



Sarvajanik Education Society

**Sarvajanik College of
Engineering and Technology**

Department of Electrical Engineering



A Report on

URJA

20th Sept – 21st Sep '2024

Organized by:

Department of Electrical Engineering



Under the State Level Students' Tech-Fest



The poster for the URJA 2024 event is set against a dark blue background with a network of white lines and nodes. At the top, it features the Sarvajanik Education Society logo and the Sarvajanik College of Engineering & Technology logo, along with the Department of Electrical Engineering. The event is presented by Olectra and EveryTrans. The central focus is the 'URJA' logo, which is a stylized orange lightning bolt with circuit traces. Below this, the dates 'September 20' and 'September 21' are shown in blue boxes. The poster is divided into several sections: 'TECHNICAL EVENTS' on the left, 'NON-TECHNICAL EVENTS' on the right, 'URJA CONVENER' in the middle-left, 'HEAD OF DEPARTMENT' in the middle-right, 'FACULTY CONVENER' in the bottom-right, and 'OUR SPONSORS' at the bottom. The 'TECHNICAL EVENTS' section lists: AAVISHKAR, ABHIVYAKTI ELOCUTION, GAME OF DRONES, THE QUIZ WHIZ BLITZ, LAZER MAZE, and ARTISTIC ARDUINO. The 'NON-TECHNICAL EVENTS' section lists: MEME CREATION, TREASURE HUNT, HOUSEIE, and NFS. The 'URJA CONVENER' section lists: Tej Desai, Krishn Naik, Vraj Patel, Preya Khalasi, and Maulini Siddhpuria. The 'HEAD OF DEPARTMENT' section lists: Prof. (Dr.) Hitesh Mehta. The 'FACULTY CONVENER' section lists: Prof. (Dr.) Sandhya Rathore. The 'OUR SPONSORS' section features logos for SUNORA SOLAR PV MODULE, TECH SUN BIO GREEN ENERGY PVT LTD, Nutanvij Electricals EPC - Electrical Project Firm, VASUDEV POWER PVT LTD, SAFEON POWER PURIFIER, and Electrical Contractors Energy Consultant Engineers. The word 'KSHITIJI' is written in red Devanagari script in the top right corner.

- ✚ Date of the event : 20th Sept – 21st Sept' 2024
- ✚ Faculty coordinators: Prof. (Dr) Sandhya Rathore
- ✚ Student coordinators: Tej Desai, Krishn Naik, Preya Khalasi, Maulini Siddhpuria, Vraj Patel
- ✚ "KSHITIJI" is not just an event; it's an opportunity for young minds to unleash their creativity under the banner of the Student Activity and Welfare Council (SAWC) at SCET.
- ✚ The goal is clear; to foster technical excellence and equip our students with the knowledge and skills needed to become top-tier engineering graduates.
- ✚ As part of "KSHITIJI-24," "URJA-24" hosts a variety of technical and non-technical electrical engineering-related events, creating a dynamic platform for students from all branches.
- ✚ "URJA-24," an initiative of our Electrical Engineering Department, takes theoretical knowledge and brings it to life through practical applications, offering students a broad perspective on the world of electrical engineering.
- ✚ The result? Over 1500 students from SCET and other institutes have eagerly participated, turning "URJA-24" into an electrifying fusion of knowledge and innovation.
- ✚ **Our proudest achievement was organising DRONE FLYING COMPETITION for SCETIANS to explore the fascinating world drone flying, after trained by our dedicated Team Urja.**

Vision of the Event To instill freedom of creativity, expression of ideas to cultivate openness, excellence, sensitivity, acknowledgement towards art and culture.

Objectives of the Event

To improve overall persona of the students by

- Instilling self confidence
- enhancing public speaking skills
- providing a platform to showcase their creativity
- inculcating leadership qualities
- imbining team spirit and much more...

Tools to achieve the objectives

Organising different technical and non-technical event/activities under this head in order to promote and motivate the technical, intellectual skills and creativity.

- honing skills like technical,,logical, critical thinking, public speaking via paper presentation, model presentation, technical quizzes, laser maze, drone flying, Arduino programming etc which enhancing creativity by actively participating in various events and being part different teams responsible for organising

Urja

- Enhancing, honing and display of Art creativity via Rangoli, photography, collage etc
- Entertainment via NFS, Meme Creation and housie etc.

Schedule of URJA2k24

| Event Schedule | | | | |
|----------------------|---------------------------------------------|------------------------------------|---------------------------------------------------------|-------------------------------------------------------|
| DAY - 1 (20/09/2024) | | | | |
| 09:00 AM - 09:30 AM | Tea and Breakfast(PSP LAB) | | | |
| 09:30 AM - 10:30 AM | Laser Maze - Round-1 (E-202 to E204) | ABHIVYAKTI Elocution (E-103) | Artistic Aurdunio (Round -1) (Computer Lab E-01) | AAVISHKAR Model Presentation (Machine lab E-05) |
| 10:45 AM - 11.45 AM | Meme creation -1 (E-202 to E204) | | | |
| 12:00 PM - 01:00 PM | THE QUIZ WHIZ BLITZ - 1 (E-202 to E204) | | | |
| 01:00PM -1:30 PM | Lunch Break | | | |
| 01:30 PM - 02:30 PM | Hosuie - 1 (E-202 to E204) | | Lazer Maze(Round-2) (ME 2 Classroom E-106) | |
| 03:00 PM - 04:00 PM | | | | |
| 12:00 PM ONWARDS | NFS (Round -1) (Computer lab E-01) | | Game of Drones - 1 DOME | |
| | | | | |
| DAY - 2 (21/09/2024) | | | | |
| 9:00 AM - 09:30 AM | Tea and Breakfast(PSP LAB) | | | |
| 9:30 AM - 10:30 AM | THE QUIZ WHIZ BLITZ -2 (E-202 Tto E-204) | | Artistic Aurdunio (Round - 2) (Computer Lab E-01) | Lazer Maze(Round-3) (ME 2 Classroom E-106) |
| 10:45 AM - 11:45 AM | meme creation -2 (E-202 to 204) | | | |
| 12:00 AM - 1:00 PM | Hosuie - 2 (E-201 to E204) | | | |
| 01:00 PM - 1:30 PM | Lunch Break | | | |
| 1:30 PM - 2:30 PM | Treasure Hunt (E-203) | | | |
| 12:00 PM - 3:00 PM | NFS (Round - 2&3) (Computer Lab E-01) | | | |
| 1:30 PM - 3:30 PM | Game of Drones - 2 DOME | | | |
| 3:30 PM ONWARDS | Open Mic (Power EC lab E-103) | | | |

The event details are as follows:

| Sr. No | Event name | Technical/Non Technical | Brief about the event |
|--------|------------------|-------------------------|---------------------------------------------------------------|
| 1 | Abhivyakti | Technical | Paper Presentation |
| 2 | Aavishkar | Technical | Model Presentation |
| 3 | Lazer Maze | Technical | Solving the maze of laser rays |
| 4 | Artistic Arduino | Technical | Design cicuit using Arduino in Tinkercad(an online software) |
| 5 | NFS Most Wanted | Non-Technical | Computer based gaming |
| 6 | Meme Creation | Non-Technical | Making memes |
| 7 | Game of Drone | Non-Technical | Flying drones |
| 8 | Housie | Non-Technical | A recreational game of numbers and luck |
| 9 | Tech 'O' Quiz | Technical | Technical Quiz |
| 10 | Treasure Hunt | Non-Technical | Treasure hunt game |

The event was broken up in series of sub events which were namely:

Group Events

| Sr. No. | Name of the Events |
|--------------------|---------------------------|
| 1 | Aavishkar |
| 2 | Abhivyakti |
| 3 | Laser Maze |
| 4 | Artistic Arduino |
| | Total 4 |

Solo Events

| Sr. No. | Name of the Events |
|--------------------|---------------------------|
| 1 | Meme Creation |
| 2 | Artistic Arduino |
| 3 | The Quiz-whiz-blitz |
| 4 | Housie |
| 5 | NFS |
| 6 | Game of Drones |
| | Total 6 |

As can be seen some of the above events were solo while others were in group, so this also builds the quality in students to work in group, leadership qualities.

It must be noted that some of the events were organised for faculties also in which they too took part enthusiastically.

Abhivyakti

Faculty Coordinator & Jury: Prof. Bjal Mehta and Shabbir Ghadiali



Sarvajanik Education Society
Sarvajanik College of Engineering & Technology
DEPARTMENT OF ELECTRICAL ENGINEERING



PRESENTS

URJA ABHIVYAKTI

EVENT DETAILS

- Participants can make a group of maximum 3.
- Students will get extra point for Power Point Presentation.

INTERESTING TOPICS

EXCITING PRIZES FOR WINNERS

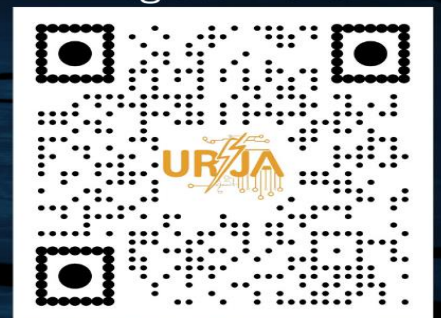
- Nuclear Power - Boon or a Bane
- Smart Grid - Enhance Sustainability
- Space Debris - Reasons, Threats & Solutions for disposal
- AI - From Electrical Perspective
- Electrical Vehicles for mass Rapid Transport System- Scope and challenge
- Electrical Inventions - That Changed the World

EVENT HEADS

Alok Das:- 7859967939

Harshit Patel:- 8849614177

Register here:



"Abhivyakti: Electrifying Success in Knowledge Discovery and Presentation" - A Post Event Report

The objective of a technical paper presentation was to:

1. **Share Knowledge:** Disseminate research findings, methodologies, and innovations within a specific field to inform and educate peers.
2. **Promote Engagement:** Foster discussion and dialogue among participants, encouraging feedback, questions, and collaborative thinking.
3. **Showcase Expertise:** Provide presenters with a platform to demonstrate their expertise, enhancing their professional visibility and credibility.
4. **Encourage Networking:** Create opportunities for attendees to connect, share ideas, and form potential collaborations within the academic and professional community.
5. **Enhance Communication Skills:** Allow presenters to refine their public speaking and presentation skills, which are vital in academia and industry.
6. **Inspire Innovation:** Spark new ideas and perspectives by exposing the audience to cutting-edge research and different viewpoints.

Overall, these objectives contribute to the growth and advancement of knowledge in the respective field.

In conclusion, "Abhivyakti" was a triumphant celebration of the participants' dedication to electrical engineering and the incredible power of effective presentation. Stay tuned for future editions, where we will continue to illuminate the world with the spark of knowledge and creativity.

Winner

| Winners | Name of Student | Branch | College name |
|---------|-----------------|-----------------------------------|--------------|
| 1 | Krish Naik | Electrical – 4 th Year | SCET |

Aavishkar

Faculty Coordinator & Jury: Dr. Nilesh Shah and Dr Chudamani (SVNIT)



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PRESENTS



AAVISHKAR

Rules

- The group should be of maximum 4 members.
- Working/ non working/ simulation model are allowed.
- Bring hard copy of abstract of model.
- The model should be justifiable to Electrical/Technical Base.
- There will only be 1 Round.

**EXCITING PRIZES FOR
WINNERS**

Event Details

Round 1 :- Present the project to the jury member.

Event Heads

Smit Prajapati:- 9409383569

Aaditya Joshi:- 9870000146

Register here:



The objectives of a model presentation typically include:

1. **Demonstrate Understanding:** Show a comprehensive understanding of the model's concepts, theories, and applications.
2. **Visual Representation:** Clearly illustrate the model using visual aids to enhance comprehension and retention for the audience.
3. **Explain Functionality:** Detail how the model works, including its components, processes, and interactions.
4. **Present Data and Results:** Share relevant data, findings, or outcomes derived from the model, showcasing its effectiveness and reliability.
5. **Facilitate Discussion:** Encourage audience engagement through questions and feedback, fostering a collaborative learning environment.
6. **Highlight Practical Applications:** Discuss real-world applications and implications of the model, demonstrating its relevance and utility.
7. **Encourage Critical Thinking:** Invite the audience to analyze and critique the model, promoting deeper understanding and exploration of its limitations and potential improvements.

These objectives aim to enhance understanding and appreciation of the model while promoting knowledge exchange among participants.

Key Components

1. **Project Themes:** Participants had choose from various themes, such as:
2. **Eligibility:** Open to all year students, with varying skill levels. Teams can consist of 1-4 members.
3. **Requirements:**
 - Use of hardware / software , basic science concepts.
 - Implementation
 - Complete the design, implementation, and results .
4. **Judging Criteria:**
 - **Innovation:** Originality and creativity of the project.
 - **Technical Complexity:** The level of difficulty in the implementation.
 - **Functionality:** How well the project meets its objectives.
 - **Presentation:** Clarity and professionalism of the presentation and project report.
5. **Prizes:** Awards for top projects, which may include:
 - Cash prizes

- Certificates and recognition

In closing, "Aavishkar" was a spectacular celebration of students' ability to bridge the gap between theory and practice. It's not just a showcase of their technical skills; it's a testament to their imaginative spirits. Stay tuned for future editions, where we'll continue to explore the infinite synergy between hardware and software, and bring the future into the present.

Winners

| Winners | Name of Student | Branch | College name |
|---------|-------------------------------------------------------------------------------------|------------|--------------|
| 1 | Jiya Patel(EL I) Prisha Gandhi Kavya Khandwala Bhavya Tarakan | Electrical | SCET |
| 2 | Yash Jinwala(EL I) Vansh Patel Kalyaan Snehal Kapadia Shaikh Muhammedmueen | Electrical | SCET |
| 3 | Aaditya Joshi(EL III) Priyanshu Singh Abhilash Banerjee | Electrical | SCET |

Lazer Maze

Faculty Coordinator & Jury: Prof. Sharad Patel



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PRESENTS



LASER MAZE

Rules

- Each group must have 2-3 participants.
- There will be 3 rounds.
- Participants should be on time for each round.
- Time for each round will be provided in advance.

Event Details

- Round 1 :- QUIZ
- Round 2 :- Laser Complexity
- Round 3 :- Escape Room

Entry fees
RS 30

**EXCITING PRIZES FOR
WINNERS**

Event Heads

Jainam Chauhan:-9023959690

Raktim Panrui:- 8980377429

Register here:



"Laser Maze: The Illuminating Journey of URJA" - A Post-Event Recap

"Laser Maze," is an electrifying technical event that illuminated the stage with innovation, teamwork, and laser-focused intellect. As this extraordinary event reaches its conclusion, we're here to guide you through the maze of excitement and challenges that defined it.

🚦 URJA's Technical Marvel

"Laser Maze" is the crown jewel of URJA, a technical event that set the stage for students to test their knowledge, agility, and problem-solving abilities. It wasn't just an event; it was an odyssey that embraced the world of lasers and physics.

🚦 Three Rounds of Brilliance

Round One: The Laser and Physics Quiz - The journey began with a mind-boggling quiz that tested participants' knowledge of lasers and the underlying physics. Only those who truly understood the science behind the spectacle made it to the next round.

Round Two: The Mirror Maze Challenge - Participants navigated a complex mirror maze in under two minutes. This round wasn't just about speed; it was about strategy, agility, and making the right decisions under pressure.

Round Three: The Laser Path Escape Plan - The final showdown was an intense race against the clock. Teams had to chart an escape plan through the laser path in the shortest time possible. Every move counted, as time was the ultimate judge.

🚦 Looking Beyond the Maze

As "Laser Maze" concludes, we celebrate the innovative spirit and technical acumen of the participants. This event wasn't just about lasers; it was a journey that challenged, educated, and celebrated excellence. We eagerly await the next edition, where even more brilliance and teamwork will shine through.

In conclusion, "Laser Maze" was a spectacular celebration of technology and teamwork, where participants were challenged and inspired to reach new heights. Stay tuned for future editions, where we'll continue to

push the boundaries of technical excellence and illuminate the path ahead.

Winners

| Winners | Name of Student | College name |
|---------|---------------------------|--------------|
| 1 | Tej Desai (EL IV) | SCET |
| | Harsh Patel (EL IV) | SCET |
| | Hitarth Lakhadiya (EL IV) | |
| 2 | Rudra Mevawala | SCET |
| | Jiya Moga | |
| | Vraj Patel | |
| 3 | Joy Patel(EL IV) | SCET |
| | Ninad Shastri(EL IV) | |
| | Kamal Patel(EL IV) | |

Artistic Arduino

Faculty Coordinator & Jury: Prof. Dr Shabbir Bohra



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PRESENTS



ARTISTIC ARDUINO

Rules

- Winner will be declared on the basis of the time taken to solve the task.
- Time limit may vary according to the final design of the task.
- Only 1st and 2nd year students can participate.

Event Details

Round 1 :- Quiz

Round 2 :- Simulation

**EXCITING PRIZES FOR
WINNERS**

Event Heads

Jigar Fijiwala:- 9054551108

Yash Chotaliya:- 9428601937

Register here:



"Artistic Arduino : Where Precision Meets Play" - A Post-Event Recap

Objective: The goal of the Arduino Uno-based competition is to encourage participants to design and implement innovative projects using the Arduino Uno platform. This competition promotes creativity, technical skills, and problem-solving abilities in electronics and programming.

Key Components

1. **Project Themes:** Participants had choose from various themes, such as:
 - a. Smart home automation
 - b. Robotics and automation
2. **Eligibility:** Open to first and second year students, with varying skill levels. Teams can consist of 1-4 members.
3. **Requirements:**
 - a. Use of Arduino Uno as the main controller.
 - b. Implementation on Tinkercad
 - c. Complete the design, implementation, and results .
4. **Judging Criteria:**
 - a. **Innovation:** Originality and creativity of the project.
 - b. **Technical Complexity:** The level of difficulty in the implementation.
 - c. **Functionality:** How well the project meets its objectives.
 - d. **Presentation:** Clarity and professionalism of the presentation and project report.
5. **Prizes:** Awards for top projects, which may include:
 - a. Cash prizes
 - b. Certificates and recognition

ConclusionThis competition aims to inspire innovation and collaboration among participants while providing a platform to showcase their technical skills. We look forward to seeing the exciting projects that emerge from this challenge!

Winners

| Winners | Name of Student | Branch | College name |
|---------|------------------------|--------|--------------|
| 1 | Gaurav Nainesh (EC II) | EC | SCET |
| 2 | Tej Desai(EL IV) | | SCET |
| 3 | Bhavy Gandhi(EC II) | | SCET |

NFS Most Wanted

Faculty Coordinator & Jury: Prof. Mohammed Almas A. Khodawala



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PRESENTS



Rules

- Players can participate in the event at the respected location only.
- Players have to use provided computer only.
- Rounds will be conducted in groups of 2, 3, 4 players.

Event Details

- Round 1 :- First Match
- Round 2 :- Semi final
- Round 3 :- Finale

Entry fees

Rs 20 FOR DUO
Rs 30 FOR TRIO
Rs 40 FOR TEAM OF 4 PLAYERS

**EXCITING PRIZES FOR
WINNERS**

Event Heads

Jainish Patel:- 7600914274

Sneh Gajera:- 9979944975

Register here:



"NFS Most Wanted: The Thrill of the Chase" - A Post-Event Recap

🏁 A High-Stakes Racing Showdown

"NFS Most Wanted" isn't your everyday racing event; it's an adrenaline-fueled spectacle that tests both driving skills and strategy. It's not just a race; it's a test of cunning, speed, and the ability to outmaneuver your rivals.

🏁 Drivers and Their Crews

One of the most exciting aspects of "NFS Most Wanted" is the team dynamic. Drivers form crews, each with their unique style and strategy. It's a test of teamwork, tactics, and the raw driving talent that pushes the limits.

🏁 The Three Thrilling Rounds

Round One: The Speed Trial - The journey kicked off with a speed trial where drivers showcased their pure driving prowess, racing down winding tracks, navigating hairpin turns, and reaching breakneck speeds.

Round Two: Pursuit and Evasion - The excitement continued with a pursuit and evasion challenge. Drivers became the hunted and the hunters, as they engaged in thrilling chases, evading the law while tracking down their rivals.

Round Three: The Championship Race - The final round was the championship race, where the top drivers competed head-to-head. Victory was determined by not just speed but also strategy and the perfect blend of cunning and fast reflexes.

🏁 The Sweet Taste of Victory

This event was about more than just winning; it about tasted the thrill of the chase. Winning drivers and crews were celebrated for their racing prowess, strategy, and sportsmanship.

In conclusion, "NFS Most Wanted" was a high-speed celebration of skill, teamwork, and the thrill of racing, where participants showcased their passion for the road in an electrifying way. Stay tuned for future editions, where we'll continue to explore the boundaries of speed and strategy on the virtual track.

Winners

| Winners | Name of Student | Branch | College name |
|---------|-----------------------|------------|--------------|
| 1 | Aryan Sariya(CO II) | Computer | SCET |
| 2 | Ninad Shastri (EL IV) | Electrical | SCET |
| 3 | Mihir Patel(ME II) | | SCET |

Meme Creation

Faculty Coordinator & Jury:



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DEPARTMENT OF ELECTRICAL ENGINEERING



PRESENTS



MEME CREATION

Rules

- Assessment criteria: Originality and overall humour.
- Memes should not contain any offensive or disgraceful material towards any person, profession or community.
- The decision of the committee will be final.
- Solo participation.

Event Details

- Round 1 :-Meme Quiz
- Round 2 :- Meme Recreation



**EXCITING PRIZES FOR
WINNERS**

Event Heads

Harshit Singh:- 9726712770

Amit Kumar:- 60053 89418

Register here:



"Meme Creation: Crafting Laughter and Culture" - A Post-Event Report

🚩 The Art of Meme Creation

"Meme Magic" is a celebration of humor, culture, and the power of images to convey ideas. It's not just an event; it's an invitation to craft moments of laughter and understanding through the digital language of memes.

🚩 Individuals and Their Expressions

One of the most fascinating aspects of "Meme Magic" is the individualism it encourages. Every participant brings their unique perspective and humor to the table, contributing to the colorful tapestry of meme culture.

🚩 The Stages of Meme Magic

Round One: Meme Mastery - The journey commenced with a Meme Mastery round, where participants showcased their knowledge of meme culture and their ability to create clever, culturally-relevant memes.

Round Two: Humor Hack - The challenge continued with the Humor Hack round. Participants were tasked with crafting memes that elicited genuine laughter while conveying insightful commentary on a variety of subjects.

🚩 Celebrating Mimetic Excellence

This event was about more than just winning; it was about celebrating the art of creating laughter and culture. The victorious meme creators were lauded for their ability to capture the essence of a moment and infuse it with humor.

🚩 The Future of Memes

As "Meme Magic" takes its final bow, we eagerly await the future, where humor and creativity know no boundaries. This event wasn't just about memes; it was about celebrating the boundless world of internet humor and cultural expression. We can't wait for the next edition, where even more laughter will fill our digital screens.

Winners

| Winners | Name of Student | College name |
|---------|------------------------|--------------|
| 1 | Mitesh Makwana (EL IV) | SCET |
| 2 | Rudra Mevawala(EC III) | SCET |
| 3 | Yusuf Salehbhai(EL IV) | SCET |

Game of Drones

Faculty Coordinator: Prof. Dr Hardik Desai



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PRESENTS



GAME OF DRONES

FLY, CONQUER, WIN

RULES

- This event will be conducted in 2 rounds.
- Players can participate in solo or duo.
- The rules for round 1 will be announced on the spot.

EVENT DETAILS

Round 1 :- Training and Qualification round.

Round 2 :- Participants will have to pilot RC drone to clear the customized challenge maze.

EVENT HEADS

Jaimin Patel:- 9099716369

Tejash Somani:- 9898210586

EXCITING PRIZES FOR WINNERS

Entry fees
Rs 50 per person

Register here:



@__game.of.drones__

"Game of Drones: Mastering the Air" - A Post-Event Recap

The Art of AeroDyanmics

"Game of Drones" isn't a typical game; it's a blend of strategy, precision, and aerodynamics. It's not just a challenge; it's a test of your ability to navigate through obstacles using controlled navigation.

One of the most captivating aspects of " Game of Drones " is the partnership between participants. It's a testof engineering, teamwork, and effective control over the robotic mechanisms.

The Stages of AeroDyanmics

Round One: AeroDynamics Basics - The journey began with a round focused on aerodynamics principles. Participants were required to showcase their understanding of the science behind drone control and its application.

Round Two: The Labyrinth Challenge - The excitement continued fluid-filled maze, with precision and strategy being the keys to success.

Round Three: The Destination Race - The final round was the thrilling destination race. The top participants and their robots faced off, racing.

In conclusion, "Game of Drones" was a mesmerizing celebration of fluid dynamics, precision engineering, and the art of mastering the hurdels and aerodynamics.

Winners

| Winners | Name of Student | College name |
|---------|-----------------|--------------|
| 1 | Harshav Moradi | SCET |
| 2 | Bhavya Bodhani | SCET |
| 3 | Sen Patel | SCET |

Tech 'O' Quiz



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PRESENTS



THE QUIZ WHIZ BLITZ

Rules

- Players have to participate in the event at the respected location only.
- Players have to use there own mobile device only.
- Round will be conducted in Solo only.

Event Details

- Round I :- Qualifiying round
- Round II :- Final round

**EXCITING PRIZES FOR
WINNERS**

Event Heads

Kenil Lathiya:- 9081141422

Yash Jinwala:- 9499774999

Register here:



" THE QUIZ WHIZ BLITZ " - A Recap

The objective of conducting the technical quiz competition was as under :

1. **Knowledge Assessment:** Evaluate participants' understanding of technical concepts and theories in a fun and engaging manner.
2. **Encouraging Learning:** Motivate participants to study and explore new topics in technology, engineering, and science.
3. **Skill Development:** Enhance critical thinking, problem-solving, and quick decision-making skills through timed questions.
4. **Networking Opportunities:** Provide a platform for participants to meet peers, mentors.
5. **Promoting Teamwork:** If conducted in teams, foster collaboration and communication among participants.
6. **Showcasing Talent:** Identify and recognize talented individuals or teams who excel in technical knowledge.
7. **Engagement and Motivation:** Create excitement around technical subjects and encourage ongoing interest in Electrical and general sciences.
8. **Building Community:** Strengthen connections within the academic or professional community by bringing people together around a shared interest.

Overall, the competition aims to create an enriching experience that blends learning with enjoyment.

"Tech 'O' Quiz" at URJA, a perennial favorite, celebrated the essence of electrical knowledge. With three engaging rounds:

Round 1 - Elimination: Basic electrical know-how.

Round 2 - Knowledge Battle & ultimate Showdown: Testing analytical skills. Pushing boundaries of electrical expertise.

The event celebrated learning and crowned the quiz masters, inspiring an appetite for electrical wisdom.

Winners

| Winners | Name of Student | College name |
|---------|---------------------|--------------|
| 1 | Tej Desai (EL IV) | SCET |
| 2 | Amit Kumar (EL III) | |
| 3 | Smit Thummar(CH I) | |

Treasure Hunt



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DEPARTMENT OF ELECTRICAL ENGINEERING



PRESENTS



TREASURE HUNT

EVENT DETAILS

- It will be a single round event.
- The teams will be of duos.
- No time limit for the event..

Entry fees

RS 30

EXCITING PRIZES FOR WINNERS

Register here:

EVENT HEADS

Balark Mehta :- 9825664287

Mitesh Makwana:- 9601875847



"Treasure Hunt Unleashed: The Pursuit of Hidden Riches"

The Great Quest Begins

Our treasure hunt game is more than just an event; it's a journey of discovery. Participants will form teams and venture into uncharted territory, following cryptic clues that lead to the ultimate prize.

Decipher Clues, Solve Riddles

The heart of this treasure hunt lies in its enigmatic clues and intricate riddles. As you delve deeper into the game, you'll need your sharpest wits to solve the mysteries and unlock the next step on your journey.

Riches Await the Victors

The treasures you seek may not be gold or jewels, but the thrill of the hunt and the glory of victory. Only the most tenacious and ingenious teams will uncover the grand prize.

An Adventure of a Lifetime

Get ready to embark on the adventure of a lifetime, exploring the hidden corners of our chosen location, cracking codes, and following the trail to an exciting finish. Stay tuned for the "Treasure Hunt Unleashed" event, where adventure, excitement, and treasures await!

Winners

| Winners | Name of Student | College name |
|---------|-----------------------------------------------|--------------|
| 1 | Hitarth Lakhadiya (EL IV) Tej Desai(EL IV) | SCET |
| 2 | Kamal Patel(EL IV) Ninad Shastri(EL IV) | SCET |

"Housie: The Hide n Seek of Luck and Chance "



Sarvajani Education Society
Sarvajani College of Engineering & Technology
DEPARTMENT OF ELECTRICAL ENGINEERING



PRESENTS

URJA HOUSIE

Event Details

- Participation is open for all branches.
- Participation certificate will be given to all the participants.
- Final decision will be of the event head.

Event Heads

Dhruv Devani:- 6358175174

Manan Patel:- 8141077818

**EXCITING PRIZES FOR
WINNERS**

Register here:



Entry fees
RS 20

The objective of playing Housie includes:

1. **Entertainment:** Provide a fun and engaging activity for players, often enjoyed in social settings.
2. **Social Interaction:** Foster camaraderie and communication among players, making it a great way to meet new people.
3. **Cognitive Skills:** Enhance listening and concentration skills as players need to pay attention to numbers being called.
4. **Luck and Chance:** Emphasize the element of luck, making the game accessible to players of all ages and skill levels.
5. **Prize Incentive:** Create excitement through the opportunity to win prizes, which can add to the competitive spirit.
6. **Community Building:** Serve as a fundraising or community-building activity for organizations or events.
7. **Relaxation:** Offer a casual and enjoyable way to unwind and have fun with friends and family.

Overall, Housie is designed to be an entertaining game that combines luck, social interaction, and community spirit.

| Winners | Name of Student | College name |
|---------|--------------------------------|--------------|
| 1 | Tej Desai(EL IV) | SCET |
| 2 | Maulini Siddhpuria (EL III) | SCET |
| 3 | Rudra Mevawala(EC III) | SCET |

Glimpse of URJA – 2024

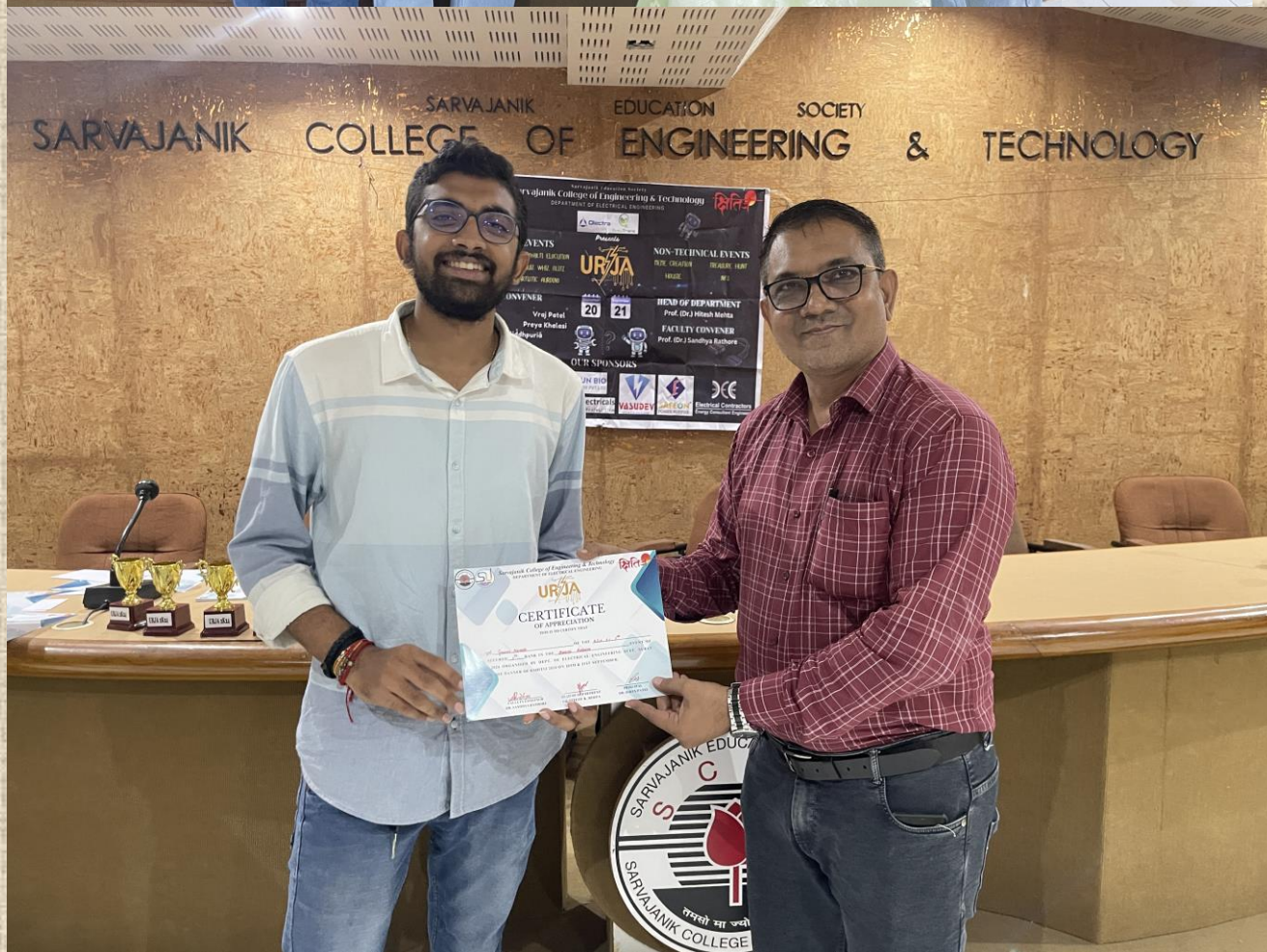






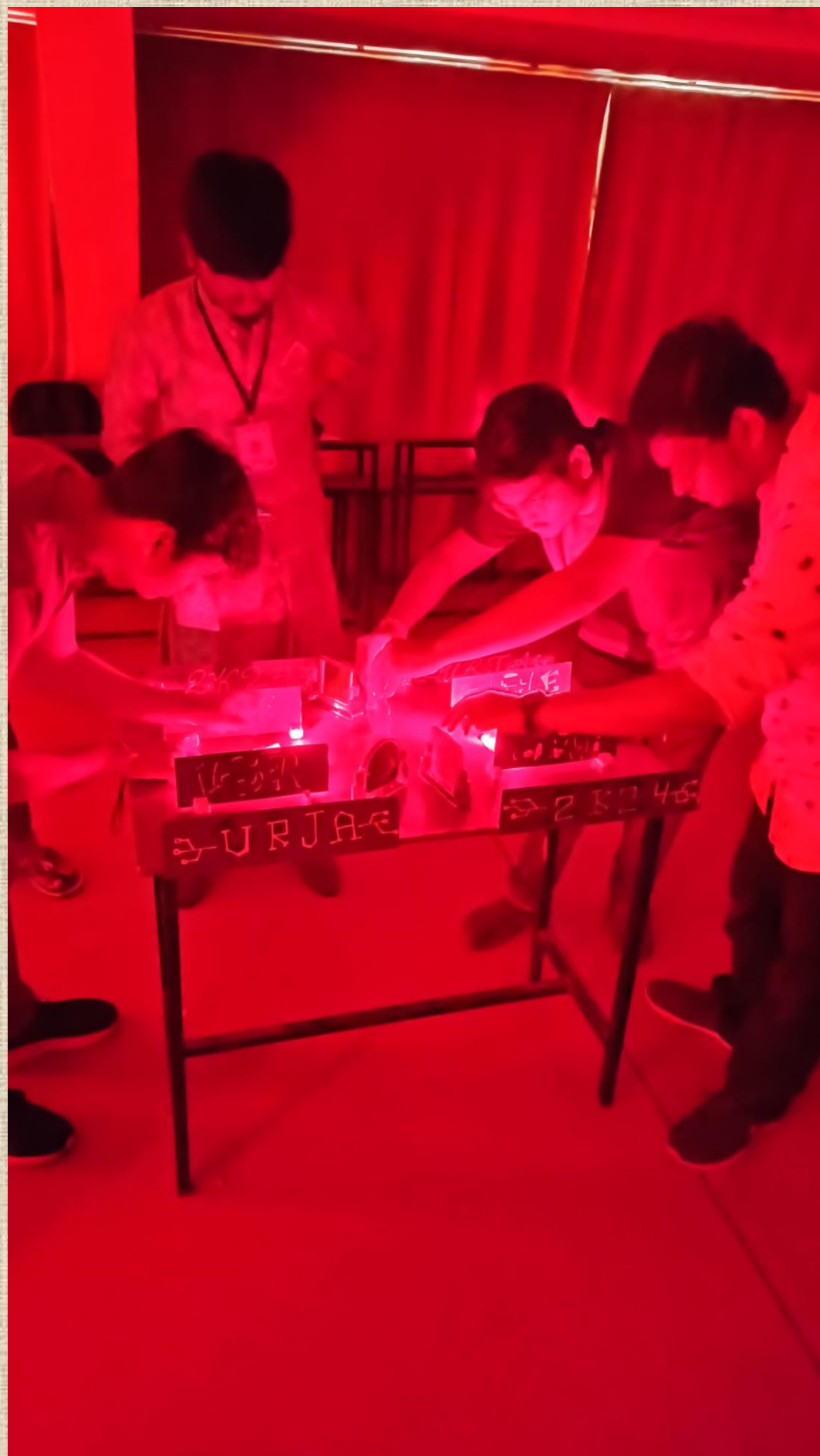


















Acknowledgment

On behalf of the URJA-24 Team, we extend our heartfelt gratitude and appreciation to all those who contributed to the success of our event. The collaborative efforts of our Student Coordinators, Faculty Coordinators, Event Heads, Volunteers, and dedicated staff members have been instrumental in making URJA-24 a STUPENDOUS success.

We are immensely grateful for the unwavering support and encouragement we received from the entire teaching and non-teaching staff. Their contributions and guidance played a pivotal role in motivating students and participants to excel.

We would like to express our sincere thanks to the lab assistants and peons, whose efforts behind the scenes were indispensable in ensuring the smooth execution of every facet of URJA-24.

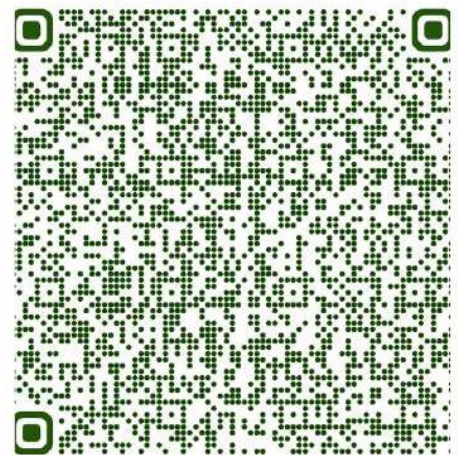
We also extend our appreciation to those selfless students who dedicated their time and energy to enhance the department and event in various ways.

Furthermore, we wish to acknowledge and thank the Sarvajanic Education Society and Sarvajanic College of Engineering & Technology for generously providing the essential infrastructure that made URJA-24 possible. We are also deeply indebted to Dr. Hiren H. Patel, Principal of SCET, for his invaluable guidance and motivation throughout the planning and execution of URJA-24.

Special recognition goes to the Head of Department (EED) Dr. Hitesh K. Mehta and the Dean of SAWC at SCET for their timely support and unwavering commitment to our event.

We genuinely appreciate the collective effort and support from all quarters, without which URJA-24 would not have been such a remarkable success. Thank you for being an integral part of this journey.

ELECTRICAL ENGINEERING DEPARTMENT



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