

INSTITUTE OF ENGINEERING AND MANAGEMENT
SCHOOL OF UNIVERSITY OF ENGINEERING AND MANAGEMENT
IN COLLABORATION WITH IEDC - ECE

P R E S E N T S

The Triwizard Trials



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DATE : 13-14TH SEPTEMBER

LOCATION : GODREJ GENESIS,
IEDC LAB, 5TH FLOOR, SECTOR V

FOUNDERS' TALE

THIS TRIWIZARD TOURNAMENT WAS OFFICIALLY STARTED BY THE HEADMASTERS IEDC-ECE LAB AND INSTITUTE OF ENGINEERING & MANAGEMENT.

-ABOUT IEM -

IEM OPENS UP THE DOORS OF YOUNG MINDS WHO DARE TO DREAM. IT ENCOURAGES THE SPIRIT OF FREE INQUIRY AND IMAGINATION. HERE DREAMS TAKE SHAPE. THE INSTITUTE TRIES TO INDICATE THE SENSE OF HUMAN VALUES AND DISCIPLINE TO MAKE STUDENTS RESPECTFUL TOWARDS HUMAN BEING, REALIZE AND DEMONSTRATE THEIR BEST POTENTIAL AND BE A WINNER IN LIFE. THE INSTITUTE IS AFFILIATED TO WBUT. B.TECH., M.TECH., MBA COURSES ARE UNDER AICTE, GOVT. OF INDIA.

-ABOUT IEDC-ECE -

THE IEDC AT IEM IS COMMITTED TO FOSTERING A CULTURE OF RESEARCH AND PRODUCT DEVELOPMENT AMONG STUDENTS. ITS PRIMARY OBJECTIVE IS TO NURTURE A STUDENT COMMUNITY PROFICIENT IN CUTTING-EDGE TECHNOLOGIES THROUGH CREATIVITY AND INNOVATION. UNDER THE MENTORSHIP OF FACULTY MEMBERS, STUDENTS AT THE IEDC WORK IN DIVERSE FIELDS INCLUDING ROBOTICS, IOT, RF & MICROWAVE, MACHINE LEARNING, AI, AUGMENTED REALITY, VIRTUAL REALITY, AND UNMANNED AERIAL AND GROUND VEHICLES. THE CENTER STRIVES FOR EXCELLENCE BY DEVELOPING INDUSTRY-READY PRODUCTS WITH SIGNIFICANT REAL-WORLD IMPACT. ADDITIONALLY, IT FOCUSES ON CULTIVATING ENTREPRENEURSHIP AND TACKLING TECHNOLOGICAL AND BUSINESS CHALLENGES FACED BY STARTUPS.

Defence Against Dark Prompts

DATE : 13-14TH SEPTEMBER
LOCATION : GODREJ GENESIS,
IEDC LAB, 5TH FLOOR

The Chambers of Agents

Charms Without Wands



ETERNAL CODEX

1. PARTICIPANTS MUST BRING THEIR OWN LAPTOPS, CHARGERS.
2. INTERNET ACCESS WILL BE PROVIDED FOR EVENT-SPECIFIC NEEDS.
3. USE OF FREE VERSION OF AI MODELS/APPS IS ONLY ALLOWED. USE OF PRO VERSION IS STRICTLY PROHIBITED. ANYONE FOUND USING PRO VERSION WILL BE DISQUALIFIED IMMEDIATELY.
4. PLAGIARISM, UNFAIR PRACTICES, OR USING RESTRICTED MAGICAL ARTIFACTS (LIKE POLYJUICE POTIONS) WILL LEAD TO IMMEDIATE DISQUALIFICATION.
5. JUDGES' DECISIONS WILL BE FINAL AND BINDING - REMEMBER, EVEN DUMBLEDORE'S WORD IS LAW AT HOGWARTS.
6. RESPECT THE TIME LIMITS - SPELLS CAST AFTER TIME RUNS OUT WILL NOT BE CONSIDERED.

SPECIAL STROLLS

1) DEFENCE AGAINST DARK PROMPTS (GENERATIVE AI)

- TEAMS WILL FACE CHALLENGES WHERE PROMPTS TWIST AND TURN LIKE CURSES.
- GOAL: GENERATE ACCURATE, CREATIVE, AND MEANINGFUL RESPONSES.
- JUDGING BASED ON CREATIVITY, RELEVANCE, ROBUSTNESS, AND CLARITY OF OUTPUT.



SPECIAL STROLLS

2) THE CHAMBERS OF AGENTS (AGENTIC AI)

- BUILD, DESIGN, OR SIMULATE AI AGENTS CAPABLE OF SOLVING MULTI-STEP TASKS.
- PRELIMS: SMALLER AGENT CHALLENGES.
- FINALS: COMPLEX MULTI-AGENT PROBLEM-SOLVING.
- JUDGING BASED ON AUTONOMY, EFFICIENCY, AND INTELLIGENCE OF THE AGENTS.



SPECIAL STROLLS

3) CHARMS WITHOUT WANDS (NO-CODE AI)

- TOOLS: PRE-DECIDED NO-CODE AI PLATFORMS (WILL BE DISCLOSED BEFORE THE EVENT).
- PRELIMS: STRUCTURED PROBLEM-SOLVING TASKS.
- FINALS: OPEN-ENDED CHALLENGE REQUIRING INNOVATIVE APPLICATIONS.
- JUDGING BASED ON CREATIVITY, USABILITY, AND EFFECTIVENESS OF NO-CODE SOLUTION.



ENCHANTED OVERVIEW

THE TRIWIZARD TRIALS CONSIST OF THREE ENCHANTING EVENTS, EACH THEMED AFTER HOGWARTS MAGIC AND MAPPED TO A CORE AREA OF ARTIFICIAL INTELLIGENCE:

1. DEFENCE AGAINST DARK PROMPTS (GENERATIVE AI)

- TAME TRICKY PROMPTS AND CONJURE CREATIVE OUTPUTS.

2. THE CHAMBERS OF AGENTS (AGENTIC AI)

- BUILD INTELLIGENT AUTONOMOUS AGENTS THAT SOLVE PROBLEMS LIKE TRUE MAGICAL BEINGS.

3. CHARMS WITHOUT WANDS (NO-CODE AI)

- PERFORM AI WIZARDRY WITHOUT WRITING CODE, USING DRAG-AND-DROP MAGIC AND TOOLS.

TIMETABLE FEAST

SATURDAY - PRELIMS - 13TH SEPTEMBER

GEN-AI - 1.5 HRS - 9:30 AM - 11:00 AM

BREAK - 30 MINS - 11:00 AM - 11:30 AM

AGENT-AI - 1.5 HRS - 11:30 AM - 01:00 PM

BREAK - 1 HR - 01:00 PM - 2:00 PM

NO-CODE APP - 2 HRS - 2:00 PM - 4:00 PM

SUNDAY - FINALS - 14TH SEPTEMBER

GEN-AI - 2 HRS - 9:30 AM - 11:30 AM

BREAK - 30 MINS - 11:30 AM - 12:00 AM

AGENT-AI - 2 HRS - 12:00 AM - 02:00 PM

LUNCH BREAK - 1 HR - 2:00 PM - 3:00 PM

NO-CODE APP - 3 HRS - 3:00 PM - 6:00 PM

**PRIZE DISTRIBUTION CEREMONY AFTER
THE EVENTS ARE COMPLETED**

WORTHY TRIALS

- FROM EACH EVENT, 40% OF THE TEAMS WILL ADVANCE FROM THE PRELIMS TO THE FINALS.
- EACH ROUND WILL TEST CREATIVITY, EFFICIENCY, PROBLEM-SOLVING, AND ADHERENCE TO MAGICAL GUIDELINES.
- THE 40% OF THE TEAMS WHICH WILL ADVANCE TO THE FINALS WILL BE COMPETING AGAINST ONE PROBLEM STATEMENT AND THUS TOP 3 TEAMS WILL BE REWARDED.



HOUSE BINDING

- NUMBER OF MEMBERS: 2 -3 PER TEAM
- EACH TEAM WILL BE ALOTTED AND DIVIDED INTO FOUR DIFFERENT HOGWARTS HOUSES NAMING GRYFFINDOR, SLYTHERIN, RAVENCLAW AND HUFFLEPUFF.
- DIVISION OF THE TEAMS INTO FOUR DIFFERENT HOUSES WILL BE DONE BY LOTTERY SYSTEM IN FORM OF CHITS WHICH WILL BE CONDUCTED IN OFFLINE MODE.
- REGISTRATION FEES:
 - ₹150 PER TEAM (FOR EACH EVENT)

SUMMONING DECREE

PARTICIPATION RULE:

- * A TEAM MAY REGISTER FOR A MAXIMUM OF TWO EVENTS ONLY.
- * NO TEAM CAN COMPETE IN ALL THREE EVENTS SIMULTANEOUSLY (TO PREVENT MISUSE OF THE TIME-TURNER).
- * EACH PARTICIPATING TEAM MUST ARRIVE PRIOR TO THE DESIGNATED TIME OF EVENT.
- * IF ANY PARTICIPATING TEAM ARRIVES AFTER THE DESIGNATED TIME OF EVENT, NO EXTRA TIME WILL BE SERVED.

MAGICAL TALLIES

- CREATIVITY & INNOVATION - 30%
- PROBLEM-SOLVING & ACCURACY - 30%
- PRACTICAL IMPLEMENTATION - 20%
- PRESENTATION & EXPLANATION - 20%
- DECISION BY THE RESPECTED HEADMASTERS
WILL STAND FINAL

Hogwarts

King Cross

Diagon Alley

ENTRY SCROLL

- REGISTRATION OPENS ON 03/09/2025.
- TEAMS MUST REGISTER VIA THE OFFICIAL PORTAL/WEBSITE.
- CONFIRMATION WILL BE SENT VIA OWL POST (EMAIL).



TRIUMPH TREASURERS

- WINNING TEAMS WILL BE CROWNED TRIWIZARD CHAMPIONS OF AI.
- EXCITING PRIZES, CERTIFICATES, AND ETERNAL GLORY AT HOGWARTS AWAIT!
- PRIZE POOL - 7,000/- PER EVENT AND OTHER EXCITING PRIZES.
- PARTICIPATING TEAMS WILL BE GETTING PARTICIPATION CERTIFICATES.
- MANY MORE EXCITING GOODIES AND PRIZES ARE ALSO AWAITING.
- WINNER TEAM PER EVENT WILL ALSO BE GETTING TRIWIZARD CUP.

FINAL ENCHANTMENT

THE TRIWIZARD TRIALS ARE NOT JUST ABOUT COMPETITION BUT ABOUT *LEARNING, INNOVATION, AND MAGICAL CREATIVITY*. STEP FORTH, HARNESS THE POWER OF AI, AND LET THE MAGIC BEGIN!

"HELP WILL ALWAYS BE GIVEN AT HOGWARTS TO THOSE WHO ASK FOR IT." - ALBUS DUMBLEDORE

Ministry of Magic

The Burrow

Azkaban

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P R E S E N T S

Will you be entitled
the next
"Triwizard Champion"?

