

# POSTER

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The Department of AIML, AIDS & CST  
in collaboration with  
**Catalyst Gen AI**  
INVITES YOU ALL TO

# GenCodeX

Where the Next Generation Codes the Future

Prize Pool worth  
**₹ 50,000+**

**17<sup>TH</sup> MARCH, 2026**  
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**JIMS Engineering Management Technical Campus, Greater Noida**

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**Date- 16/03/2026**

**Department of AIML/AIDS/CST**

**NOTICE**

All the students of AIML, AIDS & CST are hereby informed that Catalyst Gen AI is organizing the Final round (offline) of “**Hackathon- GenCodeX**” on 17<sup>th</sup> March 2026 starting at 09:30 AM in the Labs.

**Dr. R N Rajotiya**  
**HOD (AIML/AIDS/CST)**  
**JIMS EMTC Greater Noida**

## EVENT REPORT

<b>SESSION</b>	2025-2026	<b>Coordinator:</b>	<b>Ms. Palak Shandil</b>
<b>DATE OF EVENT</b>	17 MARCH 2026	<b>Event Type:</b>	Hackathon
<b>TIME</b>	9:00 AM TO 5:00PM	<b>Venue:</b>	JIMS Engineering Management Technical Campus, Greater Noida
<b>EVENT NAME</b>	GenCodeX		
<b>Organizing Department</b>	Department of AIML, AIDS & CST	<b>Organizing Student club / Society /Committee if any</b>	Department of AIML, AIDS & CST in association with Catalyst Gen AI

### INTRODUCTION

**Organized by Departments of AIML, AIDS & CST in association with Catalyst Gen AI**  
GenCodeX 2026 was a large-scale inter-college hackathon organized by the **Departments of Artificial Intelligence & Machine Learning (AIML), Artificial Intelligence & Data Science (AIDS), and Computer Science & Technology (CST)** in association with Catalyst Gen AI. The event served as a dynamic platform for students from various colleges to come together, collaborate, and develop innovative solutions to real-world problems. It successfully combined creativity, technical expertise, and teamwork in a competitive yet learning-oriented environment, encouraging participants to think critically and apply their knowledge practically.

Adding a unique and engaging dimension to the event, the hackathon followed a Marvel-inspired theme, which brought excitement and energy throughout the competition. Just like Marvel superheroes solving complex challenges, participants were encouraged to act as innovators and problem-solvers, using their technical skills to address real-world issues. This creative theme significantly boosted enthusiasm, imagination, and active participation among students, making the event more engaging and memorable.

The event began with an inaugural ceremony conducted by the Catalyst Team, where student anchors warmly welcomed all participants, judges, sponsors, mentors, and distinguished

dignitaries. The ceremony was graced by the presence of Director **Dr. Sachin Yadav**, First Year HOD **Dr. A. K. Jain**, IQAC Head **Dr. Paras Bhatnagar**, CSE HOD **Dr. Latha Bandha**, and Registrar as well as Head of AIML Department, **Dr. R. N. Rajotiya**, along with faculty members from various departments. The anchors expressed their gratitude and formally initiated the event with great enthusiasm.

Following the welcome, Director **Dr. Sachin Yadav** delivered an inspiring address, emphasizing the importance of innovation, creativity, and practical learning in today's fast-evolving technological landscape. He encouraged students to step beyond theoretical knowledge and focus on developing real-world solutions. He also appreciated the efforts of the organizing team and extended his best wishes to all participants.

The hackathon was further enriched by insightful sessions from distinguished speakers, **Mr. Bijender Singh** and **Dr. R. K. Gupta**, who shared their valuable perspectives on education, skill development, and continuous learning. Their motivational words inspired students to think innovatively and approach problems with confidence and determination.

After the inaugural session, the Catalyst Team efficiently guided participants through the registration process and provided clear instructions regarding rules, evaluation criteria, and timelines. Participants were then directed to their respective labs and classrooms, where the hackathon activities began.

During the hackathon, students actively engaged in brainstorming, designing, coding, and developing their projects within the given time frame. The environment was highly energetic and collaborative, reflecting the spirit of innovation and teamwork. Mentors and faculty members continuously supported the participants by providing technical guidance and constructive feedback.

### **Objectives of Organizing the Event**

- To encourage students to develop innovative and practical solutions for real-world problems using their technical knowledge and creativity.
- To promote teamwork, collaboration, and leadership skills through group-based activities and coordinated problem-solving.
- To provide hands-on experience in project development, design, and implementation, bridging the gap between theoretical learning and practical application.
- To enhance problem-solving abilities, critical thinking, and analytical skills by exposing students to challenging and competitive scenarios.
- To foster creativity, innovation, and an entrepreneurial mindset among students.
- To create an engaging, energetic, and motivating environment through the Marvel-inspired theme, encouraging imagination and active participation.
- To expose students to inter-college competition, helping them interact, network, and exchange ideas with peers from diverse backgrounds.
- To prepare students for real-world industry challenges and familiarize them with hackathon culture and competitive environments.

- To improve presentation, communication, and pitching skills by encouraging students to present their ideas effectively before judges.
- To develop essential soft skills such as time management, adaptability, decision-making, and working under pressure.
- To provide mentorship and expert guidance from experienced professionals and faculty members.
- To encourage the use of emerging technologies and innovative tools in solving modern-day problems.
- To build confidence among students by giving them a platform to showcase their talents and technical expertise.

## **Event Overview**

GenCodeX 2026 was conducted as a multi-phase inter-college hackathon designed to test innovation, creativity, and technical skills of participants. The event was structured into two rounds—an online ideation phase followed by an offline grand finale—ensuring a comprehensive evaluation of both conceptual and practical abilities.

- **Total Duration of Hackathon:**  
multi-phase event conducted over several days (Online Round in mid-February followed by Offline Finale in March)
- **Number of Teams:**  
80 teams participated in the hackathon, representing students from various colleges
- **Domains / Problem Statements:**  
Participants worked on real-world problem statements across multiple domains such as:
  - Artificial Intelligence and Machine Learning
  - Software and Web Development
  - Real-world problem solving and innovation
  - Social impact and practical applications

The problem statements were designed to encourage participants to think critically, innovate, and develop scalable solutions that could address real-life challenges effectively.

## **Structure of the Hackathon**

GenCodeX 2026 was strategically designed and structured into two comprehensive phases to evaluate participants across both ideation and execution stages. The multi-level format ensured that students were not only able to conceptualize innovative ideas but also demonstrate their ability to convert those ideas into practical, scalable solutions. This structured approach provided a complete learning cycle—from identifying real-world problems to delivering functional prototypes—thereby enhancing both analytical and technical competencies of the participants.

### **Online Round (Round 1 – Idea & Innovation Phase)**

The first round of the hackathon focused on idea generation, creativity, and the ability of participants to identify real-world challenges and propose innovative solutions. This phase served as a foundation for the hackathon, encouraging participants to think critically, analyze existing problems, and design impactful solutions.

#### **Description of the Round:**

In this phase, teams were required to submit their ideas in the form of structured PowerPoint presentations (PPTs). Each submission included a clearly defined problem statement, proposed solution, methodology, feasibility analysis, expected outcomes, and potential real-world impact. Participants were encouraged to support their ideas with research, data, and relevant use cases to strengthen their proposals.

#### **Mode:**

Submission-based (Online PPT submission through the designated platform)

#### **Key Focus Areas:**

- Problem identification and understanding
- Innovation and uniqueness of the idea
- Practical applicability of the solution
- Use of emerging technologies (AI, ML, Data Science, etc.)
- Social, industrial, or environmental impact

#### **Evaluation Criteria:**

- Innovation and originality of the idea
- Feasibility and technical viability
- Clarity, structure, and effectiveness of presentation
- Relevance to real-world problems
- Scalability and sustainability of the solution

### **Participation Details:**

- Total Teams Participated: **80 teams**
- Teams Shortlisted: **55 teams** were selected for the Offline Grand Finale based on their creativity, feasibility, and overall presentation quality

### **Outcome of Round 1:**

This round helped in filtering high-potential ideas and ensured that only the most promising and impactful concepts progressed to the final stage. It also encouraged participants to refine their thought processes and present their ideas in a professional manner.

## **Offline Round (Round 2 – Grand Finale)**

The second round was the final and most intensive stage of the hackathon, where shortlisted teams transformed their ideas into working prototypes and functional models. This phase emphasized practical implementation, coding skills, teamwork, and real-time problem-solving under time constraints.

### **Venue Details:**

The offline round was conducted in a vibrant, well-organized, and colorful environment that created an energetic and motivating atmosphere. The presence of thematic decorations aligned with the Marvel-inspired concept, interactive stalls, activity zones, and enthusiastic participants contributed to making the event lively, engaging, and highly immersive.

### **Activities Conducted:**

- Real-time coding and software development
- Prototype design, testing, and implementation
- Integration of technologies such as AI/ML, web/app development, and data analytics
- Continuous brainstorming and team discussions
- Final project presentations and live demonstrations
- Interaction sessions with judges, mentors, and fellow participants

### **Time Management and Execution:**

Participants were given a defined time frame to develop their projects, encouraging efficient planning, task division, and execution. Teams managed roles such as coding, designing, documenting, and presenting to ensure timely completion of their solutions.

### **Mentorship and Support:**

Throughout the hackathon, participants received continuous guidance and support from faculty members, industry experts, and mentors. Mentors assisted teams in refining their ideas, overcoming technical challenges, improving project design, and enhancing implementation strategies. This mentorship played a crucial role in improving the overall quality and feasibility of the projects.

### **Judging Criteria:**

- Innovation, creativity, and uniqueness of the solution
- Technical implementation, functionality, and robustness
- Feasibility, scalability, and sustainability
- Relevance and impact of the solution on real-world problems
- User experience and design (if applicable)
- Presentation skills, clarity, and confidence during demonstration

### **Final Presentations:**

Each team presented their final project before a panel of judges through detailed demonstrations and presentations. The presentations included an explanation of the problem statement, solution approach, methodology, tools and technologies used, and expected outcomes. A question-and-answer session followed each presentation, where judges evaluated the depth of understanding, technical clarity, and practicality of the solution.

### **Learning Outcomes of Round 2:**

- Enhanced practical and technical skills
- Improved teamwork and collaboration
- Better time management and adaptability
- Increased confidence in presenting and defending ideas
- Exposure to real-world project development and evaluation

## **Judging & Evaluation**

The judging and evaluation process for GenCodeX 2026 was designed to ensure a transparent, fair, and comprehensive assessment of all participating teams. The evaluation framework focused not only on innovation but also on the practicality, scalability, and technical strength of the proposed solutions. A structured multi-stage evaluation system was implemented to assess participants at different levels—from ideation to final execution—ensuring that only the most deserving teams progressed through each stage.

The judging panel comprised experienced industry professionals, academicians, and subject matter experts who brought diverse expertise and perspectives to the evaluation process. Their insights ensured a balanced assessment of both technical and conceptual aspects of the projects.

### **Criteria Used**

The participating teams were evaluated based on a wide range of parameters to ensure a holistic assessment of their performance:

- Innovation and originality of the idea
- Feasibility and practicality of the proposed solution
- Real-world impact and relevance of the project
- Technical implementation, functionality, and complexity
- Creativity and uniqueness in problem-solving approach
- Scalability and sustainability of the solution
- Use of modern tools, technologies, and frameworks (AI/ML, Data Science, etc.)
- User experience and design (where applicable)
- Clarity, structure, and effectiveness of presentation
- Communication skills and ability to justify the solution
- Team coordination and collaboration
- Completeness and working condition of the prototype

### **Number of Judges**

A panel of multiple judges, including industry experts, technical professionals, and faculty members, was involved in evaluating the projects across different stages. The diversity of the panel ensured unbiased judgment and valuable feedback for participants.

### **Judging Process**

The evaluation process was conducted in three well-defined stages to systematically filter and assess the teams:

### **Stage 1 – Online Round (Idea Screening Phase)**

In the initial stage, a total of **80 teams** participated by submitting their ideas in the form of structured presentations. Each submission included a problem statement, proposed solution, methodology, feasibility analysis, and expected impact.

Judges carefully reviewed all submissions based on innovation, clarity, and real-world applicability. Emphasis was given to the uniqueness of ideas and their potential to solve practical problems.

#### **Outcome:**

- **55 teams** were shortlisted for the offline round based on their performance and overall evaluation.

### **• Stage 2 – Offline Evaluation (Prototype Development Phase)**

The shortlisted **55 teams** participated in the offline round, where they were required to convert their ideas into working prototypes or functional models within the given time frame.

During this stage, judges actively interacted with teams, observed their development process, and evaluated their ability to implement ideas practically. Continuous monitoring ensured that teams were progressing effectively and maintaining originality in their work.

#### **Key Evaluation Focus:**

- Quality of implementation and working model
- Technical depth and correctness
- Problem-solving approach during development
- Adaptability and handling of challenges
- Team collaboration and task management

### **• Stage 3 – Final Selection (Grand Evaluation & Presentation Round)**

After the completion of the development phase, the top **12 teams** were shortlisted for the final round based on their performance in implementation, innovation, and overall project quality.

In this stage, teams presented their final solutions before the judging panel through detailed demonstrations and presentations. Each team explained their problem statement, solution approach, technologies used, challenges faced, and the potential impact of their project.

A question-and-answer session followed each presentation, where judges evaluated the depth of understanding, clarity of concepts, and feasibility of the solution.

**Final Outcome:**

- Winners were selected based on overall performance across all stages, including innovation, execution, presentation, and impact.

**Transparency and Fairness Measures**

To ensure fairness and credibility in the evaluation process:

- Standardized evaluation criteria were followed across all stages
- Multiple judges reviewed each project to avoid bias
- Equal opportunity was provided to all teams for presentation and interaction
- Feedback was provided to participants to support learning and improvement

## **Vote of Thanks & Winners**

The student anchors expressed their sincere gratitude to **Ms. Palak Shandil** for her excellent leadership and for organizing the event so efficiently and successfully. They appreciated her constant support and guidance, which played a key role in making the hackathon a grand success.

The anchors also extended their thanks to all participants, mentors, judges, and the respected Head of the Department and faculties for their valuable presence and support.

With this, the anchors warmly invited the Coordinator, **Ms. Palak Shandil**, to the stage to deliver the Vote of Thanks. The coordinator expressed her heartfelt gratitude to all participants, mentors, judges, and winners for their valuable contributions, enthusiasm, and support throughout the hackathon.

She conveyed her happiness and pride in witnessing such creativity, innovation, and teamwork displayed by the participants. She also appreciated the efforts, dedication, and sportsmanship shown by all teams, which made the event truly successful and memorable.

She also expressed her sincere gratitude to the respected Head of the Department **Dr. R.N Rajotiya** for believing in her and providing the opportunity to organize and manage such a prestigious event. She extended her thanks to the **Chairman Dr. Amit Gupta** and **Director Dr. Sachin Yadav** for their continuous support, encouragement, and guidance, which played a vital role in the successful execution of the hackathon.

In her concluding remarks, she highlighted that the hackathon was not just a competition but a valuable learning experience for everyone involved. She encouraged students to continue exploring new ideas, enhancing their skills, and participating in such events in the future.

Following this, the winners were announced from the **top 12 shortlisted teams**. The prize distribution ceremony was conducted by the Coordinator, **Ms. Palak Shandil**, along with the respected Head of the Department **Dr. R.N Rajotiya**, where the winning teams were felicitated with cash prizes, certificates, and recognition for their outstanding performance.

After the prize distribution, tokens of appreciation were presented to the respected Director Sir **Dr. Sachin Yadav** Head of the Department **Dr. R.N Rajotiya**, and the Head of the Hackathon **Ms. Palak Shandil** in recognition of their continuous support, guidance, and valuable contribution towards the successful organization of the event.

## Winning Teams (Top Positions)

• **1st Position:** The **Team HACKERIST** secured the first position for presenting an exceptionally innovative and impactful solution that demonstrated strong technical Implementation, creativity, and real-world relevance. Their project stood out due to its originality, well-structured design, and effective execution. The team showcased a deep understanding of the problem and delivered a solution that was both practical and scalable. Their confident presentation and ability to answer judges' queries further strengthened their position as the winner.

**Award:** The team received a cash prize of ₹21,000, along with certificates and formal recognition for their outstanding performance.



• **2nd Position:** The **Team UPPERMOONS** was awarded the second position for their excellent problem-solving approach and well-executed solution. Their project demonstrated strong feasibility, clear logic, and a practical application of technology to address real-world challenges. The team impressed the judges with their structured methodology, teamwork, and effective communication during the presentation.

**Award:** The team received a cash prize of ₹11,000, along with certificates and formal recognition.



• **3rd Position:** The Team ZERO TRACE secured the third position for their strong technical execution, innovative thinking, and creative problem-solving approach. Their project reflected a good balance between technical depth and usability, along with a clear understanding of the problem domain. The team's ability to present their work confidently and demonstrate a working model contributed to their success.

**Award:** The team received a cash prize of **₹5,100**, along with certificates and formal recognition.



## Special Mentions

In addition to the top three positions, several special awards were presented to recognize excellence in specific domains, encouraging diverse aspects of innovation and development:

- **Innovation Impact Award:**  
This award was presented to the team that demonstrated exceptional creativity and originality in addressing a unique problem. The team introduced a novel idea with significant potential to create impact, reflecting out-of-the-box thinking and innovative design.
- **Social Impact Award:**  
This award recognized the team whose project was focused on addressing pressing societal issues and contributing positively to community welfare. The solution emphasized sustainability, inclusivity, and meaningful social change.
- **Technical Excellence Award:**  
This award was given to the team that showcased outstanding technical proficiency, advanced implementation, and robust system design. Their project reflected strong coding skills, efficient architecture, and effective use of modern technologies.

## **Sponsors & Partners**

The successful execution of GenCodeX 2026 was made possible through the valuable support and collaboration of its sponsors and institutional partners. Their contributions played a crucial role in ensuring smooth organization, effective management, and an enriching experience for all participants. The combined efforts of sponsors and partners helped in transforming the hackathon into a large-scale, impactful inter-college event.

### **List of Sponsors / Partners**

- **Catalyst Gen AI Society**
- **Departments of AIML, AIDS & CST**
- **JIMS Engineering Management Technical Campus, Greater Noida**

### **Contributions of Sponsors & Partners**

The sponsors and partners contributed in multiple dimensions, covering financial, technical, and organizational aspects of the hackathon:

#### **• Funding Support**

The sponsors provided financial assistance that significantly contributed to the successful execution of the event. This included funding for prize distribution, where the winning team was awarded a cash prize of ₹21,000, along with prizes for second and third positions and other special recognitions. The financial backing ensured that participants were rewarded appropriately for their efforts and achievements.

#### **• Goodies and Merchandise**

To enhance participant engagement and create a memorable experience, sponsors arranged event goodies, merchandise, certificates, and swags. These items not only served as tokens of appreciation but also boosted motivation and enthusiasm among participants, making the event more interactive and rewarding.

#### **• Mentorship and Guidance**

Industry experts and mentors associated with the sponsors and partners played a vital role in guiding participants throughout the hackathon. They provided valuable insights, technical support, and suggestions during both the online and offline rounds. Their mentorship helped teams refine their ideas, overcome technical challenges, and improve the overall quality of their projects.

#### **• Event Support and Management**

The partners actively supported the planning and execution of the event by managing registrations, coordinating participants, organizing evaluation rounds, and ensuring seamless communication. Their involvement helped maintain a well-structured workflow and ensured that all activities were conducted efficiently and on schedule.

### • **Infrastructure and Technical Support**

JIMS Engineering Management Technical Campus, Greater Noida, provided the necessary infrastructure and facilities required for the successful conduct of the offline grand finale. This included well-equipped labs, classrooms, internet connectivity, power supply, and technical arrangements. The comfortable and resourceful environment enabled participants to work efficiently and focus on their projects.

### • **Branding and Promotion Support**

Sponsors and partners also contributed towards promoting the event across different platforms, increasing its reach and participation. Their involvement helped attract students from multiple colleges, thereby enhancing the competitive spirit and diversity of the hackathon.

## **Event Highlights**

- **Participation from Multiple Colleges:**  
The hackathon witnessed participation from various colleges, which enhanced diversity, encouraged knowledge sharing, and created a healthy competitive environment among participants.
- **Innovative Solutions to Real-World Problems:**  
Participants developed creative and impactful solutions addressing real-world challenges across different domains, showcasing their technical knowledge and problem-solving abilities.
- **Motivational Orientation by Expert Speakers:**  
The event began with inspiring sessions by distinguished speakers, who motivated students to think innovatively, enhance their skills, and actively participate in technical competitions.
- **Live Development and Final Presentations:**  
The offline round featured real-time project development, followed by high-energy final presentations where teams demonstrated their working models and explained their solutions confidently.
- **Vibrant and Engaging Environment:**  
The presence of food stalls, interactive activities, and themed decorations created a lively and energetic atmosphere, making the event enjoyable as well as productive.
- **Strong Teamwork and Collaboration:**  
Participants worked effectively in teams, demonstrating coordination, communication, and shared responsibility, which contributed significantly to the success of their projects.
- **Mentorship and Continuous Guidance:**  
Participants benefited from continuous support and guidance provided by mentors and faculty members, which helped in refining ideas and improving project quality.
- **Exposure to Hackathon Culture:**  
The event provided students with valuable exposure to real-time hackathon environments, enhancing their confidence and preparing them for future competitions.

## **Feedback & Outcomes**

The hackathon received an overwhelmingly positive response from all participants, mentors, and attendees. The event was appreciated for its effective organization, engaging activities, and the valuable learning opportunities it provided. Participants expressed satisfaction with the overall structure of the hackathon, from the idea submission phase to the final project presentations, highlighting it as a well-managed and enriching experience.

### **Participant Feedback**

- **Well-Organized and Engaging Event:**  
Participants appreciated the smooth execution, clear instructions, and well-planned structure of the hackathon, which ensured a seamless experience throughout.
- **Valuable Mentorship and Guidance:**  
The guidance provided by mentors and industry experts was highly beneficial, helping participants refine their ideas, improve technical implementation, and overcome challenges.
- **Exposure to Inter-College Competition:**  
Students found the opportunity to compete with peers from different colleges highly motivating and beneficial for enhancing their confidence and learning.
- **Interactive and Learning-Oriented Environment:**  
The hackathon provided a platform where participants could actively learn, explore new technologies, and exchange ideas with others.
- **Positive Experience with Theme and Activities:**  
The Marvel-inspired theme and vibrant environment were appreciated for making the event more exciting, engaging, and memorable.

## **Conclusion**

The GenCodeX 2026 hackathon emerged as a highly successful and impactful inter-college event that brought together innovative minds from various institutions to collaborate, compete, and develop solutions for real-world challenges. The event witnessed enthusiastic participation from **80 teams**, out of which **55 teams** were shortlisted for the offline round, and the **top 12 teams** advanced to the final evaluation stage. This multi-stage structure ensured a comprehensive assessment of both ideation and implementation capabilities of the participants.

The hackathon created a dynamic and vibrant environment that combined technical development, live project execution, high-energy presentations, food stalls, fun activities, and insightful sessions by visionary speakers. This blend of learning and engagement made the event not only competitive but also enjoyable and memorable. Participants demonstrated exceptional teamwork, creativity, innovation, and technical expertise, reflecting their ability to work under pressure and deliver impactful solutions.

The event successfully achieved its core objectives of promoting innovation, enhancing problem-solving abilities, and encouraging collaboration among students. It provided participants with valuable exposure to real-world project development, industry-level evaluation processes, and inter-college competition. The inclusion of a Marvel-inspired theme added a unique and engaging

dimension, boosting enthusiasm, creativity, and active participation throughout the hackathon.

Moreover, the hackathon served as a platform for experiential learning, enabling students to apply their theoretical knowledge in practical scenarios. It helped in building confidence, improving communication skills, and fostering an innovation-driven mindset among participants. The support from mentors, judges, and organizers further enriched the overall learning experience.

## **Future Plans / Improvements**

To further enhance the scale, impact, and effectiveness of future editions of the hackathon, the following improvements are proposed:

- **Expand Participation:**  
Invite more colleges and increase the number of participating teams to promote wider reach and diversity.
- **Introduce Diverse Problem Domains:**  
Include additional domains such as healthcare, sustainability, smart cities, fintech, and AI-driven solutions to broaden the scope of innovation.
- **Extended Development Time:**  
Provide more time for the offline round to allow teams to build more refined and fully functional prototypes.
- **Enhanced Industry Involvement:**  
Involve more industry experts and professionals as mentors and judges to provide deeper technical insights and real-world perspectives.
- **Pre-Hackathon Workshops:**  
Organize training sessions and workshops before the event to help participants prepare better and understand tools and technologies.
- **Increase Prize Pool and Recognition:**  
Introduce higher prize amounts and additional award categories to motivate participants and recognize diverse talents.
- **Networking Opportunities:**  
Arrange dedicated networking sessions for students to interact with industry experts, mentors, and peers from other institutions.
- **Post-Event Support and Incubation:**  
Provide incubation support, mentorship, and resources for promising projects to help them develop into real-world applications or startups.

**List of participating teams (including other colleges)**

**Teams Name**

· CosmicBanana	· NextGen Coders
· PIRATES 2.O	· Code Crafters
· JIMSEMTC	· CodeWave
· CTRL	· AXIS
· ByteCircuit	· KODEMONKS
· Pariksh Yantra	· house of developers
· Smartypants	· Idea Forge
· Kasukabe Defence group	· We googled it
· JANSETU	· Binary roses
· HackQuanta	· 5 lath
· Code Blinders	· TEAM BEGINNERS
· CareerBridgeAI	· Binary Brains
· Pixel Power Puff	· NoSleepCoders
· CodePaglu	· UPPERMOONS
· CloudCore	· Team cypher
· Anonymous 3	· Echos
· VoidClub	· zenith Code
· modi gang	· Master Minions
· SynapseX	· Code warriors
· TheGrinders	· SoulBotics
· Prototypers	· HarTime Error
· BrainBytes	· N-Bits
· HuntAI	· CodeNest
· Code catalyst	· CodeQuartet
· Factforge	· syntax error
· LogicFlux	· Hackerist
· CodeQuads	· Real Madrid
· Ravikant Jha	· Swiftpay
· Stack Overflowed	· ZeroTrace
· Code Forge	· SecureNex
· Untitled	· VIBE CODERS
· XLR8	· Nexora
· SugarCoded	· Synapse

**Total Students:- 300+**











**Signature of Faculty Coordinator**  
Ms. Palak Shandil



**Signature of HOD**  
Dr. R.N Rajotiya