



Sarvajanik Education Society
Sarvajanik College of Engineering & Technology
Towards progressive civilization...



DEPARTMENT OF COMPUTER ENGINEERING

REPORT ON



(18th - 19th September 2026)

ORGANIZED BY
COMPUTER ENGINEERING DEPARTMENT

Under
State Level Students' Tech-Fest



UPDATES 2K26



Within the vibrant campus of SCET exists a world brimming with youthful energy, immense talent, and boundless imagination all waiting for the right platform to express creativity and innovation. To nurture these bright minds and keep their enthusiasm alive, the Computer Engineering Department of SCET organized a State Level Tech-Fest, **UPDATES 2K26**, under KSHITIJ. For the past two decades, this event has been a catalyst for transforming society through remarkable achievements in technological research and development.

From the initial planning stages to final execution, UPDATES served as a bridge between students and faculty, cultivating teamwork, sportsmanship, leadership, and creativity among everyone involved. The event turned out to be a grand success, attracting over 2,011 registrations. Featuring 12 diverse events across technical and non-

technical categories, it received an enthusiastic response from students across Gujarat. On-the-spot registrations, sponsorships, and the unwavering support of the Computer Engineering Department played a vital role in amplifying participation and ensuring the event's success.

The technical events, AI Prompt, Bug Hunt, Code Slayer, Tech Debate, Tech Ladder, Treasure Hunt, and Web Escape were designed to assess participants' technical proficiency as well as their approach and innovative thinking. These events further enabled students to enhance their data interpretation, analytical reasoning, and problem-solving abilities through the application of advanced tools and methodologies. AI Prompt led the pack with 264 registrations, followed by Treasure Hunt, Tech Ladder , Web Escape , Bug Hunt , Code Slayer , and Tech Debate together reflecting strong student interest in both AI-driven and core technical formats.

Non-technical events such as Meme Fest, Free Fire, Stock X Stake, Decode & Dash, and Red & White drew participation from students across various disciplines and were met with remarkable enthusiasm, contributing significantly to the event's overall success. Meme Fest and Free Fire topped the charts, with Stock X Stake , Decode & Dash , and Red & White rounding out a vibrant mix of creative and recreational challenges. With its wide array of activities, UPDATES 2K26 emerged as an inclusive and vibrant platform that encouraged students to explore both their creative expression and technical acumen.

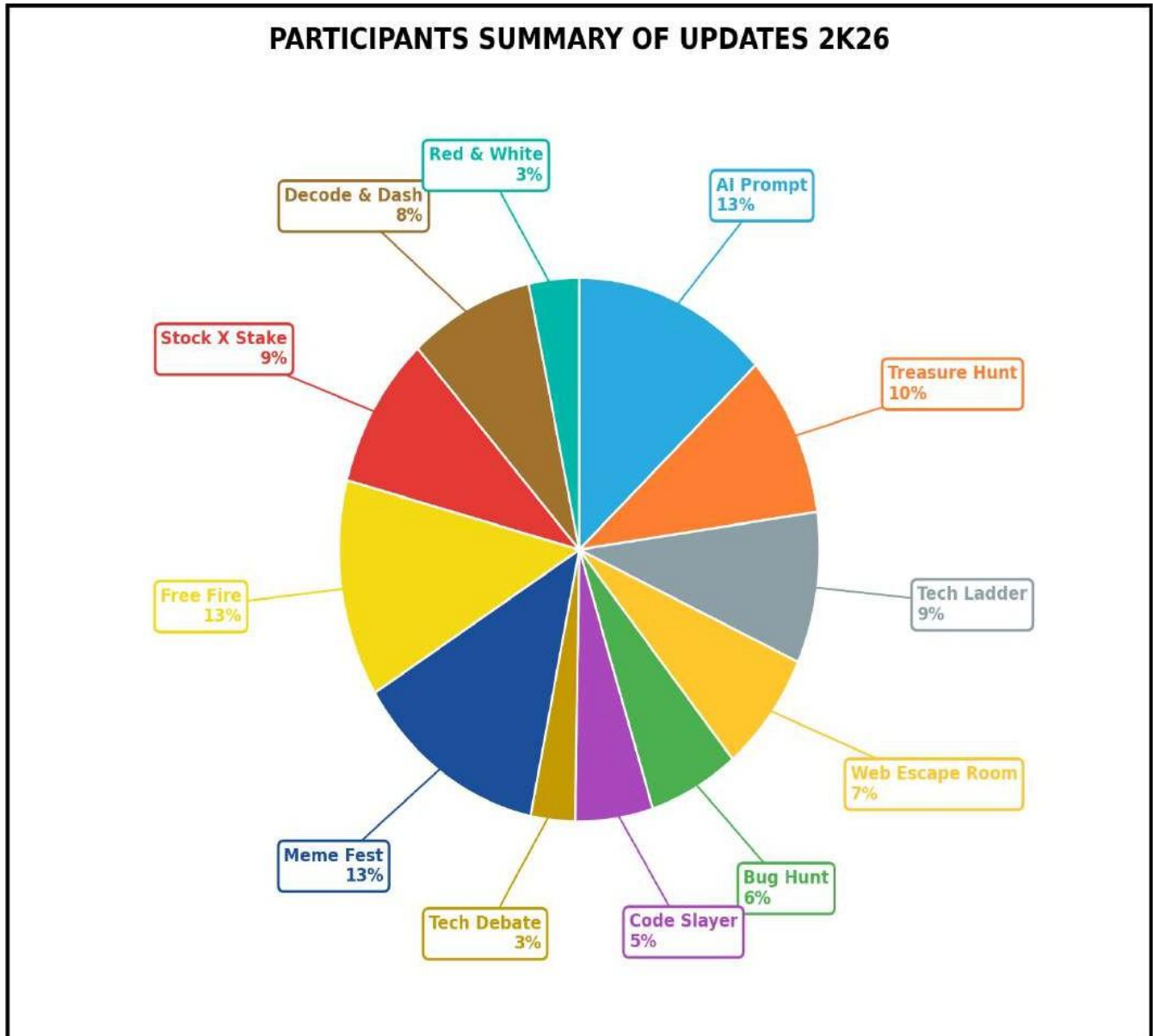
The remarkable success of the event can be credited to the unwavering dedication, guidance, and collaborative efforts of both students and faculty coordinators. Centered around the theme "AR & VR," UPDATES 2K26 served as a powerful source of inspiration and technological exploration, continuing its legacy as the most anticipated event of the Computer Engineering Department since its inception in 2002.

SCHEDULE

UPDATES 2K26																		
FRIDAY 18/09/2026	08:30A.M. - 09:30A.M.		09:30A.M. - 10:30A.M.		10:30A.M. - 11:30A.M.		11:30A.M. - 12:00P.M.		12:00P.M. - 01:00P.M.		01:00P.M. - 01:30P.M.		01:30P.M. - 02:30P.M.		02:30P.M. - 03:30P.M.		03:30P.M. - 04:30P.M.	
	Inauguration	Tech Debate (E104)		Stock X Stake (Round 1) (C202, 203, 204)				Web Escape (C202, 203)		LUNCH	Decode and Dash (Round 1) (C203, 204)				Free Fire (C203)			
		Code Slayer CO PHASE 1 & 2)				Red and White (CO Phase 3)					AI Prompt (CO Phase 1&2)	Meme Fest (Round 1) (C201,202)						
				Tech Ladder (Round 1) (Phase 2 & 3)														
SATURDAY 19/09/2026	08:30A.M. - 09:00A.M.		09:00A.M. - 10:00A.M.		10:00A.M. - 11:00A.M.		11:00A.M. - 12:00P.M.		12:00P.M. - 01:00P.M.		01:00P.M. - 02:00P.M.		02:00P.M. - 04:00P.M.					
		DECODE & DASH ROUND (2) (C-203, 204)		Treasure Hunt (CO Phase 1 & 2)				Stock X Stake (Round 2) (C204)		BREAK	VALEDICTORY CEREMONY NJ SEMINAR HALL							
		Meme Fest (Round 2) (C201, 202)				Bug hunt (CO Phase 1 & 2)												
				Tech Ladder (Round 2) (Co Phase 4)														

PARTICIPATION STATISTICS

Following are the statistics of participation in UPDATES 2K26- technical and non technical events :



INAUGURATION CEREMONY

The inauguration ceremony of UPDATES 2K26, the State Level Tech-Fest of the ComputerEngineering Department, was held on 18th September 2026. It began on a traditional and auspicious note that embodied the spirit of knowledge, innovation, and growth. The proceedings opened with the ceremonial lighting of the lamp, symbolizing the triumph of light over darkness and the lifelong pursuit of wisdom. This was followed by a soulful rendition of the Ganesh Vandana, seeking the blessings of Lord Ganesha for a smooth and successful event. Distinguished dignitaries, faculty members, and student coordinators graced the occasion with their presence. They were warmly welcomed by the PR team, Varada and Astha, whose gracious hospitality set a welcoming and respectful tone for the entire ceremony.

With the traditional proceedings concluded, the atmosphere was charged with excitement as colorful balloons were released into the air to mark the official launch of UPDATES 2K26. The balloons symbolized innovation, growth, and limitless possibilities, and they filled the audience with energy, joy, and anticipation. Thus, UPDATES 2K26 was officially inaugurated, opening the doors to two days of knowledge sharing, healthy competition, and technological innovation.



TREASURE HUNT



The poster features a dark, atmospheric background with glowing green beams of light and ancient ruins. A dashed white line forms a path leading from the top right towards the bottom left. In the center, there is a circular logo with a profile of a person wearing a VR headset, surrounded by the text 'UPDATES 2K26'. Above this logo, the word 'PRESENTS' is written in white. Below the logo, the words 'TREASURE HUNT' are written in large, glowing yellow letters. At the bottom, the text 'REGISTER NOW' is written in bold white letters, with a red plus sign to its left. To the right of 'REGISTER NOW' is a QR code. At the bottom, the names of the faculty and student coordinators are listed. The background also includes logos for Sarvajani University and Sarvajani Education Society.

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UPDATES
2K26

TREASURE
HUNT

**REGISTER
NOW**

FACULTY COORDINATORS
PROF. JAYDEEP GHEEWALA
PROF. (DR.) VANDANA JOSHI

STUDENT COORDINATORS
KHUSHI PATEL
PERIN DUMASIA

UPDATES2K26

Treasure Hunt was a unique and interactive virtual treasure-hunting event designed to test participants' observation skills, logical thinking, problem-solving abilities, and technical knowledge. Participants explored a 3D virtual campus, searching carefully for hidden clues and for a specific object called **Core-X**. Once the required elements were discovered, they had to solve technical quiz questions, and only by answering these correctly could they unlock the next level. The event consisted of 10 levels, and each one presented a fresh clue, an element hunting task, and a new tech challenge. Participants had to complete every level sequentially to move forward and ultimately finish the entire mission. The event was conducted within a 2-hour time limit, which encouraged participants to balance speed, accuracy, exploration, and problem-solving. Wrong answers or penalties could affect the final completion time, so every decision had to be made with care. Participants also had to observe their surroundings closely and distinguish between useful elements and decoys placed to mislead them. Each successfully solved challenge unlocked the next stage of the hunt. This progressive level structure maintained excitement throughout and motivated participants to complete the mission within the given time. The event offered an engaging combination of virtual exploration, clue discovery, element hunting, and puzzle solving.

The key highlight of Treasure Hunt was its **10-level virtual gameplay**, in which participants continuously explored the environment, discovered clues, hunted elements, solved challenges, and unlocked each subsequent level until the final mission was complete. Overall, the event created an immersive experience in which participants applied their logical reasoning, observation, technical skills, and problem-solving abilities in a virtual environment.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Vraj Gaywala	Artificial Intelligence & Data Science
2nd	Suhani Naik	Computer Engineering
3rd	Atharv Kikani	Information Technology

BUG HUNT

The poster has a dark, textured background with green and black mottled patterns. It features several logos at the top: Sarvajani University on the left, Sarvajani Education Society on the right, and a central logo with the word 'क्षितिज' (Kshiti) in red and orange. Below these is the text 'PRESENTS' and a stylized illustration of a person wearing VR goggles with the text 'UPDATES 2K26'. The main title 'BUG HUNT' is in large, glowing green letters, with a magnifying glass focusing on the word 'BUG'. The background is decorated with various insects like beetles and spiders, and a zombie-like figure is visible at the bottom left.

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Kshiti

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BUG HUNT

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FACULTY COORDINATORS
PROF. (DR.) DHATRI PANDYA
PROF. AMISHA SAKARIYA

STUDENT COORDINATORS
PALAK PRAJAPATI
DHYANA PATEL

UPDATES2K26

In a refreshing blend of logic and language, **Bug Hunt** emerged as a unique debugging-and-puzzle-solving event designed to test participants' programming skills, logical thinking, and problem-solving abilities. Participants had the freedom to choose their preferred programming language either C or Python and were tasked with identifying and resolving 25 intentionally embedded programming errors, making the event as much a mental puzzle as a coding challenge.

The competition ran within a 45-minute time limit, with each participant permitted a maximum of 15 wrong attempts. For every error successfully debugged, a puzzle piece was unlocked of the 25 total pieces on offer, 16 were genuine pieces needed to complete a 4×4 puzzle, while the remaining 9 were cleverly placed decoys designed to test accuracy and sharpen decision-making under pressure.

Throughout the event, participants remained deeply engaged, applying their programming knowledge and logical reasoning to hunt down errors while strategically piecing together the puzzle. This fusion of coding and puzzle-solving pushed participants to balance speed with precision, offering a hands-on opportunity to sharpen their debugging instincts in a format that was as enjoyable as it was demanding.

The defining highlight of Bug Hunt was this seamless **integration of technical debugging** with an interactive puzzle mechanism. Evaluation was based primarily on puzzle completion percentage, with completion time serving as the tiebreaker - placing equal emphasis on accuracy, time management, and technical proficiency, and delivering a genuinely competitive experience for every participant.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Krish Patel	Computer Engineering
2nd	Dhruv Patel	Computer Engineering
3rd	Varun Parekh	Computer Engineering

CODE SLAYER



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DEPARTMENT OF COMPUTER ENGINEERING



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CODE SLAYER

FACULTY COORDINATOR

PROF. (DR.) VASUNDHARA UCHHULA

PROF. URMIL DESAI

STUDENT COORDINATOR

KIRTAN JOLIYA

RUDRA BHUVA

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Code Slayer emerged as an exciting and memorable coding event, offering participants an engaging platform to test their programming skills through a series of challenging coding puzzles. Beyond the coding challenges themselves, the event served as a valuable platform for skill development, fostering teamwork, communication, event management, problem-solving, and coordination among the organizing team. Participants engaged enthusiastically with the coding challenges throughout, contributing to a lively and rewarding experience for everyone involved.

Overall, Code Slayer stood out as a perfect blend of learning, creativity, teamwork, and fun, delivering a memorable and enriching experience for participants and organizers alike.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Jay Variya	Computer Engineering
2nd	Dhrumil Gabani	Computer Engineering
3rd	Tirth Shah	Computer Engineering

TECH DEBATE



The poster is for a 'Tech Debate 2K26' event. It features a dark blue background with glowing yellow and blue lines. At the top, logos for Sarvajani University and Sarvajani Education Society are on the left and right. The center text reads 'SARVAJANIK UNIVERSITY Sarvajani College of Engineering and Technology DEPARTMENT OF COMPUTER ENGINEERING'. Below this is a logo with a person wearing VR goggles and the text 'UPDATES 2K26'. To the left of the center is a 'PRO CON' speech bubble, and to the right is a 'THINK DISCUSS SOLVE' speech bubble. The main title 'TECH DEBATE' is in a large, glowing yellow speech bubble. Below the title are two podiums with microphones. At the bottom left, the faculty and student coordinators are listed. At the bottom right, there is a QR code and an Instagram handle.

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DEPARTMENT OF COMPUTER ENGINEERING

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PRESENTS

PRO CON

THINK DISCUSS SOLVE

UPDATES 2K26

TECH DEBATE

FACULTY COORDINATOR
PROF. (DR.) KEYUR RANA
PROF. (DR.) DIPALI KASAT

STUDENT COORDINATOR
POOJA MARU
AAYUSHI CHODVADIYA

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Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Jay Variya Jit Prajapati	Computer Engineering Computer Engineering

WEB ESCAPE



The poster features a dark blue background with a glowing digital network pattern. At the top left is the Sarvajani University logo, and at the top right is the Sarvajani Education Society logo. The text 'SARVAJANIK UNIVERSITY' is centered at the top, followed by 'SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY' and 'DEPARTMENT OF COMPUTER ENGINEERING'. Below this, the word 'श्रुति' (Shruti) is written in a stylized font, followed by 'PRESENTS'. In the center, there is a graphic of a person wearing VR goggles, with the text 'UPDATES 2K26' below it. To the right of this graphic is a white spider icon. The main title 'WEB ESCAPE' is written in large, bold, white letters. Below the title, the text 'FACULTY COORDINATOR' is followed by 'PROF. JAYDEEP BARAD' and 'PROF. BHAVESH PATEL'. To the right of this, the text 'REGISTER HERE!' is displayed. Below the faculty coordinators, the text 'STUDENT COORDINATOR' is followed by 'DENISH BAREVADIYA' and 'PRIYANSH PATEL'. At the bottom center, there is an Instagram icon followed by the text 'UPDATES2K26'. A QR code is located on the right side of the poster, below the 'REGISTER HERE!' text.

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WEB ESCAPE

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FACULTY COORDINATOR
PROF. JAYDEEP BARAD
PROF. BHAVESH PATEL

STUDENT COORDINATOR
DENISH BAREVADIYA
PRIYANSH PATEL

UPDATES2K26

In the digital shadows of the college's tech-fest, the event "**WEB ESCAPE**" unfolded as a thrilling test of logic, speed, and technical instinct, drawing participants into a race against the clock. Designed as an immersive escape-room experience within the digital realm, the event challenged players to think on their feet while navigating a web of interconnected puzzles.

The mission unfolds across five progressive stages Message Decode, Network/Port Configuration, Logic Matrix, File System & Source Code Extraction, and Terminal Lockdown each demanding a distinct blend of technical knowledge and problem-solving agility. Participants are given a window of 20 minutes to break through every stage, with the clock starting the moment the coordinator releases the game. Every participant begins the challenge with 100 points, and the mission tests not just skill but composure under pressure. A wrong or invalid submission costs 5 points, while opting for a hint deducts 10 points, pushing participants to balance caution with confidence at every step. Those who successfully escape are rewarded with an official completion certificate, generated by the system for faculty and coordinator verification a mark of both achievement and integrity in the challenge.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Shruthi Rathod	Computer Engineering
2nd	Jay Variya	Computer Engineering
3rd	Dhrumil Gabani	Computer Engineering

TECH LADDER



The poster features a dark blue background with glowing purple and blue geometric shapes, including cubes and lines, creating a futuristic, digital atmosphere. At the top, the Sarvajanik University logo is on the left and the Sarvajanik Education Society logo is on the right. The central text reads 'Sarvajanik University', 'Sarvajanik College Of Engineering And Technology', and 'Computer Engineering Department'. Below this is the 'क्षितिज' logo with the tagline 'Present'. The main title 'TECH LADDER' is prominently displayed in large, glowing blue and purple letters. A QR code is located in the bottom left corner, and the Instagram handle 'UPDATES2K26' is at the bottom center.

Sarvajanik University
Sarvajanik College Of Engineering And Technology
Computer Engineering Department

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Present

UPDATES 2K26

TECH LADDER

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Faculty Co ordinators:
Prof. Jayesh Chaudhary
Prof. Purvi Tandel

Student Co ordinators:
Anika Tai
Shailja Patel

UPDATES2K26

In the spirit of technical rigor and interactive engagement, **Tech Ladder** was conducted as a two-day flagship event under **Updates 2K26**, bringing together participants eager to test their technical knowledge, problem-solving ability, speed, and decision-making under pressure. The event was thoughtfully structured as a two-round format, blending quiz-based challenges with an interactive board game to keep the competition both intellectually demanding and engaging.

The first round, **Tech Bingo**, was held on 18th September 2026, drawing an enthusiastic turnout of around 78 participants. Contestants were presented with 20 technical questions to solve within a 15-minute window, after which they had to locate and circle their answers within an alphabet matrix designed in a crossword-like format testing not just accuracy but speed and pattern recognition. Based on the specified selection process, 20 participants advanced to the next round.

The second round, **Tech Ladder**, unfolded on 19th September 2026 where the 20 qualified participants faced a more dynamic challenge. Here, technical questions translated directly into gameplay a correct answer earned **+10 points** and the chance to roll the dice and advance on a Snake and Ladder-style board, while an incorrect answer cost participant **-5 points**. A live scoreboard kept the energy high throughout, allowing both participants and the audience to track progress in real time.

To ensure a fair and holistic evaluation, final results were determined using a **70% weightage on question-solving performance and 30% on board-game position**, striking a balance between technical merit and strategic gameplay. This fusion of quizzing and game mechanics made Tech Ladder one of the more immersive events of the fest, and based on the final evaluation, **three winners were selected**.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Honey Patel	Computer Engineering
2nd	Harsh Kadhiwala	Computer Engineering
3rd	Yesha Vasani	Computer Engineering

AI PROMPT

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DEPARTMENT OF COMPUTER ENGINEERING

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AI

UPDATES 2K26

AI PROMPT

FACULTY COORDINATOR
PROF. (DR.) NIRALI NANAVATI
PROF. (DR.) BINTU KADHIWALA
STUDENT COORDINATOR
HENIL SOLANKI
TWISHA SORATHIYA

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 **UPDATES2K26**

Blending creativity with cutting-edge technology, **AI Prompt** Challenge emerged as an innovative event designed to test participants' AI prompting skills, observation, imagination, and visual understanding pushing them to think as both artists and engineers. The event offered a fresh take on creativity, where memory and language became the tools of design.

Participants were first given 10 minutes to closely observe and memorize a reference image, paying attention to its colors, objects, background, composition, lighting, and overall concept, with photography or screenshots of the image strictly prohibited placing the entire burden of recall on genuine observation and memory.

Following the observation period, participants had 30 minutes to recreate the reference image using an AI image-generation tool, relying solely on the strength of their prompts. The challenge demanded clear, precise, and effective prompt-writing to achieve maximum visual similarity, turning language into the primary instrument of creation.

Submissions were evaluated on multiple fronts prompt effectiveness, visual similarity, accuracy of elements, composition, colours, background, lighting, and overall concept ensuring a well-rounded assessment of both technical and creative execution.

The defining highlight of the event was its use of AI prompting as a genuine creative skill, where participants transformed observation and imagination into AI-generated visuals. In doing so, AI Prompt Challenge offered an exciting platform for participants to explore generative AI, prompt engineering, creativity, and problem-solving skills increasingly at the heart of modern innovation.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Tirth Shah	Computer Engineering
2nd	Dhrumil Gabani	Computer Engineering
3rd	Mohit Guduru	Computer Engineering

STOCK x STAKE

Sarvajanic University
Sarvajanic College Of Engineering And Technology
Computer Engineering Department

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UPDATES 2K26

Stock x Stake

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Student Co ordinators:
MERIT PATEL
YUG PRAJAPATI

In the high-stakes world of markets and money, **Stock X Stake** emerged as a two-day finance event held on 18th and 19th September as part of Updates 2K26, designed to test students' financial acumen, strategic thinking, and analytical abilities. The event offered an immersive experience in live trading and competitive bidding, drawing enthusiastic participation from more than 80 teams. The competition unfolded across two progressive stages held at multiple venues, each building on the outcomes of the last.

The first stage, **Stock Trading Cycle**, was held on Day 1 across venues C-202, C-203, and C-204, where all participating teams entered the market with equal virtual capital. The round comprised six intensive trading rounds, requiring students to buy and sell listed stocks based on real-time price announcements. Navigating sharp market fluctuations, participants applied risk calculation and asset management strategies to maximize their net worth, with the top 20 teams boasting the highest portfolio values advancing to the next stage.

The second stage, **Bid Wars – Mystery Auction**, shifted the action entirely to room C-204 for the final showdown on Day 2. The 20 qualifying teams brought their remaining capital from Round 1 into a high-stakes blind auction, competing over 20 mystery items revealed across four distinct auction rounds, with five items per round. Teams fiercely outbid one another, with the highest valid bid securing each mystery asset bringing a thrilling and strategic conclusion to the event.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Dhrumil Gabani Eva Khokhani	Computer Engineering Computer Engineering
2nd	Manthan Vagahani Darshan Ghinaiya	Computer Engineering Computer Engineering
3rd	Dhruv Patel Hency Jayswal	Computer Engineering Computer Engineering

DECODE AND DASH

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Computer Engineering Department


Knowledge is the Light of the Mind

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UPDATES 2K26

DECODE & DASH

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STUDENT COORDINATORS:
SIDDHARTH KHACHARIYA
TASMI HIRPARA
SNEH VAGHANI

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Designed as a fast-paced test of the mind and body, **Decode and Dash** challenged participants' **memory, concentration, speed, reflexes, communication, and guessing abilities** through a series of fun and engaging activities. Each challenge brought something different to the table, keeping participants active, alert, and thoroughly excited throughout the event.

The first challenge centered on **memory and observation**, where participants were shown a collection of objects, words, numbers, or patterns for a brief period of time. Once removed, they were required to recall and identify as many details as possible a true test of how carefully they could observe and retain information under time pressure.

The next challenge shifted into a **physical and reflex-based activity**, requiring participants to react swiftly and grab a glass placed between them. Success depended on carefully following instructions and responding only to the correct signal, making quick thinking, sharp reflexes, concentration, and speed essential to winning this round.

The final challenge tested **word-guessing and communication skills**, where participants had to help their teammate guess a given word using clever clues and descriptions, without ever revealing the word directly. With limited time to guess as many words as possible, this challenge brought out both excitement and competitiveness in equal measure.

Bringing everything together, the activities combined **mental ability, physical coordination, quick decision-making, and teamwork**, pushing participants to stay focused, think on their feet, and perform effectively making the entire experience fun, energetic, and competitive for everyone involved.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Dhvani Vansia Vrushti Shani Murti Khund	Computer Engineering Computer Engineering Computer Engineering
2nd	Raj Shah Harshil Mistry Om Kapadia	Computer Engineering Computer Engineering Computer Engineering
3rd	Rutva Bhayani Hasti Rakholiya Riya Devganiya	Computer Engineering Computer Engineering Computer Engineering

RED & WHITE



The poster is for a quiz event titled "RED & WHITE QUIZ 2026". It features a dark background with orange and white hand-drawn doodles including light bulbs, a question mark, a checklist, an hourglass, and a pencil. At the top, it lists the organizing institutions: Sarvajani University, Sarvajani College of Engineering and Technology, and the Department of Computer Engineering. It also mentions a co-sponsor, "Kshitiya", and the event is presented by "RED & WHITE SKILL EDUCATION". The central graphic shows a person wearing VR goggles with the text "UPDATES 2K26" below it. The main title "RED & WHITE" is prominently displayed in large, stylized letters, with "QUIZ?" in a speech bubble. At the bottom, there is a QR code and the Instagram handle "UPDATES2K26".

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RED & WHITE
QUIZ?

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 **UPDATES2K26**

Offering more than just a test of skill, the **Red & White Aptitude Test** was designed as an exclusive opportunity for participants, limiting entry to just 50 candidates and adding a competitive edge with attractive, tiered benefits based on performance. The initiative aimed to reward merit while offering meaningful career support to all who took part.

The **top 3 rankers** stood to gain the most, securing the course at a fee of ₹50,000 along with a job guarantee ranging between ₹3 LPA and ₹8 LPA. Adding a layer of assurance, participants in this bracket were also entitled to a 50% fee refund if a job could not be secured, subject to the applicable terms.

Participants ranking between **4th and 10th** were offered the course at ₹75,000, and while no job guarantee applied at this tier, comprehensive job support was still extended to help them navigate their career paths. Meanwhile, **all other participants** were not left without benefit, receiving an exclusive 10%–15% discount on the course fee as a token of appreciation for their participation.

Throughout, it was made clear that all benefits remained subject to the company's eligibility, placement, and refund terms, ensuring transparency and fairness across every tier of the initiative.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Dhvani Vansia	Computer Engineering
2nd	Pratham Modi	Computer Engineering
3rd	Dhrumi Gabani	Computer Engineering

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SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF COMPUTER ENGINEERING

श्रुतिजि
Amrit Gyan 83 Talang Mahir

PRESENTS

Meme fest

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Student coordinator
DHRUV PATEL
HENCY JAISWAL

UPDATES2K26

Bringing humor and internet culture to the tech-fest floor, **Meme Fest** emerged as an engaging and entertaining event held as part of Updates 2K26, designed to test participants' knowledge of popular memes, internet culture, famous personalities, and their ability to think creatively under pressure. The event offered a lively and interactive experience for all participants, unfolding across two progressive rounds, each bringing its own set of challenges.

The first round focused on participants' familiarity with popular memes and their ability to identify and recall iconic meme content, featuring multiple activities that tested memory, observation, and quick-thinking skills. It opened with **Punchline Recovery**, where participants were presented with popular memes stripped of their punchlines and had to correctly identify and write the missing line to complete each meme. This was followed by **Emoji Meme Guessing**, where participants were given a combination of emojis representing a particular meme and had to identify the meme being portrayed. Rounding off the stage was a **Surprise Question**, designed to further test participants' meme knowledge and determine their qualification for the next round the mix of varied activities kept the round both competitive and entertaining.

The qualifying participants then advanced to the second round, which consisted of **Shadow Guessing** and a **Crossword Puzzle**. In Shadow Guessing, participants had to identify famous personalities or characters based solely on their silhouettes, while the final challenge, Crossword Puzzle, tested their knowledge of famous personalities, YouTubers, and cultural icons through a series of clues. The event concluded with participants putting their meme knowledge, observation skills, and cultural awareness to the test in a fun and competitive atmosphere.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Ksheerja Doctor Meer Gadhiya	Computer Engineering Computer Engineering
2nd	Dhvani Vansia Rajvi Gohil	Computer Engineering Computer Engineering
3rd	Merit Patel Rudra Soni	Computer Engineering Computer Engineering

FREE FIRE



A promotional poster for the Free Fire game. The background is dark with fiery orange and red flames at the bottom. In the center, the text "FREE FIRE" is written in a large, white, distressed font, with a yellow lightning bolt striking the second 'F'. Above this, the text "UPDATES 2K26" is written in a stylized, colorful font. To the left and right of the central text are two characters from the game: a blue-skinned character on the left and a white-skinned character on the right. At the top, the text "SARVAJANIK UNIVERSITY" is written in white, followed by "Sarvajanik College of Engineering and Technology" and "DEPARTMENT OF COMPUTER ENGINEERING" in red. The logo of Sarvajanik University is on the top left, and the Sarvajanik Education Society logo is on the top right. In the center, above the "UPDATES 2K26" text, is a logo with a person's head and the text "दक्षिण" (Dakshina) and "PRESENTS". At the bottom left, the text "STUDENT COORDINATOR" is written, followed by "Vyom Patel" and "Kishore Patil". At the bottom right, the text "REGISTER HERE!" is written, followed by a QR code and the Instagram handle "UPDATES2K26".

SARVAJANIK UNIVERSITY
Sarvajanik College of Engineering and Technology
DEPARTMENT OF COMPUTER ENGINEERING

दक्षिण
PRESENTS

UPDATES 2K26

FREE FIRE

REGISTER HERE!

STUDENT COORDINATOR
Vyom Patel
Kishore Patil

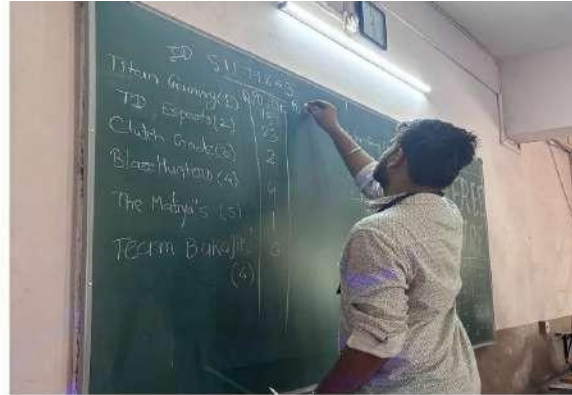
UPDATES2K26

Marking a thrilling first for the fest, **Free Fire** made its debut as an exciting eSports gaming event, included for the very first time as part of Updates. The tournament drew a strong turnout of 48 teams, divided into 4 groups for a fiercely competitive run. In the opening round, all 48 teams battled it out in a Clash Squad match, from which 24 teams advanced, before narrowing down further to a final 12 teams who qualified for the concluding round.

The final round was played in eSports mode using the **Champion Rush** format, where each of the 12 teams competed to reach an active status by scoring 40 points, after which the first team to secure a Booyah (Victory Royale) would be crowned champion. In a display of sharp gameplay, **TD eSports** became the first team to reach active status, and in the very next match, they sealed a Booyah to claim the championship title.

The battle for the runner-up positions proved equally intense, with **GJ Gang** putting up a strong fight to secure second place, while **Indian Strawberry** delivered an impressive performance to finish third. The event remained thrilling and closely contested right until the end, with every team giving their all making this debut Free Fire event a memorable and action-packed addition to Updates.

Glimpse of the event:



Winners:

Rank	Student Name	Department
1st	Sulabh Khunt Dhruv Patel Yug Patel Harsh Patel	Computer Engineering Computer Engineering Computer Engineering Computer Engineering
2nd	Ritik Navadia Ishan Patel Yug Patel Dev Ahir	Computer Engineering Computer Engineering Computer Engineering Computer Engineering
3rd	Bhuva Meet Jeneesh Chovatiya Henil Bhadani Kirtan Joliya	Computer Engineering Computer Engineering Computer Engineering Computer Engineering

HIGHLIGHTS OF UPDATES 2K26



VALEDICTORY CEREMONY

The Valedictory Ceremony of UPDATES 2K26 was conducted to mark the successful and memorable conclusion of the Technical Fest, bringing together students, faculty, and esteemed guests to celebrate the accomplishments of all participants. The ceremony was held at the NJ Seminar Hall on 20th September, commencing at 2:00 PM.

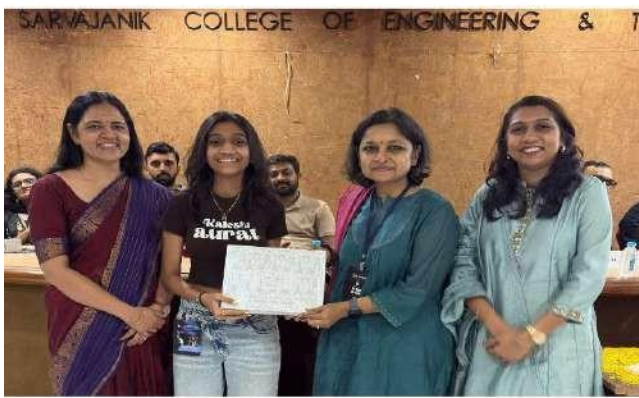
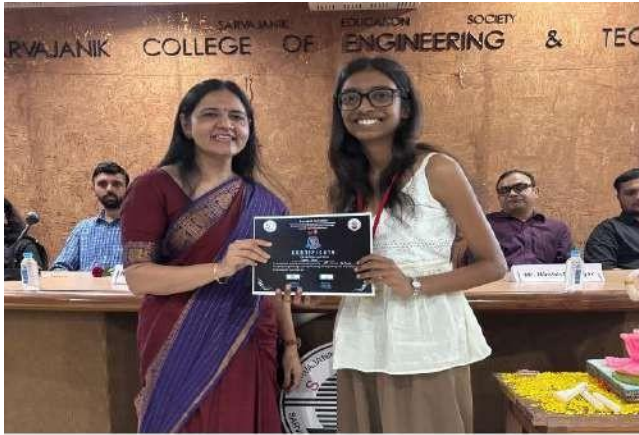
The proceedings began with a prayer, creating a serene atmosphere, followed by the traditional lighting of the lamp by the dignitaries and sponsors, symbolizing the triumph of light over darkness and the arrival of knowledge and wisdom. **Varada and Astha**, who anchored the ceremony as the masters of ceremony, extended a warm welcome to all attendees, setting an engaging tone for the event. This was followed by the welcome address and words of motivation delivered by the respected Head of Department, **Prof. (Dr.) Mayuri Mehta**, who encouraged students to continue pursuing their passions with dedication and confidence.

The faculty coordinators then presented a comprehensive summary of the technical and non-technical events conducted throughout the fest, with **Prof. Aditya Jajodia** presenting the summary of the technical events and **Prof. Jigar Desai** presenting the summary of the non-technical events, reflecting on the enthusiastic participation and notable achievements of the students. The ceremony proceeded with the felicitation of toppers, Ph.D. scholars, faculty coordinators, heads, and sectional heads, in recognition of their valuable contributions to the successful execution of the fest.

Adding further prestige to the occasion, sponsors **Mr. Nimish M. Gajjar** and **Mr. Nikunj Ramani** graced the event to felicitate the winners. Winners across various events including Tech Debate, Code Slayer, Tech Ladder, Web Escape, Bug Hunt, Treasure Hunt, Stock X Stake, AI Prompt, Red and White, Decode and Dash, Free Fire, and Meme

Fest were honoured for their outstanding performance, with the atmosphere resonating with pride and celebration. Special recognition was also extended to the UPDATES faculty coordinators, heads, and sectional heads for their unwavering dedication and effort.

The evening's highlights continued with the much-anticipated Mr. & Ms. UPDATES segment, followed by the Vote of Thanks delivered by **Prof. Prapti Desai**, expressing heartfelt gratitude to all who contributed to the success of the fest. The ceremony concluded with the National Anthem, marking the formal and memorable closure of UPDATES 2K26 and reinforcing a strong sense of community and shared achievement among all who were part of the journey.





ACKNOWLEDGEMENT

On behalf of the entire **UPDATES 2K26** organizing team, we wish to express our sincere and heartfelt appreciation to every participant, student coordinator, faculty guide, volunteer, lab technician, and staff member whose tireless hard work and dedication made this event possible. Bringing together a multi-faceted fest featuring both technical and non-technical domains requires extraordinary commitment—spanning creative design, web development, event marketing, logistics, and ground coordination—and it was only through the collective effort and passion of every individual involved that this vision could be transformed into reality. UPDATES 2K26 provided an incredible stage for students to showcase their technical expertise, innovation, and creative skills, while also fostering a spirit of collaboration, learning, and growth among all who took part.

We extend our deep and sincere gratitude to our sponsors for their generous financial backing and continued encouragement throughout the planning and execution of this fest. Your contributions were fundamental to elevating the quality of our event, enabling us to organize each activity with greater scale, polish, and professionalism, and ensuring its grand and successful execution from start to finish.

Our heartfelt thanks go to the **Sarvajanik Education Society and Sarvajanik College of Engineering & Technology (SCET)** for generously offering the facilities, infrastructure, and institutional support required to host an event of this magnitude. Their consistent backing provided us with the resources and confidence needed to bring our ideas to life.

We are immensely grateful to **Dr. Hiren Patel**, Principal of SCET, for his constant leadership, strategic vision, and motivating guidance throughout our preparations. His

encouragement served as a source of inspiration for the entire team, pushing us to aim higher and deliver our very best at every stage of the fest.

We also express our profound thanks to **Prof. (Dr.) Mayank Dalal**, Dean SAWC, for enabling us to host this event on a state-level platform. His persistent support, valuable insights, and mentorship were essential in turning this ambitious vision into a grand and memorable success, and his guidance helped shape the fest into an experience of true scale and significance.

Finally, we express our special and sincere gratitude to **Prof. (Dr.) Mayuri Mehta**, Head of the Computer Engineering Department, for her inspiring leadership and continuous encouragement throughout the journey of UPDATES 2K26. Her unwavering trust in our abilities, constant motivation, and steadfast support gave us the confidence and determination to execute a truly memorable and successful fest, one that will be remembered fondly by everyone involved.

Thank you to everyone who participated, contributed, and helped make UPDATES 2K26 an unforgettable journey your enthusiasm, dedication, and support have been the true foundation of this fest's success!

Head of Department
Prof. (Dr.) Mayuri Mehta

Faculty Coordinators	Student Coordinators
1. Prof. Aditya Jajodia 2. Prof. Jigar Desai 3. Prof. Prapti Desai	1. Jeel Donga 2. Krish Lad 3. Rudra Pandya 4. Sujal Senjaliya

Web Development Team	Photography Team
1. Dwarkesh Ramani 2. Jenil Gajera 3. Krish Vadsak 4. Saksham Gandhi 5. Dhrumil Marchawala	1. Devangi Parmar 2. Shailee Shah 3. Vedant Champaneria 4. Het Patel 5. Jinay More 6. Agna Shah

Management Team	Marketing Team
1. Dev Prajapati 2. Lovekesh Vanani 3. Krishna Wagh 4. Krushang Surati 5. Vikas Luhar 6. Om Kapadia 7. Raj Shah 8. Rudra Soni 9. Siddhi Salunke 10. Harshil Mistry 11. Kishan Rana 12. Krish Patel	1. Varada Surve 2. Bhargavi Patel 3. Nyasa Sapariya 4. Aarchi Sojitra 5. Vishva Patel 6. Nihar Lakhani 7. Dhvani Vansia 8. Darshit Kholwadwala 9. Umang Kaklotar 10. Prathamesh Rajput 11. Vatsal Vaghela 12. Kenil Patel 13. Shiv Patel

Graphics Team	Decoration Team
1. Suhani Naik 2. Hetavi Korat 3. Prisha Gandhi 4. Rajvi Gohil 5. Mitanshu Patel 6. Vraj Patel 7. Suhani Rathod 8. Dolly Rathi 9. Aryan Patel	1. Vaishnavi Khalasi 2. Aarohi Desai 3. Meet Champaneria 4. Ksheerja Doctor 5. Hirva Godhani 6. Devarth Desai 7. Vrushti Shani 8. Khunt Murti 9. Vaidehi Ghoghari 10. Vasu Dankhara 11. Anuj Tailor 12. Veevan Shah 13. Yug Golakiya

PR Team
1. Varada Surve 2. Astha Mandviwala





Signing Off!

- Updates 2k26 Team