



KLE Society's
KLE INSTITUTE OF TECHNOLOGY, HUBBALLI-27



An ISO 21001:2018 Certified Institution
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TECHTRAVERSE

- Competition includes individual participant.
- Set of five games shall be conducted in sequence where in all have to participate.
- The one who completes the sequence of game will be qualified.
- The traverse includes both technical and fun games.
- The instructions for the sequence of games will be given at spot.

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TECHTRAVERSE

ROUND 1: BUZZ THE WIRE

1. The objective of the game is to carefully move the wire wand loop along the copper wire “maze” without touching it.
2. When the loop touches the wire, you will hear a “BUZZ”.
3. The goal is to be fast and at the same time to be efficient, having the least number of touches.

ROUND2: WHAT’S ON THE TABLE

1. There are a few items spread over the table.
2. The eyes of the participant will be closed.
3. The participant needs to recognize the items on the table correctly.
4. This will be an elimination round. So, the number of items recognized correctly and the time taken to complete the game will be considered.

ROUND 3: TECHNOCHARADES

1. This game will be played in team of 2 participants.
2. One participant needs to pick a chit from the bowl.
3. The participant should enact the word to their teammate without showing the actual symbol of the word and the other needs to guess the word right.
4. The team of 2s guessing maximum words right will be qualified for the next round.

ROUND 4: LET’S BUILD

1. This game will be played by 4 members simultaneously.
2. 1 participant needs say a technical word, the next participant should repeat the word and add another word, the next should repeat both the words and add another word so on.
3. The flow and coherence of the word to be maintained.
4. The one who miss the flow will be eliminated.
5. 1 among the 4 will be qualified for the next round.

ROUND 5: TWIST THE TWISTER

1. There will be few simple technical questions asked to the participants.
2. There will be 2 people playing this game at a time.
3. After each question, the one who answers the question right and quicker will be asked to make an easy move over the twister mat.
4. The one answering wrong or stay unanswered will be asked to make a difficult move over the twister mat.
5. The commands will be something like “right foot over 1st red” or “left hand over 3rd yellow”.
6. Participants must place the specified body part on the indicated colour.
7. Players cannot lift any body part from the mat unless instructed to do so.
8. If a player falls, touches the mat with an elbow or knee, places a hand or foot on the wrong colour, they are eliminated from the game.
9. The one who remains on the mat and reaches from one side of the mat to another first, wins the game.

