



IT MEET 2021

Proposal Document



नवदृष्टि: Unraveling New Perspectives

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ABSTRACT

IT MEET is the largest non-profit tech meet up organized at University level, held annually in Nepal. It is a series of conventions and events with which one gets an opportunity to celebrate the current IT market of Nepal along with which it rewards the brilliant student bodies in this field through various competitions. It has been successfully acting as a big platform for the students to get exposed to various IT companies in Nepal as well as it blends together the commercial and educational aspect of information and technology. The target audiences for the event are all the young enthusiasts in the field of computer science and technology. The main theme of IT MEET is to encourage all the IT related enthusiasts and students to learn about the current milestones in the field of technology. The IT MEET aims to provide exposure to the ideas, software products, and hardware products of the undergraduate students along with uncovering the career opportunities for them. The following proposal encompasses all the necessary documentation for the IT MEET 2021 which includes covering all the prerequisites for the IT MEET with detailed information of all the events, sponsorship deals and budget information. The event section includes all the details of pre-events, main events and post events of the IT MEET whereas the sponsorship section includes the sponsorship categories, benefits and the exhaustive briefing of all the sponsorship deals.

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LOOKING BACK INTO IT MEET v8.0

IT MEET v8.0 took place on 28th and 29th December 2018 and was organized by the Department of Computer Science & Engineering (DoCSE), Kathmandu University. More than 5000 students outside of Kathmandu University participated in the event making it a success as well as an educational and enjoyable experience to all those who visited. The objectives set forth was met with one of the main objectives being to connect students with the ICT field and inform them about the recent trends in IT. All the pre and the post events proved to be remarkable, with the main events providing plenty for the visitors to remain engaged throughout. The collective effort from Kathmandu University Computer Club (KUCC) and sponsors made it possible for the event to be a grand success. We are hoping for the same coordination and support from the sponsors in the IT MEET 2021.

IT MEET 2021 aims to be better than its predecessor and more successful in both, attracting more people to participate as well as be a more enjoyable educational experience.

ABOUT IT MEET 2021

IT MEET has grown into one of the premier IT Events in Nepal, offering a unique opportunity for students to express their talents and to make themselves aware of the current IT trends in Nepal. IT MEET attracts around a 10,000-strong audience of IT and Engineering Students from all over Nepal over a 3-day weekend each year. Often the debates polarize into the importance of academic and field knowledge. IT MEET provides a platform to bridge the gap between academics and field knowledge by exposing the students' with IT companies. IT MEET also provides a platform for companies to acknowledge and explore the most talented pool of college students.

Last year COVID 19 brought a huge change in our lifestyle. Looking into the bright side, it showed the importance and the role of technology in unprecedented situations and made us explore new perspectives. This year, IT MEET 2021 is going virtual and happening based on the theme **“नवदृष्टि: Unraveling New Perspectives”**. In the digitized version of this IT MEET, our vision is to bring the tech enthusiasts from different parts of the country without any geographical barriers and to look at different possibilities and unravel them.

ABOUT THE ORGANIZER

Kathmandu University Computer Club (KUCC) is an active club of Kathmandu University where the students work voluntarily for the advancement of technological research and development in the sector of IT. KUCC was founded in the year 1997 by the student wing of Department of Computer Science and Engineering with this purpose.

As a non-profit club, it provides a platform to create a balance between academics and extracurricular activities for the students. Every year KUCC co-operates and organizes seminars, exhibitions, workshops and skill development programs for the overall development of the students. KUCC has more than 1000 general members and 15 board members. A different board is elected each year by experienced professors from the department.

The core organizers of the IT MEET comprises the students of the 4th year who are the members of KUCC. The 4th year students subsume the experience of the previous batch and innovate new ideas to make the IT MEET a grand success each year.

Core Committee Members

SN	Name	Designation
1	Amrit Acharya	IT MEET 2021 Coordinator
2	Niranjana Pant, Shirish Sigdyal	Human Resource Coordinators
3	Suyog Acharya	Pre Event Coordinator
4	Joshan Shrestha, Shreeyash Shrestha	Marketing Coordinators
6	Gyanas Luitel, Bibhusan Baral	Logistics Coordinators
7	Awan Shrestha, Bimal Timilsina	Design and Documentation Coordinators
8	Satyam Karki	Gaming Coordinator
11	Merina Khimbaja	Media Coordinators

KUCC Representatives

SN	Name	Designation
1	Aashish KC	KUCC President
2	Prabhat Neupane	KUCC General Secretary
3	Amisha Dahal	KUCC Treasurer
4	Aashish Dhakal	KUOSC Coordinator

Advisory Team

SN	Name	Designation
1	Dr. Damber Bahadur Nepali	Dean, School of Engineering, KU
2	Dr. Kanhaiya Jha	Dean, Professor, School of Science, KU
3	Dr. Bal Krishna Bal	HoD, Associate Professor, Department of Computer Science and Engineering
4	Dr. Gajendra Sharma	Associate Professor, Department of Computer Science and Engineering
5	Sameer Tamrakar	Assistant Professor, Department of Computer Science and Engineering

OBJECTIVES OF IT MEET

IT MEET is a constantly growing rendition of itself. Newer and finer improvements are introduced each year. For this year too, we have set aside a few goals that we'd like to meet. They are:

1. To bridge the gap between IT industry and educational institutions in Nepal.
2. To reflect the current scenario and future prospect of IT development in Nepal.
3. To provide national level exposure to the software and hardware products developed by students.
4. To nurture the skills of professionalism, communication, management and teamwork among the participants.
5. To help the students uncover the career opportunities in the field of IT.
6. To expose young enthusiasts to various development in IT through events like project demonstration, software competition, code camp, career fair, etc.
7. To explore and unravel new perspectives.

EVENTS PLANNED

The event will take place on March 5th, 6th and 7th. Various pre-events will also precede the main event. The events will be organized during the month of January and February. The details of the events are subjected to change. The following is the list of programs which will be conducted throughout IT MEET 2021:

PRE-EVENTS

1. AI Gaming
2. Coding Tournament
3. Talk Show
4. Workshops

MAIN EVENTS

1. KU Hackfest
2. Code camp
3. Coding Competition
4. Coding Tournament (Competitive Programming)
5. Design Competition
6. Developers Conference
7. AI Competition
8. Start-up competition
9. Virtual Alumni Meet
10. Photography Competition
11. IT Quiz
12. Career Fair
13. Software Competition
14. Penetration Testing (Network Security Related)
15. Gaming (FIFA, DOTA 2, Counter-Strike, PUBG Mobile, Mobile Games)

EVENT DETAILS

PRE-EVENTS DESCRIPTIONS

1. **AI Gaming**

AI Gaming is a gaming event where participants use Azure cognitive services to create a bot to play match game. The game is targeted for beginner level students who want to explore and learn about AI and cloud computing.

2. **Coding Tournament**

Coding Tournament is a team event with multiple rounds which requires participants to solve given programming problems in a fixed time constraint. Each team must consist of at most 2 people. The problems mostly include logical, mathematical, algorithmic programming problems of varying difficulties. Participants can code in their languages of their choice (C, C++, Python, Java, C#, Ruby). The solution will be judged for correctness and efficiency with an Online Judge(OJ) like hackerank, vjudge. The team with most accepted submissions and minimum submission time wins the contest.

3. **Talk Show**

A panel of experts from various fields of technology will be set up and they will be discussing about the new paradigm in the field of technology in the post COVID situation. Similarly, various other talk programs will be organized.

4. **Workshops**

Various IT Workshops will be conducted with a brief intensive educational program for IT enthusiasts to boost their techniques and skills.

MAIN EVENT DESCRIPTIONS

1. **KU Hackfest**

KU HackFest 2021 is a 48-hour long international digital hackathon being organized by the Kathmandu University Computer Club (KUCC) on 19-21 February 2021, in which over 300 students will take part in a virtual meetup environment. It thrills us to announce that KU HackFest 2021 is Nepal's First Digital Major League Hacking (MLH) Member Event and we will join the Official 2021 Hackathon Season to make this hackathon grander and inclusive for any tech enthusiast to participate.

2. **Code Camp**

Code Camp is one of the premier events of IT MEET where participants participate in groups of 3. The participants compete for one day using the development platform of their choice. Judgment is based on the market value and the level of innovation.

3. **Coding Competition**

Coding competition is an event at IT Meet which consists of the participants receiving a logic based mathematical problem that has to be solved and submitted under a certain time limit without the use of any internet facility. The programmer may use any programming language of their choice. Participants with correct submission will receive a prize. All required materials which include computers, compilers and code editors will be provided to the participants.

4. **Design Competition**

This competition is based on the competitor's creativity with a particular theme. The participants with the best designs will be chosen and awarded with attractive gift hampers.

5. **Developers Conference**

It's a meet for developers from various technical background to come together and discuss on pre-established tech stacks, new and upcoming trends, discuss on open source projects and their personal experiences.

6. **AI Competition**

AI (Artificial Intelligence) Competition is a software competition which aims to portray the current scenario of AI Development in Nepal. It is a 1-day competition where a theme will be

given to the participants (a group of max 3) and they have to come up with a minimum viable product. Judgment will be on the concept, idea pitching, and the product.

7. Start-up Competition

This competition is an improvement on the previous renditions of the project demo where our central focus used to be concerned solely with engineering. We have decided to organize this competition to provide the engineering students with an insight into the management sector.

8. Virtual Alumni Meet

Alumni meet is designated towards the reunion of the alumni of KU. This opportunity of a program where an alumnus gets to meet old friends, teachers and recollect memories together has been going on since the last two years and its continuation is done in this years' IT MEET too.

9. Photography Competition

Participants submit their photos to be put on display in an online platform. Visitors will vote on the best photo and a prize will be given to the winning photographer's photography.

10. Career Fair

Career fair is a hub for the interaction between potential employers and potential employees. This will provide students an opportunity to meet employers and perform first interviews. Students who are nearing the end of their academic year could get information about the internship opportunities. Moreover, the participants in the fair could know about their potential workplace and make up their mind on which platform they should work hard to get job opportunities and enhance their career in the field of their choice. They can also know about the different streams of the study where they can work on after the end of their undergraduate course. The companies who take part in the event can collect the information about the potential employees and shortlist the personnel for future reference.

11. IT Quiz

An inter-school quiz competition will be organized in IT MEET 2021. The two teams will be awarded impressive gift hampers and a running shield. This event is to encourage and motivate students from an early age towards ICT.

12. Software Competition

The software competition is an annual event of Kathmandu University that is held during the IT Meet. The competition provides an opportunity to showcase and promote the software

projects of the students. The winner will be selected based on the audience reception and decided by the judges.

13. Penetration Testing

Pen testing competition is a tournament-based competition in which cyber security enthusiasts gather and are provided with a series of tasks to break into (hack into) a system. It is a team based event and a maximum of four person per team is expected. Winners will be provided with attractive gift hampers.

14. Gaming (FIFA, DOTA 2, Counter-Strike, PUBG Mobile, Mobile Games)

For Cyber Gaming Competition, we aim to provide a platform for gamers to compete on several trending games. The winners will be awarded with attractive gift hampers.

SPONSORSHIP DETAILS

Visitors of IT MEET are presented a diverse list of events that they look forward to attending every year. We would rejoice the opportunity to join hands with a reputed company like your company. We believe the deal will be highly beneficial to both parties.

The following section contains all the information pertaining to the sponsors.

SPONSORSHIP CATEGORY

The table outlines the various proposed levels of giving, however we are keen to build positive, long-term relationships, so please view this as a starting point for a conversation about how we might collaborate together.

S. No	Sponsor Class	Amount Range (NRs)	Quantity
1	Platinum	2,25,000*	1
3	Gold	165,000*	2
4	Silver	1,01,000*	1
5	Bronze	55,000*	2
6	Event Sponsors	As per event	N
7	Supporting Organization	50,000*	N

Remarks: All the prices are calculated without TDS tax.

SPONSORSHIP DETAILS

In order to facilitate involvement for the number of organizations, IT MEET 2021 committee has developed a range of giving options designed to suit the sponsor's needs. On the basis of their categories, they are explained in detail under their respective headings:

PLATINUM SPONSOR

The platinum sponsorship is the highest tier sponsorship for the IT Meet 2021 comprising of ample promotional strategies and excessive facilities. Given your agreement to this investment, benefits as a platinum sponsor are:

Details:

1. The platinum sponsor will be incorporated along with the promotional materials as "DoCSE Presents IT MEET 2021 in Association with [Company's Name]".
2. Company's logo will be printed on all the e-certificates distributed in IT MEET 2021.
3. The IT MEET Platform will be made available to the sponsor for a 3 hour long session.
4. Title sponsorship of one of the events of IT Meet 2021 will be provided.
5. The IT Express (annual magazine) will consist of the advertisement of platinum sponsor which will be distributed in renowned places.
6. The swags specifically designed for IT MEET 2021 will contain the logo of the company.
7. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates.
8. Additional banners and promotional materials will be provided.
9. A promotional video of upto 5 minutes is expected from the sponsor, which will be displayed at different time intervals during the event.
10. The sponsor will be invited to the virtual platform of IT MEET 2021 and given special priority during all IT MEET 2021 events (pre event, main event and post event included).

PRE EVENT SPONSOR

The Pre-event sponsorship is a top tier sponsorship for the IT Meet 2021 comprising of ample promotional strategies and excessive facilities. Given your agreement to this investment, benefits as a pre-event sponsor are:

Details:

1. The company will be given a great platform to advertise their company in every pre-event organized by IT MEET 2021.
2. Title Sponsorship of all the pre-event organized as a promotional event of IT MEET 2021.
3. A banner will be provided.
4. The certificates distributed for the pre-event will include the Company's Logo as watermark.
5. All Pre-Event of the IT Meet 2021 will consist of the promotional banner of the sponsor.
6. The IT Express (annual magazine) will consist of the advertisement of the sponsor.
7. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates
8. A promotional video of 3 minutes is expected from the sponsor, which will be displayed at different time intervals during the event.

GOLD SPONSOR

The gold sponsorship is a promising sponsorship for the IT MEET 2021 comprising of various promotional strategies and facilities. Given your agreement to this investment, benefits as a gold sponsor are:

Details:

1. Title sponsorship of one of the events (company's choice) of IT MEET 2021 will be provided.
2. The Winner Certificate will include the Company's Logo as watermark.
3. The IT MEET Platform will be made available to the sponsor for a 2 hour long session.
4. The IT Express (annual magazine) will consist of the advertisement of gold sponsors which will be distributed in renowned places.
5. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates.

6. Additional banners and promotional materials will be provided.
7. Up to 3 dedicated volunteers will be provided (as per the requirement) for the session.
8. A promotional video of 3 minutes is expected from the sponsors, which will be displayed at different time intervals during the event.

(Note: Event Sponsorship will be given in a First Come First Serve Basis)

SILVER SPONSOR

The silver sponsorship is a promising sponsorship for the IT MEET 2021 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

Details:

1. Title sponsorship of one of the events (IT MEET management's choice) of IT MEET 2021.
2. The Winner Certificate will include the Company's Logo as watermark.
3. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates.
4. The IT Express (annual magazine) will consist of an advertisement of silver sponsors which will be distributed in renowned places.
5. Additional banners and promotional materials will be provided.
6. A promotional video of 2 minutes is expected from the sponsors which will be displayed at different time intervals during the event.

BRONZE SPONSOR

The bronze is a promising package for the IT MEET 2021 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

Details:

1. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates.
2. Title sponsorship in the small scaled events (eg. Software Competition) of IT MEET 2021 will be provided.
3. The Winner Certificate will include the Company's Logo as watermark.
4. Promotional materials of the sponsors will be made available in the event.
5. Additional banners and promotional materials will be provided.

6. Upon discussion with the IT MEET team, we can provide additional features to fulfil your needs.
7. A promotional video of 1 minutes is expected from the sponsors which will be displayed at different time intervals during the event.

EVENT SPONSOR

The event sponsor is a promising package for the IT MEET 2021 comprising of various promotional strategies and facilities. The details for the stated sponsorship are listed below:

Details:

1. A virtual career fair spot will be made available in the IT MEET 2021 where the company can offer internships to deserving candidates.
2. Title sponsorship in a particular event of IT MEET 2021 will be provided.
3. The company may be also asked for joint sponsorship in the major events.
4. Promotional materials of the sponsors will be made available in the event.
5. Banners and promotional materials will be provided.
6. Upon discussion with the IT MEET team, we can provide additional features to fulfil your needs.
7. A promotional video of 1 minutes is expected from the sponsors which will be displayed at different time intervals during the event.
8. The company is free to choose any digital platform for the respective sponsored event.

CONCLUSION

We plan to organize a digitalized IT MEET 2021 comprising of the aforementioned pre, main and post events. With cooperation from the Department of Computer Science & Engineering (DoCSE), Student Welfare Directorate (SWD) and KU Administration, our aim is to make IT MEET 2021 as productive as possible while unraveling the new perspectives. We aim to make this growing event a grand success with active participation from all. Moreover, we encourage active participation of everyone in the IT MEET 2021.