# REPORT QF CELESTECH' 24

Annual Technical Fest of the Department of Computer Science, Aryabhatta College

#### **Abstract**

TechPioneers organized its Annual Technical Fest, CELESTECH'24 on 15<sup>th</sup> April 2024, which had multiple technical and fun-filled events for all.

The event was huge success with enormous participation and team efforts.

#### **REPORT OF CELESTECH'24**

(15th April 2024)

Celestech, the annual fest of TechPioneers, Department of Computer Science, was orchestrated with great success on 15<sup>th</sup> April 2024. It embarks the celebration of innovation, technology, and community within the realm of computer science. The fest has been successfully organized by TechPioneers since 2018, which brings together students, faculty, industry professionals, and enthusiasts to showcase their talents, exchange ideas, and foster a vibrant culture of technological advancement.

As the digital heartbeat of our generation, Celestech pulsates with the rhythm of progress, inspiring all who attend to dream bigger, reach higher, and innovate relentlessly. All the events organized in online and offline modes were a massive hit with tremendous participation of students . We received huge registrations for all the events and the mini games was star of the day . The event was flawlessly executed reflecting the organisers' commitment to success .

#### **OBJECTIVE**

The fest was organized with the objective:

- To provide opportunities for participants to enhance their technical and soft skills by engaging in practical activities and challenges.
- To inspire and motivate participants to pursue their passions, explore new ideas, and push the boundaries of innovation.

#### **EVENTS**

Several creative events were executed and curated. The well organized events were:

- Pixel alchemy " Where creativity meets digital wizardry."
- Codathon "Where code meets marathon for innovation."
- Developer zone "Unleashing the power of code in every corner."
- Treasure Hunt "Embark on an exhilarating journey of discovery"
- Unicon –" Online Gaming Competition"
- Mini Games –" 1 or 2 min short games"

#### **PIXEL ALCHEMY**

#### About the event

Pixel Alchemy, a digital art competition celebrating creativity and innovation in Al generated digital art. This event provided participants with an opportunity to showcase their talents and skills in a dynamic and engaging environment. It was a mesmerizing fusion of art and technology, where attendees delve into a world of digital wizardry, crafting stunning visuals and exploring the endless possibilities of creative expression.

All the participants created beautiful digital masterpieces with Al tools. It even provided them with a new experience and exposure. **There were 45 competitors and the event was in two rounds**. The second round witnessed 17 finalists from which we had our deserving winners — Shivansh Saxena from Aryabhatta College and runner up Dipankar Bisht from Aryabhatta College both receiving their certificates and prizes.









#### **CODATHON**

#### About the event:

Codathon was a virtual coding competition, the format of which included a series of coding challenges that tested participants' programming skills and problem-solving abilities in various computer science topics like algorithms, data structures etc.

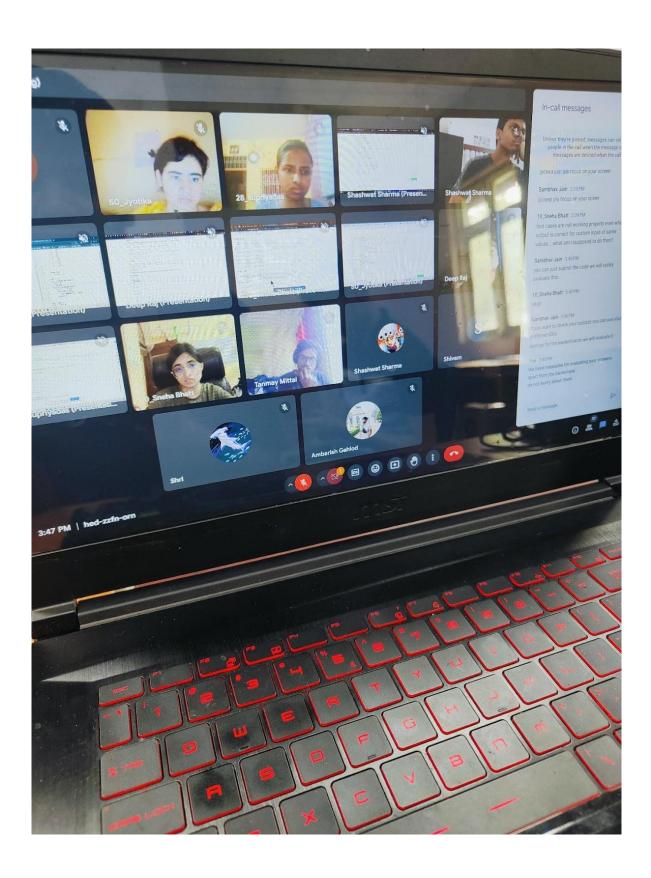
The event, conducted on the **HackerRank** platform, and marked this as an online event, garnered a total of 25 registrations, **with 22 participants** ultimately taking part. To ensure academic integrity, participants were required to join a Google Meet at 2:00 PM and activate their cameras throughout the event. The Codathon commenced at 2:30 PM and concluded at 4:30 PM.

The event saw intense competition and problem-solving. The atmosphere was charged with enthusiasm and the spirit of innovation. Overall, the event was a testament to the participants' talent and passion for coding. The winner was Deepraj [IIIT Hyderabad] and the runner up was Shashwat Sharma [Ram Lal Anand College, University of Delhi].









#### **DEVELOPER ZONE**

#### About the event:

Developers Zone is an exciting web development competition open to all aspiring coders and designers. This two-round event, with one online and offline components, provided a platform to showcase students web development skills, creativity, and problem-solving abilities. The event's objective was to foster creativity, technical acumen, and critical thinking among participants, encouraging them to design and code innovative, user-friendly web page.

The organizers pulled off the event smoothly and effectively which was depicted by the tremendous footfall . Registration for the event saw a substantial turnout, with **221 students** registered and **14 students** participating in the event. The competition comprised two rounds: an online quiz on April 13th and a final round held on April 15th at the Computer Lab2. There were cash prizes and certificates for the entire participating team .









#### TREASURE HUNT

#### About the event:

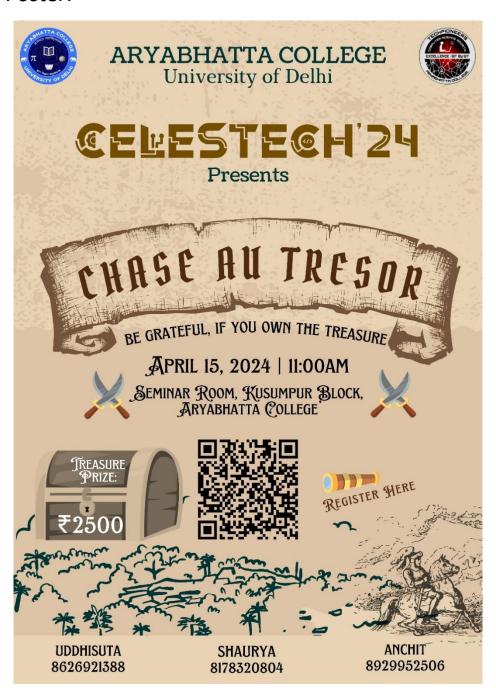
A treasure hunt is an exciting game where players follow clues or solve puzzles to locate a hidden treasure. Starting with an initial clue, participants use their wit and observational skills to decipher each successive hint, leading them closer to the ultimate prize. Along the way, they may encounter challenges or obstacles that add to the adventure. The game culminates in the discovery of the treasure, bringing a sense of accomplishment and fun to all involved.

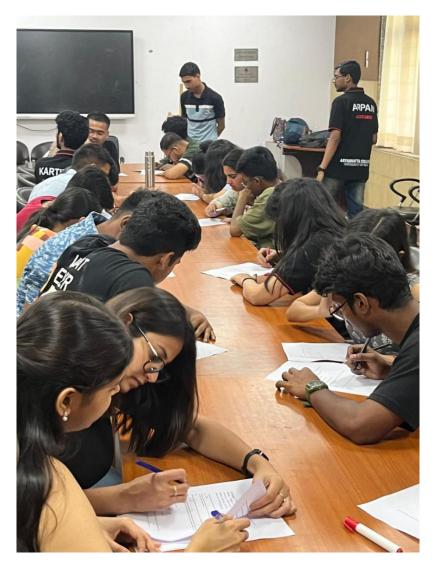
This was a team event where each team consist of two participants . It was divided into two rounds where at the end **10 teams** reached the finale of the event finding the ultimate treasure followed by 6 clues. The whole event witnessed a huge fallout with **61** participants.

Prelims: This was the first round which consist of pen and paper. The teams were provided with some basic reasoning and general knowledge questions which they had to solve in time span of 10 min. After which the teams which maximum scores were selected for the next round.

Finale: This was the most interesting part of the event where the selected teams had to hunt for the treasure with the help of clues. The clues were present in the college campus spread all around the campus. Once you get the clue you had to click the picture of it and eventually make up to the last clue.

All the participants were very sporting and had led the event happen smoothly with two teams being winner at last .









#### **UNICON**

#### About the event:

Unicon'24 was a Valorant tournament which was conducted online and was open to all gamers who were studying in different colleges across the country to showcase their gaming skills in this arena. The UNICON'24 got great response and huge registrations which was conducted through unstop . There was a total of **104 registrations** . There was semi finale and finale being conducted.

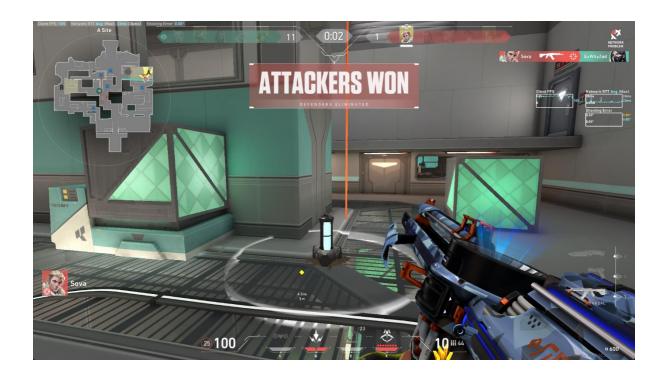
The competition used a single bracket elimination structure in which the victorious team advances while the losing teams are eliminated. Whole Tournament was based on standard Valorant settings where first team to win 13 rounds wins the match.

The final was conducted in a best of 3 format where first team to win 2 games is declared as the champion of the tournament. All total 17 matches were conducted where some matches were totally one sided while other matches were very close especially in the finals.

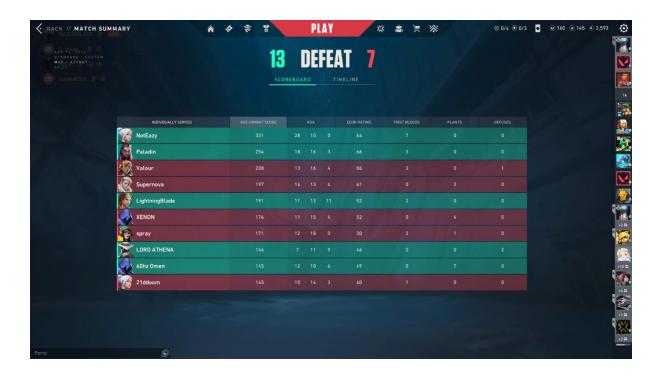
Team Raze was the winner and Team Nemesis was runner up of the tournament











#### MINI GAMES

#### About the event:

Mini Games, a highly anticipated event within our fest, brought together participants from all walks of life for an exhilarating day of friendly competition. There was fun and joy all around with people enjoying the games and wining exciting prizes. The event was huge success where we experienced tremendous crowd supporting us.

Following are the games that were set up and which witnessed an increasing no. of participants-

- ▶ **Hold It** The participants were told to hold a wet brick for 120 seconds for which they will be receiving a whooping prize money of Rs 100. The students participated actively in it and we saw some really strong muscles around.
- **Find the way** It was a pair game in which one person was blindfolded and the other will be guiding the person through a maze which was drawn in the whiteboard. It show the direction skills and compatibility of participants.
- **Bing bong** In this there were some plastic cups in which the participants had to throw the plastic ball in the given time .
- Walker bottle It was a pair game where one has to flip a half filled bottle before the other one .
- Junk in the trunk This fun game had a box with plastic balls in it. The participant has to tie the tissue box and shake themselves in order to bring the ball out of the box. One has to be extremely flexible to do it.











TechPioneers Council Members of Session 2023-23 with Principal Prof Manoj Sinha