

# **VIDYA ACADEMY OF SCIENCE AND TECHNOLOGY**

## **Tech Fest Report**



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**IN ASSOCIATION WITH VYVIDH '25**

**PRESENTS**

## **Introduction**

The Computer Science and Engineering Department of Vidya Academy of Science and Technology conducted a two-day tech fest named "Vyvidh 25" on September 26th and 27th, 2025. 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 pavilion expo featured innovative projects, including VR experiences like roller coasters and zombie fights. Students showcased interactive projects, such as a flower blooming when hands are joined and a Subway Surfers game controlled by body movement. The expo also displayed antique mobiles, old laptops, and radios. It highlighted students' creativity and technical skills. The event was a spectacular showcase of technological advancement.

### **Destroy the Decibel- The Battle of Exhausts**

In the third edition of Destroy the Decibel, revving up returned with unmatched glamour as 17 participant cars roared onto the college ground for a thrilling battle of exhausts. Adding to the spectacle, 2 guest cars were showcased, with special guests Eagle Gaming and Sayip OP bringing star power to the event. With a grand prize pool of ₹40,000, the competition pushed excitement to new heights as the crowd waited to see who would be the loudest. The event kicked off at 10:00 AM with a dazzling entry rally, showcasing all the cars in style.

### **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 September 23rd to September 25th.

## **UDZN**

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

### **DevShowdown**

It was a multiphase technical event that encompassed D\_bug, DarkCode and TypRace events in the morning. The team consisted of three players, one for each event and the teams were shortlisted based on the performances of the events. During the afternoon, an even more interesting task, treasure hunt was conducted. The event was conducted on the first day of Vyvidh. Registration started on September 19th and ended on September 25th. Event had a prizepool of 20K

DarkCode: Solve coding challenges in a blind coding challenge.

TypRace: Race against time in a typing showdown.

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

### **Code to Cloud Workshop**

The **Code to Cloud** Workshop was conducted by Synnefo solutions. It was attended by over 150 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 two 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 20th of September in the Advanced Computing Lab. And, it witnessed a very vibrant participation from the students.

## **NON-TECHNICAL EVENTS**

### **Zone Zero - Gaming Arcade**

Zone Zero was an electrifying BGMI event where 10 skilled teams clashed in intense TDM matches, competing for a grand prize pool of ₹10,000. An exciting arcade setup added to the atmosphere, while seating arrangements allowed the audience to enjoy the action live on a large LED screen, creating an immersive viewing experience. The nail-biting finals delivered non-stop thrills, keeping the crowd on the edge of their seats as strategies, reflexes, and teamwork decided the ultimate champions.

### **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.

### **Game Grid**

Game Grid was an exciting event where students showcased their self-developed games, blending creativity with technology. A thrilling QR Hunt challenged participants to search for hidden QR codes across the venue for a chance to win exciting prizes. The combination of innovation, fun, and interaction kept the energy high throughout the event. With adventure at every corner, Game Grid delivered a perfect mix of creativity and engagement!

### **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.