LOGICLOOM 2.0

What has changed in Round-1?

Margazhi (Jan 2024)	Paradox May 2024
Screening round consisted of 3 domain wise sections	Domains have been removed.
(Mathematical problem solving,	There're no separate sections in
Reasoning & Aptitude and Programming basics)	this round. Also, there would be NO questions based on Maths.
Time-consuming! 25 questions were to be solved in 60 mins	15 questions (besides one bonus problem) need to be solved in 40 mins
Max achievable point was 100 (4 pts each question)	Total points will be 45 (3 pts each question)
Only MCQs	Besides MCQs, SATs have been added to capture the essence of our iconic 'Creativity Round'. We need to go through the thought process in some questions in order to judge the creative acumen and thinking skills.

It was calculation heavy. Lot of computations were required which made it difficult to cover all questions.	No longer! The pattern and objectives/ goals of Prelims has been COMPLETELY CHANGED. The type of problem solving that will be required this time, is pure thinking! We've ensured that we don't test your mathematical skills.
Questions were difficult to comprehend as the language was tricky/hard and confusing	Questions will be straight-forward wrt. the language and there would be no cases of any ambiguity arising due to this:)
Conducted in 2 slots (6 hrs each)	More flexible for participants! Can be attempted at any convenient slot within the 28 hr time-frame (over 2 days)
NO resources were provided	Hints and resources will be provided wherever necessary to approach a given problem. No pre-requisite/subject knowledge is required.

Excellent and rated 4.2 on a 5-pt. scale (as per participant feedback)

We hope the participants love the new format and the innovative components we've added in, and rating increases to 5 this time:D

The major changes have been in the Prelims pattern and the surprise awaits. You'll be able to differentiate once you attempt the Creativity round!

Addressing Suggestions Received in LogicLooM (1.0 Margazhi 2024)

Participant Suggestion	Action Taken in LogicLooM 2.0
Even though the same number of questions (difficulty-level wise) were maintained in both slots and points were normalized to make it fair, it was difficult for quite a few FL students who were in their 1 st sem, to tackle questions which were meant for Diploma!	We do agree. This time, we have separated participants into different categories for the Prelims, based on their level (FL/Dip. /Degree, as in the last completed term) So, one will be competing against his/her fellow mate who's in the same level. Separate cut-off percentiles for Pre-finals will be used for the 3 categories.
I have attempted the slot-1 paper which I feel was a bit harder compared to that of day-2 that my friend gave. This might have had an impact on the normalization process and hence, the percentile score.	We had followed the G-score method keeping in mind various aspects (which is followed for judging performance across multi-session papers like GATE). We had conducted slots on both days to provide flexibility and implemented 2 different sets of questions in both sessions to prevent any cases of malpractice (like sharing of questions etc.) This time, we have removed the normalization process. Raw points will be directly converted to percentiles to judge relative performance.
Though there were 2 slots (with a total 12 hr time window), it would have been better if more flexibility was added.	Yes, we have increased the contest attempt window and it will be live throughout a span of 28 hours (over 2 days – Sat and Sun).

	One can attempt it during any (his/her convenient) slot in this timeframe.
I feel that the Round-1 was time-consuming, especially because there were 25 problems to be solved in 1 hour and a good number of questions were from the 'Mathematical problem-solving and reasoning' sections.	Yes, we definitely agree and have felt the same by analyzing the feedbacks. Few participants couldn't finish, but you should take that as an essence or added complexity that can be expected in a quality event. At the same time, some could come up with unique ways of approaching the problems and finishing it quite fast!
	This time, we have removed the Maths section (in fact we have eliminated the 3 domain categories) and also ensured that there are NO questions which might require any sort of mathematical calculations. The number of questions has been reduced by 10.
	We have completely changed the pattern of the Prelims wrt Qtype. Resources/hints will be provided wherever required to solve a question. We've ensured that knowledge isn't a hindrance. Trust us, this Creativity Round will truly be a unique experience!
I felt that some questions or story puzzles in the 1 st round were difficult to understand because of the English.	We did bulk re-evaluate and provide points for any such ambiguous questions. No chances of this occurring again as the event pattern has been completely changed. Such problem types have been ruled out.
I felt that the qualifying cut-off for the 2 nd round was too high!	We had only 2 rounds back then! To ensure that more participants qualify and get an opportunity to experience our further

	team-based rounds and collaborate with the team-mates on projects, we have added one extra round this time. We will keep a lower cut-off and filter accordingly.
I qualified the screening round and realized that the finale was damn hard. Though	
resources were provided to begin with the project, it would've been better if we had some workshop sessions prior to the contest.	round. We will be conducting a workshop.

Addressing Suggestions from LogicLooM 1.0 Margazhi challenge round

Concern/Suggestion

Action taken in LogicLooM 2.0

Even after being one of the participants, who made it to the finals, I felt that the challenge was damn hard. Just because the team allocated to me had some diploma/degree students, I was relieved and couldn't help them much.

This time, we will be providing 2 different problem statements - one for the FL and the other for the DD (difficulty level of the challenges will be framed keeping in mind the category – Foundational/Diploma and Degree)

Every allotted team didn't consist of the same number of students (category-wise).

Agreed. At Margazhi, all participants, irrespective of the level, attempted the same paper in Prelims and a huge% of FL students performed better (which we never expected :D), making them dominate the finalists list.

A team consisting of more diploma and degree students could've performed better.

This time, since we've crafted separate papers in Prelims for the categories, we will be able to form teams randomly, yet ensuring that each and every team has the SAME count of

FL and DD participants who qualified for the pre-finals.

Structure

X_{F1} - Number of Foundational students participating in Prelims

X_{D1} - Number of Diploma students participating in Prelims

X_{DEG1} - Number of Degree students participating in Prelims

CP_{F1} - Cut-off percentile for Foundational level participants in Prelims

CP_{D1} - Cut-off percentile for Diploma level participants in Prelims

CP_{DEG1} - Cut-off percentile for Degree level participants in Prelims

Y_{F2} - Number of Foundational students qualified for Pre-finals

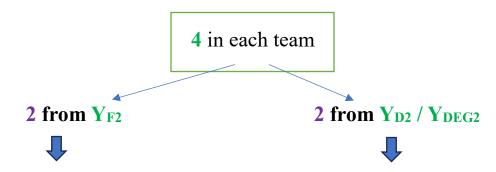
Y_{D2} - Number of Diploma students qualified for Pre-finals

Y_{DEG2} - Number of Degree students participating in Pre-finals

 $T_2 = Y_{F2} + Y_{D2} + Y_{DEG2}$ (Number of total participants from all levels who qualified for Pre-finals)

Team 1, Team 2, Team 3, ..., Team k, ..., Team N

Team k Split



Will participate in the Problem

Statement for the FL students

Will participate in the Problem Statement for the DD students

Since the challenges will be different, submissions will be evaluated separately.

Score for Team k =

50% of Score from the FL submission in team k

+

50% of Score from the DD submission in team k

The plan we have adopted for this edition has been decided after going through multiple representations and operational constraints. We are confident that this approach will establish a **FAIR** and equitable judging scheme across all categories.