VIDYA ACADEMY OF SCIENCE AND TECHNOLOGY

Tech Fest Report

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Introduction

The Computer Science and Engineering Department of Vidya Academy of Science and Technology conducted a two-day tech fest named "Vyvidh'24-25" on October 4th and 5th, 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 Destroy the Decibel - Battle of Exhausts. The entire institution was being electrified by the event as a number of cars came to showcase their prowess.

TECHNICAL EVENTS

Department Expo : Matrix

The Department Pavillion was able to attract its audience through its attention grabber, the 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 various projects on android gaming and hardwares .With Audio Visual Interactive elements, the expo was one to watch.

Destroy the Decibel- The Battle of Exhausts

After two years, revving up had never been more glamorous. On the 5th of October, the college ground was a treat for both the eyes and ears as 17 cars participated in a one-of-a-kind battle of exhausts. With a prize pool of 40k, the stage was set to see who would be the loudest. The event kicked off at 9:30 AM with an entry rally showcasing all the cars.

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 October 1st to October 3rd.

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 October 1st to October 3rd.

DevShowdown

It was a multiphased technical event that encompassed codeX, D_bug, DarkCode, TechBingo, Qwizzy and TypRace. The team consisted of three players, one for each event and the teams were shortlisted based on the performances of the events. On day two, an even more interesting task, treasure hunt was conducted.The event was conducted on both days of Vyvidh. Registration started on September 25th and ended on October 3rd. Event had a prizepool of 20K

Codex: Engage in a coding battle.

DarkCode: Solve coding challenges in a blind coding challenge.

Tech Bingo : Participants will create their own tech-themed bingo cards, marking off tech terms as the host calls out their descriptions or functions.

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.

UI/UX Workshop

The UI/UX Workshop was conducted by Mr. Surya Narayan, alumni, Vidya. It was attended by over 100 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 2 hour long informative session with every participant being active throughout the session.

 HACKATHON

The hackathon event named "Hacativate" was conducted by the department as a platform for students to showcase their coding skills. Each team had 4 member and they had to use their programming brains to solve a problem statement. It was conducted on the 1st of October in the Common Computer Center. And, it witnessed a very vibrant participation from the students.

NON TECHNICAL EVENTS

Respawn - Gaming Arcade

An arcade area was set up to provide students with a fun and engaging gaming experience. Viewers were accommodated with seating arrangements to watch the tournament on a large LED screen, offering a visually immersive treat. The thrilling end-to-end finals between Team AGR and the Committee team ended with a decisive victory for AGR, keeping the audience excited and entertained throughout.

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.