



NaSCon'26

INFORMATION BOOKLET

ایک نئی پہچان

16th-18th October, 2026



SOCIAL MEDIA
PROMOTION



COLLABORATIVE
GROWTH



BUILD
RESUME



BUILD YOUR
NETWORK



FAST

• WHERE TALENT MEETS OPPORTUNITY • WHERE TALENT MEETS OPPORTUNITY •

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About NaSCon?

NaSCon'26 - Where Talent Meets Opportunity!

We are thrilled to announce the return of NaSCon, the National Solutions Convention, which is set to take place from 2026. As one of the flagship events of FAST-NUCES Islamabad's annual social calendar, NaSCon offers an unparalleled opportunity for students to connect with the brightest minds and most innovative ideas from across Pakistan.

With an average of 12,000+ participants from various institutions, NaSCon is the ultimate platform to showcase your talent, meet like-minded individuals, and gain valuable insights into the world of technology, engineering, sports, and industry with a combined prize pool of PKR TBD+. Whether you're an aspiring entrepreneur or a seasoned professional, NaSCon has something for everyone.

Hosted by kxchkjbcstudents, for students, NaSCon'26 promises to be an unforgettable experience that you won't want to miss. Mark your calendars and join us for three days of non-stop learning, networking, and fun.

Register NOW at: nascon.com.pk

Connect with us on Instagram https://instagram.com/nascon_fast

Email us at nascon.externals@nu.edu.pk

Guidelines

Registration Guidelines

- Participants from universities with NaSCon'26 partners or ambassadors are requested to keep in touch with their campus partner or ambassador in order to stay informed about the event.
- All participants - independent as well as institutional - are requested to register for their respective events at the NaSCon website as early as possible. Please keep in mind that different events have different registration fees.
- Participants are requested to check their respective events' registration fee before making the payment to avoid confusion and inconvenience.
- All participants registering through NaSCon'26 partners or ambassadors have to pay the registration fee directly to their respective partner or ambassador.
- There is a strict NO REFUND policy for all payments.
- Every team must meet the minimum and maximum team size requirements.
- No outsiders will be allowed, only registered participants will be allowed on campus and only they can buy tickets for social events. Students of FAST Islamabad will be allowed entry upon presenting their NU ID card. Only registered participants will be given the opportunity to avail on-campus accommodation.

Ambassador Guidelines

Content Sharing

- Actively share all content forwarded by the NaSCon PR Team across your social platforms (WhatsApp status/channels, Instagram stories/feed, etc.).
- You may create and share your own content. No approval required.
- You are responsible for accuracy of your own posts. NaSCon is not liable for misinformation shared by Ambassadors/Partners.

Delegation

- Actively promote NaSCon on your campus to bring participants.
- No minimum or maximum number required.
- If you bring 0 participants, you forfeit ALL perks (free entry, certificate, etc.).

Discounts & Referral Code

- You are assigned a unique referral code which is displayed on our website. NaSCon will use it to calculate any applicable discounts.
- Participants pay full price upfront.
- Discount is calculated based on number of participants you bring (tiers in Information Booklet). Discounted amount will be refunded to you after registration verification.

Ambassador Guidelines

Payment Collection

- Collect full payment from each participant for their chosen event(s).
- Registration fees vary by event – confirm with the participant before collecting.
- We have a strict NO REFUND Policy, once registered and paid, the amount will not be refunded; communicate this clearly to your participants.
- You are not allowed to charge any extra fees.
- Submit all payments in ONE consolidated transaction with a complete participant list (name, event, amount).
- If collected amount is less than total registration fee, participants will NOT be accommodated until full amount is paid.

Communication

- A dedicated PR Team POC will be assigned to you.
- Be responsive as delays in communication may cause registration issues for your delegations.

Code of Conduct

- DO NOT misrepresent NaSCon events, fees, or policies.
- DO NOT make unauthorized promises to participants.
- DO NOT collect extra charges.

Ambassador Guidelines

Termination

- You may be immediately terminated for:
 - Misconduct or misrepresentation
 - Collecting unauthorized charges
 - Fraudulent activity or failure to remit payments
 - Defamatory behavior toward NaSCon
- Upon termination: All perks are forfeited. Legal action may follow.

Event Day Responsibility

- Help your delegation with check-in, finding event venues, and navigating the schedule.

Rules & Regulations

- All participants must abide by the rules of FAST NUCES and NaSCon.
- Failure to comply with the rules and regulations set by the organizers and all rules of FAST NUCES Islamabad, will result in immediate disqualification from all NaSCon activities, and a ban from all future FAST NUCES events.
- Any inappropriate, illegal or immoral activity shall not be tolerated and strict actions will be taken in the case of the violation of rules.
- The registration of students seen violating rules will be terminated. The student will no longer be eligible to participate in any event organized by FAST NUCES Islamabad Campus in future.
- The issue of violating rules will also be forwarded to the disciplinary committee of the institute the student is enrolled in.
- It should also be noted that FAST NUCES does not allow any vaping, smoking or any other activity of the sort inside its campus. If a participant is caught using a vape, cigarette, any drugs or any other material against university rules, they will be subjected to the consequences set by FAST NUCES.
- Rules are subject to change at the discretion of the organizers without prior information to participants.
- Tickets to social events i.e. Concert & Qawwali can only be bought by NaSCon'26 participants. No outsiders allowed.
- No accommodation will be allocated before 9 PM on Day 1 of NaSCon '26 (Friday, April 25th).
- Entry of participants into campus opens after 9 AM on Day 1 of NaSCon'26 (Friday, April 25th). NO participant will be allowed to enter the campus before 9 AM.

Payment Method

- All Registrants registering through an ambassador or partner should make the payment to their respective ambassador or partner DIRECTLY.
- Each team can pay before the event through Demand Drafts/Pay Orders or via Online Bank Transfers; however, if you cannot pay before the event, we welcome you to pay when you arrive at the venue.
- If you want to transfer payment via Online Bank Transfer, kindly transfer the amount to the below mentioned bank account and do not forget to attach ‘Payment Proof’ while registering for an event on the website.
- Banking information:
 - Account Title: BCCI FAST NUCES ISB OPER
 - Account# 0169007900156082
 - IBAN PK25FAYS0169007900156082
 - Swift Code FAYSPKKA
 - Bank Faysal Bank Limited
 - Branch I-10 Markaz Branch, Islamabad

Competition Guidelines

- The competitions held at NaSCon '26 are classified into 5 main categories:
 - Computer Science Competitions
 - Business Competitions
 - Engineering Competitions
 - Sports Competition
 - Socials Events
- Participants are required to be present at the venue of their respective events on time to avoid the risk of disqualification.
- The organizers reserve the right to change event rules until the event begins.
- Participants are requested to stay up to date with the official NaSCon website and social media pages shared in the Introduction.
- Participants are required to bring along their Photo Identity (College Card, NIC, Passport etc.) or B-Form (if under 18 years of age) for verification; otherwise, we will not be able to accommodate you in any case.
- Participants are to report at the front desk on arrival at the venue.
- All the participants who will register online must bring the 'Ticket' emailed after registration in printed form to ensure timely entry.
- All the decisions made by event heads or judges in any competition at any stage will be considered final and will not be changed at all.

Guide to Register with Ambassador/Partner:

- Participants locate their designated ambassador/partner society within their institute in the List of Ambassadors or the List of Partners.
- If you're looking to register for an event, you'll need a referral code. This code is provided by an ambassador. With this code, you can proceed to register for your chosen event.
- If the ambassador rejects your registration, an email will reach the participant with a notification that the ambassador has rejected them and an option to give proof of payment on their own.
- A guide for ambassadors/partners is available on the official Website.

Ambassadors

Disclaimer: The following packages are subject to change at the organizers’ discretion. Any updates will be reflected in this document.
Requirements will be determined based on the total number of registrants using a specific ambassador or partner code.
Discounts as per packages apply to all valid registrations made through an ambassador code

Ambassadors Packages		
Category	Packages Offered	Requirements (No. of Participants)
Bronze	10% off all registration	15 - 39
Silver	15% off all registrations 5% off on accommodation Free passes for 2 persons for social events	40 - 70
Gold	20% off on all registrations 15% off on accommodations Free passes for 3 persons for social events	71 - 99
Platinum	20% off on all registrations 20% off on accommodations Free passes for 4 persons for social events	100+
Best Partner	All above + Appreciation Shield + Acknowledgment on Social Media	Decided By Organizers

Community Partners

Disclaimer: All partners will be acknowledged on NaSCon’26’s official social media platforms.

Disclaimer: The following packages are subject to change at the organizers’ discretion. Any updates will be reflected in this document.

Requirements will be calculated based on the total number of registrants using a specific ambassador or partner code.

Discounts as per package apply to all valid registrations made using a partner code

Partners Packages		
Category	Packages Offered	Requirements (No. of Participants)
Bronze	10% off all registration 5% off on accommodation	15-40
Silver	15% off all registrations 15% off on accommodation 3 free social event tickets	41 - 70
Gold	20% off on all registrations 15% off on accommodations 4 free social event tickets	71 - 110
Platinum	25% off on all registrations 20% off on accommodations 5 free social event tickets + Social Media Recognition	110+
Best Partner	All above + Appreciation Shield + Acknowledgment on Social Media	Decided By Organizers

BUSINESS EVENTS



Business Scavenger Hunt

Type	Coordinator	Email	Contact
Team (3–5 Members)	Saleha Fatima	i245025@isb.nu.edu.pk	0310–1353222
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 3,500	PKR 45,000	PKR 30,000	PKR 15,000

Description:

The Business Scavenger Hunt is an interactive team event that combines exploration, strategy, and problem-solving. Participants will solve clues, complete business-themed challenges, and work together to test their creativity, critical thinking, and teamwork. Designed for both aspiring business leaders and students seeking a fun challenge, the event offers an engaging experience while encouraging collaboration and innovative thinking.

Rules:

- 1.All teams must check in at the designated starting point for a briefing session before the scavenger hunt begins.
- 2.Complete the scavenger hunt within the given time limit.
- 3.Teams will receive a set of clues or riddles guiding them to various locations on the university campus.
- 4.At each location, teams will encounter challenges that may involve solving puzzles, completing tasks, or gathering specific items.
- 5.Submit all required evidence for challenge verification and scoring.
- 6.Event officers will be available throughout the hunt for assistance.
- 7.The first team to complete all challenges and reach the final destination wins.
- 8.Teams are expected to follow ethical and respectful conduct throughout the scavenger hunt. Unsportsmanlike behavior such as rule violations may result in disqualification.
- 9.Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer's control.

Social Media Smackdown

Type	Coordinator	Email	Contact
Team (3–6 Members)	Hassan Abdul Wasay	i234107@isb.nu.edu.pk	0318–1500825
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 3,000	PKR 50,000	PKR 35, 000	PKR 15,000

Description:

Teams will showcase their marketing skills by creating a complete campaign for an assigned product and industry within a given timeframe. Deliverables may include a marketing plan, campaign timeline, social media content, video reels, and advertisements. Each team will present its strategy, explaining audience engagement, resource allocation, and campaign objectives, before judges evaluate creativity, planning, and overall marketing effectiveness.

Rules:

- 1.Event briefing will be conducted on day one and the participants will have to submit their output by the third day. Relevant timings would be shared beforehand.
- 2.No use of AI websites to create reel posts and ads. (can use canva for templates)
- 3.Cannot get an outsider to do the work
- 4.Create a 7-day campaign with at least 4 Instagram posts, daily stories, 2 reels, and 3 Facebook posts (TikTok/X optional).
- 5.Maintain consistent branding across all content.
- 6.Presentation must cover the campaign summary, product, target audience, strategy, sample content, engagement and organized content folder.
- 7.The judges' decision will be final.
- 8.Registration fees are non-refundable.

Baby Shark

Type Team (3–5 Members)	Coordinator Sajal Sajjad	Email i245617@isb.nu.edu.pk	Contact 0333–5452397
Registration Fee PKR 3,500	Prize Pool PKR 45,000	Winner Prize PKR 30, 000	Runner Up PKR 15,000

Description:

The Baby Shark challenges teams to develop and present intentionally impractical or fictional business ideas in a convincing and professional manner. Rather than feasibility, the event evaluates creativity, communication, storytelling, and persuasive presentation. Teams must use business concepts and strategic thinking to justify their ideas, demonstrating innovation, confidence, teamwork, and adaptability in a competitive and engaging academic environment.

Rules:

- Each team must present an intentionally impractical or unconventional business idea.
- All teams are required to submit a brief description of their idea at least one week prior to the event for review.
- Submitted ideas must be appropriate, respectful, and aligned with university and NASCON guidelines; any idea deemed inappropriate may be rejected.
- Presentations must remain appropriate and respectful; offensive or inappropriate content will result in disqualification.
- Teams must strictly adhere to the allotted time limits.
- Only limited visual aids (one slide deck or one poster) and safe props are allowed.
- All team members should actively participate in the presentation.
- Judges’ decisions will be final and binding.
- Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer's control.

Idea Fest

Type Team (3–5 Members)	Coordinator Abdul Momin	Email i244153@isb.nu.edu.pk	Contact 0333–6663981
Registration Fee PKR 5,000	Prize Pool PKR 45,000	Winner Prize PKR 30, 000	Runner Up PKR 15,000

Description:

Showcase the products of your company at IdeaFest. Students will be choosing different companies and will be decorating stalls to display the company's products. Based on the number of products sold and engagement created by each group, prizes will be given to various teams. The event will be monitored by the academia of Fast School of Management and the winning teams will receive winning incentives at the closing ceremony!

Rules:

- There cannot be multiple business ideas that overlap.
- Your business plan should be authentic.
- Each team would be given a stall, one table and 2 chairs.
- All the profits/losses are of the students (organizers will not ask for any separate money other than the registration fee)
- Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer’s control.

NaSCon'26

Entrepreneurial Venture

Type	Coordinator	Email	Contact
Team (2–4 Members)	Abdul Momin	i244153@isb.nu.edu.pk	0333–6663981
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 30,000	PKR 20,000	PKR 10,000

Description:

The entrepreneurial venture is a platform for innovative thinkers and creative problem solvers to showcase their skills and bring their business ideas to life. Participants in groups will compete against each other by developing a comprehensive business plan that outlines their vision, market research, financial projections, and marketing strategy. With prizes, mentorship, and exposure to industry experts, this competition is the perfect opportunity to launch your entrepreneurial journey and bring your ideas to the next level. The goal of the competition is to provide a supportive environment for aspiring entrepreneurs to connect, collaborate, and create a roadmap for success.

Rules:

- There cannot be multiple business ideas that overlap.
- Your business plan should be authentic.
- The business plan does not have to be presented by every member of the team.
- Team members should indicate in advance on the forms if they will need anything more besides a projector for the presentation.
- The decision of the judges would be final and cannot be challenged.
- Handbooks would be provided to the teams beforehand.
- Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer's control.

Crypto

Type	Coordinator	Email	Contact
Team (2–4 Members)	Muzammil Junaid	i234502@isb.nu.edu.pk	0308–8971919
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 45,000	PKR 30, 000	PKR 15,000

Description:

The investing simulation competition is a unique opportunity for individuals to gain hands-on experience in the world of investing and competing for prizes. Participants will be provided with a starting amount of virtual currency and tasked with investing in crypto on a defined app/website. The objective is to maximize return on investment (ROI over the course of the competition). Whichever Team has the highest ROI on Day 3 will win the cash prize. The competition is designed to provide participants with a realistic and engaging experience of the investment world, allowing them to make informed decisions and hone their investment strategies.

Rules:

- Each team will be assigned a virtual starting capital. This virtual currency will be used to invest in crypto coins available on the platform.
- Participants will be allowed to trade for 24 to 48 hours approx.
- Each team will have to deliver a presentation on the last day of the event to defend its portfolio in front of the qualified judges.
- Judging is based on both portfolio performance and presentation quality.
- Fair play is mandatory; cheating may result in penalties or disqualification.
- Participants need to bring their laptops/phones to download and use the investing app.
- Registration fees are non-refundable, even in the event of disqualification or technical issues beyond the organizer's control.

NASCON DS EVENTS



Data Scale

Type	Coordinator	Email	Contact
Team (2–3 Members)	Eeshaal Adeel	i232500@isb.nu.edu.pk	0333-0522006
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 60,000	PKR 40, 000	PKR 20,000

Description:

DataScale is a team-based technical competition that challenges participants to process and analyze large-scale datasets using distributed computing technologies. Teams will build efficient data pipelines, optimize performance, and solve real-world big data problems using tools such as Apache Spark, Hadoop, cloud platforms, and ETL workflows. The event tests technical knowledge, scalability, and problem-solving under time constraints.

Rules:

- Individual participation is not allowed
- Participants must have basic knowledge of databases and distributed/big data concepts (e.g., Spark, Hadoop, or cloud platforms).
- Teams must complete the assigned challenge within the given time.
- Judging will be based on:
 - Scalability and efficiency
 - Correctness of results
 - Performance optimization
 - System architecture & documentation
 - Innovation and problem-solving approach

Visual IQ

Type Team (2–3 Members)	Coordinator Ramalah Amir	Email i232644@isb.nu.edu.pk	Contact 03155591076
Registration Fee PKR 2,500	Prize Pool PKR 50,000	Winner Prize PKR 30, 000	Runner Up PKR 20,000

Description:

VisualIQ is a 5-hour data visualization and storytelling competition where teams turn raw datasets into clear, compelling visual stories. Participants will analyze a pre-cleaned, industry-specific dataset, build interactive dashboards using tools like Tableau, Power BI, D3.js, or Plotly, and craft a narrative that communicates their insights. The event moves through exploratory analysis, dashboard design, and storytelling refinement, ending with a 2-minute pitch and 1-minute Q&A where teams defend their design choices and technical decisions in front of the judges.

Rules:

- Each team must have 2 to 3 members; individual participation is not allowed.
- Participants must bring their own laptops; internet access and AI tools are allowed.
- Evaluation is based on clarity of analysis, storytelling effectiveness, design quality, and how well the hypothesis is addressed.
- Judges' decisions are final and non-contestable.
- Any misconduct or rule violation may lead to disqualification.

NaSCon'26

Text Trek

Type	Coordinator	Email	Contact
Team (2–3 Members)	Hassan Ahmed	i242521@isb.nu.edu.pk	0318–8157240
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 50,000	PKR 30, 000	PKR 20,000

Description:

TextTrek is a one-day Natural Language Processing challenge at NaSCon '26 organized by DS Tech Events. Over five hours, teams of 2 to 3 members simulate real-world industry workflows by working through a complete NLP pipeline - covering text preprocessing, sentiment analysis, topic modeling, and text classification. Using Python libraries like NLTK, spaCy, and Hugging Face, participants build analytical models and present their insights directly to a panel of judges

Rules:

- Each team must consist of 2 to 3 members. Individual participation is not allowed.
- Teams will develop end-to-end NLP solutions using Python and standard machine learning libraries (such as NLTK, spaCy, or Hugging Face).
- All deliverables must be submitted within the allocated time.
- Solutions and final presentations will be evaluated based on technical implementation, model accuracy, insight quality, innovation, and presentation clarity.
- The judges' decisions regarding model performance, insight evaluation, and final rankings are final.
- Any form of plagiarism, unauthorized external assistance, or violation of event guidelines will result in immediate disqualification

DataThon

Type	Coordinator	Email	Contact
Team (2–3 Members)	Shazil Bari	i232028@isb.nu.edu.pk	0344–5105621
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 50,000	PKR 30, 000	PKR 20,000

Description:

DataThon Nascon’26 is an exclusive, high-intensity data science competition designed for the most capable analytical minds. Unlike traditional hackathons that span days, this is a "Rapid Fire" analytical sprint. Teams will be thrust into a high-pressure environment where they must decode, analyze, and visualize a complex, industry-grade dataset within a tight 3-hour window.

Rules:

- Team Composition: Teams must consist of 2–3 members. Individual participation is not allowed.
- Time Management: Participants will have exactly 3–4 hours to complete their analysis, build models, and finalize their presentation.
- Resource Usage: Full internet access and open-source libraries are permitted. However, all code must be written during the event. Pre-built complete projects or plagiarism will result in disqualification.
- Deliverables: Each team must submit:
 - Code repository or notebook (e.g., Jupyter Notebook/Google Colab)
 - Presentation with a maximum of 5 slides
- All deliverables must be submitted before the deadline.
- Judging & Presentation: Each team will have a strict 5-minute presentation/pitch, followed by 1 minute of Q&A with the judging panel.
- Presentation Focus: Teams should clearly communicate their approach, meaningful results, key insights, and impact within the allotted time.

Data Detective

Type	Coordinator	Email	Contact
Team (2–3 Members)	Fizza Hussain	i242621@isb.nu.edu.pk	0324-0035576
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 60,000	PKR 40, 000	PKR 20,000

Description:

Data Detective is a 5-hour investigative data analytics competition where teams step into the role of forensic analysts to solve a fictional murder mystery using data. Participants receive a series of interconnected datasets containing clues such as digital activity logs, communication records, financial transactions, movement patterns, and forensic evidence. Their task is to uncover hidden patterns, eliminate false leads, reconstruct the crime timeline, and identify the perpetrator, motive, method, and time of the crime through evidence-based analysis. The competition progresses through multiple investigation phases, ending with a presentation and Q&A where teams defend their analytical reasoning, visualizations, and conclusions before a panel of judges.

Rules:

- Each team must have 2 to 3 members; individual participation is not allowed.
- Participants must bring their own laptops. Python and standard data analysis libraries may be used, AI usage is not permitted, However Internet access and open source libraries are allowed during the competition.
- Teams must analyze all provided datasets, document their reasoning, and submit their findings within the allocated event time.
- Evaluation is based on the correctness of conclusions, analytical reasoning, evidence-backed storytelling, visualization quality, and presentation performance.
- Judges’ decisions are final and non-contestable. Any misconduct, plagiarism, or violation of event rules may result in immediate disqualification.

Think AI

Type	Coordinator	Email	Contact
Team (2–3 Members)	Shahoud Shahid	i232515@isb.nu.edu.pk	0330–3077077
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 50,000	PKR 30, 000	PKR 20,000

Description:

ThinkAI is a stage-based coding competition that tests analytical thinking, logical reasoning, and both theoretical and hands-on understanding of AI and machine learning. Participants build functional AI models from scratch using practical tools and real datasets, progressing through elimination-style rounds of increasing complexity. These stages cover machine learning, neural networks, algorithmic optimization, data preprocessing, and model evaluation. Along the way, it also emphasizes ethical AI considerations and awareness of cutting-edge developments in the field.

Rules:

- Team size: 2-3 members per team (min 2, max 3); individual participation is NOT allowed - Open to all undergraduate and graduate students from any discipline
- Basic programming knowledge required; prior AI/ML experience preferred but not mandatory
- Registration fee: PKR 2,500 per team
- Contest Structure:
 - 1.Competition consists of 4 rounds: Conceptual Foundations, Algorithmic Reasoning, Applied Problem-Solving, and Advanced Challenges
 - 2.Each team presents their solution (3 minutes per team) followed by Q&A with judges
- Judging criteria:
 - 1.Accuracy & Model Performance (40%), Code Quality & Efficiency (30%), Innovation & Creative Approach (20%), Presentation & Documentation (10%)

Logic Lock Down

Type Team (2–3 Members)	Coordinator Khadija Bhatti	Email i242606@isb.nu.edu.pk	Contact 0326–5645730
Registration Fee PKR 2,500	Prize Pool PKR 50,000	Winner Prize PKR 30, 000	Runner Up PKR 20,000

Description:

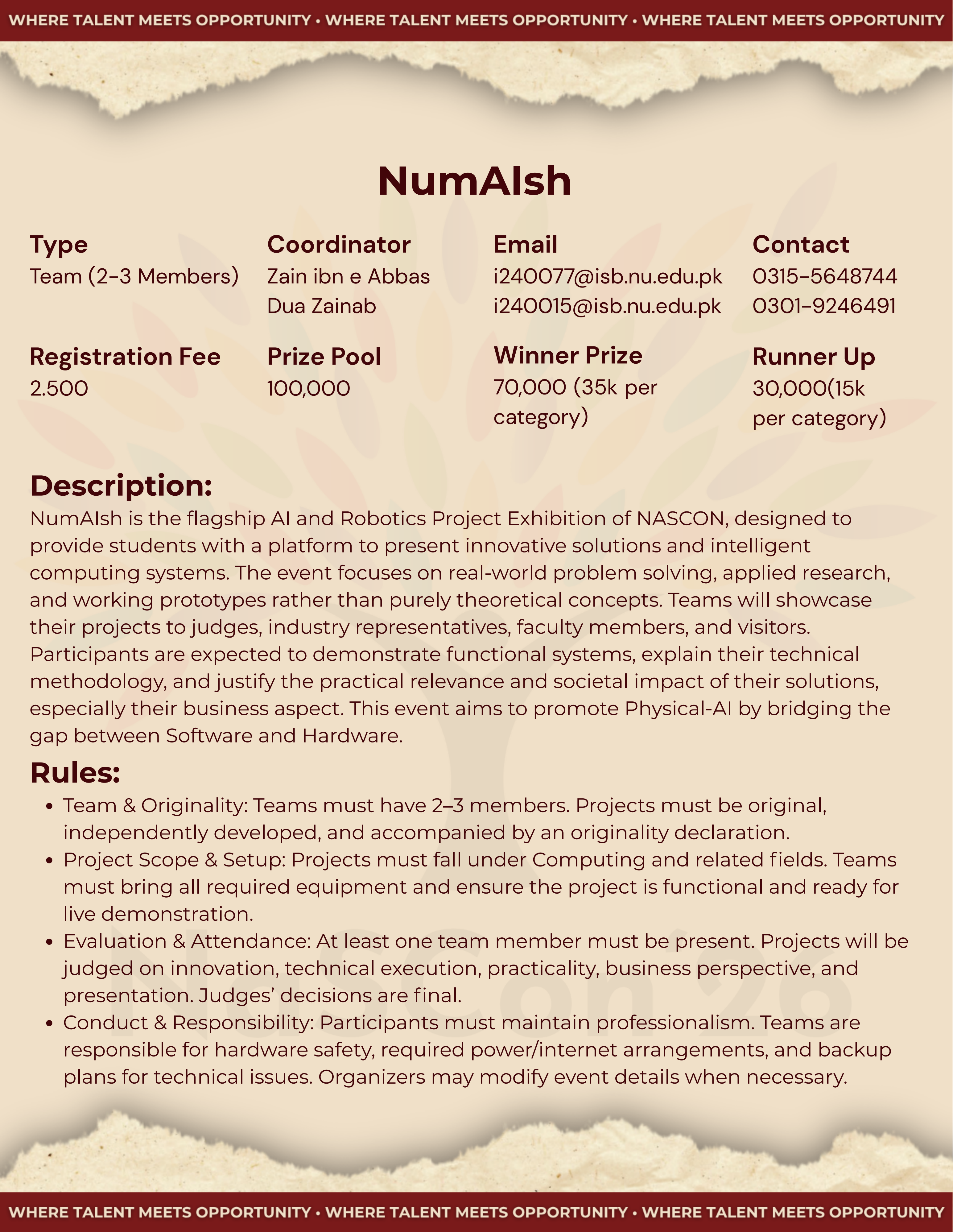
Logic Lockdown is a competitive programming event designed to test participants' logical reasoning, analytical thinking, and C++ programming skills. Teams will compete through multiple timed rounds of increasingly challenging problems that demand accuracy, efficiency, and strong teamwork. The event provides a high-pressure, distraction-free environment where participants must think critically, code efficiently, and solve complex challenges within strict time limits.

Rules:

- Each team must consist of 2 to 3 members. Individual participation is not allowed.
- Internet access, mobile phones, and external storage devices are strictly prohibited during the competition.
- Teams will solve a series of timed logical and C++ programming challenges within the allocated duration.
- Solutions will be evaluated based on correctness, efficiency, and submission time.
- The judges' decisions regarding evaluation and rankings are final.
- Any form of misconduct, plagiarism, or violation of the rules may result in immediate disqualification.

AI EVENTS





NumAlsh

Type	Coordinator	Email	Contact
Team (2–3 Members)	Zain ibn e Abbas Dua Zainab	i240077@isb.nu.edu.pk i240015@isb.nu.edu.pk	0315–5648744 0301–9246491
Registration Fee	Prize Pool	Winner Prize	Runner Up
2.500	100,000	70,000 (35k per category)	30,000(15k per category)

Description:

NumAlsh is the flagship AI and Robotics Project Exhibition of NASCON, designed to provide students with a platform to present innovative solutions and intelligent computing systems. The event focuses on real-world problem solving, applied research, and working prototypes rather than purely theoretical concepts. Teams will showcase their projects to judges, industry representatives, faculty members, and visitors. Participants are expected to demonstrate functional systems, explain their technical methodology, and justify the practical relevance and societal impact of their solutions, especially their business aspect. This event aims to promote Physical-AI by bridging the gap between Software and Hardware.

Rules:

- Team & Originality: Teams must have 2–3 members. Projects must be original, independently developed, and accompanied by an originality declaration.
- Project Scope & Setup: Projects must fall under Computing and related fields. Teams must bring all required equipment and ensure the project is functional and ready for live demonstration.
- Evaluation & Attendance: At least one team member must be present. Projects will be judged on innovation, technical execution, practicality, business perspective, and presentation. Judges’ decisions are final.
- Conduct & Responsibility: Participants must maintain professionalism. Teams are responsible for hardware safety, required power/internet arrangements, and backup plans for technical issues. Organizers may modify event details when necessary.

Model Kombat

Type	Coordinator	Email	Contact
Team (1-2 Members)	Mohammad Ibrahim	i230083@isb.nu.edu.pk	03132999053
Registration Fee	Prize Pool	Winner Prize	Runner Up
2,000	80,000	40,000	40,000 (split into 2 runner-ups)

Description:

Model Kombat is a technical AI competition where participants design, train, and deploy autonomous machine learning agents to compete head-to-head in Street Fighter II. Given an emulator environment, game ROM, and memory access APIs just 24 hours prior, competitors must build real-time decision-making models capable of parsing game states and executing optimal control strategies. The tournament follows a high-stakes, World Cup-style single-elimination bracket where models compete entirely without human intervention.

Rules:

- Individual or team (up to 2 members). Participants must have basic knowledge of machine learning. The emulator, ROM, APIs, and sample resources will be provided 24 hours before the competition.
- Models must run fully autonomously and may only read game state/pixels and output controller actions. No network access, file I/O, external data, manual control, or opponent-specific hardcoding is permitted.
- The competition follows a World Cup-style single-elimination bracket, with matches decided by best of 3 rounds. Models must operate within the specified resource limits (50 ms inference latency, 2 GB RAM) and remain stable throughout matches.
- Evaluation will prioritize match wins, code stability, inference speed, and combat strategy/adaptability. Crashes result in penalties/elimination, and organizers reserve the right to inspect submitted code for violations.

AI Battle Arena

Type	Coordinator	Email	Contact
Team (1-2 Members)	Talha Afzal	i240027@isb.nu.edu.pk	03315126265
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	100,000	50,000	50,000 (split into 2 runner ups)

Description:

The AI Battle Arena is structured as a continuous 5-hour prompt engineering game — a testament to your level of command over AI tools (chatbots, GenAI, LLMs). There are 3 rounds with escalating complexity. Across three progressively difficult rounds, teams will push the limits of modern AI chatbots to produce accurate, innovative and optimized AI-generated outputs under pressure. Teams do not get breaks between rounds; instead, the rounds unlock sequentially as the timer counts down. Ready to showcase your AI skills?

Rules:

- **Registration & Team:** Entry is only allowed with valid registration proof. Each team may have up to 2 members, and team composition must remain unchanged. At least one team member must be present at the venue.
- **Tools & Equipment:** Participants must bring their own laptops. Only free versions of OpenAI tools are permitted, with round-specific tool restrictions communicated before the event. Participant screens may be monitored.
- **Conduct & Timings:** Participants must arrive on time, follow officials' instructions, maintain proper conduct, and avoid interaction with other teams. No extra time will be provided.
- **Disqualification & Decisions:** Plagiarism, misconduct, property damage, smoking, or violation of any rules may result in disqualification or penalties. Technical issues must be reported immediately. Judges' decisions are final, and no refunds will be provided.

AI Hackathon

Type	Coordinator	Email	Contact
Team (1–3 Members)	Muhammad Wajdan	i230033@isb.nu.edu.pk	0300–6998598
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,500	PKR 100,000	PKR 60, 000	PKR 40,000

Description:

The AI Hackathon is a fast paced real world problem-solving competition that will test every participant's skills at creating intelligent solutions for real-world problems. Teams will utilize state of the art artificial intelligence, machine learning and deep learning frameworks as well as web development fundamentals to design, train and deploy high performing solutions within a time limit. This event challenges problem solving, innovative architecture design and technical execution at scale, from data preparation and feature engineering to model optimization and integration

Rules:

- **Team & Eligibility:** Individual participation or teams of up to 4 members are allowed. Registration and fee payment are mandatory, with no refunds.
- **Competition:** Participants must use their own devices and complete the challenge within the given time. AI tools, APIs, libraries, frameworks, and internet access are permitted.
- **Conduct:** Participants must follow the schedule and officials’ instructions. Plagiarism, cheating, or collaboration with other teams will result in disqualification.
- **Judging:** Evaluation will consider efficiency, correctness, optimization, architecture, innovation, problem-solving, and presentation. Judges’ decisions are final.

CYBER EVENTS



Chamber of Ciphers

Type	Coordinator	Email	Contact
Team (1-2 Members)	Bareera Ahmed	i232104@isb.nu.edu.pk	0327-5476364
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,200	PKR 56,000	PKR 7,000/round	N/A

Description:

Chamber of Ciphers is an escape-room styled cryptography competition designed to challenge participants' problem-solving skills, teamwork, and logical thinking under time pressure. Teams solve a series of classical and modern cipher challenges to progress through three increasingly difficult stages (Stage 1: 10 min, Stage 2: 10 min, Final Stage: 15 min). Participants must decode encrypted messages using analytical thinking and manual cryptographic techniques, without electronic devices, simulating a high-pressure intelligence scenario.

Rules:

- Sharing keys or clues results in disqualification of both teams; online resources and electronic devices are prohibited.
- Exceeding the stage time limit results in disqualification. Each team must have exactly 2 members and cannot be changed after registration.
- Ciphers are provided on paper; pen and paper will be provided. Calculators may be brought if required.
- Only undergraduate and lower-level students are eligible; graduates are not. Affiliations may be verified at any time.
- No on-site registration; participants must register before the event, and leaving the room during the event is not allowed.
- Violation of the Faculty and Student Code of Conduct or any rule results in immediate disqualification. Organizers have final authority on matters not covered by these rules.

Red Team CTF

Type	Coordinator	Email	Contact
Team (1–3 Members)	Sukina Raveen	i232115@isb.nu.edu.pk	0326–1017899
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 100,000	PKR 65,000	PKR 35,000

Description:

Red Team CTF is an offensive cybersecurity Capture-the-Flag competition where participants solve realistic challenges across Web Exploitation, PWN, Reverse Engineering, Cryptography, Mobile Security, and Digital Forensics. Following a jeopardy-style, flag-based format, teams exploit vulnerabilities, analyse systems, and uncover hidden flags to earn points. The competition tests technical expertise, problem-solving, and teamwork through progressively challenging real-world security scenarios.

Rules:

- Each team must consist of 1 to 3 members from the same or different academic institutions; only undergraduate and lower-level students can participate, not graduates. Team members cannot be changed after registration, and affiliations can be verified at any time.
- The CTF runs in two parts: an Online Qualifier open to all registered teams, then a Final Round for the top 15 qualifying teams.
- Faculty mentors must not interact with their teams once the event begins; violating the Code of Conduct may result in dismissal. Flag sharing and cross-teaming is strictly prohibited; intra-team communication is only allowed through Discord with only team members present.
- Participants must bring their own laptops and chargers. AI chatbots are allowed, but no agentic AI (such as Cursor, Claude Code, MCP servers, etc).
- Leaving the competition room during the event is not allowed; violating any rule leads to immediate disqualification.

Forensics Arena (Blue Team CTF)

Type	Coordinator	Email	Contact
Team (1-3 Members)	Sukina Raveen	i232115@isb.nu.edu.pk	0326-1017899
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 80,000	PKR 50,000	PKR 30,000

Description:

Forensics Arena is a scenario-based Blue Team Capture-the-Flag challenge that simulates a real-world cyber incident in investigation and response. Teams receive forensic disk images, memory dumps, system artifacts, and network traffic captures and must analyze them to uncover attacker activity and secure compromised systems. The competition follows a question-and-answer, flag-style format, where participants extract evidence such as attack timelines, compromised accounts, malware behavior, persistence techniques, and data exfiltration traces. Each correct finding reveals a flag and earns points. Realistic attack chains, deceptive artifacts, and fake leads are intentionally included to test analytical thinking, tool proficiency, and defensive decision-making.

Rules:

- Each team must consist of 1-3 members; only undergraduate and lower-level students can participate, not graduates. Members cannot be changed after registration.
- The CTF runs in two parts: an Online Qualifier, then a Final Round for the top 15 qualifying teams.
- Attacking external sites/resources and DoS/DDoS attacks are strictly prohibited; damaging infrastructure results in immediate disqualification and a heavy fine.
- Faculty mentors must not interact with teams once the event begins; team communication is only via Discord with registered members present.
- Participants must bring their own laptops; other internet-connected devices and external help are prohibited. Leaving the room during the event is not allowed.
- Violating any rule leads to immediate disqualification.

Cyber Trivia + Pass the Payload

Type	Coordinator	Email	Contact
Solo	Zuha Qayyum	i232071@isb.nu.edu.pk	0311-9181115
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 500	PKR 20,000	PKR 15,000	PKR 5,000

Description:

Cyber Trivia + Pass-the-Payload is a solo cybersecurity competition with two phases. Preliminary multiple-choice quizzes are conducted through Mentimeter, with lower-scoring participants eliminated and top performers advancing to the final Pass-the-Payload round. In the final round, a 60-second countdown runs continuously while participants answer rapid-fire cybersecurity questions. A correct answer within 10 seconds allows the participant to pass the simulated payload to another competitor. The participant holding the payload when 60 seconds expires, or failing to answer within 10 seconds, is eliminated. The timer then resets and the process continues until one participant remains.

Rules:

- This is a solo challenge. Preliminary Mentimeter round(s) will be held depending on turnout; top participants qualify for the final round.
- The final round uses a continuous 60-second timer with 10 seconds to answer each question; failing to answer, or holding the payload when time expires, results in elimination.
- Only undergraduate Cybersecurity students from the 2024 and 2025 batches are eligible, though students from other disciplines, schools, and colleges may also participate. Graduates are not eligible.
- Participants may be verified at any time; fake or inappropriate affiliations result in immediate disqualification.
- Smartphones, smartwatches, and other internet-connected devices are prohibited, and leaving the room during the event is not allowed.
- Violating the Faculty and Student Code of Conduct, or any rule, results in immediate disqualification or dismissal. Organizers have final authority on matters not covered by these rules.

MalDec

Type	Coordinator	Email	Contact
Team (2-3 Members)	Gul-e-Ramsha	i257612@isb.nu.edu.pk	0331-5747168
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500 / 2,000	PKR 30,000	PKR 20,000	PKR 10,000

Description:

MalDec is a hands-on malware analysis competition designed to test participants' skills in static, dynamic, and memory analysis. Teams will analyze real-world inspired malware samples inside a controlled Flare VM environment and uncover hidden behaviours, persistence mechanisms, payload delivery logic, and attacker techniques. This event challenges participants to think like security analysts within a fast-paced, high-pressure environment.

Rules:

- No personal devices allowed.
- Limited internet access for 15 minutes only.
- No inter-team collaboration permitted.
- Participants must work only in the provided environment.
- The organizers' decision will be final.

NaSCon'26

RevChamp

Type

Team (2-3 Members)

Coordinator

M. Hamza

Email

i257713@isb.nu.edu.pk

Contact

0315-5905474

Registration Fee

PKR 1,500(fastian) /
2,000

Prize Pool

PKR 30,000

Winner Prize

PKR 20,000

Runner

Up

PKR 10,000

Description:

Reverse engineering competition where teams analyze protected binaries using tools like Ghidra and IDA Pro. Participants bypass anti-debugging mechanisms, crack logic checks, and patch executables to unlock hidden functionality.

Rules:

- No personal devices allowed.
- Limited internet access for 15 minutes only.
- No inter-team collaboration permitted.
- Participants must work only in the provided environment.
- The organizers' decision will be final.

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SE EVENTS



Web Dev Hackathon

Type	Coordinator	Email	Contact
Team (3–4 Members)	Talha Sami	i243118@isb.nu.edu.pk	03139549737
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 3,500	PKR 80,000	PKR 50,000	PKR 30,000

Description:

An intensive 7-hour hackathon designed to simulate real-world scenarios, where teams design, develop, and deploy web-based solutions to practical problems. Challenges may be internally generated, such as eco-friendly resource management systems, interactive educational platforms, or tools to streamline small-business operations, or proposed by a partnering company relevant to their industry, like e-commerce prototypes or data-visualization tools. Teams are free to choose any technology stack, and the event encourages diversity in web development skills. After building their solution, teams deploy their product and present a live demo, where judges evaluate the accuracy and effectiveness of their work to crown the winner.

Rules:

- AI tools (ChatGPT, Claude, DeepSeek, etc.) are allowed.
- Teams must create a repository and grant admin access to organizers; no commits after the deadline.
- Product must be deployed before the demo; only deployed products are valid.
- Any technology stack is permitted.
- Personal laptops recommended; organizers aren't responsible for lost progress on university PCs.
- Solutions are presented in a live demo and scored by judges; highest score wins, second is runner-up.

SE Quiz

Type	Coordinator	Email	Contact
Team (2–3 Members)	Muhammad Rayyan	i243000@isb.nu.edu.pk	03291885573
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 30,000	PKR 20,000	PKR 10,000

Description:

A thrilling three-round software engineering quiz for teams of 2-3 that tests both conceptual depth and applied thinking. The Elimination Test is an MCQ-based preliminary round covering core software engineering and computer science concepts, including OS, OOP, DSA, databases, AI, web, and DevOps, focusing on conceptual clarity. The Technical & Conceptual Round blends core theory with scenario-based problem solving to evaluate analytical thinking, teamwork, and real-world application. The Grand Finale is a multi-level showdown of multimedia questions, rapid-fire challenges, and a specialized topic round, testing quick thinking, depth of knowledge, and the ability to perform under pressure.

Rules:

- Teams of 2-3 members; registration is Rs. 1,500 per team.
- Each round has a strict time limit.
- Fair play and integrity are required; unfair means lead to disqualification.
- Subjects include core SE, OS, Networks, OOP, DSA, Databases, AI, Web, and DevOps.
- Advancing rounds depends on scoring criteria for each stage.
- Judges' decisions are final and binding.

NaSCon'26

UI/UX

Type Solo/Team (1-3)	Coordinator Ashar Ahmed	Email i243072@isb.nu.edu.pk	Contact 0309-9688833
Registration Fee PKR 2,500	Prize Pool PKR 80,000	Winner Prize PKR 50,000	Runner Up PKR 30,000

Description:

Participants will receive a scenario along with the theme, which can be application or website based. The objective is to design the application/website's interface and user experience, focusing on navigation, aesthetic appeal, user engagement, and accessibility.

Rules:

- Phones on silent; only a PC or laptop may be used.
- Figma must be open and systems functional before the start.
- Query time is the first 15 minutes only; no extra time granted.
- Plagiarism (from teams or online) leads to disqualification.
- Three-hour design phase (submission included) plus one hour for demos and results.
- Submissions and any supporting research go to Google Classroom.
- Generative AI tools/plugins are strictly prohibited.
- Results are final; no appeals.

NaSCon'26

Bug Buster

Type	Coordinator	Email	Contact
Solo or Team (1-3)	Usman Azhar	i243105@isb.nu.edu.pk	0370-1963944
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 30,000	PKR 20,000	PKR 10,000

Description:

Bug Busters is more than a competition, it's a chance to sharpen your debugging skills and master the fundamentals of Introduction to Computing (ITC) and Programming Fundamentals (PF). In Round 1, participants tackle 50-60 C/C++ multiple-choice questions that assess foundational knowledge, logical reasoning, and the ability to spot syntax and logical errors. In Round 2, the Debugging Challenge, participants are given complex code riddled with errors and must analyze, debug, and modify it to run correctly and efficiently. Whether you're a beginner or a debugging pro, get ready for a fast-paced, rewarding experience where the hunt for bugs begins.

Rules:

- 1.Participants are not allowed to use debugging tools or other assisting devices during the competition. Doing so will result in disqualification.
- 2.Each team must consist of 1-3 participants.
- 3.Participants may only communicate with the management team in case of any queries.
- 4.The use of mobile phones is not allowed during the competition.
- 5.The use of the Internet and generative AI is not allowed during the competition. If done, will lead to disqualification.
- 6.Participants are not allowed to leave the venue during the competition.

GAMING EVENTS



FIFA

Type	Coordinator	Email	Contact
Solo	Muhammad Ali	i243158@isb.nu.edu.pk	0348-8443670
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 50,000	PKR 30,000	PKR 20,000

Description:

Get ready for intense football action in the 1v1 FC 26 Tournament, where every goal, pass, and decision counts. Players go head-to-head in a double-knockout bracket, bringing their sharpest tactics and formations to outplay their opponents and claim the championship. Set on Legendary difficulty with competitive settings, this is a true test of skill, strategy, and nerve under pressure.

Rules:

- Game: FC 26; Double Knockout format. Camera: Tele Broadcast or Mutual; speed Default; half length 4 mins; difficulty Legendary.
- Any club or international team except Classic XI or World XI; no legacy defending; no custom formations.
- Competitive switch on; competitive controller preset; injuries and handball off.
- Report 15 mins before your match; walkover if absent after 5 mins.
- Disruptions (e.g. power cut) mean a restart, decided by organizers; misconduct or swearing results in direct disqualification.
- Hosts may edit rules before the event starts.

NaSCon'26

Valorant

Type

Team (5-6)

Coordinator

Hamna Daud

Email

i240039@isb.nu.edu.pk

Contact

0310-3350819

Registration Fee

PKR 5,000

Prize Pool

PKR 60,000

Winner Prize

PKR 40,000

Runner Up

PKR 20,000

Description:

Valorant is the ultimate battleground for tactical FPS visionaries! Valorant is a fast-paced 5v5 character-based shooter where participants choose from a diverse roster of Agents to attack, defend, and outsmart their opponents. This event aims to bring together gamers, strategists, and competitors to collaborate, innovate, and showcase their tactical and mechanical abilities across 13 intense rounds.

Rules:

- Participants are allowed to bring their own peripherals, including:
 - Keyboard
 - Mouse
 - Mousepad
 - Headphones
 - Microphone
- However, gaming laptops, external monitors, or additional hardware that can be of unfair advantage on other participants are strictly prohibited.
- Each team consists of five (5) players, competing in standard 5v5 matches, with a win by a margin of 2 in overtime.
- The tournament follows a single-elimination knockout structure.
- Progression to Final Rounds
 - Semi-finals: Best-of-3 (Bo3)
 - Finals: Best-of-5 (Bo5)
- Teams must be present when called. A 10-minute grace period is allowed. Failure to show up results in an automatic forfeit.
- All disputes will be resolved by tournament organizers. Their decision is final.

TEKKEN

Type	Coordinator	Email	Contact
Solo	Shahzad Ahmad	i243090@isb.nu.edu.pk	0323-1537438
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 100,000	PKR 40,000	PKR 60,000 (split top 4)

Description:

Enter the NaSCon Tekken Championship, where legends clash in intense head-to-head combat. Players compete in a double-elimination bracket featuring both upper and lower brackets, so one loss won't end your run. Pool matches are played First to 2 (Best of 3), while the Grand Finals raise the stakes to First to 3 (Best of 5), using standard settings of 3 rounds, a 60-second timer, and random stage selection. Master your combos, read your opponent, and fight your way through the bracket, as the top 8 players share the prize pool.

Rules:

- Bring your own controller/arcade-stick/hitbox/mixbox; keyboards not allowed. Gaming laptops, extra monitors, or unfair hardware not allowed.
- Pool: FT2 (Bo3); Grand Finals: FT3 (Bo5); double-elimination format.
- Winner keeps character; loser may change character/stage (random only).
- Disconnects: TO decides rematch or loss. Accidental pause: opponent chooses round win or resume; intentional pause may forfeit.
- 3-5 min grace when called; no-show is disqualified.
- Organizers' decisions on disputes are final.

NaSCon'26

NASCON CS EVENTS



App Development

Type	Coordinator	Email	Contact
Team (1–3 Members)	Muhammad Ahsan	i230553@isb.nu.edu.pk	0310–8155143
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,500	PKR 50,000	PKR 35,000	PKR 15,000

Description:

NaSCon's App Dev Competition is the ultimate battleground for the tech visionaries of the digital age. This two-day event has participants design, develop, and present a fully functional app according to the given theme, bringing together programmers, designers, and artists to collaborate, innovate, and showcase their technical and creative abilities.

Rules:

- Teams of 1 to 3 participants; participation is required in key sessions and the final presentation.
- All teams must bring their own laptops or computers with preferred development frameworks installed and configured beforehand.
- Allowed frameworks: Flutter, React Native, Native Android (Java/Kotlin), or Native iOS (Swift/Objective-C).
- Online resources, documentation, and AI tools (e.g. ChatGPT) may be used for guidance; all code must be written or significantly modified during the event, and copied submissions may lead to disqualification.
- Development time is 8 hours; submission requires a working demo, GitHub PR(s), and updated documentation.
- Final pitch is a 5-minute presentation plus 3-minute Q&A; judging covers functionality, design decisions, and technical implementation.

Speed Programming

Type Team (1–3 Members)	Coordinator Abdullah Aamir	Email i240574@isb.nu.edu.pk	Contact 0324–5758450
Registration Fee PKR 2,000	Prize Pool PKR 150,000	Winner PKR 100,000	Runner Up PKR 50,000

Description:

The premier computer science competition at NASCON Islamabad challenges IT students to demonstrate their algorithmic prowess under standard ICPC rules. Success relies on speed, precision, and problem volume under strict time constraints. Form your team, tackle the logic, and claim victory.

Rules:

- Teams consist of up to 3 members sharing 1 computer.
- Only paper or printed notes allowed; no internet search or personal devices.
- The team that solves the most problems wins; ties are broken by total time score, where lower total time is better.
- Points are awarded only when a submission receives an Accepted result.
- Solutions must be optimized, as exceeding the time limit when running them results in rejection.
- The leaderboard freezes during the final hour to keep the final standings secret until results are announced.

NASCON'26

Code Jail

Type	Coordinator	Email	Contact
Solo	M. Zulqarnain	i240729@isb.nu.edu.pk	0305-5593583
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,000	PKR 40,000	PKR 30,000	PKR 10,000

Description:

Enter Code Jail, where pressure fuels performance and every second counts. Built as an intense, high-energy coding arena, Code Jail challenges participants to think fast, code smarter, and outlast the competition inside a specially designed cage. Each round brings ten participants facing the same time-bound challenges, from competitive programming problems to logical reasoning tasks and mind-bending puzzles. On-the-spot registrations are available, so anyone ready to prove their skills can step into the cage.

Rules:

- Registration is required before participating; participants must report to the arena before their assigned round begins.
- Mobile phones, laptops, smartwatches, and any unauthorized electronic devices are not allowed inside the cage; participants have 15 minutes to complete the assigned challenges.
- All participants receive the same set of challenges at the start of the round.
- Cheating, plagiarism, or any form of unfair assistance results in immediate disqualification.
- Participants must follow the instructions of judges and event volunteers at all times; disruptive behavior may result in removal from the competition.
- The judges' decisions on scoring, results, and disqualifications are final and binding; participants must respect the competition environment and handle equipment with care.

Speed Typing

Type	Coordinator	Email	Contact
Solo	Ali Ather	i240661@isb.nu.edu.pk	0301-8549945
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,000	PKR 30,000	PKR 20,000	PKR 10,000

Description:

Every second counts, every keystroke matters. Speed Typing is where the fastest fingers in Pakistan come to claim their throne, battling through multiple rounds of elimination that narrow down to only the best of the best. It's not just about typing fast, it's about typing fast and getting it right under pressure, from the opening round to a nail-biting grand finale.

Rules:

- The competition consists of multiple elimination rounds, culminating in a grand finale; participants type randomized text which may include sentences, quotes, or other surprises.
- Each round has a set time limit announced on the day of the event; a fixed number of top participants based on WPM and accuracy advance from each round at the organizers' discretion.
- The score factors in both speed and accuracy; accuracy below 85% results in a WPM penalty. The test starts as soon as you begin typing and ends when the set time is reached.
- Spell check, autocorrect, and all other typing aids are strictly prohibited; use of mobile phones or any external assistance results in immediate disqualification.
- Participants must use the system provided; no personal keyboards or external devices are allowed. Ties are resolved with an additional tiebreaker round.
- The decision of the event organizers is final in all matters.

Code Craft

Type	Coordinator	Email	Contact no
Team(2-3 members)	Abdullah Amir	i240793@isb.nu.edu.pk	0311-5866996
Registration Fee	Prize Pool	Winner	Runner Up
2500	45,000	30,000	15,000

Description:

Nascon Got Latent is an interactive comedy and entertainment competition where participants showcase their talent through stand-up comedy, mimicry, impressions, storytelling, or other entertaining performances. What makes this event unique is its judging format: after each performance, a panel of judges engages in a light-hearted roast and humorous interaction with the participant, creating an engaging and entertaining experience for both the contestant and the audience.

Rules:

- The competition is open to solo participants only; each performance must be 5-10 minutes long. Exceeding the time limit may result in penalties or disqualification.
- Participants may perform stand-up comedy, mimicry, impressions, storytelling, or any original entertainment act approved by the organizers.
- All performances must be suitable for a university audience; offensive, abusive, discriminatory, political, religious, or explicit content is strictly prohibited.
- After each performance, judges will engage in a light-hearted roast and interaction; participants are expected to maintain respect and good sportsmanship.
- Participants must report 30 minutes before the event; late arrivals may forfeit their performance slot. Props are allowed only if safe and approved by the organizing committee.
- The decisions of the judges and organizing committee shall be final; the committee reserves the right to stop or disqualify any performance that violates the event rules.

Neuron Nexus

Type	Coordinator	Email	Contact
Team (3 Members)	Noor-ul-Huda	i232099@isb.nu.edu.pk	0316-6578926
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,500	PKR 45,000	PKR 30,000	PKR 15,000

Description:

Neuron Nexus is an outdoor competitive coding event where logic, teamwork, and speed are put to the ultimate test. Forget compilers, every problem must be a dry run, challenging teams to rely on reasoning, accuracy, and collaboration under pressure. Teams of three compete through multiple elimination rounds of increasing difficulty and stage-specific participation. After clearing all stages, one member races to capture the flag; the first team to raise it advances to the next round.

Rules:

- Each team must consist of exactly 3 members; the competition is open to all male and female participants. Teams compete in groups of 3-4 per session.
- Only 1 member is allowed in Stage 1 (no assistance permitted); only 2 members are allowed in Stage 2; all 3 members may participate in Stage 3. Problem difficulty increases at every stage.
- No electronic devices or external assistance allowed; inter-team communication is strictly prohibited.
- Solutions must be approved by the event management team before flag capture; the first team to capture the flag after approval wins the round.
- Evaluation is based on accuracy, speed, teamwork, and problem-solving ability; any misconduct results in immediate disqualification.
- The decision of the judges and invigilators is final.

Vibe Coding Game Development

Type	Coordinator	Email	Contact
Team (2-4 Members)	Mahad Ahmed Khan	i240734@isb.nu.edu.pk	0334-6661305
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,000	PKR 80,000	PKR 50,000	PKR 30,000

Description:

The VibeCoding GameDev Competition is a three-day event where participants design, develop, and present a fully functional game according to the given theme, bringing together programmers, designers, and artists to collaborate, innovate, and showcase their technical and creative abilities. Teams are provided a theme on Day 1 and have two days to develop their game using Unity, then present before a panel of judges who assess originality, technical execution, and overall gameplay.

Rules:

- The theme will be provided at the start of the competition; games must be developed using Unity 6.
- Use of pre-made online assets and AI-generated code and assets is permitted.
- All source code must be submitted on Google Classroom before the deadline; games found copied or already available online will lead to immediate disqualification.
- Games will be judged on: Originality & Creativity, Technical Implementation, Art & Design, Playability & Fun Factor, and Conformity to Theme.

NaSCon'26

Agentika 2.0

Type	Coordinator	Email	Contact
Team (2 Members)	Muhammad Abdullah	i240760@isb.nu.edu.pk	0334-5126800
Registration Fee	Prize Pool	Winner	Runner Up
1,500	80,000	50,000	30,000

Description:

The Workflow Automation Hackathon is a two-day event where participants build automation workflows using AI agents and automation tools. The event begins with a short workshop introducing MCPs and agent-based workflows. After the workshop, teams pitch their ideas and explain the workflow they want to build; once approved, teams begin developing their automation pipeline. At the end of the event, teams present a short demo of their project.

Rules:

- Teams must consist of exactly 2 members; the project must be an AI-powered workflow or automation solution.
- AI tools, APIs, MCPs, documentation, and online resources are allowed; participants may use their personal laptops or university-provided PCs.
- The core workflow must be developed during the hackathon; copied or previously developed projects will result in disqualification.
- Teams must submit their project before the announced deadline and present a working demo.
- Judges will evaluate innovation, technical implementation, AI/automation usage, practical impact, and presentation.
- The decision of the judges and organizers is final and binding.

Open Buildathon

Type	Coordinator	Email	Contact
Team (2 Members)	Zara Tahir	i230802@isb.nu.edu.pk	0308-5985039
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,500	PKR 80,000	PKR 50,000	PKR 30,000

Description:

Open Buildathon takes you beyond building a project, into building something that can actually live beyond the event. In this 3-day open source development sprint, teams explore a selected Grayhat open source product, identify opportunities for meaningful improvement, pitch their ideas, and turn approved concepts into working contributions with expert mentorship. Participants move through the complete development cycle, from understanding an existing codebase and shaping a viable idea to building, documenting, and submitting their work as a GitHub pull request.

Rules:

- Teams of 2 participants; bring your own laptop. Participation is required in key sessions and the final presentation.
- Submit a 1-page proposal and deliver a 3-minute pitch; only approved ideas proceed to development.
- Follow the selected project's GitHub contribution guidelines.
- Submission requires a working demo, GitHub PR(s), and updated documentation.
- Final pitch is a 5-minute presentation plus 3-minute Q&A.
- Judging covers innovation, technical execution, impact, mentorship, and community value.

NaSCon'26

C++ FaceOff

Type	Coordinator	Email	Contact
Team (2–3 Members)	Haider Ramzan	i240647@isb.nu.edu.pk	0319–2275866
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,500	PKR 45,000	PKR 30,000	PKR 15,000

Description:

The C++ FaceOff is an intensive programming competition designed to test language mechanics, memory management, and algorithmic problem-solving under tight time constraints. The tournament unfolds across two rounds: Round 1 is a 30-minute elimination blitz with 40 MCQs covering the STL, Programming Fundamentals, OOP, and DSA; only the top 3 teams advance to Round 2, a 30-minute final coding challenge judged for correctness and efficiency.

Rules:

- The use of AI tools (ChatGPT, GitHub Copilot, etc.), mobile phones, smartwatches, or external internet access is strictly prohibited; any violation results in immediate team disqualification.
- Teams must work independently; unsportsmanlike conduct or interference with other teams will not be tolerated.
- The decisions made by the event judges and coordinators are final and binding.

NaSCon'26

Speed UML

Type	Coordinator	Email	Contact
Team of 3 Members	Ibtasaam Amjad	i240774@isb.nu.edu.pk	0316-5252328
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,000	PKR 42,000	PKR 30,000	PKR 12,000

Description:
Speed UML is similar to speed programming, but teams are instead provided with a detailed case study, and with 1 hour on the clock all 3 team members must discuss and dissect it to identify objects, attributes, procedures, and the relations between them. The goal is not only identification but the construction of an efficient, feasible system in terms of complexity and implementation. Teams are evaluated by judges on the accuracy of the design pattern applied and how error-free that pattern is.

- Rules:**
- The use of AI tools (ChatGPT, GitHub Copilot, etc.), mobile phones, smartwatches, or external internet access is strictly prohibited; any violation results in immediate team disqualification.
 - Teams must work independently; unsportsmanlike conduct or interference with other teams will not be tolerated.
 - The decisions made by the event judges and coordinators are final and binding.
 - Participants have a total of 60 minutes to brainstorm.

NaSCon'26

EE/CE EVENTS



Robo Wars

Type	Coordinator	Email	Contact
Team (2–5 Members)	Arhum Jalal	i222241@isb.nu.edu.pk	0333–3675949
Registration Fee	Prize Pool	Winner	Runner Up
PKR 8,000	PKR 150,000	PKR 90,000	PKR 60,000

Description:

Design and build a combat robot to compete in thrilling one-on-one battles inside a protected 16 ft x 16 ft enclosed arena. The competition tests innovation, engineering, strategy, and teamwork.

Rules:

- Maximum 5 members per team; mixed-institute teams register under the institute with the majority of members.
- Robot size max 3x3x3 ft, weight max 70 kg, battery-powered only ($\leq 48V$ DC), with a visible power indicator and emergency power cut-off; no expanding mechanisms during the match.
- Electronic circuits must be designed by the team; Arduino and similar microcontrollers are allowed. Mechanical weapons (spinners, wedges, flippers, hammers, lifters) are allowed; flames, explosives, firearms, corrosives, liquids, gas-powered weapons, radio jammers, Tesla coils, and heat guns are prohibited.
- Knockout format; matches last 3-5 minutes; robots must be wirelessly controlled; no touching the robot once the match begins; teams get 1 minute for setup.
- Maximum 2 timeouts per match: 1st is 3 minutes (no penalty), 2nd is 2 minutes (2-point penalty); failing to repair within the timeout results in elimination.
- Damaging the arena or using prohibited weapons leads to disqualification; equipment sharing is not allowed; judges may stop unsafe robots at any time. If no robot wins by knockout, judges decide the winner based on damage, control, and overall performance.

Soldering Master

Type Team	Coordinator Taha Malik	Email i246551@isb.nu.edu.pk	Contact 0310-5436750
Registration Fee PKR 1,500	Prize Pool PKR 30,000	Winner PKR 18,000	Runner Up PKR 12,000

Description:

Soldering Master is designed to test participants' precision, creativity, and technical skills as they tackle intricate circuit designs, held at the Electronics and Circuit Lab, 1:00 PM to 4:30 PM on Day 2. Participants engage in the meticulous art of soldering, joining electronic components to create functional circuits, requiring steady hands, keen attention to detail, and a thorough understanding of electronic principles.

Rules:

- Handle equipment safely with no reckless behavior; ensure proper ventilation and safety at all times. Components may be checked before the round starts, and faults must be reported before the round begins, no complaints after.
- Only provided equipment is allowed; no personal tools, wires, or aids. There is a strict time limit per round to complete the circuit, which may be tested during this time using the provided power source.
- Prohibited: outside tools/help, unsafe handling, incomplete/incorrect circuits, or tampering with others' work. No re-attempts are allowed after time is up.
- Ties are broken in order by: soldering quality, component placement, then a sudden-death soldering challenge. Judges' decisions are final.

Jail Break

Type	Coordinator	Email	Contact
Teams (2 Members)	Muhammad Saad Khan	i246550@isb.nu.edu.pk	0345-6262056
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,500	PKR 30,000	PKR 18,000	PKR 12,000

Description:

Jail Break is a multi-stage escape challenge held at the Digital Lab (CS), D Block, 2:00 PM to 6:00 PM on Day 1. Teams crack Pictionary puzzles, decode Digital Logic Design circuits, and race through a coding gauntlet across five stages: Pictionary, Guess the Puzzle, DLD Circuit, Dry Run, and the final Escape Room. Can your team think fast enough to escape?

Rules:

- Team size is 2 members. Stage 1, Pictionary: 3 words, 2 minutes per word, no communication allowed. Stage 2, Guess the Puzzle: 2 minutes, using a hint adds 5 seconds.
- Stage 3, DLD Circuit: build and record output within 15 minutes, scored on truth table (5), neatness (5), and gate diagram (5). Stage 4, Dry Run: a 5-minute coding challenge, correct output earns 5 points.
- Stage 5, Escape Room: uses the DLD and Dry Run outputs, with the highest score winning and time as the tie-breaker. Incomplete tasks proceed with 0 points.
- Only provided materials are allowed, no external help; misconduct or safety violations lead to disqualification. Judges' decisions are final.

Robo Race (Controller Based)

Type	Coordinator	Email	Contact
Teams	Abdul Ahad Minhas	i246531@isb.nu.edu.pk	0333-3675949
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,500	PKR 30,000	PKR 20,000	PKR 15,000

Description:

RoboRace is a competition between line-following robots, held at the EE Lobby (Ground Floor), 10:00 AM to 2:00 PM on Day 2. Two categories are offered: Lego-based (for school and college students) and Logic/Controller-based (for both colleges and universities). A robot that completes the track in minimum time with all checkpoints is declared the winner.

Rules:

- The robot dimensions must not exceed 30x30x30 cm; there is no weight limit. The track is printed on pan flex with a black background and white lining of 3cm width.
- There will be one time-and-checkpoint-based round, independent for both Lego and Arduino-based robots; each robot attempts to complete the track in minimum time.
- After a timed run has started, touching the robot leads to disqualification. Each team gets 5 minutes before their round for sensor calibration, and a maximum of three tries after launching their robot.
- If a robot completes the track but the team wants to try again, the last round is considered for results; if the robot leaves the track or doesn't finish each time, the best of three is considered.
- Robots earn points for completing checkpoints, assessed via a proper rubric; the winner is decided by comparing both time taken and points received.
- Misbehaving with any participant or team member will not be tolerated and may lead to disqualification; only genuine queries will be entertained. Every participant should follow university rules. The verdict of the judges will be final.

Robo Race (LEGO Based)

Type	Coordinator	Email	Contact
Teams	Abdul Ahad Minhas	i246531@isb.nu.edu.pk	0333-3675949
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,500	PKR 30,000	PKR 20,000	PKR 15,000

Description:

RoboRace is a competition between line-following robots, held at the EE Lobby (Ground Floor), 10:00 AM to 2:00 PM on Day 2. Two categories are offered: Lego-based (for school and college students) and Logic/Controller-based (for both colleges and universities). A robot that completes the track in minimum time with all checkpoints is declared the winner.

Rules:

- The robot dimensions must not exceed 30x30x30 cm; there is no weight limit. The track is printed on pan flex with a black background and white lining of 3cm width.
- There will be one time-and-checkpoint-based round, independent for both Lego and Arduino-based robots; each robot attempts to complete the track in minimum time.
- After a timed run has started, touching the robot leads to disqualification. Each team gets 5 minutes before their round for sensor calibration, and a maximum of three tries after launching their robot.
- If a robot completes the track but the team wants to try again, the last round is considered for results; if the robot leaves the track or doesn't finish each time, the best of three is considered.
- Robots earn points for completing checkpoints, assessed via a proper rubric; the winner is decided by comparing both time taken and points received.
- Misbehaving with any participant or team member will not be tolerated and may lead to disqualification; only genuine queries will be entertained. Every participant should follow university rules. The verdict of the judges will be final.

Engineering Gameshow

Type	Coordinator	Email	Contact
Team Competition	M Shaheer Afzal	i246131@isb.nu.edu.pk	0330-6959970
Registration Fee	Prize Pool	Winner	Runner Up
N/A	PKR 30,000	PKR 20,000	PKR 10,000

Description:

It's a high-energy, mind-bending battle where the sharpest minds take on thrilling quizzes, high-stakes problem-solving, and technical challenges. With surprise challenges that push your limits, this intense three-hour showdown (11:00 AM - 3:00 PM, Day 3, Digital Lab CS - D Block) is designed to test your engineering knowledge, critical thinking, and teamwork.

Rules:

- Team entries only; each team must consist of 3-4 members. Maximum 12 teams accepted on a first-come, first-served basis; team members cannot be changed after registration.
- Quizmasters' and judges' decisions are final and cannot be appealed; complete every activity within the allotted time.
- Follow instructions from judges and organizers; arguments with officials are prohibited. Cheating or using outside assistance is strictly prohibited, and audience members/supporters may not provide hints.
- Misleading organizers or using unfair means results in disqualification; disruptive or abusive behavior toward participants or organizers may lead to removal.
- Treat all participants with respect and maintain a positive environment; speak only when instructed during the quiz.
- Organizers reserve the right to modify the event structure or timings until the last day of the event. Tie-breakers will be conducted if required for first or second place.

Circuit Designing

Type Teams	Coordinator Fatima	Email i246040@isb.nu.edu.pk	Contact 0324-0125066
Registration Fee PKR 1,500	Prize Pool PKR 30,000	Winner PKR 18,000	Runner Up PKR 12,000

Description:

Embark on an electrifying journey with the Circuit Design Challenge, where creativity meets technical expertise, held at the Digital Lab (EE) & Embedded Lab, 3:00 PM to 7:00 PM on Day 1. This competition invites participants to craft and execute innovative circuit solutions tailored to real-world scenarios, evaluated on their ability to analyze, design, and troubleshoot circuits, blending theoretical knowledge with hands-on skills through both problem-solving tasks and practical implementation.

Rules:

- Teams cannot bring their own electrical components or tools; the kit will be provided. The event starts and stops with clear signals; failure to comply results in disqualification.
- Participants will face penalties for safety violations, unauthorized breaks, or rule breaches such as using prohibited components; no technical assistance from external sources, only provided materials can be referenced.
- Teams can seek clarifications from organizers, but judges' decisions are final; judges can disqualify teams for unsportsmanlike conduct, safety violations, or compromising integrity.
- Teams must adhere to emergency procedures and follow instructions from event staff; replacement of any team participant is not allowed after registration.

3D CAD Challenge

Type Individual	Coordinator Iqra Inayat	Email i246515@isb.nu.edu.pk	Contact 0323-3932410
Registration Fee PKR 1,000	Prize Pool PKR 22,000	Winner PKR 14,000	Runner Up PKR 8,000

Description:

Put your engineering precision, visualization, and CAD modeling skills to the test, held at Khyber Lab 1, 2 & 3, 10:00 AM to 3:00 PM on Day 1. Participants are provided with the same physical rigid-body object and must accurately recreate it as a 3D CAD model using only manual measurements, emphasizing accuracy, attention to detail, and efficient modeling under time constraints, just like real-world reverse engineering and product design tasks.

Rules:

- Individual competition; no external help is allowed during the modeling phase. All participants receive identical rigid-body objects and measurement tools (scale, thread only).
- No photos or digital scans of the object are allowed, only manual measurements; work must be completed within the allocated time limit.
- Final submission must be in standard CAD format (.DWG for AutoCAD); internet access will be disabled to prevent external reference or cheating.
- Participants may bring their own notes or reference materials, but no pre-made templates of the object.

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Sumo War

Type Team (4–5)	Coordinator Arham Jalal	Email i222241@isb.nu.edu.pk	Contact 0333–3675949
Registration Fee PKR 1,500	Prize Pool PKR 40,000	Winner PKR 25,000	Runner Up PKR 15,000

Description:

Sumo War is a robotics combat competition where teams design and build powerful, durable robots to outmaneuver and push opponents out of a circular arena. With an 8 kg weight limit, the event challenges participants to combine mechanical design, sensors, electronics, programming, traction, and strategic control. It is a test of engineering precision, tactical thinking, and piloting skills, where only the most stable and strategically driven robots emerge victorious.

Rules:

- **Team & Eligibility:** Teams must have 3–4 members with a dedicated operator. Each participant may join only one team. The competition is open to all academic levels.
- **Robot Requirements:** Robots must not exceed 12" × 12" and 8 kg, use a microcontroller, and operate at 24V or below. Remote-controlled or autonomous movement is allowed, with no intentional damage to the arena or opponent.
- **Match Rules:** Matches are best of 3 rounds, with each round lasting up to 2 minutes. A robot wins by pushing its opponent out of the ring or, if time expires, by being closer to the center.
- **Conduct & Safety:** Robots may not be touched during active competition. Operators must remain in their designated zones and follow all safety instructions. Unsafe operation, misconduct, or unsportsmanlike behavior may result in disqualification. Judges' and organizers' decisions are final.

PCB Designing

Type	Coordinator	Email	Contact
Individual/Teams	Shujaan Ali Bukhari	i246135@isb.nu.edu.pk	0333-3675949
Registration Fee	Prize Pool	Winner	Runner Up
PKR 1,500	PKR 22,000	PKR 14,000	PKR 8,000

Description:

The PCB Masters Championship, powered by KiCad, is a software-based technical competition held at Kohsar Lab, 10:00 AM to 2:00 PM on Day 3. Participants demonstrate their proficiency in Printed Circuit Board (PCB) design using KiCad, designing a complete PCB layout from a provided schematic while applying industry-standard principles. Judging covers component placement, routing optimization, design rule compliance (DRC), board organization, and overall layout quality; PCB fabrication and hardware implementation are not included.

Rules:

- Open to individual participants only; all PCB designs must be created exclusively using KiCad, using only the schematic and design specifications provided by the organizers.
- All work must be completed within the allocated competition time; submitted designs must comply with the specified Design Rules and pass the Design Rule Check (DRC), meeting industry standard.
- The submitted PCB design must be the participant's original work, created solely during the competition. Any plagiarism, unauthorized collaboration, or use of pre-designed PCB layouts results in disqualification.

NaSCon'26

TECH FORUM



Agentic Shift

Type	Coordinator	Email	Contact
Audience	Rameen Fatima	i240782@isb.nu.edu.pk	0333-5700368
Registration Fee	Prize Pool	Winner Prize	Runner Up
Free	N/A	N/A	N/A

Description:

The Agentic Shift is NaSCon'26's flagship forum on autonomous AI, bringing together practitioners from software engineering, cybersecurity, operations, and risk management to examine how AI agents are reshaping their industries. Rather than surveying the hype, each talk opens on a specific challenge, from code review bottlenecks to evolving security threats to shifting entry-level career paths, and shows how experienced professionals are solving it in practice. The forum closes with a panel exploring how technical education should evolve as AI takes on more of the coding itself, giving attendees a grounded, current view of where the technology is headed and what it means for them. Additionally, the top ideas selected from Tech Expo by industry evaluators will be showcased on stage, receiving a short presentation slot during The Bridge.

Rules:

- Open to all NaSCon attendees.
- Seating will be allocated on a first-come, first-served basis.
- Attendees must maintain professional conduct throughout the session.

NaSCon'26

SOCIAL EVENTS



NASCON Got Latent

Type Individual	Coordinator Amna Arshad	Email i235571@isb.nu.edu.pk	Contact 0322-1707357
Registration Fee PKR 2,000	Prize Pool PKR 30,000	Winner Prize PKR 20,000	Runner Up PKR 10,000

Description:

Nascon Got Latent is an interactive comedy and entertainment competition where participants showcase their talent through stand-up comedy, mimicry, impressions, storytelling, or any other entertaining performances. What makes this event unique is its judging format: after each performance, a panel of judges engages in a light-hearted roast and humorous interaction with the participant, creating an engaging and entertaining experience for both the contestant and the audience.

Rules:

- The competition is open to solo participants only; each performance must be 1:30 minutes long.
- The participant will win only if the judges' average score matches the participant's average score.
- The first person to match the average will be the winner, and the second person to match the average will be the runner up.
- All performances must be suitable for a university audience; offensive, abusive, discriminatory, political, religious, or explicit content is strictly prohibited.
- After each performance, judges will engage in a light-hearted roast and interaction; participants are expected to maintain respect and good sportsmanship.
- Participants must report 30 minutes before the event; late arrivals may forfeit their performance slot.
- The decisions of the judges and organizing committee shall be final; the committee reserves the right to stop or disqualify any performance that violates the event rules.

NASCON Got Talent

Type	Coordinator	Email	Contact
Individual/Team	Fatima Zulqarnain	i255043@isb.nu.edu.pk	0333-5815713
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 30,000	PKR 20,000	PKR 10,000

Description:

NASCON Got Talent is an open talent competition where participants showcase their unique abilities through singing, dancing, acting, spoken word, instrumental performances, beatboxing, magic, cultural performances, and other creative acts. The event celebrates artistic expression and provides a platform for emerging talent from universities across Pakistan.

Rules:

- Solo or team participation (maximum 6 members); performance duration is 5-15 minutes.
- Performances must be family-friendly and appropriate; participants may use approved props, instruments, and background music.
- Judging is based on creativity, technical skill, presentation, confidence, and audience engagement.
- The judges' decision will be final.

NasCon'26

Battle of the Bands

Type Team (3-8)	Coordinator Minahil Qadar	Email i244096@isb.nu.edu.pk	Contact 0334-6338181
Registration Fee PKR 6,000	Prize Pool PKR 40,000	Winner Prize PKR 25,000	Runner Up PKR 15,000

Description:

Band competition featuring rock, pop, indie, fusion, and acoustic performances. The event aims to provide talented student musicians with a platform to showcase their creativity, stage presence, and musical skills in front of a live audience and industry judges. It also promotes healthy competition and appreciation for live music while creating an exciting entertainment experience for NASCON attendees.

Rules:

- Maximum 10 minutes performance; bands must consist of 3-10 members.
- Original or cover songs are allowed; songs containing offensive, discriminatory, or explicit content are prohibited.
- Participants are responsible for bringing personal instruments unless otherwise specified; only registered band members are allowed on stage during the performance.
- Judges' decisions will be final and cannot be challenged.
- Professional conduct is expected from all participants throughout the event.

NasCon'26

Mafia Night

Type	Coordinator	Email	Contact
Solo	Hafsah Yasir	i242069@isb.nu.edu.pk	0328-5313097
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 250	N/A	Trophy & Certificate	Trophy & Certificate

Description:

Mafia Night will take place on the third day of NASCON. This event is a live-action, strategy-based social game designed to create suspense, excitement, and interaction. Participants are assigned roles as either a hidden Killer or Civilians, engaging in a cycle of elimination, discussion, and voting. The event combines strategy, deception, teamwork, and psychological gameplay, making it one of the most socially engaging experiences.

Rules:

- No physical contact or running is allowed at any point during the event; all participants must always follow the Game Master's instructions.
- Do not reveal your assigned role unless instructed or eliminated; once eliminated, players cannot participate in discussions, voting, or give hints.
- Respect all other participants; harassment, abusive language, or unsportsmanlike behaviour will not be tolerated. Voting decisions are final.
- Stay within the designated game area; no mobile phones or external communication during active gameplay.
- Any participant found cheating, intentionally breaking the rules, or disrupting the event may be disqualified without a refund.

Devil's Lair

Type	Coordinator	Email	Contact
Team (3-6 Members)	M. Huzaifa	i240052@isb.nu.edu.pk	0301-7678701
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 2,000	PKR 15,000	PKR 10,000	PKR 5,000

Description:

Devil's Lair is a fully immersive, horror-themed escape room experience designed to test participants' composure, logic, and teamwork under pressure. Taking place on Day 2 at the 3rd Floor of A Block, the event transforms the venue into a series of eerie, puzzle-laden chambers where teams must decode clues, crack locks, and solve structured puzzles to escape within a strict 30-minute window. With a minimum of 20 and a maximum of 50 participating teams, Devil's Lair offers an unforgettable mix of thrill, teamwork, and competitive challenge.

Rules:

- Each team must consist of 3 to 6 participants; teams have a maximum of 30 minutes to escape the room.
- Any property damage, including tampering with decor, props, or fixtures, is strictly prohibited and may result in disqualification and/or financial liability.
- Cheating, including tampering with locks or clues, or seeking outside help, is strictly prohibited. Only one attempt per team is permitted.
- Teams must report at least 15 minutes prior to their time slot; latecomers beyond the grace period will be denied entry, with no time extensions granted.
- Participants must carry their registration confirmation/NASCON ID for verification; those with medical conditions (e.g. claustrophobia, photosensitivity) are advised to inform organizers beforehand.
- The decision of judges and event coordinators on scoring, timing, and disqualification is final.

AutoFest

Type	Coordinator	Email	Contact
Solo	Rohail Ibrahim	i244165@isb.nu.edu.pk	0334-5394902
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,000	PKR 30,000	PKR 20,000	PKR 10,000

Description:

NASCON AutoFest is an automobile exhibition bringing together modified cars, motorcycles, and automobile enthusiasts to showcase engineering, customization, aesthetics, and automotive innovation. The event promotes responsible automotive culture while providing visitors with an exciting exhibition experience.

Rules:

- All participants must register before the deadline with valid ID, driving license, and vehicle registration; only registered and approved vehicles may enter.
- Vehicles must be roadworthy, clean, and safe for display; movement inside the venue is prohibited unless authorized, with a maximum speed of 5 km/h.
- Racing, drifting, burnouts, wheelies, reckless driving, and unnecessary revving are strictly prohibited.
- Participants must obey organizers, security staff, and marshals; vehicles must stay within their allocated display spaces.
- Smoking, alcohol, illegal drugs, weapons, and any dangerous or disruptive behavior are strictly prohibited.
- Violating rules, unsafe behavior, or false information may result in disqualification and removal without a refund.
- Organizers reserve the right to inspect vehicles, deny entry, or modify the schedule; participants are responsible for their own vehicles and belongings.

Movie Night

Type	Coordinator	Email	Contact
Individual	Hamna Aman	i244096@isb.nu.edu.pk	0333-5049319
Registration Fee	Prize Pool	Winner Prize	Runner Up
300	N/A	N/A	N/A

Description:

Movie night will take place on the first day of NASCON in the CS Lawn. This event is designed as a relaxing cine social gathering where students can take a break from academics and enjoy themselves. It offers a relaxed outdoor setting with comfortable carpets and cushions, creating a cozy outdoor cinema lounge for everyone to come together and enjoy a popular film on a large professional screen under the stars.

Rules:

- All participants must follow organizers' instructions at all times.
- Attendees are expected to maintain discipline and avoid disturbing others during the screening.
- Smoking, vapes, and any prohibited items are strictly forbidden; participants must not litter the venue.
- Any damage to university property or event equipment will result in appropriate disciplinary action.
- The organizing committee reserves the right to deny entry or remove any disruptive participant.
- In case of adverse weather, the event will shift to the backup venue, the A-Block Auditorium.

Pet Show

Type Individual	Coordinator Minal Basit	Email i255019@isb.nu.edu.pk	Contact 0333-5068731
Registration Fee PKR 500	Prize Pool PKR 15,000	Winner Prize PKR 10,000	Runner Up PKR 5,000

Description:

This event is a vibrant celebration of animal companions, where pet owners from various universities showcase their pets' unique personalities irrespective of breed. The concept features a red-carpet experience for pets to "strut their stuff," professional branding throughout the venue, and a themed photo booth with props for attendees. It provides a professionally managed platform for all types of pets, including cats and dogs. The safety of the pet is our top priority.

Rules:

- Participation is open to all pets, irrespective of breed, size, or pedigree; the health, safety, and comfort of all pets are the top priority.
- Pets must remain on a leash, in a carrier, or in a secure enclosure unless instructed otherwise; owners are responsible for their pet's behavior and must clean up after them.
- Bring your pet's water bowl and any essentials; avoid bringing pets that are sick, aggressive, or under excessive stress.
- Costumes are optional and should not restrict the pet's movement, breathing, or comfort. Do not feed or pet another participant's animal without permission.
- The organizers reserve the right to refuse participation or remove any pet if safety or welfare concerns arise, and judges' decisions will be final.

Splash Arena

Type	Coordinator	Email	Contact
Team (3-8 Members)	Omer Khalid	i244154@isb.nu.edu.pk	0302-5224272
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,000 per Team	N/A	N/A	N/A

Description:

NASCON Splash Arena is a water battle arena where two teams compete against each other using water guns and other safe water-based equipment. Inspired by paintball-style gameplay, the event combines strategy, teamwork, speed, and excitement in a fun-filled competitive environment.

Rules:

- Appropriate clothing required, and no rough play; follow safety instructions at all times.
- All participants must be able to comfortably handle water-based activities.
- Water guns and buckets may only be used within the designated play zone; no ice, harmful chemicals, or injury-causing objects.
- Disputes will be settled on the spot by the on-ground coordination team; decisions are final.
- Teams must vacate the play area promptly at the end of their round.
- Organizers have full authority to stop a round if safety is compromised.

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Dish It Out

Type	Coordinator	Email	Contact
Individual/Group	Ajwa Shamozaï	i234134@isb.nu.edu.pk	0304-5921113
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,000	PKR 15,000	PKR 10,000	PKR 5,000

Description:

NASCON Dish It Out is a live cooking competition where solo participants or teams of up to three go head-to-head to prepare a dish within a fixed time limit. Judged on taste, presentation, creativity, and hygiene, the event blends culinary skill with quick thinking in a fun, fast-paced kitchen showdown.

Rules:

- Team size: 1-3 participants (solo entries also welcome). Only electric hot plates are permitted as a heat source; gas cylinders and gas stoves of any kind are strictly not allowed.
- This is a fully Bring-Your-Own-Ingredients (BYOI) event; teams must bring all ingredients, utensils, plating items, and their own electric hot plate. Only pre-measured ingredients may be brought in.
- Teams must report to their station at least 30 minutes before the event start time for setup.
- Hygiene standards must be maintained at all times; aprons and hair nets/gloves are mandatory while cooking. Cooking must be completed strictly within the allotted time limit.
- Physical safety and cleanliness rules must be followed; participants are responsible for cleaning their station afterward.
- Organizers' and judges' decisions on safety compliance, judging, and disqualification are final.

NaSCon Carnival

Type	Coordinator	Email	Contact
Individual/Group	Sanallah Kakar	i244135@isb.nu.edu.pk	0311-8211552
Registration Fee	Prize Pool	Winner Prize	Runner Up
Ride Charges Apply	N/A	N/A	N/A

Description:

Our Carnival brings together heart-pounding rides, colorful attractions, and nonstop live entertainment designed to create unforgettable memories. Whether you're soaring high on the rides, soaking in the lively atmosphere, or enjoying the crowd's infectious energy, this is the ultimate destination to unwind and celebrate with your peers.

Rules:

- Zero Tolerance for Misbehavior: Fights, aggressive behavior, or verbal abuse will lead to immediate ejection from the event premises without a refund.
- Fixed Ride Charges: Prices for all rides and attractions are strictly fixed and non-negotiable.
- Belongings: You are responsible for your personal belongings. Keep loose items secured before boarding any high-speed rides.
- Prohibited Items: Alcohol, illegal substances, and hazardous items or weapons of any kind are strictly forbidden on the event grounds.
- Safety Protocols: Follow the safety instructions provided by ride operators at all times. Remain seated and secured until the ride comes to a complete stop.

NaSCon '26

COMMUNITY EVENTS



Pixel Square

Type	Coordinator	Email	Contact
Open for All (Individual & Group)	Zain Shakeel	i250755@isb.nu.edu.pk	0308-6401763
Registration Fee	Prize Pool	Winner	Runner Up
Free / As per mini game	N/A	N/A	N/A

Description:

Step into Pixel Square, the heart of the NASCON Community Zone. Designed as a vibrant arcade-inspired space, it brings together exciting mini games, interactive activities, creative experiences, a themed photo booth, and carefully selected vendors, making it the perfect place to relax, compete, capture memories, and connect with fellow visitors between major events. Highlights include an arcade-style atmosphere, registration-based mini games such as FIFA and other quick arcade games, carnival-style games like Ring Toss, an interactive photo booth, and selected food and activity vendors.

Rules:

- Respect queues for games; registration is required before playing mini games.
- Mini games are for entertainment and do not include cash prizes unless announced otherwise; handle gaming equipment carefully and keep the area clean.
- Smoking, vaping, cigarettes, and prohibited substances are strictly forbidden.
- Respect fellow participants and volunteers; any damage to event property may result in removal from the venue.
- Follow volunteer instructions at all times.

NASCON'26

Art Competition

Type	Coordinator	Email	Contact
Solo (Individual)	Haris Ahmed	i242559@isb.nu.edu.pk	0301-2225648
Registration Fee	Prize Pool	Winner	Runner Up
PKR 500	PKR 17,000	PKR 12,000	PKR 5,000

Description:

Unleash your creativity and transform ideas into stunning works of art through calligraphy, sketching, or canvas painting. Multiple creative zones are established for each art form, individually evaluated by a panel of judges. Participants create artwork based on a given theme within the allocated time, celebrating artistic expression, originality, and innovation. Participation is individual only, and candidates may register under only one category: Calligraphy, Canvas Painting, or Sketching. The minimum age for participation is 15 years and above.

Rules:

- Participation is individual only; each candidate may register under only one category, and switching categories on event day without prior approval is not permitted.
- Artworks not turned in immediately when the time limit expires face a point deduction or total disqualification from judging.
- Any participant found using pre-drawn, pre-made, or pre-sketched materials, or tracing templates brought from outside, will be immediately disqualified.
- Using smartphones, tablets, or reference images is not allowed unless explicitly authorized by organizers; continuing to work after the final time limit has expired is not allowed.
- Participants may bring personal specialized art mediums, brushes, canvases, or tools according to category needs; basic workspace facilities are provided by the organizers.
- Submitting off-theme or plagiarized work is not allowed; the evaluation and final decisions made by the judging panel are absolute and binding.

Inter-University Drama Competition

Type	Coordinator	Email	Contact
Teams (5–30)	M. Saad Bin Ashfaq	i255041@isb.nu.edu.pk	0300–1212373

Registration Fee	Prize Pool	Winner	Runner Up
PKR 15,000 per team	PKR 80,000	PKR 60,000	PKR 20,000

Description:

Drama societies from various universities are invited to participate in a themed theatrical competition, where each team presents an original or adapted performance based on a common theme. The competition showcases creativity, storytelling, acting, direction, stage management, and overall production quality, with awards for categories such as Best Play, Best Director, Best Actor, Best Actress, and Best Script. Performance duration is 15-25 minutes, with 5 minutes each for stage setup and clearance. Performances may be in Urdu, English, or any regional language, with a translation required for regional-language performances.

Rules:

- Teams must report at least 1 hour before the competition begins; minimum performance duration is 15 minutes and maximum is 25 minutes.
- Regional-language performances must include an English or Urdu synopsis or translation; teams are responsible for arranging their own costumes, makeup, and props.
- Audio files must be submitted before the deadline in MP3 or WAV format; dangerous stunts, fire, explosives, smoke bombs, or hazardous materials are not allowed.
- Hate speech, offensive or discriminatory content, and content promoting violence are not allowed; damage to university property is not allowed.
- Performing with a participant already registered in another team, or exceeding the maximum performance duration without approval, is not allowed.
- Participants must wear their event badges throughout; the Organizing Committee reserves the right to amend the schedule or rules. The decision of the judges is final and cannot be challenged.

Buzz The Buzzer

Type	Coordinator	Email	Contact
Teams (2–3 Members)	Haris Ahmed	i242559@isb.nu.edu.pk	0301-2225648
Registration Fee	Prize Pool	Winner	Runner Up
PKR 2,000 per team	PKR 15,000	PKR 10,000	PKR 5,000

Description:

Buzz the Buzzer is a three-round quiz competition designed to test participants' knowledge, speed, and accuracy. In Round 1, participants answer as many general knowledge questions as possible within 2 minutes. Round 2 challenges participants to identify famous celebrities from their pictures, with negative marking for incorrect answers. In Round 3, participants compete in a buzzer round where the first person to press the buzzer gets the chance to answer, with negative marking applied for wrong answers.

Rules:

- Teams must check in at least 30 minutes before their scheduled slot; a strict 10-minute grace period applies for late arrival, after which the team automatically forfeits the match.
- Teams must wait for the host to finish reading the question before buzzing; answering time is 5 seconds after buzzing.
- Correct answers earn points; incorrect answers or premature buzzes result in point deductions. Ties are resolved via a sudden-death buzzer question.
- If the audience prompts an answer, the current question is thrown out and replaced, and the offending audience member will be asked to leave.
- Quick, quiet team discussions before buzzing and use of provided paper/pens are allowed, as are personal water bottles at the podium.
- Mobile phones, smartwatches, or any electronic/internet devices are not allowed; audience prompting or unsportsmanlike conduct is not allowed. The judge's decision is final and non-negotiable.

Panel Talk

Type	Coordinator	Email	Contact
Open for All	Hamza Ahmad	i243104@isb.nu.edu.pk	0302-4900335
Registration Fee	Prize Pool	Winner	Runner Up
Free	N/A	N/A	N/A

Description:

The Guided & Grounded: Youth Panel Talk is an interactive discussion session designed to bridge the gap between modern student life and Islamic values. The session provides students with an opportunity to engage with experienced guest speakers in meaningful discussions about identity, mental well-being, ethics, academic challenges, and balancing Deen and Duniya. Unlike a traditional lecture, the event encourages audience participation through an open Q&A where attendees can seek practical guidance on topics relevant to their daily lives.

Rules:

- Seating is available on a first-come, first-served basis.
- Questions during the Q&A session should remain respectful, relevant, and appropriate for a public academic environment.
- The moderator reserves the right to manage the flow of questions and may decline inappropriate or repetitive questions.
- Participants are expected to dress respectfully in accordance with university standards; mobile phones should remain on silent mode.
- Disrupting the speakers or moderator, using offensive or disrespectful language, and political campaigning or unrelated discussions are not allowed.
- Recording the event is not allowed if prohibited by the organizers; any disruptive behaviour may result in removal from the venue.

Qirat Competition

Type	Coordinator	Email	Contact
Solo (Separate for Boys & Girls)	M. Saad Bin Ashfaq	i255041@isb.nu.edu.pk	0300-1212373
Registration Fee	Prize Pool	Winner	Runner Up
PKR 500	PKR 15,000	PKR 10,000	PKR 5,000

Description:

A Quran recitation competition focusing on memorization and recitation accuracy, held in collaboration with FIS. The female and male competitions are held separately to ensure comfort and inclusivity. The competition is conducted in two rounds. In Round 1 (Murattal Recitation), all participants recite Surah Al-Mulk (Ayah 15-20) in murattal style, and a shortlist of approximately 5-7 top participants is selected for the next round. In Round 2 (Mujawwad Recitation), shortlisted participants recite Surah Al-Qiyamah (Ayah 1-10) in mujawwad style, evaluated based on Tajweed, fluency, voice control, and overall recitation quality.

Rules:

- The competition is conducted separately for boys and girls.
- Round 1: All participants recite Surah Al-Mulk (Ayah 15-20) in murattal style; a shortlist of approximately 5-7 top participants is selected for Round 2.
- Round 2: Shortlisted participants recite Surah Al-Qiyamah (Ayah 1-10) in mujawwad style.
- Participants are expected to adhere to the appropriate recitation style for each round.
- Recitations are evaluated based on Tajweed, fluency, voice control, and overall recitation quality.
- Final winners are determined based on performance in Round 2.

Drum Circle

Type	Coordinator	Email	Contact
Solo (Individual)	Saad Bin Ashfaq	i255041@isb.nu.edu.pk	0300-1212373
Registration Fee	Prize Pool	Winner	Runner Up
PKR 300	N/A	N/A	N/A

Description:

A 40-minute interactive musical experience guided by professional facilitators. Every registered participant receives a drum and learns rhythms together, no musical experience required. Great for families, friends, and beginners. Spectators may join during the session if space is available, and there is no age restriction, with the environment designed to be enjoyable for everyone.

Rules:

- A registration fee is required; every registered participant receives a drum.
- Spectators may join during the session if space is available.
- Follow the facilitator's instructions; respect the instruments and return all equipment after the session.
- Maintain group rhythm.
- No age restriction; keep the environment enjoyable for everyone.

NaSCon'26

Animated Movie Screening

Type	Coordinator	Email	Contact
Open to Children	Zain Shakeel	i250755@isb.nu.edu.pk	0308-6401763
Registration Fee	Prize Pool	Winner	Runner Up
PKR 350	N/A	N/A	N/A

Description:

A comfortable indoor screening open to children of all ages, with volunteers supervising throughout. Family-friendly animated movies are shown, selected based on Instagram audience polls, offering a safe and enjoyable environment for children while families explore NASCON. A poll of different movie options is held on the official NASCON Instagram page, and the audience decides which movie they actually want to watch.

Rules:

- Open to children of all ages; parents are requested to register children before leaving them.
- Volunteers will supervise children throughout the screening; parents must collect children immediately after the movie ends.
- Keep noise to a minimum; running inside the venue is prohibited.
- Food and drinks should be consumed responsibly, and the venue kept clean.
- Smoking and vaping are prohibited; follow volunteers' instructions.

NasCon'26

Mushaira

Type	Coordinator	Email	Contact
Solo (Ticketed Entry)	Saad Bin Ashfaq	i255041@isb.nu.edu.pk	0310-5600934
Registration Fee	Prize Pool	Winner	Runner Up
Included with Qawwali Ticket	N/A	N/A	N/A

Description:

The NASCON Grand Mushaira Night is a cultural and literary event celebrating the timeless tradition of Urdu poetry and storytelling. Designed as a peaceful open-air evening gathering, the event features renowned invited poets performing in a traditional Mushaira setting, allowing the audience to experience the beauty of classical and contemporary Urdu poetry. Entry is through a valid NASCON Mushaira ticket, and only invited poets perform on stage. During the designated interactive segment, attendees may engage with the performers as directed by the host.

Rules:

- Entry is through a valid NASCON Mushaira ticket only; only invited poets are permitted to recite poetry on stage.
- Audience members may appreciate performances respectfully through traditional Mushaira etiquette.
- Photography and recording are allowed only if permitted by the organizers; stage access by audience members is not allowed.
- Disruptive behaviour during performances and damage to venue property or equipment are not allowed.
- As the event is outdoors, the organizers may shift to a backup arrangement in case of adverse weather.
- Participants causing disturbance or violating event discipline may be removed from the venue.

RC Show Case & Drift Racing

Type	Coordinator	Email	Contact
Open For All	Abdullah tanveer	i246508@isb.nu.edu.pk	0337-9672009
Registration Fee	Prize Pool	Winner	Runner Up
PKR 300 (Simulator Only)	PKR 15,000	PKR 10,000	PKR 5,000

Description:

The RC Car Showcase will feature a collection of RC cars for display and demonstration. All cars will remain on display for participants to view, while the host will operate and run the cars on the designated track. Participants can enjoy the showcase without handling or moving the cars.

The RC Simulator will allow participants to experience the thrill of RC racing through a virtual setup. Participants must wait for their turn and follow the queue so everyone gets a fair chance to play

Rules:

- Do not touch or pick up the RC cars during the showcase.
- Only the designated host/operator is allowed to handle and run the RC cars.
- RC cars will only be operated on the designated track and participants must stay outside the track area.
- Do not move, damage, or interfere with the displayed cars or their setup.
- Maintain proper discipline around the showcase area and avoid unnecessary wandering or crowding.
- Follow all instructions given by the event team at the showcase and simulator.
- For the simulator, wait for your turn and maintain the queue without skipping.
- Each participant must complete their turn within the given time limit so everyone gets a fair chance.
- Handle the simulator equipment carefully and do not change or disconnect any settings or equipment.
- Once your turn is over, leave the simulator area and allow the next participant to play.

Seminar

Type	Coordinator	Email	Contact
Open for All	Hamza Ahmad	i243104@isb.nu.edu.pk	0302-4900335
Registration Fee	Prize Pool	Winner	Runner Up
Free	N/A	N/A	N/A

Description:

An educational session featuring experienced speakers from industry and academia, covering topics relevant to student growth, career development, and emerging fields. The seminar offers attendees the opportunity to gain insights, ask questions, and engage directly with professionals in an informative and interactive setting.

Rules:

- Seating is available on a first-come, first-served basis; entry is free and open to all attendees.
- Questions during the Q&A session should remain respectful, relevant, and appropriate for a public academic environment.
- The moderator reserves the right to manage the flow of questions and may decline inappropriate or repetitive questions.
- Mobile phones should remain on silent mode during the session; disrupting the speaker or moderator is not allowed.
- Recording the event is not allowed if prohibited by the organizers.
- Any disruptive behaviour may result in removal from the venue.

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NaSCon Ludo Star

Type	Coordinator	Email	Contact
Team	Abdullah Tanveer	i246508@isb.nu.edu.pk	0301-8549945
Registration Fee	Prize Pool	Winner	Runner Up
PKR 500	PKR 10,000	PKR 7,000	PKR 3,000

Description:

NaSCon Ludo Star brings the classic board game to life in a fun, fast-paced tournament format. Participants compete on a large physical Ludo board in quick elimination rounds, testing luck, strategy, and quick decision-making as they race to get all their tokens home first.

Rules:

- Standard Ludo rules apply; each match is time-limited and played in a knockout format.
- A six on the dice grants an extra turn; a token is only "home" once it completes a full circuit.
- Disputes over dice rolls or moves are resolved by the on-site game official; their decision is final.
- Unsportsmanlike conduct, cheating, or disrupting other players' matches results in disqualification.
- Participants must report to their table on time; failure to do so within the grace period results in forfeiture of that round.

NaSCon '26

CULTURAL EVENTS



Sakaafati Bazaar

Type Vendor	Coordinator Muhammad Ahsan	Email i235010@isb.nu.edu.pk	Contact 0348-5040989
Registration Fee On quotations (negotiable)	Prize Pool N/A	Winner Prize N/A	Runner Up N/A

Description:

The Sakaafati Bazaar is designed to be a complete cultural walkthrough providing an immersive "Androon Bazaar" experience, rather than just a collection of standard marketplace tables. It brings the bustling energy and colorful atmosphere of old walled cities to the campus. Attendees can explore dedicated alleys featuring a Makers' Zone for DIY crafts, a Fashion & Accessories area, a spot for mehndi and jewelry, and a corner for classic Pakistani street food.

Rules:

- Keep all operations within your allocated stall dimensions and ensure pricing remains fair and accessible for students.
- Hazardous materials and unapproved open flames are strictly prohibited. High-power appliances must be cleared with the operations team in advance to prevent electrical issues.
- Everyone must follow university policies to maintain a respectful, family-friendly environment. Stall music must not overpower the main event audio, and attendees are asked to handle fragile, handmade items with care.
- Vendors must wear gloves, keep all food properly covered, and maintain a clean stall using the provided bins.

NaSCon Arts and Culture

Type	Coordinator	Email	Contact
Individual	Muhammad Ahmed	i234503@isb.nu.edu.pk	0332-5120930
Registration Fee	Prize Pool	Winner Prize	Runner Up
TBD	N/A	N/A	N/A

Description:

This event gives attendees a hands-on, tactile experience with traditional Pakistani crafts instead of just observing them. Participants can get their hands dirty and connect directly with local art forms under the guidance of expert artisans. It features two main workshops. The first is Traditional Pottery Making, where participants learn to hand-build or use a small potter's wheel with clay. The second is Truck Art Painting, celebrating Pakistan's iconic truck art by painting floral patterns, peacocks, and geometric borders on canvases or everyday items like tote bags.

Rules:

- Follow the instructions of the guest artisans and maintain a respectful, collaborative environment that aligns with university policies.
- Please respect table limits and finish your artwork within your assigned time slot so everyone gets a fair chance to participate.
- Handle shared paints, brushes, and pottery equipment safely and solely for their intended purposes, returning them to their proper stations after use.
- Wear the provided aprons or appropriate clothing for messy work, and carefully place your wet canvases or unbaked pottery in the drying areas to protect all the creations.

Cultural Walk

Type	Coordinator	Email	Contact
Individual	Uzair Kadir	i244073@isb.nu.edu.pk	0333-3965777
Registration Fee	Prize Pool	Winner Prize	Runner Up
Free	N/A	N/A	N/A

Description:

This is a disciplined and visually engaging walk that celebrates the diversity and traditions of Pakistan through attire, music, dance, and equestrian elements. It is designed to ensure participant safety and smooth coordination while offering a memorable experience for the audience.

Rules:

- The whole team must show strong punctuality to prevent time delays that could lead to event clashes.
- Participants must maintain proper synchronized coordination to ensure a smooth and entertaining performance.
- Everyone must keep a safe distance from the performing horses to ensure the safety of both the participants and the audience.
- The audience should keep a clear path for the performers to avoid causing any hindrances.
- All participants and audience members must adhere to the university's code of conduct and maintain a respectful, family-friendly environment.

NasCon 26

Cultural Drama

Type Anyone	Coordinator Uzair Kadir	Email i244073@isb.nu.edu.pk	Contact 0333-3965777
Registration Fee Free	Prize Pool N/A	Winner Prize N/A	Runner Up N/A

Description:

This event presents a captivating theatrical performance of Paar Chana Dey, inspired by the timeless folklore of Sohni Mahiwal. It uses expressive acting, synchronized choreography, immersive music, and impactful stage production to celebrate Pakistan's rich cultural heritage. The goal is to showcase artistic talent and provide an engaging, memorable theatrical experience for the audience.

Rules:

- Participants must report on time.
- No changes to prerecorded audio are allowed during the performance.
- Only authorized crew members are permitted backstage.
- Everyone must follow the stage safety instructions.
- The entire audience must respect the University's code of conduct.

NaSCon'26

Sufi Night

Type	Coordinator	Email	Contact
Individual	Muhammad	i245007@isb.nu.edu.pk	0344-4214313
Registration Fee	Prize Pool	Winner Prize	Runner Up
TBD	N/A	N/A	N/A

Description:

Sufi Night is a large-scale cultural evening celebrating the rich heritage of Sufi music and the Qawwali tradition in Pakistan. The main performance features prominent artists singing Sufi music. The venue will have a vibrant theme with classic floor seating, creating a peaceful and immersive atmosphere for the crowd.

Rules:

- Entry is strictly restricted to valid ticket or pass holders.
- General attendees must respect the boundaries of the clearly segregated VIP area to manage crowd flow effectively.
- Attendees must strictly follow the designated entry and exit points finalized by the Security Team to prevent bottlenecks.
- Access to the backstage, technical consoles, and artist hospitality zones is strictly limited to authorized event management staff.
- Attendees must maintain respectful behavior, as disruptive behavior or unsafe crowd density will lead to intervention by security.
- In the event of an emergency, attendees must immediately follow the instructions of security personnel and proceed to designated evacuation routes.
- No hazardous items, weapons, or unauthorized professional recording equipment are allowed on the premises.
- Controlled substances are not allowed.

MALE SPORTS



Futsal Male

Type	Coordinator	Email	Contact
Team(5-10)	Saad Waqas	i244501@isb.nu.edu.pk	0335-1117251
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 6,500 per Team	PKR 140,000	PKR 100,000	PKR 40,000

Description:

Male Futsal is a competitive 5-a-side football tournament built around quick gameplay, teamwork, fair play, and audience engagement. The event will provide university teams with a structured tournament experience and a professionally managed match environment during NASCON.

Rules:

- Only registered teams will be allowed to participate; all players must carry valid identification.
- Each team plays with 5 players on court, including the goalkeeper; squad size may be up to 10. Rolling substitutions allowed from the designated area.
- Kick-ins replace throw-ins; there is no offside rule. Goalkeeper must release the ball within four seconds of gaining control.
- Misconduct, abusive language, fighting, or unsafe play may lead to warnings, cards, match forfeiture, or disqualification.
- Teams must report before their scheduled match time; late arrival beyond the grace period may result in a walkover.
- Referee decisions are final during match play; administrative disputes are handled by the coordinator and sports management team.

Cricket Male

Type Team (11/14)	Coordinator Huzaifa	Email i221627@nu.edu.pk	Contact 0344-0450780
Registration Fee PKR 6,500	Prize Pool PKR 120,000	Winner Prize PKR 90,000	Runner Up PKR 30,000

Description:

Step onto the pitch for an exciting short-format cricket showdown at NASCON. This fast-paced tape ball tournament brings together university teams to compete in high-energy matches where strategy, skill, and quick decision-making are key. With explosive batting, clever bowling, and sharp fielding, every ball has the potential to change the game as teams battle for victory and ultimate bragging rights.

Rules:

- Standard cricket rules apply; each innings is limited to 6 overs. Maximum squad size is 14 players, with a maximum of 11 on the field at once.
- The bowling distribution per innings follows a 2-2-1-1 format; two bowlers may bowl a maximum of 2 overs each, and no bowler may bowl more than 2 overs in an innings.
- The tournament follows a single-elimination format.
- The umpire's decision is final in all matters during the match.

NasCon'26

Badminton Male

Type	Coordinator	Email	Contact
Solo	M. Ahsan	i232121@isb.nu.edu.pk	0346-7635947
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 80,000	PKR 60,000	PKR 20,000

Description:

Get ready for a thrilling display of speed, control, and sharp reflexes at the NASCON Badminton Tournament. From rapid-fire rallies to perfectly timed smashes and delicate drop shots, every match is a test of precision and composure. With intense one-on-one action and nonstop excitement, this event promises a competitive and entertaining experience from start to finish.

Rules:

- Departmental, professional-level, or nationally top-50-ranked players are not allowed to participate; each team may have up to two supporting staff, who cannot play.
- Semi-finals are best of three sets to 20 points; all other matches are single knockout to 20 points. Games are played up to 21 points, won by a margin of 2.
- Serves must be played diagonally across the net; a player may only strike the shuttlecock once before it crosses the net. Players must bring their own rackets.
- All teams must report at least 30 minutes before their match; arriving more than 10 minutes late results in a walkover.
- The referee's decision is final; remaining rules follow standard international badminton regulations. Organizers may modify the schedule or disqualify participants if necessary.

Volleyball Male

Type Team (up to 10)	Coordinator Sameer	Email i256169@isb.nu.edu.pk	Contact 0334-1974284
Registration Fee PKR 6,000	Prize Pool PKR 80,000	Winner Prize PKR 50,000	Runner Up PKR 30,000

Description:

Get ready for high-energy action at the NASCON Volleyball Tournament, where teamwork, timing, and precision take center stage. From powerful spikes and crucial blocks to long, intense rallies, every point demands coordination and composure. With fast-paced matches and a competitive atmosphere throughout, this event promises excitement from the first serve to the final point.

Rules:

- Each team may have a maximum squad size of 10 players; matches are played as best of three sets, each up to 25 points, won by a margin of 2 points. The rotation rule will not be applied.
- The tournament begins with a knockout stage, followed by a group stage in later rounds. Standard FIVB rules apply unless stated otherwise.
- The referee's decision is final and binding; fighting officials results in immediate disqualification.
- No departmental or professional players are allowed; no refund is issued if a team withdraws or is disqualified.

Table Tennis Male

Type	Coordinator	Email	Contact
Solo	Rayyan Masroor	i230502@isb.nu.edu.pk	0319-5201013
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 80,000	PKR 60,000	PKR 20,000

Description:

Test your reflexes and precision at the NASCON Table Tennis Tournament. This fast-paced event brings together talented players to compete in intense rallies where speed, control, and strategy are key. With every point fought fiercely across the table, players will showcase their skill and composure in pursuit of the NASCON championship.

Rules:

- All participants must be currently enrolled in an educational institute; national and departmental players are not allowed to participate (no refund awarded).
- Category: Singles.
- Games to 11: first to 11 points wins with a 2-point margin; at 10-10 players alternate serves every point until a 2-point lead. Matches are best of 3 games.
- The toss must be thrown vertically at least 6 inches from an open palm; the ball must remain visible to the opponent throughout the serve.
- The umpire's decision is final and binding on all points of fact; unsportsmanlike behavior or arguing with officials may lead to immediate disqualification.
- All players must bring their own rackets.

NasCon'26

Volta Showdown

Type	Coordinator	Email	Contact
Solo	Ahmed Ali Khan	i254236@isb.nu.edu.pk	0341-9686798
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 600	PKR 14,500	PKR 10,000	PKR 4,500

Description:

NaSCon Volta Showdown is a fast-paced 1v1 cage-football competition built around flair, goals, nutmegs, and street-football energy. The event is designed as a creative and highly watchable side competition for both participants and spectators.

Rules:

- Only registered participants will be allowed to compete; valid student identification may be required.
- Each match will be a 1v1 duel lasting five minutes; the first player to reach five points wins.
- A goal counts as one point and a successful nutmeg counts as two points; playing the ball off the cage walls is allowed.
- A drawn match will be decided through a dizzy penalty shootout.
- Unsafe physical contact, abusive behavior, or deliberate time-wasting may lead to disqualification.
- The referee's decision will be final; administrative disputes will be handled by the event head.

NaSCon'26

Deadlift Competition Male

Type Solo	Coordinator M. Hadeed	Email i230764@isb.nu.edu.pk	Contact 0310-0375279
Registration Fee PKR 1,000	Prize Pool PKR 20,000	Winner Prize PKR 15,000	Runner Up PKR 5,000

Description:

Get ready to witness raw strength pushed to its absolute limit at the NASCON Deadlift Event. From the first chalk-covered grip to the final lockout, every lift is a battle between muscle, mindset, and gravity. With competitors hauling maximum weight off the platform under intense pressure, the event tests not just power, but form, focus, and sheer willpower. Featuring high-stakes attempts and roaring crowd energy, this is where strength meets spectacle, a true showdown of who can lift heaviest when it matters most.

Rules:

- Each athlete is permitted 3 attempts; the best successful lift counts as their final result.
- Lifting style is conventional deadlift only; sumo stance is not permitted.
- Athletes must declare their opening attempt weight at weigh-in; the bar is loaded in ascending order within each flight.
- A lift is valid upon confirmation by the head judge.

NasCon'26

FEMALE SPORTS



Futsal Female

Type Team(5-10)	Coordinator Zainab Waqas	Email i232097@isb.nu.edu.pk	Contact 0330-5746746
Registration Fee PKR 6,000 per Team	Prize Pool PKR 40,000	Winner Prize PKR 30,000	Runner Up PKR 10,000

Description:

Female Futsal is a competitive 5-a-side football tournament built around quick gameplay, teamwork, fair play, and audience engagement. The event will provide university teams with a structured tournament experience and a professionally managed match environment during NASCON.

Rules:

- Only registered teams will be allowed to participate; all players must carry valid identification.
- Each team plays with 5 players on court, including the goalkeeper; squad size may be up to 10. Rolling substitutions allowed from the designated area.
- Kick-ins replace throw-ins; there is no offside rule. Goalkeeper must release the ball within four seconds of gaining control.
- Misconduct, abusive language, fighting, or unsafe play may lead to warnings, cards, match forfeiture, or disqualification.
- Teams must report before their scheduled match time; late arrival beyond the grace period may result in a walkover.
- Referee decisions are final during match play; administrative disputes are handled by the coordinator and sports management team.

FEMALE SPORTS



Volleyball Female

Type

Team (6-10)

Coordinator

Mahrukh Masroor

Email

i240778@isb.nu.edu.pk

Contact

0318-1503708

Registration Fee

PKR 6,000

Prize Pool

PKR 40,000

Winner Prize

PKR 30,000

Runner Up

PKR 10,000

Description:

Get ready for high-energy action at the NASCON Volleyball Tournament, where teamwork, timing, and precision take center stage. From powerful spikes and crucial blocks to long, intense rallies, every point demands coordination and composure. With fast-paced matches and a competitive atmosphere throughout, this event promises excitement from the first serve to the final point.

Rules:

- Each team may have a maximum squad size of 10 players; matches are played as best of three sets, each up to 25 points, won by a margin of 2 points. The rotation rule will not be applied.
- The tournament begins with a knockout stage, followed by a group stage in later rounds. Standard FIVB rules apply unless stated otherwise.
- The referee's decision is final and binding; fighting officials results in immediate disqualification.
- No departmental or professional players are allowed; no refund is issued if a team withdraws or is disqualified.

Badminton Female

Type	Coordinator	Email	Contact
Solo	Sarah Shabbir	i255554@isb.nu.edu.pk	0310-0055499
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 40,000	PKR 30,000	PKR 10,000

Description:

Get ready for a thrilling display of speed, control, and sharp reflexes at the NASCON Badminton Tournament. From rapid-fire rallies to perfectly timed smashes and delicate drop shots, every match is a test of precision and composure. With intense one-on-one action and nonstop excitement, this event promises a competitive and entertaining experience from start to finish.

Rules:

- Departmental, professional-level, or nationally top-50-ranked players are not allowed to participate; each team may have up to two supporting staff, who cannot play.
- Semi-finals are best of three sets to 20 points; all other matches are single knockout to 20 points. Games are played up to 21 points, won by a margin of 2.
- Serves must be played diagonally across the net; a player may only strike the shuttlecock once before it crosses the net. Players must bring their own rackets.
- All teams must report at least 30 minutes before their match; arriving more than 10 minutes late results in a walkover.
- The referee's decision is final; remaining rules follow standard international badminton regulations. Organizers may modify the schedule or disqualify participants if necessary.

Basketball Female

Type Team (Upto 12)	Coordinator Iraj Azmat	Email i245637@isb.nu.edu.pk	Contact 0321-5370882
Registration Fee PKR 6,000	Prize Pool PKR 45,000	Winner Prize PKR 35,000	Runner Up PKR 10,000

Description:

Step onto the court for a fast-paced battle of skill, strategy, and endurance at the NASCON Basketball Tournament. With quick transitions, sharp shooting, and intense defensive play, every match promises nonstop action and high-pressure moments. From buzzer-beaters to game-changing plays, this event is set to deliver an exciting and competitive experience throughout.

Rules:

- Standard FIBA/National basketball rules apply; departmental, professional, or contracted players not allowed unless currently enrolled.
- All teams must report at least 15 minutes before their scheduled match; teams arriving more than 10 minutes late will forfeit via walkover.
- Match duration varies by stage: Group Stage (4x8 min, running clock), Quarter-Finals (4x10 min, running clock), Semi-Finals & Finals (4x10 min, stopped clock).
- All foul, substitution, and gameplay regulations follow official basketball rules; break timings follow standard rules.
- Players and teams must maintain proper conduct; misconduct may result in penalties or disqualification.
- The referee's decision is final and binding in all matters during the match.

Table Tennis Female

Type	Coordinator	Email	Contact
Solo	Fatima Manzoor	i242091@isb.nu.edu.pk	0334-8917365
Registration Fee	Prize Pool	Winner Prize	Runner Up
PKR 1,500	PKR 40,000	PKR 30,000	PKR 10,000

Description:

Test your reflexes and precision at the NASCON Table Tennis Tournament. This fast-paced event brings together talented players to compete in intense rallies where speed, control, and strategy are key. With every point fought fiercely across the table, players will showcase their skill and composure in pursuit of the NASCON championship.

Rules:

- All participants must be currently enrolled in an educational institute; national and departmental players are not allowed to participate (no refund awarded).
- Category: Singles.
- Games to 11: first to 11 points wins with a 2-point margin; at 10-10 players alternate serves every point until a 2-point lead. Matches are best of 3 games.
- The toss must be thrown vertically at least 6 inches from an open palm; the ball must remain visible to the opponent throughout the serve.
- The umpire's decision is final and binding on all points of fact; unsportsmanlike behavior or arguing with officials may lead to immediate disqualification.
- All players must bring their own rackets.

NasCon'26

FASTMUN

THINK | DEBATE | LEAD



FASTMUN'26

Description:

FAST Model United Nations (FASTMUN) is a premier student-led diplomacy conference hosted by FAST-NUCES in Islamabad. The event gathers ambitious youth to debate critical global issues, build leadership skills, and simulate international relations. It serves as a dynamic platform for networking, intense negotiations, and fostering future global leaders. Moreover get a chance to experience NaSCon with FASTMUN.

Registration fee:

Category	Early Bird	Regular	Late
Delegate	3500 PKR	4000 PKR	4500 PKR
Delegation (per delegate)	3300 PKR	3800 PKR	4300 PKR
Observer	3800 PKR	4300 PKR	4800 PKR

all the prices are inclusive of the Sufi Cultural Qawalli Night (2000 PKR) along with artists to be disclosed soon!

Socials:

Qawwali Night

Experience an evening of traditional music, culture, and celebration as delegates come together beyond the committee rooms.

Formal Dinner

Dress to impress, connect with fellow delegates, and celebrate the conclusion of an unforgettable MUN experience at the FASTMUN '26 Formal Dinner.

FASTMUN'26

Registration Information

Syed M Umair, Secretary General
nascon.president@isb.nu.edu.pk

Arooba Faisal, Director, Information & Registration
i232033@isb.nu.edu.pk

Sidra Umer, AD, Information & Registration
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Payment Details

Account Title: BCCI FAST NUCES ISB OPER

Account Number: 0169007900156082

IBAN: PK25FAYS0169007900156082

SWIFT Code: FAYSPKKA

Bank: Faysal Bank Limited Branch: I-10 Markaz Branch, Islamabad

NaSCon'26

FASTMUN'26

Committees Agendas

- **Pakistan National Assembly (PNA):**

1. *Pakistan's Water Emergency:* Resolving Inter-Provincial Water Disputes and Securing Long-Term Water Security
2. *The Digital Governance Challenge:* Regulating Social Media, Online Misinformation and Freedom of Expression in Pakistan

- **Organization of Islamic Cooperation (OIC)**

1. *The Gaza War and the Future of the Palestinian Question:* From Humanitarian Relief to a Sustainable Political Settlement
2. *The Iran Crisis and Regional Security:* Preventing a Wider Middle Eastern War and Protecting Energy Routes

- **UN Commission on the Status of Women (UNCSW)**

1. *Women in War Zones:* Protecting Women and Girls from Conflict-Driven Displacement, Violence and Exploitation
2. *The Digital Gender Divide:* Tackling Online Harassment, AI Bias and Unequal Access to Digital Opportunities for Women

- **International Crisis Ad-Hoc Committee (ICAC)**

to be disclosed on day 1.

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Committees Agendas

• UN Security Council (UNSC)

1. *The Russia-Ukraine War: Preventing Further Escalation and Addressing the Risk of a Wider European Conflict*
2. *Preventing a New Arms Race: Nuclear Risk Reduction, Emerging Weapons Technologies and the Future of International Disarmament*

• Human Rights Council (HRC)

1. *Human Rights in the Age of War: Accountability for Violations Against Civilians in Gaza, Ukraine and Sudan*
2. *AI, Surveillance and Human Rights: Preventing Emerging Technologies from Becoming Tools of Mass Repression*

• MARVEL Crisis Committee

1. *The Sokovia Accords Collapse: A New Superhuman Incident Forces the World to Choose Between Registration and Independence*
2. *The Multiverse Incursion: Multiple Realities Begin Colliding as Governments, Heroes and Villains Race to Prevent Total Collapse*

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