

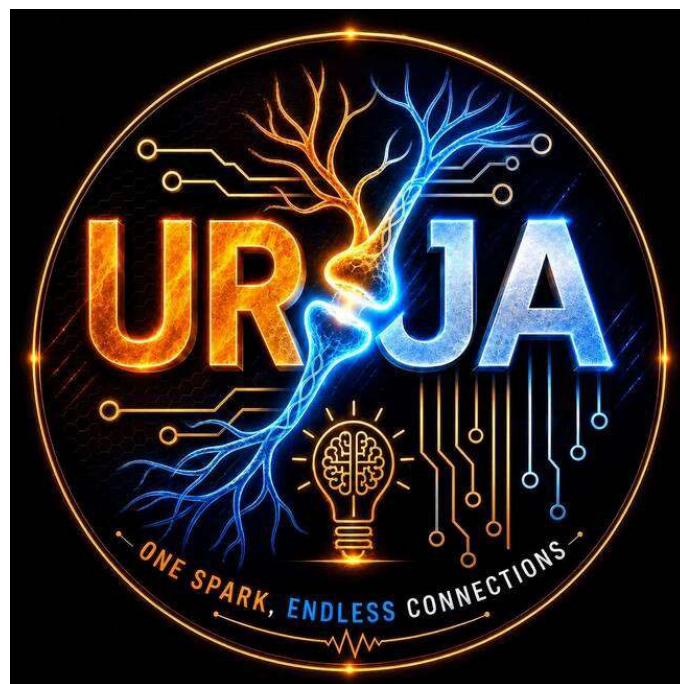
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



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



DEPARTMENT OF ELECTRICAL ENGINEERING REPORT ON **URJA 2026**



ORGANIZED BY ELECTRICAL ENGINEERING DEPARTMENT

Under
State Level Students' Tech-Fest



POWERED BY:



CO-POWERED BY:



ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

The **Department of Electrical Engineering** has proudly completed the techfest organized on 18th-19th September 2026 under the banner of **URJA 2026** with 11 technical and non-technical events, centered around the fascinating theme **“SYNAPSE – One Spark, Endless Connections”**, inspiring the concept of *“Synapse – Where Biology Meets Electricity, Fueling the Brain and Powering the Future.”*

The event aims to bring together innovation, creativity, technical knowledge, and teamwork through a wide range of exciting activities. The technical event **Aavishkar** will encourage innovative ideas, while **Abhivyakti – Elocution/Debate** will provide a platform for expressing technical thoughts and perspectives. Participants can challenge their problem-solving skills in **Escape the Unknown, Clash of Minds** and **The Quiz-Whiz-Blitz**. The technical competition **Code to Circuit (SYNC)** II test programming and circuit-based skills, while **Formula 1 Race** will bring speed and excitement to the event. The thrilling competitions **Game of Drones** and **Robo Soccer** will showcase technology, robotics, and precision, while **Human Ludo** will add fun and teamwork. Finally, **Energy Enigma – Power Up (Technical)** will challenge participants to explore their understanding of energy balance in our body. URJA 2026 promises to be an electrifying celebration of knowledge, innovation, collaboration, and endless connections, where every spark of an idea has the power to shape the future.

The leading team is as follows:

STUDENT CONVENERS

Meet Surti
Mohit Bhanabagvanwala
Nayan Surti

URJA FACULTY COORDINATOR

Dr. Sandhya M. Rathore
Prof. Kriti Arora

HEAD OF DEPARTMENT

Dr. Hardik P. Desai

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

1. AAVISHKAR

[Technical Event--Project / Model Presentation Event]

Event Name	Aavishkar
Event Format	Project / Model Presentation
Total Entries	9
Total Participants	32
Eligible Team Size	Individual, 2, 3 Or 4 Members
Round	1 Round – Project Presentation To Jury
Organizing Department	Department Of Electrical Engineering

Event Overview

Aavishkar Was Organized As A Project And Model Presentation Event Under The Department Of Electrical Engineering. The Event Provided Students With A Platform To Present Working, Non-Working Or Simulation-Based Models And Explain Their Technical Concept To A Jury Member. The Event Was Designed Around A Single Presentation Round, With Students Participating Individually Or In Teams Of Two, Three Or Four Members.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Details

Particular	Details
Event Name	Aavishkar
Event Type	Project / Model Presentation
Event Heads	Alok Das And Jahan Gadhavi
Faculty Coordinator	Prof. Nilesh Shah
Head Of Department	Prof. Hardik Desai
Number Of Entries	9
Total Participants	32
Team Format	Individual / 2 / 3 / 4 Members
Round	1
Round Activity	Presentation Of The Project To The Jury Member
Department	Electrical Engineering
Date / Time	18-09-2026 / 9:30-10:30
Venue	E-02

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Rules And Format

- Students Can Participate Individually Or In Groups Of 2, 3 Or 4.
- Working, Non-Working And Simulation Models Are Allowed.
- Participants Are Required To Bring A Hard Copy Of The Abstract Of The Model.
- The Model Should Be Justifiable On An Electrical / Technical Basis.
- There Is Only One Round.
- In Round 1, Participants Present The Project To The Jury Member.

How The Event Was Structured

1. Registration Entries Were Recorded With Group, Member, Year, Project And Other Available Project Information.
2. Participants Prepared An Individual Or Team-Based Technical Model/Project.
3. Participants Were Expected To Carry A Hard Copy Of The Project Abstract.
4. Each Entry Was Presented To The Jury Member In The Single Presentation Round.
5. The Project Was To Be Explained And Justified From An Electrical / Technical Perspective.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Flyer And Promotional Banner

The Official Aavishkar Flyer And Promotional Banner Supplied For The Event Are Reproduced Below As Event Documentation.



The flyer is a promotional banner for the Aavishkar event. It features a dark background with various technical and creative symbols. At the top left are the logos of Sarvajani Education Society and Sarvajani University. To the right is the Sarvajani College of Engineering & Technology logo. In the center, the Oxenvisa International Pvt Ltd logo is displayed above the word 'PRESENTS'. Below this is the URJA logo, which includes a lightbulb and the text 'ON IDEAS, ENDLESS CONNECTIONS'. To the right of the URJA logo is a flowchart with the word 'IDEA' in a cloud, followed by a sequence of boxes: 'PLAN', 'DESIGN', 'ANALYZE', and 'BUILD'. A large, glowing lightbulb is positioned to the right of the URJA logo. On the left side, there is a chess king piece. The word 'AAVISHKAR' is written in large, bold, white letters across the center. Below it, the word 'Rules:' is written in bold. A list of rules follows: 'Students can participate in the group of 4,3,2 or individually.', 'Working/ non working/ simulation model are allowed.', 'Bring hard copy of abstract of model.', 'The model should be justifiable to Electrical/Technical Base.', and 'There will only be 1 Round.' To the right of the rules, the text 'Exciting Prizes For winners' is written in a stylized font, accompanied by a trophy icon. Below the rules, the word 'Event Details:' is written in bold. A single detail follows: 'Round 1 — Present the project to the jury member.' Below this, the word 'Event Heads:' is written in bold. Contact information is provided: 'ALOK DAS: +91 7490826337', 'JAHAN: +91 8866390372', and 'Faculty Co-ordinator: Prof. Nilesh Shah'. On the right side, there is a QR code with a small bird icon in the center. The background also features a chess queen piece on the right and a chess king piece on the left.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA
ON IDEAS, ENDLESS CONNECTIONS

AAVISHKAR

Rules:

- Students can participate in the group of 4,3,2 or individually.
- 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:

ALOK DAS: +91 7490826337
JAHAN: +91 8866390372
Faculty Co-ordinator: Prof. Nilesh Shah

Register Here:

QR Code

[Official Aavishkar Event Flyer]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Aavishkar Promotional Banner]

Participant Data Analysis

The Registration Sheet Contains 8 Project Entries Involving 30 Participants. All Recorded Participants Are From The 1st Year. The Event Therefore Shows Participation Concentrated In The First-Year Cohort.

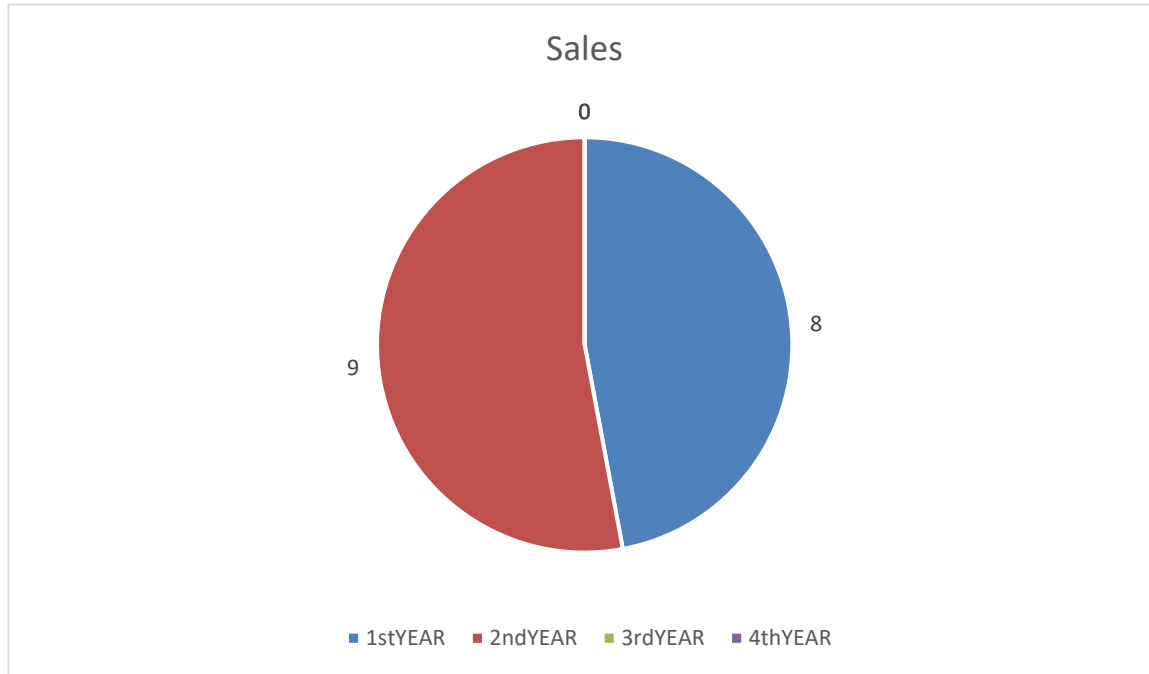
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Entry-Wise Summary

Group	Members	Participants	Project	Budget
A	4	Neel Sardhara, Shlok Dhameliya, Raj Jethva, Neet Bhesaniya	A Voice Control Mosfet Switch	Not Recorded
B	4	Hetarth, Aryan Chevli, Neel Patel, Bhavya Sheth	Remote Control Car	Not Recorded
C	2	Vinamra Patel, Bhavya Shah	Obstacle-Avoiding Car	₹700
D	4	Karya Javis, Shivam Pethani, Khushi Patel, Jasmin Vaghasia	What's Inside An Mcb	Not Recorded
E	4	Tisha Prajapati, Elisha Patel, Hetvi Vala, Vishwaa Kimwala	Rainwater Harvesting	₹500
F	4	Phalak Patel, Tisha Mehta, Ami Mittal, Tisha Patel	Smart Dustbin	₹850
G	4	Vansh Patel, Rujal Ghori, Devam Lathiya, Bhavya Panwala	Ai Blind Stick	₹500
H	4	Harsh Bhavsar, Manav Lakdawala, Vatsal Kimwala, Dishant Lapsiwala	Laser-Protected Security System	₹500
I	2	Rana Nisarg Dipakkumar Chauhan Megh Pradip	Automatic Braking System	100

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Year-Wise Participant Analysis



[Year-Wise Distribution Of 30 Registered Participants. The Registration Sheet Records All Participants As 1st Year]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

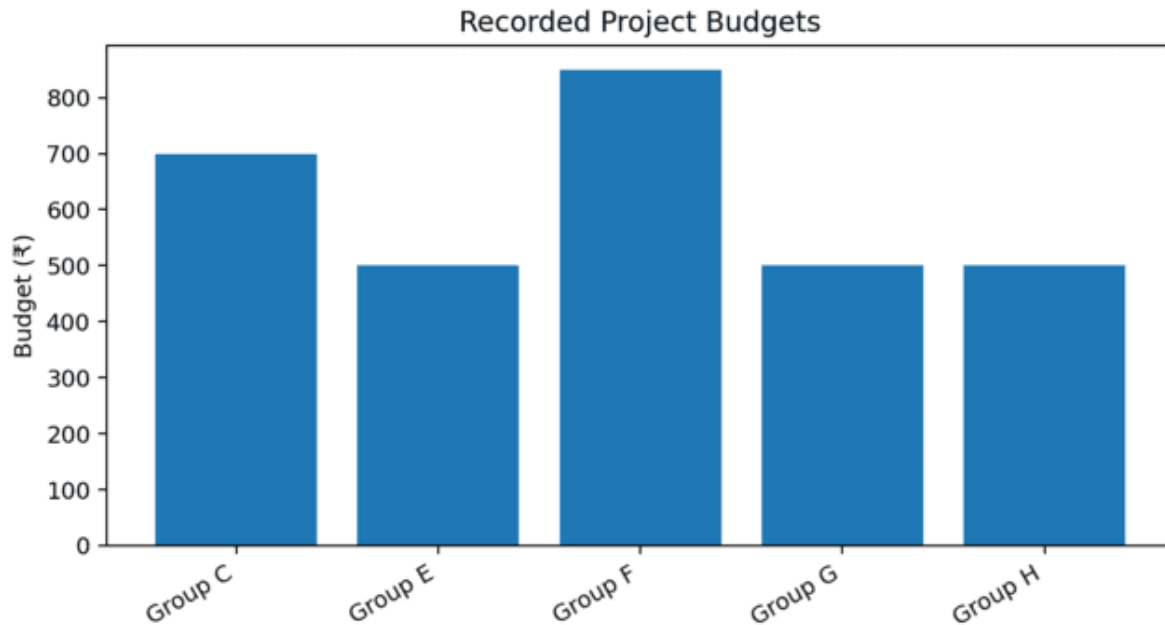
Registered Projects And Teams

Group	Project	Team Members	Year	Budget
A	A Voice Control Mosfet Switch	Neel Sardhara, Shlok Dhameliya, Raj Jethva, Neet Bhesaniya	1st Year	Not Recorded
B	Remote Control Car	Hetarth, Aryan Chevli, Neel Patel, Bhavya Sheth	1st Year	Not Recorded
C	Obstacle-Avoiding Car	Vinamra Patel, Bhavya Shah	1st Year	₹700
D	What's Inside An Mcb	Karya Javis, Shivam Pethani, Khushi Patel, Jasmin Vaghasia	1st Year	Not Recorded
E	Rainwater Harvesting	Tisha Prajapati, Elisha Patel, Hetvi Vala, Vishwaa Kimwala	1st Year	₹500
F	Smart Dustbin	Phalak Patel, Tisha Mehta, Ami Mittal, Tisha Patel	1st Year	₹850
G	Ai Blind Stick	Vansh Patel, Rujal Ghorl, Devam Lathiya, Bhavya Panwala	1st Year	₹500
H	Laser-Protected Security System	Harsh Bhavsar, Manav Lakdawala, Vatsal Kimwala, Dishant Lapsiwala	1st Year	₹500
I	Automatic Braking System	Rana Nisarg Dipakkumar Chauhan Megh Pradip	2nd Year	100

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Recorded Project Budget Analysis

Budget Information Is Available For 5 Of The 8 Registered Entries. The Recorded Budgets Total ₹3,050. Budget Information For The Remaining 3 Entries Was Not Provided In The Registration Sheet.



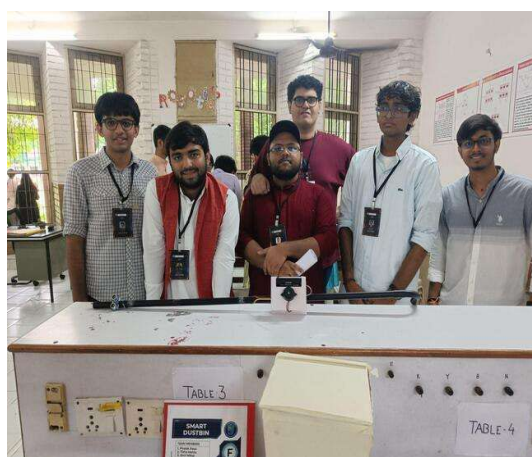
[Budgets Recorded In The Registration Sheet For The Entries Where A Budget Value Was Provided]

Recorded Budget Table

Group	Project	Recorded Budget
C	Obstacle-Avoiding Car	₹700
E	Rainwater Harvesting	₹500
F	Smart Dustbin	₹850
G	Ai Blind Stick	₹500
H	Laser-Protected Security System	₹500

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs



ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Outcomes

- The Registration Sheet Records 9 Project Entries With 32 Participants.
- All Recorded Participants Belong To The 1st Year And 2nd Year
- The Event Format Permitted Individual Participation As Well As Teams Of Two, Three Or Four Members.
- The Project Format Allowed Working, Non-Working And Simulation Models.
- Participants Were Required To Present Their Project To A Jury Member In A Single Round.
- The Registered Projects Covered Practical And Technical Concepts Including A Voice-Controlled Mosfet Switch, Remote-Control Car, Obstacle-Avoiding Car, Mcb Study, Rain-Water Harvesting Model, Smart Dustbin, Ai Blind Stick And Laser-Protected Security System.
- The Registration Sheet Also Records Project Components And Budgets For Several Entries, Providing Documentation Of The Proposed Technical Work.

Event Coordination

Faculty Coordinator

Student Event Head
Alok Das
Jahan Gadhavi

Name
Dr. Nilesh V. Shah

Winner List

Position	Winners	Department
1st Winner	1.Vinamra Patel 2.Bhavya Shah	Electrical Engineering
2nd Winner	1.Vansh Patel 2.Rujal Ghor 3.Devam Lathiya 4.Bhavya Panwala	Electrical Engineering

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

2. F1 ARENA

A Pc Lan-Based Formula Racing Competition



Event Head(S)	Shivam Vaishnav; Daksh Patel
Faculty Coordinator	Prof. Naman Bhatt
Event Type	Solo
Total Entries	133 Individual Participants
Event Day / Date	18 & 19 September 2026
Time Slot	Day 1: 1:30 Pm - 4:00 Pm; Day 2: 12:00 Pm - 4:00 Pm
Venue	E01 Computer Lab

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Overview

F1 Arena Was A Solo Competitive Gaming Event Organized As Part Of Urja 2026, The Technical Festival Of The Department Of Electrical Engineering. The Event Used F1 2020 On Pc And Created A Multiplayer Formula Racing Experience Through A Common Lan Session. Participants Competed On Separate Computers In The Same Race, Progressing Through Qualification, Semifinal And Final Stages.

Event Details

Particular	Details
Event Name	F1 Arena
Event Type	Solo Event
Student Event Heads	Shivam Vaishnav And Daksh Patel
Faculty Event Head	Prof. Naman Bhatt
Number Of Entries	133 Individual Participants
Festival	Urja 2026 - Department Of Electrical Engineering
Entry Fee	₹20 Per Person
Day / Date	18 & 19 September 2026
Venue	E01 Computer Lab

Event Schedule

Day	Date	Time Slot	Stage Conducted
Day 1	18 September 2026	1:30 Pm - 4:00 Pm	Group Stage / Qualification
Day 2	19 September 2026	12:00 Pm - 4:00 Pm	Semifinals And Final

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Description Of The Game / Event

The Event Was Conducted Using F1 2020 On Pc. Participants Played Individually On Separate Computers Connected To The Same Lan Session And Competed Simultaneously In The Same Race. Keyboard And Mouse Were Used As The Control Setup. The Tournament Was Structured In Three Stages So That Participants Had To Maintain Consistent Racing Performance To Progress.

Qualification / Group Stage

The Qualification Stage Was Conducted In 11 Rounds. Participants Competed Within Their Assigned Race Group, And The Top Four Performers From Each Round Qualified For The Semifinals, Producing 44 Semifinalists.

Semifinals

The 44 Semifinalists Were Divided Into Two Semifinal Races. The Top 11 Performers From Each Semifinal Advanced To The Final, Resulting In 22 Finalists.

Final

The 22 Finalists Competed In The Final Race. The Top Three Finishers Formed The Final Podium And Were Declared The First, Second And Third Position Holders Of F1 Arena.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Key Features And Rules

- Solo Participation With Direct Multiplayer Racing On A Common Lan Session.
- F1 2020 On Pc With Keyboard And Mouse Controls.
- Race Performance And Completion Time Used To Determine Progression And Final Positions.
- No Restart Was Allowed Once A Race Had Begun.
- Collision Damage Was Disabled To Keep The Event Accessible And Continuous.
- Track-Limit Penalties Were Disabled For The Event Format.
- Qualification, Semifinal And Final Stages Created A Progressive Tournament Structure.

How The Event Was Organized

1. Participants Were Registered And Their Entries Were Recorded Before Participation.
2. Participants Were Called In Batches And Assigned To Separate Pcs In E01 Computer Lab.
3. All Pcs Joined The Same F1 2020 Lan Session For Each Race.
4. Rules And Race Instructions Were Explained Before Every Batch Started.
5. The Group-Stage Races Were Completed On Day 1 And The Leading Participants Advanced To Day 2.
6. The Semifinal Races And Final Race Were Conducted On Day 2, After Which The Podium Positions Were Finalized.
7. The Event Heads And Volunteers Managed Participant Flow, Pc Allocation, Race Starts And Result Recording.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Flyer And Promotional Banner

The Official Promotional Flyer For F1 Arena Is Included Below As Event Documentation.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA

F1 ARENA
RACE YOUR MIND

IT'S HAMMER TIME -LEWIS HAMILTON

PER PERSON:	20 Rupees
QUALIFICATION:	11 rounds (only top 4 selected in each round)
SEMIS:	2 rounds (top 11 from both rounds)
FINALS:	Podium (Top 3)

REGISTER NOW!!

EVENT HEADS:
SHIVAM VAISHAV: +91 634125421
DAKSH PATEL: +91 7046030116

ENTRY FEE
PER PERSON
IS RS 20

Faculty Co-ordinator: Prof. Naman Bhatt

SAME TRACK
BIGGER
THINKING

[Official Event Flyer For F1 Arena]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Schedule Information

Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Day 1 Time Slot	1:30 Pm - 4:00 Pm
Day 2 Time Slot	12:00 Pm - 4:00 Pm
Venue	E01 Computer Lab
Promotional Material	Official F1 Arena Flyer

Event Conduct And Experience

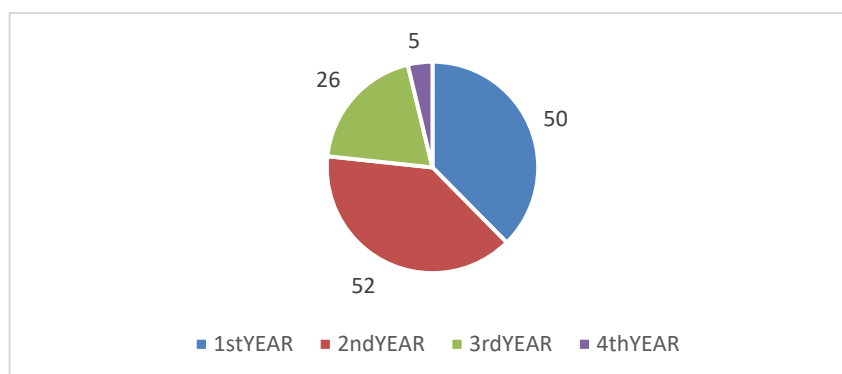
F1 Arena Maintained An Energetic And Competitive Atmosphere Across Both Days. Although Participation Was Below The Initial Planning Capacity, The Room Remained Active And Crowded During The Race Sessions. Participants Showed Strong Excitement, And Friends And Spectators Frequently Supported The Players During Races, Especially During Close Battles And Qualifying Moments.

The Event Ran Smoothly Without Major Lan Or Technical Interruptions. The Transition From The Previous Racing-Game Concept To An F1-Based Event Created A Fresh Experience For Participants And Contributed To Strong Engagement Throughout The Event. Overall, The Event Was Conducted Successfully.

Participant Data Analysis

A Total Of 133 Individual Participants Registered For F1 Arena. The Following Analysis Presents The Year-Wise And Department-Wise Participation Recorded For The Event.

Year-Wise Participant Analysis

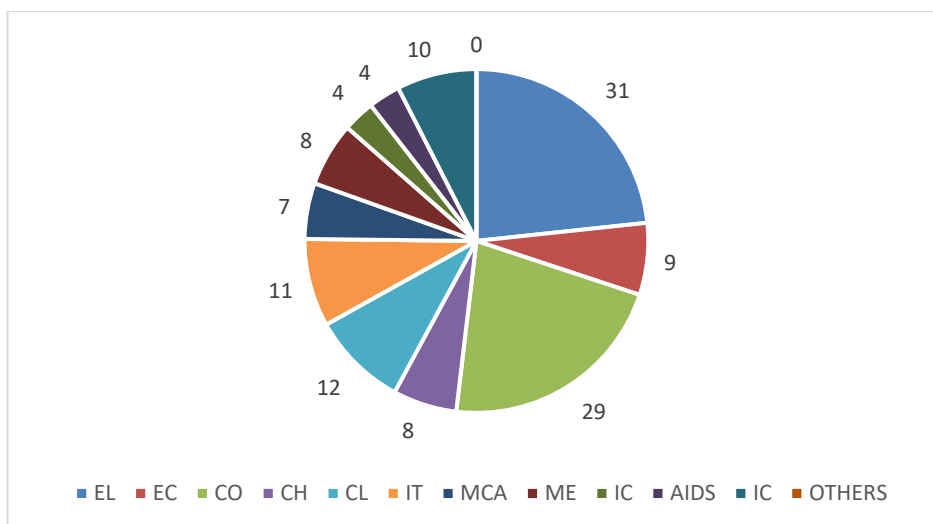


ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

[Year-Wise Distribution Of The 133 Individual Participants]

Year	Number Of Participants
1st Year	50
2nd Year	52
3rd Year	26
4th Year	5
Total	133

Department-Wise Participant Analysis



[Department-Wise Distribution Of The 133 Individual Participants]

Department	Number Of Participants
Electrical Engineering (El)	31
Electronics & Communication (Ec)	9
Computer Engineering (Co)	29
Chemical Engineering (Ch)	8
Civil Engineering (Cl)	12
Information Technology (It)	11
Integrated Mca (Mca)	7
Mechanical Engineering (Mech)	8
Artificial Intelligence & Data Science (Aids)	4
Instrumentation & Control (Ic)	4

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Department	Number Of Participants
Other Colleges (Oc)	10
Total	133

Winner List And Results

The Final Positions Were Determined From The Final Race Of F1 Arena. The Top Three Participants Were Declared The First, Second And Third Position Holders.

Position	Participant Name	Department	Year
1st Winner	Jeet Patel	Co	3rd Year
2nd Winner	Dharm Balar	Co	2nd Year
3rd Winner	Krishiv Naik	Ic	1st Year

Event Outcomes

- The Event Provided Participants With An Engaging And Competitive Formula Racing Experience.
- The Lan-Based Multiplayer Format Allowed Participants To Compete Directly Against One Another In Real Time.
- The Qualification, Semifinal And Final Structure Maintained Competitive Progression Across Both Days.
- The Event Attracted 133 Individual Participants From Multiple Departments And Other Colleges.
- Participants And Spectators Created A Lively Environment, With Friends Actively Encouraging Players During Races.
- The Event Was Conducted Smoothly Without Major LAN Or Technical Problems.
- The Overall Response And Engagement Made F1 Arena A Successful Non-Technical Event Of Urja 2026.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From F1 Arena Are Included Below As Documentation Of The Event Team, Setup, Participants And Race Activity.



[F1 Arena Event Team With Faculty Event Head Prof. Naman Bhatt]



[F1 2020 Race Activity In Progress]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Participants Competing Simultaneously On The Lan Setup]



[F1 Arena Computer-Lab Setup And Participant Activity]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Student Event Head

Shivam Vaishnav

Daksh Patel

Faculty Event Head

Prof. Naman Bhatt

Winner Summary

Position	Winner	Department
1st Winner	Jeet Patel	Co
2nd Winner	Dharm Balar	Co
3rd Winner	Krishiv Naik	Ic

3. CLASH OF MINDS-[Plan, Analyze, Guess, Win]

Particular	Details
Event Head(S)	Jay Vaghela; Ridham Patel
Faculty Event Head	Prof. Nilesh Shah
Event Type	Team Event / 2–4 Participants
Total Entries	34 Individual Participants
Event Day / Date	18 & 19 September 2026
Time Slot	10:30 Am – 12:30 Pm
Venue	E 05 Machine Lab

Event Overview

Clash Of Minds Was Organized As Part Of Urja 2026, The Annual Technical Festival Of The Department Of Electrical Engineering At Sarvajanik College Of Engineering & Technology (Sarvajanik University). Sponsored By Oxenvisa International Pvt. Ltd., The Event Was Designed To Challenge Teams Through Observational Analysis, Quick Thinking, Speed And Analytical Logic. Teams Competed Across Two Timed Rounds, Testing Visual Recognition And Rapid Problem-Solving Skills Under Time Limits.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Details

Particular	Details
Event Name	Clash Of Minds
Event Type	Team Event
Student Event Heads	Jay Vaghela And Ridham Patel
Faculty Coordinator	Prof. Nilesh Shah
Number Of Entries	34 Individual Participants
Festival	Urja 2026 – Department Of Electrical Engineering
Entry Fee	₹15 Per Person
Day / Date	18 & 19 September 2026
Time Slot	10:30 Am – 12:30 Pm
Venue	E 05 Machine Lab

Description Of The Game / Event

The Competition Consisted Of Two Distinct, Timed Challenge Rounds. Teams Were Required To Coordinate Effectively To Solve Problems Under Time Pressure. Individual Participation Was Not Allowed, Emphasizing Teamwork.

Round 1 – Blind Identification

Participants Were Presented With Masked Or Partially Obscured Technical And General Visual Prompts. Teams Relied On Quick Observation, Critical Deduction And Collective Decision-Making To Identify The Hidden Subjects Within The Given Timeframe.

Round 2 – Guess The Picture

Qualifying Teams Faced A Rapid-Fire Visual Challenge. Teams Analyzed Complex, Fragmented Or Transformed Images And Correctly Guessed The Target Object, Concept Or Pattern.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

How The Event Was Organized

1. Participants Were Registered And Their Entries Were Recorded.
2. Teams Of 2–4 Participated In The Event According To The Team Format.
3. Organizers Explained The Rules And Round-Wise Instructions Before Participation.
4. Participants Completed Round 1 (Blind Identification), Followed By Round 2 (Guess The Picture).
5. Organizers Supervised The Activities And Recorded Scores/Results.

Event Flyer And Promotional Banner

The Official Promotional Flyer For Clash Of Minds Is Included Below As Event



The flyer is a promotional banner for the 'CLASH OF MINDS' event. It features a dark background with various icons: a lightbulb, a chess king, puzzle pieces, and a brain. The text is in white and yellow. At the top, it lists the organizing institutions: Sarvajani Education Society, Sarvajani University, Sarvajani College of Engineering & Technology, and the Department of Electrical Engineering. It also mentions Oxenvisa International Pvt Ltd as the presenter. The event title 'CLASH OF MINDS' is prominently displayed in the center. Below it, the event details are listed: Round 1 - Blind Identification and Round 2 - Guess The Picture. The entry fee is Rs. 15 per person. The rules state that each team must have 2-4 participants, individual participation is not allowed, and the time duration for each round is 60 seconds. The event heads are Jay Vaghela and Ridham Patel, with their contact numbers provided. A QR code is included for registration. At the bottom, it mentions 'Exciting Prizes for Winners' and the Faculty Co-ordinator, Prof. Nilesh Shah. The bottom of the flyer also shows a notebook with the words 'PLAN', 'ANALYZE', 'GUESS', and 'WIN' written on it, along with a brain icon.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA

CLASH OF MINDS

Event Details:

- ROUND 1 – BLIND IDENTIFICATION
- ROUND 2 – GUESS THE PICTURE

Entry Fees:
Rs. 15
Per Person

Rules:

- Each team must have 2-4 participants. Individual participation is not allowed.
- Time duration for each round is 60 seconds.

Event Heads:
JAY VAGHELA: +91 6356799369
RIDHAM PATEL: +91 7990603325

Register Here:

EXCITING PRIZES FOR WINNERS

Faculty Co-ordinator: Prof. Nilesh Shah

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Schedule Information

Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Time Slot	10:30 Am – 12:30 Pm
Venue	E 05 Machine Lab
Rounds	Blind Identification; Guess The Picture
Team Size	2–4 Participants
Time Duration	60 Seconds Per Prompt/Attempt
Entry Fee	₹15 Per Person
Faculty Co-Ordinator	Prof. Nilesh Shah

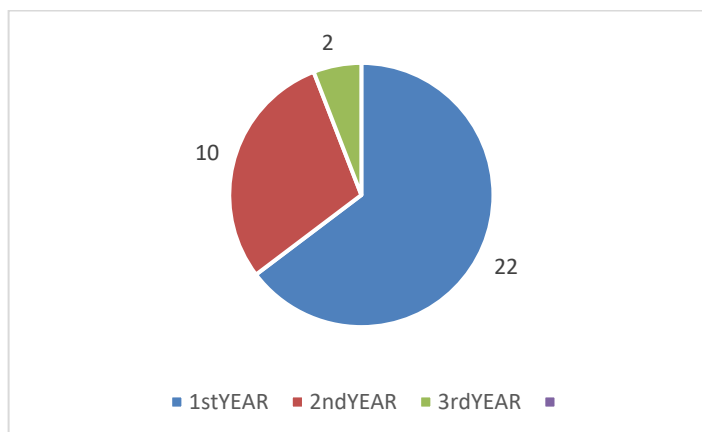
Rules

- Each Team Must Have 2–4 Participants.
- Individual Participation Is Not Allowed.
- Each Round Maintained A Strict 60-Second Time Limit Per Prompt/Attempt.
- Final Scores/Results Were Evaluated By The Organizers.

Participant Data Analysis

A Total Of 34 Individual Participants Registered For Clash Of Minds. The Following Analysis Presents The Year-Wise And Department-Wise Participation Recorded For The Event.

Year-Wise Participant Analysis

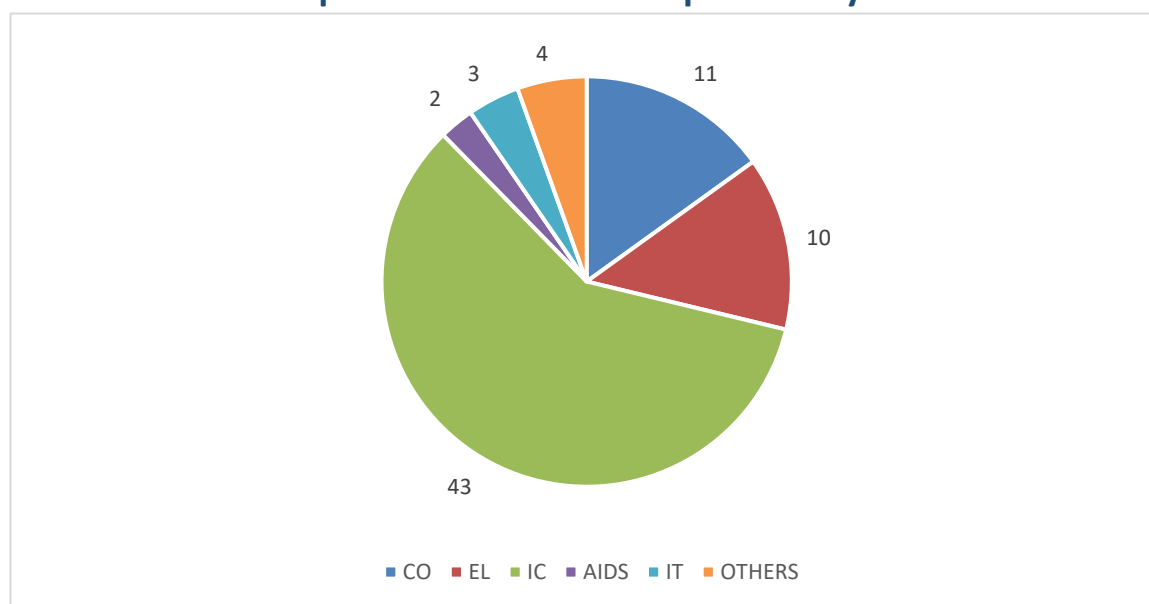


ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

[Year-Wise Distribution Of The 34 Individual Participants]

Year	Number Of Participants	Percentage Share
1st Year (2025/2026 Batch)	22	64.7%
2nd Year (2024 Batch)	10	29.4%
3rd Year (2023 Batch)	2	5.9%
Total	34	100.0%

Department-Wise Participant Analysis



[Department-Wise Distribution Of The 34 Individual Participants]

Department	Number Of Participants
Computer Engineering (Co)	11
Electrical Engineering (El)	10
Instrumentation & Control (Ic)	4
Artificial Intelligence & Data Science (Aids)	3
Information Technology (It)	2
Other / General	4
Total	34

The Charts Above Provide A Visual Representation Of The Participant Distribution Across Academic Years And Departments.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Winner List And Results

The Event Results Were Determined From The Performance Of Participating Teams Across The Competition. The Final Winner Details Are Recorded Below.

Position	Participant / Team Name	Department	Year
1st Winner	Ruchit Desai & Jash Patel	Ic	2nd Year
2nd Winner	Shivansh Desai & Pawan Prajapati	Ic	2nd Year
3rd Winner	Yashasvi Agrawal, Vishwa Patel & Bhavya Tharakun	Electrical	3rd Year

Event Outcomes

The Event Engaged 34 Students In Team-Based Logical And Visual Reasoning Challenges.

The Competition Encouraged Inter-Departmental Participation Across Co, El, Ic, Aids And It.

The Timed Rounds Tested Rapid Observation, Decision-Making And Problem-Solving.

The Event Promoted Communication, Teamwork And Cognitive Strategy During Urja 2026.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From The Event Are Included Below As Documentation Of The Event Setup, Participants And Activities.



[Event Team And Organizing Group]



[Participants Engaged In Event Activities]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Teams Analyzing Visual Prompts And Discussing Solutions]



[Teams Solving Visual And Logical Challenges In E 05 Machine Lab]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Student Event

Jay Vaghela

Ridham Patel

Head Faculty Coordinator

Prof. Nilesh Shah

Final Result Summary

Position	Winners	Department
1st Winner	Ruchit Desai & Jash Patel	Ic
2nd Winner	Shivansh Desai & Pawan Prajapati	Ic
3rd Winner	Yashasvi Agrawal, Vishwa Patel & Bhavya Tharakun	Electrical

4. Escape The Unknown

A Duo-Based Multi-Round Challenge

Event Head(S)	Prisha Gandhi; Durva Patel
Faculty Event Head	Prof. Jyoti Shah
Event Type	Duo / Group Of 2
Total Entries	98 Individual Participants
Event Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-106 Tutorial Room

Event Overview

Escape The Unknown Was A Duo-Based Interactive Challenge Organized As Part Of Urja, The Technical Festival Of The Department Of Electrical Engineering. The Event Was Designed To Combine Music Recognition, Communication, Coordination, Concentration And Practical Problem-Solving In A Three-Round Format. Participants Progressed Through Three Distinct Challenges: Guess The Song, Laser Maze And Buzz Wire.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Details

Particular	Details
Event Name	Escape The Unknown
Event Type	Duo / Group Event
Student Event Heads	Prisha Gandhi And Durva Patel
Faculty Event Head	Prof. Jyoti Shah
Number Of Entries	98 Individual Participants
Festival	Urja 2026 – Department Of Electrical Engineering
Entry Fee	₹20 Per Person (As Shown On The Event Flyer)
Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-106 Tutorial Room

Description Of The Game / Event

The Event Consisted Of Three Rounds. The Rounds Were Structured So That Participants Had To Use Different Abilities While Working Together As A Duo. The Combination Of Music, Navigation And Precision-Based Challenges Gave The Event A Varied And Interactive Format

Round 1 – Guess The Song

A Tune Was Played For The Participants, And They Had To Identify The Correct Song Name. This Round Focused On Listening Ability, Memory And Quick Recognition.

Round 2 – Laser Maze

One Participant Was Blindfolded While The Other Participant Guided Them Verbally Through A Maze Formed Using Laser Beams. This Round Emphasized Communication, Trust, Orientation And Teamwork.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Round 3 – Buzz Wire

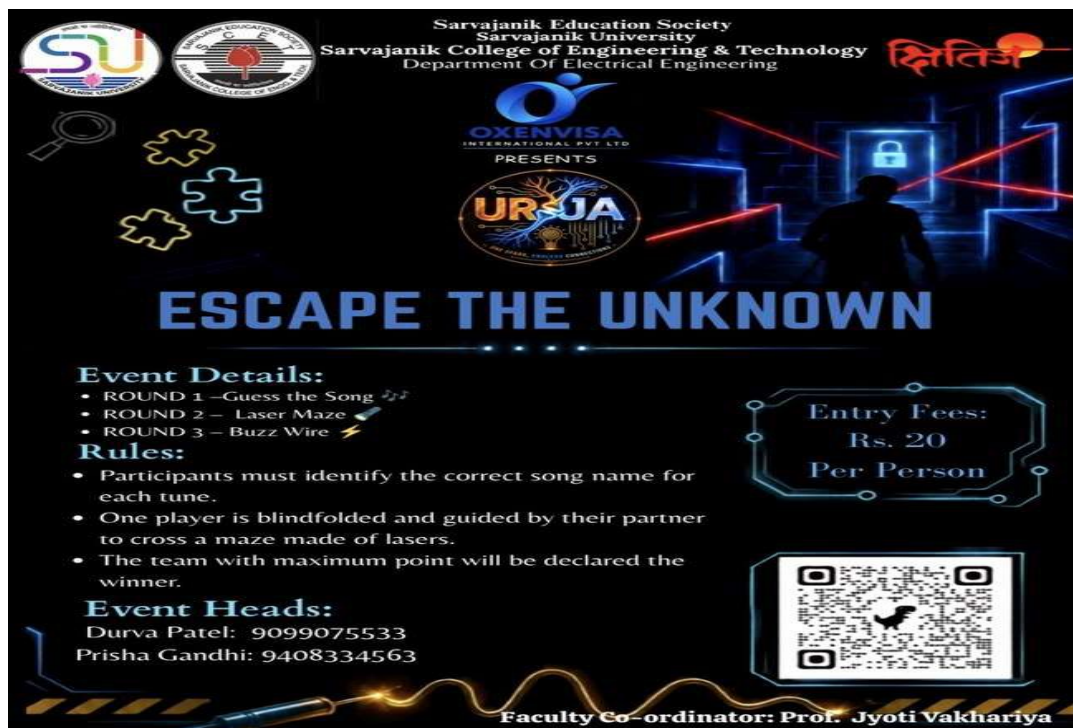
Both Participants Had To Complete The Buzz-Wire Challenge Without Touching The Wire. The Round Tested Concentration, Steady Hand Movement, Coordination And Patience.

How The Event Was Organized

1. Participants Were Registered And Their Entries Were Recorded.
2. Teams Of Two Participated In The Event As Per The Duo Format.
3. Organizers Explained The Rules And Round-Wise Instructions Before Participation.
4. Participants Completed The Guess The Song Round, Followed By The Laser Maze And Buzz Wire Rounds.
5. Organizers Supervised The Activities, Maintained The Setups And Recorded Scores/Results.
6. The Team With The Maximum Across The Event Was To Be Declared The Winner.

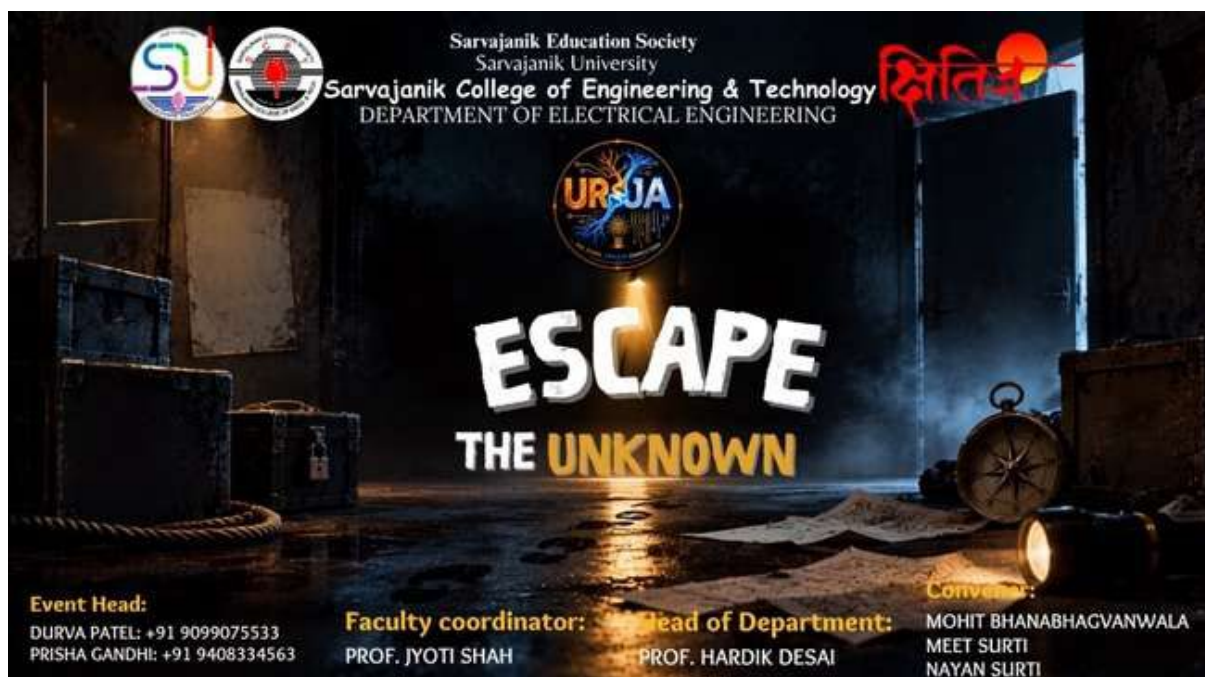
Event Flyer And Promotional Banner

The Promotional Flyer And Banner For Escape The Unknown Are Included Below As Official Event Documentation.



[Event Flyer For Escape The Unknown]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Escape The Unknown Promotional Banner]

Event Schedule Information

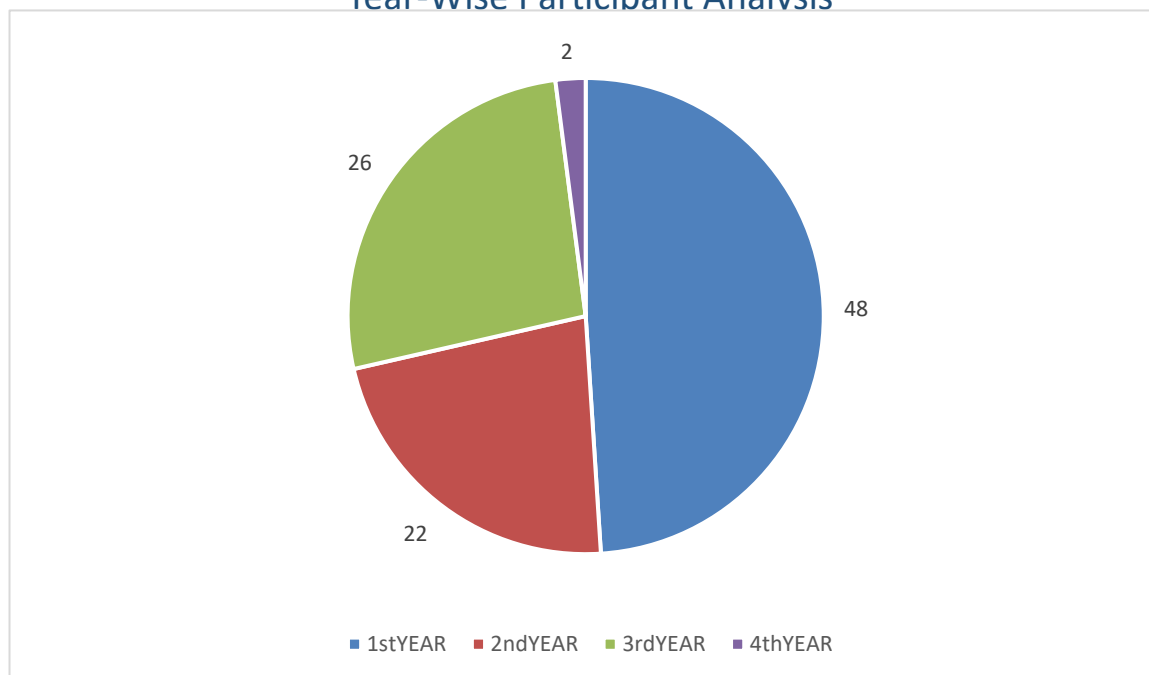
Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-106 Tutorial Room
Promotional Material	Flyer And Banner Included Above

Participant Data Analysis

A Total Of 98 Individual Participants Registered For Escape The Unknown. The Following Analysis Presents The Actual Year-Wise And Department-Wise Participation Recorded For The Event.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Year-Wise Participant Analysis

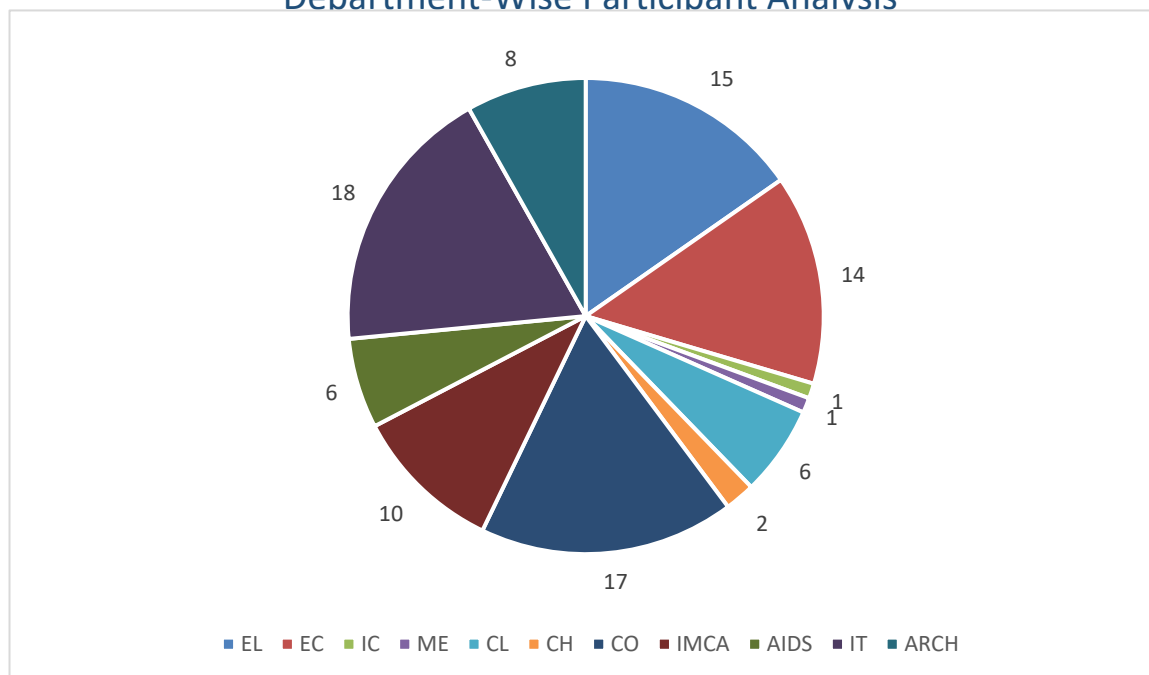


[Year-Wise Distribution Of The 98 Individual Participants]

Year	Number Of Participants
1st Year	48
2nd Year	22
3rd Year	26
4th Year	2
Total	98

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Department-Wise Participant Analysis



[Department-Wise Distribution Of The 98 Individual Participants]

Department	Number Of Participants
Electrical Engineering	15
Ec	14
Ic	1
Mechanical Engineering	1
Civil Engineering	6
Chemical Engineering	2
Co	17
Imca	10
Aids	6
It	18
Architecture	8
Total	98

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Winner List And Results

The Event Used Cumulative Performance Across The Three Rounds, With The Team Obtaining The Maximum Declared The Winner. The Official Winner Details May Be Entered In The Result Table Below.

Position	Participant / Team Name	Department
Winner	Rishon Patel & Krunal Vaghamshi	Chemical Engineering
Runner-Up	Tasmi Hirpara & Siddharth Khachariya	Co
Second Runner-Up	Meet Surti & Harshal Kabrawala	Electrical Engineering

Event Outcomes

The Event Provided Participants With A Combination Of Entertainment And Skill-Based Challenges.

The Three Rounds Encouraged Teamwork, Communication, Listening, Concentration And Coordination.

The Laser Maze And Buzz-Wire Activities Created An Interactive Technical-Fest Experience.

With 98 Individual Entries, The Event Attracted Substantial Participation.

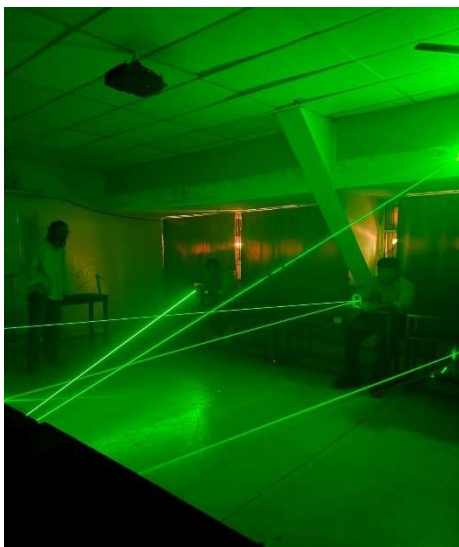
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From The Event Are Included Below As Documentation Of The Event Setup, Participants And Activities.



[Event Team And Setup With The Urja Backdrop]



[Laser Maze Setup And Activity]. [Buzz Wire Activity In Progress]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Student Event Head

Prisha Gandhi

Durva Patel

Faculty Coordinator

Prof. Jyoti Shah

Position	Winners	Department
1st Winner	Rishon Patel & Krunal Vaghamshi	Chemical Engineering
2nd Winner	Tasmi Hirpara & Siddharth Khachariya	Co
3rd Winner	Meet Surti & Harshal Kabrawala	Electrical Engineering

5. SYNC: THE TECH RELAY

A Post Event Recap--Two Minds, One Mission

[Event Banner]



- Vishwa Patel - El 3rd Year
- Sanket Prajapati - El 2nd Year
 - Megh - El 2nd Year
 - Adarsh - El 2nd Year

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Objective:

A Two-Member Team Event That Tests Memory, Circuit Building, And Teamwork Under Time Pressure, From Pixel Art Recreation And Schematic-To-Physical Circuit Construction To Cracking Coded Locks And Debugging Faulty Circuits.

Event Structure:

Event Type: Technical Team Structure: 2-Person Teams Entry Fee: Free

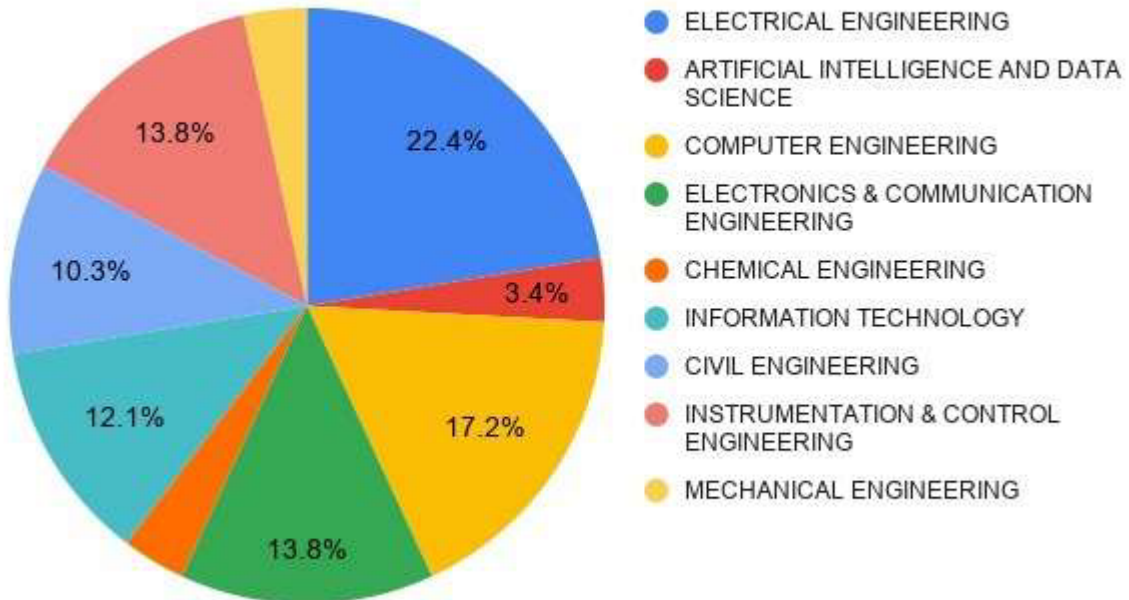


[Event Flyer]

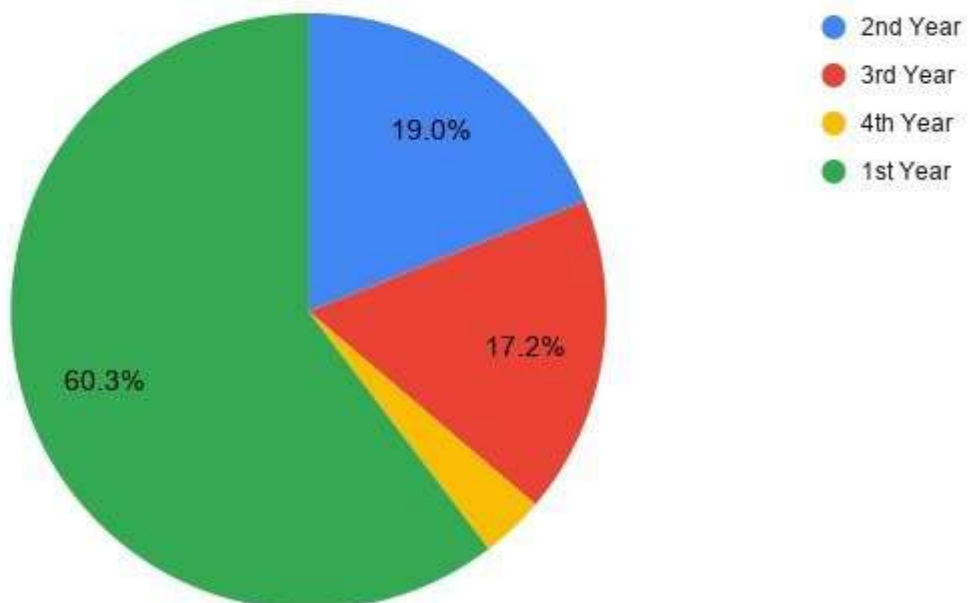
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Total Participants: 76 Students (38 Pairs)

No. of participants Branch wise



No. of participants Year wise



ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Team Roles:

- Round 1: Pixel Mind (Recreates Art From Memory) + Circuit Hand (Builds Circuit From Schematic) — Swapped Every 30 Seconds
- Round 2: Circuit Hand (Equation $\rightarrow$ 2 Lock Digits) + Pixel Mind (Riddle $\rightarrow$ 1 Lock Digit) — Then Both Debug & Build Together

Two Rounds Of Brilliance:

- **Round 1**-The Switch Relay (18th Sep, 1:30-4pm):

Both Members View Their Images For 10 Seconds, Then Work In Silence Before Swapping Seats Every 30 Seconds — Recreating The Velcro Pixel Art From Memory (50 Pts) While Building The Glowing Led Circuit From The Memorized Schematic (50 Pts), With 2 Minutes Per Team.

- **Round 2** -The Locked Box (19th Sep, 9:30-10:30am):

In 30 Minutes, Circuit Hand Solves A Circuit Equation For 2 Lock Digits While Pixel Mind Cracks A Riddle For The Third (30 Pts)— Then Together They Open The Box, Find The Hidden Error In The Diagram, And Build The Corrected Diode-Resistor-Led Circuit (60 Pts, A 10-Pt Speed Bonus).

- **Lifelines: 1 Hint Drop (-10 Pts), The Full Reveal (No Marks Given), Circuit Connection Hint (-5 Pts).**

Event Heads

Yashasvi Agarwal

Bhavya Tharakan

Vishwa Patel

Faculty Coordinator

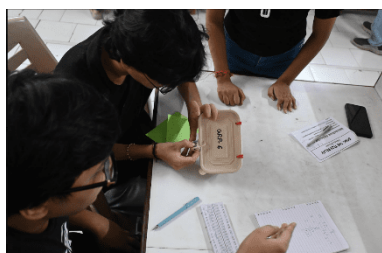
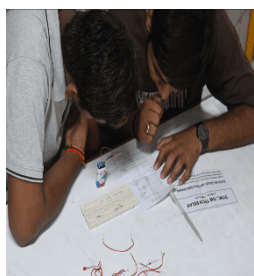
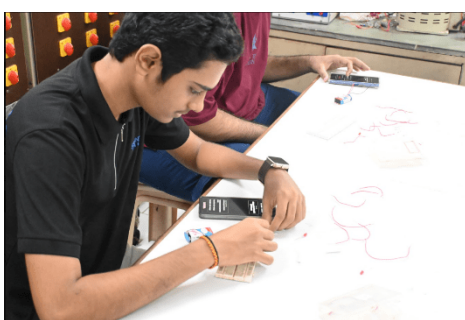
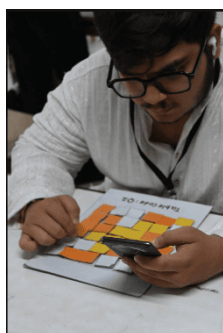
Prof.Shabbir Bohra

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Winners:

Position	Winners	Branch	College	Prize
1.	Yash Jinwala Kalyaan Kapadia	Electrical	Scet	Cash (Rs. 800)

Moments From Event



Conclusion:

Sync: The Tech Relay Successfully Promoted Innovation, Collaboration, And Hands-On Technical Learning Among Participants Of All Branches. The Unique Switching Relay And Locked-Box Debugging Format Tested Memory, Circuit-Building Skills, And Teamwork Under Pressure, Providing A Memorable Platform For Students To Showcase Their Technical Abilities.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

6. POWER UP

Stick Coordination, Rapid Fire & Human Tic-Tac-Toe — A Team-Based Multi-Skill Challenge



Event Head(S)	Yug Agarwal; Revathy Nair
Faculty Coordinator	Prof. Sharad Patel
Head Of Department	Prof. Hardik Desai
Event Type	Team Event, Group Of 4 Required
Total Registration Entries	129 Entries Across 33 Teams
Event Day / Date	18 & 19 September 2026
Time Slot	10:00 Am - 4:00 Pm
Venue	Corridor Outside Electrical Engineering Department

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Overview

Power Up Was A Team-Based Multi-Round Challenge Organized As Part Of Urja, The Technical Festival Of The Department Of Electrical Engineering Department. The Event Was Designed To Combine Physical Coordination, Speed And Strategic Thinking Across Three Components: Stick Coordination, Rapid Fire And Human Tic-Tac-Toe. Teams Of Four Registered And Competed For A Place On The Podium.

Event Details

Event Name	Power Up
Event Type	Team / Group Event — Group Of 4 Required
Student Event Heads	Yug Agarwal And Revathy Nair
Faculty Coordinator	Prof. Sharad Patel
Head Of Department	Prof. Hardik Desai
Number Of Entries	129 Registration Entries Recorded Across 33 Teams
Festival	Urja 2026 — Department Of Electrical Engineering
Entry Fee	Free Event
Day / Date	18 & 19 September 2026
Time Slot	10:00 Am - 4:00 Pm
Venue	Corridor Outside Electrical Engineering Department

Round 1 — Rapid Fire

A Speed-Based Round Tracked As “Rapid Fire”, Where The Team Has To Answer Questions From 4 Topics Chosen Via A Roulette Wheel

Round 2 — Stick Coordination

Participants Worked With Sticks In A Coordination-Based Challenge, Where Each Player Of The Team Would Let Go Of Their Sticks Simultaneously And Try To Catch Adjacent Team Member's Stick. This Round Tested Physical Control, Timing And Teamwork Under A Race-Against-Time Format

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Round 3 — Human Tic-Tac-Toe

2 Teams Were Pitted Against One Another For This Round.

How The Event Was Organized

1. Participants Registered In Teams Of Four; Entries And Team Brackets Were Recorded On The Registration Sheet.
2. Organizers Explained The Rules And Round-Wise Instructions Before Participation.
3. Teams Completed The Stick Coordination And Rapid Fire Rounds; Points For Each Were Recorded Per Team.
4. Organizers Supervised The Activities, Maintained The Setups And Totalled Scores.
5. The Team With The Highest Combined Total Across The Recorded Rounds Was Declared The Winner.

Event Flyer And Promotional Banner

The Promotional Flyer And Banner For Power Up Are Included Below As Official Event Documentation.



[Event Flyer For Power UP]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

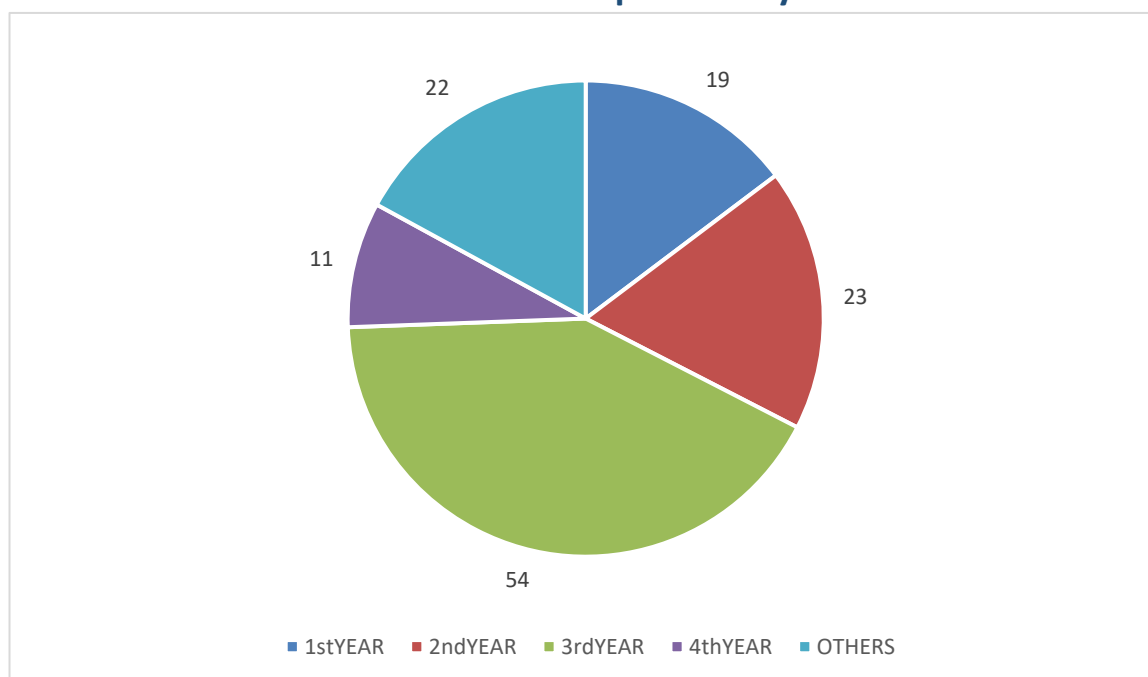


[Power Up Promotional Banner]

Participant Data Analysis

A Total Of 129 Registration Entries Were Recorded For Power Up Across 33 Teams. The Figures Below Present The Year-Wise And Branch-Wise Distribution As Recorded On The Registration Sheet.

Year-Wise Participant Analysis

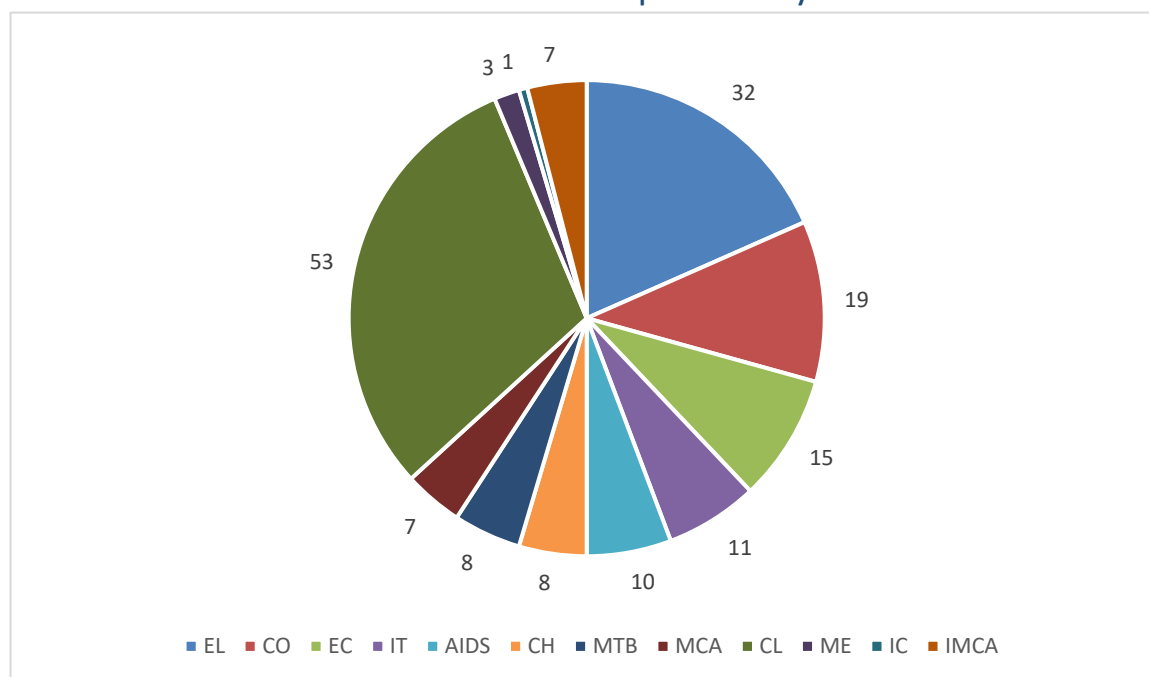


ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

[Year-Wise Distribution Of The 129 Registration Entries]

Year	Number Of Participants
1st Year	19
2nd Year	23
3rd Year	54
4th Year	11
Not Recorded	22
Total	129

Branch-Wise Participant Analysis



[Branch-Wise Distribution Of The 129 Registration Entries]

Branch	Number Of Participants
Electrical Engineering (El)	32
Computer Engineering (Co)	19
Electronics & Comm. (Ec)	15
Information Technology (It)	11

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Branch	Number Of Participants
Ai & Data Science (Aids)	10
Chemical Engineering (Ch)	8
“Mtr” (Unconfirmed)	8
Mca	7
Civil Engineering	5
Mechanical Engineering	3
Instrumentation & Control (Ic)	3
Imca	1
Not Recorded	7
Total	129

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Winner List And Results

Ranking Is Based On The Combined Stick Coordination And Rapid Fire Scores Recorded On The Scoring Sheet, As No Human Tic-Tac-Toe Scores Were Provided (See Section 4 Data Notes). The Team With The Highest Combined Total Was Declared The Winner.

Position	Team	Members	Branch	Score
Winner	Team 11	Priyanshu Bhaloni, Khush Vaghani, Kenil Khunt, Krish Lathiya	Aids (2nd Yr)	30
Runner-Up	Team 26	Lucky Shah, Das Alok, Jainam Chauhan, Rakhim Panwar	El (3rd/4th Yr)	26
Second Runner-Up	Team 13	Kanishk Dalal, Dadawala Gulamabbas, Parth Gandhi, Shreyarth Thakor	It (3rd Yr)	25

Event Outcomes

- The Event Combined A Physical Coordination Round With A Speed-Based Round, Drawing 33 Registered Teams.
- With 129 Registration Entries, The Event Attracted Substantial Cross-Branch Participation, Led By Electrical Engineering, Computer Engineering And Electronics & Communication.
- Scoring Was Recorded For Two Of The Three Advertised Rounds; The Third (Human Tic-Tac-Toe) Is Not Reflected In The Totals Above.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From The Event Are Included Below As Documentation Of The Event Setup, Participants And Activities.



[Participants Practicing The Stick Coordination Round]



[Teams Competing In The Stick-And-Relay Round, Watched By Organizers]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[A Round In Progress With Organizers And Participants In Motion]



[Event Team With Faculty, Pictured With The Urja Backdrop]

EVENT HEADS

Name
Yug Agarwal
Revathy Nair

FACULTY COORDINATOR

Name
Prof. Sharad Patel

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

7. ROBBO SOCCER



A Single Duo-Based Multi-Round Challenge

Event Head(S)	Kavya Khandwala,Vivek Parmar And Yash Hingu
Faculty Coordinator	Prof. Jyoti Shah
Event Type	Single And Also Duo
Total Entries	104 Individual Participants
Event Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	Electrical Department

Event Overview

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Robbo Soccer Was A Single And Also Duo-Based Interactive Challenge Organized As Part Of Urja, The Technical Festival Of The Department Of Electrical Engineering. The Event Was Designed To Combine Communication, Coordination, Concentration And Clear The Path. Participants Progressed Through Three Distinct Challenges: Clear The Path, Maximum Goals And 1 Goal Like Of Football.

Event Details

Particular	Details
Event Name	Robbo Soccer
Event Type	Single And Duo Event
Student Event Heads	Kavya Khandwala, Vivek Parmar And Yash Hingu
Faculty Coordinator	Prof. Jyoti Shah
Number Of Entries	104 Individual Participants
Festival	Urja 2026 – Department Of Electrical Engineering
Entry Fee	₹30 Per Person (As Shown On The Event Flyer)
Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	Electrical Department

Description Of The Game / Event

Robbo Soccer Is Where Robotics Meets The Thrill Of The Pitch! Team Build And Program Bots To Battle It In Fast-Paced Soccer Matches, Combining Agility, Strategy And Engineering Brilliance . From Dramatic Pileups To Last-Second Goals. The Event Mainly Consists Of Rounds 1,2,3.

Round 1 – Clear The Path

Obstacles Are There And That Person Will Clear That Obstacles And Go To The Next Side.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Round 2 – Maximum Goals (1 Versus 1)

One Side Is Red Team And One Side Is Blue Team And In Between 2 Types Colour Balls Are Put And Both Sides Persons Have To Goal Maximum Balls. If Red Team Goal Maximum Balls Then They Will Advance To The Third Round Or Else Vice Versa. In This Time Limit Is Also There.

Round 3 – Soccer Playing

One Ball Is Put In Between And Both Sides Person Have To Score That Goal On The Opposite Side In This Time Limit Is There. If Anyone One Person 1st Score That Goal On The Opposite Side With The Help Of Car Then He/She Will Win. This Contains Concentration And Speed.

How The Event Was Organized

1. Participants Were Registered And Their Entries Were Recorded.
2. Single Participants, And Duo Participants Are There.
3. Organizers Explained The Rules And Round-Wise Instructions Before Participation.
4. Participants Completed The Single Round, Then Score The Maximum Number Of Goals And Last In Time Limit Goal The 1 Ball On The Opposite Side.
5. Organizers Supervised The Activities, Maintained The Setups And Recorded Scores/Results.
6. The Team With The Maximum Across The Event Was To Be Declared The Winner.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Flyer

The Promotional Flyer For Robbo Soccer Are Included Below As Official Event Documentation.



[Event Flyer For Robbo Soccer]

Event Schedule Information

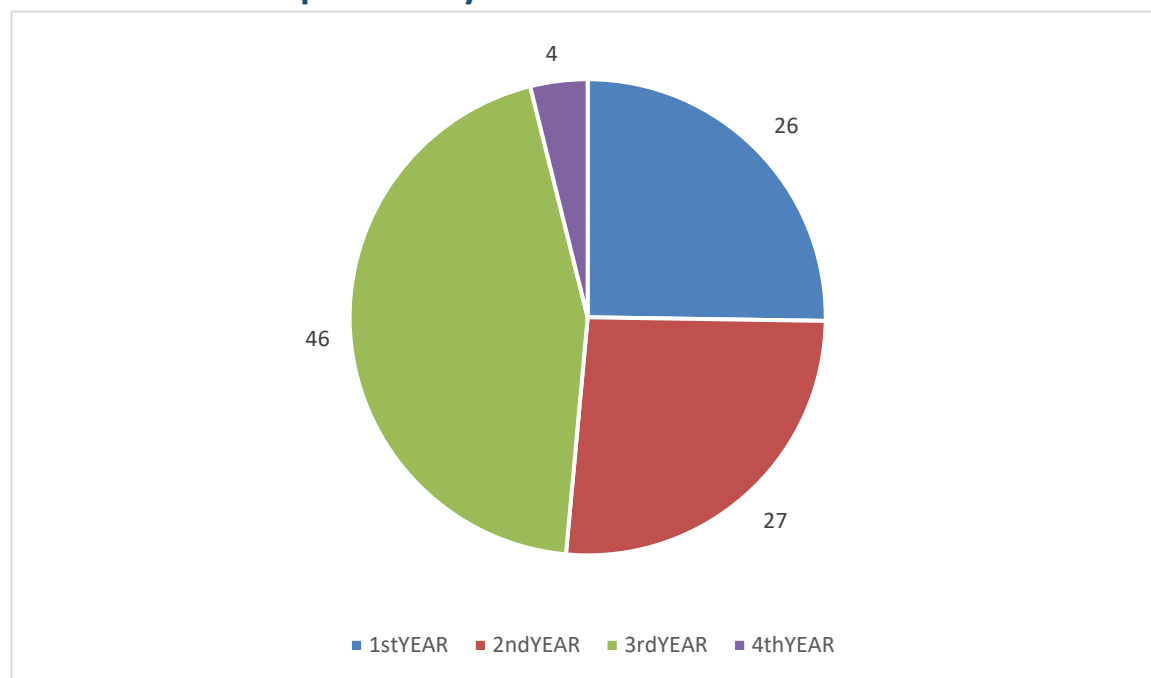
Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	Electrical Department
Promotional Material	Flyer And Banner Included Above

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Participant Data Analysis

A Total Of 104 Individual Participants Registered For Robbo Soccer. The Following Analysis Presents The Actual Year-Wise And Department-Wise Participation Recorded For The Event.

Year-Wise Participant Analysis

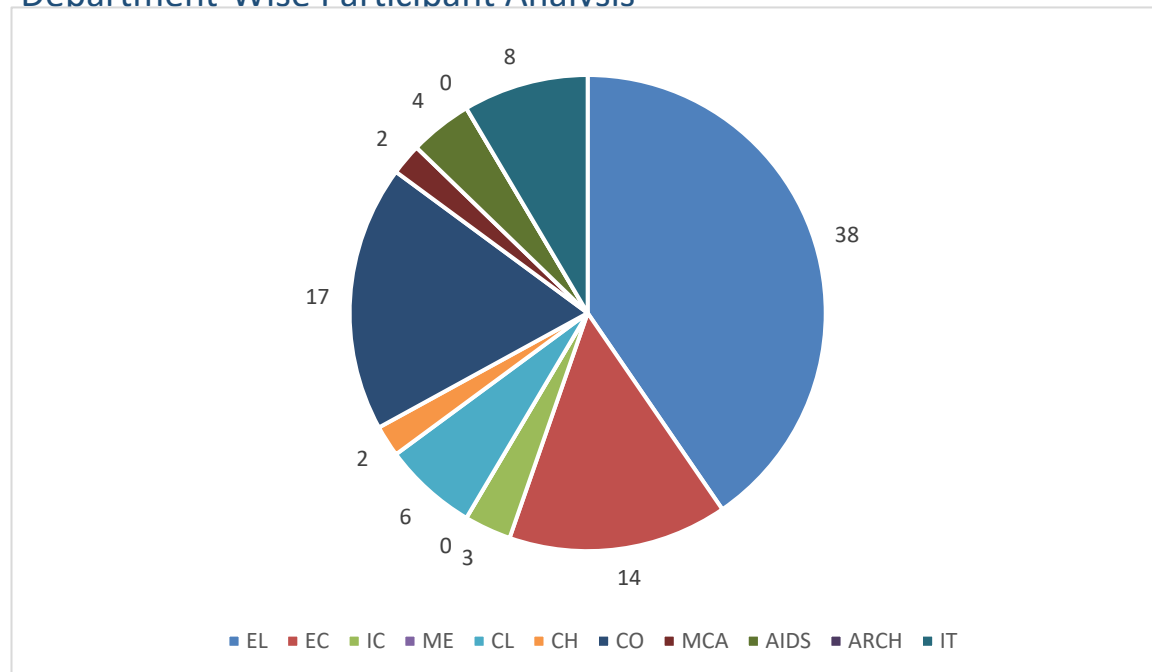


[Year-Wise Distribution Of The 104 Individual Participants]

Year	Number Of Participants
1st Year	26
2nd Year	27
3rd Year	46
4th Year	4
Total	104

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Department-Wise Participant Analysis



[Department-Wise Distribution Of The 104 Individual Participants]

Department	Number Of Participants
Electrical Engineering	38
Ec	14
Ic	3
Mechanical Engineering	-
Civil Engineering	6
Chemical Engineering	2
Co	17
Mca	2
Aids	4
It	8
Architecture	-
Total	104

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Winner List And Results

The Event Used Cumulative Performance Across The Three Rounds, With The Team Obtaining The Maximum Declared The Winner. The Official Winner Details May Be Entered In The Result Table Below.

Position	Participant Name	Department	Year
Winner	Shrushti Desai	Mtech	1st
Runner-Up	Taksh Avaiya	Chemical Engineering	1st
Second Runner-Up	Tirth Vithani	Chemical L Engineering	1st

Event Outcomes

- The Event Provided Participants With A Combination Of Entertainment And Skill-Based Challenges.
- The Three Rounds Encouraged Teamwork, Communication, Concentration And Coordination.
- The Robbo Soccer Activitie Created An Interactive Technical-Fest Experience.
- With 104 Individual Entries, The Event Attracted Substantial Participation.

Event Heads

Student Name

Kavya Khandwala

Vivek Parmar

Yash Hingu

Faculty Coordinator

Prof. Jyoti Shah

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From The Event Are Included Below As Documentation Of The Event Setup, Participants And Activities.



[Event Team And Setup With The Urja Backdrop]



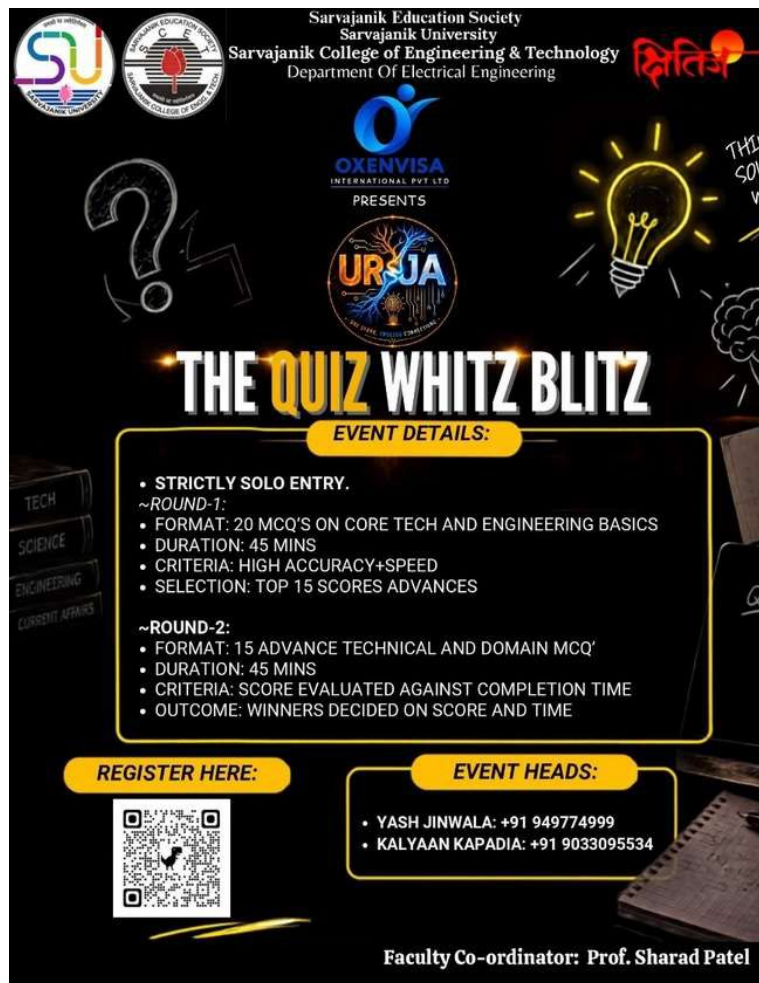
[Obstacles Setup]



[[Goal The Ball]

8. THE QUIZ WHITZ BLITZ

A State-Of-The-Art Interactive Technical Quiz Competition



Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT.LTD
PRESENTS

URJA

THE QUIZ WHITZ BLITZ

EVENT DETAILS:

- **STRICTLY SOLO ENTRY.**
- ~ROUND-1:
 - FORMAT: 20 MCQ'S ON CORE TECH AND ENGINEERING BASICS
 - DURATION: 45 MINS
 - CRITERIA: HIGH ACCURACY+SPEED
 - SELECTION: TOP 15 SCORES ADVANCES
- ~ROUND-2:
 - FORMAT: 15 ADVANCE TECHNICAL AND DOMAIN MCQ'
 - DURATION: 45 MINS
 - CRITERIA: SCORE EVALUATED AGAINST COMPLETION TIME
 - OUTCOME: WINNERS DECIDED ON SCORE AND TIME

REGISTER HERE:

EVENT HEADS:

- YASH JINWALA: +91 949774999
- KALYAAN KAPADIA: +91 9033095534

Faculty Co-ordinator: Prof. Sharad Patel

Event Overview

The Quiz Whitz Blitz Was Organized As A Premier Solo Technical Competition Under Urja 2026, The Annual Technical Festival Of The Department Of Electrical Engineering. Designed To Evaluate Speed, Accuracy, And Engineering Acumen, The Event Challenged Students Through Multi-Stage Interactive Computer-Based Assessments Covering Core Sciences, Basic Engineering Principles, And Advanced Electrical Domains.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Details

Particular	Details
Event Name	The Quiz Whitz Blitz
Event Type	Solo Event
Student Event Heads	Yash Jinwala & Kalyaan Kapadia
Faculty Coordinator	Prof. Sharad Patel
Number Of Entries	70 Individual Participants
Festival	Urja 2026 - Department Of Electrical Engineering
Entry Fee	Free
Day / Date	18 & 19 September 2026
Venue	E01 Computer Lab

Event Schedule

Day	Date	Time Slot	Stage Conducted
Day 1	18 September 2026	12:00 Pm - 01:00 Pm	Round 1: Core Tech & General Engineering Basics
Day 2	19 September 2026	09:30 Am - 10:00 Am	Round 2: Advanced Technical & Domain Showdown

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Description Of The Event & Execution

Round 1: Foundation & Core Tech (Day 1)

- Format & Duration: 20 Multiple Choice Questions Administered In A Timed Digital Format Over A Designated Window.
- Content: Blended Foundational Science, General Engineering Concepts, Logic, And Core Technical Basics.
- Evaluation Criteria: Evaluated Strictly On High Accuracy Coupled With Submission Speed.
- Progression: The Top 15 Highest-Scoring Participants Advanced To Round 2.

Round 2: Knowledge Battle & Ultimate Showdown (Day 2)

- Format & Duration: 15 Advanced, Analytical Technical Mcqs.
- Content: High-Level Problem-Solving Scenarios, Core Electrical Domain Concepts, And Applied Engineering Analysis.
- Evaluation Criteria: Real-Time Scoring Calibrated Against Response Completion Time To Reward Decisive Technical Competence.
- Outcome: Cumulative Evaluation Determined The Top 3 Podium Winners.

Key Features And Competition Rules

- Strictly Solo Participation Conducted Via Real-Time Digital Terminal Interfaces In The Lab.
- Timed Multiple-Choice Format Emphasizing Both Conceptual Clarity And Cognitive Speed.
- Live Tracking And Automated Result Compiling Minimized Latency And Ensured Objective Evaluation.
- Strict Supervision By Student Heads And Faculty Coordinators Prevented Malpractice And Ensured A Level Playing Field.

How The Event Was Organized

1. Registrations Were Collected Through Online Portals And On-Desk Counters, Recording A Verified Cohort Of 70 Entrants.
2. Registered Participants Were Assigned Dedicated Terminals In The E01 Computer Lab Setup.
3. Pre-Round Briefings Were Conducted By Event Heads To Explain Digital Interface Mechanics And Time Penalties.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

4. Round 1 Was Executed Seamlessly On Day 1; Leaderboard Data Was Audited To Qualify The Top 15 Finalists.
5. Round 2 Took Place On Day 2 In An Intensive Showdown Atmosphere, Concluding With Podium Validation By The Faculty Coordinator.

Event Flyer And Promotional Banner

The Promotional Campaign For The Quiz Whitz Blitz Engaged Students Across All Degree Years And Engineering Streams.

Official Event Flyer For The Quiz Whitz Blitz.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA

THE QUIZ WHITZ BLITZ

EVENT DETAILS:

- **STRICTLY SOLO ENTRY.**
- ~ROUND-1:
 - **FORMAT:** 20 MCQ'S ON CORE TECH AND ENGINEERING BASICS
 - **DURATION:** 45 MINS
 - **CRITERIA:** HIGH ACCURACY+SPEED
 - **SELECTION:** TOP 15 SCORES ADVANCES
- ~ROUND-2:
 - **FORMAT:** 15 ADVANCE TECHNICAL AND DOMAIN MCQ'
 - **DURATION:** 45 MINS
 - **CRITERIA:** SCORE EVALUATED AGAINST COMPLETION TIME
 - **OUTCOME:** WINNERS DECIDED ON SCORE AND TIME

REGISTER HERE:

EVENT HEADS:

- **YASH JINWALA:** +91 949774999
- **KALYAAN KAPADIA:** +91 9033095534

Faculty Co-ordinator: Prof. Sharad Patel

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Schedule Information

Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Day 1 Time Slot	12:00 Pm - 01:00 Pm
Day 2 Time Slot	09:30 Am - 10:00 Am
Venue	E01 Computer Lab
Promotional Material	Quizotic.Live

Event Conduct And Experience

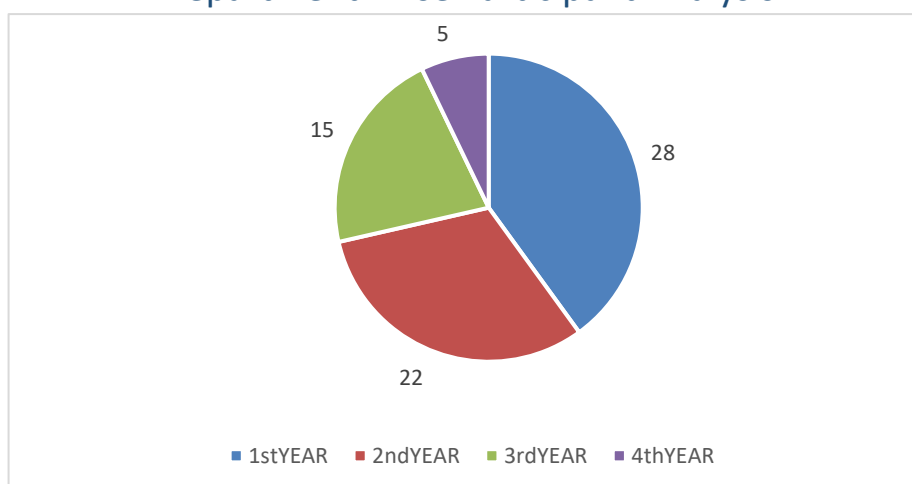
The Promotional Campaign For The Quiz Whitz Blitz Engaged Students Across All Degree Years And Engineering Streams. Digital Flyers And Qr-Code Enabled Registration Posters Were Distributed Widely Across University Notice Boards And Social Channels.

During Execution, The Lab Offered An Energetic, Focused Atmosphere. The Real-Time Evaluation Interface Kept Participants Immersed, While Faculty Visits And Peer Encouragement Added Prestige And Vibrancy To Both Round.

Participant Data Analysis

A Total Of 70 Individual Participants Competed In The Event.

Department-Wise Participant Analysis

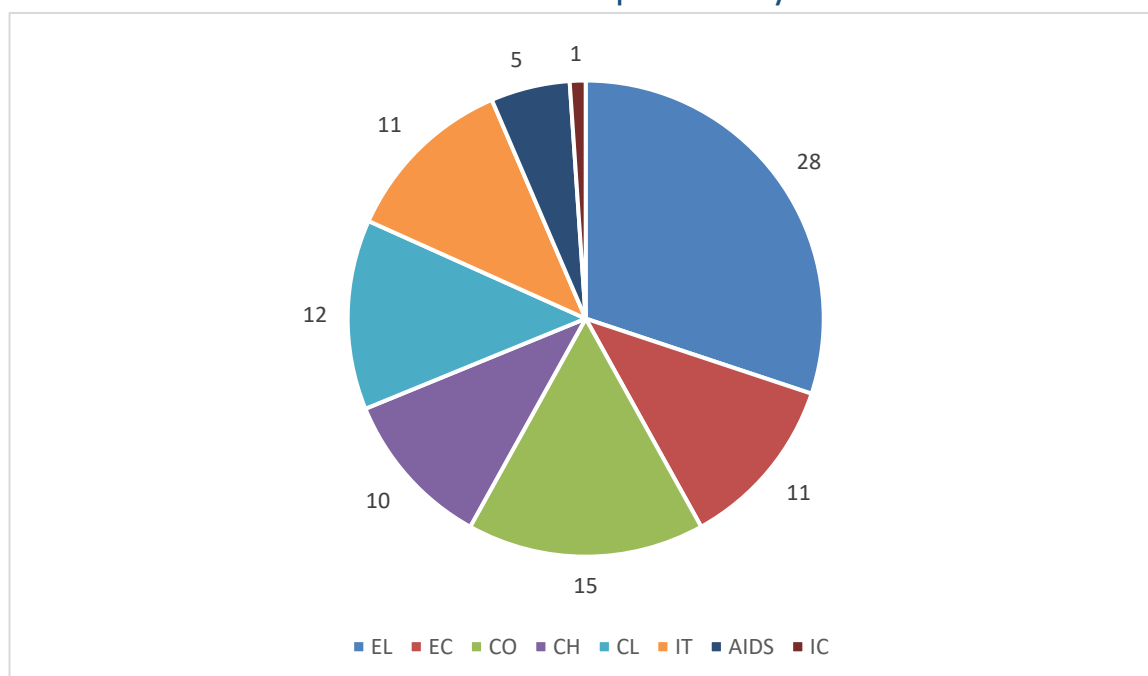


ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

[Year-Wise Distribution Of The 70 Individual Participants]

Year	Number Of Participants
1st Year	28
2nd Year	22
3rd Year	15
4th Year	5
Total	70

Year-Wise Participant Analysis



[Department-Wise Distribution Of The 70 Individual Participants]

Department	Number Of Participants
Electrical Engineering (El)	28
Electronics & Communication (Ec)	11
Computer Engineering (Co)	15
Chemical Engineering (Ch)	10
Civil Engineering (Ci)	12

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Department	Number Of Participants
Information Technology (It)	11
Artificial Intelligence & Data Science (Aids)	5
Instrumentation & Control (Ic)	1
Total	70

Winner List And Results

The Final Positions Were Determined From The Final Race Of F1 Arena. The Top Three Participants Were Declared The First, Second And Third Position Holders.

Position	Participant Name	Department	Year
1st Winner	Bhavya Tharakan	Ele	3rd Year
2nd Winner	Yashasvi Agrawal	Ele	2nd Year
3rd Winner	Vansh Patel	Ele	1st Year

Event Outcomes

- 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, And Exchange Ideas.
 - 5.Promoting Teamwork: If Conducted In Teams, Foster Collaboration And Communication Among Participants.
 - 6.Building Community: Strengthen Connections Within The Academic Or Professional Community By Bringing People Together Around A Shared Interest.
- Overall, The Competition Aimed To Create An Enriching Experience That Blends Learning With Enjoyment.

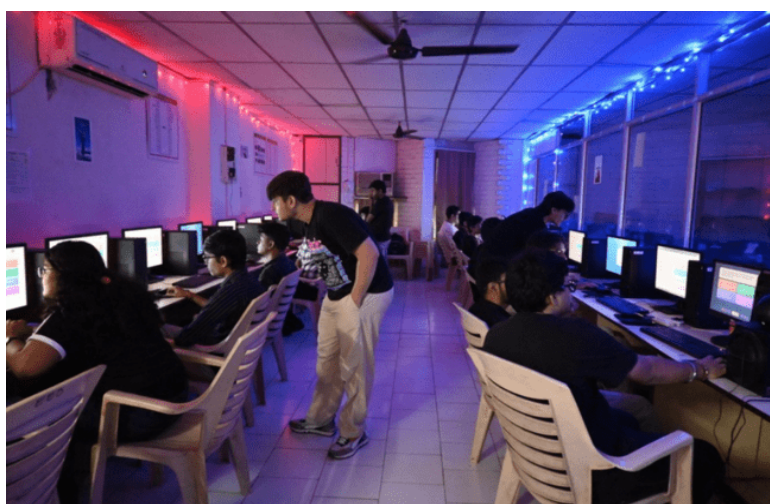
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs

Selected Photographs From Quiz Whiz Blitz Are Included Below As Documentation Of The Event Team, Setup, Participants And Race Activity.

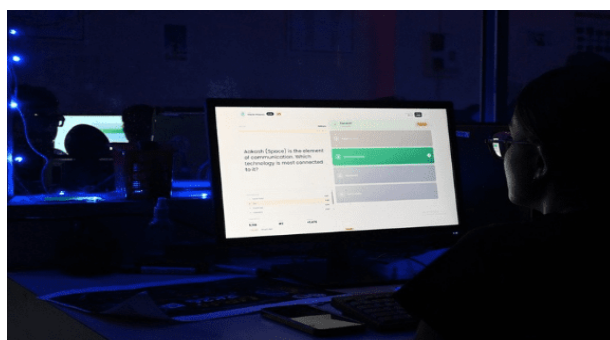
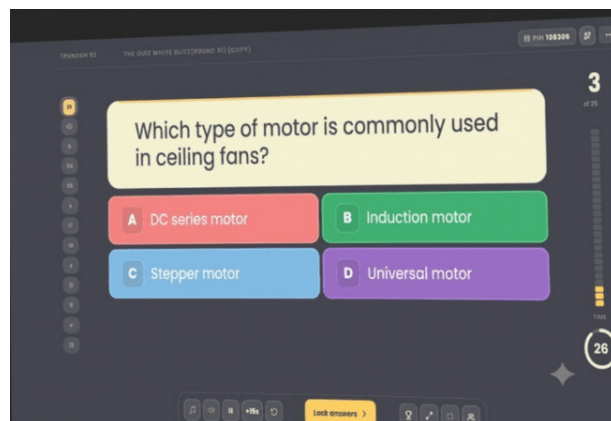


[The Quiz Whiz Blitz event team with Faculty Event Head Prof. Sharad Patel]



[Quiz Activity In Progress]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Active Quiz]

Event Heads(3rd Year)

Yash Jinwala

Kalyaan Kapadia

Volunteers

Om Sonani

Sanket Prajapati

Yuvraj Bhaktawar

Sai Mahathi Tanikella

Faculty Coordinator

Prof. Sharad Patel

9. ABHIVYAKTI

Debate & Oratory Event

Event Name	Abhivyakti
Event Format	2-Round Debate & Oratory Event
Registration	11
Actual Participants	5
Final Winner	Sanket Shyamal Prajapati
Faculty Coordinator / Jury	Dr. Aditi Hajari
Organizing Department	Department Of Electrical Engineering



The poster for the 'ABHIVYAKTI' event is a vibrant, dark-themed graphic. At the top, it features logos for Sarvajanik Education Society, Sarvajanik University, and Sarvajanik College of Engineering & Technology, along with the Department of Electrical Engineering. A central logo for 'OXENVISA INTERNATIONAL PVT LTD PRESENTS' is flanked by a lightbulb and a gear. Below this, the event title 'ABHIVYAKTI' is prominently displayed in a large, stylized font. The poster is divided into two main sections: 'RULES' and 'EXCITING PRICES FOR WINNER!!'. The 'RULES' section details two rounds: 'ROUND 1 - Elimination round' and 'ROUND 2 - Grand Finale', each with specific guidelines on domain, language, timing, and evaluation. The 'EXCITING PRICES' section features a trophy icon. At the bottom, there is a QR code for registration, a 'REGISTER NOW!!' call to action, and contact information for the event heads, Kanhai Trivedi, including a phone number. The Faculty Co-ordinator, Prof. Aditi Hajari, is also mentioned at the bottom.

Sarvajanik Education Society
Sarvajanik University
Sarvajanik College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

ABHIVYAKTI

RULES:

ROUND 1 - Elimination round

- **Domain:** Strictly non-technical domain topics and the list is given while registering.
- **Language:** English, Gujarati, or Hindi.
- **Timing:** Base Speech: 2 minutes speaking time.
- **Concluding Phase:** Strictly 30 seconds dedicated to concluding remarks.
- **Extension:** May extend up to 3 minutes.

ROUND 2 - Grand Finale

- **Speaking Format:** Continuous presentation and defence of the chosen topic.
- **Domain:** Strictly technical domain topics and the list is provided while registering.
- **Language:** Strictly in English.
- **Argument:** 5 minutes standard speaking / face-off time.
- **Extension:** May extend up to 7 minutes for in-depth debate.
- **Concluding Phase:** Exactly 2 minutes for concluding summary and closing deflections.
- **Evaluation Basis:** Evaluation on the basis of technical knowledge, body language, articulate communication, and presence of mind.

EXCITING PRICES FOR WINNER!!

REGISTER NOW!!

EVENT HEADS:
KANHAI TRIVEDI: +91 886684773

Faculty Co-ordinator: Prof. Aditi Hajari

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Name	Abhivyakti
Date / Venue	18 September 2026 9:30 Am–10:30 Am E-01

Event Overview

Abhivyakti Was Organized As A Debate And Oratory Event Under The Department Of Electrical Engineering As Part Of Urja 2026. The Event Provided Participants With A Platform To Express Ideas, Present Arguments, Defend Viewpoints And Demonstrate Communication, Spontaneity And Presence Of Mind.

Event Rules And Format

The Official Format Consists Of Two Rounds: Round 1 – Elimination, Focused On Non-Technical Topics And Conducted In English, Gujarati Or Hindi; Round 2 – Grand Finale, Focused On Technical Topics And Conducted Strictly In English. The Official Timing And Evaluation Criteria Were Followed As Specified In The Supplied Rulebook.

Participant Data Analysis

Total Registrations: 11. Actual Participants: 5. Actual Participants: Sanket Shyamal Prajapati, Bhavya Tharakan, Nishant Singh Rajput, Mihir Makwana And Yuvraj Bakhtawar. No Round-Wise Result Or Score Sheet Is Included Because No Scores Were Recorded.

Registered Participants

The Registration Record Contains 11 Entries From Electronics & Communication Engineering, Computer Engineering, Electrical Engineering And Information Technology. The Report Records Participant Names, Enrollment Numbers, Branch And Year; Personal Phone Numbers And Email Addresses Are Omitted.

Official Rulebook & Guidelines

The Official Abhivyakti Rulebook & Guidelines Supplied For Urja 2026 Is Included As Supporting Event Documentation.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Official Event Flyer

The Official Abhivyakti Flyer Is Included In This Report As Event Documentation.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA
THE SPIRIT OF INNOVATION

ABHIVYAKTI

RULES:

ROUND 1 - Elimination round

- **Domain:** Strictly non-technical domain topics and the list is given while registering.
- **Language:** English, Gujarati, or Hindi.
- **Timing:** Base Speech: 2 minutes speaking time.
- **Concluding Phase:** Strictly 30 seconds dedicated to concluding remarks.
- **Extension:** May extend up to 3 minutes.

ROUND 2 - Grand Finale

- **Speaking Format:** Continuous presentation and defence of the chosen topic.
- **Domain:** Strictly technical domain topics and the list is provided while registering.
- **Language:** Strictly in English.
- **Argument:** 5 minutes standard speaking / face-off time.
- **Extension:** May extend up to 7 minutes for in-depth debate.
- **Concluding Phase:** Exactly 2 minutes for concluding summary and closing deflections.
- **Evaluation Basis:** Evaluation on the basis of technical knowledge, body language, articulate communication, and presence of mind.

EXCITING PRICES FOR WINNER!!

REGISTER NOW!!

EVENT HEADS:
KANHAI TRIVEDI: +91 886684773

Faculty Co-ordinator: Prof. Aditi Hajari

[EVENT FLYER]

Official Debate Topics

Round 1 Topics Included College Attendance, Academic Marks Versus Practical Skills, Hustle Culture, Digital Detox, And Online Shopping/Food Delivery. Round 2 Topics Included Ai Tools In Academics, Evs Versus Petrol/Diesel, Online Learning Versus Physical Labs, Smartphone Privacy, Right To Repair, And Social Media Algorithms.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

URJA 2026 • ANNUAL TECHNICAL FESTIVAL

ABHIVYAKTI

Official Rulebook & Guidelines — 2-Round Debate & Oratory League

TOTAL STAGES
2 Rounds (Elimination + Finale)

ELIGIBILITY
Open to all registered college students (Individual or Duos, quad)

PERMITTED LANGUAGES
R1: English, Gujarati & Hindi | R2: English strictly

TOPIC PROVISION
Given to participants while registering

CASH PRIZE POOL:

1st Prize: ₹700

2nd Prize: ₹500

3rd Prize: ₹300

ROUND	STAGE NAME	DOMAIN FOCUS	LANGUAGE	TIMING BREAKDOWN	OUTCOME
Round 1	Pop-Debate: Elimination Round	Non-Technical Domain Topics	English, Gujarati, Hindi	2 min + ext. up to 3 min + 30 sec conclusion	Top Speakers Advance
Round 2 (Final)	Clash of Wits: Grand Finale	Technical Domain Topics	English strictly	5 min + ext. up to 7 min + 2 min conclusion	1st, 2nd & 3rd Cash Prizes

Round 1: Elimination Round

NON-TECHNICAL DOMAIN

⌚ 2m (base) + up to 3m (ext) + 30s conclusion

- **Domain:** Strictly **non-technical domain topics**. The list of topics is given to participants while registering.
- **Language:** Delivered in English, Gujarati, or Hindi.
- **Timing Structure:**
 - **Base Speech:** 2 minutes standard speaking time.
 - **Extension (if required):** May extend up to 3 minutes based on participant flow or jury evaluation.
 - **Concluding Phase:** Strictly 30 seconds dedicated to concluding remarks.
- **Speaking Format:** Continuous presentation and defense of the chosen topic evaluated strictly on delivery and rhetoric.

Body Language & Stage Confidence: 15 Pts Spontaneity & Creative Wit: 15 Pts Clarity & Content Delivery: 10 Pts (Max: 40)

Round 2: Grand Finale (Clash of Wits)

TECHNICAL DOMAIN

⌚ 5m (base) + up to 7m (ext) + 2m conclusion

- **Domain:** Strictly **technical domain topics**. The list of topics is provided to participants while registering.
- **Language:** Conducted strictly in English.
- **Timing Structure:**
 - **Base Arguments:** 5 minutes standard speaking / face-off time.
 - **Extension (if required):** May extend up to 7 minutes for in-depth debate or technical cross-examination.
 - **Concluding Phase:** Exactly 2 minutes for concluding summary and closing defense.
- **Evaluation Basis:** Participants are evaluated on the basis of their **technical knowledge, body language, articulate communication, and presence of mind**.

Technical Knowledge & Domain Depth: 20 Pts Body Language & Stage Command: 15 Pts Rebuttal & Presence of Mind: 15 Pts (Max: 50)

TOPIC ADMINISTRATION & FLOW

- **Distribution:** The topic lists (Non-Technical for R1, Technical for R2) are provided during registration.
- **Domain Boundary:** Round 1 is strictly Non-Technical; Round 2 is strictly Technical.
- **Materials:** No physical notes or smartphones are allowed on stage during speaking rounds.

PRIZES & EVALUATION BASIS

- **Cash Prizes:** ₹700 (1st Place), ₹500 (2nd Place), ₹300 (3rd Place) + Certificates.
- **Evaluation Criteria:** Evaluated on technical knowledge, body language, spontaneity, and delivery.
- **Decorum:** Healthy competitive spirit encouraged; offensive or unparliamentary language causes disqualification.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Execution & Photographs

The Event Was Conducted On 18 September 2026 From 9:30 Am To 10:30 Am At E-01, Electrical Department. No Changes Were Reported. The Event Photograph Is Included Below.



Event Outcomes

The Event Received 11 Registrations And 5 Actual Participants. The Planned Two-Round Format Was Used. No Numerical Scores Were Recorded. Sanket Shyamal Prajapati Was Declared The Final Winner Of Abhivyakti.

Position	Winner	Department
1st Winner	Sanket Shyamal Prajapati	Electrical Engineering

Event Head

- Kanhai Trivedi

Faculty Coordinator

- Prof,Aditi Hajari

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

10. LAND OF LUDO

Enlarged Size Of Ludo And Fun



Event Head(S)	Mihir Parekh; Ayush Gandhi
Faculty Event Head	Prof. Kriti Arora
Event Type	Duo/ Squad Game
Total Entries	142 Individual Participants
Event Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-103 Microprocessor Lab

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Overview

The Land Of Ludo Was A Team-Based Game Played On A 15-Foot By 15-Foot Mat. The Board Included Some Unique Twists, Such As A Safe Zone Unlocked By Completing A Small Task And A Reverse Box That Sent Players Backward After Rolling The Dice. Teams Competed To Get All Members Home, And The First Team To Bring At Least One Player To Home Was Declared The Winner.

Event Details

Particular	Details
Event Name	Land Of Ludo
Event Type	Duo / Group Event
Student Event Heads	Mihir Parekh; Ayush Gandhi
Faculty Coordinator	Prof. Kriti Arora
Number Of Entries	142 Individual Participants
Festival	Urja 2026 – Department Of Electrical Engineering
Entry Fee	₹15 Per Person (As Shown On The Event Flyer)
Day / Date	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-103 Microprocessor Lab

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Description Of The Game / Event

Event Overview

Land Of Ludo Was A Team-Based, Human-Sized Version Of The Classic Ludo Game, Designed And Played On A 15 Ft × 15 Ft Ludo Mat. The Event Introduced Several Exciting Changes To The Traditional Game To Make It More Interactive And Engaging. A Special Safe Zone Was Included, Where Players Could Gain Safety By Completing A Small Task; Failure To Complete The Task Resulted In A Normal Penalty. Another Special Box Required Players To Roll The Dice And Move Backward By The Number Shown On The Dice, Adding An Unexpected Challenge To The Game. Instead Of Playing With Tokens, The Participants Themselves Acted As The Playing Pieces And Moved Across The Giant Ludo Board Using A Large Dice. The Game Was Played Team By Team, And The Team Whose Any One Player Successfully Reached The Home First Was Declared The Winner.

How The Event Was Organized

1. Participants Were Registered And Their Entries Were Recorded.
2. Teams Were Formed As Per The Availability Of Participates Into 2,3 Or 4 Peoples Per Team.
3. The Rules And The Design Was Explained By Volunteers.
4. Each Team Get One To Roll The Dice And Move Across The Mat.
5. Participants Play An Finish The Task Given To Them And Try To Reach To The Home First
6. Whichever Team's First Person Reaches To The Home First That Teams Win The Game.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Flyer And Promotional Banner

The Promotional Flyer And Banner For Land Of Ludo Are Included Below As Official Event Documentation.

Sarvajanik Education Society
Sarvajanik University
Sarvajanik College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT. LTD.
PRESENTS

URJA
2026
THE SPIRIT, THE BEST CONNECTIONS

LAND OF LUDO

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.

Entry Fees:
Rs. 15
Per
Person

Event Heads:
MIHIR PAREKH: 8735070973
AYUSH GANDHI: 8160131847

Register Here:

ROLL WALK CONQUER

Faculty Co-ordinator: Prof. Kriti Arora

[Event Flyer For Land Of Ludo]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Land Of Ludo Promotional Banner]

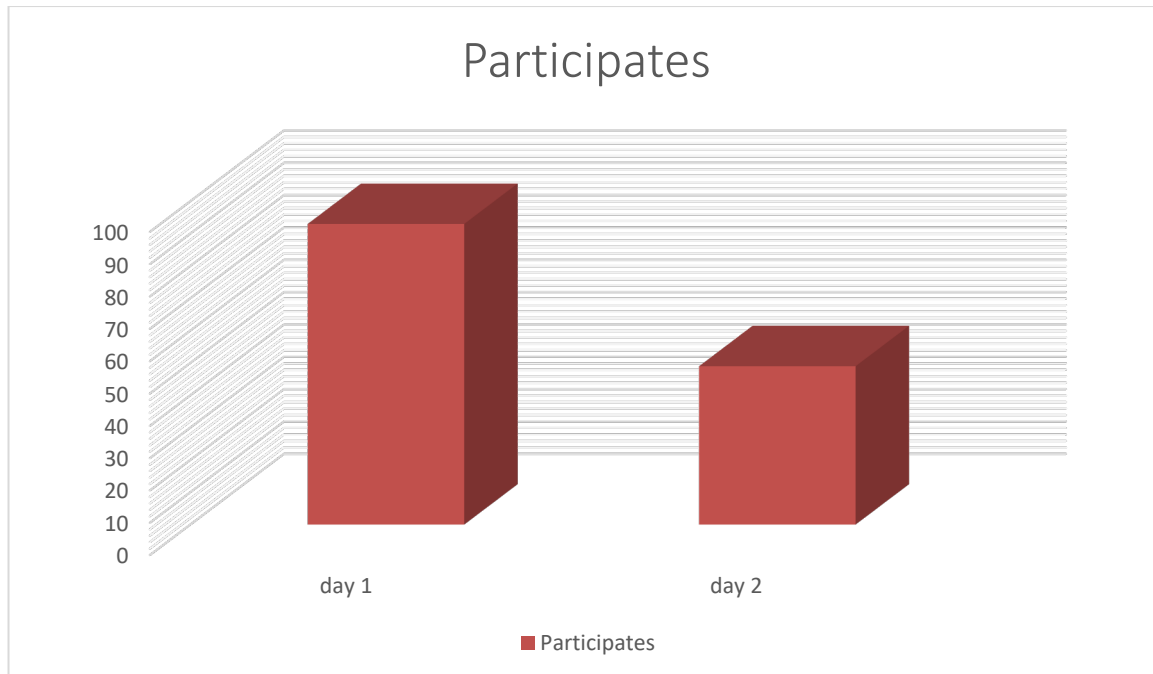
Event Schedule Information

Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Time Slot	11:00 Am – 4:00 Pm
Venue	E-103 Microprocessor Lab
Promotional Material	Flyer And Banner Included Above

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

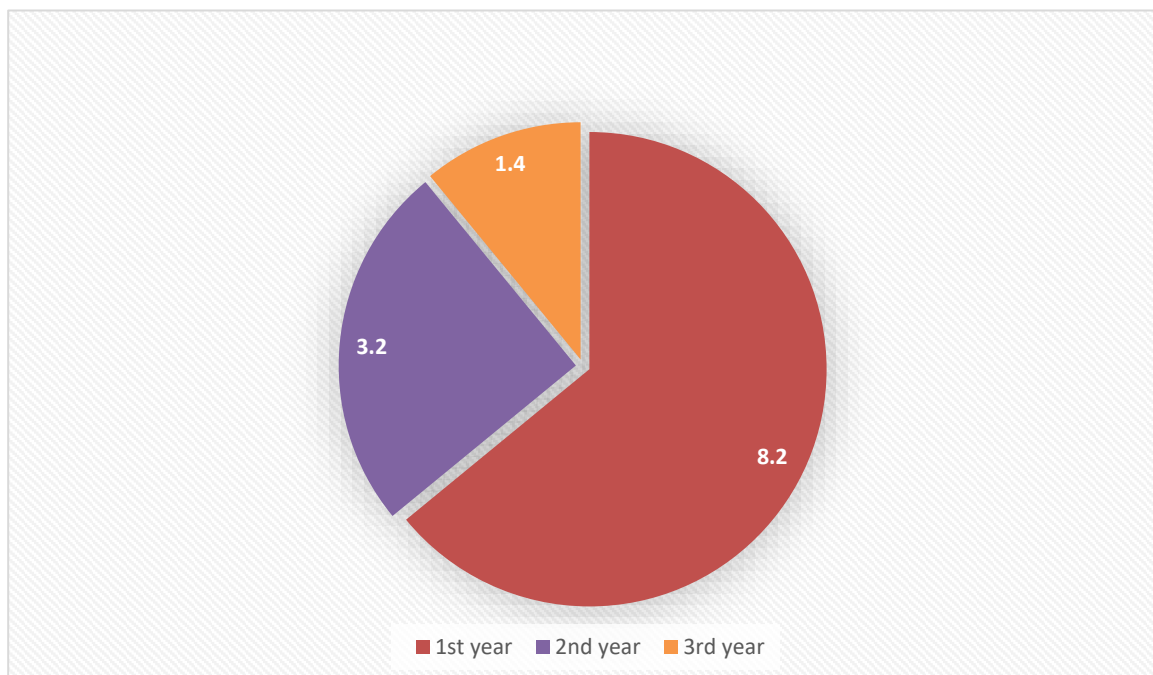
Participant Data Analysis

A Total Of 142 Individual Participants Registered For Land Of Ludo. The Following Analysis Presents The Actual Year-Wise And Department-Wise Participation Recorded For The Event.



[Day Wise Distribution Of The 142 Individual Participants]

Year-Wise Participant Analysis

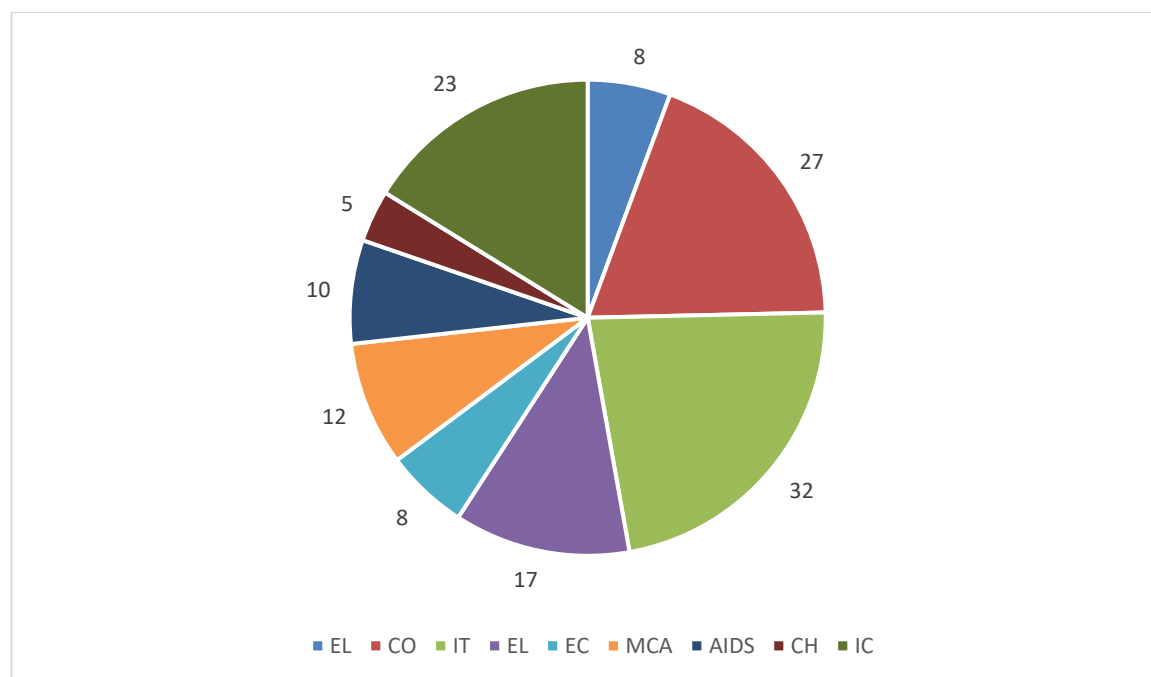


[Year-Wise Distribution Of The 142 Individual Participants]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Year	Number Of Participants
1st Year	84
2nd Year	35
3rd Year	33
4th Year	00
Total	142

Department-Wise Participant Analysis



[Department-Wise Distribution Of The 142 Individual Participants]

Department	Number Of Participants
CI	8
Co	27
It	32
El	17
Ec	8
Mca	12
Aids	10
Ch	5
Ic	23
Total	142

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Outcomes:

1. Teamwork And Collaboration

Encouraged Participants To Work Together And Coordinate With Their Team Members.

2. Strategic Thinking

Developed The Ability To Plan Moves And Make Effective Decisions During The Game.

3. Quick Decision-Making

Improved Participants' Ability To Respond Quickly To Unexpected Situations And Challenges.

4. Problem-Solving Skills

Encouraged Participants To Complete Tasks And Find Solutions To Different Challenges.

5. Physical Engagement

Made The Game More Active By Allowing Participants To Become The Playing Pieces Themselves.

6. Healthy Competition

Promoted A Competitive Yet Enjoyable Environment Among The Participating Teams.

7. Social Interaction

Provided An Opportunity For Participants To Interact, Communicate, And Engage With One Another.

8. Entertainment And Engagement

Created An Enjoyable And Interactive Experience For Both Participants And Spectators.

9. Creative Game Design

Demonstrated How A Traditional Game Can Be Modified With New Rules, Tasks, And Challenges To Create A Unique Experience.

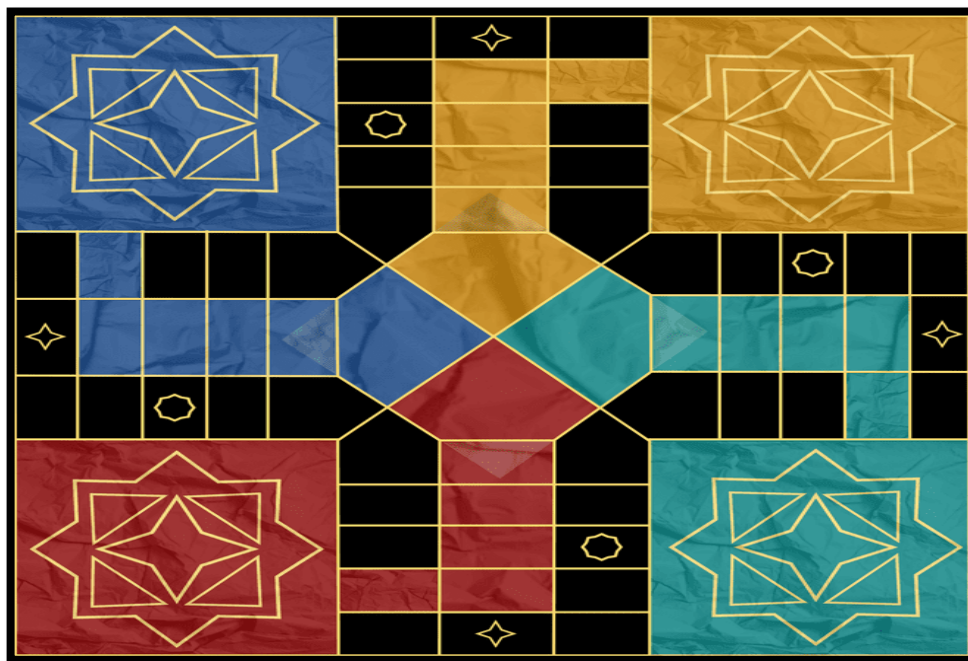
ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Photographs



[Event Team And Setup]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



[Ludo Mat Design]

Student Event Head

Mihir Parekh

Ayush Gandhi

Faculty Coordinator

Prof. kriti K. Arora

11. THE GAME OF DRONES

Fly. Conquer. Win.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT.LTD
PRESENTS

URJA
ANNUAL TECHNICAL FESTIVAL

GAME OF DRONES

RULES:

- This event will be conducted in 2 rounds.
- Players can participate in solo only.

EVENT DETAILS:

- **Round 1:** Obstacles will be given and the participants have to clear that within a time limit.
- **Round 2:** Participants will have to pilot RC drone to clear the customized challenge maze.

ENTRY FEES:

PER PERSON
RS.50

REGISTER HERE:

EVENT HEADS:

JIYA PATEL:
+91 9601404051
VANSI PATEL:
+91 70167 04216

Faculty Co-ordinator: Prof. Shabbir Bohra

Event Overview

The Game Of Drones Was Organized As A Premier Solo Technical Competition Under Urja 2026, The Annual Technical Festival Of The Department Of Electrical Engineering. Designed To Evaluate Speed, Accuracy, And Mind-Eye Coordination Of Participants, The Event Challenged Students Through Multi-Stage Interactive Ring-Based Obstacles Which Resulted In A Fun And Interactive Exercise For Participants With Drone.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Details

Particular	Details
Event Name	Game Of Drones
Event Type	Solo Event
Student Event Heads	Vansh Patel & Jiya Patel
Faculty Event Head	Prof. Shabbir Bohra
Number Of Entries	58 Individual Participants
Festival	Urja 2026 - Department Of Electrical Engineering
Entry Fee	₹50/-
Day / Date	18 & 19 September 2026
Venue	Scet – Amphitheatre

Event Heads(3 rd Year)	Volunteers
Vansh Patel	Moxit Shah
Jiya Patel	Pari Tandel
	Kashyap Patel
	Dhruvi Solanki
	Harsh Bhavsar
	Manav Lakdawala
	Meet Patel
	Prakash Chaudhary

Event Schedule

Day	Date	Time Slot	Stage Conducted
-----	------	-----------	-----------------

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Day	Date	Time Slot	Stage Conducted
Day 1	18 September 2026	12:45 Pm - 03:00 Pm	Round 1:Basic Drone Course Of Four Ring Obstacles.
Day 2	19 September 2026	1:00 Pm - 2:00 Am	Round 2: Advanced Course Of Random Ring Algorithm, And Fastest To Cover All Wins

Description Of The Event & Execution

Round 1: Foundation & Core Tech (Day 1)

- Format & Duration: Obstacle Course Included Set Of 4 Rings And A Single Drone With A 3 Minutes Time Limit. It Also Includes 3 Penalties For Collisions
- Evaluation Criteria: Evaluated Strictly Based On The Time Taken By Each Participant To Complete The Course.
- Progression: The Top 10 Highest-Scoring Participants Advanced To Round 2.

Round 2: Knowledge Battle & Ultimate Showdown (Day 2)

- Format & Duration: Randomized Ring Selection For Drone To Pass With 2 Minutes Of Time Limit And Total Of 8 Random Ring Selections.
- Evaluation Criteria: Player With All 8 Rings Passed Within Limit With The Fastest Time Wins.
- Outcome: Cumulative Evaluation Determined The Top 3 Podium Winners.

Key Features And Competition Rules

- Strictly Solo Participation Conducted.
- Timing Based Ring Algorithm Determined The Total Time Taken For Obstacles To Go On.
- Randomized Ring Selection Introduced Navigational Difficulties Making It Challenging For Round 2.
- Strict Account Of Time And Collision Along With An Undertaking Form For Damage Taken.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

How The Event Was Organized

- Registrations Were Collected Through Online Portals And On-Desk Counters, Recording A Verified Cohort Of 58 Entrants.
- Registered Participants Were Called To The Amphitheatre For Drone Event.
- Pre-Round Briefings Were Conducted By Event Heads To Explain Digital Interface Mechanics And Time Penalties.
- Round 1 Was Executed On Day 1; Leaderboard Data Was Audited To Qualify The Top 10 Finalists.
- Round 2 Took Place On Day 2 In An Intensive Showdown Atmosphere, Concluding With Podium Validation By The Faculty Coordinator.

Event Schedule Information

Schedule Item	Information
Day / Date Of Event	18 & 19 September 2026
Day 1 Time Slot	12:45 Pm - 03:00 Pm
Day 2 Time Slot	11:00 Am - 12:00 Am
Venue	E01 Computer Lab
Promotional Material	Social Media And Pr/Ir

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Flyer And Promotional Banner

The Promotional Campaign For The Game Of Drones Engaged Students Across All Degree Years And Engineering Streams.



The flyer is a promotional banner for the 'Game of Drones' event. It features a dark background with orange and blue accents. At the top left are the logos of Sarvajani Education Society and Sarvajani University. The top center text identifies the event as organized by Sarvajani Education Society, Sarvajani University, Sarvajani College of Engineering & Technology, and the Department of Electrical Engineering. To the right is a logo with the word 'क्षितिज' (Kshiti). Below this is the 'OXENVISA INTERNATIONAL PVT LTD' logo, which 'PRESENTS' the 'URJA' event. The main title 'GAME OF DRONES' is prominently displayed in the center. To the left of the title is the slogan 'FLY NAVGATE CONQUER' and to the right is 'SKILLS PRECISION STRATEGY'. Below the title, the 'RULES' section states the event will be in 2 rounds and is solo only. The 'EVENT DETAILS' section describes Round 1 as clearing obstacles and Round 2 as navigating a maze. The 'ENTRY FEES' section lists a fee of Rs.50 per person. The 'REGISTER HERE' section includes a QR code. The 'EVENT HEADS' section lists contact information for Jiya Patel and Vanish Patel. At the bottom, the Faculty Co-ordinator is Prof. Shabbir Bohra. On the bottom left, a list of steps reads: 'RACE', 'PLAN', 'PILOT', 'WIN'.

Sarvajani Education Society
Sarvajani University
Sarvajani College of Engineering & Technology
Department Of Electrical Engineering

OXENVISA
INTERNATIONAL PVT LTD
PRESENTS

URJA

GAME OF DRONES

RULES:

- This event will be conducted in 2 rounds.
- Players can participate in solo only.

EVENT DETAILS:

- **Round 1:** Obstacles will be given and the participants have to clear that within a time limit.
- **Round 2:** Participants will have to pilot RC drone to clear the customized challenge maze.

ENTRY FEES:

PER PERSON RS.50

REGISTER HERE:



EVENT HEADS:

JIYA PATEL:
+91 9601404051
VANSH PATEL:
+91 70167 04216

Faculty Co-ordinator: Prof. Shabbir Bohra

FLY NAVGATE CONQUER

SKILLS PRECISION STRATEGY

» RACE
» PLAN
» PILOT
» WIN

[Official Event Flyer For Game Of Drones]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Event Conduct And Experience

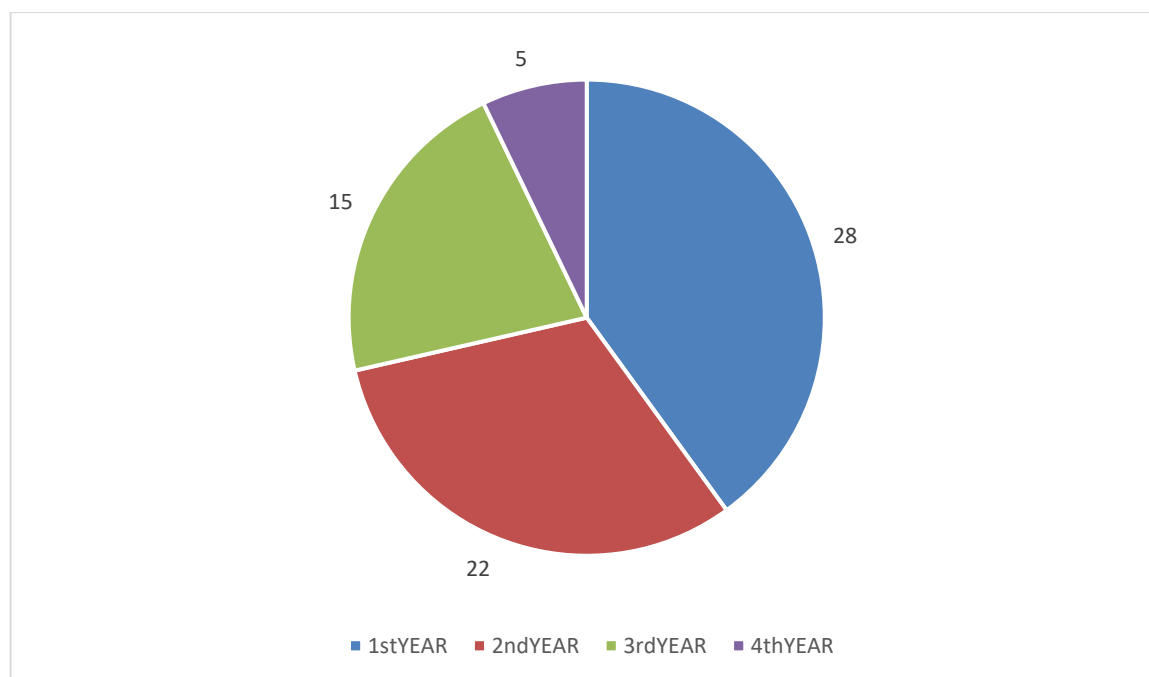
The Promotional Campaign For The Game Of Drones Engaged Students Across All Degree Years And Engineering Streams. Digital Flyers And Qr-Code Enabled Registration Posters Were Distributed Widely Across University Notice Boards And Social Channels.

During Execution, The Lab Offered An Energetic, Focused Atmosphere. The Real-Time Evaluation Interface Kept Participants Immersed, While Faculty Visits And Peer Encouragement Added Prestige And Vibrancy To Both Round.

Participant Data Analysis

A Total Of 58 Individual Participants Competed In The Event.

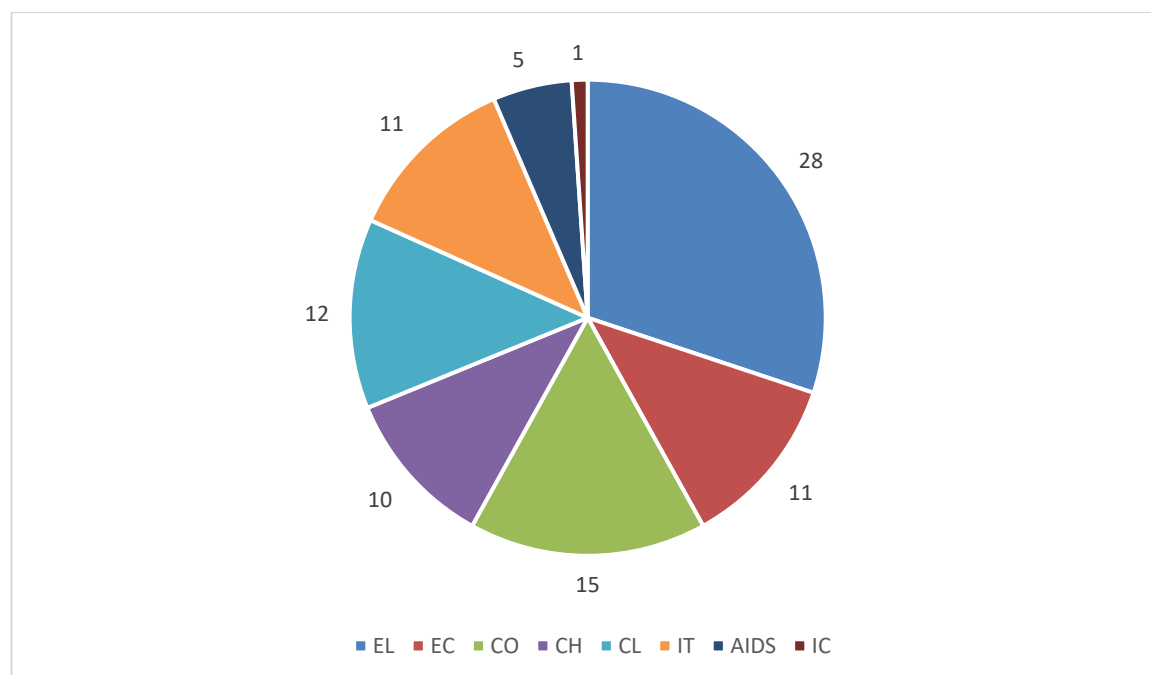
Year-Wise Participant Analysis



Year	Number Of Participants
1st Year	28
2nd Year	22
3rd Year	15
4th Year	5
Total	70

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Department Wise Participant Analysis



Department	Number Of Participants
Electrical Engineering (El)	28
Electronics & Communication (Ec)	11
Computer Engineering (Co)	15
Chemical Engineering (Ch)	10
Civil Engineering (Cl)	12
Information Technology (It)	11
Artificial Intelligence & Data Science (Aids)	5
Instrumentation & Control (Ic)	1
Total	70

Event Outcomes

- 1.Knowledge Assessment: Evaluate Participants' Motor Skills And Hand-Eye Coordination For Navigation
- 3.Skill Development: Enhance Path Finding Skills And Time Utilization In Real Time Under Time Pressure

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

4. Networking Opportunities: Provide A Platform For Participants To Meet Peers, Mentors, And Exchange Ideas.

5. Promoting Teamwork: If Conducted In Teams, Foster Collaboration And Communication Among Participants.

6. Building Community: Strengthen Connections Within The Academic Or Professional Community By Bringing People Together Around A Shared Interest.

Overall, The Competition Aimed To Create An Enriching Experience That Blends Learning With Enjoyment.

Winner List And Results

The Final Positions Were Determined From The Final Race Of F1 Arena. The Top Three Participants Were Declared The First, Second And Third Position Holders.

Position	Participant Name	Department	Year
1st Winner	Veer Shah	Ele	3rd Year
2nd Winner	Kalyaan Kapadia	Ele	3rd Year
3rd Winner	Heri Patel	Ece	1st Year

vent Photographs

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

Selected Photographs From Game of Drones Are Included Below As Documentation Of The Event Team, Setup, Participants And Race Activity.



[The Game of Drones event team with Faculty Event Head Prof. Shabbir Bohra]

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26

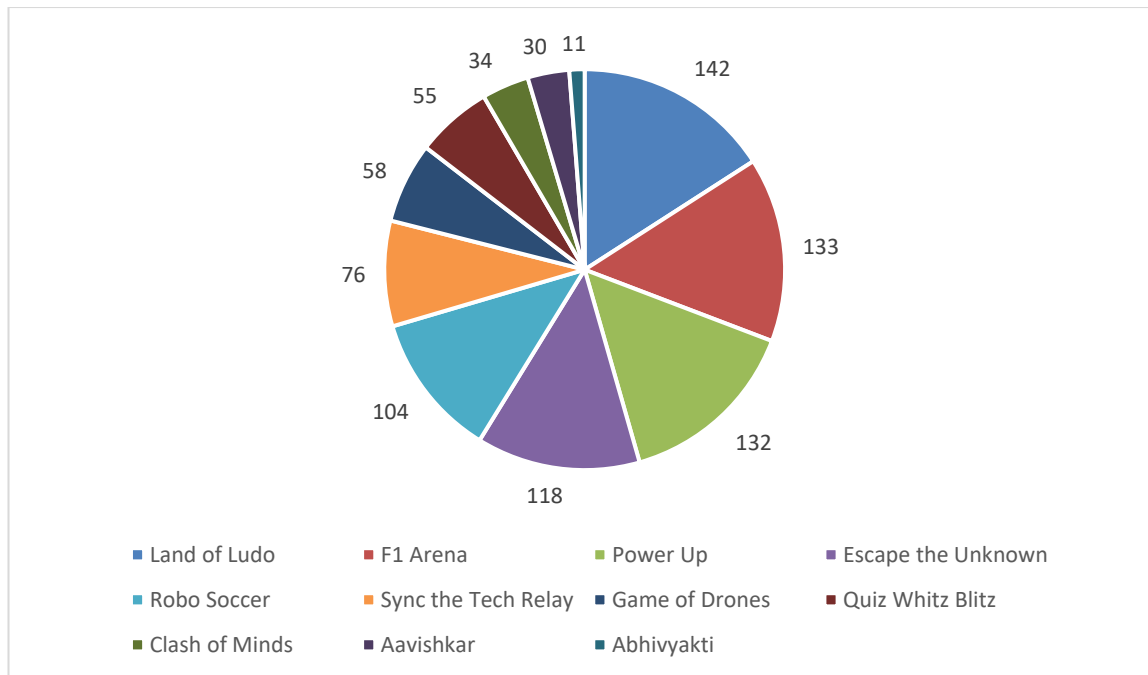


[Event Obstacles Setup]

Complete Data Overview For All Events

Event	Type / Format	Entries / Teams	Total Participants
Land of Ludo	Individual	142	142
F1 Arena	Individual	133	133
Power Up	Group (4 / team)	33	132
Escape the Unknown	Duo (2 / team)	59	118
Robo Soccer	Individual	104	104
Sync the Tech Relay	Team (2 / team)	38	76
Game of Drones	Individual	58	58
Quiz Whitz Blitz	Individual	55	55
Clash of Minds	Individual	34	34
Aavishkar	Group	9	30
Abhivyakti	Single Entry	11	11
Total	—	676	893

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



Summary of the Data & Graph

- **Overall Turnout:** Across all 11 events, there were **676 total registrations/teams** resulting in **893 total individual participants**.
- **Highest Registration Volume:** **Land of Ludo** led overall participation with **142 entries**, closely followed by **F1 Arena (133 entries)** and **Robo Soccer (104 entries)**.
- **Team Scale Impact:** While **Power Up** had 33 group entries, its 4-person team requirement generated **132 total participants**, making it the 3rd largest event by actual headcount. Similarly, **Escape the Unknown** generated **118 participants** from 59 duo teams.
- **Participation Format Distribution:** Single-participant events accounted for **537 total participants**, while team/group formats brought in **356 participants**.

ELECTRICAL ENGINEERING DEPARTMENT- URJA 2K26



URJA 2026 Marked An Extraordinary Milestone This Year, Witnessing A Remarkable Surge In Participation With Entries The Event Brought Together Vibrant Talent, Energy, And Enthusiasm From Across The Region, Creating A Dynamic Platform For Creativity And Collaboration. Each Activity, From Competitions To Cultural Showcases, Was Met With Overwhelming Response And Engagement. The Grand Success Of URJA 2026 Reflects The Unwavering Support From Our Sponsors, Whose Contributions Ensured Excellence In Every Aspect Of The Event. A Heartfelt Thank You Also Goes Out To Our Dedicated Volunteers, Whose Tireless Efforts Made Seamless Execution Possible. Their Commitment And Teamwork Truly Embodied The Spirit Of URJA. The Overwhelming Response And Positive Feedback From Participants Have Set A New Benchmark For Future Editions. URJA 2026 Will Be Remembered As A Celebration Of Unity, Passion, And Achievement.