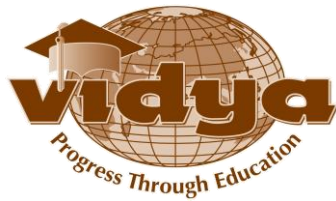


# VIDYA ACADEMY OF SCIENCE AND TECHNOLOGY

## Tech Fest Report



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**IN ASSOCIATION WITH VYVIDH '24**

**PRESENTS**



## **Introduction**

The Computer Science and Engineering Department of Vidya Academy of Science and Technology conducted a two-day tech fest named "Respawn" on February 29th and March 1st, 2024. The event aimed to provide a platform for engineering students from various institutions to showcase their technical skills and knowledge.

The tech fest featured a wide range of technical and non-technical activities. The main attraction of the event was the Respawn - Esports Gaming event. We had the gaming arena for the players who were equipped with the latest gaming computers and gears to enhance their experience.

## **TECHNICAL EVENTS**

### **Department Expo : Matrix**

The Department Pavillion was able to attract its audience through its attention grabber, the Meta Quest 2 VR setup with games like Creed and Beat Saber. To say that the oncomers loved it would be an understatement. Adding to the glitter was the House of Tech with charts and facts on AI and ML, accompanied by an AI tree that had memes and trivias about Artificial

Intelligence. With Audio Visual Interactive elements, the expo was one to watch.

### **Waka Waka – Fifa Tournament**

Always a fan favourite, the popular eSports, FIFA was also one of the main highlights from this year. It was basically an offline fifa tournament, held in a classroom with 7 laptop having 2 players each from 14 players under different matches. Finally the man of the match was declared. With a registration fee of ₹100, the match was held on March 1st. The prize pool of the event was 12K.

### **Respawn - E-Sports Tournament**

The main event of the CSE department, Respawn, was a gaming tournament held between teams of 5 players. It was an engaging event which consisted of two teams playing the virtual battle to make their chase through to the end of the tournament. The event required the latest gaming technologies and equipment. There were a total of 16 teams that participated. The preliminary matches were held online and from each group only a single team with the highest score proceeded to the Semifinals. The semi and finals were Lan events held inside the college with 10 gaming systems set up for teams to compete against others. The prize pool of the event was 1 lakh.

### **Canvas2code**

The event was to weave a working front end for a website from a design or a mockup provided. The event was conducted online from 23rd February to 25th February.

## **UDZN**

This event proposed a challenge to create a usable, accessible, aesthetically pleasing and virtually engaging interface for softwares. The event was conducted online from 23rd February to 25th February.

## **Animaze**

It was an online event conducted to test the animation skills. The event asked participants to craft flawless animation using various techniques. The registration started on 13th February and ended on 22 February. The winner was announced on 26th February.

## **DevShowdown**

It was a multiphased technical event that encompassed codeX, D\_bug, DarkCode, ReFix, Qwizzy and TypRace. The team consisted of two players, one for each event and the teams were shortlisted based on the performances of the both sub events. The final event, the devshowdown was conducted on 1st march, the second day of vyvidh. Registration started on 14th February and ended on 25th February. Event had a prizepool of 35K

Codex: Engage in a coding battle.

DarkCode: Solve coding challenges in a blind coding challenge.

ReFix: Master hardware reassembly.

Qwizzy: Test your tech knowledge in a quiz challenge.

TypRace: Race against time in a typing showdown.

D\_Bug: Untangle complex code in a debugging challenge.

## **Game Development Workshop**

The Game Development Workshop by GDC MEC was attended by over 75 students with both vidya students and students from other colleges. It was an engaging hands on session conducted to give an overview about game development. It was a 3 hour long informative session which was introduced by our Head of department Dr.Ramani Bhai and Coordinator Mrs.Neethu P R.

## **NON TECHNICAL EVENTS**

### **Respawn - Gaming Arcade**

An area for arcade so that the students can have some quality fun gaming time. The viewers were also provided with the seating arrangement to watch the tournament in a LED screen which gave a visualizing treat.

### **Maze Runner:**

This event was a mind engaging and adventurous game where the players had to find the ways out of the dark room which was set as a maze and had laser sensors. One had to jump, crawl and find their way out of the dark room within five minutes.

### **Infinity Fun - Mini Games**

A bunch of small games ensured maximum participation with minimal entry fee. The event was conducted on both days.

### **Photo Booth**

An area was set up to take photos. The walls were covered with the aesthetics of cinephilia. A minimum fee was set up for taking pictures per person.

### **Main Sponsors**



