

KSHITIJ-2K16 Report

Instrumentation and Control department, SCET

Faculty Coordinator: **Nandkishor Joshi.**

Date of event: **1st&2nd Apr 2016**

Student Coordinator: **Dular Maniyar, 3rd year IC.**

Kshitij 2K16 was celebrated in a grand way by the students of Sarvajanic College of engineering and technology. Highlighting **INSTRUMENTATION AND CONTROL** department here, as a part of this fest amazing events were held like Abhivyakti, Avishkar, Tricky world, Circuit soccer, Water maze, Who will be the genius? and bombsquad. The faculties encouraged the students to participate with a spirit of healthy competition.

Day -1

It began with the first rounds of the events. The participants went to their given locations where the events in which they were enrolled were going on. Some events had on spot registration also. The students participated enthusiastically in all the events.

ABHIVYAKTI

Faculty Coordinator: **Prof. Jayana Rana**

The first event started was **ABHIVYAKTI**. The topics were given beforehand. To judge this event Mr Ashish Gandhi, a well-known entrepreneur was present. He said “Art is an opportunity to express opinion in subtle manner”. All our participants spoke with clarity and confidence. The event focused enhancing spoken skills of the students. Total entries in this event were nine.

AVISHKAR

Faculty Coordinator: **Prof. Mohan Patel**

The next event was **AVISHKAR**; it marked the students making projects. Participants came up with innovative projects. Almost all final year students had participated in this event. This event was judged by Dr. Ajay V Deshmukh who is currently working as principal at SSASIT. He was very much impressed by the projects made by students. He announced winner to the group who made home automation system. Total groups that participated were eighteen.

WATER MAZE

Faculty Coordinator: **Prof. Tejal Dave**

Other event was **WATER MAZE**; day 1 had the beginning of 1st round of this event. The participants made their boat of given dimensions and competed to complete the maze in minimum time. The participants who were able to do so were qualified for the next round.

TRICKY WORLD

Faculty Coordinator: **Zeenal Lalluwadia**

Another fun event was **TRICKY WORLD**; it challenged the IQ of the contestants by various fun rounds. The first round was to memorize a page in a stipulated time by heart and then write it on a blank sheet in 10 minutes. The participants who were able to do so were qualified for the next round. In second round the students have to trace the path for an LED to glow, given 4 inputs switches to it. The contestants able to do it within given time went to the third round.

CIRCUIT SOCCER

Faculty Coordinator: **Prof. Brijesh Naik**

Combining technology with sports our next event was **CIRCUIT SOCCER**. It started with round 1; in this round a short MCQ test was held. The top 12 contestants were selected for next round. The groups who were qualified for the second round competed with each other. In 2nd round the robot provided had the front scoop and 1v1 soccer game was held. Out of these 12 contestants 6 were selected for round 3, the final round.

WHO WILL BE THE GENIUS

Faculty Coordinator: **Prof. Nidhi Bhatia**

We all have watched KBC and most of us wanted to sit in that hot chair, answer questions and win prize money. Well here was a perfect event to fulfil this desire. **WHO WILL BE THE GENIUS?**, this event as the name suggests, this was quiz game in which basic general knowledge questions were asked. It consisted of 3 levels; the first level had 5 questions, second – 3 questions and third level – 2 questions. As we moved further the difficulty of questions increased.

BOMBSQUAD

Faculty Coordinator: **Prof. Pankti Deasi**

In this era of gamers how could we leave the gaming event! To relish all the gamers, there was the event **BOMBSQUAD**. Bombsquad is an android game. In this event the players were connected to each other through LAN. They competed with each other in groups of two or three. The group to win the series moved ahead.

Day-2

The second day was the continuation of first, the participants who qualified for the further rounds were now to compete and the best among these won.

The first event of day 2 was WATER MAZE, the groups that were qualified for round two now competed to win the event. In round two the participants had to cover more complex maze and go through all checkpoints. The fastest group won the race.

The next event was TRICKY WORLD, the participants which qualified for 3rd round were to compete. In 3rd round the groups had to answer 22 questions on general aptitude and social media, the groups who were able to answer the question correctly were qualified for the fourth round. In this round which was the last round the participants have to complete a logic circuit in 15 minutes. The groups who did it in minimum time won.

Our next and last event of the day was CIRCUIT SOCCER, round 3. In this round different robots were provided to qualified groups. All 6 contenders had to design the front scoop with the cardboard provided. The build scoop was attached to their respective robots and the game began. The 1st position was decided on the minimum time taken.

This was the end of all events. A thrilling and enthusiastic day came to an end. All the students and teachers gathered at the seminar hall for valedictory function at 4:00 pm, where hard work was given due appreciation. The chief guest felicitated the winners with certificate and cash prize. He shared his life's experience with them in order to motivate them.