

# VIDYA ACADEMY OF SCIENCE AND TECHNOLOGY

## Tech Fest Report



### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

IN ASSOCIATION WITH VYVIDH '23  
PRESENTS



The Computer Science and Engineering Department of Vidya Academy of Science and Technology recently organized "Respawn," as a part of the annual college tech fest Vyvidh'23 on March 17th and 18th, 2023. The two-day event was a grand success, bringing together engineering students from various institutions to showcase their technical skills and knowledge. The event was packed with an array of activities ranging from technical competitions such as Quiz: Trial by trivia, DevShowdown, and Speed Typer, to workshops like Cyber Security Workshop, and Department Expo: semicolon. For the gaming enthusiasts,

Respawn - Gaming Arcade had the latest and greatest games that the world has to offer. Additionally, the participants had the chance to participate in CodeX, D\_Bud, uDZN, and Canvas2Code. To make the event even more exciting, Mazerunner was set up to offer the thrill of navigating through the maze, and Transylvania (horror house) was created to give the visitors a spine-tingling experience. On the second day 2 of Respawn, gamers from around India were invited to participate in the Respawn - E-Sports Tournament, the main event of the CSE department.





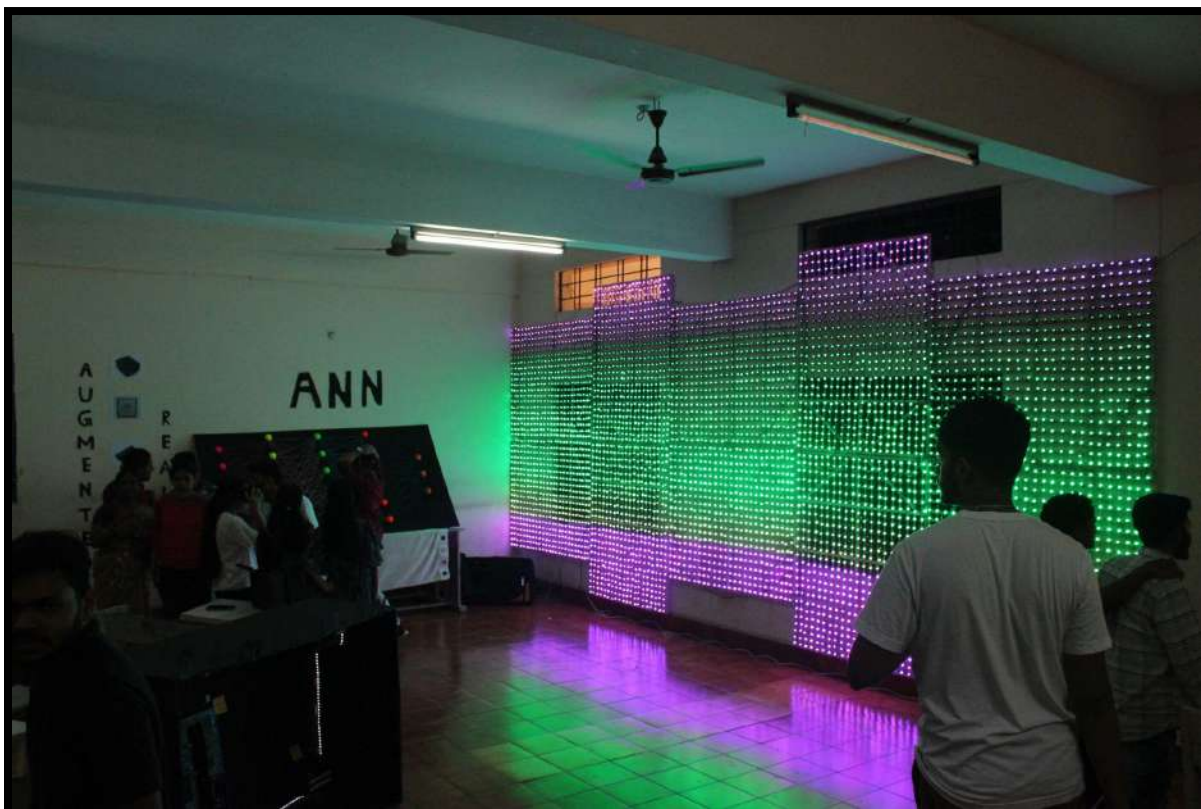
## TECHNICAL EVENTS

- **Department Pavilion : Semicolon**

The Department Expo: Semicolon was an outstanding showcase of technological advancements that left the visitors awestruck with the wealth of information it provided. The exhibition featured captivating demonstrations of cutting-edge technologies, including blockchain, AI/ML, cybersecurity, cloud computing, Internet of Things, and networking. One of the highlights of the expo was a mesmerizing LED display that showcased the rhythm of music, leaving the audience spellbound. The exhibition also featured various innovative projects, such as a model of a neural network, a ride in virtual reality and augmented reality, a hand gesture remote control system, a subway surf simulator using camera sensor, a voice-to-Braille converter, an emotion detector project, a topology model, and a CPU model. In addition to showcasing the latest technological advancements, the exhibition also celebrated the outstanding achievements of students and faculty members in the fields of education and co-curricular activities. Overall, the Department Expo: Semicolon was an incredible showcase of innovation and creativity that left a lasting impression on all who attended.









- **Respawn - E-Sports Tournament**

Respawn, the highly anticipated e-sports tournament organized by the CSE department, showcased a thrilling battle between professional and amateur teams vying for victory and a total prize pool of Rs. 50000 in the popular game of Valorant. The event featured cutting-edge computer hardware and a massive LED wall that broadcasted the intense virtual showdown to an enthusiastic audience.

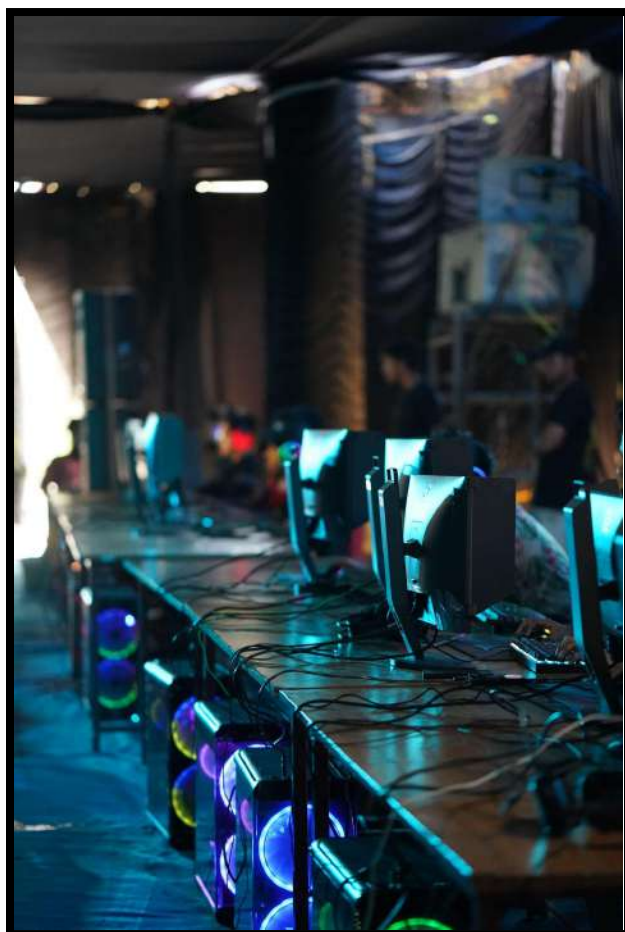
A total of 12 teams participated in the tournament and were divided into 4 groups of 3 teams each. The preliminary rounds were conducted online, with only the team that secured the highest score from each group advancing to the semi-finals. The semi-finals and finals were held in-person within the college premises, with 10 gaming systems available for the teams to compete against each other. After a nail-biting three-match final, the team Yatagarasu emerged as the champions and took home the grand prize. Respawn was a truly engaging event that brought together passionate gamers and showcased the thrill of e-sports.











- **Canvas2Code**

Canvas2Code was an exciting event that challenged participants to create a functional front-end for a website using a provided design or mockup. The event was conducted online from March 14th to March 17th, allowing participants to showcase their skills and creativity from the comfort of their own homes.



- **uDZN**

uDZN was a captivating event that put participants' design skills to the test by challenging them to create a usable, accessible, visually appealing, and engaging interface for software. The event took place online from March 14th to March 17th, allowing participants from all over to showcase their talents and creativity.



- **DevShowdown**

DevShowdown was a thrilling technical event that challenged participants to showcase their skills in two sub-events: codeX and D\_bug. The event took place on the first day of Vyvisdh, March 17th, and required each team to consist of two players, one for each sub-event.

The sub-events were highly competitive and designed to test participants' technical abilities and problem-solving skills. The teams that excelled in both sub-events were shortlisted to participate in the final event, the DevShowdown, which took place on the second day of Vyvidh, March 18th.



- **CodeX**

CodeX was an exciting event that tested participants' coding capabilities and logical skills in a highly competitive environment. Aspiring coding experts were invited to showcase their skills and compete against their peers in this challenging coding competition.





- **D\_Bug**

D\_Bug was an exciting event that focused on testing participants' debugging skills in a competitive and challenging environment. Each team was required to consist of two members, and CodeX and D\_Bug were held in the college on the first day of the tech fest, March 17th.

- **Speed Typer**

SpeedTyper was an exciting typing competition held during Vyvidh, where participants put their typing skills to the test with the game Typing of the Dead: Overkill. Players competed to achieve the fastest completion time and the highest score, with scores being recorded on a leaderboard. The competition attracted a lot of interest and participants enjoyed showcasing their typing abilities.



- **Cyber Security Workshop**

The Cyber Security Workshop conducted by Red Team Hacker Academy was a highly engaging and informative event attended by over 180 students from Vidya and other colleges. The session focused on navigating the shadows of web applications, with a particular emphasis on cybersecurity. The keynote speaker for the event was Mr. Rinto, a senior cybersecurity trainer from Red Team Hacker, who provided valuable insights into the topic.

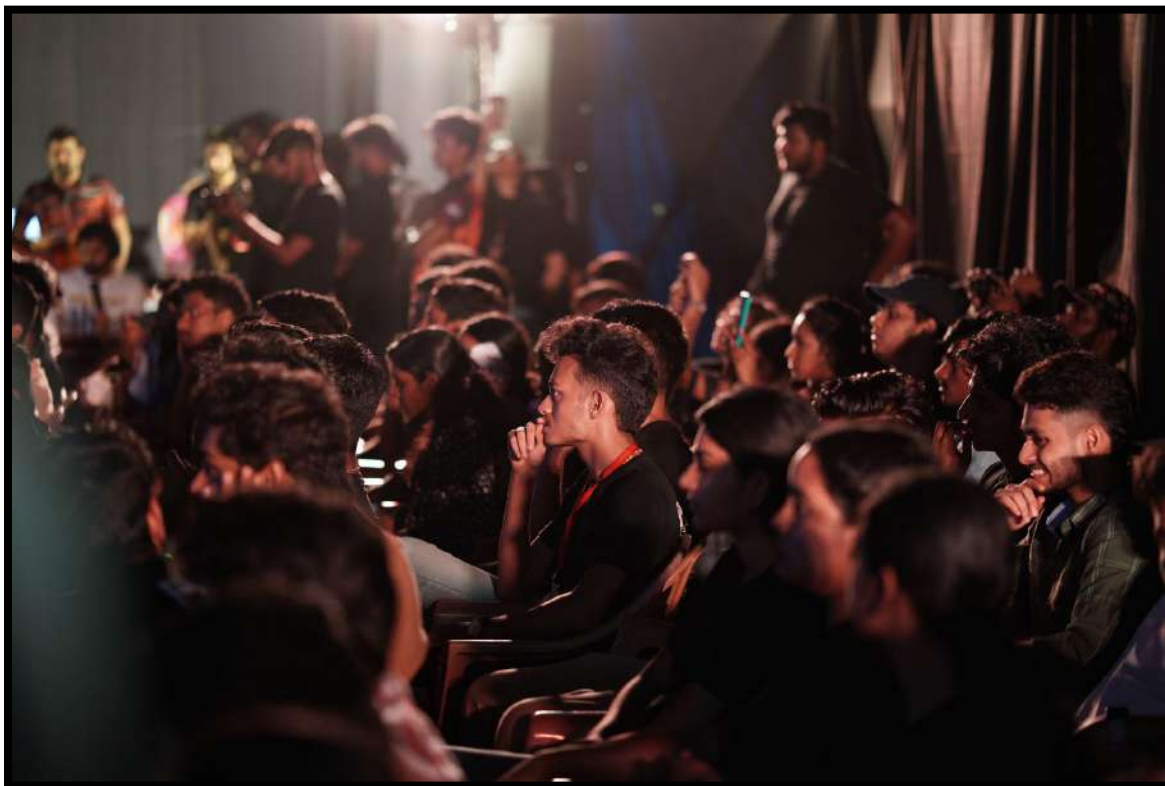
The workshop was a hands-on session designed to give participants an overview of cybersecurity, and it was highly interactive and engaging. The event lasted for 2 hours and was introduced by the Head of the Department, Dr. Ramani Bai, and Coordinator, Mrs. Shameem. Overall, the Cyber Security Workshop was a highly valuable event that provided participants with an excellent opportunity to learn more about cybersecurity and gain valuable insights into this important field.

## **NON TECHNICAL EVENTS**

- **Respawn - Gaming Arcade**

The Respawn event was a thrilling two-day affair, with the first day featuring a Gaming Arcade that provided an exciting area for students to enjoy their favorite arcade games. From Forza Horizon 5 to FIFA 23, Valorant, Apex Legends, GTA V, CS:GO, and Halo Infinite, the Gaming Arcade had it all, and the LED screen seating arrangement allowed viewers to enjoy the games with a captivating visual treat. The second day of Respawn featured an intense tournament, with professional and amateur teams battling it out for victory and a total prize pool of Rs.50000.









- **Quiz: Trial by trivia**

The Vyvidh event on March 17th provided an opportunity for teams of two to compete in a thrilling trial by trivia. The event consisted of three rounds: movie quiz, fun quiz, and techie quiz, challenging players to brush up on obscure facts and pop culture.



- **Maze Runner**

Maze Runner was an exciting and challenging game that required both mental and physical skills. The players had to navigate their way out of a dark maze with laser sensors in just five minutes by jumping, crawling, and finding the correct path.



- **Transylvania**

Transylvania was an immersive and spine-chilling horror house set up that aimed to give visitors a thrilling experience. Special effects and props were used to create a spooky ambiance and instill fear in the minds of visitors. The event was conducted on both days of the fest.







- **Infinity Fun - Mini Games**

Infinity Fun was an event that offered a variety of mini games with a low entry fee, encouraging maximum participation. The games included chess, darts, carroms, and the popular bottle flip challenge. This event was available on both days of the fest, providing ample opportunities for everyone to participate and have fun.





- **Photo Booth**

The photo booth was a popular attraction where visitors could capture their memories in a fun and creative way. The walls were decorated with a cinephile theme, providing the perfect backdrop for photos. For a small fee, visitors could take pictures and capture the essence of the event. The photo booth was a hit among visitors who wanted to take home some aesthetic photos as a memento of their experience.





- **Period Cramp Simulator**

The Period Cramp Simulator Stall was a unique initiative aimed at raising awareness among men about the physical discomfort and pain experienced by women during menstruation. The stall featured charts and information to educate visitors about the menstrual cycle and its impact on women's health. Additionally, the stall offered a simulator to replicate the experience of period cramps, providing a glimpse into the pain and discomfort that women go through each month. This was an important step in promoting empathy and understanding towards women's health issues.





