Gandhinagar Institute of Technology

'Where Success is a Tradition'
A Report on National Level Tech Fest
" TechXtreme 2020"
(19th & 20th Feb 2020)

Gandhinagar Institute of Technology organizes various co-curricular activities in accession with being focused on regular academics for exploring and executing the proficiency and dexterity of technical and management students. For providing the extensive platform, for the last 10 years, we have been organizing TechXreme, this time institute hosted a National Level Technical festival for aspirants assembling from various technical colleges of India. An inaugural function was held at Seminar Hall of GIT on Wednesday at 10 AM, 19th Feb 2020.

In 'TechXtreme 2020' more than 3000 students from more than 60 colleges across India participated. It encompasses more than 30 activities of great interest and technical significance for the students of various branches of Diploma and Degree Engineering and MBA. It covers various events like Auto-Psy: assembly & disassembly of I.C. Engine, Junkyard, and Death Race based on robot with various mechanism, Solarizer: solar car race. Hardware Hunters, Master's App: based on prototype level of app & digital marketing concepts, Web Storm: live web site design challenge, Code Mania, Traffica, Breakup Bridge: analyzing moving load and seismic capacity of model, Math O Club, Grab Your Clue: Math with Puzzles, AD-Mad Show: making funny advertisements with drama, Quiz-O-Mania: quiz on scripture management, Counter-Strike, Bech-K-Dikha: based on interpersonal communication skills.

Dr. D V Patel, Managing director of Gujarat Multi Gas Pvt. Ltd. and Chairman of Tapovan International School, Mehsana, was the Chief Guest of the function. On this occasion, he addressed the students in an eloquent speech that Tech fest provides students with an excellent opportunity to realize their knowledge, talent as well as their dream, to showcase the work they do. There are lots of scopes for engineering students to contribute in research area, since time immemorial we are using majority of imported technologies so, potent research should be done in India itself to reduce dependency over other country, he said. He also recommended some areas such as non-metallic batteries and Army Shoe & parachute threads. In addition, he said 'one must put persistent efforts and go made to achieve the goal' like 'Mirabai's' faith and devotion for 'Lord Krishna'. Along with regular teaching at the Gandhinagar Institute of Technology, he appreciated the various activities like Start Up and Innovation, Skill India, Health Awareness, Swarach Bharat Mission, Women Empowerment, Digital India, and many more. He further said that education is the key to the successful implementation of all these activities. He advised students that confidence and hard work are the golden rules for success. He also attended the G.I.T. Congratulated the students, professors, staff members and management for the outstanding work of various activities.

Dr. H N Shah, the Director, has praised the future engineers and managers on the stage for showing their creativity, skill and ability to manage in this tech fest. He said that the institute is also conducting faculty development programs for the development of the faculty. In addition, a large number of students from different fields from other good engineering and MBA institutes participated in the "Tech-Extreme 2020" that is the matter of pride and honour for GIT.

Trustees, Director and Chief guest on the dias

Felicitation Moment

Lightening of Lamp

Welcome Address by Dr. H N Shah

Inaugural Address by Dr. D V Patel
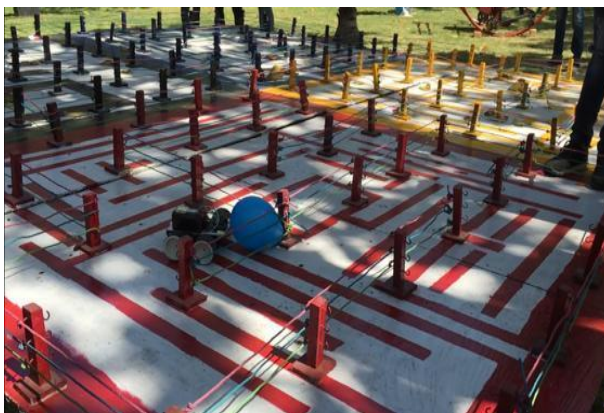
Events of Robotics-Mechanical Department

- **Maze Hunter** event was based on the combined concepts of famous childhood video games Pacman and Catacomb-3D. Robots and their thrust to burst balloons while facing different obstacles present on arena made this event very interesting.

- **Death Race** event made robots to hustle through hurdles present on track that too in minimum possible time! Participants had to make viable robots which can withstand difficulties with as much speed as possible.

- **Auto-Psy** was the event based on one of the very aspiring prime mover of engineering world, "Internal Combustion Engine". As they say, one who is curious enough to make it apart and skilled enough to assemble it back like before is real engineer, participants had to do the same with engines in this event.

- **Junkyard Wars** was the event based on the concept "Best from waste". Participant teams had to complete the given task from the scrap provided to them. This event tasted basic engineering skills like decision making and creativity of participants.

- **Techno-Quiz** game is battle of brains with different types of technical questions answers. First round is based on online technical quiz competition. Second round based on treasure hunt style. A clue or hint will be given to the participant teams. And third round is combination of orally asking quiz, video-audio clip, and rapid-fire type rounds.

Auto Psy

Junkyard War

Maze Hunter

Death Race

Events of Electrical and Electronics & Communication Department

- **Solarizer** event gave an opportunity to all the participants, to test their engineering skills on the renewable side from basic theory to core practical. The key element of this event was the designing and operation of a solar car which necessitated the aspect of critical thinking.

- **The Circuit Challengers** was a fun event related to Electrical Circuits. The event was about testing the basic knowledge of the participants about fundamental of electronics, which is required in each and every stage of Engineering.

- **Laser War Zone 4E** was inspired by the first-person shooter games genre. Here two teams competed against the opponent team, moving through pillars, arches, passageways and blasted bombs through dim-lit, fog-filled adventurous maps. Participants of both teams were laden with light-sensitive vests, head gears and laser embedded guns.

- **Electro Maze-o-Mania** was an event where participants had to perform various tasks using their technical knowledge, engineering skills, alertness, strategy and focus on speed. The participants gained learning experience about reflection laws by completing task with the help of laser and mirror.
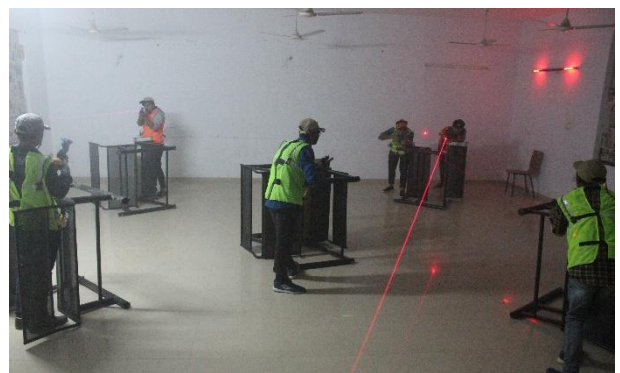

The Circuit Challengers

Solarizer

Electro Maze-o-Mania

Laser War Zone 4E

Events of Computer Engineering and Information Technology Department

- **Code Mania**: It was an event in which participants code either with a blind fold on their eyes or monitor screen turned off. The event mainly tested concentration, accuracy, programming skills and visualization power.

- **Dexter:** It was a computer-based detective event in which participants were provided with some clues to find the hidden treasure or to recognize the criminal. To complete the given task, specific time limit was given and lastly, they completed the task in thrilling way by solving fabricated murder case with the help of cyber clues.

- **Web Storm:** It was a web development (Front end + Back end) based event. Here participants designed a website using HTML, CSS, PhpMyAdmin, on given various themes.

- **Master's App**: It was a team event where participants came with their presentations on an innovative idea to develop App on it. They made a prototype of their app along with a LOGO.

- **Hardware Hunters**: It was a team event where computer hardware knowledge of the participants was tested. They had to assemble CPU and its motherboard. They were also given a blank keyboard with no keys on it and asked to assemble the keys in 'qwerty' format.

- **What the Hack!!!:** It was an individual event where the participants were asked to make phishing page and decode the given text. This event mainly tested the hacking skills of the participants.
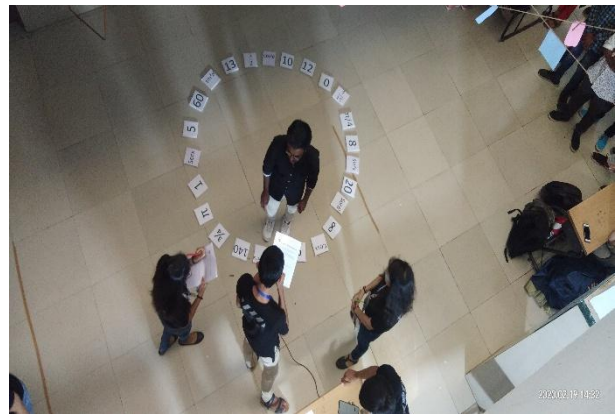

Dexter

Master's App

Events of Mathematics Department

- **Math O Club** was a fun and logical group event. The participants were given mathematical and logical based questions with some activities like carom, Tic-Tac Toe and solving the questions with joint efforts.

- **Grab Your Clue** was group event about numbers and logical thinking. The participants had actively participated in the event to enhance their ability to crack the tricky questions quickly. This event proved that mathematics is a game of logical thinking.

- **Math Cobra** was an individual event based on snake and ladder game. In this event, the participant had to move on the numbers as the piece moves on the board of snake and ladder. The participant had to answer the question in specific circumstances. This event was the fun inventing event.

Math Cobra   Garb Your Clue

Events of Civil Department

- **Colrefs** was an event in which participants has to build sustainable structure model in predefined area with the help of wooden blocks of different size and shape.

- **Traffica** was an event in which participants were asked to plan transportation system in given area. Also prototype of the same was required to be prepared using various real-time traffic obstructions.

- **Break up Bridge** was model making event in which participants were asked to design and construct through (upper) truss bridge using Pop sticks and adhesive material. Moving load and seismic capacity of prepared model was analysed using vibration and shaking.

Events of MBA Department

- **Ad-Mad Show** was about making funny advertisements. In this event, participants of various colleges had to design logo, punch line and jingle based on the theme given to them. They also had to present drama on the spot in a group.

- **Quiz-O-Mania** as the name suggests is a Quiz Competition aimed to test the intellect of participants by covering a wide range of topics such as Current Affairs, General Knowledge, Management and Corporate World.

- **Bech-K-Dikha** showcased the ability of speaking skills, negotiation power, group management skills and it helped to build the interpersonal skills. In this event participants were given virtual products/services on the spot and they had to sell it to the counterpart.

Bech-K-Dikha   Quiz-O-Mania

LAN Gaming Events

- **Counter-Strike** is the most famous and frequently played game in electronic sports in first-person shooter (FPS) category. Teams compete for proving themselves as "The Best". The tournament followed by knockout format, in which two teams from all registered teams will compete at a time and the winner progresses on the path of Glory...!

- **Need for Speed Most Wanted** is one of the most sensational games released by EA. To win the race player had to outsmart its rival. In multiplayer mode, up to 4 players could participate in online or LAN multiplayer.

- **Retro games** are the games which are 1st or 2nd Generation Computer games. Through these games people can relives their memories and enjoy those games which they were played in their Childhood.

Total register participants of Events

Sr No.	Events Name	count (group members)
1	Maze Hunter	100
2	Death Race	120
3	Auto-Psy	188
4	Junkyard Wars	329
5	Techno-Quiz	100
6	Solarizer	98
7	The Circuit Challenger	123
8	Laser War Zone 4E	240
9	Electro Maze-o-Mania	120
10	Code Mania	120
11	Dexter	160
12	WebStorm	150
13	Master's App	63
14	Hardware Hunters	120
15	What the Hack!!!	60
16	Math-O-Club	80
17	Grab your Clue	120
18	Math Cobra	100
19	Colrefs	342
20	Traffica	226
21	Break-up Bridge	155
22	Ad-Mad Show	88
23	Quiz-O-Mania	110
24	Bech-K-Dikha	90
25	Counter Strike	85
26	Need for Speed (NFS)	100
27	Retro Games	41
Total		**3628**

Valedictory Function and Prize Distribution

The second day of the TechXtreme-2020 arose with much heightened spirit of the winning events. To conclude the event, valedictory ceremony was organized. It was an occasion to honour the achievers of various challenging, innovative and skills oriented events. The seminar hall was packed with participants eagerly awaiting results of competition. It was graced with the presence of Shree Ghanshyambhai Thakkar-Trustee, Shree Harshadbhai Thakkar-Trustee and Dr H N Shah-Director. To appreciate and encourage the students, the total prize of 2,00,000/- was given to motivate the winners.

Prize Distribution

Team TechXtereme 2020

"A leader is someone who creates an event and the team members essentially bring life into it" No event can shape without a hardworking leader. It was the dedication and enthusiasm of the conveners Prof. Mitul Maniar, Prof. Purv Mistry, Prof. Prakash Patel, Prof. Jatin Patel, and Prof. Dhaval Panchal, who have successfully coordinated the whole event under the patronage of Dr H N Shah, Director. Above and beyond, let's not forget the backbone of this grand fest –Faculty coordinators, Student branch co-ordinators, event co-ordinators, volunteers, web development team, Resource team, campaigning team, photography team, hospitality team, Sumit (Student co-ordinator), Joy (Cultural Co-ordinator), Ami (Ladies representative), and who went an extra mile

and worked their tail off and made this dream a reality. Mr. Dhaval Shah and his admin team supported in a congratulating way. It has been rightly said by Henry Ford that "If everyone is moving forward together then success takes care of itself".

Press Coverage Clippings

GIT ટેકફેસ્ટમાં 60થી વધુ કોલેજના 3,000થી વધુ વિદ્યાર્થીઓએ ભાગ લીધો

ગાંધીનગર | ગાંધીનગર ઇન્સ્ટિટ્યુટ ઓફ ટેક્નોલૉજી ખાતે બે દિવસીય નેશનલ લેવલ નો ટેકફેસ્ટ 'TechXtreme 2020' શરૂ થયો છે જેમાં 60થી વધુ કોલેજના 3,000થી વધુ વિદ્યાર્થીઓએ ભાગ લીધો છે. જેમાં ટેકનિકલ અને નોન ટેકનિકલ એવી 32 જેટલી ઇવેન્ટ યોજવામાં આવી હતી. તેમાં પણ ખાસ કરીને રોબોટેક, લેઝર વોર, કોડ મેનિયા, એડ મેડ શો, બ્રેકઅપ ક્વિઝ, ટેક્નો-ક્વિઝ, ડેથ રેસ, મેઘ કોઠા, ટેક્નો-ક્વિઝ વગેરે સ્પર્ધા મહત્વની રહી હતી. તેમાં પણ ખાસ કરીને લેઝર વોરમાં સામ સામેની ટીમો એ એરગન સાથે એક બીજા પર લેઝર ફ્લેશ કરી પોઇન્ટ મેળવ્યા હતા. આ ઇવેન્ટના ઉદ્ઘાટન પ્રસંગે મલ્ટી ગેસ કંપનીના સ્થાપક ડૉ. ડીવી પટેલ તેમજ જી.આઇ.ટી. ના ડિરેક્ટર ....

Divya Bhaskar, Gandhinagar – Thursday, 20/02/2020

GITમાં આજે ટેકફેસ્ટ, 3 હજાર સ્ટુડન્ટ ભાગ લેશે

ગાંધીનગર ઇન્સ્ટિટ્યુટ ઓફ ટેક્નોલૉજી ખાતે બે દિવસીય નેશનલ લેવલ નો ટેકફેસ્ટ 'TechXtreme 2020' આજથી શરૂ થશે જેમાં 60થી વધારે કોલેજના 3,000 જેટલા વિદ્યાર્થીઓએ ભાગ લેશે. આ ટેકફેસ્ટમાં ડિગ્રી એન્જિનિયરિંગ અને એમબીએની વિવિધ બ્રાન્ચના વિદ્યાર્થીઓ માટે ટેક્નિકલ સ્કિલ અને ટેલેન્ટને બતાવતી 30થી વધુ ઇવેન્ટ થશે.

Divya Bhaskar – Wednesday, 19/02/2020

GIT ટેકફેસ્ટમાં 60થી વધુ કોલેજના 3000થી વધુ સ્ટુડન્ટ્સે ભાગ લીધો

32 જેટલી ટેકનિકલ અને નોન ટેકનિકલ ઈવેન્ટ યોજાઈ

GIT TECH FEST
સિટી રિપોર્ટર . અમદાવાદ

ગાંધીનગર ઇન્સ્ટિટ્યુટ ઓફ ટેક્નોલોજી ખાતે બે દિવસીય નેશનલ લેવલ નો ટેકફેસ્ટ 'TechXtreme 2020' રાડ થયો છે જેમાં 60થી વધુ કોલેજના 3,000થી વધુ વિદ્યાર્થીઓએ ભાગ લીધો છે. જેમાં ટેકનિકલ અને નોન ટેકનિકલ એવી 32 જેટલી ઈવેન્ટ યોજવામાં આવી હતી. તેમાં પણ ખાસ કરીને રોબોટેક, લેઝર વોર, કોડ મેનિયા, એડ મેડ શો, બેકઅપ બ્રિજ, ટેક્નો-ક્વિઝ, રેથ રેસ, મેથ્સ કોબ્રા, ટેક્નો-ક્વિઝ વગેરે સ્પર્ધા મહત્વની રહી હતી. તેમાં પણ ખાસ કરીને લેઝર વોરમાં સામ સામેની ટીમો એ એરગન સાથે એક બીજા પર લેઝર ફ્લેશ કરી પોઇન્ટ મેળવ્યા હતા. આ ઈવેન્ટના ઉદ્ઘાટન પ્રસંગે મળ્ટી ગેસ કંપનીના સ્થાપક ઘો. શીવી પટેલ તેમજ જી.આઇ.ટી.ના ડિરેક્ટર એચ. એન.

Divya Bhaskar, Ahmedabad – Thursday, 20/02/2020

ટેકફેસ્ટમાં રોબોટિક્સ ઈવેન્ટ્સ રહી એટ્રેક્શનનું કેન્દ્ર

GITનાં ટેકફેસ્ટમાં 60થી વધારે કોલેજનાં સ્ટુડન્ટ્સે પાર્ટિસિપેટ કર્યું

ગાંધીનગર ઇન્સ્ટિટ્યૂટ ઓફ ટેક્નોલોજી ખાતે બે દિવસીય નેશનલ લેવલનો ટેકફેસ્ટ TechXtreme-૨૦૨૦નું આયોજન કરવામાં આવ્યું. જેમાં 60થી વધારે કોલેજનાં 3,000થી વધારે સ્ટુડન્ટ્સે પાર્ટિસિપેટ કર્યું હતું. આ ટેકફેસ્ટમાં ડિગ્રી એન્જિનિયરિંગ અને એમબીએની વિવિધ બ્રાન્ચનાં સ્ટુડન્ટ્સ માટે ટેક્નિકલ સ્કિલ અને ટેલેન્ટની 30થી વધુ ઈવેન્ટ્સ યોજવામાં આવી છે. રોબોટિક્સ, મિકેનિકલ, સિવિલ, મેથેમેટિક્સ, CE/IT, ઈલેક્ટ્રિકલ, ઈ.સી., એમ.બી.એ., લેન ગેમિંગ જેવી કેટેગરીની વિવિધ ઈવેન્ટ્સમાં મેઝ હન્ટ, જન્કયાર્ડ વોર, ઓટોપ્સી, કોલરેક્સ, બેકઅપ બ્રિજ, જેબ ચોર ક્લૂ, મેથ ઓ ક્લબ, મેથ કોબા, કોડ મેનિયા, ડેક્સ્ટર, વેબસ્ટોર્મ, માસ્ટર એપ, હાર્ડવેર હન્ટ, વ્હોટ ધ હેક, ધ સર્કિટ ચેલેન્જર્સ, સોલર સ્પ્લેશ, લેસર વોર ઝોન, ઈલેક્ટ્રો મેઝ ઓ મેનિયા, એડમેડ શો, ક્વિઝ ઓ મેનિયા, બેચ કે દિખા, કાઉન્ટરસ્ટ્રાઈક અને રેટ્રી ગેમ્સ જેવી વિવિધ ઈવેન્ટ્સ યોજવામાં આવી છે.

બે દિવસીય નેશનલ લેવલનો ટેકફેસ્ટ TechXtreme-૨૦૨૦માં ટેક્નિકલ સ્કલ અને ટેલેન્ટની 30થી વધારે ઈવેન્ટ્સ યોજવામાં આવી

Sandesh – Thursday, 20/02/2020