

Event: WebArtisan Clash

Description

“**WebArtisan Clash**” is a competitive event focusing on web development skills, specifically in HTML and CSS. The event consists of three rounds designed to test participants' knowledge, problem-solving abilities, and creativity in web design.

Round 1: HTML/CSS Skill Showdown (Total Marks: 50)

Description: Participants will tackle a series of integrated challenges designed to evaluate their proficiency in HTML and CSS. This round consists of the following components, all presented in a single handwritten paper set:

1. **Quiz:** A multiple-choice quiz covering various concepts and best practices in HTML and CSS.
2. **Bug Identification:** Participants will review and correct bugs in provided HTML and CSS code snippets.
3. **Code Completion:** Participants will fill in missing lines of code to complete given HTML and CSS snippets.
4. **Error Solving:** Participants will fix errors in HTML and CSS code provided to them.

Rules:

- All sections of the handwritten paper set must be completed within the allocated time.
- All answers and corrections must adhere to standard HTML and CSS practices.
- Collaboration between participants is not allowed during this round.
- Use of external resources or tools is prohibited during this round.
- Answers must be clearly written; illegible responses may not be graded.
- **Grading and Points Distribution:** Each section of the paper will be graded based on the following point distribution:
 - **Quiz:** 1 mark per correct answer. (Questions: 10)
 - **Bug Identification:** 2 marks per correct bug fix. (Questions: 5)
 - **Code Completion:** 3 marks per correctly completed code snippet. (Questions: 5)
 - **Error Solving:** 3 marks per correct error resolution. (Questions: 5)

Round 2: Coding Challenge (Total Marks: 50)

Description: In this round, participants will be assigned coding tasks based on fundamental HTML and CSS concepts. Each participant will draw a chit from a bowl containing a specific task. The tasks will test their ability to implement and style basic web components. Each task will be clearly described on the paper provided to the participants, along with the associated point distribution for each task.

Rules:

- Tasks will be assigned randomly through chits drawn from a bowl.
- Participants must complete the assigned task within the given time frame.
- The code must be written from scratch; use of Internet, external libraries and frameworks is not permitted.
- Participants are not allowed to collaborate or seek help from others during this round.
- Marks will be awarded based on the specific structure, design, and overall look and feel of the solution, as detailed on the paper provided.

Round 3: Web Creator Showdown (Total Marks: 100)

Description: Participants will create a fully functional website based on a theme or set of requirements provided on a chit drawn from a bowl.

Rules:

- Themes or requirements will be provided on chits drawn randomly from a bowl.
- Participants must design and implement the website according to the given theme or requirements.
- The website must be created using only HTML and CSS; JavaScript or other technologies are not permitted.
- Participants will have a specific time limit to complete their website.
- Websites will be judged on creativity, adherence to the theme, design, and code quality.
- Internet access and external resources are not permitted.

General Rules

1. Basic knowledge of HTML and CSS required for creating a website.
2. All rounds are individual events; collaboration is not allowed.
3. Participants must register before the event and be present at the designated time.
4. There will be only three rounds in competition.

5. Internet access and external resources are not permitted during the event.
6. Participants need to bring their own laptops with the necessary development and testing software (text editors, browsers) pre-installed.
7. Results for each round will be announced after the completion of each respective round.
8. Winner and Runners-up of event will be decided based on effective design and development of given task.
9. The decision taken by the Institute and Event coordinators/ Judges will be considered as final.
10. Reporting time will be 8:30 AM on the day of Event.
11. Any form of cheating, plagiarism, or misconduct will result in immediate disqualification.

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