

COIMBATORE INSTITUTE OF TECHNOLOGY

(An Autonomous Institution Affiliated to Anna University) Coimbatore - 641014.



Student Developers Cell - CIT Annual Event Report: 2024-25



Student Developers Cell

S.NO	DATE	DAY	DURATION	EVENT NAME	PRESENTED BY	MODE	PARTICIPANT COUNT
1	21-07-2024	Monday	1.30 hrs	Unveiling Gemini An Introductory Exploration	Mr. Kedareeshwar Sekar	Offline	50+
2	07.08.2024	Wednesday	1.30 hrs	Career boost 2.0: Resume Remastered	Mr.Thiyanesan Ms.Deepthitha	Offline	60+
3	23.09.2024	Monday	1.15 hrs	Activation	Mr. Sarvesh P V, Ms. Supreetha S	Offline	70+
4	16.10.2024	Wednesday	7.45 hrs	HackHerWay	Mr. Raj Kishore S Ms. Bhooshitha V	Offline	200+
5	18.10.2024	Friday	2 hrs	Promotional Event for PEC-HACKS	The Board	Offline	100+
6	13.11.2024	Wednesday	-	Screening Round for PEC HACKS	The Board	Online	5500+
7	22.12.2024	Sunday	1.30 hrs	Codeforge Series EP.01	Ms. Avanthika P G Ms. Harshini Sanjana J Ms. Nandhidha P K	Online	50+
8	28.12.2024 -	Saturday	-	Community Partner- PEC HACKS	Mr. Raj Kishore	Offline	500

9	02.01.2025	Thursday	1.30 hrs	Codeforge Series EP.02	Ms. Supreetha S, Ms. Anusree LG, Mr. Sarvesh PV	Online	50+
10	06.01.2025	Monday	1hr	Promotional Event for Solutions Challenge	The Board	Offline	100+
11	09.01.2025	Thursday	1.30 hrs	Codeforge Series EP.03	Ms. Sudhikshaa, Ms. Pavimalini	Online	50+
12	23.01.2025	Thursday	1.30 hrs	Codeforge Series EP.04	Ms. Kaviyaa, Ms. Madhumitha	Online	50+
13	28.01.2025	Tuesday	1.30 hrs	Codeforge Series EP.05	Ms. Deepitha, Mr. Kaviselvan	Online	50+
14	12.02.2025	Wednesday	1 hr	App Deconstruction	Mr. Anirudh, Mr. Akshay Karthik	Online	50+
15	14.02.2025	Friday	2hrs	Pitch Perfect	Mr. Rithis Naha	Online	30+
16	18.02.2025	Tuesday	1 hr	Registration Bootcamp for Solutions Challenge	The Board	Online	100+

17	27.02.2025	Thursday	2 hrs	Team Upskilling Session - 01	Ms. Sivakami Uma	Online	25
18	04.03.2025	Tuesday	2 hrs	Expert Talk for Solutions Challenge	Speakers from Google Expert	Online	200+
19	05.03.2025	Wednesday	-	AIGNITE'25 Screening	The Board	Online	300+
20	14.03.2025	Friday	-	AIGNITE'25 Round 01	The Board	Online	300+
21	25.03.2025	Tuesday	8 hrs	AIGNITE'25	The Board	Offline	150+
22	27.03.2025	Thursday	1 hr	Networking Session with Startup CEO	Mr. Vasanth Nagaraj	Offline	30
23	28.03.2025	Friday	2 hrs	Team Upskilling Session - 02	Ms. Thanushri, Mr. Surya	Online	25
24	31.03.2025	Monday	2 hrs	Intern Insights: Super AGI	Mr. Mathew Valan	Online	210

25	04.04.2025	Friday	2 hrs	Team Upskilling Session - 03	Mr. Rithis Naha	Online	25
26	06.04.2025	Sunday	3 hrs	Fold and Fun: An origami workshop	Mr. Nikhil	Offline	90+
27	06.04.2025	Sunday	3 hrs	Vandi Vettai: Tamil Word Train	Mr. Kaviselvan	Offline	80+
28	06.04.2025	Sunday	3 hrs	Paper Peak: Newspaper Tower	Ms. Harshini Sanjana	Offline	90+
29	06.04.2025	Sunday	3 hrs	Cup Clash: Clash of Titans	Ms. Supreetha	Offline	80+
30	06.04.2025	Sunday	3 hrs	Blast & Boom	Ms. Kaviyaa	Offline	90+

Unveiling Gemini – An Introductory Exploration

Event Name: Unveiling Gemini: An Introductory Exploration

Date: 22/07/2024

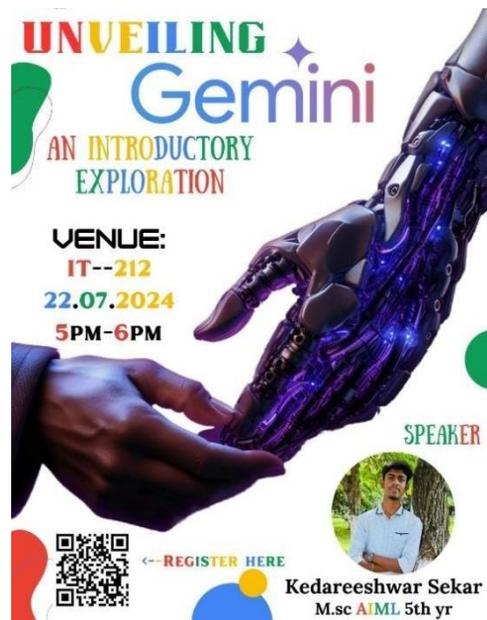
Day: Monday

Time: 5:00 PM - 6:30 PM

Venue: IT-212

Presented by: Kedareeshwar Sekar, M.Sc AIML 5th year

Mode: Offline



Description:

The "Unveiling Gemini: An Introductory Exploration" event was conducted by the Google Developer Student Clubs (GDSC) at CIT to introduce the potential and capabilities of the Gemini AI system. The event aimed to ignite interest and foster innovation among students in the field of artificial intelligence.

The session, initially scheduled from 5:00 PM to 6:00 PM, extended until 6:30 PM due to the engaging content and active participation from the attendees. The event was attended by over 50 enthusiastic participants eager to explore the advancements in AI technology.

Minutes of the Meeting:

1. 5:00 PM - 5:10 PM - Assembly and Start

- Students started assembling at 5:00 PM, and the session commenced at 5:10 PM.

2. 5:10 PM - 5:15 PM - Welcome Address

- Deepitha, 2nd-year B.Tech student from AI & DS Department and Media Head of GDSC CIT, gave the welcome address and introduced the agenda for the session.

3. 5:15 PM - 5:30 PM - Overview of Gemini AI

- The speaker, Kedareeshwar Sekar, provided an in-depth overview of the Gemini AI, explaining its architecture and functionalities.

4. 5:30 PM - 5:45 PM - Comparison with ChatGPT

- He highlighted the differences between Gemini and ChatGPT, explaining unique features and capabilities of Gemini.

5. 5:45 PM - 6:00 PM - Live Demonstration

- Kedareeshwar demonstrated how Gemini responds to various prompts, showcasing its output and capabilities. He discussed how Gemini behaves when instructed not to perform certain actions, emphasizing its unique response mechanisms.

6. 6:00 PM - 6:15 PM - Discussion on Advantages, Disadvantages, Uses, and Applications

- The speaker elaborated on the advantages, disadvantages, and practical applications of Gemini AI, providing a comprehensive understanding of its potential impact.

7. 6:15 PM - 6:25 PM - Student Challenge

- Kedareeshwar issued a challenge to the students to generate outputs using Gemini based on prompts demonstrated during the session.

8. 6:25 PM - 6:30 PM - Closing Remarks

- Deepitha gave closing remarks, thanking the speaker and participants for their active involvement and making the session a success.

LETS GET STARTED



Learning the incredible potential of Gemini AI



Speaker:Mr.KEDAREESHWAR SEKAR



Career Boost 2.0 : Resume Remastered

Date: 07.08.2024

Mode: Offline

No. of participants: 60+

Presented by: Thiyanesan K, Deepthitha R

COIMBATORE INSTITUTE OF TECHNOLOGY
GOOGLE DEVELOPER STUDENT CLUBS

Presents
Career Boost 2.0
Enhance Your Resume with a Professional Guidance

SPEAKERS

THIYANESAN K
5th Year Software Systems
Placement Coordinator - CIT
District Trainer - RI District 3201

DEEPTHITHA R
5th Year Data Science
Placement Coordinator - CIT

REGISTER HERE

VENUE
07.08.2024
CM-307
5pm-6pm

Craft the Perfect Resume! Join Us

REFRESHMENTS WILL BE PROVIDED

Description:

"Career Boost 2.0" was an event organized by GDSC, Coimbatore Institute of Technology (CIT), aimed at enhancing students' resume writing skills with professional guidance. The session was conducted by Thiyanesan K, 5th Year Software Systems Placement Coordinator, and Deepthitha R, 5th Year Data Science Placement Coordinator. Both are Placement Coordinators at CIT and experienced in mentoring students in creating impactful resumes. The event was held on 07.08.2024 from 5:00 PM to 6:00 PM at CM-307.

Participants received hands-on guidance on how to craft the perfect resume. The event emphasized essential elements to include in a resume and how to present information effectively to recruiters. The session also included examples of successful resumes, practical tips on formatting, and how to tailor a resume for specific job roles. By the end of the event, participants were well-prepared to build or improve their resumes to stand out in competitive job markets.

Minutes of Meeting:

1. Introduction:

Thiyanesan K began the session by highlighting common resume mistakes and the importance of a structured, clear, and concise resume. He also shared insights on how recruiters screen resumes.

2. Interactive Session:

Both speakers engaged participants with examples of resumes from different industries and provided actionable feedback on improvements.

3. Key Learning Outcomes:

Participants learned about different sections of a resume, including personal information, education, skills, work experience, and projects. The importance of quantifying achievements and aligning one's resume with the job description was emphasized.

4. Workshop:

Attendees worked on a draft resume with personalized feedback from the speakers. Tips on utilizing keywords to pass through automated resume screening (ATS) systems were also provided.

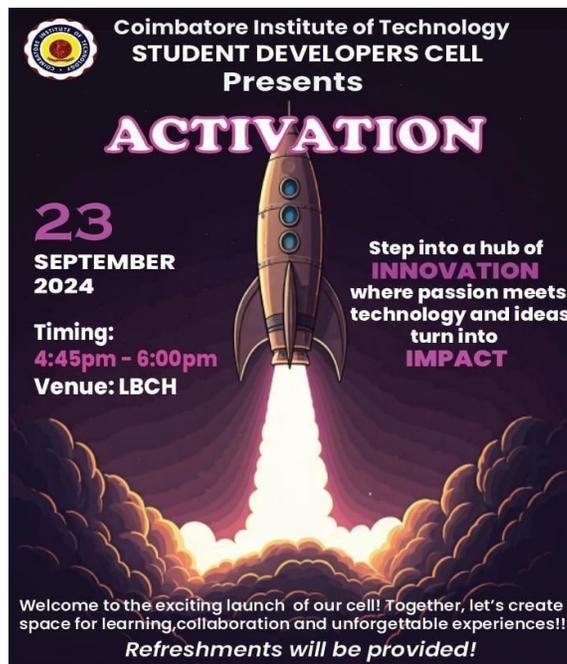
5. Conclusion:

Participants left with clear guidelines on how to create a standout resume, and all attendees received refreshments after the event. A link for further resources and follow-up was shared to help students continue improving their resumes.



Activation

Date	:23.9.2024
Mode	:Offline
Venue	:LBCH
No.of.Participants	:20+
Presented by	:Supreetha



Introduction

The inauguration of the Students Developer Cell, titled Activation, was held on 23.9.24 from 5:00 PM to 6:00 PM at LBCH. This event marked the official launch of the cell, designed to foster collaboration, skill development, and innovation among the student developer community. Unlike typical university events, no faculty members were present. Instead, secretaries from various clubs across the institution attended to represent their respective clubs.

Description of the Event

The event commenced at 5:00 PM and saw a lively gathering of students eager to witness the start of this new initiative. Other club secretaries also attended the event, showing their support for this student-led developer movement. The agenda was designed to introduce the cell's objectives, recognize key contributors, and share future plans for member engagement.

Minutes of meeting:

1. Welcome Address (5:00 PM - 5:05 PM)

- The host kicked off the ceremony with a brief welcome, introducing the objectives of the Students Developer Cell. The importance of fostering a developer community was emphasized to the audience.

2. Secretary's Speech (5:05 PM - 5:15 PM)

- The club secretary took the stage to address the attendees, outlining the vision behind the formation of the Developer Cell. The secretary talked about how the cell would work, its role in enhancing technical skills, and how it would serve as a collaborative platform for tech enthusiasts.

3. Introduction to Club Operations (5:15 PM - 5:25 PM)

- This segment provided an overview of how the Students Developer Cell would function. Attendees were briefed on the activities the club would organize, including coding workshops, project collaborations, and hackathons. The importance of active student participation was highlighted.

4. Appreciation of Key Members (5:25 PM - 5:35 PM)

- In recognition of the students who played key roles in the club's formation, offer letters were presented by the secretaries. These letters symbolized their official roles within the cell and appreciated their dedication and contributions.

5. Hiring Information (5:35 PM - 5:45 PM)

- Toward the end of the ceremony, the club secretary shared details about upcoming recruitment processes. Interested students were informed about how they could get involved in the Developer Cell, emphasizing the importance of technical skills and teamwork.

6. Vote of Thanks and Closing (5:45 PM - 6:00 PM)

- The session concluded with a vote of thanks, appreciating the efforts of everyone involved in the club's launch and thanking the attendees for their presence. The event ended with refreshments provided for all participants, giving everyone a chance to socialize and discuss the future of the club.



HackHerWay

Event Name: HackHerWay - Women's Hackathon

Theme: Innovate, Empower, Inspire

Nature of the Event: Inter-college technology challenge for women

Date: 16th October 2024

Time: 9:00 AM to 4:45 PM

Venue: LBCH Hall, Coimbatore Institute of Technology (CIT)

ORGANIZING COMMITTEE

CHIEF PATRON
▶ Thiru. S. RAJIV RANGASAMI
Correspondent

PATRON
▶ Mrs. K. DIVYAMOHAN RAJIV
Coordinator

▶ Dr. R. PRASNAKAR
Secretary

▶ Dr. V. SELLADURAI
Advisor

PRESIDENT
▶ Dr. A. RAJESWAR
Principal

FACULTY CO-ORDINATORS

WOMEN EMPOWERMENT CELL
▶ Dr. V. ARTHY
Assistant Professor, Humanities

STUDENT DEVELOPERS CELL
▶ Dr. M. KARTHIGA
Assistant Professor, M.Sc (AIML)

▶ Dr. D. KAVITHA
Assistant Professor, M.Sc (AIML)

STUDENT CO-ORDINATORS
Nivethitha D MSc DCS , 3rd year
Dharunika DJ BE ECE , 3rd year
Bhavatharini MSc DCS , 3rd year
Supreetha S MSc DCS , 3rd year
Sarvesh MSc AIML , 3rd year
Rajkishore MSc SS , 3rd year

REGISTRATION:

Participants interested to attend the hackathon should register online using the link given below

[Click here to register](#)



REGISTRATION FEE:

Entry Fee (per team): Rs.150
Team Size: Upto 3 members
Last date for Registration:
13.10.2024

NOTE:

- Registration fees is applicable.
- Participants are requested to bring laptops for the presentation phase.

CONTACT:

Nivethitha D - 6381799895

Supreetha S - 9843901207


COIMBATORE INSTITUTE OF TECHNOLOGY
(Government Aided Autonomous Institution Affiliated to Anna University, Chennai)

WOMEN EMPOWERMENT CELL
&
STUDENT DEVELOPERS CELL
ORGANIZE

HACKHERWAY
WOMEN'S HACKATHON



Innovate, Empower, Inspire

A inter-college tech challenge

DATE: 16 OCTOBER 2024
TIME : 9.00 AM TO 4.45 PM
VENUE: LBCH - CIT

ROADMAP



OBJECTIVE OF HACKATHON 2024

The main objective is to empower women in tech by fostering innovation, creativity, and collaboration. "HackHerWay", a joint hackathon between two clubs, aims to showcase women's technical and creative skills, delivering actionable solutions for food tech businesses while promoting teamwork and idea-sharing.

THEMES

- ▶ AGRICULTURE
- ▶ SMART CITIES
- ▶ AIML & IOT
- ▶ HEALTHCARE

HACKHERWAY EVALUATION CRITERIA

IDEATION & PROBLEM UNDERSTANDING
Grasp of the problem's impact, depth in research, and clear, persuasive presentation.

SOLUTION PROPOSAL
Explanation of techniques to solve the problem. Creative use of AI, ML, and development tools.

INNOVATIVENESS
Unique, original approaches to problem-solving.

DEVELOPMENT
Practicality of creating a working prototype. Potential to expand the solution to broader markets.

PRESENTATION
Engaging, well-structured, and visually appealing presentation of the solution.

ABOUT THE INSTITUTE

Coimbatore Institute of Technology (CIT), founded in 1956, is an autonomous institution affiliated to Anna University. Known for academic excellence, it offers UG, PG, and Ph.D. programs, and is highly ranked by NIRF for graduate outcomes.

ABOUT WEC (WOMEN EMPOWERMENT CELL)

WEC-CIT is committed to empowering women by fostering a supportive environment. With a focus on enhancing women's roles both personally and professionally, it drives positive change, promotes gender equality, and creates opportunities for growth and awareness.

ABOUT SDC (STUDENT DEVELOPERS CELL)

SDC-CIT is a significant chapter at the institute, newly energized with the aim of fostering a visionary community of tech enthusiasts. It strives to help members elevate themselves, maintaining a balance between theoretical knowledge and practical implementation, in line with the rapid growth of technology.

CASH PRIZES

- 1st Prize : Rs. 10,000
- 2nd Prize : Rs. 5,000
- 3rd Prize : Rs. 2,500

Event objective:

HackHerWay is a women-focused hackathon aimed at empowering participants to address real-world challenges by bringing their **own problem statements**. This unique approach allows participants to focus on issues they are passionate about, fostering innovation and creativity in finding impactful solutions.

The event emphasizes ideation, problem-solving, and entrepreneurship while providing a platform to showcase technological expertise and leadership skills.

Minutes of meeting:

1.Introduction

- The hackathon began with an overview of its structure, emphasizing its goals: empowering women in technology, fostering innovation, and encouraging collaboration.

2.Registration Phase

- Opened on 7th October 2024 and closed on 13th October 2024.

3.Selection Phase

- Abstracts were reviewed, and the top [Insert Number] teams were shortlisted on 15th October 2024.Shortlisted teams advanced to the hackathon on 16th October 2024.

4.Hackathon Day (16th October 2024)

- Round 1:

Teams presented their problem statements to the jury in the morning. Evaluations focused on relevance, clarity, and impact, leading to 10 shortlisted teams.

- Round 2:

Shortlisted teams developed and presented their solutions in the afternoon. Solutions were judged on originality, feasibility, and quality.

5.Evaluation & Winner Announcement

- Solutions were thoroughly evaluated, and winners were announced during the closing ceremony.

6.Key Highlights

- The two-round format ensured fair and detailed evaluations. Participants impressed the jury with creativity and technical expertise. The event was praised for its smooth organization and engaging structure.

7. Conclusion

- The event concluded with the winners' announcement and a vote of thanks. Feedback was gathered for future improvements.



Promotional Event for PEC - HACKS

Event Name: Promotional Event for PEC - Hacks

Theme: Code. Create. Conquer – Your Hackathon Journey Begins Here!

Nature of the Event: Offline Promotional & Orientation Session for Hackathon

Date: 18th October 2024

Mode: Online

Description:

The **Promotional Event for PEC-HACKS** was conducted by **The Board** on **18.10.2024 (Friday)** in **offline mode**, with an active participation of **100+ students**. The session served as a curtain-raiser to **PEC-HACKS**, an upcoming hackathon focused on technological innovation and student-driven solutions.

The goal of this event was to **build excitement, share hackathon insights, and encourage registrations** by outlining the structure, benefits, and roadmap of PEC-HACKS. It also aimed to prepare students mentally and technically for the challenges ahead.

Minutes of Meeting:

Introduction:

The Board opened the event by introducing the vision behind PEC-HACKS and its role in nurturing tech-driven problem-solving culture on campus.

Key Highlights:

- Overview of PEC-HACKS: Themes, structure, and timeline
- Benefits of participation: Skill-building, networking, recognition
- Previous success stories and testimonials from past participants
- Walkthrough of registration process and guidelines
- Tips on forming a good team and choosing relevant problem statements

Interactive Segment:

Q&A session where students clarified doubts related to team formation, domains, and evaluation metrics.

Conclusion:

Students left the session informed, inspired, and ready to register. Posters, flyers, and resource links were shared for continued engagement.

Screening Round for PEC Hacks

Event Name: Screening Round for PEC Hacks

Theme: Innovate to Impact – Ideate, Build, and Drive Change.

Nature of the Event: Hackathon Screening Round – Ideation & Shortlisting

Date: 13th November 2024

Mode: Online

Description:

The **Screening Round for PEC HACKS**, organized by **The Board**, was conducted on **13.11.2024 (Wednesday)** in **online mode**, attracting an overwhelming participation of **5500+ students** from various institutions. This round marked the official launch of the PEC HACKS journey — a national-level hackathon aimed at fostering innovative, scalable, and tech-driven solutions to real-world problems.

Participants were asked to submit their ideas in a structured format, highlighting the **problem statement, proposed solution, tech stack**, and alignment with Sustainable Development Goals (SDGs). This initial screening was designed to identify the most promising and impactful ideas to move forward into the prototype phase.

Minutes of Meeting:

Introduction:

The event was kicked off with an email broadcast and announcement detailing the submission process, judging criteria, and important deadlines.

Submission Requirements:

- Project Title & Problem Statement
- Proposed Solution & Tech Stack
- Team Details
- SDG Relevance
- Abstract or Summary Document

Judging Criteria:

- Innovation and originality
- Real-world impact and relevance
- Technical feasibility
- Clarity and completeness of the idea
- Team composition and clarity of roles

Shortlisting Process:

Submissions were reviewed by The Board, and high-potential entries were shortlisted for the next round based on a predefined evaluation rubric.

Codeforge Series - Ep.01

Event Name: Codeforge Series-Ep.01

Tagline: One step towards your dream company: Two Questions. One Goal. Be the Top Coder!

Date: 22nd December 2024

Time: 2:30 PM to 4:00 PM

Mode: Online

Platform: HackerRank



The poster features a dark purple and blue background with circuit-like patterns. At the top left is the Coimbatore Institute of Technology logo. The text 'Student Developers cell' and 'Coimbatore Institute of Technology' is at the top. Below that is 'PRESENTS' and '<CODEFORGE_SERIES>'. The tagline 'One step towards your dream company Two Questions. One Goal. Be the Top Coder!' is in the center. A call to action '>>> Register Now and Grab Your Opportunity' is on the left, with a QR code on the right. At the bottom, a calendar icon is next to '22 December 2024', a clock icon is next to '2:30 PM - 4:00 PM', and 'Mode:Online' and 'Platform:HackerRank' are at the bottom.

Student Developers cell
Coimbatore Institute of Technology

PRESENTS

<CODEFORGE_SERIES>

One step towards your dream company
Two Questions. One Goal. Be the Top Coder!

>>> Register Now and Grab
Your Opportunity

22 December 2024

2:30 PM - 4:00 PM

Mode:Online

Platform:HackerRank

Objective of the event:

The CodeForge Series is designed to empower aspiring programmers and problem solvers by providing a competitive platform to enhance their coding skills. It focuses on preparing students for placements and real-world problem-solving scenarios. The event aligns with the goal of helping participants take a step closer to landing their dream job in the tech industry.

Participants solve two challenging programming problems within a set timeframe, testing their

Minutes of meeting:

1. Event Execution

- The event commenced at 2:30 PM as scheduled.
- Participants were given clear instructions before the start of the coding challenge.
- The two coding problems were successfully released on the HackerRank platform.

2. Participant Performance

- Most participants attempted both problems, with a good percentage completing at least one.
- The competition reflected a high level of enthusiasm and skill among participants.

3. Technical Setup

- HackerRank platform worked seamlessly, with no major issues reported.
- A few participants faced minor connectivity issues, which were resolved by providing assistance through the support team.

Key highlights:

1. **Two Challenging Problems:** Participants tackle two high-quality, placement-focused problems designed to sharpen their skills and simulate real-world coding challenges.
2. **Goal-Oriented Format:** The primary aim is to foster competitive spirit and identify top coders who can stand out in the placement process.
3. **Platform:** Conducted on HackerRank, a leading online platform for technical skill assessment and competitive programming.

Outcome:

The event aims to:

- Enhance the coding skills of participants.
- Familiarize students with placement-style problem-solving.
- Inspire competitive learning and promote a coding culture within the student community.

PEC HACKS

Event Name: PEC HACKS

Theme: Build Together, Grow Together – Power of Community in Innovation

Nature of the Event: Hackathon-Associated Offline Talk & Community Engagement Session

Date: 28th December 2024- 29th December 2024

Mode: Offline



Description:

On **28.12.2024 (Saturday)**, a special **Community Partner Session** for **PEC HACKS** was held **offline** with the esteemed presence of **Mr. Raj Kishore**. The event witnessed an enthusiastic turnout of **500 participants**, comprising budding innovators, developers, and tech enthusiasts. Organized as a part of PEC HACKS, this session focused on the role of **community-building in hackathons**, fostering collaboration, mentorship, and long-term engagement among participants.

The session served to bridge the gap between aspiring hackers and industry/community leaders, offering insights into how strong communities can fuel innovation and personal growth.

Minutes of Meeting:

Introduction:

Mr. Raj Kishore opened the session by sharing his journey as a community builder and how strategic partnerships amplify the success of hackathons.

Key Takeaways:

- Importance of communities in learning, networking, and opportunity discovery
- Insights on building and sustaining tech communities
- Success stories from previous hackathons where community support led to real-world impact
- Encouragement for participants to actively engage, seek mentorship, and collaborate

Engagement:

Interactive Q&A followed the talk, with participants seeking guidance on networking, community roles, and career opportunities.

Conclusion:

The session closed with a call-to-action for students to stay engaged beyond the hackathon and explore leadership roles in tech communities.

Codeforge Series - Ep.02

Event Name: Codeforge Series-Ep.02

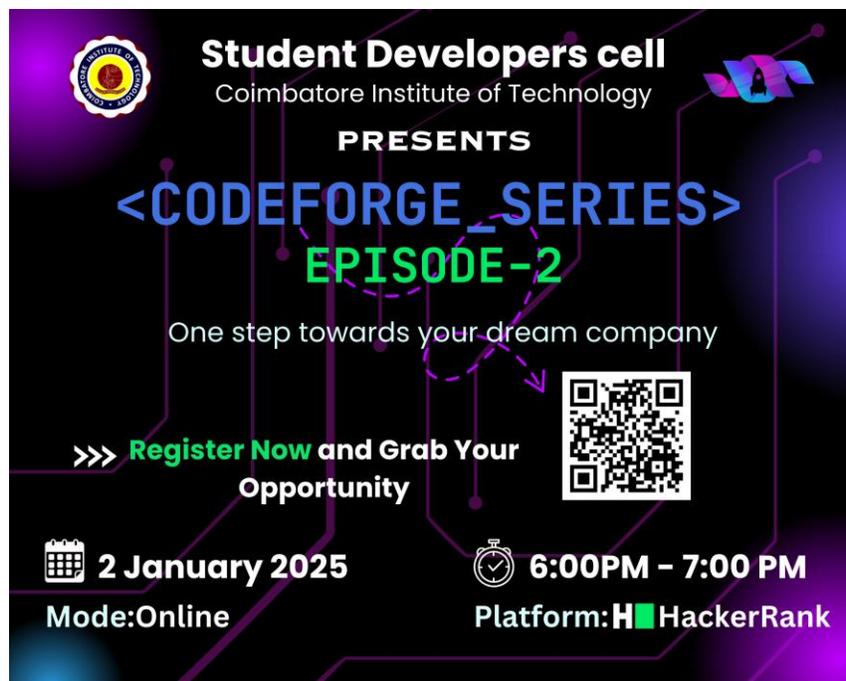
Tagline: "Think Smart, Solve Fast!"

Date: 02nd January 2025

Time: 6.30-8.00 pm

Mode: Online

Platform: HackerRank



The poster features a dark purple and blue background with circuit-like patterns. At the top left is the Coimbatore Institute of Technology logo. The text reads: "Student Developers cell Coimbatore Institute of Technology PRESENTS <CODEFORGE SERIES> EPISODE-2 One step towards your dream company". Below this is a call to action: "Register Now and Grab Your Opportunity" with a QR code. At the bottom, it specifies the date "2 January 2025", time "6:00PM - 7:00 PM", mode "Mode:Online", and platform "Platform: HackerRank".

Objective of the event:

CodeForge Series – Ep.02 aims to challenge and enhance participants' problem-solving skills through a competitive environment. The event focuses on preparing students for placements by simulating real-world technical assessments. By solving carefully curated problems within a set timeframe, participants improve their logical thinking, coding efficiency, and time management. This event fosters a competitive culture, helping students gain confidence for future technical interviews.

Minutes of meeting:

1. Event Execution

- The event commenced at **6:30 PM** as scheduled.
- Participants were given **clear instructions** before the start of the challenge.
- The challenge consisted of **20 aptitude-based questions**, categorized under five problem domains.
- The event was conducted successfully on the **HackerRank platform** without any major disruptions.

2. Participant Performance

- Most participants attempted a significant number of questions, with many completing a majority of them.
- The competition reflected a **high level of enthusiasm and analytical skills** among participants.
- Based on performance, the **top 4 participants** were selected as winners.

3. Technical Setup

- The **HackerRank platform** functioned smoothly, ensuring a seamless competition.
- A few participants faced **minor connectivity issues**, which were resolved with the support team's assistance.

Key Highlights:

1. **Structured Aptitude Challenge:** Covered five essential problem-solving domains to help participants prepare for placements.
2. **Goal-Oriented Format:** Designed to **enhance analytical thinking and decision-making** skills.
3. **Fair and Transparent Selection:** The **top 4 coders** were chosen based on performance and accuracy.
4. **Industry-Relevant Exposure:** The event simulated **real-world aptitude tests** used in recruitment processes.

Outcome:

The event successfully:

- Strengthened participants' **aptitude and logical reasoning** skills.
- Provided a **placement-style problem-solving experience**.
- Encouraged **competitive learning and a problem-solving mindset**.
- Identified **top-performing individuals** who excelled in the challenge.

Promotional Event for the Google Solutions Challenge

Event Name: Promotional Event for the Google Solution Challenge

Theme: Code for a Cause – Your Idea, Your Impact!

Nature of the Event: Offline Awareness & Orientation Session for Global Hackathon

Date: 06th January 2025

Mode: Offline

Description:

The **Promotional Event for the Google Solution Challenge** was conducted by **The Board** on **06.01.2025 (Monday)** in **offline mode**, drawing the active participation of **100+ students**. This session was designed to introduce students to the **Google Solution Challenge 2025**, a global competition that encourages students to develop solutions aligned with the **United Nations' Sustainable Development Goals (SDGs)** using Google technologies.

The event aimed to **spark innovation, build awareness, and guide participants** on how to structure impactful solutions for global challenges. It also encouraged the CIT community to participate actively in the international tech-for-good movement.

Minutes of Meeting:

Introduction:

The Board welcomed attendees with an overview of the Solution Challenge, including its mission, past success stories, and the opportunities it offers.

Event Highlights:

- Breakdown of the competition structure and timeline
- Introduction to SDGs and how to align project ideas
- Walkthrough of eligibility, team formation, and submission requirements
- Explanation of the judging criteria and scoring rubrics
- Showcase of successful projects from previous years

Engagement:

Live discussion and brainstorming among students to explore potential ideas and ask queries about project development and mentorship.

Conclusion:

The session concluded with motivational takeaways, resource links, and a reminder to register early. Posters and follow-up materials were distributed to keep the momentum going.

Codeforge Series - Ep.03

Event Name: Codeforge Series-Ep.03

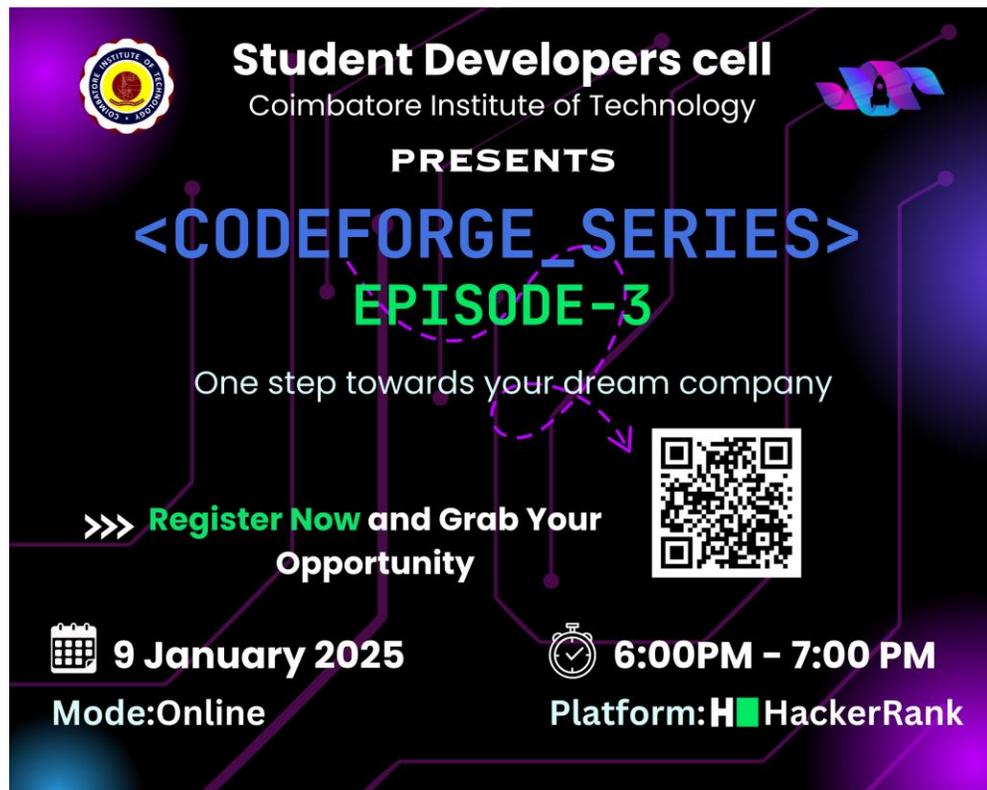
Tagline: 'Crack the Code, Master AI – Your Gateway to Innovation!'

Date: 9th January 2025

Time: 6.30-8.00 pm

Mode: Online

Platform: HackerRank



The poster features a dark purple and blue background with glowing circuit lines. At the top left is the Coimbatore Institute of Technology logo. The text reads: 'Student Developers cell Coimbatore Institute of Technology PRESENTS <CODEFORGE_SERIES> EPISODE-3 One step towards your dream company'. Below this is a QR code and the text 'Register Now and Grab Your Opportunity'. At the bottom, it specifies the date '9 January 2025', time '6:00PM - 7:00 PM', and platform 'HackerRank'.

Student Developers cell
Coimbatore Institute of Technology

PRESENTS

<CODEFORGE_SERIES>
EPISODE-3

One step towards your dream company

>>> Register Now and Grab Your Opportunity

9 January 2025
Mode: Online

6:00PM - 7:00 PM
Platform: **HackerRank**

Objective of the event:

CodeForge AI Challenge – Ep.03 is designed to test and enhance participants' critical thinking and problem-solving skills in AI and Machine Learning domains. This event focuses on preparing students for internships at AI-related companies by simulating real-world technical assessments. Through coding challenges and aptitude-based AI problems, participants will gain exposure to fundamental and advanced concepts in Generative AI, Machine Learning, Deep Learning, and related fields.

Minutes of meeting:

1. Event Execution

- The event commenced at **6:30 PM** as scheduled.
- Participants were given **clear instructions** before the challenge began.
- The competition consisted of **20 AI and ML-related questions**, covering both **coding and critical thinking aptitude**.
- The event was successfully conducted on the **HackerRank platform** without any major disruptions.

2. Participant Performance

- Most participants attempted a significant number of questions, demonstrating a **strong grasp of AI concepts**.
- The competition reflected **high enthusiasm and problem-solving skills**, particularly in **ML and DL-related coding tasks**.
- Based on performance, **top candidates were identified** as strong contenders for AI-related internships.

3. Technical Setup

- The **HackerRank platform** functioned smoothly, providing a seamless competition experience.
- A few participants faced **minor connectivity issues**, which were resolved with the support team's assistance.

Key Highlights:

1. **AI & ML Focused Challenge:** A curated set of coding and aptitude problems to test AI problem-solving skills.
2. **Internship-Oriented Assessment:** Designed to **help participants prepare for AI-related company internships**.
3. **Industry-Relevant Questions:** Covers **real-world AI applications** and **critical thinking in ML/DL**.
4. **Competitive Learning Environment:** Encourages participants to **develop structured problem-solving**.

Outcome:

- Enhanced participants' AI, ML, and problem-solving skills.
- Provided exposure to AI company-style assessments.
- Encouraged critical thinking in AI-driven problem-solving.
- Identified top AI talent for potential internship opportunities.

CodeForge Series-Ep.04

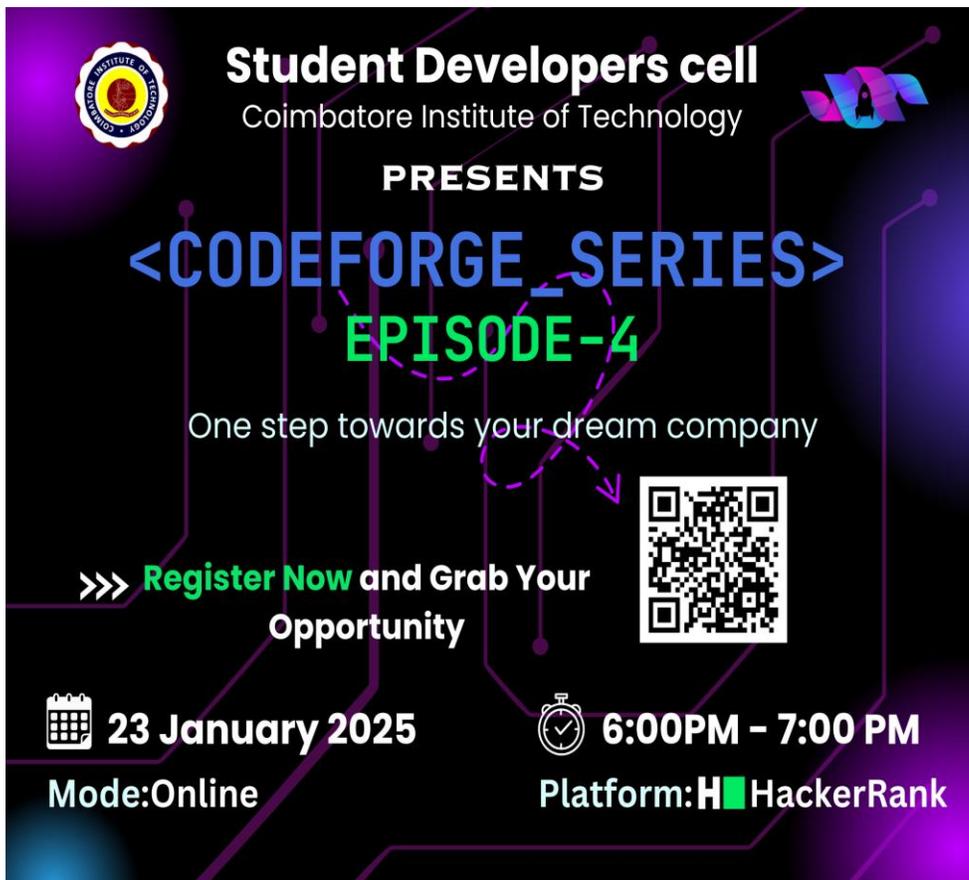
Event Name: CodeForge Series-Ep.04

Tagline: Algorithm Arcade- "Where Every Solution Unlocks the Next Challenge."

Date: 23rd January 2025

Time: 2:30pm to 4:00 pm

Mode: Online



The poster features a dark purple background with glowing circuit lines. At the top left is the Coimbatore Institute of Technology logo. The main text is centered and reads: 'Student Developers cell Coimbatore Institute of Technology PRESENTS <CODEFORGE_SERIES> EPISODE-4'. Below this is the tagline 'One step towards your dream company'. A QR code is positioned to the right of the text. At the bottom, there are two rows of information: the first row includes a calendar icon, the date '23 January 2025', a clock icon, and the time '6:00PM - 7:00 PM'; the second row includes 'Mode:Online' and 'Platform: HackerRank'.

Student Developers cell
Coimbatore Institute of Technology

PRESENTS

<CODEFORGE_SERIES>
EPISODE-4

One step towards your dream company

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23 January 2025 **6:00PM - 7:00 PM**

Mode:Online **Platform: HackerRank**

Objective of the Event

CodeForge Series EP.04 – Algorithm Arcade brought a gameified twist to competitive coding. This edition focused on core algorithms and data structures, presented through levels of increasing difficulty. Participants had to solve a sequence of logic-based problems, unlocking each “level” by completing the previous one simulating a journey through an arcade game of code.

The goal was to enhance algorithmic thinking, logical reasoning, and adaptive problem-solving under pressure key elements of tech interviews and competitive programming.

Minutes of the Meeting

1. Event Execution

- The event started at 2:00 PM with a brief introduction and rules walkthrough.
- Participants entered a challenge portal with level-based unlocking logic.
- Each correct submission revealed the next algorithm problem.

2. Participant Performance

- Participants enjoyed the game-like progression.
- Several reached Level 4+, showing strong grasp of sorting, recursion, and greedy strategies.

3. Technical Setup

- Hosted on a gamified version of HackerRank.
- Minor leaderboard refresh delays were resolved quickly by the backend team.

Key Highlights

- **Level-Up Format:** Each problem acted as a level—progression required solving the previous challenge, simulating adaptive learning.
- **Arcade Vibes:** Gamified interface kept the energy high and boosted engagement.
- **Skills in Focus:** Algorithms like binary search, sliding window, and dynamic programming were featured.

Outcome

- Participants improved their algorithm design and decision-making skills.
- The level-unlock format simulated pressure and time-based progression as in real interviews.
- Reinforced problem-solving speed, clarity, and accuracy.
- Continued the momentum of the CodeForge series in a new and engaging format.

CodeForge Series-Ep.05

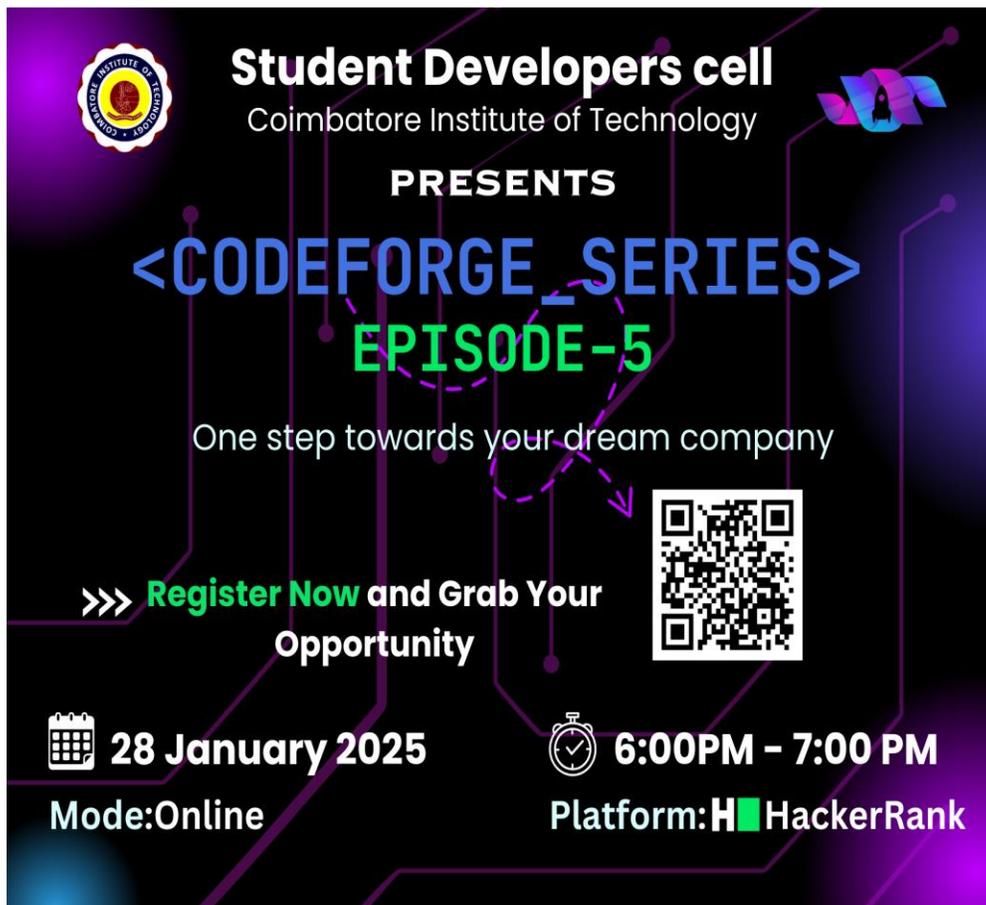
Event Name: CodeForge Series-Ep.05

Tagline: Debugging Duel - "Crack the Bug. Claim the Crown."

Date: 28th January 2025

Time: 6:00pm to 7:00 pm

Mode: Online



The poster features a dark purple and blue background with glowing circuit lines. At the top left is the Coimbatore Institute of Technology logo. The text 'Student Developers cell' and 'Coimbatore Institute of Technology' is at the top. Below that, 'PRESENTS' is written in white. The main title '<CODEFORGE_SERIES>' is in large blue letters, with 'EPISODE-5' in green below it. A tagline 'One step towards your dream company' is in white. A QR code is on the right. At the bottom, the date '28 January 2025' and time '6:00PM - 7:00 PM' are shown with icons, and the mode 'Mode:Online' and platform 'Platform: HackerRank' are listed.

Student Developers cell
Coimbatore Institute of Technology

PRESENTS

<CODEFORGE_SERIES>
EPISODE-5

One step towards your dream company

>>> **Register Now** and Grab Your
Opportunity



 **28 January 2025**  **6:00PM - 7:00 PM**

Mode:Online Platform:  **HackerRank**

Objective of the Event

The CodeForge Series EP.05 – Debugging Duel was designed to sharpen participants' debugging and error-analysis capabilities. Unlike standard coding contests, this edition emphasized fixing broken code a critical real-world skill for software engineers and placement candidates. The event encouraged participants to dive deep into logical analysis, error tracing, and clean code practices, all under a time constraint.

Students were given faulty programs of varying complexity and were tasked with correcting them while maintaining performance and accuracy.

Minutes of the Meeting

1. Event Execution

- The event began at 2:30 PM with an introductory session.
- Instructions and guidelines were clearly explained to all participants.
- Buggy code questions were distributed via the custom coding portal.

2. Participant Performance

- Participants engaged actively and demonstrated strong problem-solving.
- Many successfully resolved multiple issues within the timeframe, showcasing efficiency and a good understanding of programming logic.

3. Technical Setup

- The contest was hosted on an internal code editor with real-time submission tracking.
- Minor delays due to browser compatibility were resolved with backup access instructions.

Key Highlights

- **Debugging-Focused Format:** Participants solved error-prone code snippets simulating real-world development scenarios.
- **Competitive Challenge:** Time-bound and points-based system rewarded accuracy and speed.
- **Post-Event Insights:** A short wrap-up session explained the optimal solutions and best practices.

Outcome

- Improved participants' debugging and code optimization skills.
- Fostered critical thinking and real-time problem-solving under pressure.
- Boosted confidence in handling placement coding rounds involving bug fixing.
- Promoted a practical coding mindset and peer learning.

App Deconstruction

Event Name: App Deconstruction

Tagline: "Dissect the App. Decode the Stack."

Date: 12th February 2025

Time: 5:00 pm to 6:00 pm

Mode: Online



The poster features a dark blue to purple gradient background. At the top left is the Coimbatore Institute of Technology logo. The text 'Student Developers cell' is in white, with 'Coimbatore Institute of Technology' below it. 'PRESENTS' is in a white serif font, followed by 'APP DECONSTRUCTION' in large pink letters. Below that, 'Application Inside Out at App Deconstruction!' is written in white. The central illustration shows a smartphone with various icons: a person, a star, a thumbs up, a speech bubble, a question mark, a paper plane, a bell, and a group of people. At the bottom, 'WHEN? Online event' is in white, with 'FEB 12TH 2025' and '5:00pm - 6:00pm' in pink and white. A location pin icon is on the left and an hourglass icon is on the right. The text 'Active Participation: Students Break Down the App's Features and Lead the Way in Explaining Its Functionality!' is in white. At the bottom right, 'REGISTER HERE' is in white next to a QR code.

Student Developers cell
Coimbatore Institute of Technology

PRESENTS

APP DECONSTRUCTION
Application Inside Out at App Deconstruction!

WHEN? Online event
FEB 12TH 2025
5:00pm - 6:00pm

Active Participation: Students Break Down the App's Features and Lead the Way in Explaining Its Functionality!

REGISTER HERE

Objective of the Event

App Deconstruction is a hands-on debugging and analysis challenge designed to simulate real-world software troubleshooting. Participants are provided with a partially functional application or codebase. Their goal is to analyse the tech stack, trace issues, and identify bugs or areas of improvement.

The event encourages a deep understanding of code structure, architecture, and real-world debugging workflows, preparing participants for future roles in software development and QA.

Minutes of the Meeting

1. Event Execution

- Started at 3:00 PM with a briefing on the app structure and goals.
- Participants were given access to the project code and a list of suspected issues or required improvements.
- The task was to debug, analyze, and present findings and fixes within the timeframe.

2. Tech Breakdown

- Participants showcased their understanding of the application architecture and spotted logical and functional errors.
- Submissions included improved code along with short reports explaining the issues found and the resolution process.

3. Reviewer Engagement

- Mentors interacted with participants in breakout rooms, offering guidance and evaluating strategies.
- Final feedback was shared on the most insightful approaches and cleanest fixes.

Key Highlights

- **Debugging in Action:** Hands-on experience with actual application codebases.
- **Tech Stack Awareness:** Participants examined and worked with popular web/mobile stack components.
- **Critical Thinking:** Encouraged analytical skills and out-of-the-box solutions to existing problems.

Outcome

- Enabled participants to handle real-life debugging scenarios confidently.
- Improved familiarity with common development environments and issue tracking.
- Promoted collaboration, structured problem-solving, and clean code practices.

Pitch Perfect

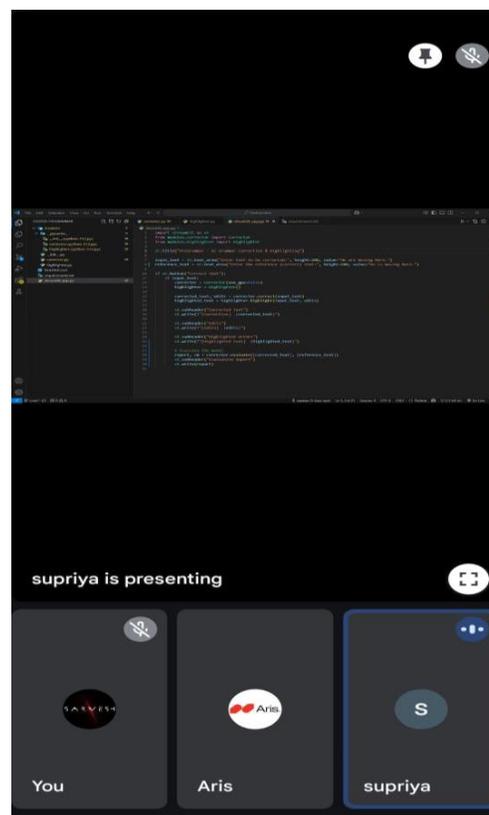
Event Name: Pitch Perfect

Tagline: "Present. Impress. Progress."

Date: 14th February 2025

Time: 4:00 pm to 6:00 pm

Mode: Online



Objective of the Event

Pitch Perfect is a platform for budding innovators to showcase their creative tech projects to a panel of experienced judges. The event aims to enhance students' presentation, communication, and problem articulation skills all essential in real-world tech careers and startup culture.

Participants presented their projects, explained their core functionality, and answered jury questions. Each pitch was evaluated based on innovation, technical depth, practical impact, and delivery.

Minutes of the Meeting

1. Event Execution

- The event began at 4:00 PM with a welcome speech and introduction of the jury panel.
- Each team/individual was allotted a fixed time slot for presentation.
- A Q&A session followed every pitch, offering constructive feedback.

2. Project Showcase

- Projects ranged from mobile apps and websites to hardware integrations and AI-based tools.
- The creativity and technical execution impressed the judges and audience alike.

3. Jury Interaction

- The jury provided insightful suggestions and highlighted strong aspects of each pitch.
- Top teams were recognized for innovation and presentation clarity.

Key Highlights

- **Real-World Presentation:** Simulated a product pitch to stakeholders or investors.
- **Soft Skill Boost:** Participants improved their articulation, confidence, and persuasion.
- **Tech Meets Creativity:** Projects displayed a wide spectrum of tech applications.

Outcome

- Encouraged students to move from idea to execution and present their work professionally.
- Gave constructive exposure to real-time judgment and peer feedback.
- Sparked interest in entrepreneurship, product design, and innovation culture on campus.

Registration Bootcamp for Solutions Challenge

Event Name: Registration Bootcamp for Solutions Challenge

Theme: Kickstarting Innovation with Purpose and Precision

Nature of the Event: Virtual Orientation and Registration Guidance Session

Date: 18th February 2025

Time: 6:00 P.M to 7:00 P.M

Mode: Online

Description:

"**Registration Bootcamp for Solutions Challenge**" was a focused orientation session aimed at guiding students through the registration process and participation requirements for the **Google Solution Challenge 2025**. Conducted on **18.02.2025 (Tuesday)** from **6:00 PM to 7:00 PM** in an **online mode**, the session was led by **The Board**, comprising core members of GDSC-CIT, who collectively brought clarity and motivation to students aspiring to take part in this global innovation challenge.

With **100+ participants** attending, the session served as a one-stop guide for understanding challenge guidelines, forming effective teams, aligning with UN Sustainable Development Goals (SDGs), and navigating the registration portal. The speakers also shared timelines, project expectations, and key do's and don'ts to ensure a smooth submission process.

Minutes of Meeting:

Introduction:

The session began with an overview of the **Google Solution Challenge**, its purpose, and its alignment with real-world problem-solving. The Board explained how CIT students have historically performed and why participation is valuable for career growth.

Key Highlights Covered:

- Eligibility criteria and registration walkthrough on the official portal.
- Steps for forming or joining a team within the GDSC community.
- Overview of SDGs and how to align project ideas with them.
- Important deadlines, submission components, and judging criteria.

Key Learning Outcomes:

- Clear understanding of the complete registration process.
- Awareness of team dynamics and project planning essentials.
- Strategic tips to ideate and select impactful problem statements.
- Insights on how to leverage mentorship and resources from GDSC.

Interactive Q&A:

Participants raised questions related to team formation, timelines, SDG alignment, and evaluation process. The Board addressed each query with clarity and encouraged early preparation.

Conclusion:

The bootcamp ended with a recap of key dates and a resource document shared via email, which included the registration link, SDG references, and project planning templates. Participants left confident and well-informed to kickstart their journey into the Solution Challenge 2025.

Team Upskilling Session - 01

Event Name: Team Upskilling Session - 01

Theme: Building Stronger Teams Through Self-Awareness and Synergy

Nature of the Event: Virtual Upskilling and Team Development Workshop

Date: 27th February 2025

Time: 6:00 P.M to 8:00 P.M

Mode: Online

Description:

"**Team Upskilling Session – 01**" marked the first session in a curated series aimed at empowering student teams with the necessary soft skills, mindset, and collaborative strategies to excel in both academic and real-world projects. Conducted by **Ms. Sivakami Uma** on **27.02.2025 (Thursday)** from **6:00 PM to 8:00 PM**, the session was held **online** and attended by **25 participants**.

The session emphasized the foundations of team communication, clarity in roles, and strategies to build synergy within diverse groups. Through relatable examples and interactive discussions, Ms. Sivakami brought attention to the emotional intelligence, adaptability, and trust required to sustain productive teams.

Minutes of Meeting:

Introduction:

Ms. Sivakami opened the session by highlighting the significance of teamwork in both tech and non-tech projects. She drew connections between team dynamics and long-term success in academia and industry.

Interactive Discussion:

- Participants were asked to reflect on past team experiences and identify common friction points.
- Live polls and breakout discussions enabled students to understand different team roles and leadership styles.

Key Learning Outcomes:

- Importance of active listening and constructive feedback.
- Aligning team goals with individual strengths.
- Techniques for conflict resolution and maintaining morale.

- Time and task management for distributed team efforts.

Mentor Tips:

Ms. Sivakami shared actionable frameworks like SMART goal setting and the GRPI model (Goals, Roles, Processes, Interpersonal Relationships) to enhance team effectiveness.

Conclusion:

The session concluded with a summary of best practices and a Q&A round. Participants received a resource kit featuring templates for team retrospectives, planning sheets, and communication checklists to implement their learnings.



Expert Talk for Solutions Challenge

Event Name: Expert Talk for Solutions Challenge

Theme: From Ideas to Impact — Innovating with Google Experts.

Nature of the Event: Virtual Expert Guidance and Mentorship Session

Date: 4th March 2025

Time: 6:00 P.M to 8:00 P.M

Mode: Online

Description:

The "**Expert Talk for Solutions Challenge**" was a high-impact session designed to equip students with insider knowledge and guidance for the **Google Solution Challenge 2025**. Held on **04.03.2025 (Tuesday)** from **6:00 PM to 8:00 PM** in an **online mode**, the event featured **speakers from the Google Expert community**, who brought immense experience and mentorship to the table.

With an enthusiastic audience of **200+ participants**, the session focused on ideation strategies, aligning projects with **UN Sustainable Development Goals (SDGs)**, and key insights into building tech solutions with real-world impact. Students gained valuable perspectives on problem-solving, technical design, and best practices for submitting high-quality entries.

Minutes of Meeting:

Introduction:

The session opened with a warm welcome and an overview of the Google Solution Challenge. The speakers from the Google Expert community introduced themselves and their areas of expertise.

Speaker Sessions:

- Talks covered successful past project case studies, innovation frameworks, and tools like Firebase, Flutter, and Google Cloud used in real-world solutions.
- Experts provided clarity on judging criteria, technical depth, and storytelling through documentation and demos.

Key Learning Outcomes:

- Best practices for selecting meaningful problem statements.
- How to structure a project from ideation to final prototype.
- Using Google technologies effectively in challenge submissions.

- Tips on showcasing impact, scalability, and sustainability in projects.

Interactive Q&A:

Students posed questions about project timelines, technology choices, and what sets winning entries apart. Experts responded with practical and motivational advice tailored to student innovators.

Conclusion:

The session ended with a motivational note encouraging students to be bold and innovative. A curated resource sheet and challenge handbook were shared to support students in their Solution Challenge journey.



The banner features the Google Solution Challenge logo on the left, the text 'Expert Talk' in large blue font, and 'Gear up for the Challenge' below it. On the right, there is an illustration of two people in a discussion, with a '3:18' timer and a 'Powered by H2S' logo in the top right corner.

Dear Dr.D.Kavitha,

This is a final reminder that the exclusive **Expert Session** as part of the **Google Solution Challenge 2025** is happening **tomorrow, March 4th, 2025, at 4:00 PM!**

Action Required: Kindly ensure your students **register by 10 AM tomorrow** to secure their exclusive invite for this session. Your support in encouraging timely registration will help them make the most of this opportunity!

- **Registration Link:** <https://bit.ly/4ibLu3M>
- **Date:** 4th March 2025
- **Time:** 4:00 PM

Beyond the Session : What's in it for your students ?

- Chance to get placed with companies like **Disney, HCL, TCS**, and more.
- Chance to get invited to **Google's Career Fair**.
- Receive exclusive vouchers for **Google Cloud Certifications**.
- Attend bootcamps with **industry experts** across 10 cities in India.

Seats are filling fast – **ensure your students register before 10 AM tomorrow** to be a part of this **game-changing session!**

For any queries, feel free to reach out.

Best regards,
Team Hack2skill

AIGNITE'25 - Screening Round

Event Name: AIGNITE'25 - Screening round

Theme: Igniting AI-Driven Innovation for Real-World Impact.

Nature of the Event: Hackathon – Screening Round (Ideation Stage)

Date: 5th March 2025

Mode: Online

Description:

AIGNITE'25 – Screening Round marked the beginning of SDC-CIT's flagship hackathon focused on AI-driven innovation. Organized by **The Board**, the screening was held in **online mode** on **05.03.2025 (Wednesday)** and saw the enthusiastic participation of **300+ students** from various domains.

The objective of this round was to filter out the most impactful and innovative ideas based on their relevance to real-world problems and alignment with **Sustainable Development Goals (SDGs)**. Participants were required to submit their project ideas, team compositions, and a brief on their technical approach through a structured format. This round set the foundation for selecting high-potential teams to proceed to the prototyping phase of the hackathon.

Minutes of Meeting:

Introduction:

The Board launched the screening with an overview of the AIGNITE'25 hackathon, detailing the timeline, expectations, and submission guidelines.

Screening Process:

- Participants submitted entries via a Google Form including project title, problem statement, tech stack, and SDG alignment.
- Emphasis was placed on innovation, feasibility, and social impact.

Evaluation Criteria:

Ideas were evaluated on:

- Originality and relevance of the problem
- Innovativeness of the solution
- Technical feasibility and proposed tools
- Real-world impact and alignment with SDGs

Shortlisting:

Top teams were shortlisted for the next phase based on a scoring rubric applied uniformly across all submissions.

AIGNITE'25 - Round 01

Event Name: AIGNITE'25 - Round 01

Theme: From Ideation to Execution – Prototypes that Solve Tomorrow's Problems Today.

Nature of the Event: Hackathon – Prototype Submission & Evaluation Round

Date: 5th March 2025

Mode: Online

Description:

AIGNITE'25 – Round 01 was the second phase of SDC-CIT's AI-focused hackathon, held on **14.03.2025 (Friday)** in **online mode**. Organized by **The Board**, this round brought together **300+ participants** who had successfully cleared the screening stage. The focus of this phase was on **transforming selected ideas into tangible prototypes**, backed by detailed technical plans.

Participants submitted initial versions of their solutions, along with supporting documentation such as workflows, tech stacks, use-case scenarios, and video explanations. The round served as a crucial checkpoint to assess the feasibility, innovation, and clarity of each team's solution before moving into the final stage.

Minutes of Meeting:

Kick-off:

The Board initiated the round with an official mailer including submission guidelines, judging rubrics, and timelines.

Submission Components:

- Functional prototype or mock-up
- Technical architecture and workflow diagram
- Tech stack justification
- SDG mapping and impact analysis
- 2–3 minute explanation video

Evaluation Metrics:

- Clarity and structure of solution
- Technical viability and completeness
- UI/UX flow (if applicable)
- Scalability and innovation
- Problem-solution alignment

Reviewer Interaction:

Mentors reviewed submissions and offered preliminary feedback to help teams iterate better before the finale.

Shortlisting:

Based on scoring, the most promising teams were shortlisted for the **Grand Finale (on-site hackathon)**.

AIGNITE'25

Event Name: AIGNITE

Theme: Innovate, Empower, Inspire

Nature of the Event: Inter-college technology challenge

Date: 25th March 2025

Time: 8:30 AM to 5:00 PM

Venue: LBCH Hall, Coimbatore Institute of Technology (CIT)



Coimbatore Institute of Technology Student Developers Cell



PROUDLY PRESENTS

AIGNITE'25

THE ULTIMATE AI HACKATHON

PROUD TO HAVE



PINESPHERE

Vasanth Nagaraj

CO founder

YOKO STYLES

Kasi Viswanathan

CEO

Subash

CTO

ON BOARD!

MARCH 25TH From 8:30am To 5:00pm At LBCH

Bringing **Experts Insights**, **Exciting Prizes**, and
opportunities for all participants! Are you ready to level up?

REGISTER SOON!



Event Objective:

AIGNITE'25 is a premier intercollegiate hackathon organized to ignite innovation, collaboration, and entrepreneurial spirit among student developers. Focused on solving real-world problems, the event challenges participants to think critically and creatively while building impactful tech-based solutions. AIGNITE aims to foster cross-disciplinary teamwork, promote problem-solving under pressure, and offer students a platform to showcase their technical and leadership abilities to industry professionals and academia.

Minutes of Meeting:

1. Introduction

AIGNITE'25 commenced with an opening address, introducing the theme and structure of the hackathon. The session highlighted the importance of innovation, collaboration, and practical problem-solving in the tech ecosystem. Mentors and jury members were also introduced to the participants.

2. Registration Phase

- **Opened:** 13th March 2025
- **Closed:** 23th January 2025
Teams were invited to register in groups of 2–4.

3. Hackathon Day (25th January 2025)

Prototyping and Demonstration

- Each Team worked on building a prototype or technical model.
- Demonstrations were conducted in front of the jury in the evening session.
- Evaluation Criteria: Functionality, feasibility, design, user experience, and presentation.

4. Evaluation & Winner Announcement

Jury members from academia and industry evaluated the final solutions thoroughly.

- Winners and runner-up teams were declared based on the total scores across both rounds.
- Special mentions were awarded to teams with exceptional ideas and unique approaches.
- Prizes and certificates were distributed during the closing ceremony.

Key Highlights:

- A well-structured two-round format ensured deep evaluation of both ideas and execution.
- Participants showcased impressive problem-solving, UI/UX design, and coding skills.
- Industry experts appreciated the diverse range of problem statements, from environmental monitoring to AI-based solutions for rural development.
- The event featured a live mentoring session and tech talks during break hours.

Outcomes:

- Participants gained hands-on experience in project development, team collaboration, and product pitching.
- The event strengthened industry-academia ties and provided networking opportunities.
- Valuable feedback was collected for improving future editions of AIGNITE.

Conclusion:

AIGNITE'25 concluded with a heartfelt vote of thanks to the organizers, volunteers, jury, and participants. The hackathon successfully nurtured young minds and planted the seed of entrepreneurial thinking among students. Plans for expanding the scale and theme of **AIGNITE'26** were also discussed during the closing note.

Networking Session with startup CEO

Event Name: Networking Session with startup CEO

Theme: Connecting Aspirations with Entrepreneurial Insights.

Nature of the Event: Offline knowledge sharing session

Date: 27th March 2025

Time: 4:00 P.M to 5:00 P.M

Mode: Offline

Description:

"**Networking Session with Startup CEO**" was an enriching offline event organized to provide students with real-world insights into the entrepreneurial ecosystem. Held on **27.03.2025 (Thursday)** from **4:00 PM to 5:00 PM**, the session was led by **Mr. Vasanth Nagaraj**, a seasoned startup founder and dynamic entrepreneur. The event saw the participation of **30 students** from various departments, all eager to explore opportunities in the startup landscape.

The primary goal of the session was to bridge the gap between students and industry leaders by offering a platform to interact, ask questions, and gain clarity about startup culture, leadership, innovation, and career growth in emerging ventures. Mr. Vasanth shared his entrepreneurial journey, the challenges faced during startup development, and key strategies for networking and collaboration in the startup ecosystem.

Students gained a deeper understanding of how to approach startup careers, the value of adaptability, and how networking can open unexpected doors in their professional journey.

Minutes of Meeting:

Introduction:

The session began with a warm welcome to Mr. Vasanth Nagaraj, who briefly introduced himself and his entrepreneurial background. He emphasized the importance of networking as a tool not only for job hunting but also for building long-term professional relationships.

Interactive Session:

Mr. Vasanth shared real-life experiences from his startup ventures and spoke about the highs and lows of building a business. He encouraged students to ask questions and guided them on how to approach startup founders, pitch ideas, and seek mentorship.

Key Learning Outcomes:

- Understanding startup culture and work environment.
- Importance of building a personal brand and professional network early in one's career.
- How to seek and make the most of networking opportunities.
- Differences between working in startups vs. corporates.

Q&A Segment:

Participants actively engaged with the speaker, asking questions related to funding, startup scalability, team dynamics, and career transitions.

Conclusion:

The event concluded with a short networking session where students got a chance to interact with Mr. Vasanth individually. Students left inspired and motivated to consider entrepreneurial paths and proactive networking as part of their career planning.

Team Upskilling Session - 02

Event Name: Team Upskilling Session - 02

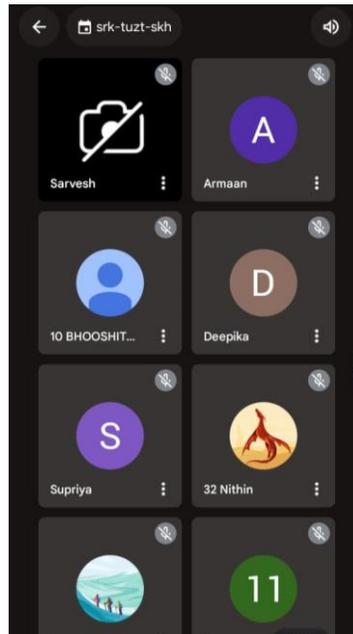
Theme: Empowering Teams Through Skillful Collaboration.

Nature of the Event: Virtual Upskilling and Team Development Session

Date: 28th March 2025

Time: 5:00 P.M to 7:00 P.M

Mode: Online



Description:

"**Team Upskilling Session – 02**" was the second installment in the upskilling series aimed at empowering student teams with essential skills for collaboration, project execution, and leadership. Held on **28.03.2025 (Friday)** from **5:00 PM to 7:00 PM**, the session was conducted **online** and facilitated by **Ms. Thanushri** and **Mr. Surya**, experienced mentors and active contributors in team-building initiatives.

With **25 participants** attending virtually, the session focused on enhancing communication, task delegation, and problem-solving within teams. It emphasized real-time coordination in virtual environments, adaptability, and mutual growth. The speakers shared their experiences in managing projects, handling conflicts, and fostering synergy among diverse team members.

Participants engaged in team exercises and discussions that encouraged reflection on their own team dynamics and improvement areas. The session proved to be an insightful step towards building more cohesive, efficient, and high-performing student teams.

Minutes of Meeting:

Introduction:

The session began with a warm welcome and an overview of the objectives for the upskilling series. Ms. Thanushri opened the floor by discussing the significance of continuous learning in team environments and how personal accountability impacts group success.

Interactive Activities:

- Mr. Surya introduced a real-time case study on team project challenges, prompting teams to collaborate in breakout rooms to find solutions.
- Participants shared their current team practices and received suggestions on improving collaboration and task distribution.

Key Learning Outcomes:

- Clarity in defining team roles and responsibilities.
- Importance of active communication in remote settings.
- Techniques for resolving conflicts and building trust.
- Tools and platforms that aid in smoother team collaboration.

Mentor Insights:

Both mentors provided personalized feedback to participants based on their interactions. Emphasis was placed on empathy, leadership without authority, and maintaining team morale during project crunch times.

Conclusion:

The session wrapped up with reflections from participants, who expressed their appreciation for the practical advice and exercises. A follow-up resource document was shared for self-paced team development activities.

Intern Insights: Super AGI

Event Name: Intern Insights: Super AGI

Theme: Explore the Future, Empower Your Journey

Nature of the Event: Online Knowledge Sharing Session

Date: 31st March 2025

Time: 3:30 AM to 5:30 PM

Mode: Online



 **Student Developers cell**
Coimbatore Institute of Technology

PRESENTS

INTERN INSIGHTS
SUPER AGI

One step towards your dream company

 **Speaker: Mathew**

 **31 MARCH 2025**

 **3:30PM – 4:30 PM**

Mode:Online

Event Objective:

Intern Insights: Super AGI was a two-hour online session conducted to introduce students to the evolving world of Artificial General Intelligence (AGI) and provide practical guidance on navigating internship opportunities in AI and related domains.

The event focused on empowering students to understand how AGI is transforming industries and what skills are essential to thrive in this space. It also aimed to bridge the gap between academic learning and real-world tech internships.

Event Details:

- **Date:** 31st March 2025 (Monday)
- **Time:** 2 hours
- **Mode:** Online
- **Speaker:** *Mr. Mathew Valan*
- **Attendees:** 210 participants

Introduction

The event commenced with a brief welcome and an introduction of the speaker, Mr. Mathew Valan – a seasoned professional with deep expertise in Artificial Intelligence and its real-world applications. The purpose of the session was outlined as a blend of technological exploration (AGI) and career mentorship (internships and industry readiness).

Minutes of Meeting:

Session 1: Dive into Super AGI

- Mr. Valan began with a compelling explanation of what **Super AGI** is and how it's different from conventional AI.
- The session included real-world examples and use cases of AGI in research, robotics, automation, and cognitive computing.
- Ethical concerns, safety challenges, and the future roadmap of AGI were discussed in depth.
- Students asked questions related to the feasibility of AGI and its impact on jobs and society.

Session 2: Internship Insights & Career Roadmap

- Mr. Valan shared valuable tips on **how to secure AI/ML internships**, emphasizing the importance of personal projects, networking, and contributing to open-source.

- Tools and technologies like Python, TensorFlow, PyTorch, and OpenAI APIs were discussed as must-knows.
- A breakdown of what companies expect in internship candidates was provided, including resume structuring, GitHub portfolios, and LinkedIn optimization.

Interactive Q&A & Engagement

- The final part of the session was an interactive Q&A where students received answers to their specific queries.
- Questions ranged from “How to start with AI projects” to “Is AGI achievable within our lifetime?”
- A quick quiz and rapid-fire round kept the energy high and the audience engaged.

Key Highlights

- Students gained clear, real-world perspectives on AGI and future technologies.
- Step-by-step strategies for applying and preparing for internships were shared.
- The speaker’s insights made complex topics easy to grasp and motivated students to explore AI further.

Outcomes:

- Over 70% of attendees showed interest in pursuing AI internships post-event.
- Multiple students initiated LinkedIn connections with the speaker for further mentoring.
- Students gained actionable insights into both technical skills and soft skills required for successful internships.
- Feedback highlighted that the session was **highly informative, interactive, and inspiring**.

Conclusion:

Intern Insights: Super AGI ended with a vote of thanks to Mr. Mathew Valan for his time and valuable insights. Participants left with a deeper understanding of AGI and renewed motivation to pursue internships and careers in AI-related fields. The session was a major success, setting a strong foundation for future knowledge-sharing events.

Team Upskilling Session - 03

Event Name: Team Upskilling Session - 03

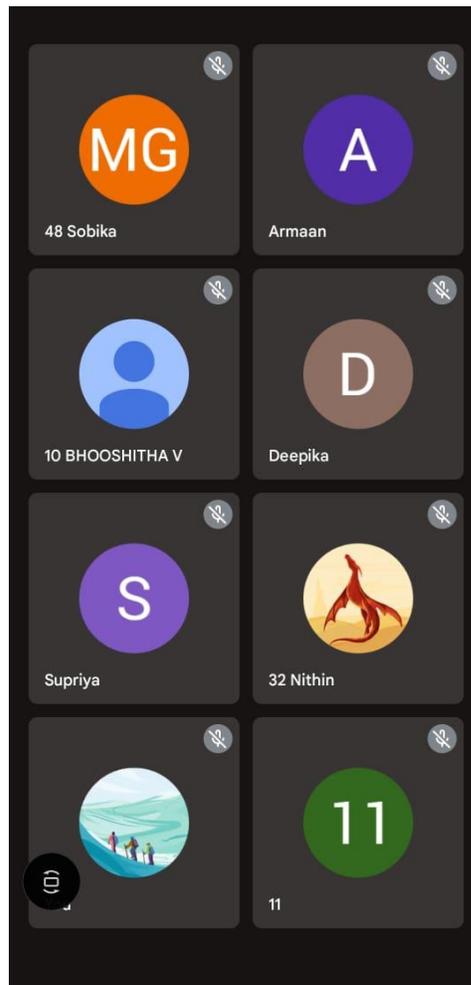
Theme: Driving Team Excellence Through Agile Thinking.

Nature of the Event: Virtual Skill-Building and Team Management Workshop

Date: 4th April 2025

Time: 5:00 P.M to 7:00 P.M

Mode: Online



Description:

"**Team Upskilling Session – 03**" was the third session in the ongoing upskilling series focused on strengthening team effectiveness, leadership skills, and project management strategies. Conducted on **04.04.2025 (Friday)** from **5:00 PM to 7:00 PM**, the session was held **online** and facilitated by **Mr. Rithis Naha**, a dynamic speaker known for mentoring student teams and leading impactful initiatives.

With **25 participants** in attendance, the session delved into advanced team strategies including agile task management, handling peer feedback, and building accountability systems within a team. Mr. Rithis engaged participants through real-time scenarios, breakout discussions, and interactive tools to simulate collaborative challenges and problem-solving.

The session enabled participants to evaluate their team dynamics and adopt practices that enhance trust, productivity, and goal alignment—preparing them for success in both academic and professional projects.

Minutes of Meeting:**Introduction:**

Mr. Rithis began by outlining the session's agenda and objectives, highlighting the importance of evolving team roles and processes as projects progress. He set the tone for a collaborative learning environment.

Interactive Exercises:

- Participants were divided into groups and assigned simulated team roles for a problem-solving activity.
- They practiced techniques like sprint planning, daily check-ins, and retrospective evaluations.

Key Learning Outcomes:

- Understanding agile principles and their application in student projects.
- Effective feedback mechanisms within a team setting.
- Building systems for individual accountability and collective ownership.
- Tools for time and task management in distributed teams.

Mentor Insights:

Mr. Rithis shared personal stories from leading college and professional teams, stressing the need for emotional intelligence and proactive communication in group settings. He answered questions with practical, experience-driven advice.

Conclusion:

The session concluded with a group reflection on team challenges faced by participants and steps to overcome them. A shared resource link with templates and collaboration tools was provided for continuous learning.

Fold and Fun: An Origami Workshop

Event Name: Fold and Fun

Theme: Mindful Creations Through the Art of Folding.

Nature of the Event: Offline Creative and Skill-Based Workshop

Date: 6th April 2025

Time: 2:00 P.M to 5:00 P.M

Mode: Offline



Description:

"**Fold and Fun: An Origami Workshop**" was a vibrant and hands-on creative session designed to introduce students to the art and mindfulness of origami. Conducted **offline** on **06.04.2025 (Sunday)** from **2:00 PM to 5:00 PM**, the workshop was facilitated by **Mr. Nikhil**, a passionate origami artist and educator known for making paper folding both fun and therapeutic.

With an overwhelming participation of **90+ students**, the event created a refreshing break from routine academic sessions. Participants explored the precision and patience behind origami as they learned to fold intricate shapes ranging from simple animals to complex geometric designs. Mr. Nikhil guided attendees through each step with clarity, sharing tips on paper selection, folding techniques, and the cultural significance of origami.

The event not only sparked creativity but also encouraged focus, calmness, and team-based learning—making it both relaxing and intellectually engaging.

Minutes of Meeting:

Introduction:

The session began with a welcome note and a brief introduction to the history and philosophy of origami by Mr. Nikhil. He emphasized how origami nurtures both patience and creativity, making it an ideal blend of art and mindfulness.

Workshop Highlights:

- Participants were provided with origami paper and materials at the venue.
- Mr. Nikhil demonstrated folding techniques live, starting from basic folds to complex models.
- Interactive Q&A sessions followed each design, allowing participants to clarify steps and showcase their creations.

Key Learning Outcomes:

- Mastery of basic origami folds (valley, mountain, squash, reverse folds).
- Creation of various paper models including cranes, flowers, and modular designs.
- Development of concentration, hand-eye coordination, and spatial awareness.
- Understanding how origami connects to cultural traditions and design thinking.

Participant Engagement:

Students enthusiastically participated in folding challenges and shared their works with peers. The atmosphere was energetic, collaborative, and filled with a sense of accomplishment.

Conclusion:

The workshop concluded with a group photo and a display of participants' origami creations. Mr. Nikhil thanked everyone for their involvement and encouraged them to continue exploring the world of paper folding. A resource handout was distributed for further self-practice.

Vandi Vettai: Tamil Word Train

Event Name: Vandi Vettai

Theme: Tamil Word Train

Nature of the Event: Tamil language building

Date: 06-04-2025

Time: 10.00 AM to 12.00 AM

Mode: Offline



Objective of the Event:

Conducted as part of the Uriyar Pirarkku 25, in association with Muthamizh Mandram, CIT. The Word Chain Challenge is designed to engage participants in a fun and mentally stimulating activity that encourages quick thinking, vocabulary building, and team collaboration. The event promotes teamwork and sharpens memory, focus, and adaptability, which are important life skills. By creating a competitive yet lighthearted environment, this event aims to foster a sense of camaraderie among participants while developing their ability to think on their feet and solve problems quickly.

Participants are tasked with starting a word chain, where each new word begins with the last letter of the previous word. The team that manages to maintain the longest word chain wins, testing both their linguistic skills and the ability to adapt to changing game dynamics.

Minutes of Meeting:

Event Execution

- The event began at 10:00 PM as planned.
- Participants were given a brief overview of the game rules and instructions on how to play.
- The game proceeded in a round-robin format, with each participant adding a word to the chain in turn.
- The challenge continued until a participant was unable to come up with a valid word or repeated a word, at which point the game ended.

Participant Performance

- All participants showed great enthusiasm and creativity in coming up with words.
- The competition saw impressive performances, with some teams managing to build long chains.
- A few teams faced challenges in the middle of their chains but were able to recover and continue playing.

Technical Setup

- The event was organized in a physical space with a whiteboard for tracking the words.
- There were no technical issues during the game, as it was based on verbal communication and word recall.
- A few participants faced difficulties in remembering previous words, but quick reminders helped maintain the flow.

Key Highlights:

- **Team Collaboration:** The event encouraged participants to work together and strategize to keep the word chain going.
- **Vocabulary Challenge:** The game highlighted the importance of having a broad vocabulary and thinking quickly on the spot.
- **Competitive Spirit:** The event fostered a friendly competitive atmosphere, where participants pushed their creativity and memory skills to their limits.
- **Fun and Engaging:** The event was enjoyable and full of laughter, with participants celebrating each other's creativity in word choices.

Outcome:

- The event aimed to enhance participants' vocabulary and cognitive flexibility in a fun, competitive setting.
- It promoted teamwork and quick decision-making in a pressure-filled environment.
- The team with the longest word chain was declared the winner, with all teams receiving recognition for their effort and participation.

Paper Peak: Newspaper Tower

Event Name: Paper Peak

Theme: Fun Event

Nature of the Event: Fun Event

Date: 06-04-2025

Time: 10.00 AM to 12.00 AM

Mode: Offline



Objective of the Event:

Conducted as part of the Uriyar Pirarkku 25, in association with Muthamizh Mandram, CIT, the Newspaper Tower Challenge is designed to encourage creativity, teamwork, and engineering skills. This event promotes critical thinking and problem-solving as participants are tasked with constructing the tallest tower using only newspapers and tape. The challenge tests the ability to innovate with limited resources and emphasizes the importance of collaboration and resource management in achieving a shared goal. The team that constructs the tallest tower within the given timeframe wins, highlighting both engineering and team coordination skills.

Minutes of Meeting:

Event Execution

- The event commenced at 11:00 AM as scheduled.
- Participants were given a clear set of rules and guidelines on how to build their towers, with an emphasis on using only newspapers and tape.
- The competition began with teams being provided with a pile of newspapers and tape, and they were given 60 minutes to build their towers.
- The challenge continued until the time limit was reached or the tower structure was deemed unstable by the judges.
- A final measurement was taken for the height of the towers to determine the winner.

Participant Performance

- All teams approached the challenge with great enthusiasm and ingenuity.
- Many teams showed remarkable creativity in using the newspapers for support and stability, experimenting with different designs.
- Some teams struggled initially but quickly adapted, using their time efficiently to improve their designs as the clock ticked down.
- Several teams worked seamlessly together, dividing tasks and responsibilities to optimize their tower construction.

Technical Setup

- The event was organized in a spacious hall, providing ample room for all teams to work on their towers.
- There were no technical issues during the event, as it was based on physical construction and teamwork.
- Minor disruptions occurred when a few towers collapsed during testing, but teams were quick to repair or rebuild as needed.

Key Highlights:

- **Team Collaboration:** The event highlighted the importance of teamwork and effective communication. Participants had to plan, design, and build together, making use of each other's strengths.

- **Creativity and Engineering Skills:** The challenge tested the participants' ability to think outside the box, utilizing simple materials in innovative ways to create a stable and tall structure.
- **Resource Management:** With limited supplies (newspapers and tape), participants had to carefully plan their tower's design and structure to maximize height and stability.
- **Friendly Competition:** The event fostered a competitive yet supportive atmosphere, with participants cheering each other on and sharing in the excitement of the challenge.
- **Fun and Engaging:** The event was filled with laughter and team bonding, with participants celebrating each successful stage of their tower-building efforts.

Outcome:

- The event aimed to promote teamwork, creative problem-solving, and adaptability in a fun and engaging environment.
- It encouraged participants to think critically and manage resources effectively, showcasing their ability to innovate under time constraints.
- The team with the tallest, most stable newspaper tower was declared the winner, with all teams recognized for their ingenuity and effort.

Cup Clash: Clash of Titans

Event Name: Cup Clash: Clash of Titans

Theme: Fun Event

Nature of the Event: Fun Event

Date: 06-04-2025

Time: 10.00 AM to 12.00 AM

Mode: Offline



Objective of the Event:

Conducted as part of the Uriyar Pirarkku 25, in association with Muthamizh Mandram, CIT, The *Cup Clash: Clash of Titans* is a dynamic and competitive event designed to test participants' coordination, precision, and teamwork. Conducted as part of the Uriyar Pirarkku 25, in association with Muthamizh Mandram, CIT, the event encourages strategic thinking and sharp reflexes. Participants are divided into two teams: one attempting to flip cups UP and the other attempting to flip them DOWN. The event aims to promote friendly competition, enhance focus, and foster teamwork under pressure. The team with the most cups in their assigned direction (UP or DOWN) at the end of the time limit is declared the winner.

Minutes of Meeting:

Event Execution

- The event began at 10:00 PM as scheduled.
- Participants were divided into two teams: one team aimed to flip the cups UP, and the other aimed to flip them DOWN.
- Each team was given a set of cups and a designated area to work within.
- The game was timed, with a duration of 5 minutes for each round.
- At the end of the round, the cups were counted in each direction, and the team with the most cups in their designated direction won the round.
- The event continued for multiple rounds, with scores tallied after each round.

Participant Performance

- Both teams showed high energy and enthusiasm throughout the event.
- Teams demonstrated good coordination and strategy, with some quickly identifying techniques to flip the cups with precision.
- There were moments of intense competition, especially when the cup flipping became more challenging as time wore on.
- Some participants faced difficulties in controlling the flip and getting the cups to land in the right position, but teamwork and quick adjustments helped them stay competitive.

Technical Setup

- The event was held in a spacious hall with enough room for both teams to maneuver freely.
- There were no technical issues during the event as it was a physical, skill-based activity.
- The only challenge faced was ensuring that the cups remained on the table, but this was easily managed with minor adjustments to the setup.

Key Highlights:

- **Team Coordination:** The event emphasized the importance of working as a cohesive team. Participants needed to communicate effectively to strategize and adjust their approach during the competition.
- **Precision and Focus:** The cup-flipping task required participants to focus intently on their movements and maintain accuracy under time pressure.

- **Competitive Spirit:** The event was full of excitement, with teams striving to outdo each other, creating a lively and engaging atmosphere.
- **Fun and Energetic:** The event was fast-paced and full of action, with participants laughing and encouraging each other, adding to the energy of the competition.
- **Time Management:** The limited time frame for each round pushed participants to make quick decisions and execute their strategies efficiently.

Outcome:

- The event aimed to foster teamwork, precision, and competitive spirit while providing an enjoyable and lighthearted environment.
- It tested participants' ability to perform under pressure and their skill in executing a simple yet challenging task.
- The team with the most cups in their assigned direction at the end of each round was declared the winner, with all teams celebrated for their enthusiasm and effort.

Blast & Boom

Event Name: Blast & Boom

Theme: Fun Event

Nature of the Event: Fun Event

Date: 06-04-2025

Time: 10.00 AM to 12.00 AM

Mode: Offline



Objective of the Event:

Blast and Boom is an exciting and high-energy event designed to test the participants' teamwork, coordination, and agility. Conducted as part of the Uriyar Pirarkku 25, in association with Muthamizh Mandram, CIT, the event is focused on teamwork and quick reflexes. In this event, teams of two members compete to pop as many balloons as possible within a set time limit. One player is responsible for collecting and handing the balloons to their teammate, while the other is tasked with popping the balloons by sitting on them. The team that pops the most balloons within the time limit wins, testing both speed and cooperation under pressure.

Minutes of Meeting:

Event Execution

- The event started at 4:00 PM, as scheduled.
- Participants were divided into teams of two members, with each team assigned a specific area to participate in the competition.
- The rules were clearly explained: one player collects balloons and hands them to their teammate, while the other sits on the balloon to pop it.
- The event had a time limit of 3 minutes per round.
- The game was designed to be fast-paced and fun, with balloons provided to each team throughout the competition.
- At the end of the time limit, the team with the most popped balloons was declared the winner.

Participant Performance

- Teams were highly energetic, and the competition saw great enthusiasm as participants rushed to pop balloons as quickly as possible.
- Players showed remarkable coordination and quick thinking, with the balloon collectors ensuring a constant flow of balloons to their teammates.
- Some teams struggled with maintaining a steady pace, but others adapted quickly and developed strategies for faster balloon popping.
- There was a lot of laughter and excitement, especially when balloons were popped with unexpected intensity.

Technical Setup

- The event was held in an open space with enough room for each team to have their designated area.
- Balloons were distributed before the event began, and there were no technical issues during the game.
- A few teams experienced minor difficulties with balloon popping (such as misplacements), but these were quickly addressed and did not disrupt the flow of the game.

Key Highlights:

- **Team Coordination:** The event emphasized the importance of clear communication and seamless teamwork. The balloon collector and popper had to work in sync to maximize the number of balloons popped.
- **Speed and Agility:** The event tested participants' ability to work quickly and efficiently under a time limit, with every second counting.

- **Competitive Spirit:** The event created an exciting atmosphere, with teams pushing each other to pop as many balloons as possible.
- **Laughter and Fun:** The event was filled with joy and camaraderie, as participants enjoyed the chaos of popping balloons and cheering for each other.
- **Adaptability:** Teams had to quickly adapt to any unforeseen challenges, such as balloons that didn't pop on the first try.

Outcome:

- The event successfully encouraged teamwork, speed, and fun under a pressure-filled environment.
- It promoted active participation and a sense of competition, while maintaining an atmosphere of fun and laughter.
- The team that popped the most balloons within the time limit was declared the winner, with all participants recognized for their enthusiasm, effort, and sportsmanship.