MIT | Arts, Commerce & Science College

Alandi (D), Pune – 412105

Department Of Computer Application

Academic Year: 2023-2024

Report on IT-FEST 2024

Objective of Activity:

The objective of the IT Fest was to provide a platform for students to showcase their skills, knowledge, and creativity in the field of Information Technology. The event aimed to enhance the technical and soft skills of the participants and to promote a healthy competitive spirit among them.

Activity Details:

"IT FEST 2024" event was organized on 30th and 31st Jan 2024 by Department of Computer Application in MIT College of Arts, Commerce and Science, Alandi. Competitions like**SEMICOLON,LET'S PLAY, MIND BATTLES,S.O.T.Y, and BGMI, BOX CRICKET** organized by considering the factors of sports, studies, work readiness, intelligence and punctuality. Inauguration of the event was done by Satyashodak Marathi movie team.

1. SEMICOLON: In this section various activities were included like Coding, Find Error, Web Design, Poster Making and Quiz etc. This competition tested the programming skills of the participants. The participants had to write a code to solve a given problem within a specified time limit. The judges evaluated the participants on the basis of their code quality, efficiency, and correctness.
2. LET'S PLAY: In this section various activities were included like Double Trouble, Number One Buddy and Hand Foot Prints etc.This competition was a gaming event that tested the participants' gaming skills and strategic thinking. The participants had to play a game within a specified time limit, and the team with the highest score won the game.
3. MIND BATTLES: In this section various activities were included like Speed Cubing, Don't Forget (Guess the thing), Chess, Guess Correct Number and X-O Glass etc. This competition tested the analytical and logical skills of the participants. The participants had to solve puzzles and riddles within a specified time limit. The judges evaluated the participants on the basis of their accuracy, speed, and problem-solving skills.

4. S.O.T.Y.: In this section various activities were included like Talent Hunt, Treasure Hunt and Escape Room etc. This competition was designed to test the creativity and designing skills of the participants. The participants had to create a poster or a graphic design on a given topic within a specified time limit. The judges evaluated the participants on the basis of their creativity, originality and design skills.

5. BGMI:BGMI, or Battlegrounds Mobile India, is a widely played mobile game in which players compete to be the last survivor on an island. It offers fast-paced action and strategic game play, attracting a large player base, particularly in India.

6. BOX CRICKET: This competition was a fun and interactive game that tested the strategic and team-building skills of the participants. The participants had to form a team and play a game of box cricket with other teams. The team with the highest score won the game.

The data provided is about various events that were conducted, along with the names of the student participants, staff coordinators and winners of each event. Here is the detailed structure of each event:

SEMICOLON:

Event: SEMICOLON

Name of Student Coordinator:Aniket

Sub Events:

- Coding
- Find Error
- Web Design
- Poster Making
- Quiz

No. of Participants:

- Coding: 33 Male: 24 Female:09
- Find Error: 35 Male: 28 Female:07
- Web Design:19 Male:19 Female:00
- Poster Making:05 Male:01 Female:04
- Quiz:24 Male:19 Female:05

Runner up:

- Coding: Komal Chougule
- Find Error: Ankesh Agarwal
- Web Design: Nishant Jadhav
- Poster Making:Dipu Singh
- Quiz:Nishant Jadhav

Winner:

- Coding: Abhay Singh
- Find Error: Rohan Kedari
- Web Design:Manav Pardeshi
- Poster Making:Sakshi Sahane
- Quiz:Shivam Maurya

LET'S PLAY:

Event: LET'S PLAY

Name of Student Coordinator:Kiran

Sub Event:

- Double Trouble
- Number One Buddy
- Hand Foot Prints
- Option Trading
- Charades

No. of Participants:

- Double Trouble : 94 No. of Pairs: 47 Male : 54 Female : 40
- Number One Buddy : 54 No. of Pairs: 27 Male : 25 Female : 29
- Hand Foot Prints: 30 Male : 12 Female : 18
- Option Trading : 13 Male : 13
- Charades: 14 Male : 13 Female : 1

Runner up:

- Double Trouble : Adhiraj Thakur , Sharad Upase
- Number One Buddy : Madhur Ghate, Sharad Upase
- Hand Foot Prints: Sakshi Kale
- Option Trading :Aditya Gupta
- Charades : Shreya Bapu Jondhale Sanika Nitesh Karhe

Winner:

- Double Trouble : Bharat Balaji Sangave , Sanchet Kolekar
- Number One Buddy : Lokesh Agarwal ,Tanaya Kamble
- Hand Foot Prints: Manasi Jadhav
- Option Trading : Sahil Wadekar
- Charades :Vaishnavi Maruti Kumkale Ankita Santosh Shingade

MIND BATTLES:

Event: MIND BATTLES

Name of Student Coordinator:Shubham

Sub Event:

- Speed Cubing
- Chess
- Guess Correct Number
- X-O Glass

No. of Participants:

- Speed Cubing: 11 Male : 09 Female : 02
- Chess : 23 Male : 17 Female : 06
- Guess Correct Number : 15 Male : 11 Female: 04
- X-O Glass : 30 Male: 19 Female:11

Runner up:

- Speed Cubing: Yash Pawar
- Chess :Atharv Deshpande
- Guess Correct Number : Atharva Shinde
- X-O Glass : Amol Gade

Winner:

- Speed Cubing: Kush Kolhe
- Chess :Shreerang Lembhe
- Guess Correct Number :Mohit Parihar
- X-O Glass : Sandeep Bhogil

SOTY :

Event: **SOTY**

Name of Student Coordinator:Pankaj

Sub Events:

- Talent Hunt
- Treasure Hunt
- Escape Room

No. of Participants:

- Talent Hunt : 25 Male :08 Female :17
- Treasure Hunt : 20Teams (99 Students) Male :43 Female :56
- Escape Room : 20 Teams (100 Students) Male :46 Female :54

Runner up:

- Talent Hunt : Mohit Parihar
- Escape Room : Sakshi Gawade, Umesh Bhangade,Omkar Gadhave.Sanika Ghodake, Dnyaneshwar Yanare

Winner:

- Talent Hunt : Adhiraj Thakur,Pratiksha Naskar, Tanuja Chikane
- Treasure Hunt : Santosh Jogdand,Aditya Bagate,Harshad Mungase,Rohit Thorbole,Rushikesh Shinde
- Escape Room : Pranav Huse, Yash Patil, Rheetham Menon, Kush Kolhe, Krisha Limbare

BGMI:

Event: BGMI

Name of Student Coordinator:Om

No. of Participants: 27 Teams (108 Students) Male: 108 Female:00

Runner up: Priyanshu Chikane, Alvin Wilson, Kastubh Nigade, Harsh Satkar

Winner: Rahul Pramod Shinde, Arnav A. Nair, Avdhoot A. Porsade, Shoab I. H.

BOX CRICKET:

Event: BOX CRICKET

Name of Student Coordinator:Gulshan

No. of Participants: 26 Teams (156 Students) Male: 156 Female: 00

Runner up: Bhargav Shinde,Rutik Bankar , Purvesh Shelake, Prakash Dongre, Virendra Jagnade, Abhay Dhanve

Winner: Ali Sayyad, Karan Gaikwad,Shoaib Qureshi , Rustom Khan , Mujaheed Shaikh, Sanket Hire,Raj Dubey, Atharva Bhosale

Outcome:

The IT Fest was a great success with enthusiastic participation i.e. more than 900+ students from various colleges like MIT Arts, Commerce, and Science College, Krist College, SSPMS, Dr. Ajinkya D. Patil Lohgaon, PES Modern College of Arts, Science, and Commerce Ganeshkhind, G.H. Raisoni College Wagholi, Dr. D.Y. Patil Arts, Commerce, and Science College Pimpri, ATSS College, SNBP Morwadi, Dr. D.Y. Patil

of Engineering, Management and Research Akurdi, G.H. Raisoni Engineering Management College Pune, MIT Academy of Engineering, PES Modern College of armacy (for Ladies) Moshi, Dr. D.Y. PatilInstitute of Management and Research impri and Dr. D.Y. Patil Institute of Management and Research etc.The event provided an opportunity for students to showcase their talents and creativity in different areas of IT. The participants had a chance to interact with their peers from different colleges and exchange their ideas and thoughts. The event also helped in building confidence and improving communication skills among the participants.

Overall, the IT Fest was a great success, and the participants thoroughly enjoyed the event. The competitions were well designed, and the judges provided valuable feedback to the participants. The event helped in enhancing the technical and soft skills of the participants and provided a platform for them to showcase their talents and creativity.

Dr. Praksh Raut
Event Coordinator

Dr. Vikas Mahandule
HOD Computer Application

Dr. B. B. Waphare
Principal