and co-draft Working Papers & Draft Resolutions during Unmoderated Caucuses.
- ❖ **Discipline:** Personal attacks or breach of decorum may lead to warnings, committee removal, or loss of award eligibility.

PERSONAL PRIVILEGE

POINT OF ORDER

PARLIAMENTARY INQUIRY

05 EVALUATION RUBRIC

TOTAL: 100% SCORE

Research & Position 20%

Public Speaking 20%

Diplomacy & Negotiation 20%

Quality of Solutions 20%

Procedural Mastery 10%

Bloc Leadership 10%

- ❖ **Continuous Assessment:** The 3-member Dais evaluates delegates across formal speeches, caucus lobbying, and resolution drafting.

06 AWARDS & RECOGNITION

HONORS & PRIZES

1 BEST DELEGATE

MEMENTO + CERTIFICATE

2 HIGH COMMENDATIONS

MEMENTO + CERTIFICATE

2 SPECIAL MENTIONS

MEMENTO + CERTIFICATE

- ❖ **Awards:** Mementos and certificates only.
- ❖ **All Delegates:** Receive an Official Certificate of Participation.

07 ORGANISING COMMITTEE & CONTACT

EVENT COORDINATORS

ARCHIE MRINAL

+91 7970352643

ZOHA

+91 8935987885

DIPLOMACY BEYOND BORDERS. POLICY FOR THE AI ERA.

UNSCRIPTED NATIONS 2026 – DEBATE • DIPLOMACY • CONSENSUS



XAVITECH 2026 • TECH FEST



// SYS.COMPETITION: TECH QUIZ

// COORD: 25.61°N, 85.13°E

// STATUS: ACTIVE

CIRCUIT AND MINDS

TECH QUIZ

♦ THINK BEYOND THE CIRCUIT & CRITICAL THINKING & PROBLEM SOLVING ♦

DECODE • DEDUCE • DOMINATE



FOUR ROUNDS. TEN STAGE FINALISTS.
ONE ULTIMATE TECH QUIZ CHAMPION.



XAVITECH 2026

9:00AM-9:30AM
2:30PM-4:30PM



₹300 PER TEAM

Fixed 2 Members / Team (Cap: 20-30)



EXCITING PRIZE POOL

Top 10 Advance to Stage Finals

XAVIER UNIVERSITY PATNA

01 EVENT STRUCTURE — THE FOUR QUIZ ROUNDS

1 SCREENING + 3 STAGE ROUNDS

ROUND 01 WAYGROUND

SCREENING ROUND

~20-25 MCQs covering general tech topics (mixed difficulty). Both members attempt together from a single login/device. Ranked by score + speed.

OUTCOME: TOP 10 TEAMS QUALIFY

ROUND 02 STAGE • 15M

LIVE MCQ ROUND

20 Projected MCQs (~45s each: 10 Easy, 7 Mod, 3 Hard) on CS Fundamentals, Networking, AI/ML, Cybersecurity, Software & Emerging Tech.

SCORING: CORRECTNESS + SPEED

ROUND 03 STAGE • 10M

VISUAL ROUND

10 Picture Questions (logos, diagrams, topologies, founders, IoT, code snippets, HDD/SSD). 30s view + 30s to write on provided answer sheet.

+2 PTS / CORRECT (MAX 20 PTS)

ROUND 04 STAGE • 25M

RAPID FIRE BUZZER

Buzzer / Hand-Raise Style: Each team takes the stage individually for **5 questions in a 2-minute window** across all tech domains.

+1 PT / CORRECT (MAX 5 PTS)

02 ELIGIBILITY & REGISTRATION

CAP: 20-30 TEAMS

- **Eligibility:** Open to currently enrolled college/university students carrying a valid College ID card.
- **Fixed Team Size:** Exactly **2 members per team** (cross-branch/year allowed). One team per student; no substitutions once screening starts.
- **Registration Process:** Register via the official Xavitech link; Wayground joining credentials are sent once fee payment is confirmed.
- **Policy:** Registration fees are non-refundable. Event organisers, coordinators, and volunteers cannot participate.

REGISTRATION FEE (PER TEAM OF 2) **₹300 PER TEAM**

03 SCORING, TIMELINE & CHECKLIST

STAGE DURATION: Time and venue [TBC]

- **Final Winner Selection:** Screening scores are for qualification only. Final rankings are based on the **cumulative score of Stage Rounds 2, 3 & 4**.
- **Sudden-Death Tiebreaker:** Any tie for the 10th-place screening cutoff or Top 3 podium spots is decided by a sudden-death question (first correct answer wins).
- **Stage Day Segments (~85 Mins Total):** Check-In & Briefing (15m) • Round 2 MCQ (15m + 5m compile) • Round 3 Visual (10m + 5m compile) • Round 4 Rapid Fire (25m) • Final Scoring & Awards (10m).
- **Participant Checklist:** Arrive 15 mins early with valid College ID, a charged smartphone (Wayground/Kahoot login ready), and your own pen.

04 PRIZES & WINNING POSITIONS

₹XXXX PRIZE POOL

1ST POSITION CASH + TROPHY/MEDAL + CERTIFICATE

2ND POSITION CASH + TROPHY/MEDAL + CERTIFICATE

3RD POSITION CASH + TROPHY/MEDAL + CERTIFICATE

- **Certificates:** Participation certificates for all registered participants; Merit certificates for Stage Finalists (Top 10).
- **Prize Split:** Cash prize is awarded to the team and shared equally between both members.

05 RULES & FAIR PLAY PROTOCOL

ZERO TOLERANCE

- **Device & Internet Ban:** Phones must stay on silent and stored away unless required for Wayground/Kahoot. Online searches or external help lead to instant disqualification.
- **Single Login Rule:** Both teammates must attempt Round 1 together on one device; duplicate/multiple entries are disqualified.
- **Punctuality & Legibility:** 2-minute reporting grace period per round before forfeiture. Visual Round answers must be legible (overwritten answers marked wrong).
- **Disputes & Authority:** Raise any dispute politely right after the question (not after the round). Quizmaster & judges' decisions are final.

06 COMPETITION PROGRESSION & COORDINATION

XAVITECH 2026 • STAGE EVENT

PHASE 01 REGISTRATION

Team of 2 • ₹300 Fee & ID Verification

PHASE 02 SCREENING (R1)

Wayground Quiz • Top 10 Qualify

PHASE 03 STAGE MCQ (R2)

20 Projected MCQs across 6 Domains

PHASE 04 VISUAL ID (R3)

10 Tech Visuals • Written Sheet (+2 Pts)

PHASE 05 RAPID FIRE (R4)

2-Min Buzzer Finals & Podium Awards

Decorum: Keep team number cards visible; audience prompting is strictly prohibited.

Coordinator: Aman Raj • **Contact:** +91 9523780498 • **Email:** drrajaman31@gmail.com

FAST MINDS. SHARP CIRCUITS. ZERO GUESSWORK.

CIRCUIT OF MINDS 2026 — DECODE • DEDUCE • DOMINATE

XAVITECH 2026 • TECH FEST



TECHNOLOGY • INNOVATION • IDEA PITCHING

THOUGHT LAB

IDEATHON

Spot a real problem, back it with technology and pitch it to the judges. Four minutes on stage, one minute of questions.



EXCITING CASH PRIZES TO BE WON



IMAGINE. INNOVATE. BUILD.

A working prototype is optional, a sharp idea is not. Cash prizes await the best pitches.

DATE

**31ST OCTOBER
2026**

9:00 AM - 11:00 AM • 2 hour event

VENUE

LOYOLA HALL

Xavier University Patna

TEAM

2 - 4 MEMBERS

Pitch as a team

ENTRY

₹500 / TEAM

Register on the Google Form

XAVIER UNIVERSITY PATNA

IDEA BRIEFING

THOUGHT LAB IDEATHON • XAVITECH 2026

PITCH • DEFEND • WIN

EVENT FOCUS & ELIGIBLE IDEAS

TECHNOLOGY FIRST

A technology-driven **innovation and idea-pitching competition**. Identify a real-world or campus problem and propose an **original, feasible solution** that applies, advances or creatively uses technology.

WHAT QUALIFIES

SOFTWARE APPS AI SOLUTIONS AUTOMATION SMART SYSTEMS
TECH PRODUCTS OTHER TECH IDEAS

A business or startup model can support your idea, but a **purely business-oriented idea with no meaningful technology** will not qualify.

EVERY PITCH MUST EXPLAIN

PROBLEM SOLUTION TECHNOLOGY FEASIBILITY IMPACT

AT A GLANCE

90
MINUTE EVENT
WINDOW

4+1
MIN PITCH +
Q&A

4-5
SUGGESTED
SLIDES

100
MARKS IN
TOTAL

REGISTRATION & ELIGIBILITY

₹500 / TEAM

- Teams of **2-4 registered participants**, with a fee of **₹500 per team**.
- Register through the **official Google Form** with your participant and idea details.
- The form asks for team details, **idea title**, a short problem description, the **technology involved** and how it solves the problem.
- Open to eligible students as specified by the organising committee, who will confirm final course, year and inter-college rules.
- If entries exceed the limit, ideas may be reviewed for **relevance, originality and feasibility**.

PITCH FORMAT & CONDUCT

4 MIN + 1 MIN

- 4-minute pitch**, followed by **1 minute of judges' Q&A**.
- Suggested **4-5 slide deck**: problem and users, solution, technology, feasibility and expected impact.
- Prototype optional**. Mock-ups, wireframes, flowcharts, diagrams and concept models are all welcome.
- Be ready to explain **how your technology works**, why it fits, and its limitations or implementation needs.
- Be ready when called. Ideas must be **original or properly credited**; never misrepresent your work.
- Public display or further development of ideas follows university policy.

EVALUATION SCHEME

100 MARKS TOTAL

Innovation	20
Technical Skills - understanding, application, suitability, feasibility	20
Presentation	15
Creativity	15
Practical Impact	15
Teamwork	10
Problem Solving	5

PRIZES


**EXCITING CASH
PRIZES**
UP FOR GRABS

Top ideas on the day take home cash rewards. Certificates for participants.

HOW THE EVENT RUNS

SEMINAR HALL • 90 MINUTES

1

OPENING

Welcome, introduction of the judges and a briefing on the rules.

2

PITCH ROUND

Each team pitches for 4 minutes, then takes 1 minute of judges' Q&A.

3

TRANSITIONS

About 30 seconds between teams, so the next team should be ready in advance.

4

SCORING

Judges finalise and submit their score sheets.

5

CLOSING

Result announcement and closing remarks.

Start time and final timings will be confirmed by the organising committee. Venue subject to final confirmation.

IMAGINE • INNOVATE • BUILD

XAVITECH 2026 - Xavier University Patna - Register through the official Google Form

EVENT COORDINATOR

CONTACT DETAILS

Manaswi, +91 8709587531

Amanjeet, +91 7970499973

///

XAVITECH 2026 • TECH FEST

///



// SYS.WORKSHOP: HACK_THE_SKILL

// COORD: 25.61° N, 85.13° E

// STATUS: SECURE

ACCELERATE • LEARN • CREATE

HACK THE SKILL

LEARN BY DOING. BUILD SOMETHING REAL.
ONE-DAY HANDS-ON TECHNICAL WORKSHOP.



31 OCTOBER 2026
10:00 AM – 04:30 PM (5–6 Hrs)



₹200 / STUDENT
Classes 9–12 & UG/PG Students



VENUE: ROOM NO. 201
Xavier University Patna Campus

XAVIER UNIVERSITY PATNA



01 WORKSHOP ARCHITECTURE — THE FIVE LEARNING STEPS

LEARN BY DOING • PROTOTYPE

STEP 01

FOUNDATIONS

Key terms & basic ideas explained simply for beginners & experienced learners.

STEP 02

TOOLS & WORKFLOW

Live demos of industry platforms and step-by-step practical workflows.

STEP 03

APPLICATION

Real-world examples showcasing the skill in action across industries.

STEP 04

BUILD & SOLVE

Guided mini-tasks and building a small working sample project yourself.

STEP 05

REFLECTION

Fixing bugs, expert feedback, and roadmaps for further learning.

02 ELIGIBILITY & REGISTRATION

SCHOOL & COLLEGE

- ▶ **Open To:** School students (Classes 9 to 12) and College students (undergraduate & postgraduate).
- ▶ **No Prerequisites:** Beginners are very welcome with step-by-step guidance; advanced learners receive extra challenges.
- ▶ **Inclusions:** Registration covers refreshments (food packets), workshop materials, stationery, and official certificates.
- ▶ **Fee Details:** Same fee for school and college participants; payment details will be shared by the Organising Committee.
- ▶ **Pre-Event Setup:** Bring a laptop, charger, and complete any pre-event software installations specified in instructions.

REGISTRATION FEE (PER STUDENT) ₹200 PER STUDENT

03 LEARNING OUTCOMES & TAKEAWAYS

PRACTICAL SKILLS

- ▶ **Core Mastery:** Understand one practical technology tool and see how it is used in real life.
- ▶ **Live Practice:** Practise each concept right after you learn it with guidance from expert trainers.
- ▶ **Tangible Output:** Leave the day with at least one working prototype built by you.
- ▶ **Real-World Insight:** Learn how the skill is used in industry and how to use tools responsibly.
- ▶ **Growth:** Build curiosity, problem-solving ability, and confidence with technology.
- ▶ **Support System:** Regular troubleshooting checkpoints and mentor Q&A sessions throughout the day.
- ▶ **Next Steps:** Experts review your work and suggest resources to keep learning after the workshop.

04 ASSESSMENT & CERTIFICATION

RECOGNITION

Practical Application	25%	Technical Understanding	20%
Problem-Solving	20%	Mini-Project Output	20%

- ▶ **Certification:** Minimum attendance and completion of the final activity/feedback form make you eligible for a certificate.
- ▶ **Scoring:** Awards are based on five areas; Creativity carries the remaining 15% weight.
- ▶ **Showcase:** Present your work in the final mini challenge and receive expert feedback.
- ▶ **Final Output:** Your mini-project built during the hands-on session carries 20% of the assessment.
- ▶ **Special Honors:** Recognition given for creativity, problem-solving, and outstanding participation.

05 CODE OF CONDUCT & SAFETY

ETHICS

- ▶ **Collaboration:** Treat everyone with respect and help each other rather than compete.
- ▶ **Tech Safety:** Do not install unapproved software; keep passwords private and use equipment strictly as instructed.
- ▶ **Integrity:** Submit only your own original work for challenges and mini-projects.
- ▶ **Professionalism:** Be on time, take part actively, and give feedback politely with an open mind.
- ▶ **Responsible Use:** Use technology only for workshop activities and follow software licence rules.
- ▶ **Report Issues:** Tell a mentor or volunteer right away if something goes wrong.
- ▶ **Compliance:** Active participation is mandatory; rule violations may lead to removal without certification.

06 WORKSHOP TIMELINE (31 OCTOBER 2026 • 10:00 AM – 04:30 PM)

12-STAGE FLOW

10:00 – 10:40 AM SETUP & ORIENTATION Check-In & Device Setup (20m) • Welcome & Overview (20m)	10:40 – 11:40 AM MODULE I & TASK I Core Concept & Live Demo (45m) • Guided Activity I (15m)	11:40 – 01:30 PM MODULE II & BREAK Tools & Workflow (45m) • Interactive Challenge (20m) • Food & Rest (45m)	01:30 – 03:15 PM MODULE III & PROJECT Advanced Case (45m) • Build Mini-Project (40m) • Mentor Q&A (20m)	03:15 – 04:30 PM SHOWCASE & CLOSING Final Challenge (40m) • Expert Feedback (20m) • Certificates (15m)
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Provided on Campus: Seating, power points, reliable Wi-Fi, projector/audio, stationery, food packets & certificates.

Event Coordinators: unnati Singh(+91 9199511866) & Srishti Singh(+91 7764859447)

EXPERIMENT. SOLVE PROBLEMS. CREATE SOMETHING OF YOUR OWN.

HACK THE SKILL 2026 – ACCELERATE • LEARN • CREATE



OFFICIAL FESTIVAL BROCHURE // FINAL PAGE

**XAVIER UNIVERSITY,
PATNA**



XAVITECH 2026

EXPLORE · CREATE · TRANSCEND

LET'S CONNECT!

CONTACT US

Have questions about XaviTech 2026? Reach out to us or scan the QR code to register.

OFFICIAL CONTACT CHANNELS

[DIRECT
ACCESS]



FOR MORE INFORMATION
CONTACT THE IN-CHARGE



6204 573815



6206 430752



CAMPUS LOCATION
UNIVERSITY ADDRESS

Xavier University, Patna

Digha-Aashiyana Road, Digha Ghat

Patna – 800011, Bihar, India



OFFICIAL PORTAL
WEBSITE

xavitech.in



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QUICK REGISTRATION PORTAL

[OFFICIAL
QR]

SCAN TO REGISTER



LIMITED SLOTS PER TRACK

**REGISTER
NOW! »**

Point your smartphone camera at the QR code
above



SAVE THE DATE
**31 OCTOBER
2026**

XAVIER UNIVERSITY, PATNA

13 EVENTS · 5 TRACKS · ONE POWERFUL

EXPERIENCE