



Lady Doak College

(An Autonomous Institution Affiliated to Madurai Kamaraj University)

Reaccredited with Grade 'A+' by NAAC (4th cycle)



Department of Computer Science

Jupito Club

Cordially invites you all to the

State Level Intercollegiate Meet CyberGen'26

Dream, Decode and Develop

(SDG 4 & 9 Quality Education & Industry, Innovation and Infrastructure)

Welcome Address



Dr. N. Jayachandra
Head & Associate Professor
Department of Computer Science
Lady Doak College, Madurai

Inaugural Address



Mr. M. Maheswarakumar
Senior Consultant
(Infrastructure Division)
HCL, Madurai



07.09.2026



9:00 a.m.



J. X. Miller Auditorium



Agenda

Registration	:	8:00 a.m. – 9:30 a.m.
Inaugural Session	:	9:30 a.m. – 10:15 a.m.
Prayer	:	Ms. J. Telyn Angel - III B.Sc CS
Welcome Address	:	Dr. N. Jayachandra Head & Associate Professor Dept. of Computer Science Lady Doak College, Madurai.
Introducing the Chief Guest	:	Dr. M. Sharmila Banu Jupito Club Coordinator Asst. Professor - Computer Science, Lady Doak College, Madurai.
Inaugural Address	:	Mr. M. Maheswarakumar Senior Consultant (Infrastructure Division) HCL, Madurai.
Vote of Thanks	:	Ms. G. Kaviya - III B.Sc. IT President - Jupito Club
CyberGen '26 - Competitions	:	10:15 a.m. – 3:30 p.m.
Valedictory Session	:	3:30 p.m. – 4:30 p.m.
Vote of Thanks	:	Ms. M.Guru Dharshini II M.Sc IT PG Secretary - Jupito Club

CyberGen'26

Dream, Decode and Develop

(SDG -4 & 9 _ Quality Education & Industry , Innovation , Infrastructure)

UG _ Competitions



TECH VENTURE



CYBER MINDS



BUG BREAK



CYBER HUNT



TECHFLUENCE



CIPHER TALK



CYBER TRAP

PG _ Competitions



NEXT GEN FORUM



PROMPT CRAFT



INNOVATIVE LOOP



TECH THON

PROGRAMME SCHEDULE

08:00 a.m. - 09:30 a.m.

: Registration

09:30 a.m. - 10:15 a.m.

: Inaugural Session

10:15 a.m. - 10:30 a.m.

: Tea break

10:30 a.m. - 11:30 a.m.

: **UG Competitions : Venue**

Cipher Talk : J. X. M

Bug Break : OS Lab I

Cyber Trap : Oval Hall

Tech Venture : OS Lab II

Cyber Minds : NB 32

(Prelims)

PG Competitions : Venue

Next Gen Forum : Clapp Hall

Innovative Loop : MS Lab II

Prompt Craft : MS Lab IV

Tech Thon : MS Lab III

: Cyber Minds : J. X. M

(Finals)

Cyber Hunt : Behind J. X. M

LUNCH BREAK

12:30 p.m. - 01:30 p.m.

: Techfluence : J. X. M

01:30 p.m. - 02:30 p.m.

: Valedictory Session : J. X. M

02:30 p.m. - 03:30 p.m.

EVENT PROTOCOLS

- All competitions are open to Undergraduate and Postgraduate students from Computer Science-related streams (CS/IT/BCA/Data Science/AI/ML)
- Participants are requested to scan the QR code or use the link given below for registration

Registration Link: <https://tinyurl.com/3vr84vdh>

- A registration fee of ₹200 per student must be paid only through online mode
- Participating colleges must confirm their participation on or before 06.09.2026 by 6:00 p.m.
- Participants are required to bring a hard copy of the payment receipt for verification
- All participants must report to the Registration Desk on 07.09.2026 at 8:30 a.m. and confirm their attendance
- Lunch and refreshments will be provided to all registered participants
- Each college may nominate a maximum of:
 - 16 Undergraduate participants per department/stream
 - 8 Postgraduate participants per department/stream
- All participating teams/students must be accompanied by one faculty in charge
- A participant is allowed to register for only one event
- Registration must be done stream-wise only. Combined registration across different streams is not permitted
- Participants must bring their College ID Card and Bonafide Certificate for verification
- Decision of the judges is final

Connect@CyberGen

Jupito Club Coordinators

Ms. R. Suseil Rani, Associate Professor

☎ 9080568228

Dr. M. Sharmila Banu, Assistant Professor

☎ 9791527074

Ms. G. Mahalakshmi, Assistant Professor

☎ 9578296210



computerscienceclub@ldc.edu.in

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UG _ Competitions

TECH VENTURE (TECH PITCH)

Topics:

- 1. Cyber Guardians*
 - 2. Smart Campus 2030*
 - 3. AI for the Next Generation*
 - 4. CyberGen Entrepreneur*
- Number of participants : 2 per team*
 - Participants must present an innovative technology-based idea, product, application, solution, or startup concept*
 - The idea should address any one of the topics given*
 - Each team will be given 3 minutes for the presentation followed by 2 minutes for questions*
 - Participants may use slides / mindmaps / models / prototypes or other approved supporting materials to pitch their ideas*
 - The proposed idea must be original and should not promote plagiarism or copyright infringement*
 - Judges' decision is final*

CYBER MINDS (QUIZ)

- Number of participants : 2 per team*
- Quiz will be based on Technical and General Knowledge*
- Prelims will be conducted based on the number of participants enrolled, & Top scoring teams will qualify for the final round*
- Participants are not allowed to use electronic gadgets and access external websites, AI tools, or unauthorized resources*

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CIPHER TALK (TECH TABOO)

- *Number of participants : 3 per team*
- *Time Limit : 2 minutes per word. Each team will play for a maximum of 10 minutes for 5 words*
- *Prelims will be conducted if more than 10 teams participate*
- *Game Flow*
 - 1. One Participant selects a secret tech word and acts it out*

Not permitted to speak or lip syncing
Only head nods and shakes are permitted for communication.
 - 2. Second Participant is equipped with headphones and observes the first Participant's actions*

Must interpret the actions and give verbal clues to the third Participant
Not to reveal the actual secret word
 - 3. Third Participant is blindfolded and listens to the clues from second Participant*

Must guess the final word
- *The entire team will be immediately disqualified if any of the participant says/blurts out the exact secret word during the game*
- *The team with the highest number of correctly guessed words will be declared the winner*
- *In case of a tie, the team that completes the required words in the fastest time will be given preference*

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BUG BREAK (DEBUGGING)

- *Number of participants : 2 per team*
- *Participants will be given two programs containing errors*
- *Participants have to identify and correct the bugs within the stipulated time*
- *Programs from Java / C / C++ / Python will be given*
- *Participants must not access external websites, AI tools, or unauthorized resources*
- *No lines of code should be removed*
- *Comments should not be used*
- *Participants found to be indulging in any form of malpractice will be immediately disqualified*

CYBER TRAP (STRESS INTERVIEW)

- *Number of participant : 1*
- *Each Participant will undergo a 5 - 8 minutes interactive panel interview*
- *Hard copy of the participant's resume must be submitted at the registration desk*
- *The session will include a combination of situational challenges and stress-based questioning*
- *Participants must maintain absolute professionalism throughout the interview*
- *The participant must remain confident, composed, and professional throughout the interview*
- *Use of mobile phones, internet, or external assistance is strictly prohibited*
- *The decision of the judges is final*

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CYBER HUNT (TREASURE HUNT)

- *Number of participants : 2 per team*
- *Prelims: Conducted based on the total number of registrations*
- *One Mobile per team with QR scanner app*
- *QR codes will be placed at various locations, each containing a clue or question leading to the next location*
- *Teams are not permitted to seek assistance from faculty members, other participants, or outsiders*
- *Clues must not be shared, photographed, copied, or disclosed to other teams*
- *Participants must not enter restricted areas or disturb regular college activities*
- *Any form of unfair practice or tampering with clues will lead to immediate disqualification*
- *The first team to complete all challenges and reach the final destination, subject to organizer verification will be declared as Winner*

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TECHFLUENCE (AD ACT)

Topics:

1. *One tap one trap - A single click can put everything at risk*
2. *CyberShield — A cybersecurity product protecting people from scams, hackers, and their own stupidity*
3. *AI Roommate — A smart AI roommate that controls everything but becomes impossible to live with*
4. *Digital Memory Bank — A service that stores everything you forget, from passwords to assignments*

- *Number of participants: 4 per team*
- *Participants must create and perform an advertisement promoting the product*
- *The performance should be creative, engaging, and relevant to the topics given*
- *Performance time: 5 minutes*
- *Props may be used, provided they are safe and easy to handle*
- *Participants must avoid offensive, discriminatory, inappropriate, or politically sensitive content*
- *Only Background music / Sound tracks is permitted, provided they enhance the performance and are relevant to the presentation*
- *Content must be appropriate, decent, and suitable for an intercollegiate event. No offensive or copyrighted act*
- *Costumes must be modest, decent and appropriate*
- *Judges' decision is final*

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PG _ Competitions

NEXTGEN FORUM (PAPER PRESENTATION)

Topics:

- 1. Next-Generation Artificial Intelligence: From Generative Models to Autonomous and Responsible Systems*
- 2. Zero Trust Architecture : Rethinking Cybersecurity in the Digital Era.*
- 3. Deepfakes and Synthetic Media*
- 4. Federated Learning: Privacy-Preserving Machine Learning*
- 5. Digital Twins: Bridging the Physical and Digital Worlds*
- 6. Blockchain Beyond Cryptocurrency*
- 7. Post-Quantum Cryptography*
- 8. Green Cloud Computing: Sustainable and Energy Efficient Cloud*

Infrastructure

- Number of Participants : 2 per team*
- The Paper must be based on one of the topics given*
- Abstracts in pdf format should be sent to the e-mail ID:
computerscienceclub@ldc.edu.in on or before 01/09/2026*
- Each team will be given 5 minutes for presentation followed by 2 minutes for questions*
- Full paper in IEEE format should reach on or before 03/09/2026, 4:00 p.m.*
- The submitted paper must be the original work of the participants. Plagiarism is strictly prohibited*

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INNOVATION LOOP (INNOVATION RELAY)

- *Number of Participants : 3 per team*
- *The competition will be conducted as a relay-based innovation challenge*
- *Each participant will contribute to a different stage of developing a solution or idea*
- *The challenge may involve stages*
- *Participants must complete their assigned stage within the stipulated time before passing the challenge to the next team member*
- *The next participant must build upon the work completed by the previous participant*
- *External assistance and unauthorized communication with other teams are not permitted*
- *The decision of the judges is final*

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TECH THON (TASK - A - THON)

- *Number of Participants : 2 per team*
- *A problem statement will be provided to each teams*
- *Teams must develop their own solution based on the given problem statement. The solution must be presented as a digital prototype/model*
- *Pre-designed or previously created projects are not allowed*
- *Participants may use Figma, Canva, Adobe XD, Penpot, Framer, Google Sites, MIT App Inventor, Thunkable, Tinkercad, Wokwi, HTML, CSS, and JavaScript*
- *Any form of plagiarism or unauthorized assistance will lead to disqualification*
- *Teams must pitch their prototype within the allotted time*
- *The judges' decision is final*

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PROMPTCRAFT (PROMPT CHALLENGE)

- *Number of Participant: 1*
- *Duration : 45 mins*
- *The GenAI Prompt Challenge is an individual event where a participant frame effective AI prompts to recreate the given reference image as accurately as possible*
- *The event tests prompt engineering skills, and the ability to generate accurate AI-generated outputs*
- *Reference Image will be given as a Hard Copy*
- *Participants must use only AI tool (ChatGPT) approved by the organizers*
- *Evaluation will be based on prompt quality and image accuracy*

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