A REPORT ON

CONVERSE 2K26

Where Technology Meets Creativity

Technical Fest under the banner of KSHITIJ 2026

18th - 19th September 2026

ORGANIZED BY

Department of Information Technology & Artificial Intelligence and Data Science

Sarvajanik College of Engineering & Technology

Dr. R. K. Desai Marg, Athwalines, Surat - 395001

Head of Department: Dr. Mita Parikh

Faculty Coordinators: Dr. Vivek Champaneria, Dr. Vibha Patel, Prof. Bhumika Shah

Student Coordinators (Student Heads): Twisha Savani, Bhavya Ladumor, Farshaz Master

🌐 **itaiconverse.in** | 📷 **@converseitaids**

About Converse 2K26

Every year since 2002, Sarvajanik College of Engineering & Technology has thrown open its gates for Kshitij - 'Anant Gyan Ki Talash Mein' - a college-wide celebration of curiosity that turns classrooms and labs into arenas of competition and discovery. Within this larger universe, the Department of Information Technology & Artificial Intelligence and Data Science carved out its own corner of the fest: Converse 2K26, organized on 18th-19th September 2026 under the aegis of the Student Activity & Welfare Council (SAWC), and built, quite literally, brick by brick - this year's identity leaned into a playful LEGO-construction theme, casting every participant, coordinator and volunteer as a 'builder' assembling something bigger than themselves.

What made Converse 2K26 genuinely exciting was its refusal to be just one kind of event. Seven distinct technical challenges - Logo Hunt, IT Quiz, Cyber Quiz, Bug Buzz, PY-IT, Codathon and the AWS Builder Challenge - were woven together so that a student who walked in for a quick trivia round could just as easily wander into a live debugging sprint or a full cloud-build challenge an hour later. Programming, cybersecurity, cloud computing, brand awareness, debugging under pressure and interview readiness all got a stage, which meant there was a genuine reason for almost every student on campus - regardless of branch, year or comfort with code - to find something worth showing up for.

Spread across the department's IT laboratories and bookended by an inauguration at the Architecture Common Hall and a Valedictory Function at the Architecture Seminar Hall, the two-day fest was as much a logistical feat as a technical one - coordinated by a 100-plus-strong crew of faculty mentors, student heads and committee volunteers working across leadership, tech, finance, marketing, media, design and seven individual event tracks (their full story is told later in this report, in 'The Builders'). The result was a fest that felt effortless to attend precisely because so much invisible effort had gone into building it.

Why it mattered for students

Beyond the trophies, Converse 2K26 gave students something recruiters and professors keep insisting matters but rarely hand over on a plate: low-stakes, high-repetition practice at the exact skills that decide careers. A first-year could lose a Cyber Quiz flag and still walk away having learned what OSINT even means; a final-year could sit through a PY-IT interview panel weeks before their actual placement season and hear, in person, exactly where their communication broke down. That combination - genuine competition, real feedback, and zero real-world consequence for getting it wrong - is precisely what makes a well-run tech fest worth more than the sum of its prize money.

Schedule

The technical events of Converse 2K26 were conducted as per the following schedule, coordinated across the department's four IT laboratories over two full days:

Sarvajanik Education Society
Sarvajanik University
Sarvajanik College of Engineering & Technology
Dr. R. K. Desai Marg, Athwalines, SURAT – 395001
STUDENT ACTIVITY & WELFARE COUNCIL
TECHFEST KSHITIJ 2026
18-19th September 2026
Department of Information Technology & Artificial Intelligence and Data Science

TECH EVENTS

Converse-2K26: Schedule

Date	9:00 to 10:00	10:00 to 11:00	11:00 to 12:00	12:00 to 12 :45	12:45 to 1:30	1:30 to 2:15	2:15 to 4:15
18-09-2026 Friday	Converse 2k26 Inauguration Architecture Common Hall (Second Floor)	Logo Hunt Lab-1,2,4	IT Quiz Lab-1,2,3,4	Cyber Quiz Round-1 Lab -1,4 BUG BUZZ Round 1 Lab 2,3	Break	PY-IT Round - 1 Lab 1,2,4	Codathon Lab-1,2,4

Date	9:00 to 10:00	10:00 to 11:00	11:00 to 12:00	12:00 to 1:00	1:00 to 2:00	2:00 to 4:00
19-09-2026 Saturday	PY-IT Round-2 Lab-1 Old (Server Side) AWS Builder Challenge Lab- 1,4	PY-IT Round-3 Lab-1 Old (Server Side)	BUG BUZZ Round 2 Lab-2-3	Cyber Quiz Round-2 Lab -1,4	Break	Valedictory Architecture Seminar Hall (Ground)

NON-TECH EVENTS

Converse-2K26: Schedule

Date	10:00 to 1:00	2:00 to 4:00
18-09-2026 Friday	Kurukshetra L-02	Detective: The Inside Job L-02

Date	9:00 to 10:00	10:00 to 11:00	11:00 to12:00	12:00 to 1:00
19-09-2026 Saturday	Escape Room L-01			
		IPL Aucytion L-03		

INAUGURATION

The first brick of Converse 2K26, laid with a ribbon, a banner and a warm welcome.

18 SEP	9-10 AM	4	2nd FLOOR
FRIDAY | DAY 1	TIME SLOT	CEREMONIAL MOMENTS	ARCHITECTURE BUILDING

Every great build starts with a first brick. Converse 2K26 laid its own outside IT Lab-2 and IT Lab-3, where the Departments of Information Technology and Artificial Intelligence & Data Science formally opened the two-day fest as part of TECHFEST KSHITIJ 2026.

The ceremony was short by design and meaningful in every minute. Dignitaries, faculty members, student coordinators and participants gathered in one place, and the air was full of enthusiasm and anticipation.

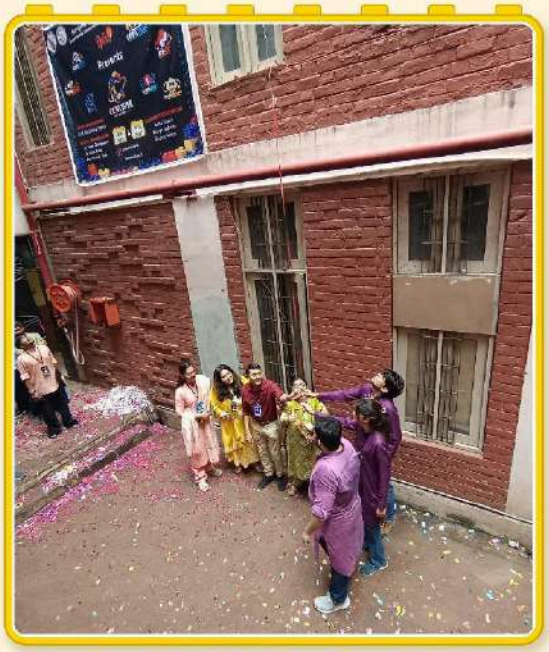
Ceremony Flow

- **Welcome & Ceremonial Reception:** the anchors and student coordinators set an energetic, welcoming tone.
- **Ganesh Vandana:** an invocation seeking blessings for an auspicious beginning.
- **Ribbon Cutting Ceremony:** performed with the dignitaries, symbolically declaring CONVERSE 2K26 open.
- **Banner Unveiling:** revealing the identity and spirit of the fest.

With the ribbon cut and the banner unveiled, the two-day celebration officially set into motion.

CONVERSE
2K25
EVERY BLOCK BUILDS
NEW INNOVATION

BLOCK BUILDS
INNOVATION



CONVERSE

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ROBOFEST
2K26
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Event Overview

A quick reference to all seven technical events organized under Converse 2K26:

Event	Date	Time	Venue
Logo Hunt	19th Sept	10:00 AM - 11:00 AM	Lab 1, 2 & 4
IT Quiz	18th Sept	11:00 AM - 12:00 PM	Lab 1, 2, 3 & 4
Cyber Quiz	18th & 19th Sept	Round 1: 12:00-12:45 PM | Round 2: 12:00-1:00 PM	Lab 1 & 4
Bug Buzz	18th & 19th Sept	Round 1: 12:00-12:45 PM | Round 2: 11:00 AM-12:00 PM	Lab 2 & 3
PY-IT	18th & 19th Sept	Round 1: 1:30-2:15 PM | Rounds 2 & 3: 9:00-11:00 AM	Lab 1, 2 & 4 / Lab-1 Old, Server Side
Codathon	18th Sept	2:15 PM - 4:15 PM	Lab 1, 2 & 4
AWS Builder Challenge	19th Sept	9:00 AM - 11:00 AM	Lab 1 & 4

LOGO HUNT

Where a swoosh, a bitten apple or a half-eaten ring of colour has to be named in seconds flat.

Logo Hunt turned everyday brand-spotting into a race against the clock. Participants were shown a rapid-fire stream of logos - some instantly familiar, others deliberately obscure - spanning tech giants, consumer brands and homegrown Indian companies, and had to write down the correct name against each one within a single fast-paced round. There was no partial credit for a vague guess; a logo counted only if it was identified and spelled correctly, which meant the event rewarded precision as much as recognition.

The rules were deliberately strict to keep the contest honest: one round of 30-40 minutes, strictly individual participation, and - most importantly - a complete ban on AI tools. Participants could fall back on a search engine if truly stuck, but the moment anyone leaned on an AI image-identification tool, the whole spirit of the game would have collapsed into a typing exercise. Winners were simply the students who identified and correctly wrote the maximum number of logos, so every extra correct answer mattered right up to the final second.

For students, Logo Hunt was a surprisingly effective lesson in visual literacy and brand awareness - the ability to read a mark, a colour palette or a silhouette and instantly place it in the world of technology and business. That skill matters more than it seems: designers, marketers and product managers all need an instinct for how brands are built and recognised, and even engineers benefit from noticing how the companies they might work for present themselves. Beyond that, the event trained quick, decisive recall under time pressure -

deciding in half a second whether you actually know something, rather than freezing to double-check.

Playful on the surface, Logo Hunt earned its place as Converse 2K26's opening act precisely because it was low-stakes and universally approachable - no prior coding knowledge, no team to coordinate, just sharp eyes and a fast pen. It set an energetic tone for the two days that followed, proving that a tech fest can open with a smile and still teach something real.

Date: 19th September 2026
Time: 10:00 AM - 11:00 AM
Venue: Lab 1, 2 & 4

Event Format

- Number of Rounds: 1 (30-40 minutes)
- Participation: Individual
- Participants who identify and correctly write the maximum number of logos are declared winners.
- Use of AI tools is strictly prohibited - logos may be identified only using search engines.

Faculty Coordinators

Dr. Dhruti Sharma | Prof. Bhumika Patel | Dr. Krishna Delvadia

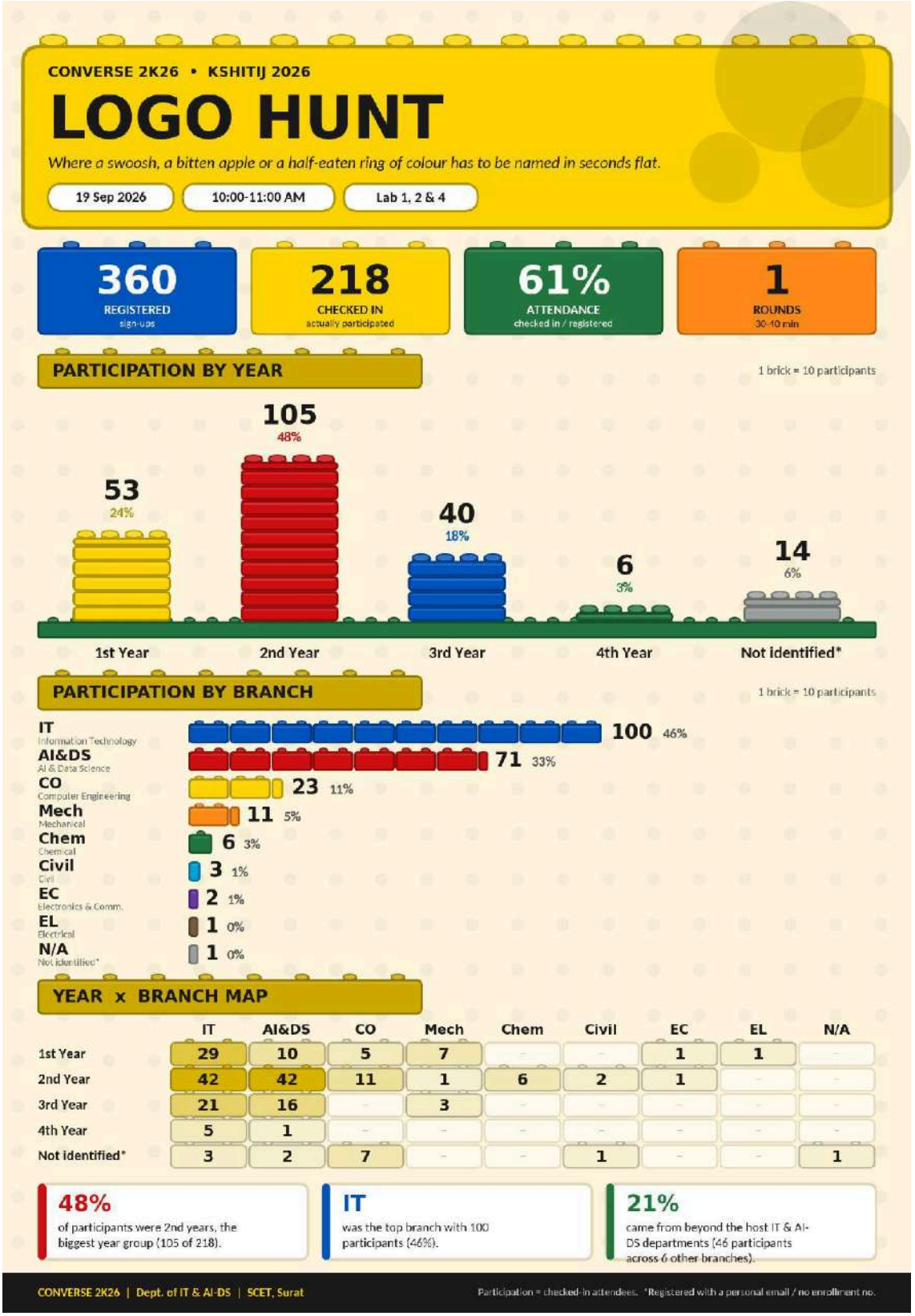
Event / Student Coordinators

Dixa Nileshbhai Babriya (9016951932) | Jemi Ashwinbhai Jasoliya (9510474023)

Winners

Position	Winner(s)
1st	Krish Patel
2nd	Shlok Savaliya
3rd	Krish Kakadiya

LOGO HUNT: PARTICIPATION SNAPSHOT



What the infographic tells us

Logo Hunt was the fest's biggest sign-up story. In total, 360 students registered.The brick towers show who played. 2nd-year students led with 105 players (48%), followed by 1st years with 53 (24%) and 3rd years with 40 (18%). Only 6 fourth-year students took part. Among the solo events, Logo Hunt had the highest share of first years, which shows it worked as a friendly first step into the fest.

By branch, IT sent 100 players (46%) and AI&DS sent 71 (33%). Computer Engineering had 23, and students from Mechanical, Chemical, Civil, Electronics and Electrical also joined, so 8 branches were on the floor. About 1 in 5 players (46 of 218) came from outside the host departments, which shows how open and welcoming this event felt.

CONVERSE 2K26 • KSHITIJ 2026

19 Sep 2026 • Lab 1, 2 & 4

Event Highlights

LOGO HUNT

Where a swoosh, a bitten apple or a half-eaten ring of colour has to be named in seconds flat.

IT QUIZ

A buzzer-round battle of technical trivia, logic and pure IT general knowledge.

IT Quiz brought together the department's sharpest all-rounders for an hour of high-octane trivia spanning three distinct territories: core technical concepts (networks, operating systems, programming fundamentals, computer history), logical reasoning puzzles, and pure IT general knowledge - the kind of question that separates someone who studies for exams from someone who genuinely follows the field. The format was a single, timed MCQ quiz, which kept the pace brisk and left no room for participants who hadn't kept themselves broadly informed.

The rules were simple but unforgiving: one hour, no internet access, open to all Engineering and MCA students regardless of branch. Scores decided the top three, and in the (frequent) case of a tie, response time became the deciding factor - so speed of thought counted almost as much as correctness. Running the quiz simultaneously across four labs also meant strict, synchronized timing and identical question sets, so no group of participants had an advantage over another.

What students actually took away from IT Quiz was broader than any single fact they answered correctly. Preparing for it, and sitting through it, forced participants to treat 'staying current with technology' as an active habit rather than something that happens automatically - reading about new releases, understanding how the systems they use every day actually work, and being able to reason quickly rather than needing time to look things up. That combination of breadth, recall speed and comfort under a ticking clock is exactly what technical interviews and aptitude rounds later demand.

As one of the most heavily contested events of the fest, IT Quiz mattered because it levelled the playing field between specializations - a Cyber Quiz champion and a Codathon veteran stood exactly as good a chance here, since the questions cut across the whole discipline rather than any one niche. It reminded everyone that being a good technologist is still, first and foremost, about knowing your field.

Date: 18th September 2026
Time: 11:00 AM - 12:00 PM
Venue: Lab 1, 2, 3 & 4

Event Format

- Format: MCQ Quiz covering Technical, Logical Reasoning & IT General-Knowledge questions.
- Duration: 1 round of 1 hour.
- Eligibility: Open to all Engineering & MCA students.
- Winners: Top 3 by score; ties broken by response time. Use of the internet was not permitted.

Faculty Coordinators

Dr. Mita Parikh | Prof. Ashish Kharvar | Dr. Mitali Desai

Event / Student Coordinators

Krish Nikibhai Khambhati (9724757148) | Pasikanti Adarsh Ramkrishna (8160796177) | Desai Archi (7990208508) | Vedika Raghvani (6355541124)

Winners

Position	Winner(s)
1st	Kirtan Bhatiya
2nd	Sahani Neeraj Sanjay
3rd	Dakshkumar Dipakkumar Patel

IT QUIZ: PARTICIPATION SNAPSHOT

CONVERSE 2K26 • KSHITIJ 2026

IT QUIZ

A buzzer-round battle of technical trivia, logic and pure IT general knowledge.

18 Sep 2026 | 11:00 AM-12:00 PM | Lab 1, 2, 3 & 4

232 REGISTERED sign-ups

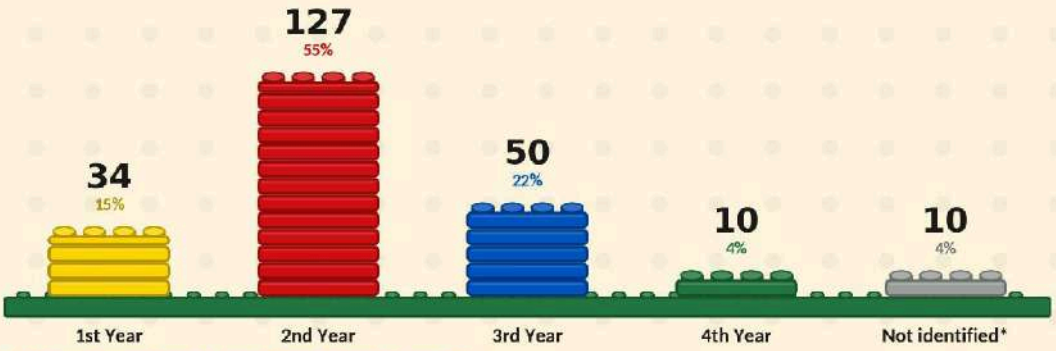
231 CHECKED IN actually participated

100% ATTENDANCE checked in / registered

1 ROUNDS 1 hour MCQ

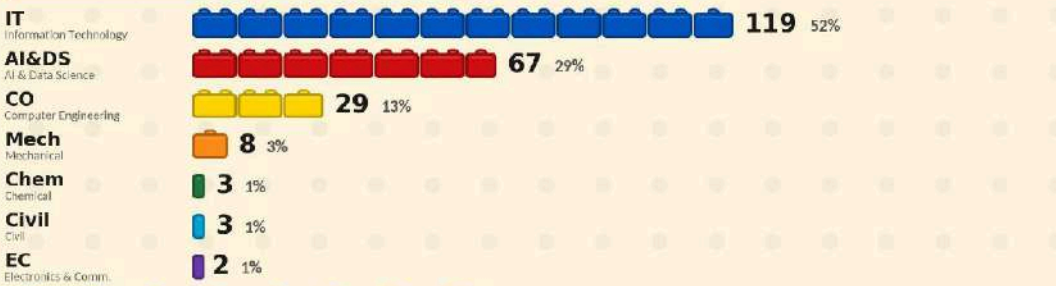
PARTICIPATION BY YEAR

1 brick = 10 participants



PARTICIPATION BY BRANCH

1 brick = 10 participants



YEAR x BRANCH MAP

	IT	AI&DS	CO	Mech	Chem	Civil	EC
1st Year	16	7	5	4	-	-	2
2nd Year	71	39	13	1	3	-	-
3rd Year	26	16	5	3	-	-	-
4th Year	6	3	1	-	-	-	-
Not identified*	-	2	5	-	-	3	-

55% of participants were 2nd years, the biggest year group (127 of 231).

IT was the top branch with 119 participants (52%).

19% came from beyond the host IT & AI-DS departments (45 participants across 5 other branches).

CONVERSE 2K26 | Dept. of IT & AI-DS | SCET, Surat

Participation = checked-in attendees. *Registered with a personal email / no enrollment no.

What the infographic tells us

IT Quiz drew the biggest crowd of the whole fest. Total 232 registered in this event. The quiz ran in four labs at the same time, and it was clear that many students wanted to test how much they really know about technology.

2nd years again led the way with 127 players (55%). Next came 3rd years with 50 and 1st years with 34. Only 10 fourth-year students played. Because the quiz was open to all Engineering and MCA students, this shows it was mostly a favourite of 2nd- and 3rd-year batches.

IT students made up more than half of the room (119 players, or 52%). AI&DS had 67 players and CO had 29. Students from Mechanical, Chemical, Civil and Electronics joined too, so 7 branches were present. Around 4 in 5 players (81%) came from IT or AI&DS, but 45 players came from other branches, which shows that curiosity about technology is not limited to one department.

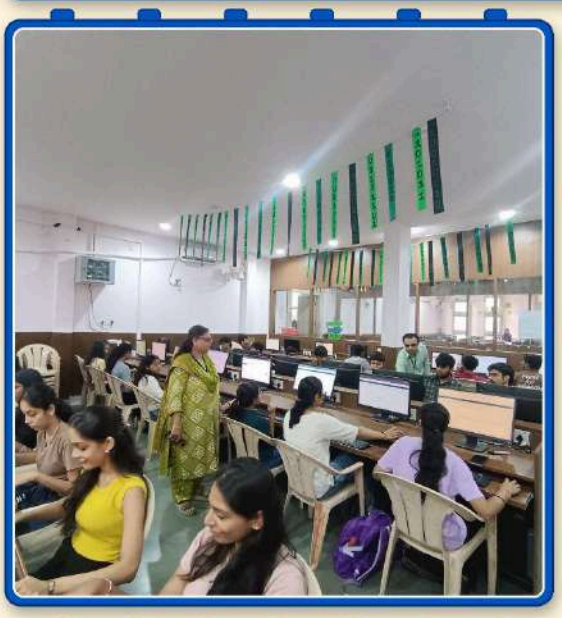
CONVERSE 2K26 • KSHITIJ 2026

18 Sep 2026 • Lab 1, 2, 3 & 4

Event Highlights

IT QUIZ

A buzzer-round battle of technical trivia, logic and IT general knowledge.



CYBER QUIZ

Capture-the-flag energy meets cybersecurity, cryptography and OSINT trivia.

Cyber Quiz dropped participants into the world of digital defence through a lightweight, quiz-style take on the capture-the-flag (CTF) format that professional security teams train on. Rather than open-ended hacking challenges, the event packaged cryptography puzzles, OSINT (open-source intelligence) trails and ethical-hacking trivia into a series of 'flags' - short answers hidden inside a puzzle or a scenario - that participants had to uncover and submit for points.

The structure ran across two rounds: a 30-minute Round 1 followed by a 45-minute Round 2, held individually across both days of the fest in Lab 1 and Lab 4. Every flag correctly submitted within the time limit added to the score, and - crucially - there was no negative marking. That single rule changed the whole character of the event: instead of playing it safe, participants were encouraged to poke, guess and experiment with each puzzle, because a wrong attempt cost nothing.

For students, Cyber Quiz was often a first real taste of security thinking: learning to read a scenario the way an attacker or a defender would, practising the patience an OSINT investigation demands, and getting comfortable with the basic vocabulary of cryptography and ethical hacking. Many participants walked in only knowing 'cybersecurity' as a buzzword and walked out having solved an actual cipher or traced an actual digital footprint - a small but real step toward a field that most engineering courses only mention in passing.

In an era where every organisation, technical or not, is one data breach away from a crisis, an event that makes security concepts approachable and genuinely fun does more good than a

semester of theory alone. Cyber Quiz's real achievement was demystifying the subject - turning 'cybersecurity' from an intimidating specialism into something any curious engineering student could try their hand at over a lunch break.

Date: 18th & 19th September 2026
Time: Round 1: 12:00 PM - 12:45 PM | Round 2: 12:00 PM - 1:00 PM
Venue: Lab 1 & 4

Event Format

- Number of Rounds: 2 - Round 1 (30 minutes) followed by Round 2 (45 minutes).
- Participation: Individual.
- Winners were decided on the basis of flags correctly submitted within the allotted time.
- No negative marking was applied.

Faculty Coordinators

Prof. Tushar Gohil | Prof. Snehal Kathale | Prof. Dhyani Joshi

Event / Student Coordinators

Dhwani Bharatkumar Athaviya (8849442439) | Priteish Ratilal Patil (9723422109) | Dhruhi Sachinkumar Modh (7433833757)

Winners

Position	Winner(s)
1st	Het Salmawala
2nd	Jay Shah
3rd	Yash Chauhan

CYBER QUIZ: PARTICIPATION SNAPSHOT

CONVERSE 2K26 • KSHITIJ 2026

CYBER QUIZ

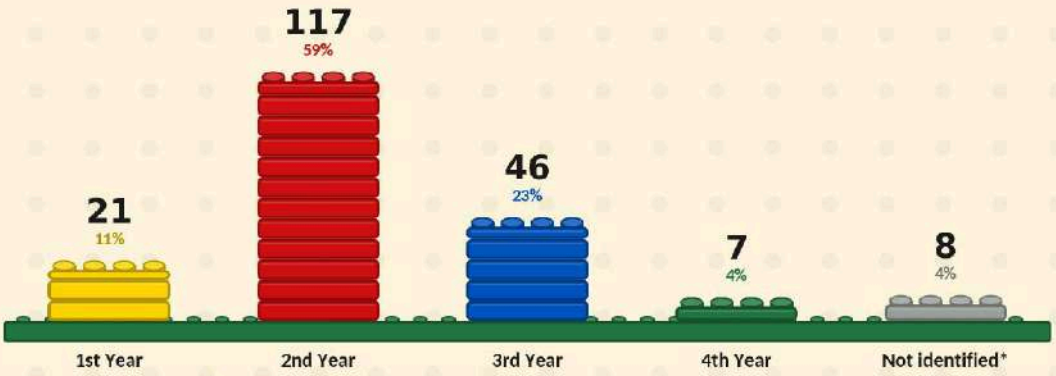
Capture-the-flag energy meets cybersecurity, cryptography and OSINT trivia.

18 & 19 Sep 2026 | 2 Rounds | Lab 1 & 4

199	199	100%	2
REGISTERED	CHECKED IN	ATTENDANCE	ROUNDS
sign-ups	actually participated	checked in / registered	30 – 45 min

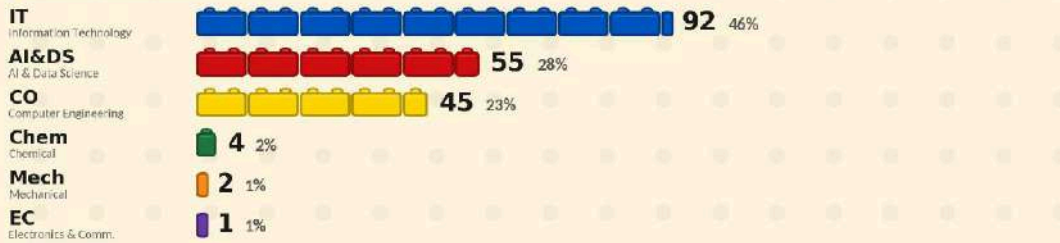
PARTICIPATION BY YEAR

1 brick = 10 participants



PARTICIPATION BY BRANCH

1 brick = 10 participants



YEAR x BRANCH MAP

	IT	AI&DS	CO	Mech	Chem	EC
1st Year	11	4	4	1	-	1
2nd Year	58	34	22	-	3	-
3rd Year	19	15	11	1	-	-
4th Year	4	1	2	-	-	-
Not identified*	-	1	6	-	1	-

59% of participants were 2nd years, the biggest year group (117 of 199).

IT was the top branch with 92 participants (46%).

26% came from beyond the host IT & AI-DS departments (52 participants across 4 other branches).

CONVERSE 2K26 | Dept. of IT & AI-DS | SCET, Surat

Participation = checked-in attendees. *Registered with a personal email / no enrollment no.

What the infographic tells us

All 199 registered students checked in for Cyber Quiz, so every booked seat was used. Cybersecurity can sound like a hard and scary subject, but once it was turned into a game of flags and puzzles, students showed up in large numbers.

The year chart is a 2nd-year show. 117 players (59%) were in 2nd year, the highest 2nd-year share of any event. 3rd years had 46 players, 1st years had 21 and 4th years had 7. Even so, the top prize went to Het Salmawala, a 4th-year student, so experience still counted at the very top.

IT led by branch with 92 players (46%), followed by AI&DS with 55 and CO with 45. Computer Engineering's 23% share here is its biggest among the solo events, so Cyber Quiz was clearly a favourite with CO students. Mechanical, Chemical and Electronics students also joined, making 6 branches in all.

CONVERSE 2K26 • KSHITIJ 2026

18 & 19 Sep 2026 • Lab 1 & 4

Event Highlights 2 / 2

CYBER QUIZ

Capture-the-flag energy meets cybersecurity, cryptography and OSINT trivia.

BUG BUZZ

Live syntax dissection and reverse-debugging speedruns under the clock.

Bug Buzz put debugging - arguably the least glamorous but most necessary programming skill - centre stage. Participants were handed code that ran, or almost ran, but was quietly broken: a misplaced operator, a wrong variable, a logic error hiding behind otherwise clean syntax. The task was simple to state and hard to execute: find every bug and fix it, faster and more accurately than the person on the next machine.

The event was run as two rounds of 45 minutes each, with the first round open to every registered participant and no pre-filtering on skill level. Evaluation combined speed, accuracy and overall score, which meant a participant who fixed fewer bugs correctly could still outscore someone who rushed through and introduced new errors while 'fixing' old ones - a subtlety that separated careful coders from merely fast ones.

Debugging is a skill classrooms rarely test directly, even though it consumes a disproportionate share of every real programmer's working life. Bug Buzz gave students focused, deliberate practice at reading someone else's code closely, forming a hypothesis about what's wrong, testing it, and being disciplined enough not to introduce a new bug while chasing the old one - exactly the loop that professional software engineers run dozens of times a day.

It is easy to glorify writing new code and easy to forget that most software careers are actually spent maintaining, patching and understanding code someone else wrote. Bug Buzz's quiet importance was in honouring that reality - rewarding the unglamorous but essential discipline of getting broken things working again, calmly and correctly, under pressure.

Date: 18th & 19th September 2026
Time: Round 1: 12:00 PM - 12:45 PM | Round 2: 11:00 AM - 12:00 PM
Venue: Lab 2 & 3

Event Format

- Number of Rounds: 2, each of 45 minutes.
- All registered participants were eligible for Round 1.
- Participants were required to find and fix errors in the given code.
- Evaluation was based on speed, accuracy and score.

Faculty Coordinators

Prof. Nitya Komalan | Prof. Dhaval Rana | Dr. Ashish Chaudhari

Event / Student Coordinators

Nandani Thakkar (7863829506) | Mahek Parmar (8511896079) | Sapnil Savani (8106548907)

Winners

Position	Winner(s)
1st	Jeet Surati
2nd	Tithi Patel
3rd	Jay Shah

BUG BUZZ: PARTICIPATION SNAPSHOT

CONVERSE 2K26 • KSHITIJ 2026

BUG BUZZ

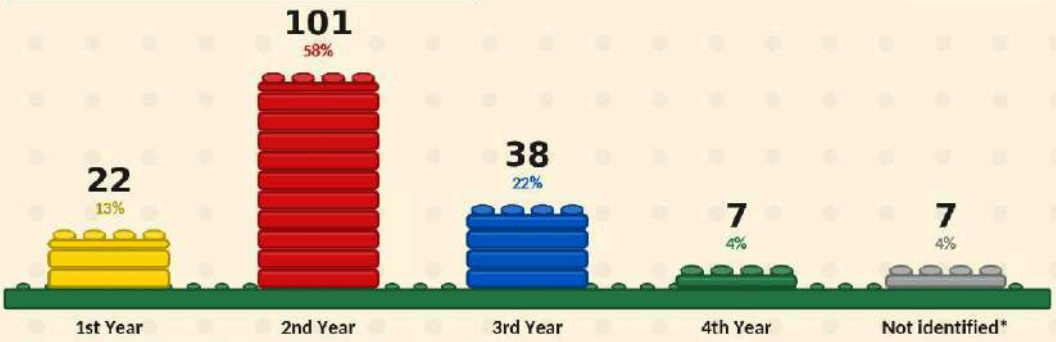
Live syntax dissection and reverse-debugging speedruns under the clock.

18 & 19 Sep 2026 | 2 Rounds | Lab 2 & 3

175	175	100%	2
REGISTERED	CHECKED IN	ATTENDANCE	ROUNDS
sign-ups	actually participated	checked in / registered	45 min each

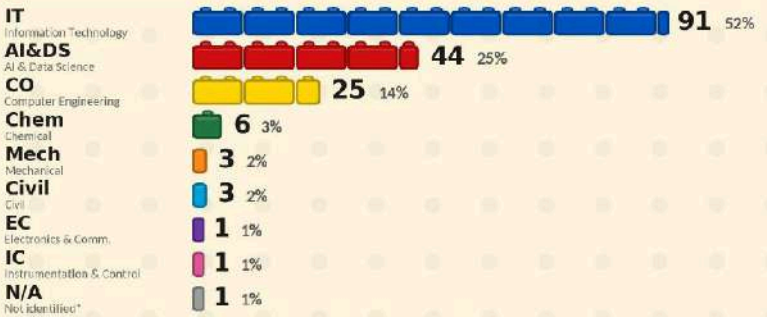
PARTICIPATION BY YEAR

1 brick = 10 participants



PARTICIPATION BY BRANCH

1 brick = 10 participants



YEAR x BRANCH MAP

	IT	AI&DS	CO	Mech	Chem	Civil	EC	IC	N/A
1st Year	13	5	-	3	-	-	1	-	-
2nd Year	54	21	21	-	3	2	-	-	-
3rd Year	17	15	4	-	2	-	-	-	-
4th Year	4	3	-	-	-	-	-	-	-
Not identified*	3	-	-	-	1	1	-	1	1

58%
of participants were 2nd years, the biggest year group (101 of 175).

IT
was the top branch with 91 participants (52%).

22%
came from beyond the host IT & AI-DS departments (39 participants across 6 other branches).

CONVERSE 2K26 | Dept. of IT & AI-DS | SCET, Surat

Participation = checked-in attendees. *Registered with a personal email / no enrollment no.

What the infographic tells us

Bug Buzz had 175 registered students. The event ran across both days, and every registered student could take part in Round 1.

Once again 2nd years were the largest group with 101 players (58%). 3rd years had 38 players, 1st years had 22 and 4th years had 7. This matches the results, because all three podium places went to 2nd-year students: Jeet Surati, Tithi Patel and Jay Shah.

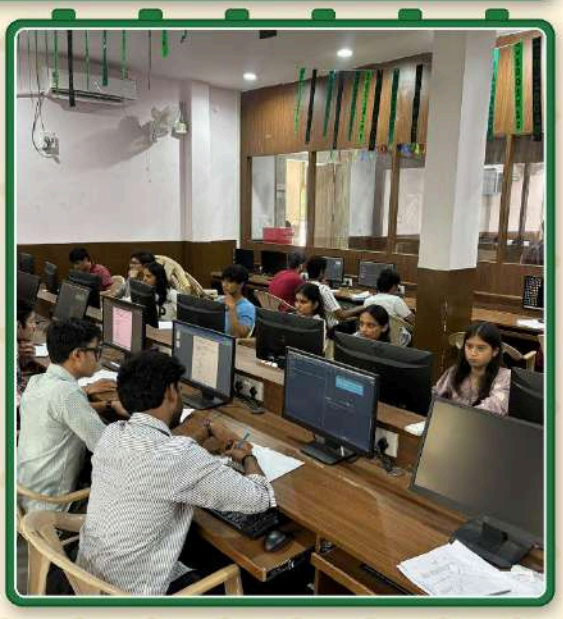
By branch, IT sent 91 players (52%), AI&DS sent 44 (25%) and CO sent 25 (14%). Chemical, Civil, Mechanical, Electronics and Instrumentation & Control students also took part, so 8 branches were present. About 1 in 4 players came from outside the IT and AI&DS departments, which makes Bug Buzz one of the most widely shared events of the fest.

18 & 19 Sep 2026 • Lab 2 & 3

Event Highlights

BUG BUZZ

Live syntax dissection and reverse-debugging speedruns under the clock.



PY-IT

Practice Your Interview Technique - aptitude, GD and a real interview panel.

PY-IT was Converse 2K26's answer to placement-season nerves - a full-length mock recruitment pipeline compressed into a single fest event and built around exactly the three stages every real campus placement drive runs: an aptitude screen, a group discussion, and a personal interview. Rather than testing one skill in isolation, PY-IT deliberately funnelled participants through all three, mirroring the actual pressure and elimination structure of a hiring process rather than simulating just one piece of it.

The rules enforced that funnel strictly. Round 1 was a 30-45 minute aptitude test open to every branch and semester; only the top 20 scorers advanced to Round 2, a group discussion of similar length in which panellists watched for how participants argued, listened and built on each other's points rather than just how loudly they spoke; and only the top 10 from that round earned a seat at Round 3, a 45-60 minute personal interview evaluated on subject knowledge, communication and overall interview presence.

For students, especially those still a year or two from placement season, PY-IT offered something no textbook can: an honest, panel-delivered readout of where their communication actually breaks down under real interview conditions - the hesitation before answering, the tendency to over-explain or under-explain, the difference between sounding confident and sounding rehearsed. Group discussion participants in particular learned a subtler lesson, that being right isn't enough if you can't make space to say it or build on what others have said.

Placement interviews are rarely won or lost on technical knowledge alone; more often it's composure, clarity and the ability to think aloud that decide the outcome, and those are

precisely the muscles that go untrained until the stakes are highest. By giving students a genuine, low-stakes rehearsal - aptitude, GD and interview, back to back, in front of real evaluators - PY-IT quietly did some of the most useful work of the entire fest.

Date: 18th & 19th September 2026
Time: Round 1: 1:30 PM - 2:15 PM | Rounds 2 & 3: 9:00 AM - 11:00 AM
Venue: Lab 1, 2 & 4 (Round 1) | Lab-1 Old, Server Side (Rounds 2 & 3)

Event Format

- Number of Rounds: 3 - Round 1: Aptitude Test (30-45 minutes); Round 2: Group Discussion (30-45 minutes); Round 3: Personal Interview (45-60 minutes).
- Participation: Individual, open to all branches and semesters.
- Selection: Top 20 participants advanced to Round 2; Top 10 advanced to Round 3.
- Evaluation was based on subject knowledge, communication, GD performance and interview skills.

Faculty Coordinators

Prof. (Dr.) Vivaksha Jariwala | Prof. Mukesh Patel | Dr. Ankit Kharwar

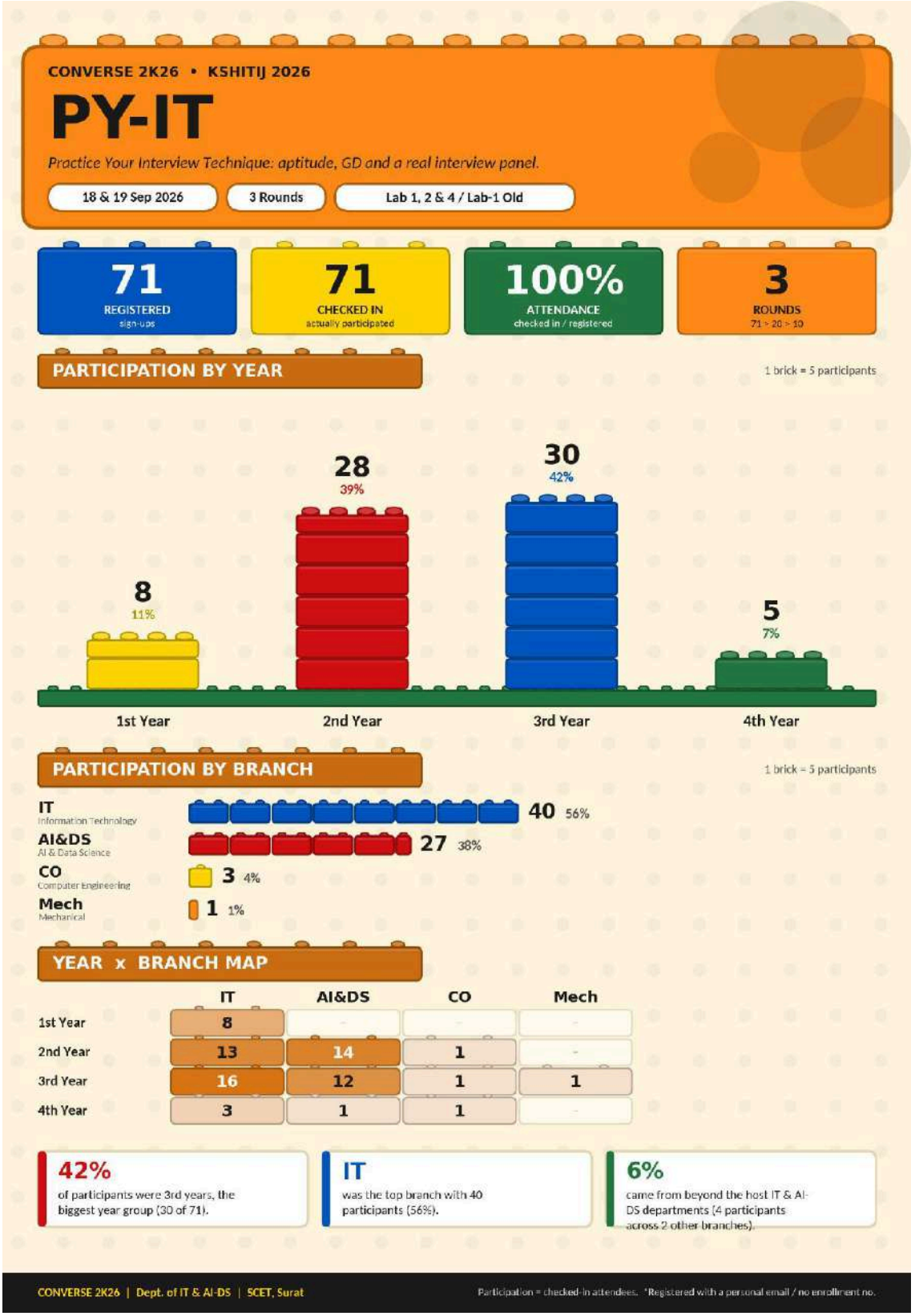
Event / Student Coordinators

Parekh Manal (9925033816) | Ganatra Hetavi (9879457592) | Modi Priyanshi (9773291110)

Winners

Position	Winner(s)
1st	Amrit Singh
2nd	Khevana Vasani
3rd	Mirza Tasneembanu

PY-IT: PARTICIPATION SNAPSHOT



What the infographic tells us

PY-IT started with 71 registered students in the aptitude round. From there the list shrank on purpose: only the top 20 moved on to the group discussion, and only the top 10 reached the personal interview, just like a real placement drive.

This is the only solo event where 3rd years (30 players, 42%) were slightly ahead of 2nd years (28 players, 39%). 1st years had 8 players and 4th years had 5. The 4th-year share of 7% is the highest in the fest, which makes sense, because interview practice matters most as placement season comes closer. PY-IT players were also the busiest in the fest, entering almost 4 events each on average.

By branch, IT had 40 players (56%) and AI&DS had 27 (38%), so 94% of the players came from the host departments. Only 4 branches were present, the fewest of any solo event.

PY-IT

Practice your interview skills.

18 & 19 Sep 2026 • Lab 1, 2 & 4

Event Highlights

CODATHON

A relay-coding hack arena where the baton is a half-finished codebase.

Codathon reimagined the classic hackathon as a relay race. Two-member teams were given a problem statement and a single two-hour round to solve it, but with one deliberate twist: only one teammate could code at a time. The first member wrote code for fifty minutes, and when their time was up, the keyboard - and whatever state the code happened to be in, finished or not - passed to their partner, who had to carry it to completion for the remainder of the round.

That handover was the entire point of the rules, and the entire difficulty of the event. There was no pausing to 'explain everything' before the switch - the second teammate had to read unfamiliar code cold, under time pressure, and figure out what it was trying to do before they could safely change anything. Team size was capped at two, the round was a single continuous two hours, and there was no partial credit for a beautifully-written but broken handover.

The obvious lesson Codathon taught was collaborative coding - writing code that a teammate, not just a compiler, can understand. But the deeper lesson was in code hygiene: naming variables sensibly, structuring logic clearly, leaving the codebase in a state where someone else could pick it up mid-thought, because in this format sloppy code didn't just cost you time, it actively sabotaged your own teammate a few minutes later.

Most student coding events reward the fastest individual typist; Codathon rewarded the pair that could think like a single continuous mind across a handover neither of them controlled. That is a far closer approximation of real software teams - where code is read far more often

than it is written, and where the person maintaining your work tomorrow is often you, six months later, having forgotten your own reasoning entirely.

Date: 18th September 2026
Time: 2:15 PM - 4:15 PM
Venue: Lab 1, 2 & 4

Event Format

- Duration: 2 hours, single round.
- Team Size: Maximum of 2 members per team.
- Format: Relay coding - the first team member coded for 50 minutes, after which the second member continued the code for the remainder of the round.

Faculty Coordinators

Prof. Hiren Vavaiya | Prof. Apurva Mandalaywala | Prof. Smitraj Thakor

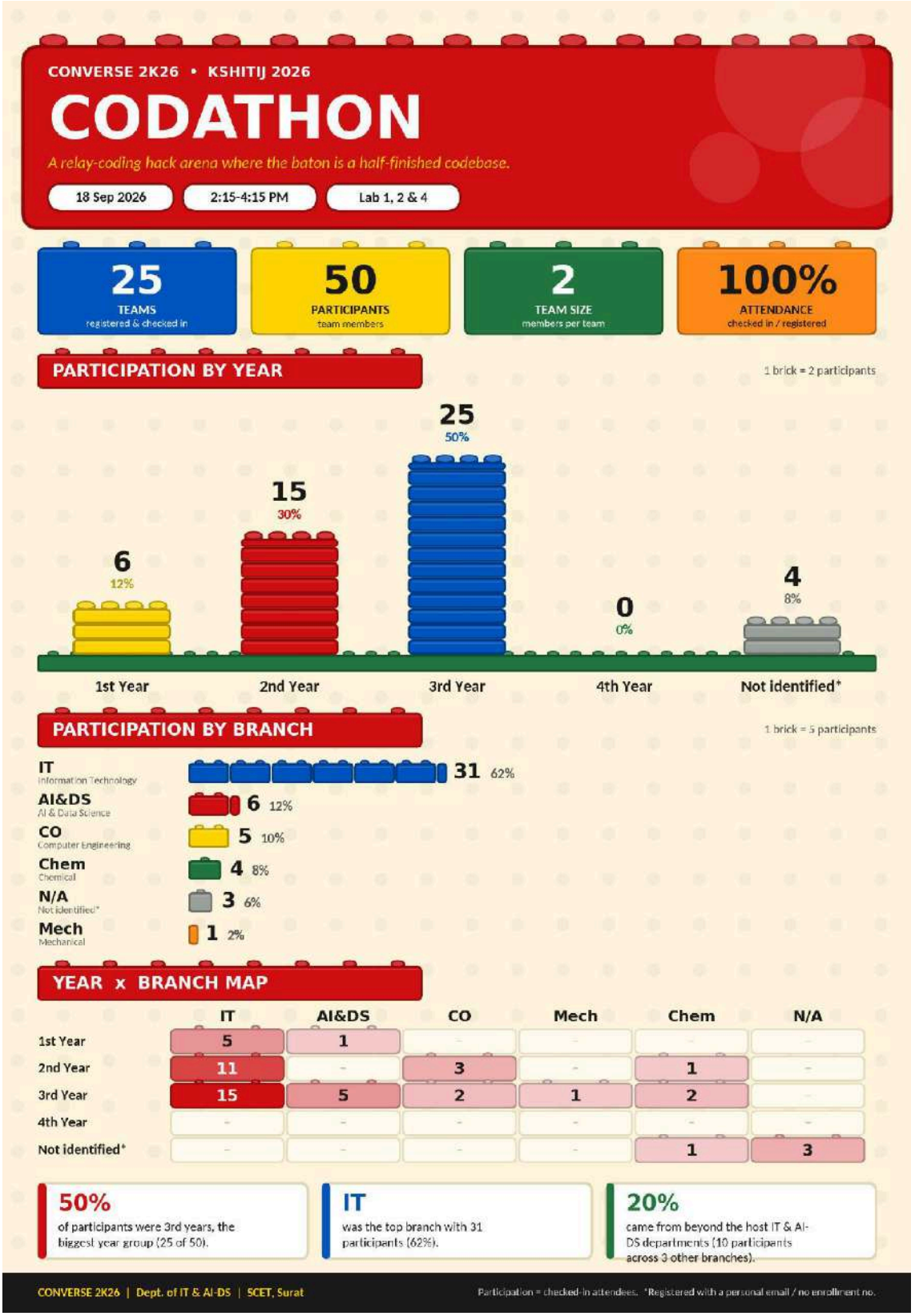
Event / Student Coordinators

Jevin Mangukiya (9023105834) | Vivek Panchal (6353639587)

Winners

Position	Winner(s)
1st	Ubada Jariwala & Neeraj Sahani - Team 8
2nd	Patel Divy & Pansuriya Keval - Team 4
3rd	Patel Manthan & Patel Yug - Team 10

CODATHON: PARTICIPATION SNAPSHOT



What the infographic tells us

Codathon had 25 teams of two, which makes 50 students. Because only one partner could code at a time, students had to pick a teammate they could trust with their half-finished code, and that made the sign-up list feel like a list of good partnerships.

Half of the participants (25 students, 50%) were in 3rd year, which is the highest 3rd-year share of any event. 2nd years had 15 players (30%) and 1st years had 6 (12%). There was no 4th-year student in the list. 4 students (8%) could not be placed in a year because they registered with personal emails and short roll numbers.

IT dominated with 31 students (62%), followed by AI&DS with 6, CO with 5 and Chemical with 4. The podium reflects this: first and third places went to all-IT teams, while second place went to a CO pair. About 1 in 5 students came from CO, Chemical and Mechanical, showing that coding lovers exist in every department.

CONVERSE 2K26 • KSHITIJ 2026

18 Sep 2026 • Lab 1, 2 & 4

Event Highlights

CODATHON

Two hours, one problem set, and a room full of builders.

AWS BUILDER CHALLENGE

Cloud architecture sprints - pick a problem, build it live, ship it on AWS.

The AWS Builder Challenge asked small teams to do in two hours what many cloud teams take weeks over: choose a real problem statement and build a working solution around it, end to end, on a live cloud environment. Rather than a whiteboard exercise, this was a hands-on build - teams had to actually deploy, configure and demonstrate something running on Amazon Web Services by the time the clock ran out.

The rules were unusually open on tooling and unusually strict on platform: teams of 2 or 3 could freely use AI assistants, official documentation, any programming language or framework, and any open-source resource they wanted - a deliberate contrast with the fest's other coding events. The one non-negotiable rule was that every solution had to run on the specific AWS environment provided for the challenge; reaching for GCP or Azure, however familiar, was off-limits, keeping the whole cohort building on the same cloud ecosystem.

For students, many of whom had only read about cloud computing in a slide deck, the challenge was a compressed but genuine introduction to how modern software actually gets deployed - provisioning cloud resources, wiring services together, and troubleshooting the very real gap between 'it works on my laptop' and 'it works on a cloud instance.' Teams left having practised the exact skill that separates a computer-science graduate from a cloud-ready engineer: comfort operating inside a real provider's ecosystem rather than just a local environment.

Closing the fest on the AWS Builder Challenge was a deliberate choice - nearly every industry a Converse participant might join now runs on cloud infrastructure, and the ability to

design, build and ship on a real platform, under a real deadline, is quickly becoming as fundamental as knowing how to code in the first place. It sent students home not just having competed, but having built something that actually ran in the cloud.

Date: 19th September 2026
Time: 9:00 AM - 11:00 AM
Venue: Lab 1 & 4

Event Format

- Team Size: 2 or 3 members. Duration: 2 hours.
- Teams selected one problem statement and built a working solution around it.
- Resources: AI tools, documentation, programming languages, frameworks and open-source resources were allowed.
- Cloud Platform: Only the provided AWS environment could be used; GCP/Azure were not permitted.

Faculty Coordinators

Prof. Karishma Desai | Prof. Palak Desai

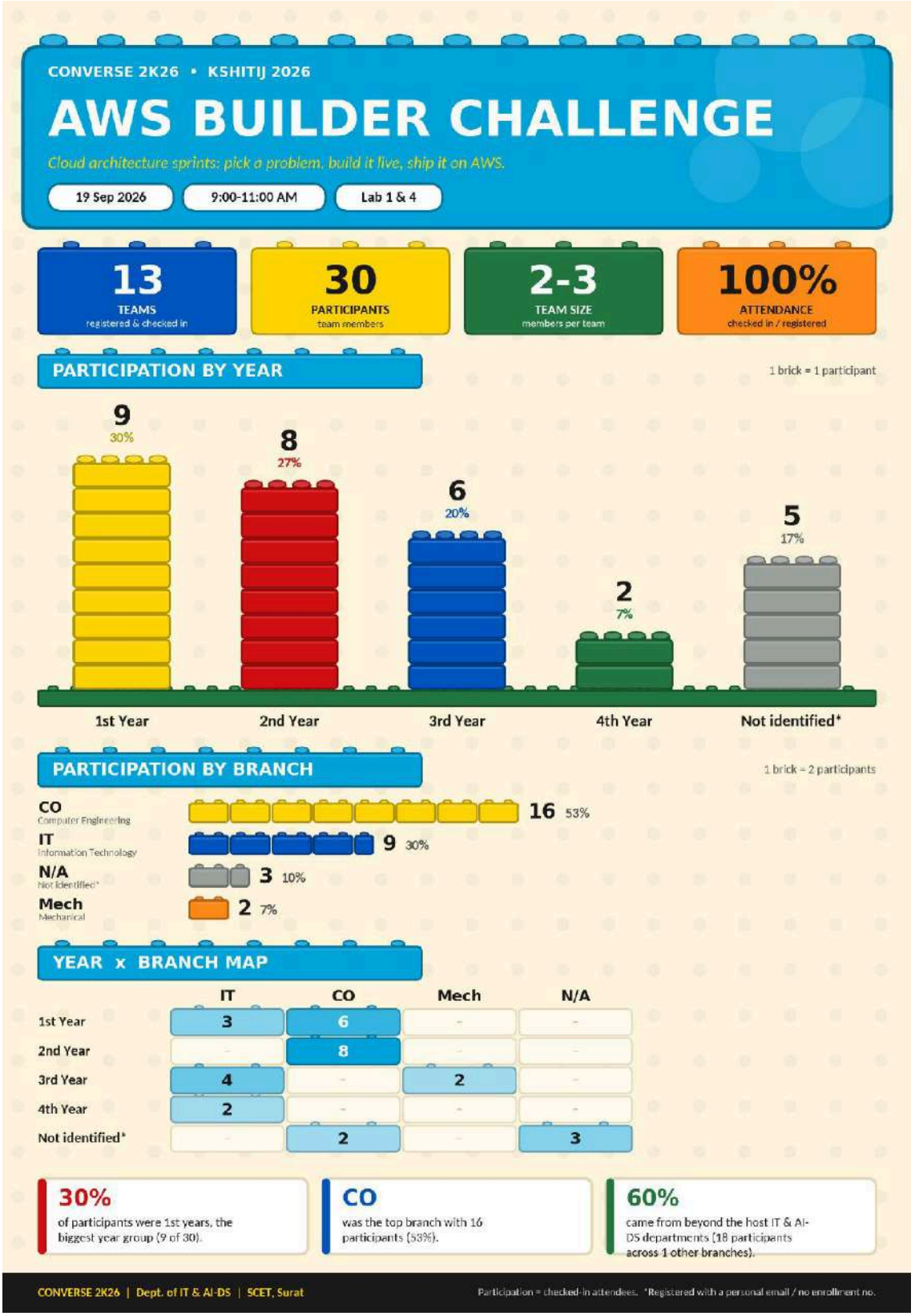
Event / Student Coordinators

Jay Shah (9998220491) | Falicson Savio (9104358371) | Ubada Jariwala (9825127728)

Winners

Position	Winner(s)
1st	Smit Vyas & Muskaan Patel
2nd	Shruti Rathod & Sanvi Darji
3rd	Vivek Panchal & Raivat Purohit

AWS BUILDER CHALLENGE: PARTICIPATION SNAPSHOT



What the infographic tells us

The AWS Builder Challenge closed the fest with 13 teams of two or three members, which adds up to 30 students. It was the smallest event by numbers, but it asked for the most: build something real on the cloud in just two hours.

This is the most evenly spread event across years. 1st years were the biggest group with 9 students (30%), followed by 2nd years with 8 (27%), 3rd years with 6 (20%) and 4th years with 2 (7%). 5 students (17%) could not be placed in a year. Cloud computing seems to attract curious beginners just as much as seniors. AWS players also entered about 2 events each on average, the lowest in the fest, so this challenge drew a slightly different crowd from the quizzes.

Branch-wise, this was a CO event. 16 of the 30 students (53%) were from Computer Engineering, 9 (30%) were from IT and 2 were from Mechanical, while 3 could not be placed. No AI&DS student appears in the records for this challenge. It is the only event where the host IT and AI&DS departments were not the majority.

CONVERSE 2K26 • KSHITIJ 2026

AWS BUILDER CHALLENGE

19 Sep 2026 • Lab 1 & 4

Event Highlights 1 / 2

Cloud architecture sprints — pick a problem, build it live, ship it on AWS.

Winners at a Glance

A consolidated summary of winners across all technical events of Converse 2K26:

Event	1st Position	2nd Position	3rd Position
LOGO HUNT	Krish Patel	Shlok Savaliya	Krish Kakadiya
IT QUIZ	Kirtan Bhatiya	Sahani Neeraj Sanjay	Dakshkumar Dipakkumar Patel
CYBER QUIZ	Het Salmawala	Jay Shah	Yash Chauhan
BUG BUZZ	Jeet Surati	Tithi Patel	Jay Shah
PY-IT	Amrit Singh	Khevana Vasani	Mirza Tasneembanu
CODATHON	Ubada Jariwala & Neeraj Sahani - Team 8	Patel Divy & Pansuriya Keval - Team 4	Patel Manthan & Patel Yug - Team 10
AWS BUILDER CHALLENGE	Smit Vyas & Muskaan Patel	Shruti Rathod & Sanvi Darji	Vivek Panchal & Raivat Purohit

VALEDICTORY FUNCTION

If the inauguration laid the first brick, the valedictory placed the last one.

19 SEP	2-4 PM	7	GROUND FLOOR
SATURDAY | DAY 2	TWO HOURS OF CELEBRATION	EVENTS FELICITATED	ARCHITECTURE SEMINAR HALL

Two hours of reflection, numbers and celebration brought a graceful close to two days of technology, talent and teamwork. The afternoon moved from tradition to achievement: a lamp lit for the spirit of the fest, a look back at the CONVERSE legacy, the two days told in figures, and the spotlight handed to the students who won them.

Programme Flow

- **Ceremonial Lamp Lighting:** “Lighting the Spirit of CONVERSE”, followed by the Saraswati Vandana.
- **The CONVERSE Legacy - A Tradition in Motion:** presented by Bhavya, Student Co-ordinators Converse 2K26.
- **Words of Wisdom - Reflections & the Road Ahead:** the Head of the Department- Dr. Mita Prarikh- on the journey so far and the road ahead.
- **CONVERSE 2K26 - The Journey by the Numbers:** presented by Farshaz and Twisha, Student Co-ordinators Converse 2K26.
- **Celebrating Excellence:** achievers of Logo Hunt, IT Quiz, Bug Buzz, Cyber Quiz, PY-IT, Codathon and the AWS Builder Challenge felicitated by the dignitaries and event coordinators.
- **Words of Gratitude - Vote of Thanks:** delivered by Prof. Bhumika Shah.
- **The CONVERSE 2K26 Memory Frame:** a group photograph capturing the people, spirit and memories that made the fest special.

With that shared frame, CONVERSE 2K26 came to a memorable close.

Presents

CAUTION!

Presents

સ્કેટ એન્જિનિયરિંગ કોલેજ ખાતે ટેક ફેસ્ટિવલ 'ક્ષિતિજ-2K26'નું આયોજન કરાયું

૨૫૦૦થી વધુ વિદ્યાર્થીઓએ વિવિધ પ્રવૃત્તિઓમાં ઉત્સાહભેર ભાગ લીધો

ધબકાર પ્રતિનિધિ, સુરત, તા. ૧૮

સાર્વજનિક કોલેજ ઓફ એન્જિનિયરિંગ એન્ડ ટેકનોલોજી (એસ.સી.ઇ.ટી.), સુરત ખાતે દર વર્ષની પરંપરા મુજબ વાર્ષિક ટેકનિકલ ફેસ્ટિવલ 'ક્ષિતિજ-2K26'નું ભવ્ય આયોજન તા. ૧૮ અને ૧૯ સપ્ટેમ્બરના રોજ કરવામાં આવ્યું હતું. ટેકનોલોજી, જ્ઞાન, સર્જનાત્મકતા અને ટીમવર્કના સમન્વયરૂપ આ ટેક ફેસ્ટમાં કોલેજના વિવિધ વિભાગોના ૨૫૦૦થી વધુ વિદ્યાર્થીઓએ ઉત્સાહભેર ભાગ લીધો હતો. કાર્યક્રમ અંતર્ગત કોલેજના વિવિધ વિભાગો દ્વારા અલગ-અલગ થીમ અને શીર્ષક હેઠળ વિવિધ ટેકનિકલ, બૌદ્ધિક તથા સર્જનાત્મક પ્રવૃત્તિઓનું આયોજન કરવામાં આવ્યું હતું.

ટેક ફેસ્ટિવલ દરમિયાન વિદ્યાર્થીઓએ પોતાની સર્જનાત્મકતા, ટેકનિકલ જ્ઞાન, નવીન વિચારો અને સમસ્યા ઉકેલવાની ક્ષમતાનું ઉત્કૃષ્ટ પ્રદર્શન કર્યું હતું. વિવિધ પ્રોજેક્ટ, ડિઝાઇન, કોડિંગ આધારિત પ્રવૃત્તિઓ, ક્વિઝ, પડકારો અને ઇન્ટરેક્ટિવ કાર્યક્રમોમાં વિદ્યાર્થીઓએ ટીમવર્ક અને ઉત્સાહ સાથે ભાગ લીધો હતો. આવી પ્રવૃત્તિઓ વિદ્યાર્થીઓને અભ્યાસક્રમના જ્ઞાન સાથે વ્યવહારુ અનુભવ પ્રાપ્ત કરાવવામાં તેમજ ભવિષ્યના ઉદ્યોગજગત માટે જરૂરી કૌશલ્યો વિકસાવવામાં મહત્વપૂર્ણ ભૂમિકા ભજવે છે. આ સમગ્ર આયોજન દરમિયાન કોલેજના ફેકલ્ટી સભ્યોએ વિદ્યાર્થીઓને જરૂરી માર્ગદર્શન અને પ્રોત્સાહન પૂરું પાડ્યું હતું. ફેકલ્ટી સભ્યોએ પોતાના અનુભવ અને ઉપયોગી સૂચનો દ્વારા વિદ્યાર્થીઓને તેમના વિચારોને નવી દિશામાં વિકસાવવા માટે પ્રેરિત કર્યા હતા.

'ક્ષિતિજ-2K26' વિદ્યાર્થીઓ માટે જ્ઞાન, ટેકનોલોજી, સર્જનાત્મકતા અને સહભાગિતાનો યાદગાર અનુભવ બની રહ્યો હતો.

19-09-2026

ધબકાર

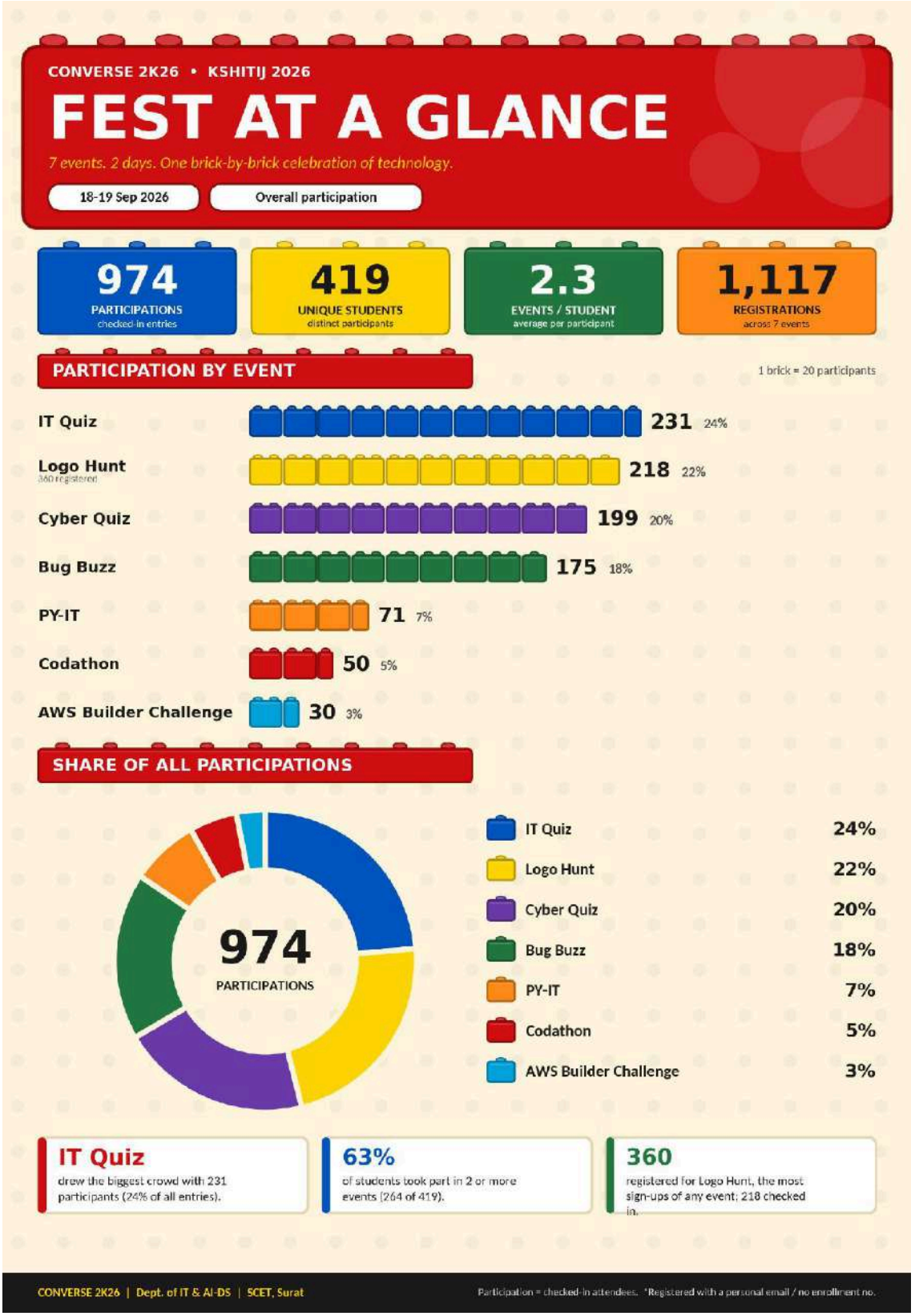
CONVERSE 2K26 IN NUMBERS

The whole fest, brick by brick: seven events, one big picture.

The pages that follow zoom out from single events and look at Converse 2K26 as one big build. They show how many students took part, which years and branches showed up, and how many students kept coming back for more events. Each infographic is followed by a short, simple explanation.

974	~419	1,117	7
PARTICIPATIONS	UNIQUE STUDENTS	REGISTRATIONS	EVENTS

FEST AT A GLANCE



Reading the infographic

Across the 7 events of Converse 2K26, students checked in 974 times. Behind these entries are about 419 different students, because many of them tried more than one event. In total, 1,117 students registered, so most of the sign-ups turned into real participation.

The bar chart ranks the events. IT Quiz came first with 231 participants, followed by Logo Hunt with 218, Cyber Quiz with 199 and Bug Buzz with 175. These four quick, solo events together brought in 823 entries, which is about 85% of the fest. PY-IT had 71 participants, Codathon had 50 and the AWS Builder Challenge had 30.

The ring chart shows each event's share: IT Quiz 24%, Logo Hunt 22%, Cyber Quiz 20%, Bug Buzz 18%, PY-IT 7%, Codathon 5% and AWS Builder Challenge 3%. Longer events that need a partner or special skills were naturally smaller, but they were also the ones where students stayed longest and built the most.

THE YEAR-WISE STORY

CONVERSE 2K26 • KSHITIJ 2026

YEAR-WISE STORY

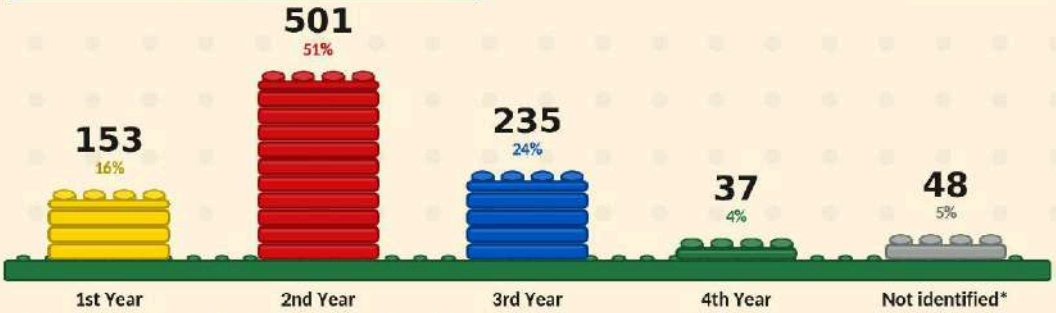
Which batches showed up, and where.

All 7 events | Participation by year

51%	24%	16%	4%
2ND YEAR SHARE (largest batch)	3RD YEAR SHARE	1ST YEAR SHARE	4TH YEAR SHARE

ALL EVENTS: PARTICIPATION BY YEAR

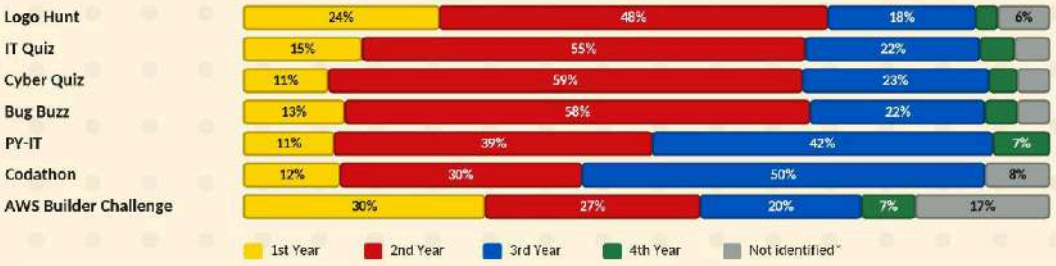
1 brick = 50 participants



EVENT x YEAR (COUNT)

	1st	2nd	3rd	4th	N/A*
Logo Hunt	53	105	40	6	14
IT Quiz	34	127	50	10	10
Cyber Quiz	21	117	46	7	8
Bug Buzz	22	101	38	7	7
PY-IT	8	28	30	5	-
Codathon	6	15	25	-	4
AWS Builder Challenge	9	8	6	2	5

HOW EACH EVENT SPLIT BY YEAR



51% of all participations came from 2nd years, the fest's power batch (501 entries).

Codathon pulled the most 3rd years: 50% of its participants.

PY-IT had the highest 4th-year share (7%).

CONVERSE 2K26 | Dept. of IT & AI-DS | SCET, Surat

Participation = checked-in attendees. *Registered with a personal email / no enrollment no.

Reading the infographic

The tower chart shows which batches came to Converse 2K26. 2nd-year students were the clear leaders with 501 participations, which is 51% of the fest. 3rd years followed with 235 (24%), 1st years had 153 (16%) and 4th years had 37 (4%). 48 entries (5%) could not be placed in a year.

The same pattern shows up event by event. 2nd years were the largest group in Logo Hunt, IT Quiz, Cyber Quiz and Bug Buzz. 3rd years led in PY-IT and Codathon, and 1st years led in the AWS Builder Challenge. In Cyber Quiz, almost 6 out of 10 players were 2nd years, and in Codathon exactly half of the participants were 3rd years.

The colour bars in the lower half show how each event was mixed. Logo Hunt and AWS Builder Challenge had the most 1st years, while PY-IT and AWS had the highest share of 4th years (7% each). This fits well with PY-IT, because interview practice is most useful when placement season is near.

THE BRANCH-WISE STORY

CONVERSE 2K26 • KSHITIJ 2026

BRANCH-WISE STORY

Departments that built Converse 2K26.

All 7 events | Participation by branch

49%	28%	15%	9
IT SHARE	AI&DS SHARE	CO SHARE	BRANCHES
482 participations	270 participations	146 participations	represented

ALL EVENTS: PARTICIPATION BY BRANCH

1 brick = 50 participants

IT (Information Technology)	482	49%
AI&DS (AI & Data Science)	270	28%
CO (Computer Engineering)	146	15%
Mech (Mechanical)	28	3%
Chem (Chemical)	23	2%
Civil (Civil)	9	1%
N/A (Not identified*)	8	1%
EC (Electronics & Comm.)	6	1%
IC (Instrumentation & Control)	1	0%
EL (Electrical)	1	0%

EVENT x BRANCH (COUNT)

	IT	AI&DS	CO	Mech	Chem	Civil	EC	IC	EL	N/A
Logo Hunt	100	71	23	11	6	3	2	-	1	1
IT Quiz	119	67	29	8	3	3	2	-	-	-
Cyber Quiz	92	55	45	2	4	-	1	-	-	-
Bug Buzz	91	44	25	3	6	3	1	1	-	1
PY-IT	40	27	3	1	-	-	-	-	-	-
Codathon	31	6	5	1	4	-	-	-	-	3
AWS Builder Challenge	9	-	16	2	-	-	-	-	-	3

77% of participations came from the host departments: IT and AI&DS (752 of 974).

AWS Builder Challenge was the most open house: only 30% of participants were from IT / AI&DS.

AWS Builder Challenge was the CO favourite: 53% of its participants studied Computer Engineering.

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Participation = checked-in attendees. *Registered with a personal email / no enrollment no.

Reading the infographic

The host departments led the way. IT students made 482 entries (49%), AI&DS students made 270 (28%) and CO students made 146 (15%). Together, these three branches gave about 92% of all participations, and the two host departments alone gave 77%.

The fest also reached beyond computing. Mechanical had 28 entries, Chemical had 23, Civil had 9, Electronics had 6, and Instrumentation & Control and Electrical had 1 each. In all, 9 branches took part. The numbers are small, but they show that technology events pull in students from every corner of the college.

The grid in the lower half shows where each branch showed up. Logo Hunt and Bug Buzz reached the widest range with 8 branches each, and IT Quiz reached 7. PY-IT was the narrowest with 4 branches, and 94% of its players came from IT and AI&DS. Cyber Quiz was the favourite of CO students among the solo events (23% of its players), while the AWS Builder Challenge was the most CO-heavy event overall, with 53%.

BUILDERS WHO KEPT BUILDING

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BUILDERS WHO KEPT BUILDING

How many events did each student take on?

Repeat participation | Cross-event overlap

419 UNIQUE STUDENTS

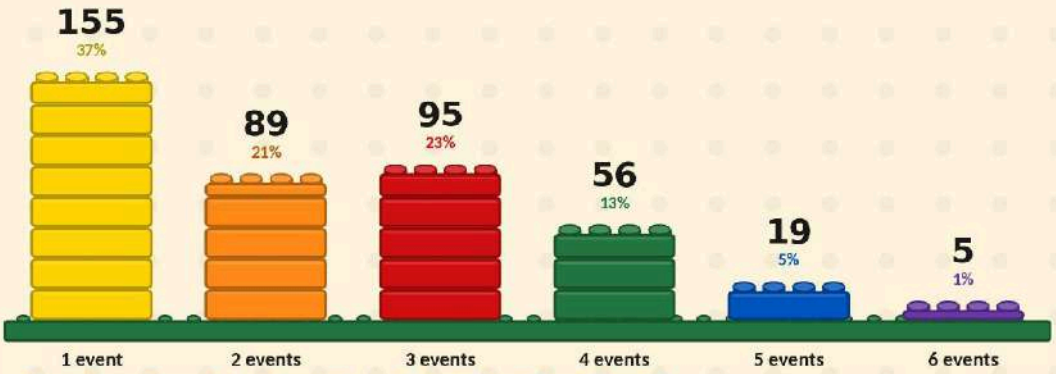
37% SINGLE-EVENT 155 students

264 2+ EVENTS 63% of students

80 4+ EVENTS super builders

STUDENTS BY NUMBER OF EVENTS ENTERED

1 brick = 20 students



WHO SHARES WHOM (STUDENTS IN BOTH EVENTS)

	Logo	IT Quiz	Cyber	Bug Buzz	PY-IT	Codathon	AWS
Logo Hunt	-	137	96	89	46	24	6
IT Quiz	137	-	145	108	59	25	10
Cyber Quiz	96	145	-	74	45	19	10
Bug Buzz	89	108	74	-	39	23	2
PY-IT	46	59	45	39	-	15	1
Codathon	24	25	19	23	15	-	2
AWS Builder Challenge	6	10	10	2	1	2	-

145 students did both IT Quiz and Cyber Quiz: the strongest event pairing.

PY-IT attracted the most multi-taskers: its participants entered 3.9 events on average.

175 students took on 3 or more events; 5 entered 6 of the 7.

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Unique students counted by enrollment no. (else email). Cells show students who joined both events.

Reading the infographic

Converse 2K26 was not a one-event fest for most students. Out of about 419 students, 155 (37%) took part in just one event, while 264 (63%) tried two or more. 175 students (42%) entered three or more events, 80 entered four or more, and 5 students took on six of the seven.

The brick towers show this spread. It is interesting that more students entered exactly 3 events (95) than exactly 2 events (89). Once students got a taste of the fest, many of them simply kept going from one event to the next.

The grid shows which events shared the same students. The strongest pair was IT Quiz and Cyber Quiz, with 145 students in both. Next came Logo Hunt with IT Quiz (137) and IT Quiz with Bug Buzz (108).

PY-IT players were the busiest of all, entering almost 4 events each on average, followed by Codathon (3.2) and IT Quiz (3.1). The AWS Builder Challenge had the lowest average at 2.0. In simple words, the fest worked like LEGO bricks: every event connected to the next, and the more students snapped on, the bigger the structure grew.

The Builders - Meet the Team

None of this happens by accident. Every workshop, every stage, every late night before an event - it was this team piecing it together, brick by brick. Converse 2K26 was powered by 4 faculty mentors and 115 student builders spread across 15 committees and event tracks, ranging from finance and sponsorship to graphics, decoration, media and the seven individual event teams. The full roster below is reproduced from the official Converse 2K26 team page at itaiconverse.in/team.

Leadership & Faculty (4)

Department leadership and mentoring professors guiding Converse 2K26.

Name	Role
Dr. Mita Parikh	Head of Department
Dr. Vivek Champaneria	Faculty Coordinator
Dr. Vibha Patel	Faculty Coordinator
Prof. Bhumika Shah	Faculty Coordinator

Student Heads & Overall Leads (3)

Overall student lead coordinators orchestrating all tracks, teams and fest operations.

Name	Role
Twisha Savani	Student Head
Bhavya Ladumor	Student Head
Farshaz Master	Student Head

Website & Tech Development (2)

Engineers and builders of the official Converse 2K26 digital platform.

Name	Role
Malhar Balar	Head
Harsh Gajera	Member

Finance & Sponsorship (4)

Managing fest budgeting, treasury, transactions and sponsorship relationships.

Name	Role
Mann Patel	Head

Name	Role
Yug Rajani	Head
Aalap Khunt	Volunteer
Megh Patel	Volunteer

Marketing & Registration (5)

Driving participant outreach, campus ambassadorship and registration helpdesks.

Name	Role
Hasti Moradia	Head
Diyora Yana Niteshbhai	Volunteer
Nariya Zarna Ketankumar	Volunteer
Prietesh Ratilal Patil	Volunteer
Dhruhi Sachinkumar Modh	Volunteer

Social Media & Content Writing (11)

Crafting digital presence, festival reels, broadcast coverage and engaging narratives.

Name	Role
Nandani Thakkar	Head
Rudra Godhani	Head
Mahek Parmar	Head
Namra Saliya	Volunteer
Prajapati Aryan Rajeshkumar	Volunteer
Stuti Kanani	Volunteer
Harsh Modh	Volunteer
Harshita Agarwal	Volunteer
Prachi Patel	Volunteer
Shreya Ganeshwala	Volunteer
Priya Billimoria	Volunteer

Photography & Media (3)

Capturing high-energy moments, photo walks, stage coverage and festival memories.

Name	Role
Parry Sojitra	Head
Rudra Chovatiya	Volunteer
Pranay Gopani	Volunteer

Graphics & Branding (7)

Designing official posters, banners, interactive visual assets and fest branding.

Name	Role
Dhwani Athaviya	Head
Harshi Tandel	Volunteer
Dhruvi Patel	Volunteer
Riya Katyare	Volunteer
Vanshika Koshiya	Volunteer
Yashvi Bhatt	Volunteer
Vigna Patel	Volunteer

Decoration & Creative Design (16)

Building immersive Lego-themed physical installations, stage backdrops and campus aesthetics.

Name	Role
Mahek Sasani Dineshbhai	Head
Mahek Sasani	Volunteer
Tulsi Devani	Volunteer
Kesha Shah	Volunteer
Dhanani Srushti	Volunteer
Raajvi Patel	Volunteer
Misha Dhola	Volunteer
Desai Archi	Volunteer
Aarushi Desai	Volunteer
Harshita Agarwal	Volunteer
Shrina Kheni	Volunteer
Yana Nakarani	Volunteer

Name	Role
Hasti Sheladiya	Volunteer
Prachi Mangukiya	Volunteer
Bhakti Katharotiya	Volunteer
Akshita Vasoya	Volunteer

Codathon Track (10)

Flagship rapid-fire competitive coding and problem-solving hack arena.

Name	Role
Jevin Mangukiya	Event Head
Vivek Panchal	Event Head
Parry Sojitra	Volunteer
Prajapati Aryan Rajeshkumar	Volunteer
Kankotiya Harshil Pankajbhai	Volunteer
Pranay Gopani	Volunteer
Khunt Tirth	Volunteer
Diyora Yana Niteshbhai	Volunteer
Nariya Zarna Ketankumar	Volunteer
Hasti Moradia	Volunteer

IT Quiz Track (7)

High-octane tech trivia, algorithm puzzles and computing history buzzer rounds.

Name	Role
Krish Nikibhai Khambhati	Event Head
Pasikanti Adarsh Ramkrishna	Event Head
Desai Archi	Event Head
Vedika Raghvani	Event Head
Pari S Sanghani	Volunteer
Srushti Tailor	Volunteer
Desai Aarushi	Volunteer

Cyber Quiz Track (9)

Information security, crypto, OSINT and ethical hacking trivia showdown.

Name	Role
Dhwani Bharatkumar Athaviya	Event Head
Priteish Ratilal Patil	Event Head
Dhruhi Sachinkumar Modh	Event Head
Raajvi Ashwin Patel	Volunteer
Zena Vaghani	Volunteer
Kesha Shah	Volunteer
Charmi Mayani	Volunteer
Pratham Rathod	Volunteer
Misha Dhola	Volunteer

PY-IT Track (9)

Aptitude, group discussion and personal-interview practice pipeline.

Name	Role
Parekh Manal	Event Head
Ganatra Hetavi	Event Head
Modi Priyanshi	Event Head
Patel Mann	Volunteer
Rajani Yug	Volunteer
Namra Saliya	Volunteer
Yashasvi Joshi	Volunteer
Happy Patel	Volunteer
Krisha Vithani	Volunteer

Bug Buzz Track (13)

Live syntax dissection, logic patch battles and reverse debugging speedruns.

Name	Role
Nandani Thakkar	Event Head
Mahek Parmar	Event Head
Sapnil Savani	Event Head
Vigna Patel	Volunteer

Name	Role
Yashvi Bhatt	Volunteer
Mann Patel	Volunteer
Yug Rajani	Volunteer
Aalap Khunt	Volunteer
Rudra Godhani	Volunteer
Aryan Prajapati	Volunteer
Pranay Gopani	Volunteer
Rudra Chovatiya	Volunteer
Namra Saliya	Volunteer

Logo Hunt Track (8)

Visual identity discovery, tech brand forensics and rapid deduction challenge.

Name	Role
Dixa Nileshbhai Babriya	Event Head
Jemi Ashwinbhai Jasoliya	Event Head
Diyora Yana Niteshbhai	Volunteer
Mahek Sasani Dineshbhai	Volunteer
Nariya Zarna Ketankumar	Volunteer
Hasti Moradia	Volunteer
Rudra Godhani	Volunteer
Chovatiya Rudra Shaileshbhai	Volunteer

AWS Builder Challenge Track (8)

Cloud architecture sprints, serverless pipelines and AWS ecosystem challenges.

Name	Role
Jariwala Ubada Tariq	Head
Jay Naynesh Shah	Head
Felicson Savio	Head
Jatin Karnani	Volunteer
Krishn Noticewala	Volunteer

Name	Role
Prisha Sudani	Volunteer
Mahek Acchara	Volunteer
Megh Patel	Volunteer

Acknowledgements

Every successful event leaves behind more than photographs, certificates and memories. It leaves behind a story - a story written by the people who believed in an idea, supported it, guided it and, together, brought it to life.

On behalf of the CONVERSE 2K26 team, we express our heartfelt gratitude to the Sarvajanik Education Society for fostering an environment where students are encouraged to learn, experiment, lead and create. We sincerely acknowledge the support and encouragement of our respected Chairman, Shri Ashish I. Vakil, Chairman's Representative, Shri Kamlesh Yagnik, and Principal, Dr. Hiren Patel, whose vision and trust continue to create opportunities for students to grow beyond the classroom.

We extend our sincere thanks to the Student Activity & Welfare Council (SAWC), and especially Dr. Mayank Dalal, for providing the platform, guidance and support that enabled CONVERSE 2K26 to be organised as part of Kshitij 2026.

Our deepest gratitude goes to our Head of the Department, Information Technology & Artificial Intelligence and Data Science, Dr. Mita Parikh. Her continued guidance, encouragement and trust gave us the confidence to turn ideas into action and challenges into opportunities.

We are equally grateful to every faculty member, lab assistant and support staff of the IT and AI&DS departments who contributed behind the scenes - coordinating, arranging, guiding, troubleshooting and stepping in whenever required. Their contribution may not always appear in the spotlight, but it formed the foundation on which CONVERSE 2K26 stood.

A special note of appreciation goes to the Architecture Department for welcoming us and extending support with the Architecture Seminar Hall. They did more than provide us with a venue - they gave us a space in which our students could celebrate their ideas, efforts and achievements.

Our sincere thanks to all the faculty coordinators - Dr. Mita Parikh, Dr. Vivaksha Jariwala, Dr. Dhruti Sharma, Prof. Hiren Vavaiya, Prof. Tushar Gohil, Prof. Ashish Kharvar, Prof. Apurva Mandalaywala, Prof. Bhumika Patel, Prof. Mukesh Patel, Dr. Ankit Kharwar, Prof. Karishma Desai, Prof. Palak Desai, Dr. Mitali Desai, Prof. Nitya Komalan, Dr. Krishna Delvadia, Prof. Dhaval Rana, Dr. Ashish Chaudhari, Prof. Snehal Kathale, Prof. Dhyani Joshi, Prof. Smitraj Thakor - for their dedicated guidance, coordination and commitment across the various events.

A special appreciation goes to our student heads - Bhavya Ladumor, Farshaz Master and Twisha Savani - who carried the responsibility of leading teams, managing timelines and keeping the momentum alive. Their leadership, patience and energy played an important role in bringing the fest together.

And then came the true builders of CONVERSE 2K26 - our students.

From technology and graphics to content, social media, finance, registration, photography, decoration and event management, our student teams worked with ownership and enthusiasm. They planned, created, coordinated, solved problems and, when plans met reality, found ways to keep moving forward.

That is perhaps the greatest success of CONVERSE 2K26 - not simply that events were conducted, but that students experienced what it means to take an idea, take responsibility for it and build it together.

Finally, our heartfelt thanks to every participant who became a part of CONVERSE 2K26. Their enthusiasm, curiosity, competition and energy gave the fest its real spirit. Without participants, there would be no challenges to take on, no victories to celebrate and no CONVERSE to remember.

We also extend our gratitude to every individual who contributed quietly - those who solved an unexpected problem, stayed a little longer, helped without being asked, or simply said, “Don’t worry, we’ll handle it.” Not every contribution finds its way into a report, but every contribution matters.

CONVERSE 2K26 was built by many hands, guided by many minds and powered by the spirit of our students.

To every builder, mentor, volunteer and participant who became a part of this journey - Thank you for making CONVERSE 2K26 more than an event.

You made it a story worth remembering.

~

Department of Information Technology & Artificial Intelligence and Data Science

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