

# A Report on TechXtreme 2K24: A GU's Signature

## Technical Event on

### 5<sup>th</sup> April 2024



**GANDHINAGAR UNIVERSITY**  
PRESENTS

# TechXtreme

on 5<sup>th</sup> April 2k24

**Prize Money Upto 2Lacs**  
An inter college Tech Fest competition

**Engineering**  
Verilog Hackathon  
Arduino Hackathon  
Mystic6174 CTF  
Code Marathon  
App Mania  
Data Quest  
Prompt Engineering

**Management**  
Sales Warrior

**Civil**  
Urban Futurism

**Pharmacy**  
Make Your Own Recipe  
Identify the Drug  
Pharmaprenuer

**Science**  
Chemical Reaction  
Poster Competition  
NatureTech Ideathon

**Robotics**  
Drone Wars  
Maze Explorer  
Robowars

**FunZone**  
General Quiz  
CobraMath  
Clue Quest  
CS 1.6  
Need for Speed  
Console Gaming  
BGMI  
Paintball

For **Registration** [tx@gandhinagaruni.ac.in](mailto:tx@gandhinagaruni.ac.in) | 7069069480 | [gu-fest.tech](http://gu-fest.tech)

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The TechXtreme 2K24 (TX-24) is the signature technical event of the Gandhinagar University (GU) which was held on 5<sup>th</sup> April 2024 at GU campus. The University organized the various technical events in coordination and supports of GU's constituent institutes under the domain of Engineering, Management and Commerce, Science, Pharmacy, Computer Science and Applications, and Liberal Studies. TX-24 is a celebration of innovation, creativity, and the boundless possibilities of technology where participants a seasoned tech enthusiast and just dipping their toes into the vast ocean of technical knowledge.

An inaugural function was held at Seminar Hall (A105) at GU campus on Friday, 10:00 AM. The students registered their participation through online platform and physically verified their details on the same day at registration desk in the morning 9:00 AM to 10:00 AM. Total number of 730 heads physically registered as part of the team members for 25 various technical events including 6 technical fun games at help desk and registration counter on the TX-24 day. More than 150 student volunteers of GU worked for the TX-24 under the guidance of the GU faculty members to make the grand success.

The anchor Ms. Vaishvi Pathak and Mr. Parth Panchal, students of the GILS, welcomed the Hon'ble VC - Dr. Kamallesh V.N., Dy. Registrar, Deans, HOIs/HODs, GU staff members and participants. The inaugural started with GU video and Lamp lighting and goddess Saraswati prayer. Dr. Rajan Patel, TX-24 coordinator felicitated the Hon'ble VC - Dr. Kamallesh V. N. Vice Chancellor then addressed the participants. He congratulated to all the participants and motivated them about the learning with joy in the technical events as well as narrated the importance of participation in such technical events during the student life. A technical event sub core committee head Mr. Anish Karnik, student of the GIT addressed and enlighten about the TX-24 technical signature event. After that "Guess the TX event" was coordinated by the anchors for audience to make it more live and educate about the events before the actual event participation. In this small event Viz. "Guess the TX Event" to display a picture/gif/doodle in front of the participants and they were supposed to identify the event with its given technical event name of the TX-24. Then TX-24 was announced open by Hon'ble VC. The anchor announced to follow the event locations as per the given details and all the participants were escorted by the student coordinators for the event location.



L to R: Dr. Rajan Patel (Coordinator), Dr. Gaurav Bhimawat (Registrar (E)), Dr. Milan Shah (Dean, Management), and Dr. Kamallesh VN (Hon'ble VC).



Anchor Ms. Vaishvi Pathak and Mr. Parth Panchal



Lamp lighting and Prayer



Dr. Rajan Patel, TX-24 coordinator felicitated the Hon'ble  
VC - Dr. Kamalesh V.N.



Mr. Anish Kamik (6<sup>th</sup> CE GIT)



Audience during the inauguration

The technical events of TX-24 started 10:40 AM to 4:00 PM as per schedule. Following is the event wise details of the TX-24.

#### **EC/EE Events (EC and EE Engg.):**

- *Verilog Hackathon:* Participants were given problem statements which they were to solve using online verilog tools available like jdoodle, eda playground.
- *Arduino Hackathon:* Participants were given a problem statement and arduino board along with components and they came up with a solution for the same.



#### **CE/IT/GICSA Events (Computer Science and Engg.):**

- *Mystic6174:* Mystic6174 was a unique game to encourage learning for techies of gen Z. Mystic6174 was this season's cyber security expert, in this game all the players delve into a realm where every level of this game was a challenge of web exploitation, binary exploitation, cyber security, cryptography, forensics and general skills. This game encouraged players to level up with security knowledge, players decipher clues, navigate virtual landscapes, and overcome encrypted puzzles to forward into the storyline.
- *Code Marathon:* A Coding based event: Code Marathon was an exciting event where programming enthusiasts collaborate, innovate, and solve challenges in a friendly and competitive environment.
- *App Mania:* Participants presented their idea in front of judges, and develop prototype for the same. Application judged on the basis of creativity, innovativeness, user friendliness and the way they propose their idea.
- *Data Quest:* Participants had to analyse datasets, derive insights, and build predictive models to solve real-world problems using machine learning algorithms and statistical techniques.
- *Prompt Engineering:* Participants were provided with an image or an idea and they were to use AI image generators to generate an image as close to as possible as to the reference image or idea.



### **Mechanical Engg. Events:**

- *Drone Wars:* Designed and made a wireless remote controlled flying platform to complete obstacle course without crash in minimum time.
- *Robowars:* IT was a platform to show your warrior attitude. This is not war of evil and God, but for the great techno-minds, who design the Robots. With the increasing popularity of Robotic Combat sports such as Rob wars and Battle of Bots, many students think about building a fighting robot of their own.
- *Maze Explorer:* With the help of robot participant has to solve the puzzle track and complete the given task in the maze.



### **Civil Engg. Events:**

- **Urban Fututism:** Smart cities are urban areas that utilise technology and data to improve the quality of life for residents, enhance sustainability, and optimise resource management. They integrate various technologies, such as Internet of Things (IoT), artificial intelligence (AI), big data analytics, and renewable energy systems, to create more efficient and connected urban environments. Urban planning plays a crucial role in the development of smart cities. It involved designing and organising urban spaces to accommodate the needs of the population while considering factors like infrastructure, transportation, housing, public services, and environmental sustainability. In the context of smart cities, urban planning focuses on leveraging technology and data-driven insights to improve city operations and enhance the overall urban experience.

### **GIM/GIC Events (Commerce and Management):**

- *Sales Warrior:* An event to test skill of selling by futuristic ads and marketing skills.



### **GIP Events (Pharmacy):**

- *Make Your Own Recipe:* Students had to prepare and submit 1-2 best formulation based on list of excipients given.
- *Identify the Drug:* A Pharma Riddle to solve the prescription.
- *Pharmaprenuer:* Student represented their idea/innovation/product with some



creativity.

### **GIS Events (Science):**

- *Chemical Reaction:* The chemical reaction involved to produce instant ice in the beaker. Ice can also be made in a laboratory by using a process called recrystallization. This

involves dissolving a solid in a solvent, allowing the solution to cool, and then allowing the molecules to slowly recrystallize

### **GILS Events (Liberal Studies):**

- *Poster competition: EcoPoster Challenge:* The poster-making competition that seek to celebrate the exquisite beauty of nature and underscore its capacity to inspire sustainable innovation. Participants crafted visually striking posters that served as a wellspring of inspiration for technological advancements. The competition themes were disclosed 3-4 days prior to the event, offering participant’s ample time for preparation and creativity.
- *NatureTech Ideathon:* The Nature Tech Ideathon was a dynamic and collaborative event that invites participants to explore the intersection of nature and technology to develop innovative solutions to environmental challenges. This event was designed to inspire creativity, foster interdisciplinary collaboration, and drive meaningful impact in sustainability. It fostered new opportunities for participants to leverage the principles of biomimicry and design thinking to address pressing environmental issues.

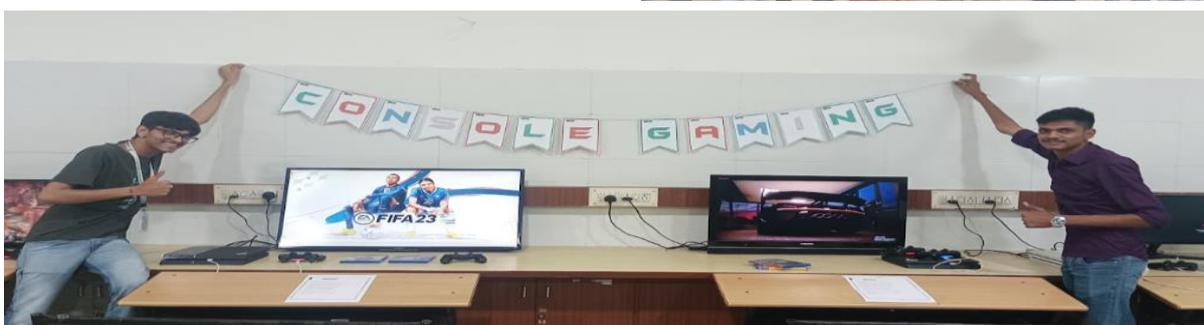
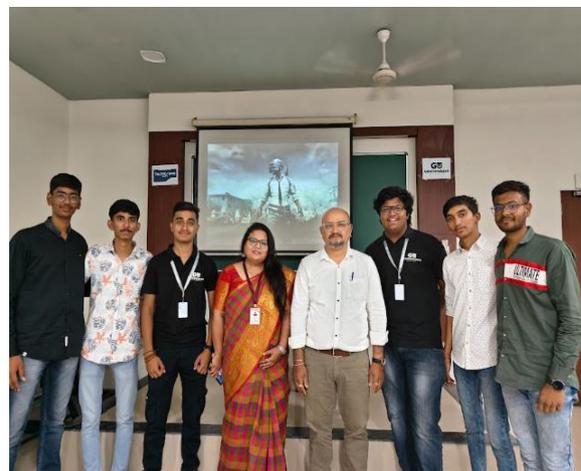
### **Fun Zone:**

- *General Quiz:* A quiz referred to a short test of knowledge, typically around 10 questions in length, with question formats often including multiple choice, fill in the blanks, true or false and short answer. Number of rounds depended upon number of participants.
- *CobraMath:* Cobra Math was an event based on the game called snake & ladder. In this event the participant act as a piece (kukri) and have to move accordingly. The volunteer asked the questions to the participant on the specific situations in the game.
- *Clue Quest:* Clue Quest was a type of treasure hunt based on mathematics. This was a group event and it is compulsory for every group to consist of 3 members. Participants had to pass through a series of tests and trials to be in the event. It includes Vedic math, logical reasoning and various types of puzzles and riddles.



## LAN Gaming Events:

- *CS 1.6:* Counter-Strike was a series of multiplayer first-person shooter (FPS) video games, in which teams of terrorists and counter-terrorists battle to, respectively, perpetrate an act of terror (bombing, hostage-taking) and prevent (bomb defusal, hostage rescue) it. It was 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 compete at a time and the winner progresses on the path of Glory...! In the end only one team survive and claim the title of winners.
- *Need for Speed:* Need for Speed was also one of the most wanted games, where the player selects one car and races against a time limit or other racers to reach a destination. Police chases have once again been integrated into certain racing sessions, in which the police employ vehicles and tactics to stop the player’s car and arrest the player. As players take control of faster cars and increasingly rely on nitrous, the oxide meter refills automatically for the first time. Driving sequences become fast-paced and intense like the Burnout series.
- *Console Gaming:* Games to be played on Playstation4 consoles. FIFA, GranTourismo, Mortal Combat were the main attractions in the same arena.
- *BGMI:* An Esports gaming tournament in which top tier teams (consisting 4 players each) from around the country showcase intense battle & strategy gameplay to come out on top.



## Valedictory

In valedictory ceremony, Hon'ble Vice President, Ms. Vinita Rohera addressed to all participants and winners. She also invited all the participants for the Cultural event of the university: Jazba-24 and Live concert of Salim Suliaman on 6<sup>th</sup> April 2024. She also discussed about GU's visions and culture of the University. The highlight of the Valedictory was the live positive feedback given by all the outside participants. GU also focuses on the student's 360 degree development including curriculum, co-curriculum and cultural activities. The 1<sup>st</sup> winner and 2<sup>nd</sup> runner-up were felicitated by Certificates along with the letter of the IEEE blended learning course access. The winners and runner-up of the all events felicitated by Hon'ble President Shri. Haresh Rohera, Hon'ble Vice President Ms. Vinita Rohera, Hon'ble VC Dr. Kamalesh VN, Deans and HOI.



Vice President Ms. Vinita Rohera and Audience during the valedictory





Certificate distribution during the valedictory



Live Feedback by Participants during valedictory



Audience during the Valedictory

Dr. Rajan Patel, TX-24 Coordinator is thankful to all the event faculty coordinators and students who were the backbone of the TX-24 for the successful execution of the TX-24. He is

also thankful to all the committee members and volunteers. A special thanks to the management and Hon'ble VC for their support and guidance.

**Cityભાસ્કર**

**CITY ACTIVITY**

અમદાવાદ, શનિવાર, 6 એપ્રિલ 2024. 02

## 25થી વધુ ટેકનિકલ કોમ્પિટિશનમાં 700થી વધુ સ્ટુડન્ટ્સ જોડાયાં



અમદાવાદ : ગાંધીનગર યુનિવર્સિટી દ્વારા વિદ્યાર્થીઓ માટે ટેકફેસ્ટ જઝબાનું આયોજન કરવામાં આવ્યું હતું. જેમાં 25થી વધારે વિવિધ ટેકનિકલ ઇવેન્ટમાં 700થી વધુ વિદ્યાર્થીઓ જોડાયા હતાં. આ ટેકફેસ્ટમાં યુનિવર્સિટીના દરેક પ્રવાહના વિદ્યાર્થીઓ જોડાયા હતા.

જેમના માટે રોબો વોર, ડ્રોન વોર, મેજરનર, કોબ્રા મેક્સ, પોસ્ટર મેકિંગ, ફાર્માપ્રિન્યોર, કિવજ, ડેટા ક્વેસ્ટ, એપ મેનિયા, આર્ડિનો હેકાથોન જેવી વિવિધ કોમ્પિટિશનનું આયોજન કરવામાં આવ્યું હતું. જેમાં વિનર એનાઉન્સ કરાયેલા વિદ્યાર્થીઓને એવોર્ડ એનાયત કરાયો હતો. ગાંધીનગર યુનિવર્સિટીના જઝબા ટેકફેસ્ટ અંતર્ગત આજે સાંજે મ્યુઝિક કોન્સર્ટ યોજાશે. જેમાં બોલીવૂડ મ્યુઝિક ડિરેક્ટર સલિમ-સુલેમાન લાઈવ પરફોર્મ કરશે.



Media coverage