It gives us immense pleasure to present the magazine of Technex, the annual technical festival of St. Vincent Pallotti College of Engineering and Technology, Nagpur. Over the years, Technex has evolved into a vibrant national platform that brings together young engineering minds from across the country to showcase their technical acumen, creativity, and innovative spirit.

Technical festivals such as this not only provide opportunities for healthy competition but also cultivate skills in problem-solving, teamwork, leadership, and practical application of classroom knowledge. The diverse events inspire participants to explore new frontiers of technology while instilling confidence and a sense of achievement.

This magazine reflects the hard work, enthusiasm, and dedication of both participants and organizers. It serves as a record of the collective efforts put in to make this celebration of knowledge and innovation a grand success. We hope that the readers will find inspiration in its pages and carry forward the spirit of innovation and excellence that Technex embodies.

We extend our heartfelt appreciation to all contributors, Managment members faculty mentors, sponsors, and students whose relentless efforts and support have made this event possible.

From The Director' Desk

Technex, the annual technical festival of St. Vincent Pallotti College of Engineering and Technology, Nagpur, has, over the years, emerged as a major national platform where engineering students of various institutions, including those from institutions of eminence, rub shoulders with each other to emerge victorious and claim the coveted prizes. It is a matter of satisfaction to note that such festivals are being encouraged and promoted by various national agencies and the government itself. Underlying this promotion is the conviction that technical competitions offer multiple benefits to the participants. Apart from fostering critical thinking, teamwork, innovation, and creativity, the participants learn the art of the practical application of the technology they master in the classroom. Students who participate in the events, regardless of whether they win a prize or not, go back with a certain amount of satisfaction and a sense of achievement. Such competitions keep students focused and motivated. I congratulate the organizers of this event and encourage the students to actively engage with technology.

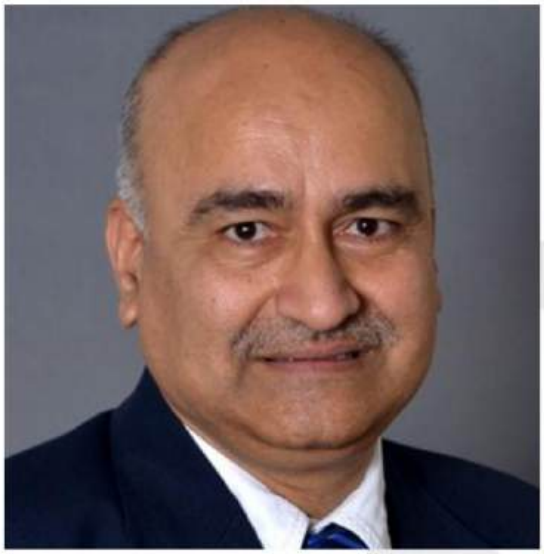
Dr. Fr. Paul Chandrankunnel SAC
Director

From The Principal' Desk

In today's rapidly evolving technological era, platforms like TECHNEX play a crucial role in nurturing innovation, creativity, and problem-solving abilities among students. Through events such as hackathons, design challenges, and workshops, participants gain hands-on experience and industry exposure, bridging the gap between academic learning and real-world applications. I deeply appreciate the efforts of our faculty coordinators, student organizers, and sponsors for their relentless dedication and teamwork in making this event possible. I firmly believe that TECHNEX will not only ignite curiosity but also inspire students to become future-ready engineers and leaders, contributing positively to society and the nation. My best wishes to all for a successful and enriching upcoming TECHNEX event in future.

Dr. Vijay M. Wadhai
Principal

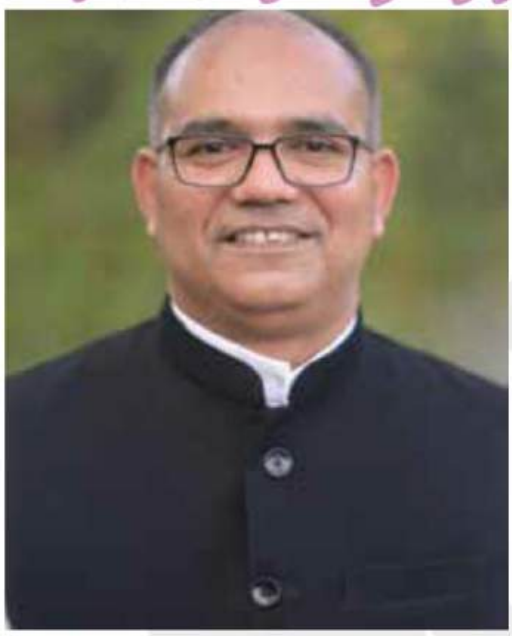
Message from The Institue Mentor



It gives me immense pride to witness the remarkable journey of TECHNEX, the flagship fest of SVPCET, Nagpur. From its humble beginnings to becoming a vibrant national-level event, TECHNEX has consistently nurtured creativity, innovation, and collaboration. Over the years, it has grown into a platform where students apply knowledge, showcase talent, and develop essential skills of teamwork, leadership, and problem-solving. The dedication of our students, support of faculty, and vision of the management have together shaped TECHNEX into an event of repute. I congratulate the organizers and participants for carrying forward this legacy and wish TECHNEX continued success in inspiring young minds to innovate and excel. “TECHNEX – Igniting Innovation, Inspiring Generations”

Prof. Rajendra B. Gowardhan
Institute Mentor

Message from the Financial Administrator



It gives me great satisfaction to witness the steady growth of TECHNEX, the annual technical festival of SVPCET, Nagpur. Over the years, it has transformed into a vibrant platform where students not only showcase their technical skills but also imbibe qualities of innovation, teamwork, and leadership. Such events are vital in preparing our young engineers to apply classroom knowledge to practical challenges and to grow in confidence through healthy competition. I wholeheartedly appreciate the tireless efforts of the faculty mentors, organizing team, and student volunteers who make this event a success. My best wishes to TECHNEX 2025 for continuing its legacy of inspiring students and fostering a culture of excellence at our institution.

Fr. Siju Jose
Financial Administrator

Message from The Faculty Mentor

Technex has always been a platform where creativity meets knowledge, and where students showcase their technical prowess, innovative thinking, and collaborative spirit. Events like Technex nurture essential skills such as teamwork, leadership, problem-solving, and adaptability—qualities that define true engineers. Every competition, workshop, and project here is not just an event, but a learning opportunity that inspires students to go beyond textbooks and apply their knowledge to real-world challenges. I wholeheartedly appreciate the dedication and enthusiasm shown by the organizing team, participants, and my colleagues who have contributed to making this event a grand success. I firmly believe that the experiences gained through Technex will remain with the students throughout their professional journey and motivate them to pursue excellence in every endeavor. My best wishes to all participants and organizers for a bright and fulfilling future.

Dr. Manoj V. Bramhe
Professor, Head Department of Computer Engineering
Coordinator, III Cell
Faculty Mentor, Technex

Message from The Faculty Coordinator

TECHNEX is the flagship technical event of St. Vincent Pallotti College of Engineering & Technology, Nagpur. As the Faculty Coordinator of TECHNEX, I have witnessed the enthusiasm and dedication of our students in organizing a wide range of events—from hackathons and design challenges to workshops and competitions—aligned with emerging technologies and real-world applications. TECHNEX continues its tradition of excellence with a strong focus on interdisciplinary learning, sustainability, and industry-academia collaboration, ensuring that participants gain both technical expertise and professional competencies. I extend my heartfelt gratitude to the management, faculty, student coordinators, and sponsors for their unwavering support in making this event a grand success. I am confident that TECHNEX will continue to inspire young minds to push boundaries, think innovatively, and contribute meaningfully to society and the engineering community.

Dr. Deepali Borakhade
Faculty Coordinator, TECHNEX-25, TECHNEX-24,
Co-coordinator TECHNEX-23

Words of Inspiration - Chief Guest

"TECHNEX will be impacting not the individuals but also the future of our country. What we innovate, what we do that impacts to whole society. Change can be brought with those who think differently."

Dr. Ravinder Singhal
Commissioner Of Police, Nagpur.
Chief Guest, Technex -25

"Dream big, execute make real things and help people. We are all here on this earth to help each other get better and healthier. "

Dr. Pratap Khanwilkar
CEO Ignition Key, USA.
Guest of Honour, Technex -25

"I perceive exceptional talent among the young students at the Pallotti college during Technex event. i am happy that Pallotti college's e-yantra lab ranks among the top 13 labs out of 520 labs across India. the trajectory of Pallotti college appears very promising to me"

Dr. Kavi Arya
Founder, Principal Investigator of
E-Yantra & Professor at IIT Bombay
Chief Guest, Technex -24

Student's Perspective

Technex has been more than just a fest for me—it has been a milestone of my college journey. From a curious participant in my 1st year to leading a 200+ member team in my final year, Technex shaped me as a leader, problem-solver, and team player. Every challenge we faced turned into an opportunity to grow, every success reflected our unity and resilience. Over the years, Technex has evolved from a college-level fest to Central India's largest Science and Technology Festival, attracting 2,500+ participants annually. Its legacy lies not only in its scale but in its spirit—bridging talent with industry, fostering innovation, and creating opportunities beyond campus boundaries. As we look ahead, I envision Technex growing beyond Central India to become one of India's premier technical festivals, inspiring innovation, leadership, and collaboration for years to come.

Mr. Rushabh Katekhaye
Mentor, Technex-25
Coordinator, Technex-24

Throughout my college journey, Technex has been an experience I deeply cherish. It taught me the true meaning of leadership—taking responsibility, guiding peers and juniors, staying organized under pressure, and seeing every commitment through to the end. Technex- 25 gave me more than just an event; it gave me a family—a team united by passion, vision, and the drive to turn ideas into reality. I'm truly grateful for the opportunity to serve as both Co-coordinator and Portfolio Mentor for TNX. To all the future TECHNEX teams, keep our legacy alive and always give your best!

Ms. Pulkeshini Taksande
Portfolio Mentor, Technex 2025

Student's Perspective

Technex has been a transformative journey for me. Starting with small responsibilities and gradually taking on bigger roles helped me grow both professionally and personally. It built my confidence, adaptability, and sense of responsibility while teaching me the true value of teamwork, dedication, and perseverance. With constant faculty support and incredible peers, Technex became more than just a technical event—it was an experience of learning, leadership, and cherished memories that will stay with me forever.

Mr. Prajwal Chaudhary
Portfolio Mentor, Technex 2025

My journey with Technex began in 2024 with Vortex and peaked in 2025 as Coordinator. But Technex was never just a fest—it was a vision fueled by ideas, sleepless nights, and the passion of a 200+ member team. It taught me more than any classroom could—resilience through last-minute challenges, leadership under pressure, and the drive to create something bigger than ourselves. These experiences inspired me to pursue an MBA and shaped me into a more confident, determined individual. I'm grateful to the mentors, teammates, and friends who turned hard work into lasting memories. Technex wasn't just an event; it was a family, an unforgettable experience I'd relive in a heartbeat.

Mr. Abhishrut Rokade
TNX-25 Coordinator, TNX-24 Event Coordinator.

Student's Perspective

Serving as the Coordinator of Technex-2025 has been one of the most transformative experiences of my journey. Organizing such a large-scale event brought challenges, but also immense learning, growth, and unforgettable memories. For me, Technex is more than a technical festival—it's where innovation meets creativity, ideas turn into reality, and teamwork achieves the extraordinary. This journey taught me that true leadership means staying resilient, working selflessly, and empowering others to shine. I hope the legacy of Technex continues to inspire future teams to dream big, stay united, and achieve greatness together.

Mr. Rajas Tarapure
Coordinator, Technex 2025

Technex is not just an event—it is a truly motivating and inspiring journey. It fosters a work culture that mirrors the professional environment of an organization, while its events are thoughtfully designed to enhance the technical acumen of every participant. Beyond competitions, Technex serves as a vibrant platform for holistic learning, collaboration, and innovation across diverse domains. For me, it has been an invaluable experience—one that blends knowledge with creativity and leaves behind a sea of cherished memories. Being a part of Technex has not only honed my skills but also instilled in me the spirit of teamwork, leadership, and continuous growth.

Mr. Mukul Potdar
Co-coordinator, Technex 2025

Student's Perspective

Being the Co-Coordinator of Technex 2025 was one of the most transformative experiences of my life. Managing multi-team operations, resolving conflicts, and balancing responsibilities taught me true leadership and teamwork. It changed my perspective—I now approach challenges with practicality and confidence, skills that help me in the corporate world too, from client dealings to marketing and presentations. Despite tight deadlines, we made it work, learning the value of hard work, resilience, and smart planning. I'm deeply grateful to my teachers and team for turning Technex into not just an event, but a journey of growth and unforgettable life lessons."

Ms. Vedika Fulzele
Co-coordinator, Technex 2025


THANK YOU FOR SUPPORTING AND
GUIDING US ALWAYS
- TECHNEX 25

VISION AND MISSION

VISION

Fostering technical expertise that drives innovation, along with essential life skills such as self-confidence, effective communication, teamwork, and leadership.

MISSION

Enhancing students' proficiency in advanced engineering technologies, enabling them to excel as innovative technocrats and visionary leaders of tomorrow.

TEAM

III Cell Coordinator

Dr. M. V. Bramhe

Faculty Coordinator

Dr. Deepali Borakhade

Faculty Co-Coordinator

Prof. Shankar Gadhve

Faculty Members

Dr. B.S.Bhaskar
Dr. Suyog Dhote
Dr. Tejal Irkhede
Prof. Ashutosh Maske
Prof. A. U. Gahankari
Dr. Jyoti Thakre
Prof. Kunal Onkar
Prof. Nilesh Korde

Student Mentor

Mr. Rushabh Katekhaye(IT)

Student Portfolio Mentors

Ms. Pulkeshini Taksande (CSE DS)
Ms. Mishael Sharon (CSE DS)
Mr. Prajwal Chaudhary (EE)
Mr. Veejil Nikose (EE)

Student Coordinator

Mr. Abhishrut Rokade(IT)
Mr. Rajas Tarapure (CE)

Student Co-Coordinator

Mr. Mukul Potdar (AI)
Ms. Vedika Fulzele (CSE CS)

THEME

AI Convergence

When Humans Lead, AI Follows

- **Concept**

- A futuristic battle between humans and machines where AI has immense power, but humans remain in control as its creators.

- **Dual Nature of AI**

- Good Side: Protects and supports humanity.
- Bad Side: Poses risks and challenges human existence.

- **Human Control**

- Without humans, AI has no purpose. In the end, humans are always in control.

- **Technex Vision**

- Empowering human intelligence to drive technology and create real-world solutions.

HIGHLIGHTS




HIGHLIGHTS





HIGHLIGHTS

NEW INITATIVES (WEBSITE)

https://technexsvpcet.com

NOTABLE INSTITUTES

REGIONAL

VNIT, NAGPUR	G.H. RAISONI COE, NAGPUR	CUMMINS COE, NAGPUR
YCCE, NAGPUR	PRIYADARSHINI COE, NAGPUR	ANJUMAN COE, NAGPUR
RCOEM, NAGPUR	WAINGANGA COE, NAGPUR	S.B. JAIN COE, NAGPUR

And Many More...

NOTABLE INSTITUTES

NATIONAL

IIT, MADRAS	IIT, MANDI	KL UNIVERSITY, GUNTUR
VIT, PUNE	MIT WPU	AMITY UNIVERSITY
IIIT, NAGPUR	IIIT, RANCHI	DELHI UNIVERSITY
VIT VELLORE	MIT ADT	CHITKARA UNIVERSITY
IIT, HYDERABAD	IISER	PARUL UNIVERSITY
SYMBIOSIS, PUNE	NMIMS, MUMBAI	BHARTIYA VIDYAPEETH, PUNE
IIIT, HYDERABAD	PICT, PUNE	POLISH JAPANESE ACADEMY OF INFORMATION TECHNOLOGY
BENNET UNIVERSITY		

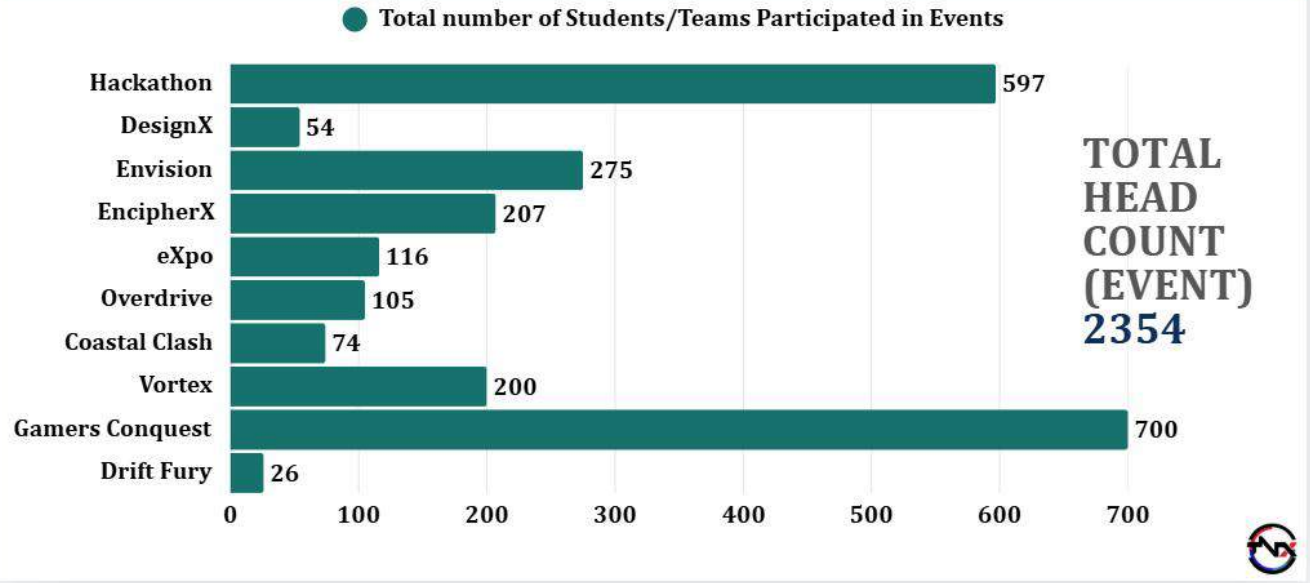
TNX-25 EVENTS

S.No.	Event	Description	Number of Participants
1.	Hackathon	A 24-hour coding marathon aimed at driving innovation and solving real-world challenges.	597
2.	Expo 2.0	A two-day event promoting entrepreneurial innovation and networking to participants to enhance their skills in business and startup ideas.	116
3.	DesignX	A premier event focusing on infrastructure design and advanced Building Information Modeling (BIM) practices.	54

TNX-25 EVENTS

S.No.	Event	Description	Number of Participants
7.	Envision	A team-based competition where participants tackle real world challenges through machine learning and data science.	275
8.	Gamer's Conquest	A premier esports event designed to bring together gaming enthusiasts from all levels to compete in popular games such as BGMI, Bullet Echo, Road to Valor, and Real Cricket 24.	700
9.	EncipherX CTF 3.0	A hybrid cybersecurity workshop and Capture the Flag (CTF) competition designed to develop and showcase skills in cryptography, ethical hacking, reverse engineering, and web security.	207
10.	Vortex	A competitive Valorant gaming event aimed at highlighting the dynamic nature of esports through strategy, communication, and teamwork.	200

EVENTS PARTICIPATION



TOTAL HEAD COUNT (EVENT) 2354

SKILLING WORKSHOPS

S.No.	Event	Topic	Spokesperson/Expert	Date	Number of Participants
1.	Hackathon	Building the Future:Blockchain and Web3 essentials.	Mr. Anmoldeep Singh Arora (Senior SDE, Persistent System)	13th January, 2025	143
2.	Expo	How AI can help you build your startup.	Mr. Faiz Ahmed (Co-Founder & CEO Smart Savaari Mobility)	17th and 18th January, 2025	43
3.	DesignX	Advanced BIM For Facility Management	Mr. Pravin Jadhav (CADD Centre, Nagpur)	17th and 18th January, 2025	56

TNX-25 EVENTS

S.No.	Event	Description	Number of Participants
4.	Overdrive	A thrilling bot racing competition where teams design, build, and race custom bots through challenging rounds.	105
5.	Coastal Clash	An electrifying RC boat competition where students dive into hands-on experiences by crafting their own boats.	74
6.	Drift Fury	Drift Fury is the ultimate RC Nitro and Electric car racing event, blending thrilling races with hands-on learning in drifting, racing, and vehicle optimization.	26

INHOUSE SKILLING WORKSHOPS

S.No	Event	Topic	Spokesperson/Expert	Date	Number of Participants
1.	EncipherX CTF 3.0	Linux Administration,Ethical Hacking, Android Exploitation	EncipherX CTF 3.0 Team	15th-18th January, 2025	195
2.	Envision	Data collection, Pre-processing, Visualization, Machine learning model Building	Mr. Atmanya Dhok (CSE DS)	17th and 18th January, 2025	211

INHOUSE SKILLING WORKSHOPS

S.No	Event	Topic	Spokesperson/Expert	Date	Number of Participants
3.	Coastal Clash	RC boat basics and building	Mr. Nupendra Waghmare(CE) Ms. Shashwati Urkude(CE)	17th and 18th January, 2025	182
4.	Uxplore	UI/UX Designing and Prototyping using Figma	Mr. Smit Biswas(AI) Ms Shrusti Satpute(AI) Mr. Atharva Bamnote(AI)	16th and 17th January, 2025	260

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10	Drift Fury	First (Nitro)		Eric Samuel Edison	Holy Angels' High School & Jr College	25000
		Second (Nitro)	Team Xenon	Akshay Khanke	Shivajirao S Jondhale College of Engineering	15000
		First (Electric)		Eric Samuel Edison	Holy Angels' High School & Jr College	25000
		Second (Electric)	Aryan Anand Dixit	Anand Dixit	Vivekanand high school	15000
		First Electric rental	Lanngam	Baremron Lanngam Kabui	St. Vincent Pallotti College of Engineering & Technology	6000
		Second Electric rental	Spyer S	Ayush Chandrabhan Shelke	St. Vincent Pallotti College of Engineering & Technology	4000
		Third	-	Harshal Sudhir Bawankar	Yeshwantrao chawan college of engineering	8000
3	Envision	First	Career Craaft	Ansh Gupta	Yeshwantrao chawan college of engineering	25000
		Second	Neural Nexus	Kunal Gupta	Suroydaya College of Engineering and Technology	15000
		Third	The Visualizers	PRATHMESH SANJAY MASKE	St. Vincent Pallotti College of Engineering & Technology	10000
4	Expo	First	FutureForge	AAYUSHI JAYANT ASOLE	St. Vincent Pallotti College of Engineering & Technology	17500
		First	Everyday Laundry	VAIBHAV GANESH THAKARE	St. Vincent Pallotti College of Engineering & Technology	17500
		Second	Triskele	Shantanu Omprakash Sarode	Ramdeobaba University	12500
		Second	Aerovania	Mr. SMITESH MANOJ CHINCHORE	Priyadarshi College of Engineering, Nagpur	12500
		Third	The prime triad	Bhakti hiwase	St. Vincent Pallotti College of Engineering & Technology	15000
5	Gamer's Conquest	First	Venom Gaming	ROHAN SUNIL BANKAR	K.D.K. College of Engineering	12000
		Second	Seventh Circle	Samyak Siddharth Gondane	Sindhu vidhalaya	8000
		Third	Rocket Esports	Mohammad Anas Nawab Sheikh	Tripude College, Nagpur	5000
		Bullet Echo Battel Royal	Team X	RAMPADA NIMAI PRADHAN	St. Vincent Pallotti College of Engineering & Technology	3000
		Bullet Echo leaderboard	-	Chetana Ashok Rathod	St. Vincent Pallotti College of Engineering & Technology	2000
		Road to valor	-	Abhijeet Someshwar Pathode	St. Vincent Pallotti College of Engineering & Technology	5000
		Real Cricket	-	Sparsh Moreshwar Kohade	St. Vincent Pallotti College of Engineering & Technology	5000
6	Hackathon	First	Team Hackhorizon	Shobha Chafle	Suryodaya college of engineering and technology	35000
		Second	Team Arc	Yash Zade	J D College of Engineering and Management	25000
		Third	Innov8ers	Shantanu sanjayrao mangalkar	St. Vincent Pallotti College of Engineering & Technology	10000
7	Overdrive	First	Skyward dynamics 2	Rahul Kr Sangwan	The NorthCap University	45000
		Second	skyward dyanamics 1	Aayush jindal	The NorthCap University	25000
		Third	DODO	Harish Vilasrao Ajankar	Sipna College of Engineering and technology	10000
8	Vortex	First	Trixters eSports	Wilsh Dsouza	Pillai College of Engineering, New Panvel	40000
		Second	Amigos Esports	Sai Parthiv Reddy	Sri venkateswara college of engineering	20000
		Third	G59	Suvam	MMK COLLEGE	10000
9	EncipherX	First	Capture the Fun	DEVANSH SHRINIVASAN PARAPALLI	Government College of Engineering Nagpur	20000
		Second	TheClouds	S Harish	SKP Engineering College	12000
		Third	Turing Nessus	Aman Avinash Araikar	St. Vincent Pallotti College of Engineering & Technology	8000

Event Name: TECHNEX-25

Date: 20th – 21st January 2025

Nature: National-Level Technical Festival

Organized by: St. Vincent Pallotti College of Engineering & Technology (SVPCET), Nagpur

Pre-Event Workshops: Conducted from 13th to 18th January 2025 under the TECHNEX-25 banner

Objective: To enhance students' technical, entrepreneurial, and problem-solving skills through hands-on workshops, expert talks, and real-time project building.

The **TECHNEX-25** technical festival was organized with the aim of enhancing students' **technical proficiency**, **entrepreneurial spirit**, and **problem-solving capabilities**. The event comprised a series of **hands-on workshops**, **expert-led sessions**, and **real-time project development activities** designed to bridge the gap between theoretical knowledge and practical application.

S. No	Workshop Name	Topic / Focus Area	Date(s)	Resource Person(s)	No. of Participants	Mapped POs	Skills Acquired
1	**Hackathon**	Cloud Computing & DevOps	13 Jan 2025	Anmoldeep Singh Arora (Persistent)	143	PO1, PO2, PO3, PO5, PO12	Cloud platform deployment, DevOps pipeline setup, problem solving, team coding
2	**Overdrive**	Bot Building (Mechanical & Control Systems)	15–16 Jan 2025	Ashutosh Maske (SVPCET)	90	PO1, PO3, PO4, PO5, PO9 PO12	Robotics design, sensor integration, embedded control, teamwork, testing methods
3	**Envision**	Data Visualization & ML Pre-processing	17–18 Jan 2025	Aatmanya Dhoke (SVPCET Student)	111	PO2, PO3, PO5 PO12	Data wrangling, feature extraction, visualization, model building with Python tools
4	**Design-X**	CAD + Revit for Building Design	17–18 Jan 2025	RPJ Design & BIM (CAD Centre, Nagpur)	56	PO1, PO3, PO5, PO11 PO12	Architectural design using Revit, 2D/3D modeling, CAD workflow, project costing
5	**Expo 2.0 (Online)**	Generative AI Introduction	17 Jan 2025	Mr. Krishna Kumar (Green Pepper AI)	53	PO4, PO5, PO6, PO7 PO12	AI fundamentals, generative models, societal impact of AI, tool exposure
6	**Expo 2.0 (Offline)**	Startup Ecosystem & Business	18 Jan 2025	Faiz Khan, Ajay Kapoor, TiE Members	53	PO6, PO7, PO8,	Entrepreneurship, business model planning,

		Mentoring				PO10 PO12	sustainability ethics, pitching skills
7	**Encipher-X**	Linux Admin, Ethical Hacking, Android/Web Exploitation	15–18 Jan 2025	Ayush, Tanush, Amit, Kshitij, Anshul, Vedant	191	PO1, PO2, PO5, PO6 PO12	Linux terminal, penetration testing, cybersecurity tools, awareness of cyber laws
8	**Uxplore**	UI/UX Design using Figma (Theory + Practice)	16–17 Jan 2025	Atharva, Shrusti, Smit (SVPCET Students)	260	PO3, PO5, PO6, PO10 PO12	Wireframing, interactive design, user research, prototyping & presentation skills
9	**Coastal Clash**	Boat Building (Design + Fabrication)	17–18 Jan 2025	Nupendra Waghmare (SVPCET Student)	182	PO1, PO2, PO3, PO4, PO5, PO9 PO12	Fluid mechanics application, teamwork, CAD design, materials selection, model testing

📌 **Summary:**

- **Total Workshops**: 9
- **Total Participants**: **~1149**

Name of Event	Skills Acquired	Participants	POs Mapped
Hackathon	Problem-solving, coding, teamwork, system design, debugging	597	PO1, PO2, PO3, PO4, PO6, PO11

DesignX	CAD tools, creativity, product design, sustainability awareness	54	PO3, PO5, PO6, PO7
Envision	Presentation, research, innovation pitch, communication	275	PO7, PO8, PO9, PO11
EncipherX	Cryptography, secure coding, logical thinking, cybersecurity awareness	207	PO1, PO2, PO4, PO10
eXpo	Entrepreneurship, business model planning, sustainability ethics, pitching skills	116	PO3, PO5, PO7, PO8, PO9
Overdrive	Robotics, embedded systems, hands-on with sensors and actuators	105	PO1, PO3, PO5, PO6
Coastal Clash	Remote control systems, group collaboration	74	PO2, PO3, PO6, PO9
Vortex	Circuit design, analog/digital electronics, problem-solving	200	PO1, PO2, PO4, PO5
Gamers Conquest	Strategic planning, rapid decision-making, simulation understanding	700	PO2, PO3, PO9, PO11
Drift Fury	Design of mechanical systems, precision control, vehicle dynamics	26	PO2, PO3, PO5, PO9

📌 **Summary:**

- **Total Events**: 9
- **Total Participants**: **~2354**

Department Wise Participation In Events

Sr. No	Name of Event	Name of Department										
		CE	IT	DS	CS	IIOT	CSBS	ETC	EE	ME	CIVIL	AI
1	Hackathon	71	52	23	10	29	46	11	1	7	-	17
2	Overdrive	12	-	-	-	4	-	12	-	5	1	-
3	Envision	32	14	90	2	10	10	8	7	2		77
4	Design-X	3	1	-	1	2	-	2	1	-	41	-
5	Expo 2.0	15	12	2	1	3	32	3	6		7	3
6	Encipher-X	14	28	2	71	6	0	3	0	0	0	2
7	Vortex/ Gamers Conquest	20	32	8	21	16	22	9	14	14	12	12
8	Coastal Clash	-	2	4		1	3	6				6
Total		167	141	129	106	71	113	54	29	28	61	117

Department Wise Participation In Workshop

Sr. No	Name of Event	Name of Department									
		CE	IT	DS	CS	IIOT	CSBS	ETC	EE	ME	AI
1	Hackathon	102	29	14	14	5	16	4			7
2	Envision	30	14	185	2	8	10	4	7	2	111
3	Design-X	3	2	2				10		5	
4	Expo 2.0 (Online)	6	26	2	1	6	64	7	6		3
5	Encipher-X	20	11		50				1		
6	Uxplore	65	30	21	15	16	20	35	11	12	25
Total		226	112	224	82	35	110	65	25	19	146

Sr. No	Name of Event	Faculty Coordinator of Department	Name of Event Driving	Student Coordinator and Co coordinator

			Department	
1	**Hackathon**	Prof. Shankar Gadhave	CE / IT	Vedant Joshi (IT)
2	**Overdrive**	Dr. B. S. Bhaskar	ETC	Vaibhav Varma (ETC) Ganjuan Dhore (ETC)
3	**Envision**	Prof. Aparithosh Gahankari	AI	Atharva Bamnote(AI) Nikhil Motghare (AI)
4	**Design-X**	Dr. Suyog Dhote	Civil	Megha B (Civil) Pooja Zade(Civil)
5	**Expo 2.0**	Dr. Tejal Irkhede	Data Science	Ashwin Ranjeet
6	**Encipher-X**	Prof. Nilesh Korde	Cyber Security	Ansh Gadhai (CS) Tanush Bamnote (CS)
7	**Vortex/ Gamers Conquest**	Prof. Ashutosh Mask	CS/ AI	Aditya umate (CS) Shaunak Gan (CS) Kartik Barnala (AI) Aryan Rangari (AI)
8	**Coastal Clash**	Dr. B. S. Bhaskar	AI	Pritish Manwadkar (AI) Aditya Rokade (AI)
9	**uxplore**	Prof. Aparithosh Gahankari	AI	Smit Biswas (AI)

Sr. No	Name of Event	Theme of Event	Outside Expert For Workshop	Outside Expert for Evaluation
1	**Hackathon**	Reimagine Reality	Mr. Anmoldeep Singh Arora SDE at Persistent System	Mr. Anmoldeep Singh Arora SDE at Persistent System, Pratap R Shukla
2	**Overdrive**	Trial of Elements (Robo Race)	Mr. Ashutosh Maske (Faculty SVPCET)	-
3	**Envision**	"AI for Sustainable and Smart Future: Harnessing Data for Social Impact"	Mr. Aatmanya Dhoke (SVPCET Student)	
4	**Design-X**	Revit (Planning and Designing in architecture and civil)	Mr. Pravin Jadhav CAD Centre (RPJ Design & BIM Solution Nagpur)	Ms. Manasvi Asole, Project Estimator at HSM Edifice, Nagpur
5	**Expo 2.0**		1) Mr.Krishna Kumar CEO & Founder Green PepperAI, 2) Mr.Faiz Ahmed Khan CEO & Founder Smart Savari, 3) Mr.Ajay Kapoor President & founder	Mr. Faiz Ahmed Khan CEO & Founder Smart Savari,

			Ascent Business, TiE Chartered Member	
6	**Encipher-X**		1) Mr.Kshitij Barapatre Security Analyst at KPMG, Mentor Phoenix Cybersecurity 2) Ayush Benny 3) Tanush Banmote 4) Anshul Vairagade 5) Vedant Ghubade 6) Amit Prajapati	
7	**Vortex/ Gamers Conquest**	-	-	**-**
8	**Coastal Clash**		Mr. Nupendra Waghmare	
9	**uxplore**	UI/UX	Mr. Athrava Banmote, Mr. Shrusti Satpute Mr. Smit Biswas	**-**


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PRIZE WORTH
1,00,000/-
TEAM SIZE
1-5
ENTRY FEE
PER PERSON : 50/-

Hackathon

🎯 Event Theme for

Reimagine Reality

Theme Justification & Alignment

Theme: Reimagine Reality

- Focuses on **immersive technologies** like AR/VR, AI, IoT for **real-life problem-solving**.
- Problem statements align with **SDGs** (e.g., Sustainable Cities, Gender Equality, Quality Education).
- Encourages **innovation, entrepreneurship**, and **industry relevance**.

PROBLEM STATEMENTS FOR HACKATHON

Problem ID	Problem Statement Title	Problem Description / Expected Solution
EN2404	Image Recognition Chatbot	Build a chatbot that detects objects in images and initiates a relevant conversation after training on image datasets.
EN2489	AI-Powered Chatbot for Technical Education Department	Efficient information retrieval, user-friendly interface, reduced staff workload, and data insights for decision-making.
EN2413	AI Model for Electricity Demand Projection	Develop an AI-based model for electricity demand and peak demand prediction for Delhi Power system.
EN2405	Women Safety Analytics	Real-time threat detection using advanced analytics to enhance women's safety and support law enforcement agencies.
EN2437	Automated Document Verification System	Comprehensive automated system to verify official documentation efficiently and securely.
EN2440	Classroom Session Monitoring System	Analyze classroom images to assess training quality and flag underperforming institutions in skill development programs.
EN2459	Women Safety Analytics 2.0	Real-time threat detection with person detection, SOS gesture recognition, and anomaly alerts to improve public safety.
EN2409	Alumni Registration Portal	A web and mobile platform for alumni to register, update profiles, and stay connected with peers and institutions.
EN2493	Smart Policing Using AI & Facial Recognition	Real-time validation, suspect tracking, loitering detection, and smart police deployment using AI-based facial recognition.

EN2417	AI-ML Model for Agri-Horticultural Price Prediction	Predict prices of agricultural commodities like pulses and vegetables using AI-ML-based models.

Teaching-Learning Methodologies Supported:

Sr. No.	Teaching-Learning Methodology	Description	Benefit to Students
1	Project-Based Learning (PBL)	Students solve real-world problems in teams.	Enhances problem-solving, teamwork, and communication.
2	Experiential Learning	Hands-on coding, hardware prototyping, and real-time implementation.	Bridges theory-practice gap.
3	Collaborative & Peer Learning	Multidisciplinary team participation encourages knowledge sharing.	Builds interpersonal and leadership skills.
4	Design Thinking Approach	Ideation, prototyping, testing, and iterative development for innovative solutions.	Enhances creativity and critical thinking.
5	Flipped Classroom & Self-directed Study	Students learn tools/technologies before applying them in the hackathon setting.	Improves self-learning and adaptability.

Identified Gaps in Curriculum Addressed by Hackathon

Gap Identified	How Hackathon Bridges the Gap
Industry exposure in core curriculum	Real-world problem statements from industries/government bodies provide practical exposure.
Interdisciplinary project experience	Teams comprise students from multiple branches fostering cross-disciplinary learning.
Focus on innovation & entrepreneurship	Problem-solving approach encourages design of innovative and market-ready prototypes.
Modern tool usage in curriculum	Hackathon requires use of emerging technologies like IoT, AI, AR/VR, Blockchain, Cloud Computing, etc.

Problem Statement to Program Outcomes (PO) Mapping with Justification

Sample Problem Statement	Relevant POs (NBA)	Justification
Smart AR-based Campus Navigation System	PO1, PO2, PO3, PO5, PO9, PO10	Requires engineering knowledge (PO1), problem analysis (PO2), solution design (PO3), modern tools (PO5), teamwork (PO9), and communication (PO10).
AI-powered Waste Segregation System	PO1, PO2, PO3, PO4, PO5, PO7	Involves data analysis (PO2), sustainability (PO7), engineering knowledge (PO1), and modern tool usage (PO5).
IoT-based Health Monitoring System	PO1, PO2, PO3, PO5, PO6, PO9	Focus on public health (PO6), real-time data handling (PO5), and multidisciplinary teamwork (PO9).
VR-enabled Heritage Tourism App	PO1, PO2, PO3, PO5, PO10	Develops cultural awareness, design & innovation (PO3), and communication (PO10).

🎓 **Learning Outcomes (LOs) from Hackathon**

Learning Outcome (LO) No.	Learning Outcome Description	Bloom's Taxonomy Level
LO1	Apply engineering fundamentals to develop real-time problem solutions	Apply/Analyze
LO2	Demonstrate critical thinking and creativity in designing innovative prototypes	Analyze/Create
LO3	Collaborate effectively in multidisciplinary teams	Apply/Evaluate
LO4	Use modern tools/technologies for system design and simulation	Apply/Create
LO5	Communicate solutions effectively through reports and presentations	Evaluate/Create
LO6	Understand societal, ethical, and sustainability aspects in proposed solutions	Evaluate


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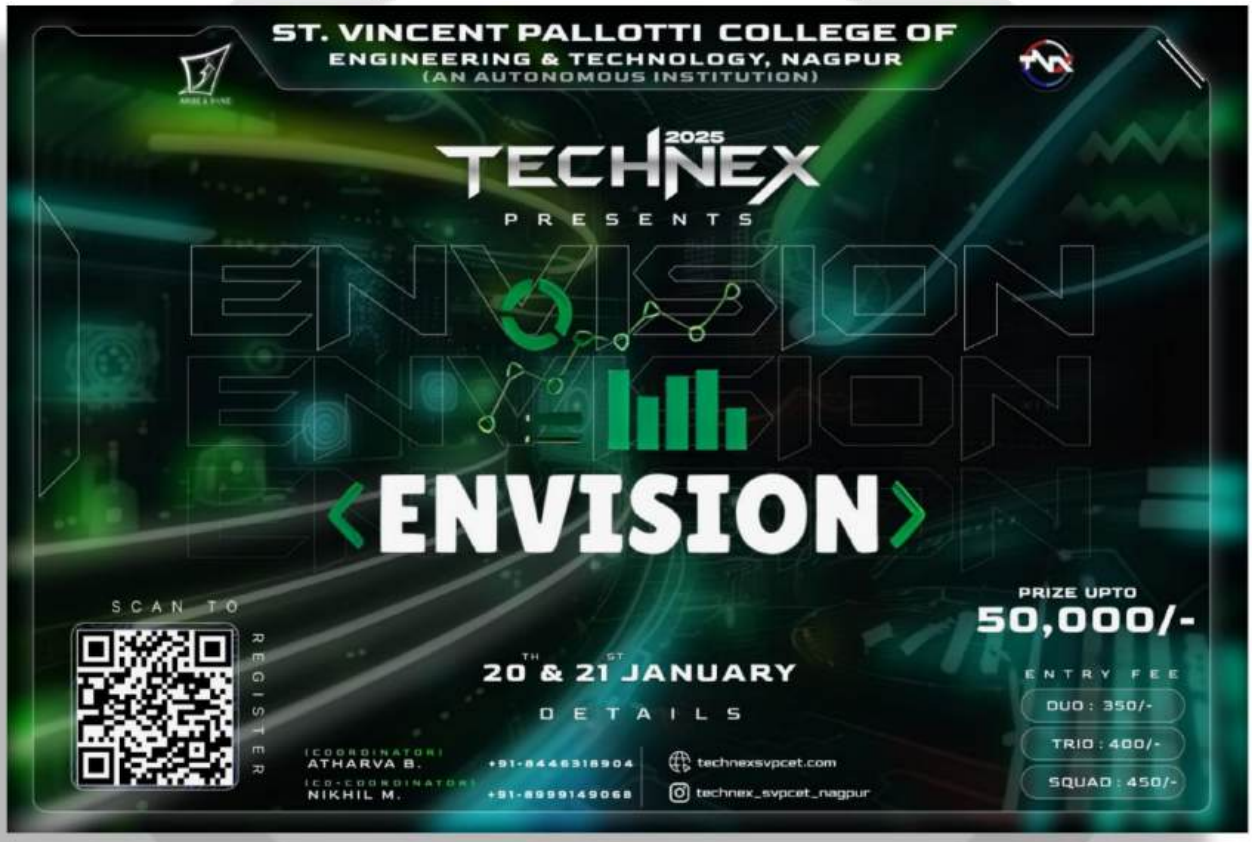
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ENVISION

🎯 Event Theme for ENVISION

"AI for Sustainable and Smart Future: Harnessing Data for Social Impact"

🎯 Theme Justification & Alignment with Problem Statements:

This theme captures the broad yet focused intent of using Artificial Intelligence, Machine Learning, and Data Science techniques to solve real-world challenges spanning across:

1. Smart Cities and Urban Infrastructure
    - Traffic Congestion Prediction
    - Air Quality Index Prediction
    - Crime Rate Prediction
    - Food Delivery Time Estimation
2. Sustainable Agriculture and Energy
    - Crop Yield Prediction
    - Energy Consumption Forecast
    - Weather Data Analysis
3. Smart Healthcare and Fitness
    - Health Condition Prediction
    - Personalized Fitness Recommendations
4. Education and Social Awareness
    - Student Performance Prediction
    - Fake News Detection
    - Chatbot Intent Recognition (e.g., for student/academic queries)
5. Digital Lifestyle and Smart Commerce
    - Movie Rating Prediction
    - Music Recommendation System
    - Customer Segmentation
    - Sentiment Analysis
    - Spam Email Detection
6. Finance and Retail Intelligence
    - Sales Forecasting
    - House Price Estimation
    - Loan Approval Prediction

PROBLEM STATEMENTS FOR ENVISION

S.No	Category of Problem Statement	Description of of Problem Statement
1	Student Performance Prediction	Analyze a dataset containing student academic records (grades, attendance, and extracurricular participation) to predict their performance in upcoming exams. Use regression or classification techniques.
2	Movie Rating Prediction	Using a dataset of user ratings, genres, and movie details, predict the rating a user might give to a movie they haven't watched yet. Implement collaborative or content-based filtering.
3	House Price Estimation	Work with a dataset containing house prices, location, size, and features to predict future house prices using regression models.
4	Sales Forecasting for Retail	Use historical sales data to predict future sales of products in a retail store. Analyze seasonality and trends to optimize inventory management.
5	Chatbot Intent Recognition	Train a natural language processing (NLP) model using a dataset of user queries to classify intents for a chatbot. Examples include FAQs about college admissions or course details.
6	Fake News Classification	Use a dataset of news articles with labelled examples (fake or real) to build a classification model that detects fake news using NLP techniques.
7	Traffic Congestion Prediction	Analyze traffic data to predict congestion levels in urban areas. The dataset may include traffic flow, time, and weather conditions. Visualize alternative routes for mitigation.
8	Music Recommendation System	Create a dataset of user listening habits and song features (genre, tempo, etc.) to recommend songs that align with a user's preferences.
9	Spam Email Detection	Use a dataset of email content (text, sender details, etc.) to classify emails as spam or non-spam. Focus on text preprocessing and feature extraction techniques.
10	Loan Approval Prediction	Work with a dataset containing applicant details like income, credit score, and employment history to predict whether a loan application should be approved.
11	Weather Data Analysis and Prediction	Use weather datasets to predict temperature, rainfall, or other conditions for specific regions. This can help in planning for agricultural or travel needs.
12	Personalized Fitness Recommendations	Using a dataset of user health metrics (age, weight, activity levels, etc.), recommend a fitness plan tailored to the individual's goals (e.g., weight loss or muscle gain).
13	Sentiment Analysis for Reviews	Analyze customer review datasets to classify the sentiment (positive, negative, or neutral) and provide insights into product performance.
14	Energy Consumption Forecast	Use historical electricity consumption data to predict future energy usage for households or businesses. Include weather as a factor in predictions.
15	Food Delivery Time Estimation	Use a dataset containing delivery times, traffic conditions, and distances to build a predictive model for estimating delivery times.

16	Air Quality Index Prediction	Work with environmental datasets to predict the air quality index (AQI) in specific regions. Include visualizations of pollution trends and health recommendations.
17	Customer Segmentation for E-Commerce	Analyze customer purchase data to identify patterns and segment customers into groups (e.g., frequent buyers, deal seekers) for targeted marketing.
18	Crop Yield Prediction	Use agricultural datasets (soil quality, weather conditions, crop type) to predict crop yield and recommend agricultural practices for optimization.
19	Crime Rate Prediction	Work with public datasets of crime records to predict crime rates in specific areas and times. Provide insights to improve safety and allocate resources efficiently.
20	Health Condition Prediction	Use healthcare datasets (symptoms, demographic data, medical history) to predict the likelihood of specific health conditions like diabetes or heart disease.

Teaching-Learning Methodologies Supported:

This theme also aligns with the following engineering teaching-learning methodologies commonly adopted in your department (as shown in your flowcharts):

Methodology	Relevance to Envision
Project-Based Learning	Students apply AI/ML tools to real-world datasets
Interdisciplinary Learning	Integration of AI, IoT, healthcare, agriculture, finance
Seminars & Technical Events	Presentations and peer evaluation during Envision
Lab/Hands-on Tools	Python, MATLAB, or cloud-based AI tools used for implementation
Outcome-Based Education (OBE)	Maps to POs like problem solving, ethics, modern tool usage

Program Outcomes (POs) Mapping with Justification

PO No.	Program Outcome (PO)	Relevance to ENVISION
PO1	Engineering Knowledge	Participants apply knowledge of mathematics, statistics, AI/ML models, and engineering fundamentals to real-world datasets (e.g., sales, traffic, health).

PO2	Problem Analysis	Each problem requires analyzing raw data, identifying patterns, and defining problem statements in terms of supervised or unsupervised learning approaches.
PO3	Design/Development of Solutions	Students design models (classification, regression, recommendation engines) for prediction or optimization of various scenarios.
PO4	Conduct Investigations of Complex Problems	Data preprocessing, feature engineering, and validation of results using metrics like RMSE, accuracy, precision–recall, etc., reflect this PO.
PO5	Modern Tool Usage	Use of modern tools such as Python (scikit-learn, TensorFlow), cloud platforms (Google Colab, Kaggle), and Jupyter notebooks is integral.
PO6	The Engineer and Society	Projects like crime prediction, fake news detection, health predictions reflect responsible use of tech for societal benefit.
PO7	Environment and Sustainability	Themes like Air Quality Index, Crop Yield, and Energy Consumption support environmental impact assessment.
PO8	Ethics	Handling data responsibly (privacy, bias minimization) and transparency in reporting predictions ensures ethical AI practices.
PO9	Individual and Team Work	Students work collaboratively in teams to ideate, develop, and present solutions, promoting teamwork and peer learning.
PO10	Communication	Solution articulation through presentations, reports, and demos during the event ensures effective technical communication.
PO11	Project Management and Finance	Planning dataset handling, implementation time, resource usage, and model evaluation simulates mini-project management experience.
PO12	Lifelong Learning	Exposure to real-world applications inspires students to explore online courses (e.g., NPTEL, Coursera) and stay updated with trends in AI & Data Science.

🎓 Learning Outcomes (LOs) from ENVISION

Learning Outcome	**Mapped POs**
Understand and implement supervised and unsupervised ML algorithms on real datasets.	PO1, PO2, PO5
Apply data preprocessing, feature selection, and model evaluation techniques effectively.	PO2, PO3, PO4

Identify ethical concerns in AI usage such as bias, fairness, and data privacy.	PO6, PO8
Communicate technical findings through presentations, visualizations, and reports.	PO10
Work collaboratively in a team to solve socially relevant challenges using AI/ML techniques.	PO9, PO12
Use tools like Python, Jupyter, Scikit-learn, or TensorFlow for AI model development.	PO5
Analyze environmental, health, and societal datasets to propose sustainable and efficient solutions.	PO6, PO7

Examples of Problem Statement to PO Mapping

Problem Statement	Mapped POs	Justification
Student Performance Prediction	PO1, PO2, PO3, PO5, PO12	Applies ML regression/classification; relevant to education analytics; data analysis skills involved.
Traffic Congestion Prediction	PO2, PO4, PO6, PO7, PO5	Involves real-time data analysis for urban mobility; promotes sustainable transport solutions.
Fake News Classification	PO6, PO8, PO1, PO3, PO5	Addresses social media misinformation responsibly using NLP.
Crop Yield Prediction	PO1, PO2, PO4, PO7, PO12	Applies regression and sustainable agriculture practices using ML models.
Health Condition Prediction	PO1, PO2, PO6, PO8, PO12	Uses patient data ethically to improve health diagnosis using supervised learning.

Identified Gaps in Curriculum Addressed by ENVISION

Curriculum Gap	How ENVISION Addresses It
Exposure to real-world, interdisciplinary problem solving	Provides hands-on AI-based project development on domains like health, environment, agriculture, and e-commerce.

Hands on modern AI/ML tools and datasets	Students work directly with public datasets using Python, Jupyter, Scikit-learn, TensorFlow, etc.
Need for innovation and ethical reasoning in tech	Themes like fake news, crime prediction, health data analysis foster ethical and responsible innovation.
Emphasis on sustainability challenges in regular syllabus	ENVISION includes AQI, crop yield, energy consumption, traffic congestion – all aligned to SDGs.


KAHAN
ENTERPRISE


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Overdrive (Robo Race)

1. Teaching–Learning Methodologies Supported

Methodology	Description	Outcome Achieved
Project-Based Learning	Students design and develop robotic prototypes for the race	Hands-on skills, problem-solving, teamwork
Experiential Learning	Real-time testing, troubleshooting, and performance optimization of racing robots	Practical exposure, debugging skills
Collaborative Learning	Working in multidisciplinary teams (mechanical, electronics, coding)	Teamwork, leadership, communication
Innovation & Design Thinking	Creating innovative solutions for speed, control, and obstacle avoidance	Creativity, critical thinking
ICT-Enabled Learning	Use of CAD tools, simulation software, and microcontroller programming	Tool usage, software proficiency
Outcome-Based Education (OBE)	LOs and POs directly mapped with tasks, assessments, and performance outcomes	PO attainment, measurable outcomes

2. Identified Gaps in Curriculum Addressed

Curriculum Gap	Overdrive Contribution
Hands-on robotics experience	Provides real-time design, fabrication, and programming exposure
Interdisciplinary integration	Integrates mechanical, electronics, and software engineering
Exposure to modern tools	Introduces CAD, simulation, microcontrollers, and embedded platforms
Emphasis on teamwork & leadership	Fosters collaboration under time-bound challenges

3. Problem Statement → PO Mapping

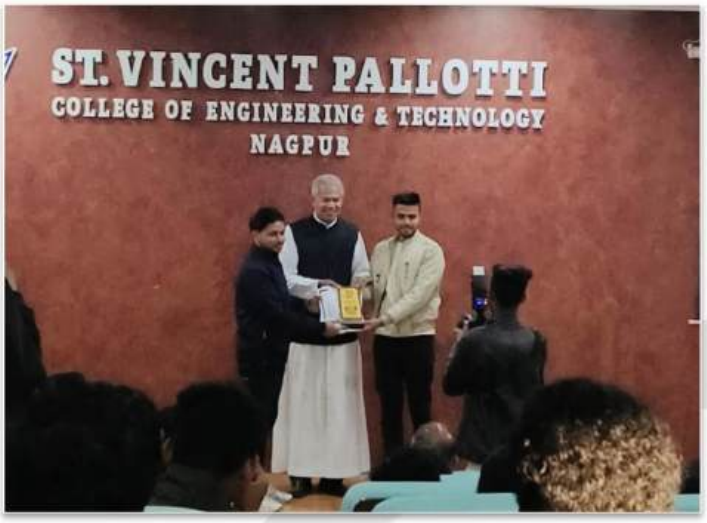
Problem Statement Example	Relevant POs	Justification
Design a racing robot capable of obstacle detection and avoidance	PO1, PO2, PO3, PO5	Requires knowledge application, problem analysis, solution design, tool usage
Optimize speed control algorithms for efficiency	PO3, PO4, PO5, PO7	Demands design, experimentation, and sustainability consideration
Implement autonomous navigation using sensors & microcontrollers	PO1, PO2, PO5, PO10	Involves programming, analysis, modern tools, and communication
Ensure safety & reliability in robot design	PO6, PO8, PO9	Focus on societal impact, ethics, teamwork
Manage project resources for timely completion	PO11, PO12	Covers project management, finance, and lifelong learning

4. Learning Outcomes (LOs) with PO Mapping

LO Code	Learning Outcome	Related POs	Justification
LO1	Apply robotics, electronics, and control system fundamentals	PO1, PO2, PO3	Engineering knowledge, problem-solving, solution design
LO2	Troubleshoot mechanical, electrical, and software issues	PO2, PO4, PO5	Problem analysis, experimentation, modern tools
LO3	Collaborate in teams to design & optimize robotic systems	PO9, PO10, PO11	Teamwork, communication, project management
LO4	Follow safety protocols & ethical considerations	PO6, PO8	Societal, ethical awareness
LO5	Communicate technical concepts through reports & presentations	PO10, PO11, PO12	Communication, lifelong learning, professional skills

5. Theme Justification & Alignment with Problem Statements

Theme: *ROBO RACE*	Alignment with Problem Statements
Robotics for Future Mobility	Racing robots simulate real-world autonomous vehicle innovations
Interdisciplinary Engineering Solutions	Combines mechanical, electronics, and computing engineering domains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Teaching-Learning Methodologies Supported

Sr. No.	Teaching-Learning Methodology	Description
1	Project-Based Learning (PBL)	Students work on real-world entrepreneurial problem statements and develop innovative ideas.
2	Experiential Learning	Hands-on experience through pitching sessions, CEO challenge, and business model preparation.
3	Collaborative Learning	Teams formed across departments/colleges for interdisciplinary exposure.
4	Problem-Solving & Case-Based Learning	Problem scenarios simulate real-life entrepreneurial challenges for critical thinking.
5	ICT-Enabled Learning	Online workshops, digital presentations, and mentorship sessions enhance technology usage.

Identified Gaps in Curriculum Addressed

Sr. No.	Gap Identified	How Event Addresses the Gap
1	Exposure to entrepreneurship skills	Provides practical experience in pitching and business model development.
2	Interdisciplinary collaboration	Teams consist of students from multiple disciplines and colleges.
3	Market readiness of academic projects	Evaluation criteria include feasibility and market potential.
4	Soft skills and presentation techniques	Pitching and CEO challenges improve communication and professional conduct.

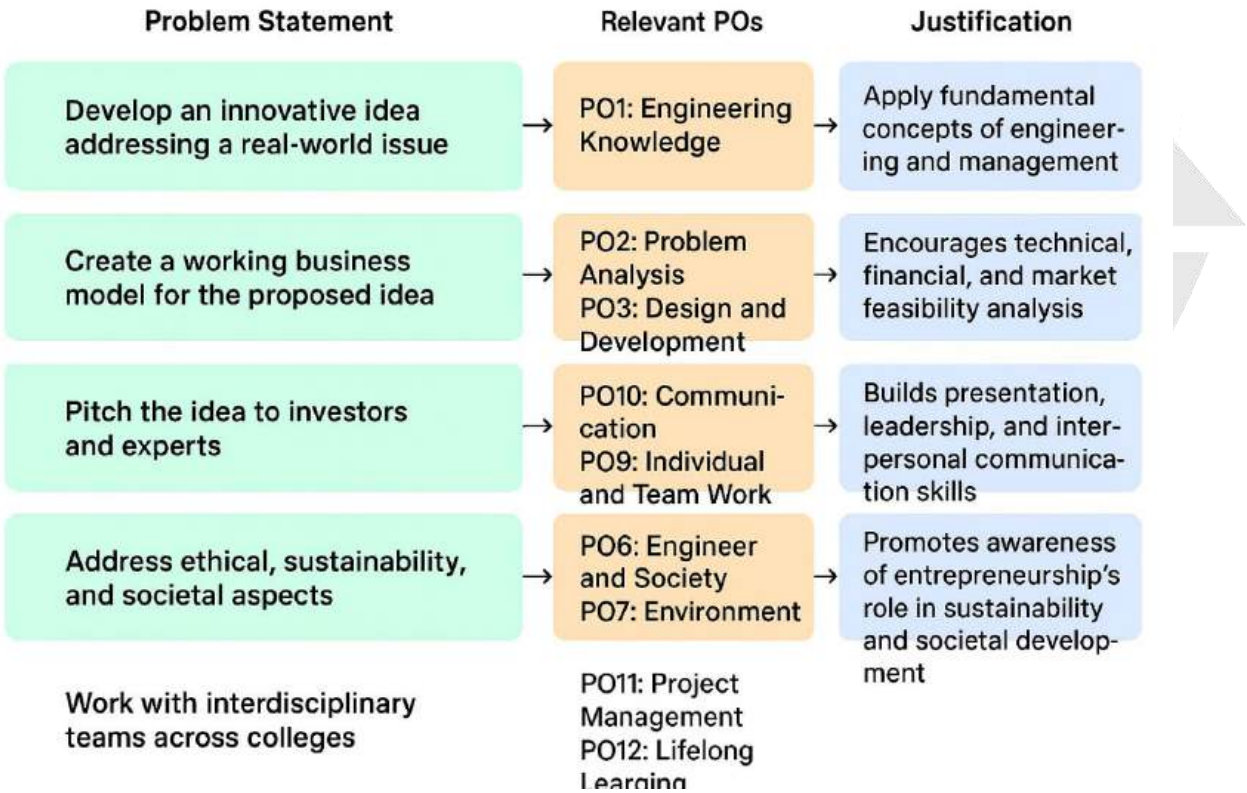
Problem Statement to Program Outcomes (PO) Mapping

Problem Statement	Relevant POs	Justification
Develop an innovative idea addressing a real-world issue	PO1: Engineering Knowledge	Apply fundamental concepts of engineering and management to entrepreneurial problems.
Create a working business model for the proposed idea	PO2: Problem Analysis, PO3: Design/Development	Encourages technical, financial, and market feasibility analysis for innovative solutions.
Pitch the idea to investors and experts	PO10: Communication, PO9: Individual & Team Work	Builds presentation, leadership, and interpersonal communication skills.

Address ethical, sustainability, and societal aspects	PO6: Engineer & Society, PO7: Environment	Promotes awareness of entrepreneurship's role in sustainability and societal development.
Work with interdisciplinary teams across colleges	PO11: Project Management, PO12: Lifelong Learning	Develops project planning, teamwork, and continuous learning abilities through workshops and challenges.

🎓 Learning Outcomes (LOs)

Sr. No.	Learning Outcome (LO)
LO1	Apply innovative thinking to design entrepreneurial solutions for real-world problems.
LO2	Demonstrate interdisciplinary collaboration in diverse, cross-functional teams.
LO3	Communicate business ideas effectively through professional pitching and presentation techniques.
LO4	Evaluate feasibility, market potential, and societal impact of entrepreneurial solutions.
LO5	Develop leadership, confidence, and networking skills for entrepreneurial career paths.



1. PARTICIPATION GUIDELINES

1.1 Eligibility Criteria

- Open to undergraduate and postgraduate students.
- Team size: 2–4 members.
- Inter-college and intra-college participation allowed.
- Participants must be currently enrolled students.
- Age limit: 18–30 years.

1.2 Team Formation

- Teams can be formed across different departments/colleges.
- Maximum of one team per participant.
- Team composition can be changed only during initial registration.
- Once the event starts, no team member changes are permitted.

2. EVENT STRUCTURE

2.1 Event Phases

- **Day 1:** Initial Pitch Presentations
- **Day 2:** CEO Challenge and Final Presentations
- **Pre-Event:** Online Workshop in the last week of January

2.2 Evaluation Criteria

- Innovation: 30%
- Feasibility: 25%
- Presentation Quality: 20%
- Market Potential: 15%
- Problem-Solving Approach: 10%

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3. INTELLECTUAL PROPERTY AND ORIGINALITY

3.1 Idea Originality

- All submitted ideas must be original.
- Plagiarism will result in immediate disqualification.
- Teams must own or have necessary permissions for all content presented.
- No copyrighted material without explicit permissions.

3.2 Intellectual Property Rights

- Participants retain ownership of their original ideas.

- eXpo reserves the right to showcase participant ideas for promotional purposes.
- No financial claims by event organizers on participant ideas.

4. CONDUCT AND ETHICS

4.1 Professional Conduct

- Respectful behavior towards judges, organizers, and other participants.
- No discriminatory or offensive language.
- Professional dress code during presentations.
- Strict adherence to event schedule required.

4.2 Misconduct Consequences

- Any form of cheating will lead to immediate disqualification.
- Unethical behavior may result in team or individual bans from future events.
- Organizers' decision is final in all disciplinary matters.

5. JUDGING AND EVALUATION

5.1 Judging Process

- Diverse panel of industry experts and academicians.
- Transparent and objective evaluation process.
- Scoring based on predefined rubrics.
- Jury deliberations will remain confidential.

5.2 Results and Appeals

- Results will be announced at the end of Day 2.
- No individual score breakups will be shared.
- No appeals process for final results.
- Jury's decision will be final and binding.


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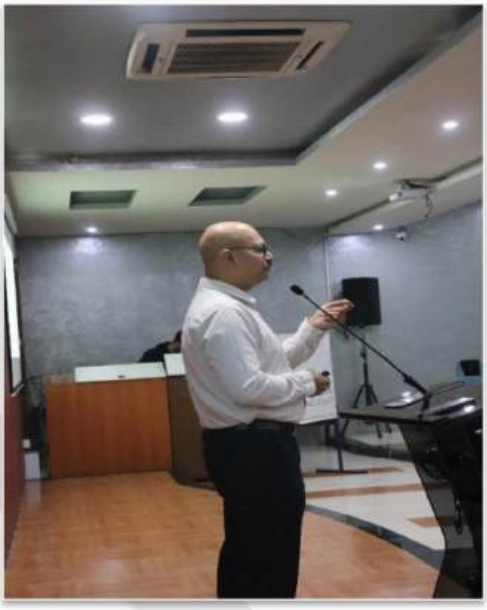
Smart Street Lighting with Energy Harvesting

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Design-X: Double-Storeyed House Design Event

Event Details	**Information**
Event Name	Design-X: Double-Storeyed House Design Challenge
Duration	3 Hours
Software Used	Autodesk Revit (BIM Interface)
Task	Design & develop a Double-Storeyed House using BIM
Participants	Civil Engineering and architecture Students
Outcome	Optimized design with 2D plans, 3D models, and BOQ

1. Teaching–Learning Methodologies Supported

Methodology	**Application in Event**
Experiential Learning	Hands-on practice with Autodesk Revit for house design using BIM interface.
Project-Based Learning	Real-world project simulation: Designing a complete double-storeyed house.
Collaborative Learning	Teams collaborate for structural, architectural, and service design aspects.
Problem-Solving Approach	Apply design standards, codes, and space optimization techniques.
Blended Learning	Theory of planning principles + practical BIM modeling in one integrated task.
ICT-Enabled Learning	Use of modern CAD & BIM software for smart civil engineering solutions.

2. Identified Gaps in Curriculum Addressed

Curricular Gap	**How Design-X Addresses It**
Exposure to BIM & modern CAD tools	Real-time practice using Autodesk Revit BIM interface.
Interdisciplinary design approach	Integration of structural, architectural & service elements.
Industry-oriented project training	Simulates real-world house design with standards & specifications.
Emphasis on digital collaboration tools	Use of cloud/BIM collaborative features for teamwork.

3. Problem Statement to Program Outcomes (PO) Mapping

Problem Statement	Relevant POs	Justification
Design double-storeyed house using BIM tools	PO1: Engineering Knowledge	Apply civil engineering & architectural principles for building design.
Apply IS codes, standards & building regulations	PO2: Problem Analysis, PO3: Design/Development	Analyze site conditions, space requirements, and safety aspects.
Optimize space, cost & sustainability aspects	PO7: Environment & Sustainability	Promote eco-friendly, energy-efficient building design practices.
Collaborative modeling & teamwork in Revit	PO9: Individual & Team Work	Enhance teamwork, coordination & professional communication skills.
Prepare presentation drawings & 3D visualizations	PO10: Communication	Communicate design intent effectively through digital models & reports.
Use of BIM for cost estimation & material take-off	PO5: Modern Tool Usage	Apply modern engineering tools for planning & project management.

4. Learning Outcomes (LOs)

LO Code	Learning Outcomes
LO1	Apply planning principles and IS codes to design residential buildings.
LO2	Use Autodesk Revit BIM tools for 2D planning, 3D modeling, and visualization.
LO3	Analyze structural, architectural, and service components in building design.
LO4	Collaborate in teams for coordinated building information modeling and presentation.
LO6	Prepare professional architectural drawings, models, and BOQs for a real-world project.


NAGPUR


ST. VINCENT PALLOTTI COLLEGE OF
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2025
TECHNEX
PRESENTS
COASTAL CLASH
PRIZE UPTO
50,000/-
SCAN TO REGISTER
20TH & 21ST JANUARY
DETAILS
ENTRY FEE
DUO : 300/-
SQUAD : 500/-
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Coastal Clash – The Ultimate RC Boat Racing Challenge | TECHNEX-25

Event Details	**Information**
Event Name	Coastal Clash – RC Boat Racing & Workshop
Coordinators	Pritish Manwatkar (Coordinator), Aditya Rokade (Co-Coordinator)
Dates	15th – 16th January 2025
Venue	SVPCET, Nagpur – Outdoor Water Arena
Participation Mode	Team (2–4 members)
Registration Fees	₹500 per team
Workshop Sessions	Day 1: Crafting Excellence, Day 2: Powering Precision

Overview:
Get ready for the adrenaline-pumping **"Coastal Clash"**, a thrilling two-day RC boat racing extravaganza! This event will test participants' skill, precision, and speed across two electrifying rounds.

---

1. Objectives

- **Skill Development:** Enhance practical knowledge in boat building using concepts of physics and electronic components.
- **Hands-on Experience:** Apply theoretical concepts using real-world equipment to build a working RC boat model.
- **Team Collaboration:** Foster teamwork and collaborative problem-solving.
- **Professional Growth:** Build resumes, portfolios, and skills relevant to the Electronics and IIoT industry.

---

2. Event Flow

Day 1: Round 1 – The Checkpoint Challenge
Participants navigate their RC boats through strategically placed checkpoints in the shortest possible time. Performance in control and maneuvering determines advancement to the finals.

Day 2: Round 2 – The Final Showdown
A head-to-head race where finalists compete to conquer the complete track with speed, strategy, and flawless execution to emerge as champions.

Electronic Kit Price: Depends on sponsorship and NRC terms & conditions

Workshop: Master Your RC Boat Skills at Coastal Clash!

A comprehensive two-day workshop to build, optimize, and perfect RC boats for the event.

- **Day 1: Crafting Excellence**
  Learn lubrication techniques and body fabrication skills to ensure structural integrity and efficiency on water.
- **Day 2: Powering Precision**
  Master electronics, connections, and control mechanisms to make RC boats race-ready and responsive.

1. Teaching–Learning Methodologies Supported

Methodology	**Application in Coastal Clash**
Experiential Learning	Building RC boats using electronics, physics, and IIoT concepts
Project-Based Learning	Designing & testing boat prototypes as real-world mini projects
Blended Learning	Theory + hands-on sessions for electronics, design, and control systems
Collaborative Learning	Team participation for design, construction, and race execution
Problem-Solving Approach	Strategy planning for race performance & troubleshooting technical issues
Self-Directed Learning	Independent learning on RC control systems, propulsion techniques

2. Identified Gaps in Curriculum Addressed

Curricular Gap	**How Coastal Clash Addresses It**
Hands-on mechanical & electronic integration	Workshop on lubrication, electronics, and fabrication of RC boats
Real-world interdisciplinary problem solving	Physics, electronics, and mechanical concepts combined for race challenges
Exposure to automation and control systems	Application of remote control and IoT-based control techniques
Focus on teamwork & project management	Collaborative boat design, testing, and racing in teams
Industry-oriented skills	RC systems, embedded electronics, and practical engineering exposure

3. Problem Statement to Program Outcomes (POs) Mapping

Problem Statement / Task	**Relevant POs**	**Justification**
Design and fabrication of RC boats	PO3: Design/Development	Develops ability to design & implement real-world engineering solutions
Navigation & control in race conditions	PO2: Problem Analysis	Builds problem-solving and analytical skills for dynamic challenges
Application of electronics in	PO5: Modern Tool Usage	Trains students on modern control systems

propulsion		and electronic integration
Team-based design & execution	PO9: Individual & Team Work	Enhances collaboration, leadership, and conflict resolution skills
Workshop on fabrication & electronics	PO4: Conduct Investigations	Provides experimental learning and performance evaluation opportunities
Race strategy planning & troubleshooting	PO10: Communication	Improves technical reporting & presentation skills

4. Learning Outcomes (LOs)

LO Code	Learning Outcomes
LO1	Apply engineering concepts in physics, electronics, and mechanics to build RC boats
LO2	Demonstrate practical skills in boat fabrication, lubrication, and electronics integration
LO3	Analyze race conditions to optimize boat performance and control strategies
LO4	Collaborate effectively in teams for design, testing, and racing activities
LO5	Evaluate race outcomes, troubleshoot issues, and propose design improvements


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In collaboration with
MRC HOBBIES
PRIZES UPTO
1,10,000/-
SKILL TEST
FEES: Rs.1000/-
TEAM SIZE
1-5 MEMBERS
Workshop Fees
(Bot Included)
Rs. 15000/-
ENTRY FEE
TEAM: Rs.1000/-
SCAN TO REGISTER
20 & 21 JANUARY
DETAILS
(COORDINATOR)
HARSHIT PAHUNE +91-9422132680
(CO-COORDINATOR)
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technex_svpcet_nagpur

nt: Drift Fury – Remote Control Car Racing

Problem Statement

The challenge is to skillfully maneuver a remote-controlled (RC) car through a specially designed racing track featuring sharp curves, obstacles, and drift sections. Participants must demonstrate precision, control, and quick reflexes to achieve the fastest lap times and win the race.

Objectives

1. To enhance **real-time decision-making** skills.
2. To promote **strategic thinking** for speed optimization and smooth navigation.
3. To encourage **team collaboration** and **competitive spirit** among students.
4. To provide an engaging platform for **experiential learning** through gamified competition.

Teaching–Learning Methodologies Supported

Methodology	**How It Is Supported in the Event**
Experiential Learning	Students learn by actively participating in racing events, improving reflexes and coordination.
Collaborative Learning	Teams plan race strategies and share responsibilities for better performance.
Gamification in Learning	Competitive racing format enhances engagement and motivation among participants.
Skill-Based Learning	Develops motor skills, focus, and tactical planning abilities under time constraints.
Outcome-Based Education (OBE)	Supports POs related to teamwork, ethics, and lifelong learning through competitive activities.


START


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2025
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In association with
Phoenix CyberSec
SCAN TO REGISTER
CAPTURE THE FLAG
PRIZE UPTO
40,000/-
ENCIPHERX 3.0
20TH & 21ST JANUARY
DETAILS
TEAM SIZE
1-4 MEMBERS
ENTRY FEE
TEAM : 300/-
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ANSH GADHIA +91-7588522468
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EncipherX 3.0 – TECHNEX-25

	Details
Event Name	EncipherX 3.0 – Cybersecurity CTF & Workshop
Coordinators	Ansh Gadhia (Coordinator), Tanush Bamnote (Co-Coordinator)
Dates	15th – 18th January 2025
Venue	BS05, BS06, BS07, BS08, BS09, SVPCET, Nagpur
Participation Mode	Team (1-4 members) & Individual, Hybrid (Online + Offline)
Duration	4 Days Workshop + 24 Hours CTF

1. Teaching–Learning Methodologies Supported

Methodology	**Application in EncipherX 3.0**
Experiential Learning	Hands-on practice with Linux, ethical hacking tools, Android exploits, and web security labs
Project-Based Learning	Team-based CTF challenges solving 90+ real-world cybersecurity problems
Blended Learning	Combination of online CTF platform and offline workshops for interactive learning
Collaborative Learning	Teams solve challenges collaboratively under time-bound conditions
Problem-Solving Approach	Realistic attack-defense scenarios requiring critical thinking
Self-Directed Learning	Participants explore tools like Nmap, Burpsuite, Wireshark independently

2. Identified Gaps in Curriculum Addressed

Curricular Gap	**How EncipherX 3.0 Addresses It**
Exposure to cybersecurity tools & techniques	Workshops on Linux, hacking tools, Android & web security
Real-world cybersecurity problem-solving	24-hour CTF with live leaderboard and scoring
Hands-on training on vulnerabilities & exploits	Guided sessions on OWASP Top 10, reverse engineering, exploitation

Industry readiness in cyber defence	Focus on penetration testing, forensics, cryptography, and secure coding
Interdisciplinary teamwork exposure	Multi-domain team challenges promoting collaboration

3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement (CTF & Workshops)	**Relevant POs**	**Justification**
Analyze malware samples & detect vulnerabilities	PO2: Problem Analysis	Builds ability to identify, analyze, and solve complex cybersecurity issues
Exploit Android & Web application vulnerabilities	PO3: Design/Development	Encourages designing secure solutions & countermeasures
Real-time cryptography challenges	PO5: Modern Tool Usage	Involves modern hacking tools like Metasploit, Burpsuite, Wireshark
Collaborative team-based CTF competition	PO9: Individual & Team Work	Enhances teamwork, leadership & communication skills
Reporting and mitigation strategies	PO10: Communication	Participants present findings effectively with evidence
Ethical hacking practices	PO8: Ethics	Promotes ethical responsibility and professional conduct in cyber practices

4. Learning Outcomes (LOs)

LO Code	**Learning Outcomes**
LO1	Apply Linux administration skills for cybersecurity environments
LO2	Demonstrate ethical hacking techniques using real-world tools & methods
LO3	Perform vulnerability analysis and penetration testing on Android & Web applications
LO4	Collaborate in teams to solve CTF challenges under time constraints
LO5	Evaluate and propose mitigation strategies for identified cyber threats
LO6	Develop professional skills for cybersecurity industry readiness

Problem Statement	Mapping Strength
PS1: Crypto & reverse-engineering	PO2 (Strong), PO3 (Moderate), PO10 (Low)
PS2: Web & exploit analysis	PO2 (Moderate), PO3 (Strong), PO5 (Low), PO10 (Moderate)
PS3: Android & forensics	PO2 (Moderate), PO3 (Moderate), PO5 (Strong), PO10 (Low)
PS4: CTF teamwork scenarios	PO9 (Strong), PO10 (Moderate), PO8 (Moderate)
PS5: Workshop application	PO1 (Low), PO5 (Moderate), PO9 (Low), PO10 (Moderate)


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DETAILS
PRIZE UPTO
70,000/-
TEAM SIZE
4-5 MEMBERS
ENTRY FEE
TEAM : 500/-
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TECHNEX
TECHNEX
2024

Technex -24

Vision

Embracing technical skills that inspires innovation, life capabilities including self-confidence, communication, teamwork and leadership.

Mission

To Empower the students with skillset based on recent engineering technologies and to help the students' become technocrats of tomorrow.

TECHNEX

TEAM

III Cell Coordinator
Dr. M. V. Bramhe

Faculty Coordinator
Dr. Deepali Borakhade

Faculty Co-Coordinator
Prof. Shankar Gadhve

Faculty Members
Dr. B.S.Bhaskar
Dr. Suyog Dhote
Prof. Triveli Naidu
Prof. Nilesh Korde
Prof. Indrajeet Varhadpande
Prof. Ashutosh Maske

Student Mentor
Mr. Aditya Kharde (CE)

Student Coordinator
Mr. Rushabh Katekhaye (IT)
Mr. Uday Rudrakar (IT)
Ms. Ritika Ghosh (CE)

Student Co-Coordinator
Ms. Pulkeshini Taksande (CSE DS)
Ms. Gargi Fating (CE)
Mr. Tanmay Dongre (B.VOC)

Student Co-Mentors
Mr. Nishant Gharpure (CE)
Ms. Shawna Haldar (CIVIL)
Mr. Om Sorte (MECH)

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PARTICIPATION (INSTITUTES)

EUPHORIC 20 YEARS

NATIONAL

IIT BENGALARU	IIIT BHOPAL	ST. JOSEPH COLLEGE OF ENGINEERING
IIT BOMBAY	MIT	WALCHAD COLLEGE OF ENGINEERING
IIIT HYDERABAD	BITS PILANI HYDERABAD	SMBIOSIS COLLEGE

REGIONAL

VNIT, NAGPUR	G.H. RAISONI COE, NAGPUR	ANJUMAN COE, NAGPUR
YCCE, NAGPUR	WAINGANGA COE, NAGPUR	PRIYADARSHINI COE, NAGPUR
RCOEM, NAGPUR	S.B. JAIN COE, NAGPUR	CUMMINS COE, NAGPUR

And Many More...

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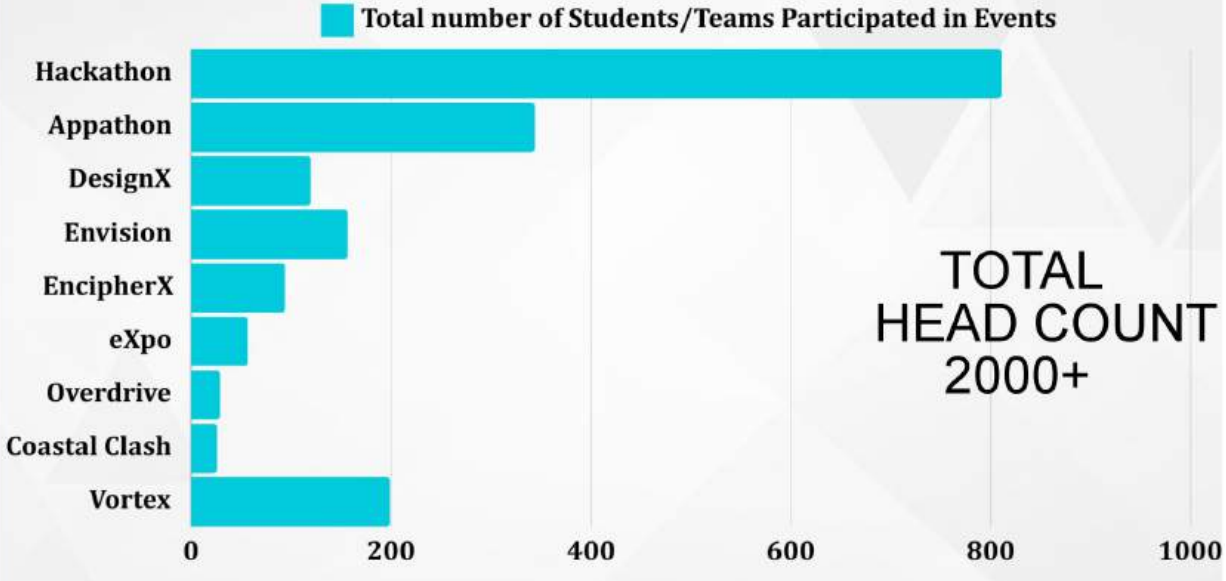
EVENTS

EUPHORIC 20 YEARS



TOTAL HEAD COUNT 2000+

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EUPHORIC 20 YEARS

ENVISION

- Applications of Math in Machine Learning
- Introduction to Regression
- Introduction to Python Libraries
- Data Visualization Techniques
- Linear Regression Algorithm
- Hands on practice on linear regression

Hackthon

Workshop promotes accessibility to web development, making it approachable for both beginners and experienced learners.

- Introduction to fastn
- Overview to fastn components
- Building a fastn components
- Build portfolio using fastn
- Building a User Interface (UI)
- Quiz

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EUPHORIC 20 YEARS

Appathon

Workshop aims to have basic knowledge about frontend development which can in App or web development

- What is HTML
- HTML Structure
- Heading Element, Paragraph Element
- Basic Tags, Order List
- Nesting and Indentation
- Anchor. Image elements
- What is CSS, Basic CSS

RC Boat

Workshop provide participants with hands-on experience in building and racing remote-controlled boats.

- Introduction to Boat Components and Materials and boat body making
- Understanding Electronics and Controls
- Hands-On Boat Assembly
- Motor and Propeller Installaion
- Battery and Electronics Setup
- Group Discussions

TECHNEX

SPONSORS

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THIS YEAR WE RECEIVED A TOTAL SPONSORSHIP OF RS.
3,05,000/ -

abakus Technologies

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FifthTry

SHAH OVERSEAS
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TOYOTA

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WORKSHOPS

EUPHORIC 20 YEARS

Sr. no.	Event	Spokesperson/Expert
1.	Hackathon	Mr. Ayush Soni (Frontend Engineer, Houston, Texas, USA)
2.	Appathon	Dr. Animesh Tayal (Founder & Director, Codemate IT services)
3.	Expo	Ms. Sneha Taori (Podcaster,Coporate Speaker) Mr. Shivam Joshi (Founder & Director, Codon's Corporate Trainer) Mr. David Tency (CEO, Hydrowverse)
4.	DesignX	Ms. Shruti Tijare Mr. Shailesh Bagmare (CADD Center Nagpur)

TECHNEX

INHOUSE WORKSHOP DETAILS

Sr. no.	Event	Agency	Spokesperson/Expert
1.	EncipherX CTF 2.0	Inhouse (Student team)	Mr. Jyotiraditya Parihar (CE) Mr. Mohit Katare (CE) Mr. Rushi Wagh (CE) Mr. Shantanu Jangle (CE) Mr. Vishal Injewar (CE)
2.	Overdrive	Inhouse (Student)	Mr. Kunal Tekade (ETC)
3.	Envision	Inhouse (Student team)	Ms. Niharikha Ghormare (CSE DS) Ms. Nirjara Pagrut (CSE DS) Mr. Atmanya Dhok (CSE DS)
4.	Coastal Clash	Inhouse (Student team)	Ms. Shashwati Urkude (CE) Mr. Nupendra Waghmare (CE)

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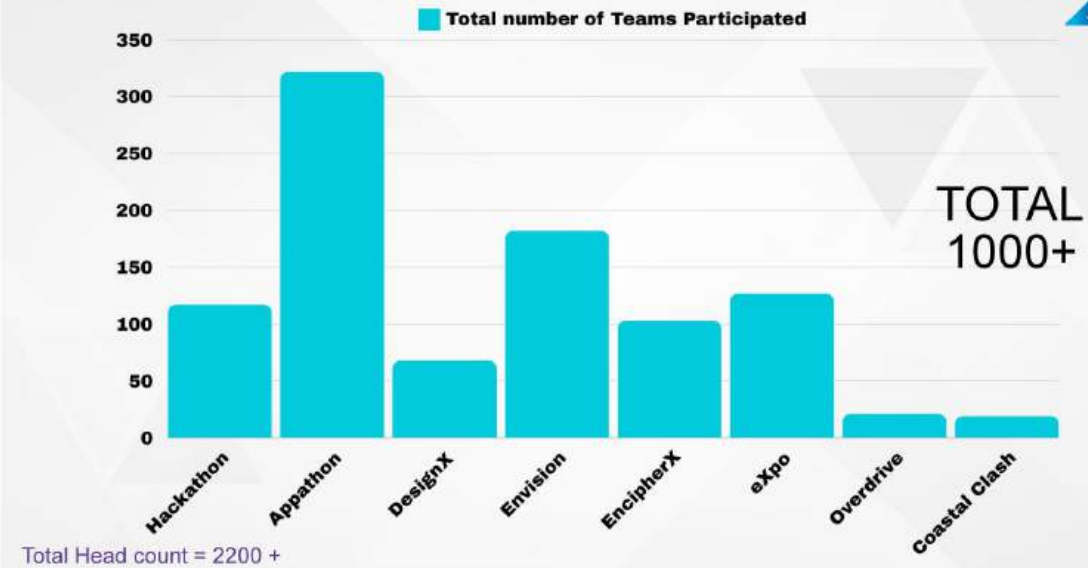
WORKSHOP DETAILS



Total Head count = 2200 +

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EUPHORIC 20 YEARS

Technex -24 Event Winners

S.No	Name of Event	Name of Team	Name of college	Position	Contact no. (Lead member only)
1	Appathon	Server_404	SVPCET	1st	7517055098
		Team Spartans	SVPCET	2nd	
2	Coastal Clash	TEXCELRATORS	SVPCET	1st	8767758902
		Texelalator Mayur	SVPCET	2nd	7057711395
3	DesignX	Indiviual	SVPCET	1st	9370659887
		Indiviual	SVPCET	2nd	8378807756
		Indiviual	SVPCET	3rd	8087593198
4	EncipherX	shellpwn	VNIT Nagpur	1st	8380891358
		Chaotic Monkeys	RCOEM Nagpur	2nd	8830030831
		SekiroShadowSquad	SVPCET	3rd	8275338399
5	Envision	Duo	SVPCET	1st	7666195329
		Duo	SVPCET	2nd	7769062394
		Duo	SVPCET	3rd	8806148955
6	Expo	Genesis	SVPCET	1st	8767408364
		Trekbaaz	MIT AOE	2nd	9359397440
		Nivaas.ai	IIIT Nagpur	3rd	9860492599
		Batch to Barcode	SVPCET	Consolation	7499813667
		Flavour Fuse	SVPCET	Consolation	7083072697
		Desh hit	SVPCET	Consolation	7000533707
7	Hackathon	Team Strawhats	IIIT Nagpur	1st	9309791695
		METEORA	SVPCET	2nd	9960887306
		Stun zeed	SIT Nagpur	3rd	
8	Overdrive	Texcelarators	SVPCET	1st	7620271177
		Team Sipna	Sipna College, Amravati	2nd	8407970720
		Tech-Conquerors	YCCE	3rd	7767974401
9	Vortex	Whiff gods	Modern college	1st	9112449287
		Trixters eSports	Swami Vivekanand, Chembur	2nd	9892524080
		Consolidate Gaming	MIT - WPU	3rd	9665032051


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EUPHORIC
2024
TECHNEX
PRESENTS
LEARN
TO BUILD
INDUSTRY LEVEL
PROJECTS
FREE
ENTRY
4TH & 5TH MARCH
HACK-A-THON
CRACK THE CODE, FORGE THE TRACK
TEAM
SIZE
1 - 4
RUTUJA KAPATE
7020136003
SHANTNU FARTODE
9604650588
PRIZE POOL
RS 1,00,000
technex_svpcet_nagpur
svpcettechnex@gmail.com
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Hackathon – National Level Online Coding Contest TECHNEX-24

1. Teaching–Learning Methodologies Supported

Methodology	Description
Project-Based Learning (PBL)	Students work on real-world coding problems requiring innovative solutions.
Collaborative & Peer Learning	Teams collaborate virtually, sharing ideas and solutions with peers.
Experiential Learning	Hands-on experience solving problems in real-time under pressure.
Outcome-Based Learning	Focus on measurable outcomes such as solution efficiency, accuracy, and optimization.
Competitive Coding Environment	Provides exposure to coding contests similar to industry hackathons and global competitions.

2. Identified Gaps in Curriculum Addressed

Gap Identified	How Hackathon Addresses It
Real-time problem-solving exposure	Students solve problems under strict deadlines, simulating real-world scenarios.
Multidisciplinary collaboration	Teams include students from varied technical backgrounds, fostering collaboration.
Focus on innovation & optimization	Encourages creative and optimized algorithmic problem-solving.
Competitive coding practice	Provides a national-level platform for coding competitions.
Industry-relevant programming practices	Involves use of modern programming tools, version control, and team workflows.

3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement	Mapped POs	Justification
Solve algorithmic problems under time constraints	PO1: Engineering Knowledge	Apply computing and algorithmic concepts effectively.
Develop optimized, innovative solutions	PO2: Problem Analysis PO3: Design/Development	Analyze problem requirements and design creative, efficient solutions.
Implement solutions using any programming language	PO5: Modern Tool Usage	Use modern programming tools, IDEs, and version control systems effectively.
Collaborate in teams for	PO9: Individual & Team Work	Enhance teamwork, leadership, and

coding and testing		communication skills.
Work under strict deadlines in a competitive environment	PO11: Project Management PO12: Lifelong Learning	Improve time management skills and promote continuous self-learning abilities.

4. Learning Outcomes (LOs)

Learning Outcome (LO)	Description
LO1	Apply algorithmic thinking and programming knowledge to real-world challenges.
LO2	Design optimized and innovative solutions under time constraints.
LO3	Use modern programming tools and version control systems effectively.
LO4	Collaborate effectively in teams, demonstrating leadership and communication skills.
LO5	Adapt to competitive environments and develop lifelong learning skills.


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BECOME AN
APP DEVELOPER
24
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4TH & 5TH MARCH
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WHERE APP
RENAISSANCE
BEGINS...
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TEAM
OF 4
₹300
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MANTHAN RAUT
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PRIZE POOL
RS 40,000
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svpcettechnex@gmail.com
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1. Teaching–Learning Methodologies Supported

Methodology	Description
Project-Based Learning (PBL)	Students design and implement mobile and AR/VR apps solving real-life challenges.
Collaborative & Peer Learning	Teams work on modules like UI, database, and algorithms collaboratively.
Experiential Learning	Hands-on coding, debugging, and testing simulate real-world application development.
Interdisciplinary Learning	Integration of software development, networking, UI/UX, and data analytics knowledge areas.
Outcome-Based Learning	Focuses on deployable applications with measurable technical and functional outcomes.
Problem-Solving & Critical Thinking	Enhances logical reasoning, decision-making, and optimization in app development.

2. Identified Gaps in Curriculum Addressed

Gap Identified	How Appathon Addresses It
Exposure to real-world app development	Hands-on experience in building deployable, user-friendly applications.
AR/VR and modern technology usage	Modules on AR/VR interfaces, real-time data, and advanced integrations fill the gap.
Focus on UI/UX design and security	Students work on user interface design and access control mechanisms.
Interdisciplinary collaboration	Appathon involves coding, database design, networking, and embedded permissions handling together.
Problem-solving under deadlines	24-hour hackathon format teaches time management, prioritization, and optimization skills.

3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement Theme	Mapped POs	Justification
App design, layout, and user interface development	PO1: Engineering Knowledge	Requires application of core programming, software engineering, and design principles.
AR/VR-based applications for maps, parking, and virtual try-on	PO2: Problem Analysis PO3: Design/Development	Problem identification, analysis of requirements, and solution design for immersive applications.

QR/Barcode scanning for attendance, product expiry, food distribution	PO4: Investigation PO5: Modern Tool Usage	Use of modern tools, APIs, and data analytics for scanning, storage, and real-time feedback.
AI-based internship recommendations, skill-learning suggestions	PO3: Design/Development PO5: Modern Tool Usage	Involves algorithm design, database management, and recommendation systems.
Virtual study rooms, event handling, and communication apps	PO9: Individual & Team Work PO10: Communication	Collaborative platform development improves teamwork and professional communication skills.
Deployment and integration with real-world systems	PO11: Project Management PO12: Lifelong Learning	Students learn to integrate project management techniques and adopt continuous learning for technology trends.

4. Learning Outcomes (LOs)

Learning Outcome (LO)	**Description**
LO1	Design and develop mobile and AR/VR-based applications meeting real-world requirements.
LO2	Analyze problems, design user-friendly interfaces, and implement modular features efficiently.
LO3	Integrate APIs, databases, security permissions, and modern toolchains into deployable solutions.
LO4	Collaborate in teams effectively while managing time-bound application development projects.
LO5	Demonstrate lifelong learning skills for adapting to new technologies like AR/VR, AI, and IoT.

Problem Statement	Mapped POs	Justification
1. Build an app for meeting and event handling (Sign-in, create/join meetings, mic/camera control, feedback)	PO1, PO2, PO3, PO5, PO9, PO10, PO11	Requires UI/UX design, event handling algorithms, permissions management, teamwork, and time-bound implementation skills.
2. AR/VR-based Map for Pallotti College (Campus navigation, departmental locations, event notifications)	PO1, PO2, PO3, PO4, PO5, PO9, PO10	Involves AR/VR development, data integration, real-time notifications, and visualization skills with problem analysis and design focus.
3. Smart Attendance Capturing Mobile App (QR/barcode scanning, sign-in, attendance statistics)	PO1, PO2, PO3, PO4, PO5, PO10, PO11	Requires scanning technology, database handling, statistics generation, and modern tool usage under time constraints.
4. App to track expiry date of products (QR code scanning, reminders, product information database)	PO1, PO2, PO3, PO4, PO5, PO10	Integrates real-time data handling, notifications, database management, and problem-solving for automation features.
5. Parking Space Tracking App (AR/VR) (Location tracking, availability algorithm, UI integration)	PO1, PO2, PO3, PO5, PO9, PO11	Combines geolocation services, algorithms for availability, and AR/VR features with project management skills.
6. Food Distribution App for Restaurants/NGOs (Data entry, GPS, matching algorithm, UI for search results)	PO1, PO2, PO3, PO4, PO5, PO9, PO10	Involves data handling, search algorithms, GPS integration, and UI design with problem analysis and real-world application focus.
7. Virtual Study Rooms App (Room creation/joining, chat, document sharing, access control)	PO1, PO2, PO3, PO5, PO9, PO10, PO11	Requires collaborative platform design, communication systems, and secure access control with project management exposure.
8. Skills & Learning Pathways App (Skill database, learning resources, user recommendations)	PO1, PO2, PO3, PO5, PO10, PO12	Needs database design, recommendation algorithms, and learning resource integration promoting lifelong learning skills.
9. Virtual Clothes Try-On Shopping App (Image processing, AR features, e-commerce integration)	PO1, PO2, PO3, PO5, PO9, PO10	Uses AR, e-commerce integration, image processing, and modern tool usage for customer engagement and problem-solving.
10. Internship Recommendation App (Student profiles, company postings, matchmaking algorithms, messaging)	PO1, PO2, PO3, PO5, PO9, PO10, PO12	Involves database management, AI/ML matchmaking, and communication systems aligned with industry needs and lifelong learning outcomes.


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LET YOUR DATA
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4TH & 5TH MARCH
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DUO ENTRY ₹200
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1. Teaching–Learning Methodologies Supported

- **Experiential Learning (Hands-on Practice):** Real datasets help participants gain practical exposure to data analysis and model building.
- **Project-Based Learning (PBL):** Students work on mini-projects for dashboards and predictive analytics.
- **Collaborative Learning:** Peer interaction and team-based model building encourage knowledge sharing.
- **Flipped Classroom Approach:** Pre-event resources on Python, ML basics, and BI tools can be shared for self-paced learning before practical sessions.
- **Case Study Method:** Business intelligence scenarios allow students to analyze and interpret real-world data.

2. Identified Gaps in Curriculum Addressed

Event	Teaching–Learning Methodologies Supported	Identified Gaps in Curriculum Addressed
TECHNEX-24 Envision	- Experiential Learning with real datasets - Project-Based Learning (PBL) - Collaborative Learning - Flipped Classroom Approach - Case Study Method	- Lack of real-time data analysis practice - Limited integration of BI & visualization tools - Missing end-to-end ML workflow - Insufficient industry-relevant analytics skills

3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement	POs Mapped	Justification
Build prediction models using real-world datasets to forecast outcomes.	PO1: Engineering Knowledge	Requires knowledge of mathematics, statistics, and ML algorithms for building predictive models.
Develop interactive dashboards for business intelligence and decision-making.	PO2: Problem Analysis	Students analyze large datasets, interpret results, and identify meaningful insights for decision-making.
Apply Python libraries (NumPy, Pandas, Matplotlib, Scikit-learn) for data analysis.	PO3: Design/Development	Involves coding, visualization, and integration of different tools for model development and dashboards.
Evaluate model accuracy and business insights using performance metrics.	PO4: Investigation of Problems	Emphasizes experimentation, evaluation, and iterative improvement for achieving better prediction accuracy and decision support.
Work collaboratively on projects integrating data science, analytics, and	PO9: Individual & Team Work	Students collaborate in teams, share responsibilities, and integrate diverse skills

visualization.		to achieve a common outcome.
Prepare presentations demonstrating predictive insights and dashboards.	PO10: Communication	Develops professional communication skills through visualization storytelling and business presentations.

4. Learning Outcomes (LOs)

By participating in **TECHNEX-24 Envision**, students will be able to:

LO Code	Learning Outcomes	Mapped POs
LO1	Apply mathematics & statistical concepts for predictive modeling using Python libraries.	PO1, PO3
LO2	Preprocess, analyze, and visualize real-world datasets for actionable insights.	PO2, PO3
LO3	Design and develop ML models for forecasting and decision support.	PO1, PO3, PO4
LO4	Create interactive dashboards using BI tools for data-driven decision-making.	PO3, PO4, PO10
LO5	Collaborate effectively on data science projects integrating technical and analytical skills.	PO9, PO10
LO6	Communicate findings through professional presentations and visualization storytelling.	PO10

Learning Outcomes (LOs)	PO1	PO2	PO3	PO4	PO9	PO10
LO1: Apply mathematics & statistical concepts for predictive modeling using Python libraries.	3	–	2	–	–	–
LO2: Preprocess, analyze, and visualize real-world datasets for actionable insights.	–	3	2	–	–	–
LO3: Design and develop ML models for forecasting and decision support.	3	–	3	2	–	–
LO4: Create interactive dashboards using BI tools for data-driven decision-making.	–	–	3	2	–	2
LO5: Collaborate effectively on data science projects integrating technical and analytical skills.	–	–	–	–	3	2
LO6: Communicate findings through professional presentations and visualization storytelling.	–	–	–	–	–	3


Restaurant analysis report
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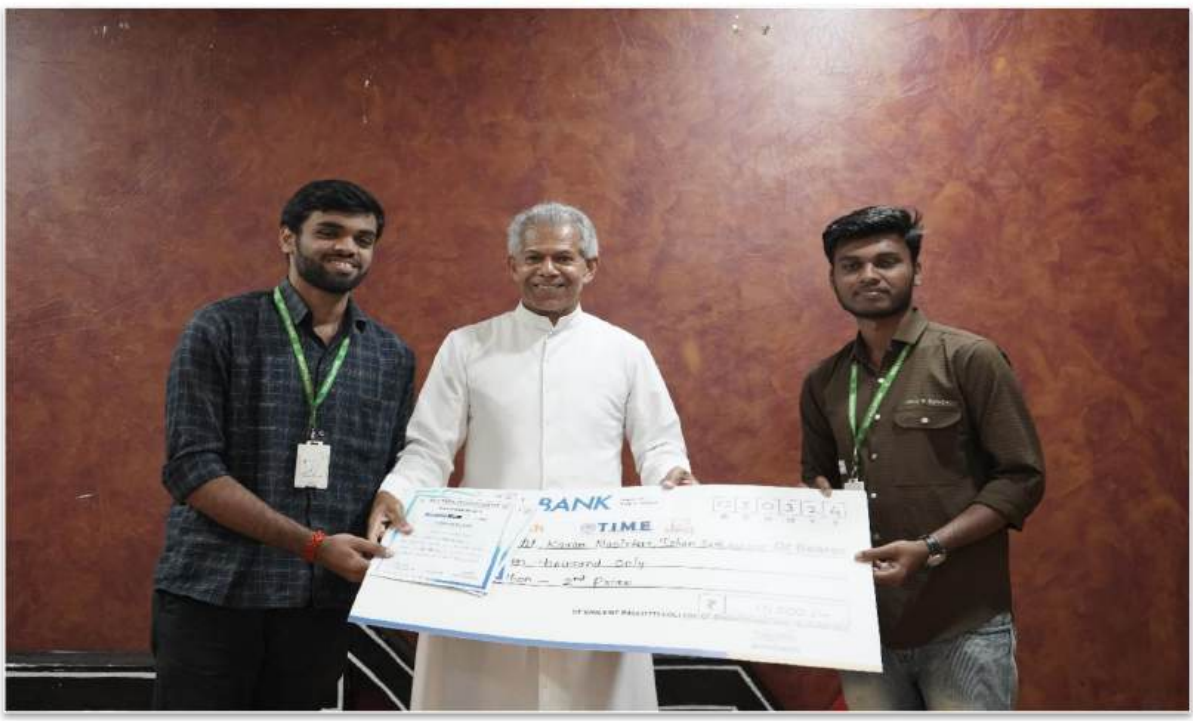
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TECHNEX
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RIDE THE TIDE
CLAIM THE PRIZE
COASTAL
CLASH
4TH & 5TH MARCH
KIT FEES ₹1500 *OPTIONAL
ENTRY FEES ₹500
TEAM SIZE MAX 4
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SHASHWATI
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Structured Mapping for TECHNEX-24: Coastal Clash

Component	Details
Teaching–Learning Methodologies Supported	- Experiential Learning: Hands-on experience in RC boat designing and control. - Project-Based Learning (PBL): Students design, fabricate, and test boats to solve real-world mechanical and control problems. - Collaborative Learning: Teams collaborate to design, assemble, and troubleshoot boats. - Workshop-Based Learning: Pre-event boat-building workshop ensures skill development. - Simulation & Testing: Focus on iterative design and testing for performance.
Identified Gaps in Curriculum Addressed	- Lack of practical exposure to robotics and control systems for water-based vehicles. - Limited opportunities for hands-on fabrication and testing of mechanical and electronic systems. - Inadequate integration of mechanical, electrical, and communication engineering concepts in real-world scenarios. - Minimal focus on problem-solving and troubleshooting skills for autonomous or semi-autonomous systems.

Problem Statement to POs Mapping with Justification

Problem Statement	POs Mapped	Justification
Design and fabricate a remote-controlled boat capable of navigating obstacles.	PO1: Engineering Knowledge	Requires understanding of mechanical design, electrical circuits, and control systems to build functional RC boats.
Implement control mechanisms for maneuvering the boat efficiently across the arena.	PO2: Problem Analysis	Students analyze control parameters and optimize maneuverability to cross hurdles.
Integrate electronics and wireless communication systems for remote operation.	PO3: Design/Development	Involves hardware-software integration, wireless control modules, and system design.
Test and troubleshoot the RC boat for performance and reliability in real-time conditions.	PO4: Investigation of Problems	Focuses on iterative testing, identifying performance issues, and refining solutions.
Collaborate in teams for boat designing, fabrication, and event participation.	PO9: Individual & Team Work	Encourages team collaboration, workload division, and interdisciplinary project execution.
Present the final boat design, working mechanism, and performance outcomes effectively.	PO10: Communication	Students develop technical documentation and presentation skills to explain design choices and performance results.

Learning Outcomes (LOs)

LO Code	Learning Outcomes	Mapped POs
LO1	Apply engineering knowledge to design and fabricate a functional RC boat.	PO1, PO3
LO2	Analyze mechanical and control parameters for optimized navigation.	PO2, PO4
LO3	Integrate electronics, communication, and mechanical systems for real-time control.	PO3, PO4
LO4	Perform iterative testing and troubleshooting to improve boat performance.	PO4
LO5	Collaborate effectively in teams to achieve project objectives.	PO9
LO6	Present technical aspects, performance results, and design documentation effectively.	PO10


CP-3
CP-1


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4TH & 5TH MARCH
TEAM SIZE
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ENTRY FEES
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2 DAY WORKSHOP
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1. Teaching–Learning Methodologies Supported

Teaching–Learning Methodology	Description
Experiential Learning	Hands-on training using Autodesk & Revit for real-time infrastructure design.
Project-Based Learning	Designing a double-storied house focusing on sustainability and smart features.
Collaborative Learning	Teamwork for planning, modeling, and presenting BIM-based solutions.
Problem-Solving & Critical Thinking	Addressing real-world constraints in design and urban planning.
ICT-Enabled Learning	Use of advanced BIM tools for visualization, analysis, and simulation.

2. Program Outcomes (POs) Mapping with Justification

PO Code	Program Outcome	Justification for Mapping
PO1	Engineering Knowledge	Apply engineering fundamentals to create BIM-based designs.
PO2	Problem Analysis	Analyze sustainability requirements and structural constraints.
PO3	Design/Development of Solutions	Develop eco-friendly, safe, and smart infrastructure models.
PO5	Modern Tool Usage	Utilize Autodesk & Revit for accurate modeling and simulation.
PO6	Engineer & Society	Understand societal needs for urban infrastructure planning.
PO7	Environment & Sustainability	Integrate green building practices into infrastructure design.
PO9	Individual & Team Work	Collaborate effectively in interdisciplinary design teams.
PO10	Communication	Present and document BIM models effectively using industry standards.
PO12	Life-long Learning	Adapt to emerging BIM tools and civil infrastructure technologies.

3. Learning Outcomes (LOs)

LO Code	Learning Outcome
LO1	Develop 2D and 3D BIM-based infrastructure models using Autodesk & Revit.

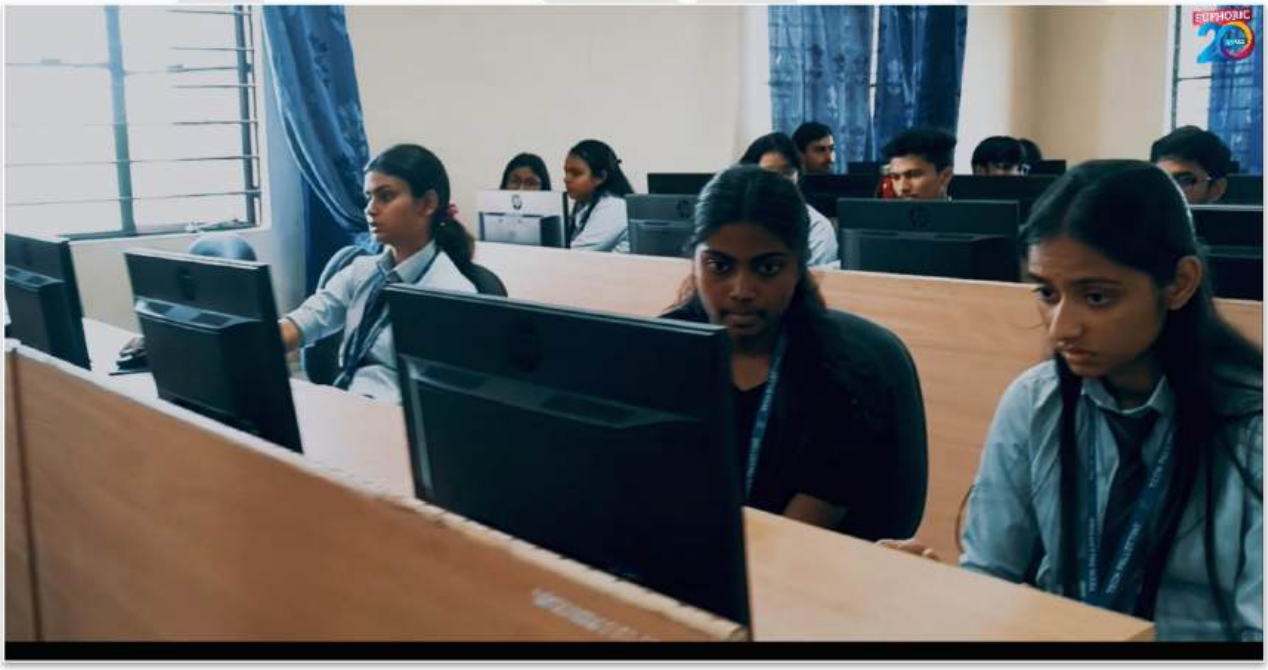
LO2	Integrate sustainability and smart infrastructure principles into practical design work.
LO3	Apply engineering knowledge to solve real-world infrastructure challenges.
LO4	Collaborate effectively in teams and present design solutions professionally.
LO5	Gain lifelong learning skills in advanced digital design tools and smart infrastructure.

4. Identified Gaps in Curriculum Addressed

Gap Identified	Impact on Learning
Exposure to advanced BIM tools	Students lack hands-on experience with industry-grade digital design technologies.
Real-time project experience	Limited opportunities to integrate theory with practical civil engineering projects.
Interdisciplinary collaboration	Weak exposure to multi-domain skills for smart infrastructure development.
Industry-oriented digital construction practices	Skills gap in sustainable urban planning and modern digital construction techniques.

Learning Outcomes (LOs)	PO1	PO2	PO3	PO5	PO6	PO7	PO9	PO10	PO12
LO1: Develop 2D and 3D BIM-based infrastructure models using Autodesk & Revit	3	2	3	3	2	2	2	2	3
LO2: Integrate sustainability and smart infrastructure principles into design	2	3	3	2	3	3	2	2	2
LO3: Apply engineering knowledge to solve real-world infrastructure challenges	3	3	3	2	3	3	2	2	2
LO4: Collaborate effectively and present design solutions professionally	2	2	2	2	2	2	3	3	2
LO5: Gain lifelong learning skills in advanced digital design tools and practices	2	2	2	3	2	2	2	2	3


DESIGN X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DECRYPT
THE EXCITEMENT
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THE FLAG
EVENT
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4TH & 5TH MARCH
TEAM SIZE 1-4
ENTRY FEES ₹350
VISHAL INJEWAR
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ABIN VARGHESE
9322177092
PRIZE POOL
RS 40,000
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1. Teaching–Learning Methodologies Supported

Sr. No.	Teaching–Learning Methodology	Description/Implementation in EncipherX 2.0
1	Experiential Learning	Hands-on cybersecurity tasks like CTF challenges, ethical hacking labs, and cryptography problem-solving.
2	Collaborative Learning	Team-based CTF competitions encouraging peer learning and brainstorming.
3	Problem-Based Learning (PBL)	Real-world cybersecurity case studies for analytical and critical thinking development.
4	Blended/Hybrid Learning	Mix of offline workshops for practical exposure and online sessions for theory concepts.
5	Self-Directed Learning	Encourages participants to explore new tools, coding scripts, and hacking platforms independently.

2. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement/Activity	Relevant POs	Justification
Cryptography challenges requiring algorithmic solutions	PO1: Engineering Knowledge	Builds strong fundamentals in mathematical models and encryption techniques.
Ethical Hacking & Reverse Engineering tasks	PO2: Problem Analysis	Involves identifying vulnerabilities, analyzing system weaknesses, and proposing solutions.
Web Security exploit simulations	PO3: Design/Development	Focuses on developing secure coding practices and innovative solutions to security breaches.
Capture the Flag (CTF) competition	PO4: Investigation & Research	Encourages research-oriented thinking for real-time problem-solving in cybersecurity.
Team-based cybersecurity challenges	PO9: Individual & Team Work	Promotes collaborative learning and leadership in solving complex security scenarios.
Hybrid mode delivery (online + offline)	PO10: Communication	Enhances technical communication and documentation skills for cybersecurity reports.

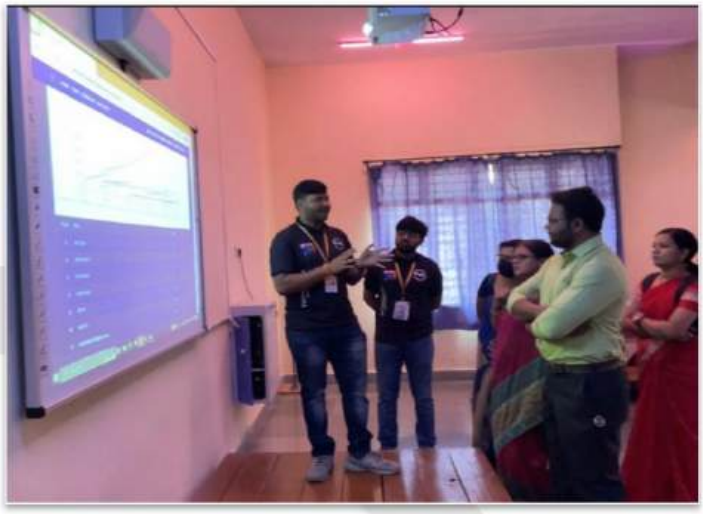
Exploring cybersecurity ethics and responsible hacking	PO8: Ethics	Develops awareness about professional and ethical responsibilities in security practices.

3. Learning Outcomes (LOs)

Sr. No.	Learning Outcomes (LOs)
1	Gain practical exposure to cybersecurity tools, encryption algorithms, and hacking platforms.
2	Develop problem-solving skills for real-time security vulnerabilities and threats.
3	Enhance teamwork, collaboration, and technical communication in cybersecurity projects.
4	Apply ethical principles and understand legal aspects of cybersecurity practices.
5	Strengthen analytical skills for reverse engineering and cryptographic problem-solving.

4. Identified Gaps in Curriculum Addressed

Sr. No.	Identified Gaps in Existing Curriculum	How EncipherX 2.0 Addresses Them
1	Hands-on exposure to real-world cybersecurity tools	Provides CTF platform and workshops for practical experience.
2	Problem-based learning in cybersecurity education	Introduces real-world security challenges with analytical solutions.
3	Focus on interdisciplinary cybersecurity applications	Integrates cryptography, networks, software security, and ethics.
4	Training for ethical hacking and penetration testing	Offers structured ethical hacking challenges in a controlled setting.
5	Collaborative project-based learning opportunities	Team-based competitions foster peer-to-peer learning and leadership.

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eXPO
THE THINKING MIND'S GAME
4TH & 5TH MARCH
3+ KEYNOTE SESSIONS
SOLO ENTRY ₹200
GROUP ENTRY ₹300
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AYUSH BENNY
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1. Teaching–Learning Methodologies Supported

Sr. No.	Teaching–Learning Methodology	Description/Implementation in eXpo
1	Experiential Learning	Students pitch startup ideas and receive real-time feedback from experts.
2	Collaborative Learning	Participants form teams for brainstorming, idea development, and pitching.
3	Problem-Based Learning (PBL)	Solving real-world business and entrepreneurship challenges.
4	Industry Interaction & Networking	Connects participants with entrepreneurs, mentors, and investors.
5	Self-Directed Learning	Encourages students to research market needs and develop innovative solutions.

2. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement/Activity	Relevant POs	Justification
Idea pitching and startup concept development	PO3: Design/Development	Requires innovative thinking to design feasible business solutions.
Business model analysis and entrepreneurship skills	PO2: Problem Analysis	Involves critical thinking for assessing financial, social, and technical viability.
Market research and innovation workshops	PO4: Investigation & Research	Builds research aptitude for analyzing current trends and identifying business opportunities.
Team collaboration for startup planning	PO9: Individual & Team Work	Promotes teamwork, leadership, and collaborative decision-making.
Networking with industry experts and mentors	PO10: Communication	Enhances professional communication and presentation skills.
Ethical considerations in entrepreneurship	PO8: Ethics	Promotes ethical business practices and responsible entrepreneurship.
Exposure to startup ecosystem and industry trends	PO7: Environment & Sustainability	Encourages sustainable business models and eco-friendly innovations.

3. Learning Outcomes (LOs)

Sr. No.	Learning Outcomes (LOs)
1	Develop entrepreneurial thinking and creativity in business idea generation.
2	Gain exposure to startup ecosystem, funding opportunities, and industry networking.
3	Enhance teamwork, leadership, and collaboration in business planning.
4	Strengthen communication and presentation skills for pitching innovative solutions.
5	Learn ethical and sustainable practices in entrepreneurship.

4. Identified Gaps in Curriculum Addressed

Sr. No.	Identified Gaps in Existing Curriculum	How eXpo Addresses Them
1	Focus on entrepreneurship and innovation skills	Provides a platform for startup ideation and business model development.
2	Industry interaction and mentorship opportunities	Connects students with entrepreneurs, investors, and experts.
3	Exposure to real-world business problem-solving	Includes pitching competitions and market analysis tasks.
4	Interdisciplinary learning for startup development	Brings together students from various domains for collaborative ideas.
5	Awareness of funding and startup incubation processes	Offers sessions on incubation centers, funding agencies, and accelerators.


finances & future expansion


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4TH & 5TH MARCH
WORKSHOP FEES
₹300
ENTRY FEES
₹600
TEAM SIZE
2-4
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ADITYA D.
8261060193
PRIZE POOL
RS 80,000
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1. Teaching–Learning Methodologies Supported

Event Name	Teaching–Learning Methodologies Supported	Description of Methodology
Overdrive: Bot Racing Competition	Experiential Learning	Students design, build, and race bots, engaging in hands-on application of engineering concepts.
	Collaborative Learning	Teams collaborate on design, coding, and mechanical optimization of the bot.
	Problem-Based Learning	Each round introduces unique challenges requiring problem-solving and innovation.
	Competition-Based Learning	Time-bound, competitive environment enhances quick decision-making and technical application.

2. Identified Gaps in Curriculum Addressed

Event Name	Existing Curriculum Gap	How the Event Addresses It
Overdrive: Bot Racing Competition	Limited exposure to real-time robotics challenges	Provides hands-on experience with bot design, control systems, and real-time problem-solving.
	Lack of integration of multidisciplinary concepts (mechanical, electronics, programming)	Encourages integration of electronics, mechanical design, and software programming.
	Insufficient focus on innovation and entrepreneurship in core courses	Promotes innovative thinking and solution-driven approach through competitive scenarios.

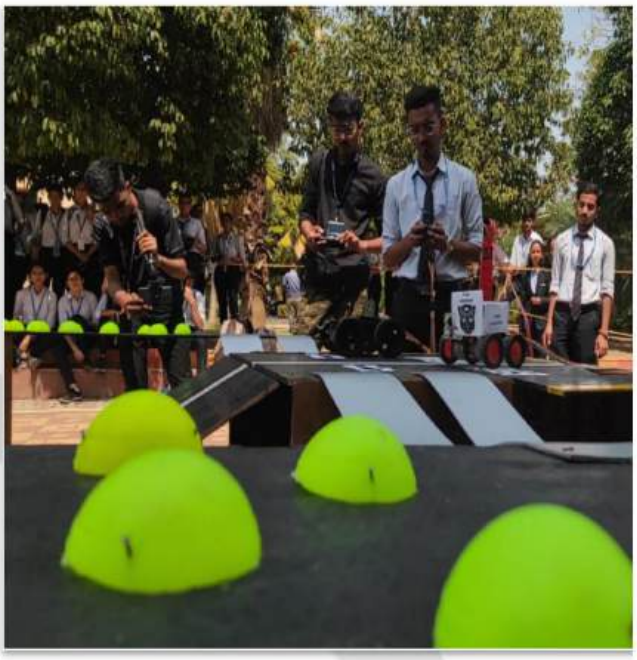
3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement	Relevant POs	Justification for Mapping
Design and race a custom bot through challenging tracks with speed and accuracy.	PO1: Engineering Knowledge	Application of fundamentals in electronics, mechanics, and control systems.
	PO2: Problem Analysis	Analysis of track constraints, speed optimization, and design issues.
	PO3: Design/Development of Solutions	Designing a bot that can withstand real-world racing challenges.
	PO5: Modern Tool Usage	Use of simulation tools, sensors, and microcontrollers for bot design.

	PO9: Individual and Team Work	Students work in teams, sharing responsibilities and expertise.
	PO11: Project Management & Finance	Managing cost constraints for bot development and resource allocation.

4. Learning Outcomes (LOs)

Event Name	Learning Outcomes (LOs)
Overdrive: Bot Racing Competition	1. Apply multidisciplinary engineering knowledge to design and develop racing bots.
	2. Demonstrate teamwork, leadership, and communication skills in competitive environments.
	3. Use modern engineering tools and technologies for bot design and control.
	4. Develop problem-solving and critical-thinking abilities under time constraints.
	5. Cultivate innovation, creativity, and project management skills through real-world application.

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PRESENTS
YOU WANT TO PLAY?
LET'S PLAY
VORTEX
4TH & 5TH MARCH
TEAM SIZE
4-5
ENTRY FEES
₹400
ABHISHRUT R.
9766498862
ADITYA U.
9420258289
PRIZE POOL
RS 1,00,000
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1. Teaching–Learning Methodologies Supported

Event Name	Teaching–Learning Methodologies Supported	Description of Methodology
VORTEX: Competitive Valorant Gaming Event	Experiential Learning	Participants learn through immersive, real-time competitive gameplay.
	Collaborative Learning	Teams strategize and coordinate to achieve common objectives.
	Problem-Based Learning	Dynamic in-game scenarios require strategic planning and real-time decision-making.
	Competition-Based Learning	Competitive environment enhances quick thinking, teamwork, and adaptability.

2. Identified Gaps in Curriculum Addressed

Event Name	Existing Curriculum Gap	How the Event Addresses It
VORTEX: Competitive Valorant Gaming Event	Exposure to teamwork under dynamic, real-world conditions	Provides a platform for developing teamwork and leadership skills in a fast-paced environment.
	Focus on communication and decision-making skills	Encourages strategic planning, effective communication, and conflict resolution.
	Emphasis on esports and gaming technology as career opportunities	Introduces participants to professional avenues in eSports, gaming analytics, and digital strategy.

3. Problem Statement to Program Outcomes (POs) Mapping with Justification

Problem Statement	Relevant POs	Justification for Mapping
Compete in a team-based eSports event (Valorant) requiring strategy, coordination, and execution.	PO2: Problem Analysis	Analysis of in-game scenarios, opponent tactics, and dynamic decision-making.
	PO5: Modern Tool Usage	Using gaming platforms, communication tools, and analytics software.
	PO6: Engineer & Society	Understanding the role of technology and digital platforms in professional gaming.

	PO9: Individual and Team Work	Working collaboratively in teams under high-pressure situations.
	PO10: Communication	Enhancing communication, coordination, and leadership during gameplay.

4. Learning Outcomes (LOs)

Event Name	Learning Outcomes (LOs)
VORTEX: Competitive Valorant Gaming Event	1. Develop real-time problem-solving and decision-making skills.
	2. Demonstrate effective teamwork, leadership, and communication strategies.
	3. Utilize digital tools and gaming analytics for performance enhancement.
	4. Understand emerging career opportunities in eSports and digital gaming.
	5. Apply strategic thinking in dynamic, competitive environments.


DevOps


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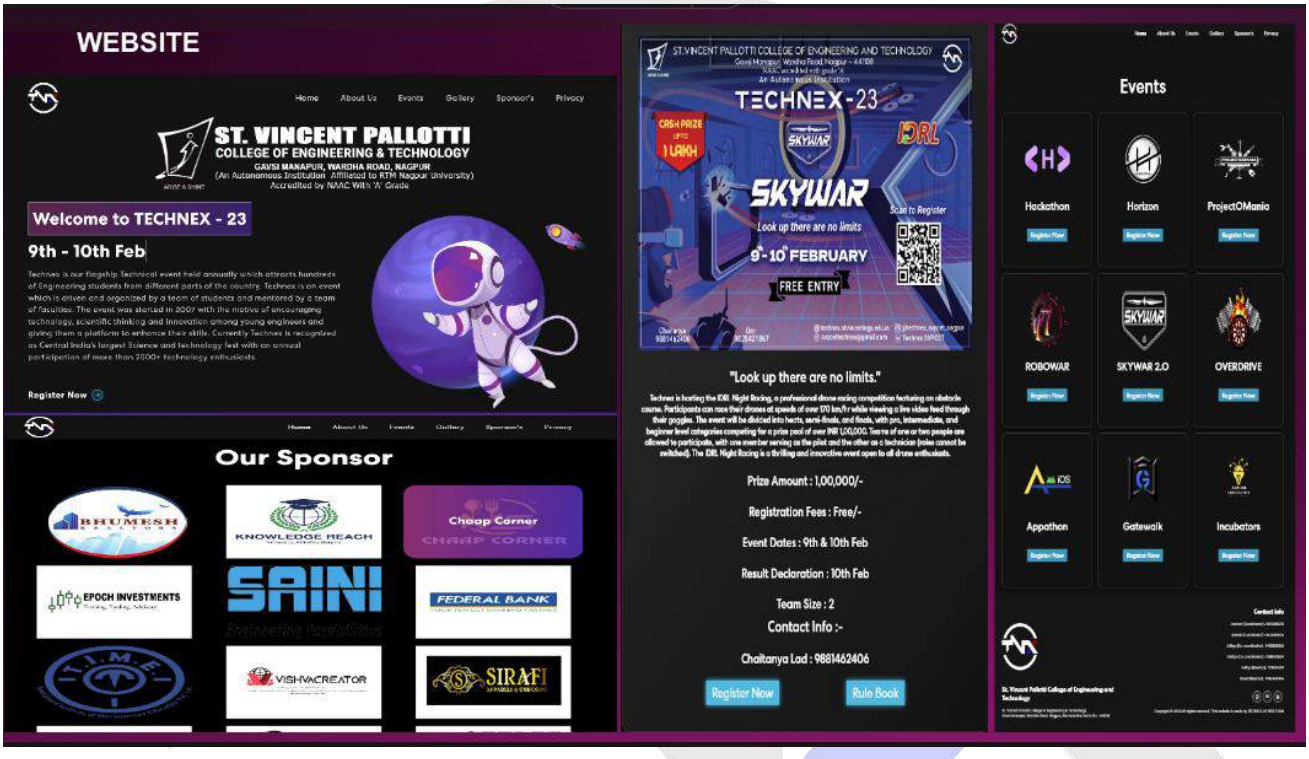


TECHNEX-23

SR NO	Type	SVPCET	OUTHOUSE	Total
1	APPATHON	97	18	115
2	HORIZON(CAD)	7	2	83
	HORIZON(BRIDGE)	70	4	
3	OVERDRIVE	41	10	51
4	PROJECTOMANIA	28	10	38
5	ROBOWAR	0	8	8
6	HACKATHON	55	49	104
7	SKYWAR	0	15	15
8	GATEWALK	218	3	221
	TOTAL	516	114	635

PARTICIPATION

(Teams / Groups)

	Technex'20	Technex-22	Technex-23
Workshop Events	02	05	03
Non-Workshop Events	5	5	05
Total	07	10	8

WORKSHOP DOMAINS INCLUDE: -

- Augmented reality and Unity.
- Bot making.
- Bridge building.

THE WORKSHOPS

268 Participants

6 - 12hrs of learning

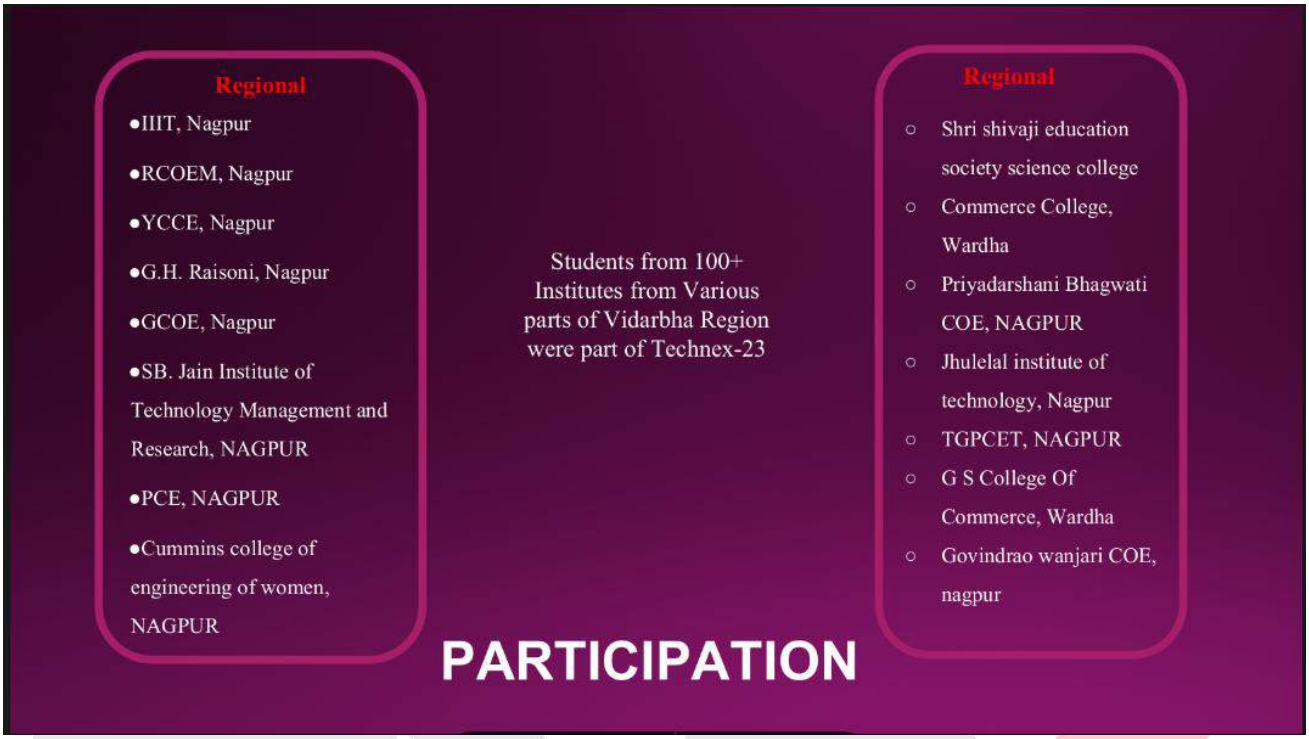
TECHNEX-23

SR NO	Type	SVPCET	OUTHOUSE	Total
1	APPATHON	322	110	432
2	HORIZON(CAD)	7	2	269
	HORIZON(BRIDGE)	245	15	
3	OVERDRIVE	143	6	149
4	PROJECTOMANIA	87	20	107
5	ROBOWAR	0	30	30
6	HACKATHON	193	141	334
7	SKYWAR	0	60	60
8	GATEWALK	218	3	221
	TOTAL	1215	387	1602

PARTICIPATION

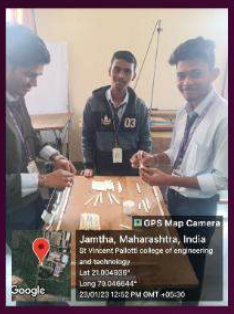
(Individuals)

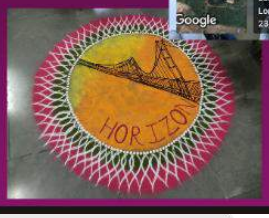
	Technex'20	Technex-22	Technex-23
SVPCET	557	665	1215
Outside	538	469	387
Total	1095	1134	1602


Regional
●IIIT, Nagpur
●RCOEM, Nagpur
●YCCE, Nagpur
●G.H. Raisoni, Nagpur
●GCOE, Nagpur
●SB. Jain Institute of Technology Management and Research, NAGPUR
●PCE, NAGPUR
●Cummins college of engineering of women, NAGPUR
Students from 100+ Institutes from Various parts of Vidarbha Region were part of Technex-23
Regional
Shri shivaji education society science college
Commerce College, Wardha
Priyadarshani Bhagwati COE, NAGPUR
Jhulelal institute of technology, Nagpur
TGPCET, NAGPUR
G S College Of Commerce, Wardha
Govindrao wanjari COE, nagpur
PARTICIPATION


National
IIT Goa
VJTI, Mumbai
Delhi University
MIT Pune
NIT Trichy
NSUT, Delhi
SSGMCE, Shegaon
VIT, Bhopal
KJ Somaiya
Students from 100+ Institutes from Various parts of India and Vidarbha Region were part of Technex-23
National
●IIIT Vadodara
●Bangalore Institute of Engineering
●Chandigarh group of colleges, Jhanjeri
●DY Patil, Pune
●Fr C. Rodrigues Institute of Technology, Vashi
●Jabalpur Engineering College
● Institute Of Engineering & Management, Bangalore
PARTICIPATION

THE WORKSHOPS





3 FABULOUS WORKSHOPS

- Appathon
- Overdrive
- Horizon

- All of the workshops were conducted by our college students and mentored by our faculty team.

SR NO	EVENT	AGENCY	VENUE	NO OF GROUPS	INHOUSE	OUTHOUSE	NO.OF PARTICIPANTS
1	APPATHON	INHOUSE	SVPCET	70	64	4	268
2	HORIZON	INHOUSE	SVPCET	37	37	0	140
3	OVERDRIVE	INHOUSE	SVPCET	27	27	0	108
			TOTAL	134	128	4	516

WORKSHOP
STATISTICS

	No. of Participants
Technex'20	522
Technex'22	291

SPONSORSHIP

PRIZE

7	Skywars	1st prize - 26,000	Aman virani		1st prize - 26,000
		2nd Prize -19500	Kushang Solanki		2nd Prize -19500
		3rd Prize- 15000	Arul Rajesh gedala		3rd Prize- 15000
		4th Prize - 6500	Pranav pasupuleti		4th Prize - 6500
		5th prize- 6500	Nilesh jivani		5th Prize-6500
		6thPrize- 6500	Aurobindo sangiri		6thPrize- 6500
		7th Prize-6500	Tanuj Naresh Kewalramani.		7th Prize-6500
		8th Prize - 4500	Aryan Patel		8th Prize - 4500
		9th Prize-4500	Adnan Abdullah		9th Prize-4500
8	Overdrive	1st prize - 25,000	Aayush Jindal	The Northcap University, Gurgaon	1st prize - 25,000
			Rahul Sangwan		
		2nd prize - 15,000	Gaurav Mahajan	SSGB Bhusawal	2nd prize - 15,000
			Rohit Chaudhari		
			Om Mahire		
			Vipul Nemade		
		Pallotine 1st prize - 6,000	Jugal Jogi	SVPCET,Nagpur	Pallotine 1st prize - 6,000
			Omkar Sahare		
			Shrunkhal Hood		
			Atharv Dambare		
		Pallotine 2nd prize - 4,000	Ketan Patil	SVPCET,Nagpur	Pallotine 2nd prize - 4,000
			Amaan Khan		
			Firdous Khan		
9	Robowar	1st prize - 60,000	Karthik KC	ST.Joseph Engineering College , Mangalore	1st prize - 60,000
			Adnan Abdullah		
			Hrithik P		
		2nd prize - 40,000	Mihir Lad	R.N.G.P.I.T Bardoli	2nd prize - 40,000
			Miraj Vasani	G.P.Rajkot	

TOTAL	Rs.4,37,500/-

PRIZE

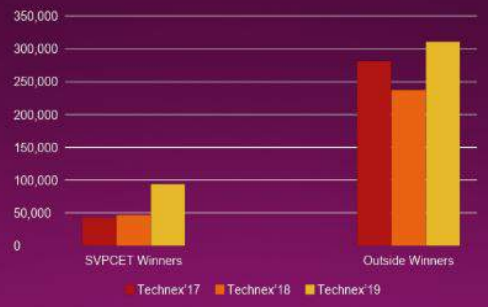
Sr. No.	Event Name	Price Money	Name of students	College/School
1	Junior Incubators	1st prize - 5000	Manushri Waratkar	B.R.A Mundle School
		2nd prize - 3000	Mayank Satav Tanay Dhopade	St. Vincent Pallotti School, Anant Nagar
		3rd prize - 2000	Vaishnavi Kumar Smayan Harode	Center Point School, Amravati Bypass Dabha
		Appriciation Price of 1000	Vinay Yadav Shreyas Sharma	St. Vincent Pallotti School, Anant Nagar
		Appriciation Price of 1000	Tanushree Chippa Rushabh Chawre	Montfort Sr. Sec. School, Nagpur
		Appriciation Price of 1000	Aarushi Dhawale Kshitija Ingole	Montfort Sr. Sec. School, Nagpur
2	Appathon	1st prize - 12,000	Vidhanshu Borade	G. H. Raisoni College of Eng. And Tech., Nagpur
			Bhushan Sahare	SVPCET,Nagpur
			Swaraj Upase	SVPCET,Nagpur
			Nihal Wanjari	SVPCET,Nagpur
		2nd prize - 8,000	Amit Jaisinghania	VIT Pune
			Om Pratap Singh	SVPCET,Nagpur
			Bhavesh Balwani	G. H. Raisoni College of Eng. And Tech., Nagpur
			Ashwin Navange	G. H. Raisoni College of Eng. And Tech., Nagpur
		Pallotine prize - 4,000	Utkarsh Sinha Anvesh Dange Tejas Awari	SVPCET,Nagpur
3	Projectomania	Working model 1st prize - 9,000	Nishant Tarevekar Ujwal Bhorkar Mukul Zade	Jhulelal Institute of Technology
		Working model 2nd prize - 7,000	Aayush Mishra Somesh Awchat Nehal Kubade Vedant Muley	SVPCET,Nagpur
		Ideas 1st prize - 5,500	Shruti Gumgaokar Saumilya Gupta Sumit Bharti Mohit Talwar	IIIT Nagpur
		Ideas 2nd prize - 4,500	Om Sandallya Allen Jess Ashwin Renjith Ayush Benny	SVPCET,Nagpur
		Pallotine Prize - 4,000	Urvi Ramekar Shruti Thakare Jyotiraditya Parihar Mayur Khonde	SVPCET,Nagpur

PRIZE

4	Hackathon	1st prize-30000	TEAM -(IT REX)Sumedh Dube Saurav Nerkar Renuka Sumbh Tejaskiya Pandit	SVPCET,Nagpur
		2nd prize- 20,000	TEAM - (CYPHER)- Bhavat Malik Kashav Goyal Ankit Maurya	USICT, Delhi NSUT Delhi USICT Delhi
		3rd prize - 10,000	Harshit Kanishk Jiaswal Sampada Gupta Piyush Sharma Khushi Sach	USICT Delhi KGET Group of Institute Ghaziabad
		4th Prize - 1year BSNL SIM Voucher	This Dot	
		5th prize- 6 onths BSNL SIM Voucher	TechnoCrates	
		6th Prize - 3 Months BSNL SIM Voucher	Tha Boys	
5	Horizon	Bridge Building		
		1st prize- 12,000	Sachin Chellegaonkar Sameshwar Dhole Yash Kale	PRMITR Amravati
		2nd prize - 8,000	Sagar Gandhe Sanket Tayde Sanket Kadu	PRMITR Amravati
		3rd prize - 5,000	Sameer Bisen	SVPCET,Nagpur
		Pallotine Prize - 5,000	Aayushi Joshi Yash Chande Tanay B. Tanmay S.	SVPCET,Nagpur
		CAD event		
		1st prize- 2,500	Kunal Khade	SVPCET,Nagpur
		2nd prize- 1,500	Chandrashekhar Verma	TGPCET Nagpur
		Tech Pallotine - 1000	Kalyani Pradhan	Pallotti College
6	Gatewalk	IELTS		
		1st Prize - 4,500	Pranay Bhojne	SVPCET,Nagpur
		2nd prize - 2,000	Madhulika Sargaonkar	SVPCET,Nagpur
		3rd prize - 1000	Srushti Mehare	SVPCET,Nagpur
		GATE Aptitude		
		1st Prize - 4,000	Aditi Dhawad	SVPCET,Nagpur
		2nd prize - 2,000	Stefan Joseph	SVPCET,Nagpur
		3rd prize - 1000	Anushree Jaiswal	SVPCET,Nagpur
		GATE Techinal		
		1st Prize - 4,500	Abhay Sawarkar	SVPCET,Nagpur
		2nd prize - 2,500	Suraj Gore	SVPCET,Nagpur
		3rd prize - 1,500	Pranay Bhojne	SVPCET,Nagpur
		CAT		
		1st Prize - 4,000	Sarthak Raut	SVPCET,Nagpur
		2nd prize - 2,000	Shreyas Bhilkar	SVPCET,Nagpur
		3rd prize - 1,000	Alvis Joseph Varghese	SVPCET,Nagpur

	Technex'17	Technex'18	Technex'19
Non-Workshop Based Events	Rs.1,18,111	Rs.74,000	Rs. 91,000
Workshop Based Events	Rs.1,72,500	Rs.1,90,000	Rs. 1,98,000 (Rs.2,98,000)
School Events	Rs.27,000	Rs.18,000	-
Other Prizes	Rs.7,000	Rs.2,500	Rs. 16,000
Total Prize Money	**Rs.3,24,611**	**Rs.2,84,500**	**Rs. 3,05,000** **(Rs.4,05,000)**

	Technex'17	Technex'18	Technex'19
SVPCET Winners	Rs.43,000 (13.25%)	Rs.47,000 (16.53%)	Rs.94,000 (23.21%)
Outside Winners	Rs.2,81,611 (86.75%)	Rs.2,37,500 (83.47%)	Rs. 3,11,000 (76.79%)



PRIZE
(Total)

JUNIOR INCUBATORS

What's New?

HIGHLIGHTS

(The Day of Event)

What's New?

SKYWAR

HIGHLIGHTS

(The Day of Event)


DEDICATION
EXCUSES
HIGHLIGHTS
(The Day of Event)


HORIZON
HIGHLIGHTS
(The Day of Event)

What's New?

ROBOWAR

HIGHLIGHTS

(The Day of Event)

FEEDBACK

TECHNEX-23 from participants' point of view……

Sr.	Name	College	Event	Feedback
1	Yash Dubey	SVPCET	HACKATHON	Excited to participate again
2	Abin Varghese	SVPCET	PROJECTOMANIA	Good event 👍 👍
3	Komal Rathod	SVPCET	OVERDRIVE	Good event I like to participate in
4	ABIN VARGHESE	SVPCET	HACKATHON	Good event, wonderful 👍
5	Nilesh Jivani	Freelance	SKYWAR	Great work by Chaitanya n team
6	Vedant Zope	YCCE	HACKATHON	Improve sitting arrangements
7	Kizhar Katheem	Rizvi college of engin	HACKATHON	It's my pleasure that technex gave us the chance to show the talent
8	Avish Rangari	G H RAISONI College	HACKATHON	Mast hota ekda ajun ghy event
9	Aakanksha Zelkar	SVPCET	PROJECTOMANIA	Good event arrangements.
10	Vedant Chaudhari	Shri Sant Gajanan Ma	HACKATHON	Nope. It was pretty good afterall
11	Laxmi Mehere	SVPCET	HACKATHON	Nothing but event is too good
12	Spandan Neware	SVPCET	OVERDRIVE	very nice event
13	Gunjan ghagre	PBCOE	PROJECTOMANIA	Nothing...everything was very good, enjoyed! U can add more interesting event if u can thank ul
14	Arpit Dalal	GH RAISONI COLLE	HACKATHON	Overall event is good accomodation can be more better
15	Abhilash Dhote	YCCE	OVERDRIVE	Good
16	Shantanu Shendre	Ycce	OVERDRIVE	Excellent
17	Shreyas Chaurey	YCCE	OVERDRIVE	Good
18	Vedant Zope	YCCE	HACKATHON	Good

and 100+ more such reviews…..


ST.VINCENT PALLOTTI COLLEGE OF ENGINEERING & TECHNOLOGY
Gavsi Manapur, Wardha Road, Nagpur – 441108
NAAC accredited with grade 'A'.
An Autonomous Institution
Technex-22
28th – 29th March 2022

- Arverse
- Encipherx
- Overdrive
- Horizon
- Speakathon

- Most of the workshops were taken by our college students.

- Augmented and virtual reality.
- Ethical hacking.
- Bot making.
- Bridge building.
- Soft skill development.

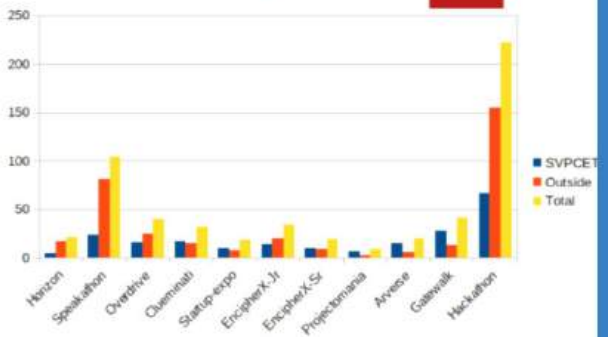
The proudest moment is when college invites you as an guest. Team: EncipherX

6 – 12hrs of learning

- Total Sponsorship Received Till Date
- This sponsorship also includes kits and vouchers from Github & BSNL.
- For the first time we got

Technex-22

S.No	Event	Registered	Reported	SVPCET	Outside	Total
1	Horizon	28	18	48	22	70
2	Speakathon	40	22	16	6	22
3	Overdrive	29	29	21	8	122
4	Clueminati	83	76	56	20	162
5	Startup-expo	36	36	22	14	126
6	EncipherX-Jr EncipherX-Sr	37	28	21	7	110
7	Projectomania	17	17	10	7	48
8	Arverse	23	7	6	1	9
9	Gatewalk	68	53	51	2	53
10	Hackathon		**250**	**144**	**106**	**412**
						1134



	Technex'19	Technex'20	Technex'22
Workshop Events	10	02	05
Non-Workshop Events	2	5	05
Total	12	07	**10**







ST. VINCENT PALLOTTI COLLEGE
OF ENGINEERING & TECHNOLOGY
Gavsi Manapur, Wardha Road, Nagpur – 441108
NAAC accredited with grade 'A'.
An Autonomous Institution
(Managed by Pallottine Fathers)
In
Association with

INFORMATRIX

FEDERAL BANK

CERTIFICATE OF APPRECIATION

This is to certify that

Mr./ Ms. Shantanu Jangale

was

EncipherX Co-coordinator

of **Technex-22** held on 28th & 29th March.

Director Principal Technex Coordinato

Objective	Outcome
MOU is signed with "Informatrix olutions"	
Sponsorship is increased.	**Increased and is total 67.177 % of Expenses**
Events : EnchipherX ARverse Hackathon Projectomania	Targetting the recent domains like CyberSecurity, AR-VR, Coding, IOT- Automation


INVOLVE
STARTUP EXPO