



**CHRIST**

(DEEMED TO BE UNIVERSITY)  
BANGALORE | DELHI NCR | PUNE

DEPARTMENT OF  
STATISTICS AND DATA SCIENCE

*presents*

# E[X]PECTATIONS' 25

National-Level Inter Collegiate Fest



*Paradox : Turning Data Mysteries  
into Insights*

19<sup>th</sup> and 20<sup>th</sup> November 2025

# ABOUT THE UNIVERSITY

CHRIST (Deemed to be University) is born out of the educational vision of St. Kuriakose Elias Chavara, an educationalist and social reformer of the nineteenth century in South India. He founded the first Catholic indigenous congregation, Carmelites of Mary Immaculate (CMI), in 1831 which administers CHRIST (Deemed to be University).



Established in 1969 as Christ College, it undertook path-breaking initiatives in Indian higher education with the introduction of innovative and modern curricula, insistence on academic discipline, imparting of Holistic Education and adoption of global higher education practices with the support of creative and dedicated staff. The University Grants Commission (UGC) of India conferred Autonomy to CHRIST College in 2004 and identified it as an institution with Potential for Excellence in 2006. In 2008 under Section 3 of the UGC Act, 1956, the Ministry of Human Resource Development of the Government of India, declared the institution a Deemed to be University.

One of the first institutions in India to be accredited in 1998 by the NAAC, and subsequently in 2004, 2016 and 2022, CHRIST (Deemed to be University) has the 'A+' in the 4-point scale. The multidisciplinary university which focuses on teaching, research and service offers Bachelor, Master and Doctoral programmes in Humanities, Social Sciences, Management, Science, Commerce, Engineering, Education and Law to over 25000 students. The campus is a living example of harmonious multiculturalism with students from all the states and union territories and around 60 different countries. CHRIST (Deemed to be University) publishes six peer-reviewed research journals and has publishes more than 300 books in Kannada and English. A promoter of sports, music and literary activities, it is a nurturing ground for creative excellence.

# ABOUT THE DEPARTMENT

The Department of Statistics and Data Science strives to provide a dynamic research environment and effective education, including excellent training in scientific data collection, data management, methods and procedures of data analysis. Our curriculum adheres to worldwide standards to provide the best possible research and educational opportunities in statistics and data science.

It offers a perfect blend of statistical knowledge with tools and data science techniques required to explore, analyse and interpret the complex data of the modern world. The curriculum and teaching pedagogy, foster higher-order thinking and research skills which equip students for the dynamic and ever evolving data industry. Well-designed co-curricular activities organised by the department are aimed at the holistic development of the students. The skills imparted through various programmes offered by the department, aim to develop data professionals who would strive to contribute for the development of the society and the achievement of national goals.



# ABOUT THE THEME

## *“Paradox : Turning Data Mysteries into Insights”*

At E[X]PECTATIONS 2025, organised by the Department of Statistics and Data Science, the theme “Paradox: Turning Data Mysteries into Insights” embodies the art of uncovering truth within complexity. Much like the paradoxes that challenge our intuition, data often hides insights beneath layers of uncertainty and contradiction, and this year’s theme celebrates the analytical curiosity that transforms confusion into clarity and mystery into meaning.

In the ever-evolving world of data, paradoxes are not obstacles—they are opportunities to see beyond the obvious. From unexpected correlations to counterintuitive results, every dataset holds a hidden story waiting to be revealed. E[X]PECTATIONS 2025 invites participants to explore this fascinating interplay between perception and reality, where statistics and data science serve as the tools that illuminate the unseen.

As we gather for this celebration of intellect and innovation, we reaffirm the department’s commitment to fostering analytical thinking, creativity, and discovery. “Paradox: Turning Data Mysteries into Insights” is more than just a theme—it is a reminder that in the realm of data, the greatest revelations often begin with a contradiction.



# General Guidelines

- Participants for Technical Events must be from a Statistics/ Data Science/ Computer Science background, while those in Non-Technical Events can be from any background.
- **Participants from both undergraduate and postgraduate programs are eligible to take part. In team events, teams may comprise members from both UG and PG programs.**
- All participants are requested to get a permission letter from their respective institutions and ID cards to participate in the event.
- Participants are requested to register beforehand. The decisions made by the judges shall be final and binding.
- Participating teams/participants may lodge objections on technical matters within 30 minutes of the completion of the event.
- Participants are required to follow the decorum of the event. Failing to adhere to the guidelines would lead to disqualification.
- Participants are advised to clarify their doubts with the respective event coordinators before the event.
- Participants are expected to be in a formal dress code.
- Participants are requested to be present at the venue of their events 15 minutes before the event starts.
- If eliminated, participants are welcome to participate in other events, keeping in mind the schedule and time constraints.
- Participants can participate in more than one event simultaneously, given that they manage their event schedule accordingly.
- Duration and Number of Rounds for an event might vary depending on the number of participants.



E[X]PECTATIONS' 25

# Event Schedule

19<sup>th</sup> November , 2025

<b>TIME</b>	<b>EVENT</b>
11:00 A.M. - 4:00 P.M.	IPL Auction
11:00 A.M. - 1:00 P.M.	Stat Wars
	E-Chess Blitz Tournament
2:00 P.M. - 4:00 P.M.	Guess the Genius
	Turnout
	Data Detective

20<sup>th</sup> November , 2025

9:30 A.M. - 1:00 P.M.	E(x)cape
	Data Feud
	Ad-venture
	Shark Tank
2:00 P.M. - 4:00 P.M.	Prestige



E[X]PECTATIONS' 25

# TECHNICAL EVENTS

MEME THE SCIENCE

E(X)CAPE

DATA-WIZ

DATA DETECTIVE

STAT WARS

DATA FEUD

E(X)ECUTE

# NON-TECHNICAL EVENTS

TURNOUT

IPL AUCTION

SHARK TANK

E-CHESS BLITZ TOURNAMENT

GUESS THE GENIUS

AD-VENTURE





E[X]PECTATIONS' 25

# TECHNICAL EVENTS

# Meme the Science

Get ready to blend humor with data in our on-the-spot meme creation challenge! Participants will be given a specific theme rooted in a statistical or data science concept at the beginning of the event. You'll have exactly two hours to brainstorm, design, and create your most clever and relatable meme using any digital tool of your choice. A Google Drive link will be shared for submissions, but stay sharp—the link will be active for the two-hour duration only and will close precisely at the deadline. May the best data-driven comedian win!

**Type:** Team of 2 or individual

**Mode:** Online

**Duration:** 2 hrs

**Number of Rounds:** 1

**Rounds Description:**

**Round 1:**

- You'll have exactly two hours to design and submit your most clever, relatable meme based on a theme revealed at the start. Shortly after the event the meme posters will be uploaded in the Instagram page of expectations.

**Rules:**

- Memes will be judged based on originality, humour, popularity and science relevance
- Copy paste from internet is not allowed

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# E(x)cape

E(x)cape: Unravel mysteries through stats and logic in this thrilling mix of quizzes and escape-room challenges. Team up, decode clues, and race against time to claim victory!

**Type:** Team of 2 people

**Mode:** Offline

**Duration:** 1.5 hrs

**Number of Rounds:** 3

**Rounds Description:**

## Round 1: Statistical Quiz

- Each team will answer 10 questions based core statistical and data science concepts. The first 6 teams with all right answers will advance to the next round.

## Round 2: Escape Room Challenge

- Teams will be placed in a challenging scenario where they must apply statistical reasoning to decode clues, solve puzzles, and “escape” within a time limit. The top 2 teams move on to the final round.

## Round 3: Final Showdown

- Finalists decode a regression-based mystery using R. Fastest accurate team wins.

## Rules:

- 1.No phones or external help.
- 2.Finish within time limit.
- 3.Judges' decision is final.
- 4.Accuracy, logic & teamwork matter.

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# Data-Wiz

*In collaboration with CleverInsight*

Data-Wiz: Data Chronicles is an online data hackathon that challenges teams to use statistics, coding, and analytical insight to craft innovative data-driven solutions to real-world problems. Teams must clean, analyze, and visualize datasets to uncover hidden stories – blending technical skill with a magician's flair for surprise.

**Type:** Team of 4 members

**Mode:** Online & Offline

**Duration:** 24 hours

**Number of Rounds:** 2

**Rounds Description:**

## **Round 1: Qualifier**

- Shortlisted teams will be provided with a dataset and given 24 hours to analyze, develop, and submit their solution or application based on the given problem statement.

## **Round 2: Final Hackathon**

- Each team will go through a one-on-one presentation round, where they will present their approach and solution to the panel of judges.
- From this round, the top 2 teams will be shortlisted as finalists.

## **Rules:**

1. Any open-source statistical or visualization tools are allowed.
2. Plagiarism or use of pre-trained models without explanation is not allowed.
3. Submissions must include code, visual output, and a short insight summary.
4. Judges' decision will be final.

## **FOR ANY QUERIES, PLEASE CONTACT**

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# Data Detective

Step into the world of Data Detective – a thrilling SQL adventure where you and your partner join Agent Perry the Platypus on a secret mission! Decode clues, query hidden data, and outsmart Dr. Doofenshmirtz's digital traps. Only sharp minds and clean code can solve the mystery.

**Type:** Team of 2 members

**Mode:** Offline

**Duration:** 1.5 hrs

**Number of Rounds:** 1

**Rounds Description:**

## Round 1: The Investigation

- Participants will receive a storyline, dataset, and a series of SQL-based challenges to solve sequentially. Each correct query reveals the next clue. Teams will be judged on accuracy, speed, and query efficiency to progress through the story and complete the mission.

## Rules:

1. The event will have a single round, comprising multiple story-driven SQL challenges that participants must solve sequentially to progress through the narrative.
2. Teams will be provided with a dataset and a storyline, along with questions that must be answered using SQL queries.
3. Participants must not use the internet or external AI tools (such as ChatGPT, Copilot, or Stack Overflow) for assistance.
4. Judges will review not only the correctness of the output but also the efficiency and clarity of the SQL code.

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# Stat Wars

*In collaboration with St John's Medical College*

## **Stat Wars - Turning Variance into Victory**

The Stat Wars is a multi-round, interactive quiz designed to test participants' grasp of statistical theory, analytical reasoning, and teamwork. Each team will consist of two members working together to solve conceptual and applied problems across rounds.

**Type:** Team of 2 members

**Mode:** Offline

**Duration:** 2 hrs

**Number of Rounds:** 2

**Rounds Description:**

### **Round 1: Screening Round**

- The event begins with a pen-and-paper screening round of medium difficulty designed to test participants' fundamental understanding of statistics. This round will be used to shortlist teams for the next stage.

### **Round 2: Final Round**

- Shortlisted teams will compete in a series of creative and fast-paced activities – including Pictionary, Password (Taboo), and a Quiz. These rounds will challenge participants to think critically, communicate effectively, and apply statistical knowledge in a fun and engaging way.

### **Rules:**

1. Participants should have basic knowledge in Statistics and R programming.
2. Evaluation focuses on clarity, logic, and statistical reasoning – not just software skill.
3. Judges' decision will be final.

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# Data Feud

Data Feud is a fun, survey-style competition inspired by Family Feud, where teams of three test their data intuition and statistical wit. After a quick screening quiz, top teams face off in a buzzer round, guessing the most popular survey responses. It's fast, witty, and where analytics meets fun!

**Type:** Team of 3 members each

**Mode:** Offline

**Duration:** 2 hrs

**Number of Rounds:** 2

**Rounds Description:**

## Round 1: Screening Round

- Teams will take a short quiz featuring MCQs and data intuition questions that test both analytical knowledge and logical reasoning. The top-performing teams will qualify for the main round.

## Round 2: Data Feud Battle

- Selected teams will compete in a buzzer-based survey battle, guessing the most common responses gathered from students and faculty. Teams score points for popular answers, and the one with the highest total score wins the game.

## Rules:

1. Use of phones, calculators, or external help is strictly prohibited.
2. Wrong or repeated answers will result in a strike; three strikes end a team's turn.
3. Teams can steal points by correctly guessing a remaining answer.
4. In case of a tie, a tiebreaker question will determine the winner.
5. The judges' and organizers' decisions are final and binding.

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# E(x)ecute

*In collaboration with Centre for Digital Innovation (CDI)*

E(X)ecute is a team-based app development challenge where creativity meets innovation. This event encourages innovative thinking, coding precision, and collaboration as participants transform ideas into practical digital solutions. Submissions will be evaluated by an expert panel based on creativity, functionality, and usability, with top teams recognized during the Valedictory Ceremony.

**Type:** Team of 2 members

**Mode:** Online

**Duration:** 3 days

**Number of Rounds:** 1

**Rounds Description:**

**Round 1:**

- The theme will be announced prior to the event, and teams must design and develop a fully functional application over three days. Teams will receive the theme before the event and must build a complete working application using Flutter and Dart within the 3-day period.

**Rules:**

1. The theme will be announced 2 days before the event, and teams will have 3 days to design, develop, and submit their app.
2. Teams must develop a working app prototype (no idea-only or presentation-only submissions).
3. Programming language: Dart ; Tool/Framework: Flutter ; Database: SQL
4. The app must align with the given theme and show creativity, usability, and technical efficiency.
5. Teams must submit the following: Source code , Brief documentation or slides , 5–7 minute demo video or presentation
6. Judges' decisions are final.

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# NON-TECHNICAL EVENTS

# Turnout

Turnout is a fast-paced debate of wit and spontaneity where participants argue for or against a topic and switch sides at the buzzer. It tests quick thinking, adaptability, and the ability to argue both sides with equal conviction.

**Type:** Individual

**Mode:** Offline

**Duration:** 1-2 hrs

**Number of Rounds:** 2

**Rounds Description:**

## **Round 1: Preliminary round**

- Participants will draw topics randomly from chits and get preparation time of 2 minutes and speaking time of 2 minutes. Out of 30 participants, 5 will be selected for the next round.

## **Round 2: Final round**

- Finalists will again pick topics randomly and get 1 minute of preparation time before speaking.

## **Rules:**

1. Participants can start with any side but must switch when the buzzer sounds. The buzzer can be pressed any time and any number of times.
2. Each participant must switch instantly between for and against when the buzzer sounds. The participants will be alerted in final 30 sec for concluding their views.
3. Reading from written material is not allowed.
4. Offensive or politically sensitive statements are not permitted.

## **FOR ANY QUERIES, PLEASE CONTACT**

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# IPL Auction

A mock team-building and strategy challenge. Participants act as team owners, bidding within budget constraints to create optimal squads. Combines cricket excitement with analytical reasoning.

**Type:** Team of 3 each

**Mode:** Offline

**Duration:** 5 hrs

**Number of Rounds:** 2

**Rounds Description:**

## Round 1: Cricket Quiz

- Teams will take part in a quiz designed to test their knowledge of cricket — covering players, records, formats, and tournaments beyond just the IPL. The top-scoring teams from this round will qualify for the next stage.

## Round 2: The Auction Round

- Qualified teams will participate in the live auction where they must build their dream team within a fixed budget. Success depends on how well they analyze player statistics, balance their squad, and make tactical decisions to maximize performance and credits.

## Rules:

- No Phones allowed for quiz and mock auction all must stick to the basic rules of a quiz and mock auction.

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# Shark Tank

Budding entrepreneurs present their innovative ideas or prototypes to potential mentors and “investors”. Aimed at fostering entrepreneurial thinking and industry-academic collaboration.

**Type:** Team of 4 members

**Mode:** Online/Offline

**Duration:** 2-3 hrs

**Number of Rounds:** 2

**Rounds Description:**

## **Round 1: Online Idea Submission (Screening Round)**

- Participants will submit a short write-up (100–150 words) and a 2-minute video explaining their startup idea, its problem-solving approach, and feasibility. A panel of judges will evaluate submissions to shortlist the Top 7 teams for the final round.

## **Round 2: Grand Pitch Round (Finale)**

- Top 7 shortlisted teams will pitch their ideas live before a panel of investors and judges. Each team will have 5 minutes to present and 5 minutes for a Q&A session. Judges will provide constructive feedback and mock investment offers. An audience poll will also decide the ‘People’s Choice Award’.

## **Rules:**

- The judges’ evaluation will be based on clarity, creativity, feasibility, and communication effectiveness during both the presentation and Q&A.
- Teams must strictly adhere to the time limit; exceeding the allotted time may lead to point deductions.

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# E-Chess Blitz Tournament

E-Chess Blitz is a fast-paced online chess event where players compete in 5-min games with no increment. The competition tests players' quick thinking, strategy, and composure under pressure as they battle to be crowned the E-Chess Blitz Champion.

**Type:** Individual

**Mode:** Offline (played at the venue on personal devices)

**Duration:** 1-1.5 hrs

**Number of Rounds:** 2 or 3 (depending on the number of participants)

**Rounds Description:**

## Round 1: Elimination Round

- Players are paired randomly for knockout matches (5 minutes per player, no increment). Winners advance until 4-5 players remain.

## Round 2: Round Robin Round

- The remaining 4 or 5 players play in a round robin format (each plays every other participant once).
- Scoring: Win = 1 point, Draw = 0.5 points, Loss = 0 points.
- The top two players based on total points advance to the final.

## Round 3: Final Round

- The finalists play one game (5 or 10 minutes per player, no increment).
- If drawn, an Armageddon tiebreaker decides the winner:  
1. White: 5 minutes 2. Black: 4 minutes 3. Draw = Black wins

**Rules:**

- Each game will follow standard chess rules as per FIDE regulations.
- All games will be played online (in the venue) on an approved chess platform such as Lichess or Chess.com.

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# Guess the Genius

“Guess the Genius” is a fast-paced quiz where teams identify statisticians, theorems, or concepts from clues. The faster the correct answer, the higher the score. It tests both knowledge and reflexes.

**Type:** Team of 3 members each

**Mode:** Offline

**Duration:** 2 hr

**Number of Rounds:** 2

**Rounds Description:**

## **Round 1: Screening Round (MCQ Test)**

- All registered teams take a short MCQ quiz on key statistical concepts and figures. The top 8 teams qualify for the main event.

## **Round 2: Main Event (Clue-Based Guessing Game)**

- Qualified teams compete in a buzzer round with 5 progressively easier hints per question. Teams must buzz and answer within 30 seconds; earlier correct answers earn higher scores.

## **Rules:**

- One attempt per question.
- Answers once given cannot be changed.
- No negative marking.
- Tie-breakers will resolve equal scores.
- Use of mobiles or external help leads to disqualification.
- Conducted offline with buzzers, projectors, volunteers, and a quiz master for smooth coordination.

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# Ad - venture

The Ad Club's most valuable asset — its annual advertisement script — has gone missing! A thief has stolen it, leaving behind mysterious clues scattered across the campus. Participants transform into detectives, racing against time to get the stolen script and uncover the true culprit behind it. This event combines a thrilling treasure hunt with a mystery-solving challenge.

**Type:** Team of 3-4 members

**Mode:** Offline

**Duration:** 2 hrs (Round 1: 1hr, Round 2: 45-60mins)

**Number of Rounds:** 2

**Rounds Description:**

## **Round 1: Treasure Hunt: The Search for the Script**

- Solve clues hidden around the campus to reach the final location where the stolen ad script is kept. Each team will follow a unique route order to avoid overlapping with others.

## **Round 2: The Mystery Showdown**

- Final 5 teams must prove who really caught the thief through creative reasoning or tasks. This round focuses on creativity, logic, and presentation skills.

## **Rules:**

- Teams must stay together always, No running inside buildings.
- No outside help allowed, Clues must not be damaged.
- Cheating leads to disqualification, Only one clue can be taken per location and Teams must respect campus rules.
- Judges' decisions are final.

## **FOR ANY QUERIES, PLEASE CONTACT**

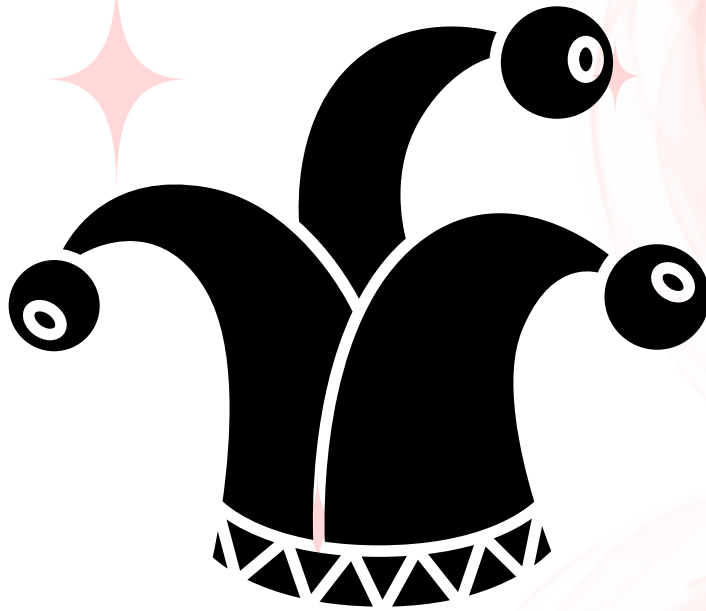
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**Prestige**



**The final twist  
is yet to unfold...**



# CHRIST

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## DEPARTMENT OF STATISTICS AND DATA SCIENCE

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