

AMBIORA '18

Technical Event

Mukesh Patel School Of Technology
Management and Engineering

Shirpur

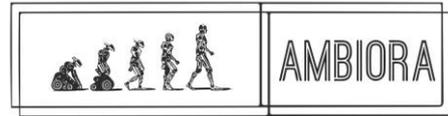
AMBIORA '18

The annual technical festival of NMIMS Mukesh Patel School of Technology Management and Engineering, Ambiora was held from 16th to 18th February 2018. The three days of extravaganza consisting of more than 25 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, with an increase in the number of competitions coupled with a significant increase in total prizes and with highly appreciated workshops and an excellent lecture series, this techfest more than made up for a lacklustre beginning of the semester.



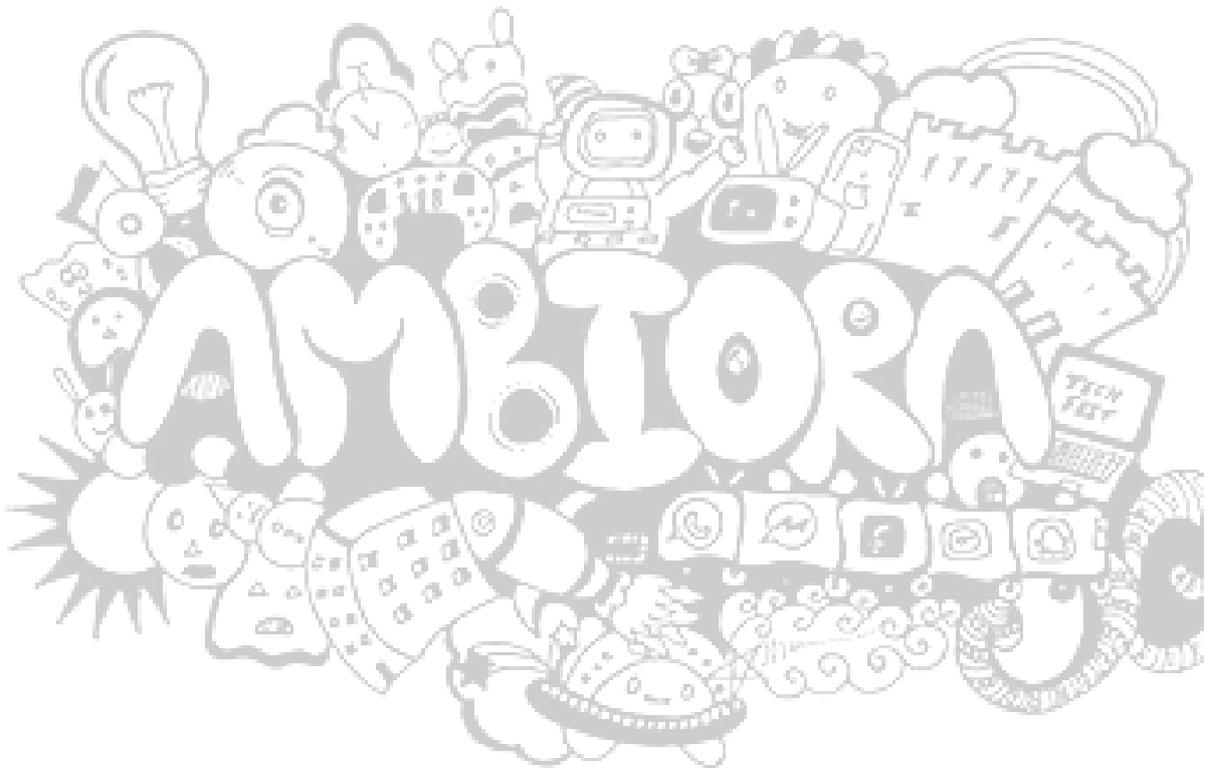
Competitions

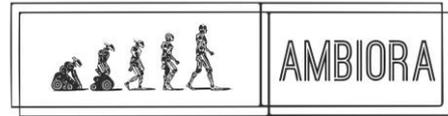
This year, Tech fest conducted about 20 major tech-related competitions – officially broken down into 6 categories – Byte Code (evidently, coding-based events), Robotics (creating bots to carry out specialized tasks), Executive Suits (the not-so-tech competitions), Concrete and Mechatrix (related to mechanical and civil fields). Competitions: Survey respondents applauded the management done by core committee to avoid clashes in between two events which were improved upon based on feedback received last year; however, the major setback was the fewer number of external participants mainly due to the accommodation and accessibility problems which will be improved in the coming years.



Workshops:

Workshops, an essential part of Techfest garnered many registrations this year. There were a total of 2 workshops. The workshops included a Hacking workshop by renowned Mr. Abhijeet Singh and Mr. Palwinder Singh not forgetting Robotics workshop. Robowar was one the best crowd puller and in fact was one of the most successful event, all thanks and regards to the Robotics Team for their hard work and dedication. The goal was to get students an overview of the best quality and the latest technical advances at low prices. This year, the cost of the workshops was reduced considerably and all participants were given a complete technical kit in case of robotics. The overall review of workshops turned out to be pretty good and the participants went back as entertained as they were enlightened.





PRE-EVENT 1: Cyber-security Workshop & Seminar

Hack-X-Ploit, conducted under our technical fest AMBIORA 2018 by Mr. Abhijeet Singh from LUCIDEUS (securing cyber space) on 13th and 14th January 2018. Lucideus is an Indian company which provides digital services to business governments and institutions across the globe. Team Ambiora got an amazing response by the audience on the first day of registration itself.

The main aim of the workshop was to make the students aware of cyber-crimes and social engineering. This is basic information security awareness workshop that has conducted to target the newbies. The workshop has provided an intensive session which had empower the knowledge which is inaccessible to most, in simplified and easily graspable manner. The highly-skilled practitioners have taught students about mobile security, web application security, email security, network security. Other than hacking skills students even learned various defence techniques to secure cyber world.





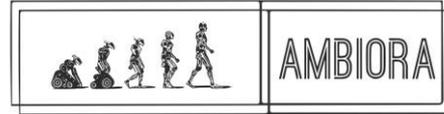
PRE-EVENT 2: Robotics Workshop

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 20th and 21st of January. 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.

Many First year engineering students took part in the workshop and learnt how to do basic breadboard connections and then executing some codes using Arduino to use components like LM35, buzzer, ldr, led, push button. Topics to be covered under each session was pre-planned by the technical team and followed accordingly.





The workshop started with a brief introduction to Robotics by Amit Gupta, a student of MBA Tech 3rd year. Citing the activities at the workshop Prof. Praveen Wararkar and Prof. Anurag Joshi encouraged all the participants to become an active element of it.

All the participants were provided with a kit and accessories, for hands on. The session covered introduction and making of manual robots, line followers and autonomous robots and was taken by 3rd year MBA Tech students Amit Gupta, Shreyans Oswal and team.

The students were taught to work with the LCD screen and to display any message on it. At the end of workshop students were able to make their own manual robots and race them. Along with that they were able to instruct their robots with the help of Bluetooth and code with the help of Arduino. The students enjoyed the workshop and were satisfied with it.

PRE-EVENT 3: Hackathon

The roots of Hackathon lie with Ambiora'17, started as an event for the coding geeks.

Hackathon (CODE FUN SLEEP) was held on January 27th and 28th, 2018 in Seminar Hall C-Wing. It was conducted as a 30-hour coding challenge (in continuous manner). The main aim of this competition was to awaken the interest of the coding community in the college. It had 8 Minor Projects ranging from a *Static Website Development Challenge* to a *Dynamic App Development Challenge*, against these projects a prize worth more than Rs 1, 00,000 were announced. It was conducted with collaboration with **TechGenz** India an IT Solution firm and tour operator firm TripShire and received a massive participation. 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. Ambiora awaits more events like these in the following years.



DAY WISE SUMMARY

A day wise segregated report is summarized below:

DAY 1 :16th February 208

Being the first day of Ambiora Techfest, the first round of the following events were conducted:-

1. **Inscribe 3.0:** For the first round, participants were asked to write an article on the latest technical trends. The students with best articles got selected for the second round.



2. **Adselfie:** This event was for ones who wanted to be a brand ambassador or wanted to shoot an advertisement. It comprised of 2 rounds:
Round 1: Participants had to submit their selfie with the brand they wanted to market for. The innovation and creativeness of the photo was the criteria for clearing the round.

DAY 2: 17th February 2018

Here is the list of events that took play in day 2:-

- 1. CREO:** Workshop on CAD based designing software. Introduction about software was recently launched in 2011. The software is basically a high-end tool for designing objects. 3D-modelling, 2D-drawing, structure of pistons cylinders and many more was taught at the event.

It was an 8 hours event for learning along with fun. The students were very enthusiastic towards the designing software.
- 2. Corporate Race:** Corporate Race was conducted as a direct simulation of the actual placement procedure. It gave the participants an exposure about the current trends in placement in adopted in different corporate.

In first round of Corporate Race aptitude test was conducted in which the participants had to solve given question based on General Knowledge, Reasoning and English in limited amount of time.

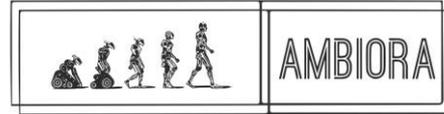
Second round of corporate race consisted of a group discussion on the given topic.



- 3. Market Hallows:** For all the Harry Potter fans out there this event was just for them. This event also tested marketing skills of participants along with their craziness for Harry potter as participants had to identify the clue to get an object and sell it to the person present there.

The participants had 7 objects to sell. The faster the objects were sold, the closer the participant moved towards their win. Winners were judged on the basis of marketing skills and completing hunt in the minimum time.

The winners for the event were Saloni Munj and team followed by Yug Patel and team and Ayush and team for the 1st runner up and 2nd runner up positions respectively.



- 4. Pseudo Code:** Participants from team of 3 were asked to solve a programming problem one by one. Team which solved it in minimum time was declared winner.
The winners for the event were Jimit Modi and team followed by Piyush Singh and team and Meet Gandhi for the 1st runner up and 2nd runner up positions respectively.
- 5. Wordsworth:** The event was for all the wordsmiths in the campus, this event brought out the fun for participants. It had 3 rounds:
Round 1: It was about making as many small words as possible from the given big word.
Round 2: It was a quiz based on some different topics like our college.
- 6. Code sense:** Participants had to debug a C++ code and compile it with absolutely no error. The errors in the given code can be syntactical/semantically. The qualified participants were selected for the second round.
- 7. Pyramid of Giza:** In this event teams had to make the strongest structure using the given paper and cello-tape by rolling and applying ways to increase the strength of the pyramid structure.
It's strength was tested by different ways like keeping weights. Team with the strongest structure won the event.
The winners for the event were Javesh Kumar and team followed by Vidur Gaur and team and Roshan Vargeesh for the 1st runner up and 2nd runner up positions respectively.
- 8. Robotics:** The major attractions of the Ambiora Techfest were the robotic events which took place at Amphitheatre. The events were as follows:

 - 8.1 Death Race: - The participants had to design and construct a remote controlled robot capable of not only running fast but also completing the race in minimum time and the bot has to beat the other bot on the track in order to win. *The winners of this category were Bhushan Patil and Manoj Nerker. Aditya Ghosh and Shoyab Khatik stood as 1st runner up and Apurv with his team were 2nd runner up.*
 - 8.2 Rob orally: - The participants had to design and build a robot which not only can run fast but also which is capable of fighting the obstacles in its way on the track in minimum time. *The winners of this category were Aditya Ghosh and Manoj Nerker. Bhushan Patil and Shoyab Khatik stood as 1st runner up and Apurv with his team were 2nd runner up.*
 - 8.3 RoboSoccer: - RoboSoccer is quite similar to real-life soccer. The main difference is that there is only a single robot which can score. The Arena comprises of 2 goal posts on each player's end. The participants had to design and construct a remote control robot which could score goal in their opponent goal posts. *The winners of this category were Aditya Ghosh and Shoyab Khatik. Bhushan Patil and Manoj Nerker stood as 1st runner up and Apurv with his team were 2nd runner up.*
 - 8.4 Line Follower: - The participants had to design and construct a robot which could follow a practical line path.
 - 8.5 RoboWar: - The participants had to design and build a robot which is capable of fighting other robots and defending itself. *The winners of this category were Bhusha Patil and Manoj Nerker. Amit Gupta and team stood as 1st runner up and Abhishek with his team were 2nd runner up.*
 - 8.6 Helina's Eyes: - The participants had to design and construct a remote controlled robot 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. *The winners of this*

category were Aditya Chhajed and Aditya Jain. Nikhil Jain and Aman Totla as 1st runner up and Abhishek with his team was 2nd runner up.

9. Poster Presentation: Students of 4th year had their project posters presented in the B-wing and D-wing for displaying their innovative ideas.

10. Hydrojet: Through this event the students got an opportunity to apply the principles of kinematics in real life. In this event student have to design a rocket which works on water or air and launch it in air, one travelling the maximum distance won.

The winners for the event were Siddhanth Nath and Jayesh Kumar followed by Bhavik Makwana and Jayesh B as a team and Yug Patel and team for the 1st runner up and 2nd runner up positions respectively.



DAY 3: 18th February 2018

Day 3 preceding are as follows:

1. **Tech Hunt:** It's a type of treasure hunt event which emphasize on checking the basic campus knowledge of students. Each clue will direct participants to another clue and no. of teams will be eliminated after every clue.

The winners for the event were Sanket Maji and Ritwik Jain.

2. **Modern Investor:** The event provided a chance to those who wanted to earn money sitting in a room.

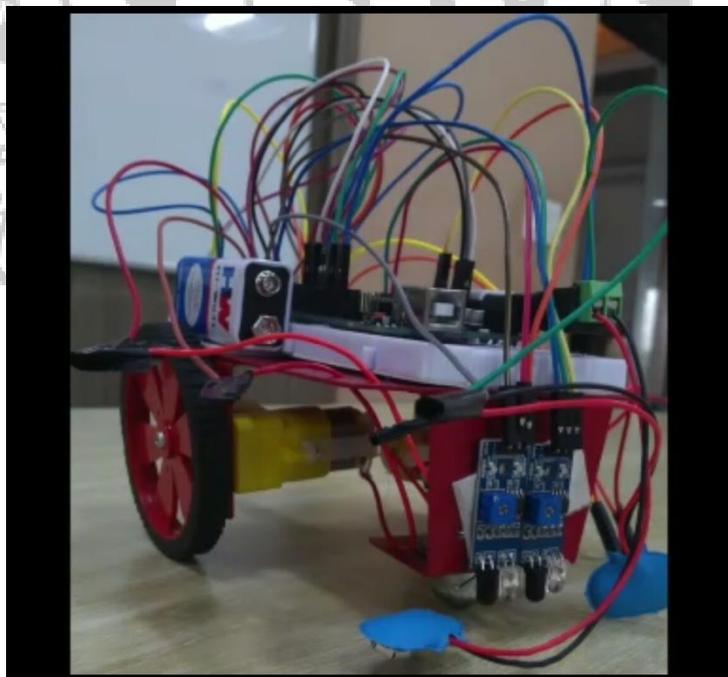
This event was basically a 3 hour event on block-chain. Participants learnt about bit coin and other block-chains, how to invest in it and much more.



3. **CREO:** The event was continued for teaching basic concepts.
4. **Inscribe 3.0:** The participants who were qualified for second round had to give a presentation on the topic upon which they wrote their articles.
The winner for the event was Suman Gurnani followed by Tulika Kumar and Ajay Mehta for the 1st runner up and 2nd runner up positions respectively.
5. **Code Sense:** In round 2 of Codesense a quiz was conducted among selected number of participants from round 1 and the quiz were based on latest technology. The participant with maximum points was declared as the Winner.
The winner for the event was Sumit Bhardwaj followed by Priyam Soni and Aldridge and team for the 1st runner up and 2nd runner up positions respectively.
6. **Float It:** The event was about designing a boat with the given raw materials. The boat which could stand adverse conditions won the event.

The winners for the event were Niranjan Mali and team followed by Bhushan Badgujar and team and Ajay Mehta and team for the 1st runner up and 2nd runner up positions respectively.

7. **Adselfie:** Round 2 was held for the qualifying students which was advertising video of the product given to the participants. The best advertisement video won.
The winner for the event was Kinnari Rawani followed by Mohit Vaidia as the 1st runner up.
8. **Bridge It:** Students were told to make a bridge with the given material. Bridge with could bear the maximum strength was declared the winner.
The winners for the event were Shubham Singh and team followed by Pulkit Somani and team and Mohit and team for the 1st runner up and 2nd runner up positions respectively.
9. **Corporate Race:** In the final round personal interviews were taken and the best participant who performed well in all the three rounds was declared winner.
The winner for the event was Anushka Majumdar followed by Unnati Arora as the 1st runner up.
10. **Wordsworth:** This day final round was conducted comprising of Technical dumseras.
The winners for the event were Krunali Sethi and Shubhangi Sharma followed by Akash Goyal and Anusha Lathi as the 1st runner up.
11. **B Kreative:** Raw materials were available for bidding and highest bidder owned the material. One had to make some creative product out of the raw materials available and had to present it. Best productive work was declared as the winner.
The winners for the event were Sumit Bhardwaj and team followed by Niranjan Mali and team as the 1st runner up and Saksham Gupta and team as the 2nd runner up.
12. **Robotics:** All the events from robotics i.e. Roborace, Robowar, Helina's Eye, Robosoccer were conducted in their usual timings in Amphitheatre.



11. **Photo Phactory:** Participants who had photographic skills and wished to improve it participated in this event. It helped beginners learn about DSLR as well as mobile photography. Having a DSLR was not compulsory. Participants were given 3 days' time to click as good photographs as they could. Their work was evaluated by an external judge. The participant with the best clicks at the end of the event won the competition.

The winners for the event were Sumit Bhardwaj(DSLR) and Himanshu Tamaichekar(Mobile) followed by Raghav Arora(DSLR) and Akshay Salunke(Mobile) as the 1st runner up and Sais Parin Shah as the 2nd runner up.



12. Bitfest: It was an online free conducted to support digital India. Bitfest comprises of questionnaires from various interests varying from cartoons to sports.

12.1 Toon Trivia: As the name suggests it was a questionnaire designed on our childhood memories of cartoon network, Disney channel etc. *The winner of this category was Dhruv Desai.*

12.2 SportsKeeda: To bring out the sports enthusiast within everyone we conducted an online questionnaire to check the knowledge of the participating individual. *The winner of this category was Ayush Singh.*

12.3 Film & Music: This domain checks the knowledge of Bollywood, Hollywood & Classical music in an individual. *The winner of this category was Ishani Raulji.*

12.4 TV Series This quiz checks how free and updated an individual is, this quiz was based on Indian & Foreign daily soaps. *The winner of this category was Sparsh Gupta.*

The core committee would like to thank the management for their kind support. We would also like to thank Prof. Yogesh Bafna and Prof. Ravindra Bhat for being a great faculty in charge and support throughout the Techfest.



In-charge
(Ravindra Bhat and Yogesh Bafna)

Associate Dean
(Dr. Nitin Choubey)