



REPORT ON VIVACITY 2026

UNDER THE BANNER OF KSHITIJ



ABOUT VIVACITY 2026

To foster technical expertise and ignite the innovative spirit of young engineers, Sarvajanic College of Engineering and Technology proudly organized Kshitij 2026 – Anant Gyan ki Talaash Mein. This year, Kshitij was held on September 18th and 19th, featuring a diverse array of events organized by various departments within SCET.



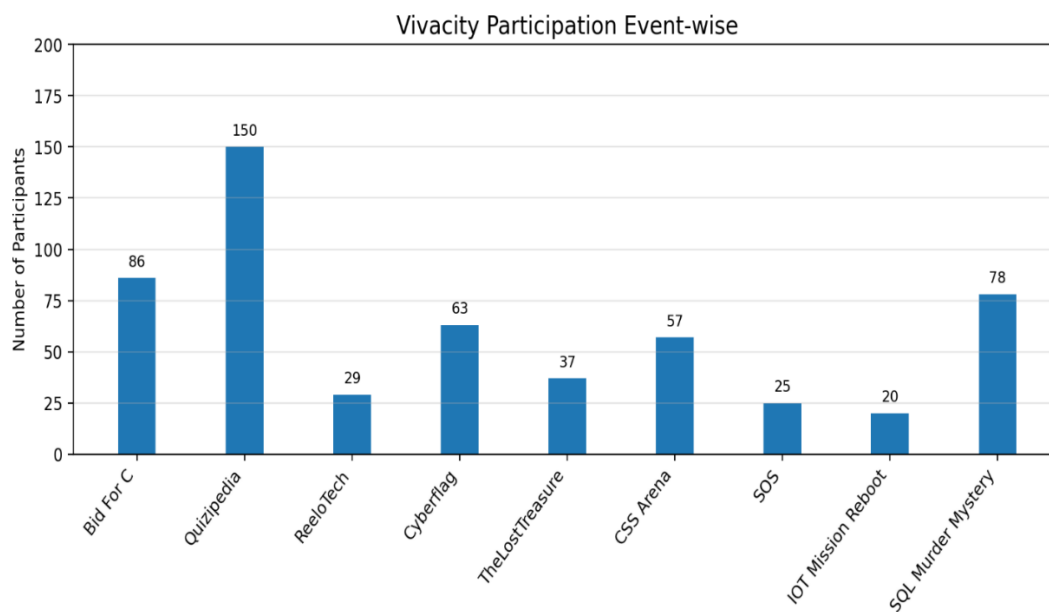
The Department of Computer Applications organized Vivacity 2026, the annual tech fest, under the banner of Kshitij 2026. The event brought together students, faculties, and industry professionals to explore the latest advancements in technology and innovation. Featuring a workshops and competitions, Vivacity provided a platform for participants to showcase their skills and knowledge. Attendees engaged in thought-provoking discussions, hands-on activities, and networking opportunities, fostering a spirit of collaboration and creativity. The enthusiasm and talent displayed by participants not only highlighted the department's commitment to academic excellence but also reinforced the importance of staying at the forefront of technological advancements.

"Individually, we can accomplish small tasks; together, we can achieve greatness."

Faculty Conveners

Dr. Nidhi Mehta
Dr. Bhumika Patel
Mr. Smit Bhatgara

Student Coordinators	Mr. Meet Kapuriya Mr. Manthan Jani Ms. Nidhi Singapuri
Student Co-coordinators	Ms. Bhavya Pancholi Mr. Shivang Kanthariya Mr. Uday Chapadiya



PRE VIVACITY TALK

As part of Vivacity 2026, Department of Computer Applications in collaboration with Electronics and Communication department and IETE (Institution of Electronics and Telecommunication Engineers) student Forum hosted a [Pre-Vivacity workshop on “IoT Innovators Workshop”](#).

Date	10 th and 11 th September 2026
Venue	Chemical AV Room
Targeted Audience	Students of SCET
Coordinated By	Dr. Kaushika Pal Prof. Zankhana Vaishnav Dr. Nehal Shah
Organized By	Department of Computer Applications in collaboration with Electronics and Communication department and IETE student Forum
No. of Registrations	42
No. of Participation	42
Speaker	Faculty members, session facilitators, and student presenters.
Objectives	• Provide structured, hands-on experience in building real-world IoT applications. • Encourage teamwork, creativity, and applied problem-solving through a competitive innovation challenge. • Create a platform for students from diverse engineering disciplines to collaborate and learn together. • Strengthen student engagement with IETE through membership outreach and sponsored recognition.
IoT Devices Used	DHT11 temperature & humidity sensor, LDR (Light Dependent Resistor) with LED, 4-channel relay module, breadboard and jumper wires IR sensors, breadboard, LCD display, servo motor accelerometer sensor, ESP32 microcontroller, breadboard soil moisture sensor (with onboard potentiometer for sensitivity adjustment), 1-channel relay, water pump.
Student Coordinators	Anuj Khatik and Yashvi Desai
Volunteers	Hamdan Siddiki , Dhayeya Gandhi, Bhavya Bodhanian, Honey Bharoliya, Chaitanyasinh Chavda, Banshi Pandav, Dhruv Patel

The IoT Application Demonstration included Smart Irrigation, Smart Parking, Earthquake Detection, a Mobile-Controlled Car, Fingerprint Lock, and AirPiano.

- The workshop concluded with a hands-on practical session, where students collaboratively built a **Home Automation system**, applying their learning by integrating sensors and

microcontrollers in a real setup.

- This workshop is a reflection of SCET's commitment to experiential learning and preparing students for the evolving landscape of smart technologies.

As the workshop concluded, Dr. Kaushika Pal presented a heartfelt vote of thanks, appreciating the knowledge shared and the enthusiasm of the participants.

GLIMPSE OF PRE-VIVACITY IOT WORKSHOP



INAUGURAL CEREMONY

VIVACITY 2026 commenced with its inaugural ceremony at the N. J. Seminar Hall on September 18, 2026, at 9:30 AM. The ceremony was graced by Mr. Jatin Dudhat, CEO of Sarvathi Solutions Private Limited, and Mr. Paras Chodavadiya, CTO, as the Guest of Honour. Dr. Prashant Keswani, Head, Department of Computer Applications, welcomed the distinguished guest and the gathering. In his inspiring address, Mr. Dudhat encouraged the student coordinators and volunteers to embrace teamwork, innovation, and dedication, motivating them to contribute their best towards making VIVACITY 2026 a successful celebration of technology and creativity. The Department of Computer Applications expressed its heartfelt gratitude to Shree Ramkrishna Welfare Charitable Trust for extending its generous support through a donation towards the benefit and welfare of the students. The Department also expressed its sincere appreciation to VinFast for its valuable sponsorship and support towards the successful organization of Vivacity-2026. During the ceremony, the department also felicitated Mr. Akshay Raval, Admin of “[shukeysurat](#)”, in recognition of his association and support as the Media Partner of VIVACITY 2026.

The occasion also celebrated the achievements of three recently graduated students—Ms. Kajal Patel, Ms. Vaishvi Vaidya, and Ms. Mitanshi Lakdawala—who were felicitated for their valuable contribution in developing a Faculty Feedback System for the college. Their initiative and technical contribution were appreciated as an example of how student knowledge and innovation can be transformed into practical solutions for institutional needs.

The inaugural ceremony set an enthusiastic and inspiring tone for the events of VIVACITY 2026, bringing together technology, creativity, collaboration, and student achievement.

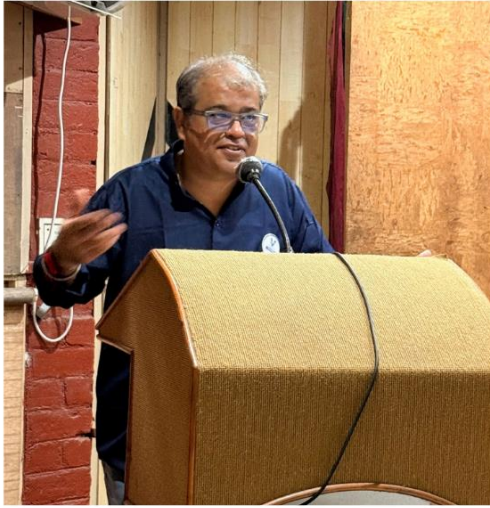
“Glimpses of the Inaugural Ceremony”

*शुभंकरोतिकल्याणंआरोग्यंऐश्वर्यमेषम्।
शुभंकरोतिकल्याणंहृषीकेशस्यवासुदेवस्य।*



VIVACITY 2026 witnessed an enthusiastic response from students across diverse disciplines, bringing together participants from Computer Engineering, Information Technology, Electronics and Communication Engineering, Chemical Engineering, BCA, B.Sc. IT, M.Sc. IT, and other academic backgrounds. Held on September 18 and 19, 2026, the event featured a vibrant combination of technical competitions, creative challenges, gaming, quizzes, and innovative activities. The enthusiastic participation highlighted the students' talent, creativity, teamwork, and spirit of innovation, making VIVACITY 2026 a memorable celebration within the academic community.





EVENT DETAILS

Technical Events	1. Bid For C
	2. CyberFlag
	3. IOT Mission Reboot
	4. SQL Murder Mystery
	5. CSS Arena
	6. Reel-O-Tech
	7. Quizipedia
Non-Technical Event	8. The Lost Treasure
	9. SOS

EVENT SCHEDULE

Time	Day 1 - 18th September 2026, Friday			Day 2 - 19th September 2026, Saturday			
9.00 AM - 9.30 AM	Inauguration NJ Seminar Hall			CSS Arena MCA LAB 1	SOS Reading Hall	Reel-O-Tech	
9.30 AM -10.00 AM							
10.00 AM -10.30 AM	Bid For C MCA LAB 1	Quizipedia MCA LAB 2 & 4	Reel-O-Tech				
10.30 AM -11.00 AM							
11.00 AM -11.30 AM							
11.30 AM -12.00 PM							
12.00 PM -12.30 PM							
12.30 PM -1.00 PM				Lunchbreak			
1.00 PM -1.30 PM	Lunchbreak			Reel-O-Tech	IOT Mission Reboot MCA LAB 1	SQL Murder Mystery MCA LAB 2 & 4	
1.30 PM -2.00 PM							
2.00 PM -2.30 PM							
2.30 PM -3.00 PM							
3.00 PM -3.30 PM	CyberFlag MCA LAB 1	The Lost Treasure K203, MCA LAB 2 & 4					
3.30 PM -4.00 PM						Valedictory Architecture AV Room	

Bid for C – BID SMART • CODE FAST • WIN BIG

SARVAJANIK UNIVERSITY
SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF COMPUTER APPLICATIONS

FACULTY CO-ORDINATORS
Dr. Mayank Jain
Mr. Bikash Pradhan

EVENT CO-ORDINATORS
Kalp Shah (9408417561)
Rudra Misty (7016353972)

Rules
Team Size : 2
Round 1: Elimination Round
Round 2: Bidding Round:
#Bid for C problems,
#Solve within time,
#Earn reward points.
Twist & Turn: Every problem brings a new challenge!

VivaCity<BidForC> **#Think #Bid #Solve #Win**
Bid Smart. Code Fast. Win Big.

18th Sept 2026
10:00 AM

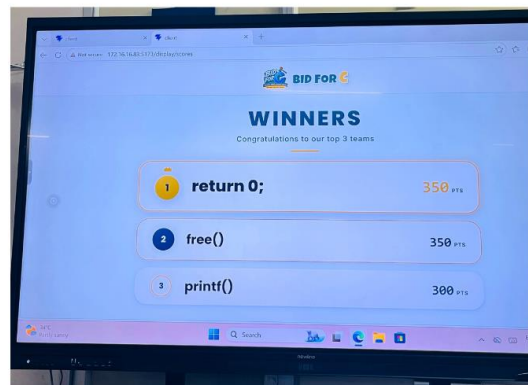
Venue:
MCA Lab1 (Second floor)

Scan Me

scet.ac.in **vivacity.mca** **mcascetofficial** **mca_scet_official**

Schedule	18th September 2026, Friday 10:30 AM, MCA Lab
Faculty Coordinator	Dr. Mayank Jain Mr. Bikash Pradhan
Student Coordinator	Kalp Shah Rudra mistry
Student Volunteer	Sneha Patil Heer Reshamwala Krunal Dey Jash patel Neel parmar
Event Description	Bid for C is a competitive coding challenge that combines technical knowledge, strategic bidding, and problem-solving skills. The event begins with a Tech & Code Quiz, where the top 10 teams advance to the bidding round. Each qualified team receives 1,000 virtual coins to bid on coding problems, with the highest bidder earning the opportunity to solve the selected problem and gain its reward points. Bonus and Bumper Questions offer additional scoring opportunities. Dev-C++ is the only permitted platform for coding and compilation.
Total Registrations	43 Registrations (86 Students)

GLIMPSES OF BID FOR C



QUIZIPEDIA - Rizz That, Quiz That





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DEPARTMENT OF COMPUTER APPLICATIONS



Quizipedia

Rizz That, Quiz That

Venue:
MCA Lab 2 & 4

18th Sept 2026 || 10:15 AM.

RULES

- Individual Participation: Three Rounds
- (Each 20 Questions)
- Round 1: Top 40 participants qualify for Round 2.
- Round 2: Top 10 participants qualify for Round 3.
- Round 3 : Buzzer Round: Negative marking applies for an incorrect answer.



Faculty Coordinators

Dr. Gayatri Kapadia **Prof. Karuna Patel**

Student Coordinators

Maan Gajjar (7990422872) **Prajapati Prakhyati (9687562519)**

 scet.ac.in  vivacity.mca  mcascetofficial  mca_scet_official

Schedule	18th September 2026, Friday 10:30 AM, MCA Lab
Faculty Coordinator	Dr. Gayatri Kapadia Prof. Karuna N. Patel
Student Coordinator	Prakhyati Prajapati Maan Gajjar
Student Volunteer	Yukti Patel Nenshi Vemja Prathmesh Viras Krushangi Khunt
Event Description	Quizipedia is an individual quiz competition designed to test participants' technical knowledge, general awareness, logical thinking, and quick decision-making skills. The competition features three progressive rounds: an MCQ-based preliminary round, a diverse second round featuring questions such as jumbled words, outputs, riddles, and matching, followed by an exciting Audio-Visual Buzzer Round. Each correct answer carries 10 points, with negative marking applied for incorrect buzzer responses. Final rankings are determined through cumulative scores, with timing also considered during evaluation.
Total Registrations	150 Registrations

GLIMPSES OF QUIZIPEDIA



Reel-o-Tech : Reels that make bytes laugh



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DEPARTMENT OF COMPUTER APPLICATIONS

Reel-o-Tech
Reels that make bytes laugh

Scan Me

18th Sept 2026 || 10:45 AM
Venue: K203

Rules

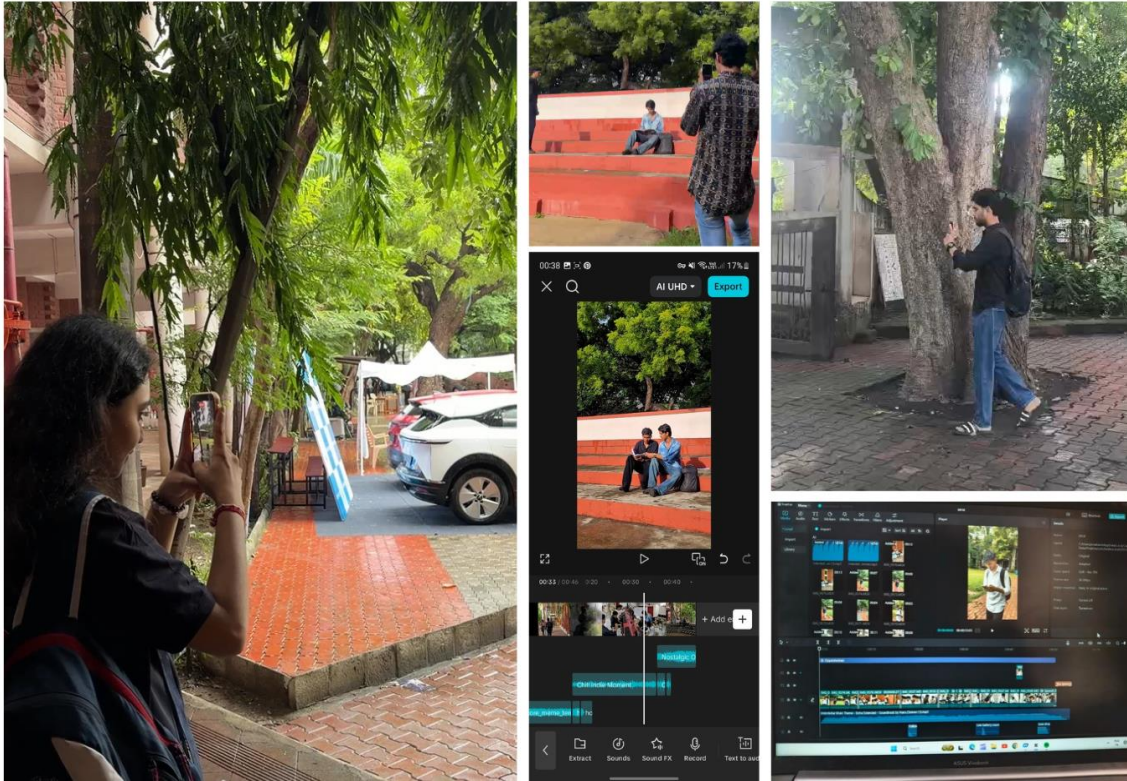
1. Participation: Solo or team of max 2 members. (Registration will be done with only one member of the team.)
2. Themes will be disclosed at the time of the event.
3. Duration: 30–90 seconds
4. Format: Vertical (9:16), MP4/MOV
5. No AI: No AI-generated visuals or voiceovers allowed
6. Proof: Submit BTS clips or editing timeline screenshots
7. Prohibited Content: No offensive, political, or unrelated content allowed.

FACULTY CO-ORDINATORS	EVENT CO-ORDINATORS
• Prof. Pratik Gohil	• Kenil Lad (7046719604)
• Ms. Saloni Mevawala	• Jay Panchal (9081160026)

 scet.ac.in  [vivacity.mca](https://www.vivacity.mca)  [mcascetofficial](https://www.mcascetofficial)  [mca_scet_official](https://www.mca_scet_official)

Schedule	18th September 2026, Friday 10:45 AM, MCA Classroom(K-203)
Faculty Coordinator	Prof. Pratik Gohil Ms.Saloni Mevawala
Student Coordinator	Jay Panchal Lad Kenil
Student Volunteer	Shaikh Fardin
Event Description	Reel-O-Tech is a creative technical content challenge that combines technology, storytelling, and short-form video creation. Participants, individually or in teams of up to two, must create a 30–90 second vertical reel (9:16) based on a technical concept such as programming, engineering, emerging technologies, or problem-solving. Reels must be submitted in MP4/MOV format and must be created without AI-generated video or AI voice-overs. Participants must provide BTS footage or editing-timeline screenshots to verify originality. Offensive, political, or unrelated content is strictly prohibited.
Total Registrations	29 Registrations(58 Students)

GLIMPSES OF Reel-o-Tech



CyberFlag - Rizz That, Quiz That

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DEPARTMENT OF COMPUTER APPLICATIONS



 **VIVACITY**
Reviving the tech
spiritz within

 **CYBERFLAG**

 **Scan Me**

RULES

- Wi-Fi, mobile data, and personal devices must stay off.
- No attacking the platform, network, or other participants.
- Sharing or receiving flags disqualifies both teams.
- First-come, first-served on registration.
- 2 hours from the official start.
- Submit exactly as FLAG{...}.

FACULTY CO-ORDINATOR
Dr. Kaushika Pal
Mr. Bikash Pradhan

STUDENT CO-ORDINATOR
Manav Vaidya :-96873 09751
Aesha Patel :- 94273 27949

18th Sept 2026 || 1:15 PM
Venue: MCA Lab 1 (Second floor)

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Schedule	18th September 2026, Friday 1:15 PM, MCA Lab
Faculty Coordinator	Dr. Kaushika Pal Mr. Bikash Pradhan
Student Coordinator	Manav Vaidya Aesha Patel
Student Volunteer	shachee afinwala Vansh Manjawala Bhumika Mishra
Event Description	CyberFlag is a hands-on technical challenge focused on networking, cybersecurity, and problem-solving. Participants use a specially developed software platform designed by the event coordinators to identify, debug, and resolve challenges related to networking and security concepts. The event runs for 2 hours from the official start time, with participants required to submit each successfully identified flag in the prescribed FLAG(...) format. Internet connectivity and personal devices are not permitted, and participants must not attack the platform, network, or other participants. Sharing flags results in disqualification.
Total Registrations	63 Registrations

GLIMPSES OF CYBERFLAG



The Lost Treasure - Think Fast. Hunt Smart.



Schedule	18th September 2026, Friday 1:15 PM at K203, MCA LAB 2 & 4
Faculty Coordinator	Prof. Rashmi Chouhan Prof. Veer Pachchigar
Student Coordinator	Krunal Dey Neel Parmar
Student Volunteer	Nayani Kenil Sneha Solanki Yash Patel Tailor Vruti Tapiwala Rudra
Event Description	The Lost Treasure is an engaging three-round team-based adventure that blends entertainment, teamwork, and problem-solving. Teams of four members begin with a 30-minute Bollywood Quiz, where two members represent the team. The second round features a series of exciting fun games designed to test coordination and team spirit. The final round is a web-based Treasure Hunt, where teams work together to decode and solve a sequence of online clues. With each round bringing a different challenge, the event offers a dynamic and interactive experience for all participants.
Total Registrations	37 team Registrations (148 Students)

GLIMPSES OF The Lost Treasure



CSS Arena - Code * Style * Battle



The poster is for the CSS Arena event, organized by Sarvajani University, Sarvajani College of Engineering and Technology, Department of Computer Applications. It features a central logo for CSS Arena with the tagline 'Code • Style • Battle'. The event is scheduled for 19th Sept 2026 at 9:15 AM in MCA Lab 1 (Second floor). The poster lists faculty co-ordinators (Ms. Khyati Bhavsar, Ms. Saloni Mevawala) and student co-ordinators (Meet Raval, Prem Kajiwal). It also includes a QR code to scan, a 'Scan Me' button, and a list of rules. The rules are: 1. HTML and CSS only – no JavaScript. 2. Work alone. No phones, no internet. 3. Closest match to the design wins. 4. Submit before the timer ends. 5. Final round: fewer characters breaks ties. The poster also displays logos for Sarvajani University, Sarvajani Education Society, and Vivacity, along with social media handles for scet.ac.in, vivacity.mca, mcascetofficial, and mca_scet_official.

Schedule	19th September 2026, Saturday 9:15 AM, MCA Lab
Faculty Coordinator	Ms. Khyati Bhavsar Ms.Saloni Mevawala
Student Coordinator	Prem Kajiwal Meet Rawal
Student Volunteer	Ruhi Haveliwala Rai Shreya Niyati Tanawala
Event Description	CSS Arena is a hands-on web design challenge that tests participants' creativity, precision, and command of HTML and CSS. Participants work individually on a specially developed software platform created by the event coordinators, where they must recreate a given visual design as accurately as possible using only HTML and CSS. JavaScript, internet access, and personal devices are not permitted. The participant whose recreation most closely matches the target design wins. In the final round, fewer characters in the code will serve as the tie-breaker, adding an element of efficiency to the challenge.
Total Registrations	57 Registrations

GLIMPSES OF CSS Arena



SOS - Save or Sacrifice




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RULES

1. Squad is compulsory: 4 members
2. Each player can participate only through one squad
3. Entry Fee: ₹200 per group
4. Any type of hacking/emulators are not allowed, if found, organizers can disqualify the squad
5. Players can play on Android/iOS phones
6. Maps selected will be notified to the participants right before the match
7. Gameplay Mode: TPP



SOS
Save or Sacrifice

19th Sept 2026 || 9:15 AM
Scet Reading Hall

FACULTY CO-ORDINATORS

- Prof. Pratik Gohil
- Mr. Veer Pachchigar

EVENT CO-ORDINATORS

- Dhrumil Patel (9586886562)
- Divyanshu Patel (9427908774)



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scet.ac.in

[vivacity.mca](https://www.vivacity.mca.ac.in)

[mcascetofficial](https://www.mcascetofficial.com)

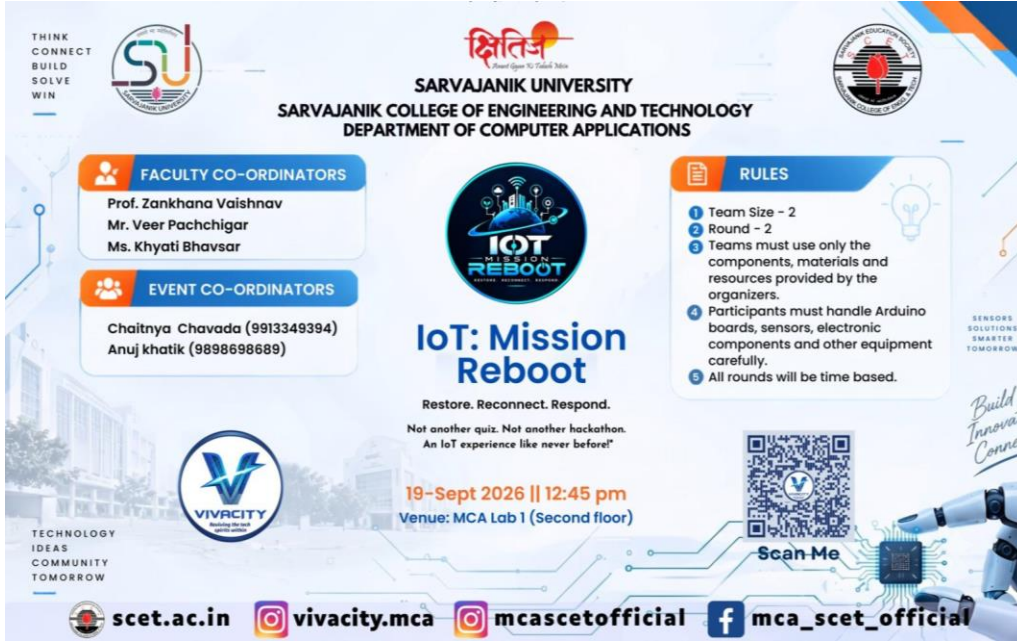
[mca_scet_official](https://www.facebook.com/mca_scet_official)

Schedule	19th September 2026, Saturday 9:30 AM, Reading Room
Faculty Coordinator	Prof. Pratik Gohil Mr. Veer Pachchigar
Student Coordinator	Dhrumil Patel Divyanshu Patel
Student Volunteer	Neel Patel Dikshit Dinesh Rathod Harshil Rajput Uttam
Event Description	SOS – Save or Sacrifice is an exciting BGMI (Battlegrounds Mobile India) squad-based gaming competition that challenges players’ teamwork, strategy, communication, and survival skills. Each squad consists of four members, with every player eligible to participate in only one squad. Matches are played in TPP (Third-Person Perspective) mode on Android or iOS devices, with the map revealed shortly before the match. The use of hacks, emulators, or any unfair means is strictly prohibited and may result in squad disqualification. Teams compete to outplay their opponents and emerge as the ultimate survivors.
Total Registrations	25 team Registrations

GLIMPSES OF SOS



IoT Mission Reboot - Restore. Reconnect. Respond.



The poster for the IoT Mission Reboot event is a vibrant blue and white design. At the top center, it features the Sarvajani University logo and the text "SARVAJANIK UNIVERSITY SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY DEPARTMENT OF COMPUTER APPLICATIONS". Below this, the event title "IoT: Mission Reboot" is prominently displayed in a large, bold font. The tagline "Restore. Reconnect. Respond." is written in a smaller font below the title. The poster is divided into several sections: "FACULTY CO-ORDINATORS" listing Prof. Zankhana Vaishnav, Mr. Veer Pachchigar, and Ms. Khyati Bhavsar; "EVENT CO-ORDINATORS" listing Chaitnya Chavada and Anuj khatik with their contact numbers; "RULES" detailing team size (2), rounds (2), and the use of provided components; and a "Scan Me" QR code. The event date and time are "19-Sept 2026 || 12:45 pm" and the venue is "MCA Lab 1 (Second floor)". Social media handles for scet.ac.in, vivacity.mca, mcascetofficial, and mca_scet_official are listed at the bottom. The poster also includes logos for Sarvajani University, Sarvajani College of Engineering and Technology, and Vivacity, along with a QR code for registration.

Schedule	19th September 2026, Saturday 12:45 AM, MCA Lab 1
Faculty Coordinator	Prof. Zankhana Vaishnav Mr. Veer Pachchigar Ms. Khyati Bhavsar
Student Coordinator	Chaitnya Chavda Anuj Khatik
Student Volunteer	Faizan Ansari Vrunda Trivedi Dharti Dudhat Dhanshree Pandav Abhi Vachhani
Event Description	IoT: Mission Reboot is a hands-on Internet of Things challenge designed to test participants' technical skills, creativity, teamwork, and problem-solving abilities. Teams of up to two participants compete across two time-bound rounds, working with Arduino boards, sensors, electronic components, and other resources provided by the organizers. Participants must design, connect, and execute their solutions using only the available materials while handling all equipment responsibly. With every round governed by a strict time limit, teams must combine technical precision, effective collaboration, and quick decision-making to complete their mission successfully.
Total Registrations	20 team Registrations

GLIMPSES OF IOT Mission Reboot



SQL Murder Mystery - Restore. Reconnect. Respond.



SARVAJANIK UNIVERSITY

**SARVAJANIK COLLEGE OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF COMPUTER APPLICATIONS**



SQL MURDER MYSTERY



Scan Me

19th Sept 2026 || 12:45 PM

**Venue: MCA Lab2 (Second Floor) &
MCA Lab4(First Floor)**

Rules

- Single Participation
- First-come, First-Served on Registration.
- Wi-Fi, Mobile Data, and Personal devices must stay off.
- No attacking the platform, network, or other participants.
- 2 - 2.30 hours from the official start.

FACULTY CO-ORDINATORS

- Dr. Jayana Ahuja
- Dr. Krishna Vaidya

EVENT CO-ORDINATORS

- Krishna Golwala :- 9106482880
- Yesha Patel :- 7203091872



scet.ac.in



[vivacity.mca](https://www.instagram.com/vivacity.mca)



[mcascetofficial](https://www.instagram.com/mcascetofficial)



[mca_scet_official](https://www.facebook.com/mca_scet_official)

Schedule	19th September 2026, Saturday 12:45 AM, MCA Lab 1
Faculty Coordinator	Dr. Jayana Ahuja Dr. Krishna Jariwala
Student Coordinator	Krishna Golwala Yesha Patel
Student Volunteer	Jhanvi Kothari Jiya Desai Shaikh Fardin
Event Description	SQL Murder Mystery is an interactive database challenge that combines SQL expertise, logical reasoning, and investigative problem-solving. Participants work individually on a specially developed software platform created by the event coordinators, using their knowledge of SQL and database queries to investigate clues, analyze records, and uncover the mystery. The challenge runs for approximately 2–2.5 hours from the official start time. Internet connectivity and personal devices are not permitted, and participants must not interfere with the platform or network. Registration is first-come, first-served, making this a race against both the mystery and the clock.
Total Registrations	78 team Registrations

GLIMPSES OF SQL Murder Mystery



VALEDICTORY CEREMONY

The Prize Distribution and Valedictory Function of VIVACITY 2026 marked a memorable conclusion to the vibrant techfest, celebrating the talent, creativity, and achievements of participating students. The ceremony reflected on the enthusiasm and dedication demonstrated throughout the event, with students participating in a diverse range of technical, creative, and engaging activities.

The function featured inspiring addresses that highlighted the importance of perseverance, teamwork, innovation, and collaboration in achieving success. Students shared their experiences and expressed how VIVACITY 2026 provided valuable opportunities to learn, explore new ideas, showcase their skills, and build meaningful connections.

Dr. Prashant Keswani, Head of the Department of Computer Applications, appreciated the dedication and efforts of the student coordinators, whose leadership and teamwork contributed significantly to the successful execution of the techfest. Mr. Smit Bhathgara delivered the vote of thanks, expressing gratitude to the management, faculty members, coordinators, participants, volunteers, and everyone who contributed to making VIVACITY 2026 a memorable experience.

The Prize Distribution and Valedictory Function was more than a closing ceremony—it was a celebration of achievement, teamwork, innovation, and the spirit of VIVACITY 2026, leaving everyone inspired to embrace new challenges and future opportunities.

GLIMPSES OF THE VALEDICTORY FUNCTION



MEDIA COVERAGE

SCET has made a significant impact in the media landscape, showcasing its commitment to innovation and excellence in education. The institution has garnered attention for its cutting-edge programs and initiatives that prepare students for the dynamic world of media and communication.

विद्यार्थियों की प्रतिभा ने दिखाया तकनीक का नया क्षितिज



कॉलेज में आयोजित तकनीकी प्रतियोगिता में हिस्सा लेते विद्यार्थी।

सुरत @ पत्रिका. अठवालाइस स्थित सार्वजनिक कॉलेज ऑफ इंजीनियरिंग एंड टेक्नोलॉजी (एससीईटी) में वार्षिक टेक्निकल फेस्टिवल क्षितिज-2के26 का आयोजन किया गया।

टेक्नोलॉजी, ज्ञान, रचनात्मकता और टीमवर्क पर आधारित फेस्टिवल में 2500 से अधिक विद्यार्थियों ने हिस्सा लिया। कंप्यूटर इंजीनियरिंग विभाग ने अपडेट्स के तहत एआई प्रॉम्प्ट, वेब एस्केप, कोड स्लेयर, ट्रेजर हंट, बग हंट, टेक डिबेट, फ्री फायर और स्टॉक एक्सचेंज जैसी प्रतियोगिताएं

आयोजित की। आइटी एवं एआईडीएस विभाग के कन्वर्स में आइटी क्विज, साइबर क्विज, कोडेथॉन और एडब्ल्यूएस बिल्डर चैलेंज जैसी प्रतियोगिताएं हुई।

इसी विभाग के सिम्पोजियम, केमिकल के केमक्लेव, इंस्ट्रुमेंटेशन के कॉइन, इलेक्ट्रिकल के ऊर्जा, मैकेनिकल के मोमेंटम, सिविल के निर्माण, एमसीए-आइएमसीए के वाइवेसिटी और एएसएच विभाग की मैथोपिया सहित विभिन्न तकनीकी, बौद्धिक एवं रचनात्मक प्रतियोगिताओं में विद्यार्थियों ने बढ़-चढ़कर हिस्सा लिया।

Rajasthan Patrika
19-09-2026

એસ.સી.ઈ.ટી. ખાતે 'ક્ષિતિજ-2K26' ટેક ફેસ્ટિવલ યોજાયો

૨૫૦૦થી વધુ વિદ્યાર્થીઓએ વિવિધ ટેકનિકલ અને સર્જનાત્મક પ્રવૃત્તિઓમાં ઉત્સાહભરે ભાગ લીધો

સુરત, તા. ૧૯

સાર્વજનિક કોલેજ ઓફ એન્જિનિયરિંગ એન્ડ ટેકનોલોજી (એસ.સી.ઈ.ટી.), સુરત ખાતે દર વર્ષની પરંપરા મુજબ વાર્ષિક ટેકનિકલ ફેસ્ટિવલ 'ક્ષિતિજ-2K26'નું ભવ્ય આયોજન તા. ૧૮ અને ૧૯ સપ્ટેમ્બરના રોજ કરવામાં આવ્યું છે. ટેકનોલોજી, જ્ઞાન, સર્જનાત્મકતા અને ટીમવર્કના સમન્વયરૂપે આ ટેક ફેસ્ટમાં કોલેજના વિવિધ વિભાગોના ૨૫૦૦થી વધુ વિદ્યાર્થીઓએ ઉત્સાહભરે ભાગ લીધો હતો.

'ક્ષિતિજ-૨૬૨૬' અંતર્ગત કોલેજના વિવિધ વિભાગો દ્વારા અલગ-અલગ યીન અને શીર્ષક હેઠળ વિવિધ ટેકનિકલ, બૌદ્ધિક તથા સર્જનાત્મક પ્રવૃત્તિઓનું આયોજન કરવામાં આવ્યું હતું. કમ્પ્યુટર ઈજનેરી વિભાગ દ્વારા અપરેટર અંતર્ગત AI Prompt, Web Escape, Tech Ladder, Code Slayer, Treasure Hunt, Bug Hunt, Tech Debate, Meme Fest, Decode & Dash, Free Fire, Stock Exchange વગેરે કાર્યક્રમો યોજાયા હતા. આઈ.ટી. તથા એ.આઈ.ટી.એસ. વિભાગ દ્વારા કન્સર્સ અંતર્ગત IT Quiz, Cyber Quiz, PY-IT, AWS Builder Challenge, Codeathon, Logo Hunt, Bug Buzz, Kurukshetra, Detective - The Insect Job, Escape Room, IPL Auction વગેરે પ્રવૃત્તિઓ યોજાઈ હતી. ઇલેક્ટ્રોનિક્સ એન્ડ કોમ્યુનિકેશન ઈજનેરી વિભાગ દ્વારા 'સ્પિયોઝિયમ' અંતર્ગત Tech Tricks, Chrono Circuit, Evolve Math,



The Missing Link, ECE Talkies, Parallax Laser, Think & Link, Wrong Idea Wins વગેરે કાર્યક્રમો યોજાયા હતા. કેમિકલ ઈજનેરી વિભાગ દ્વારા 'કેમકલેવ' અંતર્ગત Industrial Defined Problems, Virtual Placement, Aspen Arena, Chem Hunt, Chem Capture, Moliopoly, Wrongly Right, React Rush, Chem Pong વગેરે પ્રવૃત્તિઓનું આયોજન કરવામાં આવ્યું હતું. ઈન્સ્ટ્રુમેન્ટેશન એન્ડ કંટ્રોલ ઈજનેરી વિભાગ દ્વારા 'કોઈન' અંતર્ગત Brain Hack, Circuit Hunt, Crea:ogram, Fold & Mold, Mockbird, Robogenesis, Spin & Strike, Trait:os વગેરે કાર્યક્રમો યોજાયા હતા.

અનુસંધાન યાત્રા ૫ મર

એસસીઈટી

ગેમ-૨ પાનાનું ચાલુ

ઇલેક્ટ્રિકલ ઈજનેરી વિભાગ દ્વારા 'ગિજ' અંતર્ગત Clash of Mind - Sync, Escape the Unknown, Human Ludo, Games of Drones, Human Tic-Tac-Toe વગેરે પ્રવૃત્તિઓ યોજાઈ હતી.

મેકેનિકલ ઈજનેરી વિભાગ દ્વારા 'મો મેન્ટમ' અંતર્ગત CADVista, Interview Room, Rocket Shoot, Auto Hunt, Film Se Meme, Counter-Strike વગેરે કાર્યક્રમો યોજાયા હતા.

સિવિલ ઈજનેરી વિભાગ દ્વારા 'નિર્માણ' અંતર્ગત Urban Mind, Monumentum, Time Heist, Auction Clash, Tall Tower વગેરે પ્રવૃત્તિઓનું આયોજન કરવામાં આવ્યું હતું. એમ.સી.એ. તથા આઈ.એમ.સી.એ. વિભાગ દ્વારા 'વાઈવેસિટી' અંતર્ગત BidByC, Cyber Flag, Quizipedia, Reel-O-Tech અને Treasure Hunt વગેરે કાર્યક્રમો યોજાયા હતા. એપ્લાઈડ સાયન્સિસ એન્ડ હ્યુમેનિટીઝ વિભાગ દ્વારા Mathopia-2026, The Physics Hotsheet, વક્તૃત્વ સ્પર્ધા, ભૌતિકવિજ્ઞાન-Treasure Hunt, 'વિચારો-લખો-વ્યક્ત કરો: રસાયણશાસ્ત્રનો દૃષ્ટિકોણ', ક્વિઝ સ્પર્ધા, Ad-O-Media, Pitch-er Perfect વગેરે વિવિધ પ્રવૃત્તિઓ યોજાઈ હતી.

19-09-2026

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"Hard work is the cornerstone of achievement; as we move forward, let us celebrate the effort that transforms aspirations into reality."

*Report compiled by
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