



**Topic Name:**

**TechChase 2023**

**Date:**

14th September and 15th September 2023

**Time:**

08.45 am Onwards

### **Programme Summary/Details:**

TechChase 2023 was held on the 14th and 15th of September 2023, at VIVA Institute of Technology. The inauguration ceremony started in the seminar hall with blessings from principal sir and other dignitaries. The Theme for TechChase 2023 was “Chandrayan 2 and Space” The inauguration was carried out by the principal sir by landing the Lander model “Vikarm” on the artificial moon surface. In Tech chase 2023 the model of “Chandrayaan 2” Rover “Pragyan” and Suryayan “Aditya L1” was made by using Scrap and Waste Materials. With this, TechChase kicked off. 29 events across the seven departments of engineering were organized. Registrations were online through Google Forms. This year, TechChase saw a higher footfall because of a great social media influence on the promotion of the event. Students showed good participation in the events across the five departments. The students applied their knowledge and textbook concepts in real life. Students, those organizing and those participating, were able to learn and enhance their knowledge in the field of technology. In total cash prizes of Rupees 50 thousand was awarded to the winners Overall, TechChase 2023 was full of amazing experiences and knowledge enhancing for all.

VIVA Institute of Technology organized total 29 events. i.e. Float a Boat, Land the Chandrayan, Stick and Span, Geocatching (Treasure Hunt), Save the Water, Galactic Escape, BGMI, Space Fusion, Flip-Tac-Toe, Gamesters Bay, Chandrayan Rover -3 Mission, Meteorite Gravity Challenge, Chandrayan Trajectory, Mission Moon, E-Egnite, Laser Spotting, Rover Race, Moon's Mystery (Morse Code), Robo Soccer Game, Think Before You Step, Robo Race, Pit Stop, Water Rocket, Balance the Cycle, Guess Game, That Mission Again (Think Out of the Box), One Above All, Web Development (Design a Chandrayan Life Cycle), Blind Coding.





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**VIVA INSTITUTE OF TECHNOLOGY**

APPROVED BY AICTE, NEW DELHI, DTE, GOVT. OF MAHARASHTRA AND AFFILIATED TO THE  
UNIVERSITY OF MUMBAI

At. Shirgaon, Post Virar, Tal. Vasai, Dist. Palghar - 401305 Tel: 7770002544 Website: www.viva-technology.org

**Department of Mechanical Engineering**

**Report on Techchase Event - 1**

**TITLE - ROBO RACE**



**Venue:** Ground Floor, Near Canteen Area.

**Rule:** Time Based Game.

**Total No of Participants:** 56

**Entry Fee:** ₹30

**Name of Student Coordinator:**

Name	Class
Thakur Smit Yogesh	B.E. Mechanical

**Event Description:**

1. have to run the remote controlled RC car on the track.
2. track includes obstacles such as slippery area, rocks, pipes and sand.
3. we have to complete that track with less time

**Winners:**

Sr. No.	Name of the student	Branch	Rank	Time
1.	Prerit Adawade	B.E Mech	I <sup>st</sup>	1:12:50 sec
2.	Pratik Sonawale	B.E Mech	II <sup>nd</sup>	1:17:77 sec
3.	Tejas Sonar	B.E Mech	III <sup>rd</sup>	1:44:55 sec



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**Department of Mechanical Engineering**

**Report on Techchase Event - 2**

**TITLE - PIT STOP**



**Venue:** Ground Floor, Near Canteen Area.

**Rule:** Time Based Game.

**Total No of Participants:** 08

**Entry Fee:** ₹20

**Name of Student Coordinator:**

Name	Class
Gaikwad Malhar Rajesh	B.E. Mechanical

**Event Description:**

1. Short run of ATV buggy to the pit stop.
2. Tire disassembly at pit stop.
3. Tire assembly at a pit stop.

**Winners:**

Sr. No.	Name of the student	Branch	Rank	Time
1.	Ashish Kudu & Group	B.E Mech	I <sup>st</sup>	3:56:65 min
2.	Tejas Sawant & Group	B.E Mech	II <sup>nd</sup>	4:08:27 min
3.	Varun Kawli & Group	B.E Mech	III <sup>rd</sup>	4:28:39 min





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**Department of Mechanical Engineering**

**Report on Techchase Event - 3**  
**TITLE - BALANCE THE CYCLE**



**Venue:** Ground Floor, Near Canteen Area.

**Rule:** Time Based Game.

**Total No of Participants:** 21

**Entry Fee:** ₹10

**Name of Student Coordinator:**

Name	Class
Vare Sahil Arun	B.E. Mechanical

**Event Description:**

1. We have to balance the cycle with particular additional weight.
2. Those who balance the cycle for long time will win.

**Winners:**

Sr. No.	Name of the student	Branch	Rank	Time
1.	Smit Thakur	B.E Mech	I <sup>st</sup>	3:36:32 sec
2.	Harsh Jadhav	A.I.M.L	II <sup>nd</sup>	32 sec
3.	Kundan Mourya	T.E Civil	III <sup>rd</sup>	30 sec





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**Department of Mechanical Engineering**

**Report on Techchase Event - 4**

**TITLE - GUESS GAME**



**Venue:** Ground Floor, Near Canteen Area.

**Rule:** Time Based Game.

**Total No of Participants:** 27

**Entry Fee:** ₹10

**Name of Student Coordinator:**

Name	Class
Prajapati Prachiti Ganesh	B.E. Mechanical

**Event Description:**

1. We have to guess the components or object inside the box without seeing it.
2. we have to touch the objects which are placed inside the box and from sensation have to decide what's that object exactly.

**Winners:**

Sr. No.	Name of the student	Branch	Rank	No of components
1.	Ashish Kudu	B.E Mech	I <sup>st</sup>	14
2.	Manish Kendre	B.E Mech	II <sup>nd</sup>	10
3.	Tejas Sonar	B.E Mech	III <sup>rd</sup>	09



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NAAC "B++" Grade

## Department of Master of Computer Applications

### Report on Techchase Event -1 Title – HOP TO THE FUTURE



Venue – C 301 B

Rule - Time Based Game

Total no. of Participants: 7

Entry fee - ₹ 30

Name of the Student Coordinator: -

Name	Class
Ms. Pooja Prajapati	SYMCA

### Event Description: -

Hop to the Future: Invites players on a thrilling journey where they solve technical questions to move ahead. Set on a winding path filled with challenges, players must answer questions to advance, racing to be the first to reach the end goal—the future yet to come. With every correct answer, they propel themselves forward, testing their skills and knowledge. Hop to the Future combines the excitement of a competitive race with the challenge of solving technical problems. Ready to make the leap? Join the adventure and race through time!

### Winners: -

Sr. no	Name of the student	Branch	Rank	Time
1.	Prince Kushwaha	MCA	1st	10 mins
2.	Swami Chaudhary	COMPS	IIInd	14 mins
3.	Pranav Vaze	MCA	IIIrd	18 mins



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NAAC "B++" Grade

Report on Techchase Event -2  
Title – CYBER MYSTERY



Venue – Lab -1 (3<sup>rd</sup> Floor)

Rule - Time Based Game

Total no. of Participants: **7**

Entry fee - ₹ 20

Name of the Student Coordinator: -

Name	Class
Mr. Pranav Vaze	SYMCA

**Event Description: -**

Cyber Mystery: invites players into the world of digital forensics, where they become cyber forensic experts tasked with solving complex cybercrime scenarios. In a virtual investigation lab, players analyze data, trace digital footprints, and uncover hidden evidence to crack cases. Using analytical skills and cybersecurity tools, players identify perpetrators and prevent further damage. With captivating narratives and realistic simulations, Cyber Mystery offers an engaging and educational experience for aspiring cyber detectives. Are you ready to solve the mysteries of the digital world?

**Winners: -**

Sr. no	Name of the student	Branch	Rank	Time
1.	Ketan Dubey	MCA	Ist	12 mins
2.	Rashmi Phegade	MCA	IIInd	16 mins
3.	Prashant Patil	COMPS	IIIrd	17mins



## Report on Techchase Event -3

### Title – HackAttack



Venue – Lab -2 (3<sup>rd</sup> Floor)

Rule - Successful/Unsuccessful

Total no. of Participants: 6

Entry fee - ₹ 10

Name of the Student Coordinator:

Name	Class
Mr. Ujwal Khatri	SYMCA

### Event Description: -

HackAttack: challenges participants to step into the role of a hacker, tasked with breaking into a highly secured system. To hack the system, they must solve code riddled with errors and vulnerabilities. The first to succeed wins, proving their skills in problem-solving, debugging, and code analysis under pressure. HackAttack combines the thrill of hacking with the educational value of understanding and securing software in real-world scenarios.

### Winners: -

Sr. no	Name of the student	Branch	Rank	Output
1.	Sakshi Kudu	MCA	1st	Successful
2.	Ashwin Bhojane	MCA	II <sup>nd</sup>	Successful
3.	Nirali Bhatt	MCA	III <sup>rd</sup>	Successful

*Durgesh*  
Student Coordinator

*[Signature]*  
Faculty Coordinator

*[Signature]*  
HOD



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## ELECTRONICS AND TELECOMMUNICATION DEPARTMENT

**Topic Name:** TECH-CHASE 2023  
**Date:** 14<sup>TH</sup>-15th September 2023  
**Time:** 8:30pm to 4:30pm  
**Event Name:** Rover RACING

The Rover Race Event, was an exhilarating showcase of engineering ingenuity, teamwork, and problem-solving skills. This event brought together students, enthusiasts, and technology aficionados to race their remote-controlled rovers through challenging terrains and obstacles. The Rover Race Event was a remarkable celebration of engineering innovation and collaboration. It provided a platform for students and technology enthusiasts to race their rovers while fostering a sense of community and camaraderie. The event's success is a testament to the passion and dedication of participants and organizers alike. As the event continues to grow in popularity, it promises to inspire future generations of engineers, roboticists, and technologists to push the boundaries of what is possible in the field of robotics

***WINNERS: 1: RUSHABH NIKAM***  
***2: UDAY KARMOKAR***  
***3: HARSHAL PATIA***





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## **ELECTRONICS AND TELECOMMUNICATION DEPARTMENT**

**Topic Name:** TECH-CHASE 2023  
**Date:** 14<sup>TH</sup>-15th September 2023  
**Time:** 8:30pm to 4:30pm  
**Event Name:** Laser spotting

The Laser Spotting Game is an engaging and thrilling recreational activity that combines technology and physical agility to create an exciting gaming experience. In this game, participants use handheld laser devices to "spot" and tag targets on opponents' vests or designated areas. The game is typically played in dimly lit or dark environments, adding an element of suspense and challenge. In summary, the Laser Spotting Game is a high-energy and interactive activity that blends technology, strategy, and physical activity into an exciting gaming experience. Whether played for fun, as part of team-building exercises, or in competitive settings, this game offers an enjoyable way for participants to test their reflexes, strategy, and teamwork while immersed in a futuristic and immersive environment.

***WINNERS: 1: AYUSH BOHIR***

***2: ISHAAN SHAIKH***

***3: MANALI KADAM***





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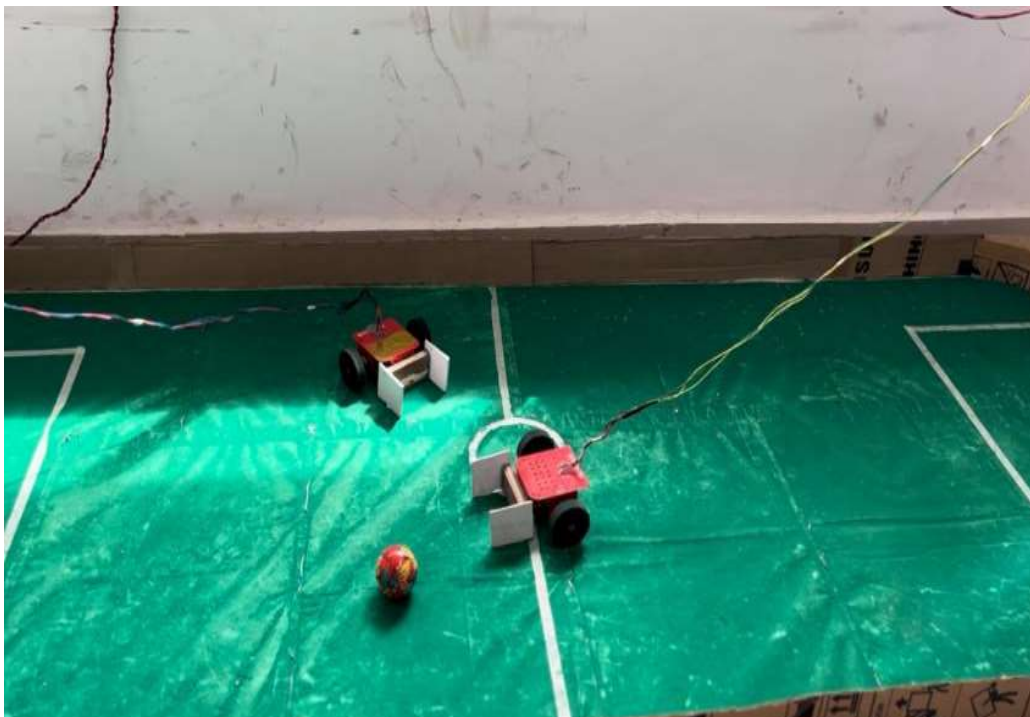
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## ELECTRONICS AND TELECOMMUNICATION DEPARTMENT

**Topic Name:** TECH-CHASE 2023  
**Date:** 14<sup>TH</sup>-15th September 2023  
**Time:** 8:30pm to 4:30pm  
**Event Name:** Robo Soccer

Robo Soccer, also known as Robot Soccer is a captivating and technologically advanced sport that combines robotics and soccer. This innovative competition features robots playing soccer on a miniature field, emulating the excitement and strategy of human soccer. Robo Soccer is a captivating blend of sportsmanship, technology, and competition that showcases the potential of robotics. It continues to evolve, attracting enthusiasts and experts alike who are eager to explore the limitless possibilities of systems in a dynamic and entertaining setting

**WINNERS: 1: AYUSH BOHIR**  
**2: OM PAWAR**  
**3: BILAL SATHE**





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## ELECTRONICS AND TELECOMMUNICATION DEPARTMENT

**Topic Name:** TECH-CHASE 2023  
**Date:** 14<sup>TH</sup>-15th September 2023  
**Time:** 8:30pm to 4:30pm  
**Event Name:** Moon's Mystery Morse Code

The "Moon Mystery Morse Code " is an innovative and engaging educational game that combines elements of mystery and Morse code decryption to create an exciting learning experience. Designed to challenge players logical thinking and Morse code decoding skills, the game takes participants on a space adventure where they must decipher Morse code messages to unravel a captivating mystery. The "Moon Mystery Morse Code " is a unique and enjoyable way to learn Morse code and explore a thrilling space adventure. Its combination of education and entertainment. Morse code enthusiasts, and anyone interested in solving mysteries in a space-themed setting. As players decode Morse code messages and uncover the space mystery, they not only have fun but also gain valuable skills and knowledge.

**WINNERS: 1: RUSHABH NIKAM**

**2: APORMA MANDAL**

**3: PRITHAM DOLAR**



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## ELECTRONICS AND TELECOMMUNICATION DEPARTMENT

**Topic Name:** TECH-CHASE 2023  
**Date:** 14<sup>TH</sup>-15th September 2023  
**Time:** 8:30pm to 4:30pm  
**Event Name:** Think Before You Step

"Think Before You Step" is an engaging and thought-provoking game that challenges players to carefully plan their moves and make strategic decisions. The game encourages critical thinking, problem-solving, and foresight as players navigate through a series of puzzles, obstacles, or scenarios. In "Think Before You Step," players must consider the consequences of each action they take, as choices made early in the game can significantly impact the outcome. This game format often involves exploring various paths, making choices, and learning from the results. The objective is to guide players towards developing a deeper understanding of cause-and-effect relationships and the importance of considering multiple perspectives before making decisions. "Think Before You Step" can be adapted to various contexts, from educational settings to entertainment platforms, and it offers an enjoyable way for individuals to enhance their decision-making skills while having fun. Whether it's a digital game, a board game, or an interactive classroom activity, the core principle remains the same: think carefully before you act, as every step can lead to a different outcome.

**WINNERS: 1: SAHIL KADAM**

**2: AVINASH MIRTHRA**

**3: MANALI KADAM**







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Website: [www.viva-technology.org](http://www.viva-technology.org)

NAAC ACCREDITED With GRADE B+ +

## Department of Electrical Engineering

# Event 1: CHANDRAYAAN TRAJECTOR



### Description:-

Step into the electrifying world of Buzz Circuit, where innovation meets excitement in a symphony of lights and strategy. This enthralling game marries the art of quick thinking with the precision of your fingertips, as you navigate a labyrinth of intricate circuits and electrifying challenges. The theme of the circuit is based on moon mission which is thrilled to extend our heartfelt congratulations to the entire Indian Space Research Organization (ISRO) team on the monumental achievement of a successful lunar landing! Your remarkable dedication, scientific prowess, and unwavering commitment have once again showcased India's prowess in space exploration.

### Rules:-

- Use of only **ONE** Hand
- Trajector Wire Should not Come in Contact with Orbit Wire
- Finish Game within minimum time

**Entry Fee:** - 20 Rs

**Event Date:** - 14<sup>th</sup> & 15<sup>th</sup> September 2023

**No of Participant:** - 01

### Event Head:-

- ✓ Prasad Patil
- ✓ Shivam Yadav



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# VIVA Institute of Technology

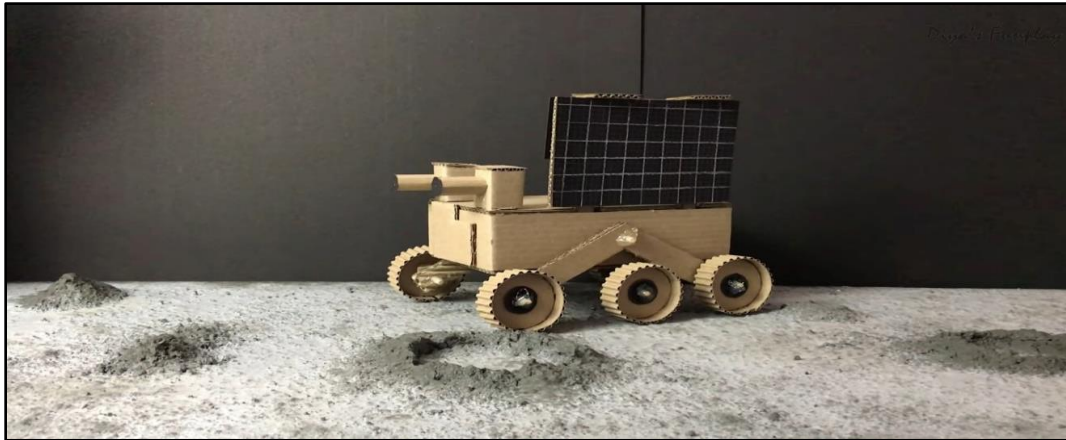
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## Department of Electrical Engineering

# Event 2: CHANDRAYAAN - 3 ROVER MISSION



### Description:-

Embark on interstellar adventure as you take command of solitary rover on a mission to explore moon. In this captivating game the missions will be divided into different levels with time ticking away and obstacles at every turn. Your skills in navigation, problem solving will be put on to a test. So dive into a thrilling narrative with our rover and race against the clock in the simple yet engaging mission across the moon.

### Rules:-

- The number of wheels out of track adds 5 second to your lap time.
- Rover out of the track will add up to 30 second to your lap time.
- The rover driver must stay at one designated location during the whole lap.
- No lap time will be disclosed for Mission 2.

**Entry Fee:** - 30 Rs

**Event Date:** - 14<sup>th</sup> & 15<sup>th</sup> September 2023.

**No of Participants:** - 01

### Event Head:-

- ✓ Aakash Naik
- ✓ Dhruv Panchal





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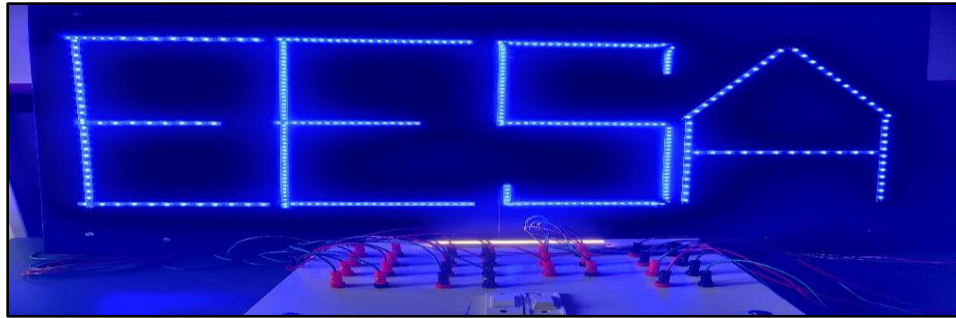
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## Department of Electrical Engineering Event 3: ESIGNITE: Light it up!



### Description:-

"EESIGNITE: Light It Up!" is a thrilling and challenging puzzle game that will test your problem-solving skills and electrical knowledge. In this electrifying adventure, players are tasked with connecting a series of some numerous electrical wires to ensure that the series of lightbulbs at the end of the circuit glows brightly. While the game is designed to be fun and engaging, it also provides players with a basic understanding of electrical circuits. It's an excellent way to introduce players, especially younger ones, to the world of electronics. The participant with least completion time, Wins!!! Are you up for the challenge?

### Rules:-

- One Participate at a Time.
- Participant will get only one chance.
- Time Limit
- ON switch and buzzer, once after you finish the connections.

**Entry Fee:** - 10 Rs

**Event Date:** - 14<sup>th</sup> & 15<sup>th</sup> September 2023

**No of Participants:-** 01

### Event Head:-

- ✓ Rahul Dhayalkar
- ✓ Sharvesh Gaykar



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## Department of Electrical Engineering

## Event 4: MISSION MOON

### Description:-

Embark on interstellar adventure as you take command of solitary rover on a mission to explore moon. In this captivating game the missions will be divided into different levels with time ticking away and obstacles at every turn. Your skills in navigation, problem solving will be put on to a test. So dive into a thrilling narrative with our rover and race against the clock in the simple yet engaging mission across the moon.

### Rules:-

- Every participate will get **2** chance.
- The rocket and ball should be stable from starting point to end point.
- Who will complete this game in minimum time he/she will be winner.

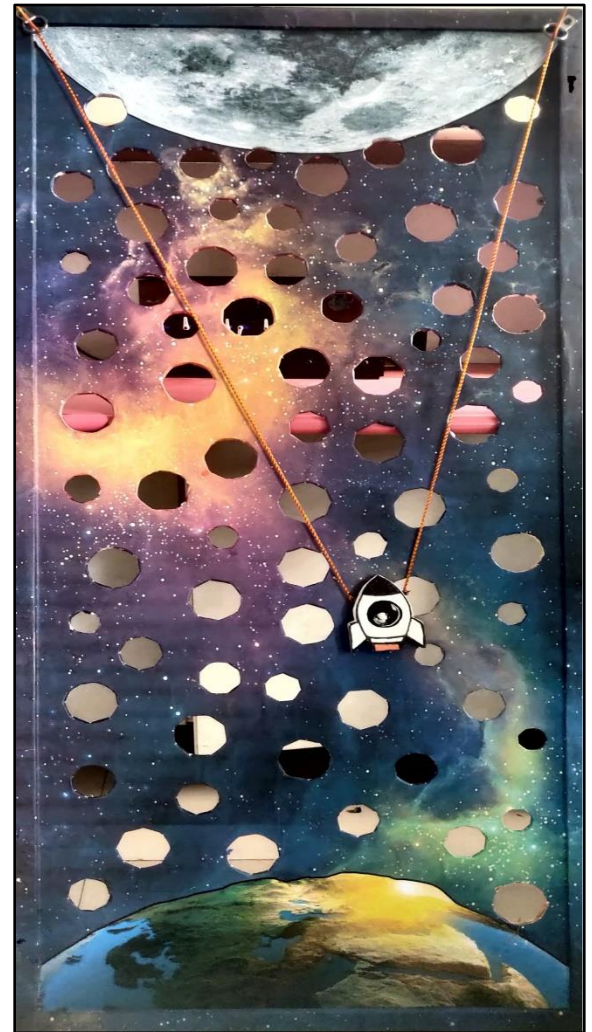
**Entry Fee:-** 10 Rs

**Event Date:-** 14<sup>th</sup> & 15<sup>th</sup> September 2023

**No of Participants:-** 01

### Event Head:-

- ✓ Alankar Ganve
- ✓ Sagar Ambat





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## Department of Electrical Engineering

# Event 5: METEORITE GRAVITY CHALLENGE



### Description:-

A Meteorite Gravity Challenge game is a type of physical game where the player's objective is to achieve finish point by carefully balancing ball. The challenge often lies in finding the right path and strategy to prevent the ball from falling or toppling over. These game often require precision, planning, and problem-solving skills to succeed. Meteorite Gravity Challenge will be known for its engaging and challenging gameplay that tests a player's ability to maintain balance under different conditions and levels

### Rules:-

- One player at a time
- For level you will get 1 min to complete the maze
- For 2 level you have to avoid holes inside maze during this 3 faults are allowed.

**Entry Fee:-** 20 Rs

**Event Date:-** 14<sup>th</sup> & 15<sup>th</sup> September 2023

**No of Participants:-** 01

### Event Head:-

- ✓ Aakash Jadhav
- ✓ Kunal Kadam



## **Report on Techchase Event 2k23**

Date: 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

Time: 8:45 AM to 3:30 PM

Venue: 302, 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

Event Name: Galactic Escape.

Entry Fee: 30/-

Total No Of Participants: 50 teams (3 members each team)

TechChase 2023, hosted at the prestigious Viva Institute of Technology, witnessed an exhilarating event known as "Galactic Escape." The energetic game with six different exciting levels brought a challenge to duo players to come forward and participate in this game. Each stage comes with different and unique perspectives like shooting the aliens, performing chemical experiments, flying drones, decoding alien language, rearranging the solar system and answering some general knowledge questions. Participants will qualify to the next round once they have cleared the previous round. Last round was level 6 which was the last destination for the participants to win the game.

Day 1 had 3 levels they are as follows:

**Level 1:** Participants find themselves on an abandoned station deep in the galaxy. The station was once dedicated to research on extraterrestrial life forms but something had gone terribly wrong. The aliens under observation have become hostile and causing havoc. The participants have to defeat them using a ray gun that contains only 5 bullets.

**Level 2:** Participant's mission is to unlock the ship's navigation by successfully creating a chemical reaction that generates a specific element necessary for the reactor to function. The reaction creates an element that allows for propulsion. There are 5 chemicals present in the lab and the participants have 2 chances to create element without blowing up the lab with a nuclear reaction.

**Level 3:** Participants find themselves aboard an advanced spacecraft. As they explore the ship, they stumble upon a drone that has been rigged with a high-tech nuclear time bomb. The objective of the participants is to operate the drone and dump the bomb into a black hole safely under 90 seconds.

**Day 2 had another 3 levels they are as follows:**

**Level 4:** Participants are acquired with the task of navigating the ship but the controls are described in the alien language Klingon. The objective is to successfully decipher the controls and navigate the ship to Milky Way. The participants will receive a chart with Klingon letters with their corresponding English letters and have to find the control panel from the objects by reading the Klingon script mentioned.

**Level 5:** Participants successfully reach the Milky Way but find that an interstellar event has caused a change in the alignment of planets in the solar system. Restoring the order is critical to the station's operation and their escape to planet Earth. The mission is to arrange the planets in their correct orbital positions within the solar system. The participants can control the planets by using the gravity of a nearby black hole with controls from the space station.





**Level 6:** Participants find the empty Space Station of our solar system. In order to gain entry to our planet, they need to correctly answer the questions asked by the entity present in the space system. A good old trivia quest for their return back to Earth. The participants who complete all the tasks in the least amount of time will be the winners.

At last it was a delighted moment for every participant, students, teachers and lastly for the winners.

**Winners:**

**1<sup>st</sup> place: Luvkush Gupta and team (T.E. COMPS)**

**2<sup>nd</sup> place: Komal Shinde and team (B.E PHARMACY)**

**3<sup>rd</sup> place: Manali Kadam and team(B.E. EXTC)**

Thank You.

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

## Event Photos:





## **Report on Techchase Event 2023**

Date: 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

Time: 8:45 AM to 3:30 PM

Venue: 301, 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

Event name: Space Fusion.

Entry fee: 20/-

TechChase 2023, hosted at the prestigious VIVA Institute of Technology, witnessed an exhilarating event known as "Space Fusion." This remarkable event brought together technology enthusiasts, students, and professionals from diverse backgrounds to explore the realms of space technology, fostering a memorable and enjoyable experience for all participants. It was an event where technology and imagination melded seamlessly, offering an unforgettable experience that blended education with pure. A squad of four embarked on a thrilling journey through two action-packed rounds of non-stop excitement. In the first round, skills were challenged and teamwork as they conquered three mind-boggling levels of fun-filled and technical games. But the ultimate test was in the final round, where it's all or nothing in one last heart-pounding race to victory.

Round 1 day 1 with 3 levels.

The journey kicked off with the Hoop Path Challenge. Teams of four were required to tie their legs together and navigate through a series of hoops progressing to the next level. Level 2 introduced the Zig-Zag Ball Roll challenge. Teams had to maneuver a paper roll attached to four ropes through a zig-zag path. A ball placed on the paper roll added an extra layer of complexity. If the ball fell, the team had to start over. After conquering this level, teams moved on to the final challenge. In the Mystery Dice Task, teams rolled a dice, with each number corresponding to a unique box, each containing a different task. To advance, teams had to successfully complete the tasks within these boxes. This unpredictable and fun challenge tested participants' skills and teamwork to the fullest.



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**DEPARTMENT OF COMPUTER ENGINEERING**  
**CSI VIVA-TECH**



Final round 2 was on day 2 with only one 1 level.

On Day 2, the excitement continued with "Tech Ladder," an adventure filled with technical tasks, puzzles, and brain-teasers. Teams played a game akin to the classic "snake and ladder" but with a technical twist. One team member acted as the pawn, moving across the board as others rolled the dice. The team had to perform tasks corresponding to the spots where the pawn landed. Opposing teams added an extra layer of challenge by throwing metaphorical "meteors" that the pawns had to dodge to avoid getting hit. This added an element of strategy and quick thinking to the game, keeping participants on their toes throughout the round.

**Winners:** 1st- Maherin Shaikh (SE Comps)

2nd- Adarsh Chaudhari (MCA)

3rd- Devang Patil (BE Civil)

Thank You

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

### Event Photos:





## **Report on TechChase Event 2023**

**Date:** 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

**Time:** 8:45 AM to 3:30 PM

**Venue:** 302, 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

**Event Name:** Gamestersbay.

**Entry Fee:** 10/-

**Total No. of Participants:** 55 Pairs (Duo Pair)

TechChase 2023, hosted at the prestigious VIVA Institute of Technology, witnessed an exhilarating event known as "Gamestersbay." The energetic game with four different exciting levels brought a challenge to duo players to come forward and participate in this game. Each stage comes with different and unique perspectives like feeling the objects and expressing through body language, memorizing the objects, mind telepathy of each other and fast reflex with good presence of hearing. Participants will qualify to the next round once they have cleared the previous round. Last round was level 4 which was the last destination for the participants to win the game.

**Day 1 had 2 levels they are as follows:**

### **Level 1: Area 51**

In this challenge, a box with a single opening will contain a particular object. One person from the duo is tasked with identifying the object solely through touch, and subsequently, they must convey this object without words to their partner, who will attempt to guess its identity.

### **Level 2: Shuffle Mystery**

This challenge presents a set of seven objects placed before the participants. They are provided a limited amount of time to memorize the arrangement of these objects. Following this memorization period, the objects will be shuffled, and the participants must then rearrange them based on their initial placement.

**Day 2 had another 2 levels they are as follows:**

### **Level 3: Sync Twinning**

In this challenge, two individuals must sit facing each other with a barrier in between, obstructing their view. Three identical objects will be positioned in front of them. A volunteer will then instruct them to simultaneously select an object. The catch is that their choices must match; otherwise, they will lose the challenge.

### **Level 4: Nab Me**

This challenge involves placing an object on the ground between two players who stand on opposite sides. A volunteer will issue a series of instructions, such as "touch your head" or "tap your shoulders and knees." When





instructed to pick up the object, the player who accomplishes this task first will be declared the winner.

At last it was a delighted moment for every participant, students, teachers and lastly for the winners.

### Winners:

**1<sup>st</sup> place: Hardik Patil and Shreyash (S.E. COMPS)**

**2<sup>nd</sup> place: Danish Shaikh and Darshan Dhamode (T.E. COMPS)**

**3<sup>rd</sup> place: Swami Chaudhari and Prashant Patil (S.E. COMPS)**

Thank You.

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

### Event Photos:





## **Report on Techchase Event 2k23**

Date: 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

Time: 8:45 AM to 3:30 PM

Venue: 302, 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

Event Name: FLIP-TAC-TOE.

Entry Fee: 10/-

Total No Of Participants: 198 participants (Solo)

TechChase 2023, hosted at the prestigious VIVA Institute of Technology, witnessed an exhilarating event known as "FLIP-TAC-TOE". A unique twist on a classic game where strategic brilliance met head-on with unwavering determination. This game was designed exclusively for solo players. It was played on the basis of two different levels. Participants clearing Level 1 from Day 1 will be qualified to play in Level 2 on Day 2. The final 3 winners were decided on the basis of timing by answering 10 basic general knowledge questions.

Level 1 was played on Day 1:

**Level 1:** In this level, it was a one-on-one match where two solo players faced off in a game where they simultaneously flipped the bottle. The player whose bottle flipped and got landed got the opportunity to place either a moon or a star on the tic-tac-toe board. This game continued until one player managed to create a line of 3 moons or 3 star either diagonally or in a straight line. The winner of this match would proceed to the day 2 round of the game.

Day 2 had another level they are as follows:

**Level 2:** It was Level 2 on Day 2, the victorious participants from Day 1 engaged in head-to-head matches featuring rapid-fire questions. These questions were centered around their chosen categories/domain such as fruit names, vegetables name, food name or movie name by again choosing the letter. The winner of this intense round secured their spot in the ultimate winner's round where the three winners were decided on the basis of timing by answering 10 basic general knowledge questions.



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At last it was a delighted moment for every participant, students, teachers and lastly for the winners.

**Winners:**

**1<sup>st</sup> place: Omkar Adarkar (B.E. COMPS)**

**2<sup>nd</sup> place: Shaad Shaikh (B.E. COMPS)**

**3<sup>rd</sup> place: Sumit Ankush(B.E. COMPS)**

Thank You.

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

**Event Photos:**





## **Report on Techchase Event 2k23**

Date: 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

Time: 8:45 AM to 3:30 PM

Venue: LAB 7 , 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

Event name: BattleGrounds Mobile India (BGMI).

Entry fee: 20/-

### **Total Number of Participants: 80 Teams (4 members each team)**

TechChase 2023, hosted at the prestigious VIVA Institute of Technology, witnessed an exhilarating event known as "BattleGrounds Mobile India Tournament 2023."

The BattleGrounds Mobile India Tournament 2023, hosted at our college, was an electrifying showcase of mobile gaming excellence. Over the course of two action-packed days, participants and spectators were treated to an unforgettable display of battle royale action.

### **Day 1: The Qualification Battle Begins**

Day 1 kicked off with five intense rounds of competition, where college teams vied for a coveted spot in the finals. The format consisted of matches on the classic Erangel map, each round pushing teams to their limits.

### **Round 1: Erangel Showdown**

The tournament commenced with an exciting Erangel match, setting the tone for the day. Squads fought strategically, navigated the rugged landscapes, and amassed valuable points to secure their position.

### **Day 2: The Finals Unfold**

Day 2 brought a fresh layer of excitement as the top 16 teams from Day 1 battled it out in the final showdown. The format expanded to include not only Erangel but also the challenging Sanhok map.

### **Round 1: Erangel Intensity**

The first match of Day 2 returned to Erangel, where the finalists faced off in a high-stakes showdown.

Teams demonstrated their skill and resilience, pulling out all the stops to gain an early advantage.





## Round 2: Sanhok Surge

As the tournament reached its climax, the action shifted to the dynamic and fast-paced Sanhok map. Squads showcased their adaptability and rapid decision-making in this challenging environment, thrilling the audience with intense engagements.

The BattleGrounds Mobile India Tournament 2023 was a testament to the college's gaming community, showcasing their dedication, teamwork, and competitive spirit. Congratulations to the winners and all the participants who made this event a resounding success. Until next year, let the battle continue!

**Winners: 1<sup>st</sup> - Vedant Patil and Team (T.E. Civil)**

**2<sup>nd</sup> - Moaz Khan and Team (F.E. Computer)**

**3<sup>rd</sup> - Pranay Raut and Team (B.E. Computer)**

Thank You.

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

## Event Photos:





## **Report on Techchase Event 2k23**

Date: 14<sup>th</sup> and 15<sup>th</sup> SEPTEMBER 2023

Time: 8:45 AM to 3:30 PM

Venue: 302, 3rd Floor, Department of Computer Engineering, VIVA institute of Technology.

Entry Fees: ₹30, ₹20 & ₹10

TechChase 2023 at VIVA Institute of Technology featured thrilling events like "Space Fusion," "Gamestersbay," "FLIP-TAC-TOE," "BattleGrounds Mobile India Tournament," and "Galactic Escape." These events brought together tech enthusiasts, students, and professionals for exciting challenges. From space exploration and mind-bending games to mobile gaming tournaments, participants showcased their skills in action-packed rounds, solving puzzles, mastering reflexes, and using teamwork. With unique levels and heart-pounding finales, TechChase offered an unforgettable blend of fun, competition, and learning for all involved.

**Harshal Patil**  
CSI Chairman

**Prof. Akshata Raut**  
CSI In-charge

**Prof. Janhavi Sangoi**  
In-charge HOD,  
Computer Engineering

## **Event Photos:**







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## Department of Civil Engineering

### TECH-CHASE 2024

#### Event:- 1

#### BRIDGE STORM CHALLENGE

**Combination of** Brainstorming" and "Bridge-O-Mania"

##### Description 1: Brainstorming

- Multiple technical task is involved in these rounds.
- Team upon completion of task moves to next rounds.
- Fastest one to clear the round wins rewards which will need for second round. (eg. Ice cream sticks)

##### Rules:

- 1) In first round their will 4 sub round.
- 2) Bonus round will be considered during tie breaker, it depends on time.
- 3) Every round will be based on time.
- 4) Judge's decision will be last decision.

##### Description 2: Bridge-O-Mania

- A bridge structure is to be constructed. It can be suspended and It has to sustain the loads.
- Participant can build any type of bridge. Structure should bare minimum load of 3 kg. Effective span of bridge should be 1m.

##### Rules:

- 1) Popsicle sticks, 2- wooden blocks, thread, glue will be provided. Please get all the rest stationary you require.
- 2) Not compulsory to use all items provided.
- 3) Structure should bear maximum load
- 4) Participants can any type of bridge.
- 5) Calculation is required.
- 6) 1 m long bridge with effective span of 70 cm.
- 7) Structure should bear minimum load (example 3 kg.)
- 8) Three chances will be given to increase the loading.





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**Note: Materials will be provided by us. Participants should carry their stationary materials.**

Participation: **3 to 4 members**

Time Limit: **2 hours**

Amount: **30 rupees**

### TECHNICAL OUTCOMES:

Students will be able to understand following concepts:

- **Enhanced Technical Skills:** Participants often gain hands-on experience with design, construction, and analysis of bridge structures, improving their engineering skills.
- **Team Collaboration:** Engaging in team-based projects fosters collaboration, communication, and leadership skills among participants
- **Innovative Solutions:** The event can encourage creative problem-solving, leading to innovative designs and construction methods
- **Practical Application of Theory:** Students can apply theoretical knowledge in a practical setting, bridging the gap between classroom learning and real-world engineering challenges

Sr No.	Name of the student	Branch	Rank
1.	VICKY PATIL & GRP	CIVIL	1 <sup>st</sup>
2.	ARYAN THAKUR & GRP	CIVIL	2 <sup>nd</sup>
3.	TANMAY BHOIR & GRP	AIML	3 <sup>rd</sup>



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## **Event:- 2**

## **GEOCACHING**

### **Description 1: Geocaching**

- Geocaching is basically treasure hunt.
- Participants use their collective brainpower to solve clues. Each team is presented with a group of 3 members.
- Geocaching or treasure hunt is a game in which the organizers prepare a list defining specific items, which the participants seek to gather or complete all items on the list, usually without purchasing them.

### **Rules:**

- 1) Finish the game within minimum time.



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### TECHNICAL OUTCOMES :

- **Navigation and Surveying Skills:** Participants enhance their ability to use GPS technology and understand surveying principles, critical for civil engineering projects.
- **Data Collection and Analysis:** Engaging in geocaching involves gathering data about specific locations, which can improve skills in data collection and spatial analysis.
- **Problem-Solving in Real Scenarios:** Geocaching challenges can simulate real-world engineering problems, encouraging participants to devise practical solutions.
- **Understanding of Infrastructure:** Participants gain insights into local infrastructure, including bridges, roads, and buildings, fostering a deeper understanding of civil engineering applications.

Sr No.	Name of the student	Branch	Rank
1.	PRATIK GAWADE	ELECTRICAL	1 <sup>st</sup>
2.	TANMAY PATIL	CIVIL	2 <sup>nd</sup>
3.	SAHIL PATIL	MECHANICAL	3 <sup>rd</sup>



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### Event:- 3

#### CITY SCAPE- Urban Vision Town Planning

##### Description:

- **Objective:** Orient participants about the event goals, rules, and judging criteria.
- **Content:** Overview of urban planning principles, examples of well-planned towns, and specific requirements for the event.
- **Plan the city with different town planning objects provided to them**

##### ☐ Focus Areas:

- Zoning (residential, commercial, industrial)
- Transportation (roads, bridges, public transit)
- Green spaces (parks, community gardens)
- Sustainability (energy-efficient buildings, waste management)
- Community facilities (schools, hospitals, recreational centers)





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### Technical Outcomes :

- **Urban Planning Skills:** Participants can develop a deeper understanding of urban design principles, including zoning, land use, and the integration of green spaces.
- **Infrastructure Assessment:** Engaging in activities that require evaluating existing urban infrastructure—such as roads, bridges, and utilities—helps improve analytical skills.
- **Zoning and Land Use Knowledge:** Understanding zoning regulations and land use policies helps participants grasp how to allocate space for residential, commercial, and recreational areas.
- **Environmental Impact Assessment:** Participants can practice evaluating the potential environmental effects of proposed developments, helping to promote sustainable practices.

Sr No.	Name of the student	Branch	Rank
1.	PIYUSH TIWARI & GRP	CIVIL	1 <sup>st</sup>
2.	SAYALI BHANGE & GRP	EXTC	2 <sup>nd</sup>
3.	GAUTAM THAKUR & GRP	AIML	3 <sup>rd</sup>



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## Department of Civil Engineering

### TECH CHASE 20245-25

A.Y. 2024-2025

EVENT NAME	EVENT HEADS	EVENT COORDINATORS
BRIDGE O MANIA BRAIN STORMING	KRANTI PAWAR	OGE YASH YASH KADAM
GEOCACHING	PIYUSH TIWARI	ARYAN THAKUR KRUTIK CHURI
CITY SCAPE- TOWN PLANNING	ISHWARI GAVATE	RUTIKA NAKHATE RAHUL SHELAR

Prof. Yadnesh patil

Faculty Coordinator

Prof. Akshay Mistry

H.O.D.

(Civil Engineering)



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# VIVA INSTITUTE OF TECHNOLOGY

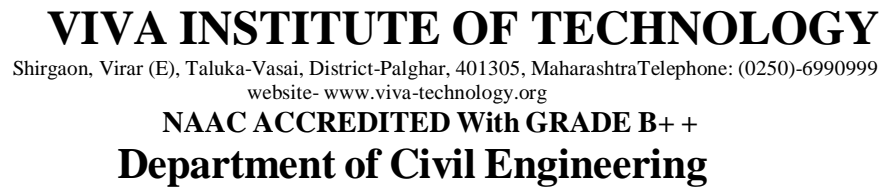
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**Department of Civil Engineering**









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***Department of Computer Science and Engineering (AI & ML)***

## **TECHCHASE 2023**

### **Event Name: THAT MISSION AGAIN**

Think Outside the box



**Event Code TCE26**

#### **Description:**

The player must find the way to clear the level as per given clue by thinking outside the box. Each level presents a unique and often humorous twist, making it a delightful and thought-provoking experience for players who enjoy puzzle-solving and unconventional gameplay.

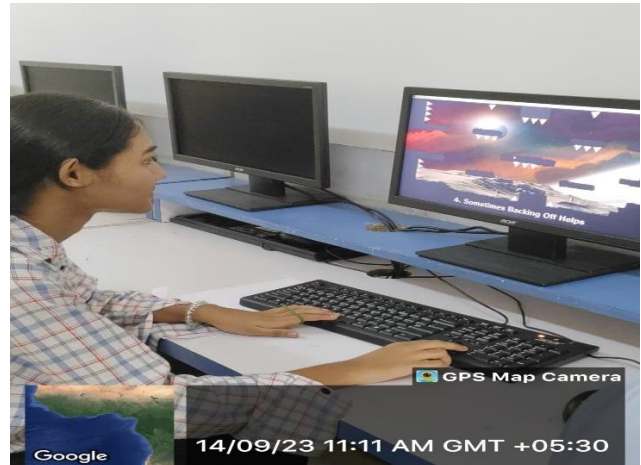
**Total no of Participants: 33**

**Winners: 1<sup>st</sup> Rank: Vidhi Bhoir**

**2<sup>nd</sup> Rank: Yash Parab**

**3<sup>rd</sup> Rank: Shaikh Billal**

#### **Photos:**







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***Department of Computer Science and Engineering (AI & ML)***

## **TECHCHASE 2023**

### **Event Name: ONE ABOVE ALL**



**Event Code TCE27**

**Description:** There will be 4 levels. Each level containing different challenges.

Level 1: Fall Guys: Four out of five participants will be qualified and the last one to complete the level will be eliminated.

Level 2: Getting Over It: Participant will be given points based on the maximum distance travelled at a given time (2 minutes). One Participant will be eliminated.

Level 3: Space Jam: It is an arcade game. Participant has to score maximum points in this game at the given time limit i.e. 90 seconds. One participant will be eliminated

Level 4: Bubble Sort: Two finalist will compete against each other in this level.

**Total no of Participants: 25**

**Winners: 1<sup>st</sup> Rank: Shaikh Billal**

**2<sup>nd</sup> Rank: Shrey Patil**

**3<sup>rd</sup> Rank: Sambhav Salgaonkar**

