1. **Event Date:-** 24/04/2023 to 25/04/2023
2. **Event type:-**
3. **Event Title:-** ‘Online Avahan

Gist of Event

The event, conducted in online mode, saw participation from nearly 100 students. It commenced with an inauguration led by Ms. Manisha Duse and the Heads of Departments. Participants were welcomed, and the significance of such events was highlighted. Rules were shared for various competitions, including Online Gaming, UI/UX Design, Ideathon, Video Editing, and GPT Prompt challenges.

Objectives:

1. To engage students in creative and competitive technical activities virtually.
2. To foster innovation, design thinking, and collaborative participation among students.

Outcomes:

1. Students showcased their skills across various domains, demonstrating creativity and technical knowledge.
2. The event encouraged greater involvement in extracurricular and tech-driven initiatives, boosting student confidence.

Gist of Event:

1. Online Gaming Competition

This segment aimed to test participants’ reflexes, strategic thinking, and teamwork in a high-energy, virtual gaming environment. Popular multiplayer games were selected to promote real-time collaboration and competitive spirit. The event fostered camaraderie among students while also emphasizing digital ethics and fair play.

2. UI/UX Design Challenge

In this design-centric competition, students were tasked with creating user-friendly and visually appealing digital interfaces. Participants worked on problem statements that simulated real-world design needs. The challenge evaluated their understanding of user experience, layout aesthetics, accessibility, and creativity in presenting digital solutions.

3. Ideathon

A fast-paced, idea-generation competition where students were given specific themes or problems to solve. Teams brainstormed innovative solutions and presented their concepts within a limited time. The focus was on creativity, feasibility, and impact. Judges assessed ideas based on originality, practicality, and the clarity of presentations.

4. Video Editing Contest

This competition showcased students' storytelling skills through video production. Participants were asked to create short, engaging videos on given themes using editing tools. It encouraged creativity, narrative flow, technical proficiency in editing, and effective communication through multimedia.

5. GPT Prompt Challenge

This unique contest invited participants to craft imaginative and complex prompts for AI language models like GPT. It assessed their understanding of prompt engineering, creativity,

and the ability to generate outputs that were coherent, useful, or entertaining. This activity also introduced students to the evolving field of AI interaction and digital creativity

Sr. no	Dates	Competition	Charges
1	24/04/23	Ideathon	Rs. 30/-
2	24/04/23	GPT Prompt	Rs. 30/-
3	24/04/23	UI/UX Designing	Rs. 30/-
4	24/04/23	Video Editing	Rs. 30/-
5	25/04/2023	Online Gaming	Squad: Rs. Solo:- Rs.5050

Leaflet:

List of Winner

Sr.N	Event	1st Winner	2nd Winne
1	GPT Prompt	Abhishek Jadhav	Piyush Kane
2	Ideathon	Varad Puranik	-
3	UI/UX Designing	Vaibhav Lokhand	Sakshi Zod
4	Video Editing	Yash Gosavi	Vivek Jadhav
5	BGMI SOLO	Krishnakant Tak	Rohit Khatri
6	COD	Mohammad Atteb	Hrutik Waghma
7	Free fire	Jay Darak	Abhishek More
8	BGMI SQUAD	Dhananjay	Aditya Chitke

Faculty Coordinator HESTD

Dipa Dharmadhikari