



## **EVENTZEN3.0**



### **Event Report**

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1. **Event Date:-** 26/10/2024 to 27/10/2024
2. **Event type:-** Online Event.
3. **Event Title:-** 'EventZen3.0'

### **Objectives**

- Foster creativity, collaboration, and technical skills among students.
- Provide a platform for showcasing talents in co-curricular and extracurricular activities.
- Promote teamwork, strategic thinking, and problem-solving through diverse competitions.
- Enhance awareness of societal issues and technical advancements.
- Build a network of students for mutual learning and development.

### **Outcomes**

- Engaged over 500+ students in interactive online and offline activities.
- Developed participants' skills in photography, poster creation, gaming, aptitude, and AI prompt crafting.
- Strengthened the student community through collaboration and teamwork.
- Enhanced technical and artistic capabilities, fostering innovation and creativity.
- Successfully conducted a well-organized, enjoyable event promoting learning and fun.

## Gist of Event:

EventZen3.0, organized by the Ignite Student Association, showcased technical and creative talent through events like photography, poster design, gaming (Free Fire, BGMI), aptitude tests, and AI prompt generation. With participation from 500+ students, it promoted a culture of learning, innovation, and camaraderie. Held under the guidance of Prof. Dipa Dharmadhikari, the event was a resounding success, blending fun and education in an engaging manner.

### 1. Photography Competition: -



This online photography contest provided a platform for individual participation, emphasizing originality and artistic expression. Entrants must choose one of the three themes and submit a single photo that aligns with their chosen theme. Submissions were original works in JPEG or PNG format and were judged on creativity, composition, and technical quality.

### 2. Poster Competition: -



The competition welcomed individual entries from participants who were tasked with creating original, theme-aligned posters in A3 or A4 sizes. Entries could be in portrait or landscape orientation and were submitted in JPEG, PNG, or PDF formats with a high resolution. Creativity, relevance to the theme, visual appeal, message clarity, and technical skill were key judging criteria.

### 3.Prompt Competition: -



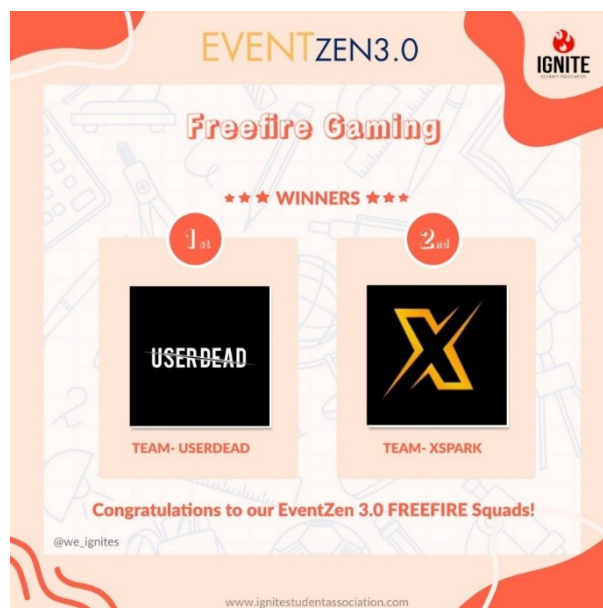
This individual-entry event challenged participants to write precise and creative prompts to generate visuals matching three reference images. Using tools like DALL·E 2, Midjourney, or Leonardo AI, participants submitted two prompts and their corresponding images.

### 4.Aptitude Competition: -



The competition was conducted online using exam.net. The Training and Placement Cell (T&P Cell) of Maharashtra Institute of Technology, under the guidance of Ignite Student Association, successfully organized and executed the competition. The competition crowned the brightest minds among the participants, enhancing their competitive spirit and providing a platform for intellectual growth.

## 5.Free Fire: -



The Free Fire Max competition brought together players to showcase their strategic prowess and teamwork in a competitive environment. Participants engaged in intense battles, vying for glory and exciting prizes.

This event fostered a vibrant gaming community and provided an opportunity for players of all skill levels to experience the thrill of competitive gaming.

## 6.BGMI Gaming: -



The BGMI competition brought together players to showcase their strategic prowess and teamwork in a competitive environment. Participants engaged in intense battles, vying for glory and exciting prizes. This event fostered a vibrant gaming community and provided an opportunity for players of all skill levels to experience the thrill of competitive gaming.