



THE DEPARTMENT OF CSE & CSBS INVITES YOU TO "FEAR TO FLOW" 2025 – SHARE YOUR IDEAS TO IMPROVE LIFE AROUND YOU!

💡 IT'S NOT A HACKATHON - AN IDEA SHARING
PLATFORM !

WHAT CHANGES WOULD YOU LIKE TO SEE? IN YOUR DAILY
LIFE, COMMUNITY, OR WORLD AROUND YOU? YOUR IDEAS
MATTER!

🚀 FIRST STEP OF MULTI-LEVEL JOURNEY :

BEST IDEAS WILL MOVE TO IMPLEMENTATION STAGES. FOCUS
ON LEARNING, GROWTH, AND DEVELOPING SKILLS COMPANIES
VALUE TODAY - PROBLEM-SOLVING, COLLABORATION, AND
INNOVATION THINKING.



DATE: 3-4 SEPTEMBER



VENUE: TMSL



REGISTER: [CLICK HERE](#)

TERMS & CONDITIONS FOR PARTICIPATION

1. ELIGIBILITY

- PARTICIPATION IS RESTRICTED TO STUDENTS FROM THE FOLLOWING DEPARTMENTS: CSE & CSBS
- PARTICIPANTS MUST BE CURRENTLY ENROLLED STUDENTS OF TECHNO MAIN SALT LAKE, KOLKATA (CC-130).
- TEAMS MAY BE INDIVIDUAL OR GROUP SUBMISSIONS (UP TO MAX 4 MEMBERS PER TEAM). EACH PARTICIPANT / TEAM MEMBER MUST REGISTER INDIVIDUALLY.
- EACH PARTICIPANT CAN ONLY BE PART OF ONE TEAM.

2. THEME & SCOPE

- THE EVENT IS FOCUSED ON INNOVATIVE AND IMPACTFUL IDEAS/PROJECTS THAT CAN CREATE A POSITIVE CHANGE FROM CAMPUS TO SOCIETY.
- PROJECTS MUST BE ALIGNED WITH OUR COMMUNITY'S MISSION: COLLABORATIVE, HUMAN-CENTERED SOLUTIONS THAT ADDRESS REAL PROBLEMS
- WE ENCOURAGE PROJECTS THAT:
 1. SOLVE A REAL CAMPUS/COMMUNITY PROBLEM
 2. DEMONSTRATE COLLABORATION OVER COMPETITION
 3. EMPHASIZE SIMPLICITY AND REAL-WORLD IMPACT OVER UNNECESSARY COMPLEXITY

3. PROJECT GUIDELINES

- PROJECTS CAN BE AT ANY STAGE — CONCEPT, PROTOTYPE, OR WORKING MODEL — BUT MUST BE ORIGINAL.
- USE OF OPEN-SOURCE LIBRARIES, FRAMEWORKS, AND APIS IS ALLOWED, PROVIDED PROPER CREDIT IS GIVEN.
- PLAGIARISM OR SUBMISSION OF PREVIOUSLY PUBLISHED/AWARDED PROJECTS IS STRICTLY PROHIBITED.
- ALL SUBMISSIONS MUST CLEARLY EXPLAIN:
 1. PROBLEM STATEMENT
 2. PROPOSED SOLUTION
 3. IMPLEMENTATION DETAILS (IF ANY)
 4. POTENTIAL REAL-WORLD IMPACT

4. EVENT CONDUCT

- PARTICIPANTS ARE EXPECTED TO UPHOLD COLLABORATION, CURIOSITY, AND RESPECT THROUGHOUT THE EVENT.
- HARASSMENT, DISCRIMINATION, OR DISRUPTIVE BEHAVIOR WILL NOT BE TOLERATED.
- SHARING KNOWLEDGE AND HELPING PEERS IS ENCOURAGED — COMPETITION SHOULD NOT OVERRIDE COMMUNITY SPIRIT.
- DECISIONS BY MENTORS, JUDGES, AND ORGANIZERS ARE FINAL AND BINDING

5. JUDGING CRITERIA

PROJECTS WILL BE EVALUATED ON:

1. RELEVANCE & IMPACT – HOW WELL DOES THE PROJECT ADDRESS A REAL NEED?
2. INNOVATION – IS THE IDEA CREATIVE AND UNIQUE?
3. COLLABORATION & TEAMWORK – WAS THE PROJECT BUILT IN A SPIRIT OF HELPING AND LEARNING TOGETHER?
4. FEASIBILITY – CAN THE SOLUTION BE REALISTICALLY IMPLEMENTED?
5. PRESENTATION & COMMUNICATION – CLARITY IN EXPLAINING THE IDEA.

6. INTELLECTUAL PROPERTY

- THE INTELLECTUAL PROPERTY OF THE SUBMITTED PROJECT REMAINS WITH THE PARTICIPANTS.
- HOWEVER, BY PARTICIPATING, YOU GRANT THE ORGANIZERS THE RIGHT TO SHOWCASE YOUR PROJECT FOR EDUCATIONAL, PROMOTIONAL, OR COMMUNITY-BUILDING PURPOSES.

7. SUBMISSION & DEADLINES

- ALL ENTRIES MUST BE SUBMITTED BEFORE THE DEADLINE ANNOUNCED BY THE ORGANIZERS.
- LATE SUBMISSIONS WILL NOT BE ACCEPTED UNLESS UNDER EXCEPTIONAL CIRCUMSTANCES APPROVED BY THE ORGANIZING TEAM.

8. PRIZES & RECOGNITION

PRIZES, CERTIFICATES, AND RECOGNITION WILL BE AWARDED AS PER THE EVENT ANNOUNCEMENT.

9. DISQUALIFICATION

- ANY PARTICIPANT OR TEAM FOUND VIOLATING THE ABOVE RULES MAY BE DISQUALIFIED.
- MISREPRESENTATION OF ELIGIBILITY, PLAGIARISM, OR BREACH OF CONDUCT WILL RESULT IN IMMEDIATE DISQUALIFICATION.

10. ORGANIZER RIGHTS

THE ORGANIZING TEAM RESERVES THE RIGHT TO:

- MODIFY RULES AND GUIDELINES IF NECESSARY.
- CANCEL OR RESCHEDULE THE EVENT DUE TO UNFORESEEN CIRCUMSTANCES.
- RESOLVE ANY DISPUTES THAT ARISE DURING THE EVENT.