AMBIORA 2019

Team AMBIORA
AMBIOARA ‘19

The annual technical festival of SVKM’s NMIMS Mukesh Patel School of Technology Management and Engineering, Ambiora was held from 15th to 17th February, 2019. The three days of extravaganza consisting of more than 20 events coupled with workshops and seminars witnessed an overwhelming participation from all the students of NMIMS MPSTME, Shirpur Campus. Ambiora, NMIMS MPSTME’s annual technical fest got even bigger this year. Coupled with highly appreciated workshops, this technical fest made up for the electrifying beginning of the semester.

PRE-EVENT 1: Robotics Workshop

Like every year our technical fest, Ambiora, conducted a robotics workshop this year too, to spread awareness of latest technology and their applications to the newbies in the college on 15th and 16th December, 2018. The workshop saw good success as many students registered for and attended the workshop.

The workshop focused on the basics of electronics, teaching students to use basic engineering gadgets like the LCD screen, DC motors and Arduino microcontroller board.

PRE-EVENT 2: Hackathon

Hackathon (CODE FUN SLEEP) was held on 20th and 21st January, 2019 in Seminar Hall C-Wing. It was conducted as a 24-hour coding challenge (in continuous manner). The main aim of this competition was to awaken the interest of the coding community in the college.

For keeping the participants indulged in coding, refreshments were available and the food was served for the participants. Also a table tennis table was placed in the seminar hall to revitalize the interest of the participants.

PRE-EVENT 3: Cyber Security Workshop

Cyber Security workshop, conducted under our technical fest AMBIORA 2019 by Mr. Rahul Tyagi from LUCIDEUS (securing cyber space) on 9th and 10th February, 2019.

The main aim of the workshop was to make the students aware of cyber-crimes and social engineering. This was basic information security awareness workshop that was conducted to target the newbies. The workshop provided an intensive session which empowered the knowledge that is inaccessible to most, in simplified and easily graspable manner. The highly-skilled practitioners taught students about mobile security, web application security, email security, network security.
DAY WISE SUMMARY

A day wise segregated report is summarized below:

DAY 1: 15th February, 2019

1. CODE SENSE

This test is applied to source code. Participants had to debug a c++ code and compile it with absolutely no error. The first five to do so in the least time were selected for the second round. A quiz was conducted amongst the selected participants from round 1. Participants with maximum points were declared as the winner. The second highest as the runner up. The event was held on 15th February, 2019 in Programming Lab-1.

2. TECHNO-CRAB

The event was consisting of 3 rounds. The first round was “Technical dumsharas” in which 10 chits were there from which each team had to select one chit and act it in 1 minute only. The second round was “The Shayari Round” in which shayari is to be solved by the respective teams. After finding the object the participant took a selfie with both the team members and submitted to the event coordinator. At last the third round was a surprise round. The event was held on 15th February, 2019 in LR-16.
3. ROBOTICS
The excited events of the Ambiora Techfest were the robotic events which were held on 15th February, 2019 at Amphitheatre.

The events were as follows:

3.1 DEATH RACE
The participants had to design and construct remote controlled robots capable of completing the race in minimum time and the bot has to beat the other bot on the track in order to win.

Winner for this event were:
YAGNIK MANIYA, DEVIKA NAIR, DEEPESH VARIYANI, NIKHIL SONI

Runner Up’s for this event were:
KRITIKA TIWARI, DAKSH MAHESHWARI, SUDEEP VERMA

3.2 ROBOSOCCER
Robosoccer was like the robotic simulation of real life soccer. The Arena comprises of 2 goal posts on each player’s end. The participants had to design and construct remote controlled robots which could score goals in their opponent’s goal posts. Robot scoring maximum goals was declared the winner.

Winner for this event were
ASHUTOSH AGARWAL

3.3 ROBORALLY
The participants had to design and build a robot which can not only run fast but also is capable of fighting the obstacles in its way on the track in minimum amount of time.
**Winner for this event were:**
BRYAN JOHN, MRIDUL GUPTA, RISHIKESH DHANOLKAR

**Runner Up’s for this event were:**
AISHWARY SINGHAL, BHOOMIKA PARIKH, SHREYA PALIWAL, CHINMAY MEHTA

### 3.4 ROBOWAR
The participants had to design and build a robot which is capable of fighting other robots and defending itself.
3.5 HELINA’S EYES
The participants had to design and construct remote controlled robots capable of completing the track and overcoming hurdles in the least possible time through a screen which broadcasts the real time video of the bot on the track.

Winner for this event were:  
BRYAN JOHN, MRIDUL GUPTA, RISHIKESH DHANOLKAR

Runner Up’s for this event were:  
PRIYANSHU SHAH, KRITIN MATHUR, HARDIK CHAUDHARY
Here is the list of events that took place on day 2nd of AMBIORA 19

1. UNDEFEATED BATTLEGROUN

Ambiora 2019 provided the young marketing heads of NMIMS University a perfect stage to showcase their skill. Day 2 of Ambiora 2019 started off with around 40 participants roaming all around the campus as the Undefeated Battleground marked its successful organization by the students. It was an event based on the popular game PUBG which attracted the students. The idea was to develop and inculcate among the participants the basics of marketing, which was found to be of great success as the concept was loved by the students.

The excitement for the event was seen in students before the start of the event as all of participants were up and ready to run for the ultimate prize.

*Winner for this event were:*

RUSHABH KULKARNI, MANAN PATEL, SAHIL BHAGWAT
2. CREO WORKSHOP

Enhancing the curious and creative minds, the Creo workshop taught 10 of our young participants how to use the PTC Creo tool. From designing 2D and 3D objects with their uses to designing their own tools, this workshop enlightened the candle within the participants to showcase their talent. This event left with a thrill and enthusiasm in our students as they knew these tools will be encountered by them in near future.

3. LAN GAMING

Fests without Fun are like Cakes without Sugar. For the entertainment of the budding participants, Ambiora 2019 brought up with Lan Gaming, a perfect arena for Gamers. It comprised of three different games among 50 participants with the Football fans kicking off the football controlling their FIFA stars, the PUBG players fighting against each other in teams of Four and the Action Lovers fighting for the ultimate prize in the COUNTER STRIKE-GO! Given a platform to display their special talents, this event was enjoyed by all our gamers of NMIMS.

Winner for this event were:
PRADHUM, YUGANK, LOKENDRA, MANSOOR, TAHA (CS GO), RAMANDEEP SINGH (FIFA)

Runner Up’s for this event were:
VISHWAM KHAMKAR

Mukesh Patel Technology Park, Babulde, Near Tapi Bridge, Mumbai-Agra
Road, Shirpur, Dist. Dhule, Maharashtra, India, PIN-425405
4. CODE HUNT

A quest for the coders at NMIMS Shirpur, putting their Sherlock Hats on the bright minds were ready to explore the campus. As the name suggests the event was marked with challenging students to crack the code for hunting the final treasure. The students were given coding programs to find the output of, which led to different clues and in the end to the final treasure. There was a buzz among the students as they were busy cracking codes and finding the ultimate treasure. Out of 30 participating teams, each comprising of 2 students, the fittest and the fastest ones won the event as it was all about fit minds as well as body.

Winners for this event were:

SOM SUVRA DUTTA, KRITIN MATHUR

Runner Up’s for this event were:

PRATIKSHA SHARMA, SHRUTI SURESH
5. CORPORATE RACE

To know more about interview and communication skills, 30 participants struggled their way through the aptitude test conducted in round 1 of this event. With 20 questions, 1 mark each, and given the time span of 25 minutes, 20 participants cleared round 1. The most entertaining and exciting round, the Group Discussion, started off in the second half of the day. The participants distributed in groups of 4, the extraordinary discussion took off with highest engrossment and enthusiasm known.

Winner for this event were:
HRITHIK MUNDRA

Runner Up’s for this event were:
PRANISHA CHATURVEDI
6. DOODLE WORKSHOP

Getting inside the creative fidgeting mind, the Doodle Workshop directed the way of 50 participants on utilising the back-of-the-book skills in their career.
Here is the list of events that took place on day 3rd of AMBIORA 19

1. TECH HUNT
It’s a type of treasure hunt event which emphasize on checking the basic campus knowledge of students. Clues were given to the participants using an app on their cellphones. On reaching the clue they had to scan the QR code directing them to the next clue.

Winner for this event were:
ARJANEY PRATAP, SANKET PRABHAKAR
2. BRIDGE IT

Bridge it- has helped the participants a lot to learn about mechanics. In this event students were given ice cream sticks using which they had to make a bridge like structure which has the maximum strength. It was conducted between 2 p.m. to 4 p.m. at the amphitheater. It has enhanced the general construction idea and developed the building skills of participants.

Winners for this event were:
VANDIT SATLE, SHASHANK YERI, ADITYA KHARE, JASHRAJ GANDHI

Runner Up’s for this event were:
MANASI MULAY, MIHIKA PRASAD, GAURI SHARMA
3. DIGITAL MARKETING

The last and final workshop of Ambiora was Digital Marketing. A number of enthusiastic students took part in workshop to learn about this recent trend. This workshop was conducted in LR 16 from 4:30 p.m. to 6:30 p.m. The participants learned about the fundamentals of digital marketing.
4. DOUBLE OR NOTHING
The most awaited game double or nothing was successful. Participants were seated in LR 8 and 9 for a very competitive game for time duration of 11:30 a.m. to 12:30 p.m. Double or nothing is a gamble to decide whether a loss or debt should be doubled. The result of a "double or nothing" bet is either the cancellation of a debt or the doubling of a debt.

Winners for this event were:
YASH AGARWAL, SAHIL JAIN

Runner Up’s for this event were:
PURU MATHUR, MANAN SHAH
The core committee would like to thank Hon’ble Shri. Amrish R. Patel, Chancellor SVKM’s NMIMS and Shri. Rajgopal Bhandari, Mentor SVKM’s NMIMS Shirpur campus for their support and guidance through the Ambiora’19. We would also like to thank Dr. R. S. Gaud, Director MPTP; Dr. N.K. Sharma, Director (Engineering Programs) MPSTME Shirpur, Mr. Rahul Dande, Chief Accountant and Administrator, SVKM’s NMIMS MPTP Shirpur Campus for their whole hearted support and guidance.

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Thank You!

*Report compiled by Team Documentation, Ambiora’19*