KGCAS

KG COLLEGE OF ARTS AND SCIENCE

NAAC A++ | **Autonomous** Institution

Affiliated to Bharathiar University

# KGCAS XPLORE 2026



CASH PRIZES WORTH ₹60,000 TO BE WON!

**One Campus. Six Worlds.**
**Infinite Possibilities.**

**OPEN TO CLASSES 9-12**

ON THE OCCASION OF CHILDREN'S DAY

| | |
|---|---|
| **100+** Schools | **5000+** Students |
| **6** Disciplines | **1** Campus |

**Event date**

**14 November 2026**

**KG College of Arts and Science**

Autonomous Institution - Affiliated to Bharathiar University | ISO 9001:2015 Certified Institution

365, KGiSL Campus, Saravanampatti, Coimbatore - 641035

# 6 STREAMS. 6 WAYS TO THINK.

## 1 BOT BYTE CHALLENGE



A high-energy technology experience where students explore AI, Coding and Digital Innovation through interactive challenges.

| | |
|---|---|
| Level 1 **Bot or Not?** | Identify human-created and AI-generated content. |
| Level 2 **Talk to the Bot** | Explore Generative AI and Prompt Engineering. Frame smarter prompts and create meaningful outputs. |
| Level 3 **Byte Battle** | Decode, debug, solve puzzles and tackle technology challenges using logic, coding and digital knowledge. |

**Skill Focus**

- Curiosity
- Creativity
- Logical Thinking
- Problem-Solving

## 2 BIZ5 CHALLENGE



Students explore business, entrepreneurship, finance, marketing, economics, brands and current affairs through five progressive challenges.

| | |
|---|---|
| Level 1 **Brainstorm** | Test Your Concepts, Knowledge and Application Skills. |
| Level 2 **Through the Lens** | Identify personalities, entrepreneurs, brands, logos, products, taglines and mascots. |
| Level 3 **Tech Challenge** | Hands-on challenges involving Excel, Tally, accounting, rebranding, parent companies and digital practices. |
| Level 4 **Crack a Business Case** | Analyse a real-world business situation, identify the problem and present a practical, creative response. |
| Level 5 **Business Solutions** | Rapid-fire questions. Limited time. Think fast! |

**Skill Focus**

- Business Awareness
- Decision-Making
- Communication
- Analytical Thinking
- Creativity

## 3 BIOCONNECT



Students tackle interactive biology challenges using observation, reasoning and problem-solving.

| | |
|---|---|
| Level 1 **Cell Puzzle** | Build a cell or organelle. Identify it. Explain its function. |
| Level 2 **Match The Molecule** | Match molecules with their structures, functions and sources. |
| Level 3 **Concept Detective** | Follow the clues. Identify the biological concept. |
| Level 4 **Biology Concept Challenge** | Identify. Sequence. Match. Reason. Solve. |

**Skill Focus**

- Observation
- Memory
- Teamwork
- Logical Thinking

## 4 SPARK



**Circuit Breakers Hackathon** : A hands-on challenge where creativity, electronics and problem-solving come together. Bring your own project kit and showcase an innovative solution to a real-world problem in any one of the following domains.

| | |
|---|---|
| **Green Tech & Sustainability** | Build a Smart Plant-Watering System/ Solar Tracker/ Energy from Waste. |
| **Everyday Automation** | Create an Automatic Light/ Mini Robot/ Smart System for Everyday Tasks. |
| **Safety & Security** | Build an Alarm System/ Laser Security System/ RFID Lock/ Smart Warning System. |

**Skill Focus**

- Creativity
- Innovation
- Problem-Solving
- Teamwork

## 5 BRAIN BLITZ



A 3-level psychology challenge testing observation, reasoning and practical thinking.

Level 1
**Forensic Case Detection**
Examine clues, statements, photographs and evidence. Connect the dots to uncover what happened.

Level 2
**Psychology Treasure Hunt**
Follow clues using memory, observation, reasoning and teamwork.

Level 3
**Psychology Performance Tests**
Finalists demonstrate reasoning, planning, visuomotor coordination and problem-solving through selected tasks.

**Skill Focus**

- Observation
- Memory
- Reasoning
- Teamwork
- Coordination

## 6 CONCEPT CHAOS



Students transform unusual combinations of everyday prompts into visual concepts using basic art and design materials.

Level 1
**Rapid Scribble**
Transform an abstract shape or inkblot into three distinct visual concepts.

Level 2
**The Mashup Challenge**
Combine two conflicting prompts into one compelling poster.

Level 3
**3D Chaos Pitch**
Build a product prototype from mystery scrap materials and pitch your idea to the judges.

**Skill Focus**

- Originality
- Adaptability
- Visual Thinking
- Innovation
- Storytelling





# Innovation Expo

Explore interactive projects built by KGCAS students



**HomeSphere IoT**
Smarter Living through Connected Automation



**EleGuard AI**
Early Elephant Detection for Human-Animal Conflict Management



**MediSense**
Intelligent Healthcare Monitoring



**SecurePi**
Detect Intrusions and Trigger Instant Alerts



**SkyTrack AI**
Detect and Track Aerial Objects in Real-time



**AgriSense AI**
Smart Farming for a Better Tomorrow

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# The Next Big Idea

## Could Walk Through Your School Gate.

Let It Find Its Stage at KGCAS



### Awards

- Top 3 Prizes in Every Event
- Participation Certificate for all students
- Overall Trophy for the Winning School

### Amenities

- Lunch Provided
- Transportation Provided From Designated Pick-Up Points

## Register Your School Today

kgcas.com/xplore-2026

**Important Note**

All students must wear their respective school uniform and carry their valid School ID Card.

**Last Date to Register**

**12 November 2026**

**For Enquiries**

Event Coordinators

Dr. A Lavanya
+91 73730 11008

Dr. B Sangeetha
+91 86107 51608

**KG College of Arts & Science** (KGCAS) KGiSL Campus, 365, Thudiyalur Road, Saravanampatti, Coimbatore – 641035