



**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING  
(ARTIFICIAL INTELLIGENCE & MACHINE LEARNING)**

**Poster:**



**Event:** An interactive session on 'Tech Hunt'.

**Name of College:** A. P. Shah Institute of Technology, Kasarvadavali, G.B Road, Thane- 400615, Maharashtra

**Association:** AIML Student Association

**Date:** 30/01/2025

**Time:** 2:30 PM

**Target Audience:** S.E. and T.E. students from CSE: AI & ML department

**Faculty Accompanied:**

1. Prof. Vijesh Nair- Prof. Vijesh, with his expertise and knowledge was able to guide the association in taking a session of Tech Hunt that is well acknowledged by the students.



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**Introduction:**

The AIML Student Association successfully conducted Tech Hunt, an engaging and dynamic event designed to test participants' coding skills, problem-solving skills and quick-thinking abilities. With four members per group, participants tackled multiple rounds of challenges that combined technical skills with interactive activities.

**Event Details:**

**Round 1: Coding Challenge**

Each group started with a coding question, where the output determined a color assigned to the team.

**Round 2: Balloon Popping**

- Participants popped balloons matching their assigned colors.
- Only one balloon contained a chit with a coding question.
- The output of this code was random.
- If answered correctly, the team advanced to the next round.

**Round 3: Pattern Recreation**

- A specific pattern was created using paper cups.
- Teams were required to replicate the pattern accurately.
- Successfully completing the task allowed them to move forward.

**Round 4: Ping Pong Challenge**

- Four color-coded paper cups were placed apart.
- Participants had to throw a ping pong ball into their assigned color cup.
- The chit inside contained another coding question with a random output.
- A correct answer led them to the final round.



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**Final Round: Riddle Solving & Treasure Hunt**

- Participants solved a series of riddles, leading to the final chit.
- The first participant to find the chit was declared the Winner (1st place).
- The second participant to reach it was named the Runner-up (2nd place).

**Event Winners:**

Winner team was from the SE:

1. Sanskriti Shukla
2. Atharva Wadekar
3. Parth Rane
4. Sohan Wernekar

Runner up team was from the TE:

1. Prathamesh Mhatre
2. Durvesh Kanade
3. Raj Nikam
4. Aaryaman Kattali

**Conclusion:**

The Tech Hunt event successfully engaged participants in a series of challenging yet exciting tasks, promoting both technical and analytical skills. The key outcomes of the event were:

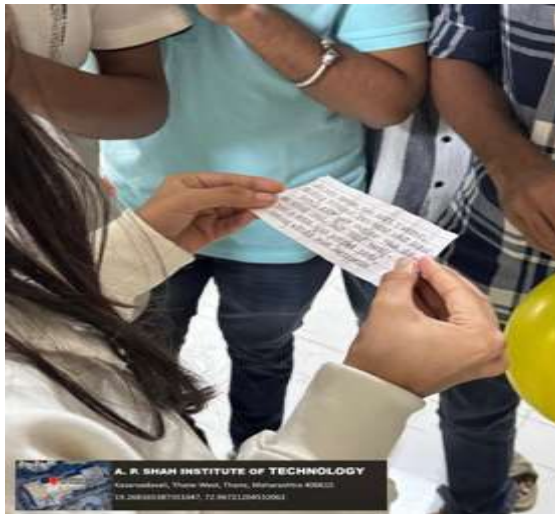
- Enhanced problem-solving abilities through coding and logical challenges.
- Improved teamwork and coordination as participants collaborated to complete tasks.



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- Encouraged strategic thinking and adaptability with dynamic, real-time challenges.
- Fostered a competitive yet fun learning environment, making technical concepts engaging.
- Boosted participants' confidence and creativity in tackling diverse problem statements.

**Photographs: -**





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