

# SoftExpo'17

SoftExpo is a National event conducted annually in Punjab University College of Information Technology (PUCIT), University of the Punjab, Lahore, hosted by PUCIT ACM Student Chapter (PASC). It provides students of all national universities, a platform display their talents. Students are given an opportunity to prove their metal in various curricular and extracurricular competitions and to meet their peers from entire nation.

**Event dates: Saturday, May 13, 2017 and Sunday, May 14, 2017**

The details of the competitions included in SoftExpo'17 are as follows:

## SoftExpo Software Exhibition

It is a competition cum exhibition in which undergraduate students from all national universities will display their final year Capstone projects. An overall cash prize up to **120,000/- PKR** will be awarded.

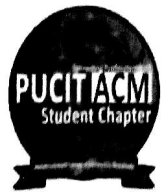
**Registration fee: 1000/- PKR**

### Rules:

- The participant must be enrolled in an undergraduate program in a university.
- Projects related to Computing are allowed which would be purely based on software, hardware and software integration, or research prototypes.
- Each team must have at least one or maximum five members.
- An individual of software competition can be member of one team only.
- A limited number of teams after a scrutiny will be allowed to participate in the competition. Shortlisting will be done on quality-of-the-project basis.
- The participating teams need to submit an abstract of their project on the official website of SoftExpo (i.e. [pucit.acm.org/softexpo](http://pucit.acm.org/softexpo)).

**Note:** The template for the type of abstract required is provided on the above said website. Be sure to follow the template as your project will be selected on basis of the abstract submitted.

- PASC panel will shortlist the projects on basis of the abstracts submitted.
- Once a project is shortlisted, the team will be informed.
- The team then has to register itself for the event by paying the registration fee.



- Teams are responsible to bring all the hardware they need for the exhibition. Only electric power, furniture (table, chairs) and internet support (Wi-Fi) will be provided by the PASC.
- Teams are allowed to bring any material for displaying purposes (e.g. flex, banners, posters etc.) through a prior approval from the PASC.
- The Software Competition will consist of two rounds of evaluations, one each day.
- All registered teams must come on both days of the event on the predefined times.

### **Judging Criteria:**

The projects will be evaluated on the basis of:

- Functionality / Problem Addressed
- Software Design / Methodology
- Utility / Significance and Novelty / Creativity
- Project Documentation / Research Report and User Manual (if required)
- Project Presentation
- Possible Extension / Future Work

The prominent and competent panel of judges from academia and industry nominated by PUCIT-ACM Student Chapter will evaluate projects for initial selection and the competition. The decision of the panel will be final and irrevocable.

### **Viewer's Choice Award:**

This award will be given to the project with the most votes from general audience. The award will be finalized after conducting a poll on event days. Voting will be done through CNIC.

**Note:** You must have your original CNIC card with you on event days to be eligible for casting a vote.

### **Category Awards:**

Beside overall Winner and Runner-up awards a separate set of prizes will also be awarded in four different categories including Best Mobile Application, Best Web Application, Best Research Project, and Most Innovative Idea of the event.

## Graduate Research Conference (GRC'17)

It is a research based event in which only graduate students of various degrees related to computing and engineering are given a chance to present their research work (thesis). The event features three different sub-events most of which are competitions. These three sub-events are **Poster Sessions**, **3-Minute Thesis** (Video submission and Individual Presentations), and **Panel Discussions**. An overall cash prize up to **70,000/- PKR** will be awarded.

### Poster Sessions:

**Registration fee: 1000/- PKR**

**Winning prize up to: 40,000/- PKR**

### Rules:

- All MPhil students, recently graduated or currently enrolled, are welcome to take part in poster session competition.
- This event will have individual registrations. (One person per thesis only)
- The participant would have to prepare an extended abstract (of maximum two pages) on his/her research in predefined format and submit it at [pucit.acm.org/softexpo](http://pucit.acm.org/softexpo).
- PASC panel of research experts including doctors from various academic institutes will shortlist the abstracts after peer review of the submission.
- Once a participant is shortlisted, s/he will be informed.
- After confirmation by the PASC team, the participant would then have to register himself/herself for the event on the website [pucit.acm.org/softexpo](http://pucit.acm.org/softexpo).
- Each participant would have to submit his/her own poster of research work for poster display in a predefined format as described on the event website.
- No Undergraduates are allowed to compete.
- No PhD students or PhDs are allowed to compete.
- In evaluation rounds, a panel of prominent and competent judges from academia will evaluate presented research work.

### Presentation:

Posters must be put up by 8:30 a.m. on the scheduled day and remain there until 4:00 p.m. Participants are expected to be physically present at their poster board during the designated time on the assigned dates.

**NOTE:** If you have passed the peer review, there will be two rounds of evaluation to be done by the jury panel on event days.

### **Judging Criteria:**

- The winner will be selected on evaluation of the poster by jury.
- Only the winner would be awarded with a cash prize while all participants will receive a certificate of participation.

### **Three Minute Thesis (3MT) Competition:**

3-Minute Thesis is a foundation of Queensland University, Australia and an international competition that provides a platform for MPhil and PhD candidates to present their lengthy researches in a matter of three minutes.

PUCIT - ACM Student Chapter (PASC) has taken the initiative to conduct this event for the very first time in Pakistan and is looking forward to making this event beneficial for everybody and attain an ultimate success.

**Registration fee: 500/- PKR**

**Winning prize up to: 30,000/- PKR**

**Eligibility:** Any Research candidate (MPhil, PhD student) is eligible to participate in 3MT competition.

### **Rules:**

- A single static PowerPoint slide is permitted. No slide transitions, animations or movement of any description are allowed. The slide is to be presented from the beginning of the oration.
- No additional electronic media (e.g. sound and video files) are permitted.
- No additional props (e.g. costumes, musical instruments, laboratory equipment) are permitted.
- Presentations are limited to a maximum of 5 minutes and competitors exceeding 5 minutes would be disqualified.
- Presentations are to be spoken word (e.g. no poems, raps or songs).
- Presentations are to commence from the stage.
- Presentations are considered to have commenced when a presenter starts their presentation through either movement or speech.
- The decision of the adjudicating panel is final

## **Judging Criteria:**

### **Comprehension and Content**

- Did the presentation provide an understanding of the background to the research question being addressed and its significance?
- Did the presentation clearly describe the key results of the research including conclusions and outcomes?
- Did the presentation follow a clear and logical sequence?
- Was the thesis topic, key results and research significance and outcomes communicated in a language appropriate to a non-specialist audience?
- Did the speaker avoid scientific jargon, explain terminology and provide an adequate background information to illustrate points?
- Did the presenter spend adequate time on each element of their presentation – or did they elaborate for too long on one aspect or was the presentation rushed?

### **Engagement and Communication**

- Did the oration make the audience want to know more?
- Was the presenter careful not to trivialize or generalize their research?
- Did the presenter convey enthusiasm for their research?
- Did the presenter capture and maintain their audience's attention?
- Did the speaker have sufficient stage presence, eye contact and vocal range; maintain a steady pace, and have a confident stance?
- Did the PowerPoint slide enhance the presentation – was it clear, legible, and concise?

## **Panel Discussions:**

Panel discussion involves a group of experts gathered to discuss a scientific, business, academic or any other topic in front of an audience. It is a live discussion about specific topic amongst a selected group of experts who share differing perspectives. It is one of the several approaches to teach about a specific topic. The panel, typically 4-5 experts or practitioners in the field, shares facts, offers opinions and respond to audience questions either through questions selected by moderator or taken from the audience directly. Panels are usually made up of people with extensive knowledge of a particular subject.

The panel is typically facilitated by the moderator who guides the panel and audience throughout the event.

- Panel discussion facilitates clarification of complex issues.
- It provides information and helps to analyze the topic/issue from different perspectives.
- It provides factual and conceptual knowledge about a particular topic.
- It highlights the multi-dimensionality of the topic under discussion.
- It helps the audience to think critically.
- It fosters logical thinking.

## **Members of the discussion:**

There are three set of participants in a panel discussion.

- The panel; which consist of experts in the field concerned.
- The audience; who listens to the opinions of panelists and ask questions.
- The moderator; who initiates the discussion, keeps the discussion on track and guides the panel and audience throughout.

## Clash of Coders

It is a speed programming competition in which participating teams will code in C++ and Java programming languages. An overall cash prize up to **50,000/- PKR** will be awarded.

**Registration fee: 500/- PKR**

### Rules:

- Each team must comprise of three members.
- All teams are requested to check in at least one hour before the competition begins. Failing to do so will result in disqualification.
- All teams must listen to the instructions delivered before the competition begins.
- The working environment provided will be:
  - Windows
  - GNU C++ and Java IDE
  - PC^2 application
- A demo on how to use PC^2 will be given by a technical team before the competition begins.
- The ushers will distribute question papers, rough sheets and ball points before the competition begins.
- Participants must read all the instructions written on the question paper before starting.
- In case of any kind of emergency (technical or non-technical), a participant should silently raise his/her hand.
- Use of any reference material (such as USB drives, mobile phones, use of Internet and notes) will result in disqualification.
- Peeking on someone else's screen will result in disqualification.
- Discussion with the members of any other team other than participants' own team is strictly not allowed (once the competition begins).
- Misconduct and failing to abide by the rules will result in immediate disqualification.
- Save work at every step because no excuses about the following things shall be accepted:
  - Crashing of Operating System
  - Electric Failure
  - Program not responding and terminated forcibly

### Judging Criteria:

- Most number of problems solved.
- Time taken to solve problems.

## Code Bot

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It is an artificially intelligent software game bot programming competition in which the participating teams will have to write an intelligent software program which can play the predefined game(s) against other program bots programmed by opponents efficiently. An overall cash prize up to **50,000/- PKR** will be awarded.

**Registration fee: 500/- PKR**

### Rules:

- Each team can have a maximum of three members.
- All teams are requested to check in at least one hour before the competition begins. Failing to do so will result in disqualification.
- All teams must listen to the instructions delivered before the competition begins.
- The teams can code their bot in any of these languages: C, Clojure, Common Lisp, C++, C#, D, Elixir, Go, Haskell, Java, JavaScript, Lua, Pascal, Perl, PHP, Prolog, Python, Python 3, Ruby, Rust, Scala and Tcl.
- Once the teams have coded the bot, the bot will be uploaded.
- The engine will give the amount of time left in your timebank each time it asks your bot for a move. If your bot does not respond before the timeout, the engine will ask again for a move. If it doesn't respond twice, your bot will be shut down. Bots that do not output anything at all or fail their input test, can not be placed in the ranked matches.
- Misconduct and failing to abide by the rules will result in immediate disqualification.
- Discussion with the members of any other team other than participants' own team is strictly not allowed (once the competition begins).
- A practice session will be held on the first day of the event for the participating teams.

### Judging criteria:

- A tournament will be played by all the bots. The bot which wins the tournament will be the winner of this competition.



## GameCon

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It is a console gaming competition. In this event, two of the most popular console games will be played: **FIFA 17** and **Tekken Tag Tournament 2**. An overall cash prize up to **40,000/- PKR** will be awarded.

**Registration fee: 300/- PKR**

### Fifa'17:

#### **Rules:**

- Each half will be of four minutes
- In semi-final and final rounds, each half will be of six minutes.
- Extra time will only be given in semi-final and final-rounds.
- Standard matches will go straight to penalty. No extra time.
- A player is allowed to pause the game 3 times in each game ONLY IF the ball is in his/her possession. If the player pauses the game when the opponent has the ball, s/he may be disqualified.
- Default settings will be applied.
- The difficulty level will be set at Legendary.
- Participants will be allowed to apply custom controller settings.
- Custom formations are disallowed.
- Participants can only select clubs to play with.
- Only tactical defending will be accepted.
- Injuries and handball would be turned off.
- All matches will be played in clear weather conditions.
- Players are allowed to bring their own X-BOX controller. The management will not be responsible for its failure. Exchange of hardware is not allowed.
- Only the players registered will be allowed to play. No replacements allowed.
- Use of abusive/provocative language may result in disqualification.
- If a participant fails to report at the venue on time, walkover will be awarded to the opponent player.
- If more than six minutes of the match have passed and players face difficulties with the hardware, the player with more goals would be announced as the winner.
- If less than six minutes have passed and hardware difficulties are faced, a new match would be started with the previous match's score and only one half of the match will be

played. If after the first half the score remains even, second half will be played. If the score still remains equal, the match will go to penalties.

- In case of a power outage or any technical mishap, the current score will decide the outcome of the match, if and only if 70 minutes of the match have surpassed.
- Any loss or damage to property will result in a severe penalty.

The organizers have the final say in all matters. Their decision will be final and irrevocable.

## **Judging criteria:**

- No. of goals at the end of the match.

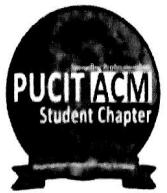
## **Tekken Tag Tournament 2:**

### **Rules:**

- The version of the game played will be "Tekken Tag Tournament 2".
- Each Match will be played to the best of three Fights. Each Fight will be composed of 3 Rounds.
- In semi-finals and final, winners will be decided on the basis of best of three fights.
- Each Round will be of 60 seconds.
- Winner will qualify for next round while losing a match will result in elimination.
- Participants are allowed to configure buttons to their preferred settings only prior to each match.
- Participants can only change characters in semifinal and final.
- Participants will be informed to report at venue before the match time. Participants not there at the time of match will be disqualified.
- Check buttons and configuration before the start of the match.
- Pausing game will result in losing the round.
- Only the players registered will be allowed to play. No replacements allowed.
- If a participant fails to report to the venue on time, walkover will be awarded to the opponent player.
- Players are allowed to bring their own X-BOX controller, the management will not be responsible for its failure. Exchange of hardware is not allowed.
- Use of abusive/provocative language may result in disqualification.
- Any loss or damage to property will result in a severe penalty.
- The organizers have the final say in all matters. Their decision will be final and irrevocable

## **Judging criteria:**

- The player who knocks out its opponent first will be declared the winner.



## Scavenger Hunt

Scavenger Hunt is a game in which ciphered clues will be provided to the participating teams, which they will have to decipher in order to get to the next clue. The goal is to be the first to decipher most clues. An overall cash prize up to **20,000/- PKR** will be awarded.

**Registration fee: 500/- PKR**

### Rules:

- Duration of the hunt will be 2.5 hours.
- No extra time will be provided to the team(s).
- All teams must listen to the instructions delivered before the hunt.
- Each team will be given a set of unique tasks and clues.
- There will be two rounds.
- In the first round, teams will be given a list of tasks to perform.
- After completing the tasks, the teams must report back with proof to the announced venue.
- The second round will start immediately after the tasks completed by the team have been verified.
- In the second round, clues will be given to teams to solve.
- After solving all the clues, each team must submit them before the announced time to the designated PASC member.
- Each team will have to complete 10 tasks and solve 12 clues.
- The teams must not tear or lose the clues otherwise they will not be counted as complete.
- Use of abusive/provocative language may lead to disqualification.
- In case of any foul incident, PUCIT - ACM Student Chapter reserve rights of disqualifying any team.

### Judging Criteria:

- Number of tasks completed and clues solved.
- Time taken to complete tasks and solve clues.