

TECHNOLOGY | TALENT | TOGETHER



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**JAIPUR NATIONAL
UNIVERSITY**
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PROUDLY PRESENTS

A FEST OF TECH, TALENT & CULTURE

TECHNORAZZ 2026



29th SEPT - 01st OCT

STAR VIBES FOR YOU



TECHNORAZZ 2026

GENERAL INSTRUCTIONS

All participants from the colleges/universities are required to bring their latest identity card and an official letter from their respective institution stating that they are bonafide students of the institute and participating in Technorazz, 2026.

The registration fee per event is as follows:

SINGLE
PARTICIPANT / ₹ 100/-

TEAM
PARTICIPANT / ₹ 200/-
(2 Participants)

TEAM
PARTICIPANT / ₹ 500/-
(More than 2 Participants)

How to register for Technorazz 2026

- i. Visit the website: technorazz.jnujaipur.ac.in
- ii. Fill the participation form and pay the participation fee (either by scanning the QR code or through the registration form).
- iii. Press the submit button.
- iv. Keep the screenshot of the transaction.

Last date for the submission of the detailed entries is **September 25, 2026**.

Decision of the Jury will be final and binding for all the competitions.

TECHNICAL EVENTS

1. IOT BASED ROBOTIC COMPETITION

Connecting machines with minds

This event challenges students to build smart, internet-connected robots capable of real-time data transmission and automation to solve real-world problems.

Theme: Smart Automation / Remote Monitoring and Control

Minutiae :

- Maximum number of teams: Two to Five teams are allowed from an Institution/University.
- Maximum number of participants: Three members per team.
- The robot must use an IOT development board (e.g., ESP32, NodeMCU, Arduino with WiFi/Bluetooth module) and interact with a cloud platform or custom mobile/web app.
- Robots will be tested on their ability to perform a specific task (e.g., navigating an obstacle course, sensing environment parameters) via remote IoT commands or automated triggers.
- All teams must bring their own components, sensors, power banks, and necessary internet hotspots for connectivity.
- The maximum time for each team to demonstrate their robot's functionality and answer jury questions is 10 minutes.

Judgement Criteria :

- IOT Integration & Connectivity: Stability of cloud communication and data handling.
- Innovation & Build Quality: Uniqueness of the project design and sensor implementation.
- Task Performance: Efficiency, speed, and accuracy in executing the designated task.

2. DRONE RACE

Unleash the beasts in the sky!

This adrenaline-fueled event challenges pilots to navigate their custom or commercial drones through a high-speed obstacle course in the shortest time possible.

Theme: Precision Flying and Speed Arena

Minutiae :

- Maximum number of teams: Two teams are allowed from an Institution/University.
- Maximum number of participants: Two members per team (one Pilot and one Co-Pilot/Spotter).
- Drone size must not exceed 300mm (diagonal motor-to-motor distance) and must operate on standard 2.4 GHz or 5.8 GHz frequencies.

- Drone must be equipped with prop-guards for safety, and custom builds must undergo a mandatory pre-race technical inspection.
- Two drones will compete in parallel or in time-trial heats through a designated indoor/outdoor obstacle track (hoops, gates, and sharp turns).
- The maximum time allowed to complete the obstacle course is 4 minutes per team.

Judgement Criteria:

- Lap Time: The primary ranking is based on the minimum time taken to finish the course.
- Obstacle Clearance: Penalties or extra time will be added for skipping or crashing into gates.
- Pilot Control: Evaluation of flight stability, smooth cornering, and crash recovery.



3. HACKATHON

For Engineering Students & Computer Science students

Code, create, and conquer! A high-intensity, non-stop sprint where the brightest minds come together to build innovative mobile apps, websites, or AI solutions to solve real-world problem statements.

Theme: Hack the Gap

Minutiae :

- There is no limit on the number of teams from a single Institution/University; open registration is allowed.
- Maximum number of participants: 3 to 4 members per team.
- Problem statements will be released on the same day, prior to the event, and teams must build their application entirely during the hack-a-thon timeline.
- Use of pre-existing or readymade projects is strictly prohibited; however, open-source libraries, APIs, and frameworks are allowed.
- Teams must bring their own laptops and chargers. The entire solution must be software-based (Web, Mobile, or Desktop Application). No hardware prototypes will be evaluated.
- The total duration for development is 10 hours, followed by a 5-minute software demonstration and a 3-minute Q&A session before the jury panel.

Judgement Criteria:

- Innovation & Originality: How unique, creative, and out-of-the-box the software solution is.
- Technical Implementation: Quality of code, UI/UX design, database integration, and overall system functionality.
- Viability & Impact: Real-world usability, user-friendliness, and scalability of the application.

4. MEDIA HACK 180°

Open to all students

I. Edit Wars: Same Footage, Different Story

Theme: Creative Video Editing & Storytelling

Same Footage, Different Story! A creative editing challenge where every team receives the exact same raw footage but must transform it into a completely different and engaging story using their editing skills, creativity, and storytelling techniques.

Minutiae :

- There is no limit on the number of teams from a single Institution/University; open registration is allowed.
- Each team may consist of a maximum of 3 members.
- The same raw footage will be provided to all participating teams at the beginning of the competition.
- Teams must create a completely new story using only the footage provided. The interpretation, sequencing, pacing, music, sound effects, transitions, and overall presentation may be creatively designed by the teams.
- Teams may create different genres or narratives from the same footage, such as Comedy, Thriller, Romance, Horror, Drama, or Mystery.
- The use of externally recorded video footage is strictly prohibited. However, royalty-free music, sound effects, graphics, and other editing resources may be used, subject to the competition guidelines.
- Each team must bring their own laptop and required editing software.
- The completed video must be submitted within the specified competition timeline of 3 hours.

Judgement Criteria :

- Uniqueness of the story and creative interpretation of the given footage.
- Quality of editing, transitions, pacing, sound design, visual effects, and overall technical execution.
- Clarity of narrative, emotional engagement, audience impact, and effectiveness of the final presentation.
- How effectively the team transforms the same footage into a fresh, compelling, and memorable story.

II. Silent Sell: Advertise Without Words

Make them understand without saying a word! A creative advertising challenge where participants must communicate a product or service, its purpose, and its unique selling proposition through visual storytelling, sound, and motion graphics—without using dialogue or spoken words.

Theme: Visual Advertising & Creative Storytelling

Minutiae:

- There is no limit on the number of teams from a single Institution/University; open registration is allowed.
- Each team may consist of a maximum of 3 members.
- Each team must create a 30–45 second advertisement for the assigned or selected product/service.
- The advertisement must communicate the product/service and its USP without dialogue, voice-over, or spoken words.
- The advertisement must include all three elements: Sound Effects/Music, Motion Graphics, and One creative resource of the team's choice - such as an actor, prop, location, archival footage, or AI-generated visual.
- No written explanation of the product is permitted. However, limited on-screen text may be allowed only where it forms an integral part of the creative advertisement, subject to the event guidelines.
- Teams may use editing software, royalty-free music, sound effects, graphics, and other digital resources required to produce the advertisement.
- The final advertisement must be submitted within the specified competition timeline and must adhere to the prescribed duration.

Judgement Criteria:

- Uniqueness of the concept and creative approach to advertising.
- Ability to communicate the product, purpose, and USP without dialogue or spoken words.
- Quality of editing, motion graphics, sound design, visual effects, and overall production.
- How clearly and effectively the advertisement communicates the product/service and its key differentiating feature.
- Memorability, audience engagement, emotional appeal, and effectiveness as an advertisement.



5. PROMPT BATTLE ROYALE

The ultimate clash of human wit and AI power! This event challenges tech-enthusiasts to craft the most precise, creative, and efficient prompts to generate text, images, or code using advanced Generative AI tools.

Theme: Mastering the Art of Generative AI

Minutiae:

- Maximum number of teams: Three teams are allowed from an Institution/University.
- Maximum number of participants: 1 or 2 members per team.
- The event will consist of knockout rounds where participants use specified GenAI platforms (e.g., ChatGPT, Midjourney, Claude, or Gemini) to complete given challenges.
- Using pre-saved prompts, internet templates, or external scripts is strictly prohibited; all prompts must be engineered live, on the spot.
- Teams must bring their own laptops with active internet connections; organizers will provide access to the specific AI tool sandboxes if required.
- Each round will have a strict time limit of 15 to 20 minutes to achieve the target output (Image, Code, or Text Generation).

Judgement Criteria:

- Prompt Precision, Output Accuracy & Quality, and Tokens & Speed.

6. AD-WAR - VIDEO ADVERTISEMENT CHALLENGE

AD-WAR is an exciting and engaging competition that challenges participants to showcase their creativity, acting skills, advertising acumen, teamwork and presentation abilities. Each team will conceptualize and create a short advertisement in video format, in which team members themselves enact and present the advertisement. Participants must develop an innovative advertisement for a product, service or fictional brand, incorporating an attractive storyline, effective brand positioning, memorable punch line and persuasive appeal. The prepared video will be presented before the judges for evaluation.

Theme: Creative and Innovative Video Advertising - Conceptualize, Create and Captivate.

Minutiae:

- Maximum two teams per Institution/University are permitted.
- Each team may consist of a maximum of 5 participants.
- Time allotted is 2 hours for preparation of video and video ad should not exceed one minute.
- The advertisement must be original and created by the participating team.
- The advertisement should be presented in video

- format and should clearly communicate the product/service, brand identity and its unique selling proposition (USP).
- The advertisement must not contain obscene, vulgar or offensive language/content.
 - The advertisement must not hurt or disrespect the sentiments of any culture, religion, caste, community or section of society.
 - The content should not promote discrimination, hatred, violence or any inappropriate social message.
 - Teams should ensure that the advertisement is creative, relevant, engaging and suitable for public presentation.

Judgement Criteria:

- Theme & Concept: Originality, relevance and creativity of the advertisement concept.
- Acting & Enactment: Confidence, expressions, dialogue delivery and effectiveness of performances.
- Team Coordination: Cooperation, role distribution and synchronization among team members.
- Creativity & Innovation: Uniqueness of the idea, presentation style and use of creative elements.
- Overall presentation & impact: Overall effectiveness of the advertisement and its ability to leave a lasting impression on the audience.
- Decision of judges will be final.

7. MIND FEST (GENERAL QUIZ)

A series of engaging, intelligent rounds will test the brain power of youngsters. The participating teams will face elimination in various rounds. The first five teams will face the final round comprising a question-answer round (current affairs), a voice recognition round, a clue-based round and a rapid-fire round.

Theme: Knowledge, Awareness, Wit & Quick Thinking.

Minutiae:

- Participation is open for both undergraduate and postgraduate students.
- Maximum number of teams: Two teams per college/University.
- Number of participants: 2 participants per team.
- Duration: 2 hours.

Judgement Criteria:

- The acumen of the participants will be judged on knowledge in areas like current affairs, science and technology, tourism, sports, business and related areas. The decision of the Quiz Master will be final.

8. START UP SPIRIT (SHARK TANK)

Participants have to pitch their business ideas/models in the best possible way to a panel of investors, to convince them to invest in their idea. Theme: Innovation, Entrepreneurship & Investment Pitching.

Minutiae:

- Maximum number of teams: Two teams per Institution/University.
- Maximum number of participants: 5 members per team.
- Duration: 2 hours.
- Deadline for submission of video: September 22, 2026 [Email: sharktank@jnujaipur.ac.in]
- Only finalists will present on September 29–30, 2026.
- Participants have to submit: (a) a support letter from their institution, (b) a brief summary of the business model, and (c) a short (180 seconds) video showcasing their idea.
- Cash prizes for the winner and runners-up.

Judgement Criteria:

- Innovation
- Societal Need
- Current Market Trends
- Costing and Invention

9. GAME OF VALOR (ONLINE GAMING - CALL OF DUTY)

Nothing brings gamers together like a competition. Theme: Strategy, Skill, Teamwork & Competitive Gaming.

Minutiae:

- Maximum number of teams: Two teams per Institution/University.
- Maximum participants allowed: Five participants per team.
- Submit the details of participants (Name, Institute, Course, Mobile No., Email & Aadhar card copy) to the email: techno@jnujaipur.ac.in.
- If the number of teams exceeds capacity, preliminary elimination and selection rounds will be held, and selected teams will play in the final round. The schedule of the selection rounds will be shared with participants.

Judgement Criteria:

- Ranking of the team and Number of Kills.

10. CHEF IN MAKING

Do you have it in you to be a Master Chef? Here's your chance to showcase your culinary skills.

Theme: Culinary Creativity, Innovation & Presentation.

Minutiae:

- Maximum number of teams: Two teams per Institution/University.
- Each team should consist of two participants
- The teams should report one hour before the start of the event.
- The time duration for preparation of the menu would be 3 hours (2 hrs for preparation and 1 hr for the presentation).
- The teams will be provided with a surprise list of 5–6 ingredients along with common spices and condiments.
- Students can prepare Indian, Chinese, Russian, Continental, etc. menus from the surprise basket of ingredients.
- During the competition, each team will be provided with one work table as a cooking counter and sink facilities.
- The menu description has to be submitted immediately after completion of the event, upon the convenor's confirmation.
- The following equipment will be provided for each team during the competition: light equipment (one per table), ladles, pots, pans, strainers, bowls, frying pan/colander, slicer, etc. In addition, an oven, mixers, refrigerator, freezer and salamander griller will also be available. Any other special equipment — e.g., cutters, scoops, mirrors, testers/peelers, moulds, or special crockery for presentation — must be brought by the teams.

Judgement Criteria:

- Execution, Presentation, Appearance and Taste

11. CRYPTIC HUNT

This theme is all about finding clues, deciphering them and reaching the final answer by connecting the dots. Participants will need to use their skills in programming, cryptography, forensics and critical thinking to beat the competition.

Theme: Clues, Cryptography, Coding & Critical Thinking.

Minutiae:

- Maximum numbers of teams: Two teams are allowed from an Institution/University.
- Number of Participants: Maximum 2 participants per team.
- Time starts when you get the 1st clue.
- The participants will get 15 clues, answers to be searched on the internet.
- Items required: Mobile phone with Internet.

Judgement Criteria:

Teams gain points for every stage that they clear. The fastest team reaching the final answer will be the winner.

CULTURAL EVENTS

1. THE GREAT DANCE CHALLENGE

Dancing is a creative form of expression, involving discipline and expression. Dance forms are divided into 2 categories:

- (A) Fusion (Theme Based)
- (B) Semi-Classical/Folk Dance

Minutiae:

- i. Maximum number of teams: One team per college/university.
- ii. Number of participants: 8–12 participants per team.
- iii. Duration: 5 minutes.
- iv. Requirements: All props, costumes and accessories have to be arranged by the teams themselves.

The Music CD/Pen-drive should be submitted to JNU one day in advance.

Judgement Criteria

- Choreography, Music, Costumes, Coordination and Expression.

2. STAGE ON RAGE

Fashion defines your persona through self-expression across different roles and forms are an important part of one's life. The style quotient of participants will be assessed in this Glittering Fashion Show. The teams will be free to perform on a theme of their own choice. Participation is open to all disciplines. One team is allowed from each Institute/University.

Theme 1: Continent Couture

- i. Create an original outfit inspired by any continent and its cultural heritage.
- ii. Explore traditional costumes, textiles, motifs, crafts, colours or architecture.
- iii. Present the inspiration through a modern and creative fashion interpretation.
- iv. Use of sustainable, recycled or innovative materials is encouraged.
- iv. Cultural elements must be represented respectfully and appropriately.
- vi. Judgement criteria: Participants will be judged on creativity, cultural connection, craftsmanship and styling.

Theme 2: "Technology Meets Fashion"

- i. Create an original garment/ensemble inspired by

- technology and fashion.
- ii. Use AI, smart textiles, LEDs, sensors, 3D printing or digital techniques creatively.
- iii. AI may support concept, prints, silhouettes and design development.
- iv. The final garment must be physically created by the participants.
- v. Sustainable and up cycled materials are encouraged.
- vi. All technology must be safe, wearable and stage-appropriate.
- vii. Judgement criteria: Participants will be judged on creativity, innovation, craftsmanship, theme interpretation and presentation.

Minutiae:

- i. Maximum number of teams: One team per college/university.
- ii. Number of participants: 8–12 participants per team.
- iii. Duration: 5 minutes.
- iv. Requirements: All props, costumes and accessories will have to be arranged by the teams themselves. The Background theme music should be submitted to JNU in an audio CD/Pen-drive, one day in advance.

Judgement Criteria

- Creativity, Clothing, Footwear, Accessories/Jewellery or cultural aesthetics, Style Quotient, Overall coordination and presentation, and effective use of Props and Costumes within the allotted time.

3. THE INFLUENCER

In today's digital landscape, user-generated content has transformed businesses by influencing purchasing decisions through social and digital media. Social media users look up to influencers to help them decide what to buy and what trends to follow, through videos, reels, blogs and live streaming. The aim of this event is to identify creative youngsters who have extraordinary skills to influence the minds and ideas of social media followers.

Theme: Creativity, Influence & Impact in the Digital World.

Minutiae:

- i. Both undergraduate and postgraduate students can participate.
- ii. Maximum number of teams: 2 teams per college/University (at each level).
- iii. Number of participants: Maximum 5 participants per team.
- iv. Participants have to prepare a reel of maximum 30 seconds on any of the following topics: (A) Women Empowerment, (B) Unity, (C) Patriotism, (D) Nature, (E) Travel, (F) Food.
- v. Teams are strictly advised not to disclose the name of their College/Institution/University to the jury members/audience.

- vi. Caution should be taken to refrain from displaying obscenity, violence, prejudice or defamation. The decision of the judges will be final.
- vii. The deadline for submission of the reel is September 20, 2026, to be emailed to influencer@jnujaipur.ac.in. All participants must tag the university using the hashtag #JNUInfluencers.
- viii. Only finalists will present on September 29–30, 2026.

Judgement Criteria

- Creativity of theme, Brand name, Punch line, Team coordination and Presentation.

4. CRACK THE CRIME

"Crack the Crime" is a forensic science-based Escape Room competition designed to test students' observation, logical reasoning, forensic knowledge, teamwork, and problem-solving skills. Each team must successfully complete 5 levels, each containing a forensic clue or puzzle. Solving the clue at one level unlocks access to the next — the team that completes all five levels and reaches the final Crime Scene first is declared the winner.

Theme: Forensic Investigation, Mystery, Logic & Teamwork.

Minutiae:

- i. Maximum two teams per Institute/University may participate.
- ii. Maximum 5 participants are allowed per team.
- iii. All team members must participate together.
- iv. Every level must be completed before proceeding to the next level.
- v. No level can be skipped.
- vi. Participants must not damage or tamper with the evidence or equipment.
- vii. Use of mobile phones, internet, or outside assistance will not be permitted unless specifically allowed by the organizers.
- viii. Participants must follow the instructions and safety guidelines provided by the organizing committee.
- ix. The decision of the organizing committee/judges will be final.

Judgement Criteria

The winner will be the team that:

- Completes all five levels successfully.
- Reaches the Final Crime Scene first.
- Successfully completes the final crime-scene challenge.

In case of a tie, the team with the shorter total completion time and fewer incorrect attempts will be ranked higher.

5. CRACK THE BIOLOGICAL MYSTERY

"Crack the Biological Mystery" is a biology-based Escape Room competition designed to test students' observation, biological knowledge, logical reasoning, analytical skills, teamwork, and problem-solving abilities. Each team, made up of a maximum of 5 students, must successfully complete 5 sequential levels, each containing a biology-based clue, puzzle, specimen, experiment, or problem. Solving the clue at one level unlocks access to the next — the team that completes all five levels and reaches the final Biological Crime Scene first is declared the winner. Theme: Biological Discovery, Observation, Logic & Problem-Solving.

Minutiae:

- i. Maximum two teams per Institute/University may participate.
- ii. Maximum 5 participants are allowed per team.
- iii. All team members must participate together.
- iv. Every level must be successfully completed before proceeding to the next level.
- v. No level can be skipped.
- vi. Participants must handle specimens, slides, equipment, and other materials carefully.
- vii. Mobile phones, internet searches, or outside assistance will not be permitted unless specifically allowed by the organizers.
- viii. Participants must follow all laboratory safety instructions.
- ix. The decision of the organizing committee/judges will be final.

Judgement Criteria

The winner will be the team that:

- i. Successfully completes all five levels.
 - ii. Correctly solves the clues at each level.
 - iii. Reaches the Final Biological Crime Scene first.
 - iv. Successfully completes the final challenge.
- In case of a tie, the team with the shorter total completion time and fewer incorrect attempts will be ranked higher.



ON-LINE EVENT

REEL RUSH 2026

REEL RUSH is a high-energy short-video challenge designed to bring together creativity, storytelling, entertainment, and digital expression. Participants get the opportunity to turn their ideas into engaging reels that capture attention, tell a story, and showcase their unique style. So, bring your creativity, pick your concept, and get ready to create, post, engage and make your reel go viral!

Theme: Create. Capture. Connect. Let your reel tell your story!

Categories: There are two categories:

- i. Student Solo Reel
- ii. Group Reel – 2 to 6 students

Minutiae

- Post the reel on your public social media account.
- Use the official REEL RUSH 2026 creative as the reel cover.
- Tag the official JNU University social media account in the reel.
- Post the reel on 26 September 2026, after 12:00 PM.
- Submit the published reel link through the Google form (link will be shared with participants).
- Keep the reel public until the verification process is completed.

Timeline

Reel Posting & Submission Opens: 26 September 2026, after 12:00 PM

Submission Closes & Engagement Verification:
28 September 2026, 12:00 PM

Judgement Criteria

Entries will be evaluated on Creativity, Concept & Storytelling, Execution & Editing, Entertainment Value, Engagement Potential

Special Awards

- Best Student solo reel
- Best Group Reel
- Audience Favorite Award - Based on audience response and engagement.

Disqualification

Failure to comply with the registration, consent form, posting, cover creative, tagging, submission, or other mandatory requirements may result in disqualification.

Mandatory Requirements

- All participants must complete and submit the mandatory Consent Form.
- Tagging the official JNU University social media account is compulsory in every reel.
- The reel must remain public until the completion of the verification process.
- Any content that is offensive, defamatory, disrespectful, inappropriate, or harmful to the image, reputation, or dignity of JNU University, its students, faculty, or staff will lead to immediate disqualification.

