



**CHANDIGARH
GROUP OF COLLEGES**
Building Careers. Transforming Lives.

PARIVARTAN 2026

(Technical School Events Rule Book)

Graphics Rush – PowerPoint Presentation



GENERAL INSTRUCTIONS

- **Rule Compliance:** Participants are expected to read and understand the specific rules of their event before participating. Event-specific rules take precedence over general instructions wherever applicable.
- **Schedule Changes:** The organizers reserve the right to modify event timings, rounds, venues, or procedures due to operational, technical, or safety requirements. Any such changes will be communicated to registered participants.
- **Disqualification:** The organizing committee reserves the right to disqualify any participant/team found violating the event rules or engaging in unfair practices.
- **Code of Conduct:** Participants must maintain proper discipline and sportsmanship throughout the event. Misconduct, abusive behaviour, cheating, deliberate disruption, or damage to event property may result in disqualification.
- **Originality & Fair Play:** Participants must not use unfair means, unauthorized assistance, or copied/purchased work where originality is required. Any violation may lead to immediate disqualification.

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Graphics Rush — Using PowerPoint Presentation

A time-bound design challenge — get a topic, open PowerPoint, and build a striking presentation from scratch.

Participation: Individual

Duration: 60 minutes (including topic briefing)

Deliverable: One PPT file of 5 to 8 slides

Basic Concept of the Event

Every participant is given a topic at the start of the round and must design a PowerPoint presentation on it within the time limit, using the PCs provided by the college. The event tests creativity, visual sense, content understanding, and the ability to work under time pressure. Artificial Intelligence may be used only as a small helping tool — the presentation must clearly be the participant's own work.

Rules

1. The topic will be announced/drawn at the start of the slot. No change of topic is allowed once it has been given.
2. The presentation must be created only on the PC allotted to the participant. Personal laptops, mobiles, tablets, pen drives, and other storage devices are not allowed.
3. The presentation must contain a minimum of 5 and a maximum of 8 slides, including the title slide.
4. Use of AI is permitted only at a minimum level — for example, getting an idea, checking spelling/grammar, or generating one or two supporting images. Creating the whole presentation, or most of its text/design, using AI is strictly not allowed.
5. AI tools that generate a complete deck automatically (such as auto-slide or full-presentation generators) are banned. Content copied directly from AI chatbots without editing is not allowed.
6. Participants may be asked by the judges to explain which parts were made using AI. A presentation found to be mostly AI-generated will be penalised or disqualified.
7. Internet access, where provided, is for reference and images only. Social media, messaging apps, and file-sharing sites must not be accessed, and participants must not communicate with others during the round.
8. Copyright-free/royalty-free images and icons should be used wherever possible. Copying a complete presentation or slides from the internet or from another participant is not allowed.
9. The file must be saved with the name format “ParticipantName_School.pptx” in the folder shown by the coordinators before time ends. Files not saved by the final bell will not be evaluated.
10. In case of a technical problem with the PC (verified by the coordinators), the participant will be shifted to another PC and extra time may be given at the coordinators' discretion.

Judgement Criteria

The presentations will be judged by a panel on a total of 100 marks:

Criteria	Marks
Relevance to the topic and accuracy of content	30
Design, layout, and visual appeal	25
Creativity and originality	20
Effective use of graphics, images, and animation	15
Completion within the time limit and file submission	10
Total	100

- Penalty: marks will be deducted (or the entry disqualified) for excessive use of AI, as decided by the panel.
- Tie-breaker: higher marks in Creativity and originality, followed by Relevance and accuracy of content.

Cash Prizes to the Winners: 1st Position: **Rs. 3000**

2nd Position: **Rs. 2000**

3rd Position: **Rs. 1000**