G.S. Mandal's

Maharashtra Institute of Technology, Chh. Sambhajinagar

Department of Emerging Science and Technology



EVENTZEN2.0



Event Report

- 1. Event Date: 08/03/2024 to 11/03/2024
- 2. **Event type:-** Online EventZEN2.0
- 3. Event Title:- 'EventZen2.0'

Objectives

- To foster creativity, technical application, and collaboration among students through diverse online competitions.
- To provide a platform for students to apply and showcase their talents in co-curricular and extracurricular activities.

Outcome:

Apply problem-solving and design skills in competitions like coding, UI/UX, and prompt generation.

Demonstrate teamwork, strategy, and domain-specific knowledge through events such as BGMI and quizzes.

Gist of Event:

EventZen 2.0 was successfully organized online by the Ignite Student Association of Emerging Science and Technology from 8th to 11th March 2024. Led by Artificial Intelligence and Data Science students under the guidance of Prof. Dipa Dharmadhikari, the event aimed to build a strong student network and promote co-curricular and extracurricular activities.

With support from the Director, MIT Chhatrapati Sambhaji Nagar, and HOD Dr. Kavita Bhosle, the event featured various competitions and saw active participation.

 Key preparations included poster and certificate design, content creation, student data management, and registration handling. EventZen 2.0 fostered collaboration, skill enhancement, and student engagement. Over 100+ students participated, showcasing exceptional talent and enthusiasm across various competitions.

The events held were: -

Sr.No	Name of Activities	Price per Activity	Mode
1	Coding competition	₹ 32	Online
2	Quiz Competition	₹ 32	Online
3	Prompt Generation	₹ 32	Online
4	Ui/Ux Designing	₹ 32	Online
5	Video making Competition	₹ 32	Online
6	Online Gaming [BGMI]	₹ 150	Online



1. Quiz Competition: -



The two-day Quiz

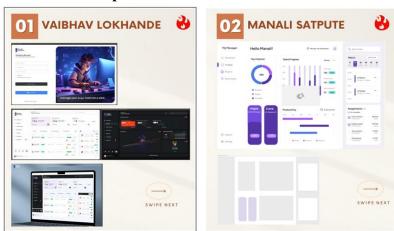
event tested participants' knowledge across various domains through multiple rounds on the Quizzes platform. Round 1 assessed general and subject-specific knowledge, while Round 2 evaluated top performers under pressure. The event concluded with the crowning of the ultimate quiz champion.

2. BGMI Gaming: -

		Gaming	Tournamer	nt	-	A.
Team Name	Kill Points (Match 01)	Kill Points (Match 02)	Position (Match 01)	Position (Match 02)	Total Points	
Team Mafia	6	12	10	8	36	
NWAGangGang	0	11	1	15	27	A
Team -48ot	8	0	15	1	24	die
Team BTC	160	2	4	10	22	
Team MIT	1	-	2	12	19	
White Tiger	4	0	12	1	17	
4Eternals	5	2	8	1	16	
Team/dBZ		130	6	2	13	
BAJAJ NAGAR	-2	3	1	4	10	
Team Sarthak	1	3	Jilli .	and 1	6	
Team X (Abhishek Shelke)	0	1	1	6	8	
Team baigan	0+1	1	1	1	3	1 8

The BGMI competition showcased players' strategic skills, teamwork, and combat tactics in a competitive environment. Participants engaged in intense battles, striving for glory and prizes, while fostering a vibrant gaming community and promoting sportsmanship. The event provided an exhilarating experience for players of all skill levels.

3. UI/UX Competition: -

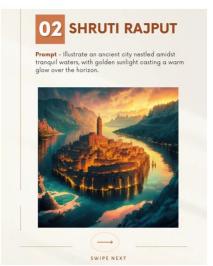


The UI/UX Design

Challenge tested participants' design skills using Figma software across themes like portfolio websites, event management platforms, dashboards, and e-commerce apps. Designs were evaluated on creativity, usability, and alignment with the theme, showcasing participants' ability to create user-friendly and visually appealing interfaces.

4. Image Prompt Generation Competition: -





The AI Image Generation competition challenged participants to use AI tools to create captivating images based on specific themes. Submissions were judged on the quality, relevance, and creativity of the visuals, as well as the uniqueness of the prompts, showcasing participants' understanding and innovative use of AI image generation.

5. Coding Competition: -





The Coding Competition provided a platform for participants to demonstrate their problem-solving and web development skills. The competition had two parts: UI Design to Code, where participants translated designs into functional web code while ensuring code quality and best practices, and Topic-Based Coding, where participants developed applications based on a theme, showcasing their technical skills, creativity, and

innovation. Submissions were evaluated on functionality, code quality, and adherence to best practices.

List of Winners: -

Sr.No	Event	1st Winner	2nd Winner
1	Coding Competition	Yograj Rana	Shruti Ingole
2	Image Prompt Generation	Sujal Tonge	Shruti Rajput
3	Quiz Competition	Anish Jewalikar	Saurav Ambhore
4	UI/UX Designing	Vaibhav Lokhande	Manali Satpute
5	Video Editing	Vansh Agashe	Sumit Halge
6	BGMI Squad	Team Mafia	NMA Gang Gang