Ambiora-2024

Faculty co-ordinator: Dr. Suresh Kurumbanshi & Dr. Mayank Sohani

Academic Year: 2023-24

Student Committee members:-

Sr. No.	Student Name	Position	Class
1	Khushvardhan Bhardwaj	Core Committee member	B.Tech CE 3rd year
2	Jayvardhan Bhardwaj	Core Committee member	B.Tech CE 3rd year
3	Chirag Devgade	Core Committee member	B.Tech AIML 3rd year
4	Daksh Gehlot	Core Committee member	MBA.Tech CE 3rd year
5	Kaushal Kuwar	Core Committee member	B.Tech IT 3rd year
6	Harshal Mahajan	Core Committee member	B.Tech IT 3rd year
7	Ansh Totani	Core Committee member	B.Tech CE 3rd year
8	Sanyam Jain	Core Committee member	MBA.Tech CE 3rd year
9	Gunamrutha Kode	Core Committee member	MBA.Tech CE 3rd year
10	Shruti Rai	Core Committee member	MBA.Tech CE 3rd year
11	Vansh Julka	Core Committee member	B.Tech AIML 3rd year
12	Shraddha Patel	Core Committee member	B.Tech IT 3rd year
13	Apurva Alhat	Core Committee member	B.Tech CS 3rd year

Activities:-

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)

23.02.2024	Build the bridge	Dr.Vishal Fegade	With the registration of over 15 teams, this event provided a platform for students to showcase their mechanical and creative skills in a competitive and collaborative forum. This competition promised to be an engaging experience for all the participants and a good start towards the Ambiora'24.
			The event kicked off with a burst of enthusiasm, and teams, ranging from a pair to an eight-member crew. To add some musical touch to the atmosphere, light songs were played in the background.
			In this competition, each team had to construct a bridge using only ice-cream sticks and glue with a time limit of 90 minutes. In the end, each team's bridge was tested with the help of weights. The bridge that holds the most weight wins the competition.

Photographs of Bridge Building Workshop

Game Development Workshop

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
24.02.2024	Game Development Workshop, Full Stack Developer	Sparsh Khandelwal	During the workshop, Mr. Sparsh Khandelwal, a fourth-year student at NMIMS Shirpur MPSTME, delivered an introduction to game development. He has experience working with various technologies related to game development and full-stack development. He provided a live practical demonstration on how to use the software Unreal Engine for developing games. The invited speaker introduced the participants of the workshop to Unreal Engine and explored various features of the software. These included night and day background settings, center 3D objects, sunrise/sunset, and deploying obstacles like rocks and grass. The workshop was attended by more than 35 participants.

Photograph:Game Development Workshop

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
24.02.2024	Augmented Reality Workshop	Mr.Priyam Sekra	The Augmented Reality workshop, conducted by Ambiora in collaboration with the App Development Club, proved to be an insightful exploration of AR applications. With almost 100 participants, the event aimed to introduce the fundamentals of AR, showcase its multiple applications, and provide hands-on experience in creating a project based on AR. The workshop featured engaging presentations, practical quizzes, and some fun activities for the students. The participants gained a solid understanding of AR technology, discovering its real-world applications across various sectors including education, healthcare, manufacturing, marketing, and entertainment. They also had the opportunity to create their own AR project during the hands-on sessions. The speakers shared their valuable knowledge with the students and

| | | | guided them through the procedure of making the project.

. |
| --- | --- | --- | --- |
| | | | |

Photograph of Augmented Reality Workshop

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
24.02.2024	Coding Hunt	Amiora Core	The competition was divided into two rounds:

The first round was a quiz round, where participants were asked 30 questions related to aptitude, basic mathematics, and coding. They were given 45 minutes to answer all the questions, and each question rewarded 5 |

| | | | points. The participant with the highest score wins the round.

The second round was the coding round which was further divided into two sub-rounds:-

 In the first sub-round, participants were given eight coding problems to solve with a time limit of 50 minutes. For every problem solved within 5 minutes, teams will earn 2 balloons (20 points), and for every problem solved within 10 minutes, teams will earn 1 balloon (10 points). Successfully solving a problem will earn 15 points, whereas an incorrect or incomplete solution will earn 0 points.

In the second sub-round, participants were given five coding questions with a time limit of 50 minutes. For every problem solved within 5 minutes, teams will earn 2 balloons (20 points), and for every problem solved within 10 minutes, teams will earn 1 balloon (10 points). Successfully solving a problem will earn 20 points, but an incorrect or incomplete solution will earn 0 points.

Platforms Used:

Testomoz for the quiz in Round 1.

Hackerank in Round 2.

. |

Photograph:Coding Hunt

Photograph:Coding Hunt

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
25.02.24	Hackathon	Dr.Upendra Verma Prof. Suraj Patil Prof.Bhushan Inje Prof. Prashant Udawant Prof.Deepti Barhate	The Dev-oThon (Hackathon) conducted by Ambiora'24 is an event where individuals, programmers, and tech enthusiasts come together to solve problems given to them within a set timeframe. During the Hackathon, participants form teams or work individually to brainstorm and solve problems. Participants in Hackathon not only focus on coding but also engage in activities such as preparing presentations and pitching their ideas. Hackathons serve as platforms for creativity, learning, networking and collaboration.

Photograph: Dev-oThon

Photograph: Dev-oThon

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
25.02.24	**Placement Simulator**	Ambiora Core Team	**Round 1 (Aptitude Round):** The objective of the first round was to narrow down the pool of participants. It lasted for 30 minutes, featuring 30 aptitude questions with 1 point awarded for each correct answer. The quiz was conducted on Testmoz, commencing at 2:47 pm and concluding at 3:17 pm. The questions resembled those typically found in company aptitude rounds, presenting a mix of difficulty levels. Despite some challenging questions, 12 participants were eliminated during this round. **Round 2 (Technical Round):** The objective of the second round was to assess participants' technical knowledge and

skills. This round comprised a 15-minute segment featuring 8 multiple-choice questions. Participants tackled questions related to code snippets and theoretical technical concepts. Round 2 commenced at 3:55 pm, resulting in the elimination of 10 participants.

Round 3 (HackerRank):

During Round 3, candidates were asked to solve two HackerRank questions, each to be completed within a time frame of 20 minutes. Round 3 commenced at 4:50 pm and concluded precisely at 5:10 pm. Participants were required to demonstrate their problem-solving skills and coding skills within the time limit. The questions likely covered a range of technical topics to evaluate the candidates' aptitude and efficiency in tackling coding challenges.

Group Discussion Round:

Following the technical assessments, a Group Discussion (GD) round commenced at 5:44 PM. Seven students who made valid submissions in the HackerRank round advanced to this stage, while the remaining participants were eliminated. The GD topic centred around "the ethics of whistle-blowing and the circumstances under which it is justified to expose wrongdoing". The discussion lasted for 12 minutes, with an additional 3 minutes allotted to conclude

Photograph: Placement Simulator

Project Expo

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
25.02.24	Project Expo	Dr.Venkatadri M, Prof.Dhananjay Joshi	During the workshop, there were 6-7 teams who had to prepare and present projects to the visitors. The projects were diverse and included things like Live Detection of the surroundings of the car, Tourism websites, medical-related projects and many more. All the GDSC team members were fully engaged in the event and the projects were impressive with outstanding results. Visitors were asked to rate all the projects on a scale of 1-10 using a QR code. The winner would be chosen based on the feedback given by visitors and faculties who also visited and provided their feedback. **Platforms Used:** All the members were allowed to work on any platform such as CodeBlocks, VS Code,

			Google Collaboratory etc, and present their projects.

Photograph: Project Expo

Photograph: Project Expo

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
24.02.24	Crypto Quest	Ambiora Core Team	Crypto Quest, a Cyber Security Test, was an excellent test of participants' reasoning skills. With almost 30 participants, the event challenged their skills in the field of cyber security and other cryptography skills. **Rounds in the Event:** **Round 1:-** The first round of the event involved deciphering the given cipher. This round was conducted on Windows OS via Google Forms and included 16 questions. The duration of this round was 10 minutes, and participants were provided with 4 keys to decipher the ciphers. **Round 2:-** The second round of the event was the coding quiz, in which participants had to answer a set of coding-related multiple-choice questions (MCQs). This round was conducted on Windows OS via Google Forms and included 20 questions. The duration of this event was 15 minutes. **Round 3:-** The third round was the cyber quiz, in which participants had to answer a set of cyber-security-related questions. This round was conducted on Windows OS via Google Forms and included 21 questions. The duration of this event was 10 minutes. **Round 4 (Final Round):-** The final round was Catch the Flag, where participants were asked to complete given tasks. These tasks included locating and extracting hidden pieces of information or files using terminal protocols in Ubuntu. This round was conducted on Ubuntu OS,

			and to supervise the participants' progress, OverTheWire software was used. The duration of this event was 30 minutes.
			Platforms Used:
			Round 1, Round 2 and Round 3 were conducted on Windows OS via Google Forms.
			Round 4 was conducted on Ubuntu OS, and to supervise the participants' progress, OverTheWire software was used

Photograph: Crypto Quest

Date (dd/mm/yyyy)	Event	Resource Person	Event Description in one paragraph (This can include the Objective of the event, target audience, count of participants (if reasonable), outcomes, etc.)
24.02.24	Typeracer	Ambiora Core Team	The Type Racer Event, conducted by AMBIORA'24, turned out to be an excellent event with 30 participants. The event challenged the participants and made them

make the most of their typing skills. The Type Racer event was divided into four rounds, each being an elimination round.

Before the beginning of round one, the OC members briefed the participants about the rules and regulations of the event which included: No one should touch their PC until instructed. When the round starts, no one is allowed to open any other website or misuse the PC in any way as it would result in the elimination of that particular participant.

Any query or doubt should only be asked to the OC member present.

Platforms Used:

Monkeytype website was used for the conduction of the event.

Phtograph:Typeracer