THE THEORY OF EVERYTHING

Round 1: Bytle Battle
Delegate Cap: 2
Duration: 2 hours
Procedure:
- Teams will be divided in groups, each group consisting of 5 teams.
- Each group will be called for a buzzer round one after another, where they'll answer 20 MCQ questions related to but not restricted to general Tech knowledge, famous Innovators and Tech-related news.
- Questions will be displayed on a board and 20 seconds will be given per question.

Marking Criteria:
- The first team to buzz will answer the question.
- If answered wrong, the second team to buzz will be given the chance to answer.
- Each question carries two marks.
- Two teams from each group with the highest score will advance to round 2.

Round 2: Tech Resolve
Delegate cap: 2-3
Duration: 2 hours
Procedure:
- Teams will be grouped into sets, with each group consisting of 4 teams.
- Each group will receive a case study on the day of the round.
- Delegates will need to present a detailed presentation with proposed solutions to real-world problems, incorporating emerging developments in Information Technology.
- The presentations will be followed by a Q&A session.
- The highest-scoring team from each group will advance to Round 3.

- *Marking Criteria:*
- Identification of the problem (5)
- Practicality of the solution (5)
- Depth of analysis (5)
- Creativity (5)
- Presentation (5)
- Question Answer Session (5)

Round 3: Logic Games

Delegate cap: 3
Duration: 2 hours

Be prepared for the unexpected!! For an exciting **surprise round** awaits you, testing your knowledge and problem solving skills. Delegates are required to be familiar with decoding, debugging, python, pseudocode, and using IT applications.