

CHRIST COLLEGE - PUNE

Academic Year 2023 - 2024

Department of Science

Activity Report

Type of the Activity: Departmental Fest

Activity Name: CIPHER 2.0

Date of the Activity: 21st October 2023

Activity Coordinator: Mrs. Nilima Shingate

CIPHER 2.0

GENERAL REPORT:

The Departmental Fest of the Science Department, held in collaboration with the Department of Management on October 21, 2023, was a remarkable and well-attended event. The inauguration ceremony took place in the Chavara Hall at 9:00 am, commencing with a solemn invocation to seek the blessings of the Almighty. The ceremony was graced by the presence of both esteemed faculty members and enthusiastic students. The event was officially inaugurated by the revered Rev. Fr. James Thayil, manager of Christ College, who delivered an inspiring address that set a positive tone for the fest.

A total of five exciting events were thoughtfully arranged for the participants, and the fest witnessed an overwhelming response from students who participated with great enthusiasm and fervour. The atmosphere was brimming with energy and excitement as students eagerly awaited the start of the competitions. Following the inauguration, everyone moved to their respective venues, and the various competitions kicked off promptly at 10:60 am. It was beartening to see the competitive spirit and talent displayed by the participants in each event, creating a lively and engaging atmosphere throughout the fest.

The following events were conducted for students:

1. TEXTATION (Texting Event)

No. of participant per team: 1

Textathon was a captivating competition designed to put students' texting skills to the test, promised to be an exhilarating challenge that assessed their speed, accuracy, and creativity. This engaging event was not only tailored for texting pros but also welcomed those seek a fun-filled experience, all within the framework of a friendly competition.

2. PIXEL PRODIGY (AL content creation)

No. of participant per team: 4

Pixel Prodigy was a captivating competition that harnessed the potential of generative Al for content creation. Teams of two collaborated to showcase their artistic and creative abilities using Al tools. The event provided a unique opportunity for artists and creative professionals to delve into the vast possibilities offered by generative Al. Additionally, it served as an excellent platform for students and learners to gain insight into the realm of Al and its application in creative expression.

3. LABYRINTH UNRAVELLING (Problem aulving)

No. of participant per team: 4

Labyrinth Unravelling was a team-based competition in which purticipants collaborated to solve a complex problem. The competition comprised two rounds, each presenting unique challenges that required participants to identify, contain, and ultimately resolve the puzzle at hand. This event served as a rigorous test of teamwork, problem-solving abilities, and decision-making skills within a simulated crisis scenario, all of which were woven into an engaging storyline.

4. REACH REVOLUTION (Marketing event)

No. of participant per team; 3

The Reach Revolution competition was an exciting event that encouraged students to unleash their artistic and technological creativity. It was a one-of-a-kind competition that blended hands-on design with Al integration and modern advertising techniques. Participants were given the canvas to create a UI masterpiece, allowing their imagination and innovation to shine.

The competition provided an opportunity to not only test students' marketing skills but also allowed them to delve into the depths of technology and showcase their strategic thinking. Throughout the event, participants were able to explore the intersection of creativity, technology, and marketing. creating a unique and stimulating experience for all involved.

5. STRATEGEM-X (Entroprenourship eyent)

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No. of participant per team: 3 STRATEGEM-X was a thrilling event that provided aspiring business prospects with a unique opportunity to engage with seasoned investors. During this competition, participants were tasked with pitching their innovative ideas, products, and services to a panel of judges who held the power to fund their concepts. The event served as a valuable platform for participants to develop a wide array of skills, including pitching, negotiation, financial acumen, problem-solving, sales, and marketing abilities. This multifaceted experience aimed to equip students with the tools they need to become better entrepreneurs in the future. By testing their entrepreneurial prowess and introducing them to the real-world dynamics of securing investments, STRATEGEM-X played a pivotal role in shaping the skills and mindsets of the participants.

The valedictory ceremony of Cipher - 2.0, the departmental fest of the Science Department, commenced at 1:30 pm in the Chavara Hall. The proceedings began with a serene invocation, invoking God's blessings through a melodious prayer song. The highlight of the event was the eagerly anticipated announcement of the list of winners, which was met with great excitement and appliance from both the staff and students in attendance. The ceremony proved to be an enjoyable and memorable experience for all, contributing significantly to the fostering of a strong sense of unity and a healthy competitive spirit among the students. The crowning moment of the ceremony was the distribution of medals and certificates to the deserving winners. The recipients were met with resounding applause and heartfelt congratulations from the audience, marking the culmination of Cipher - 2.0 on a high note.

- 1. To foster entrepreneurship and innovation among students by providing a real-world AIMS & OBJECTIVES:
 - To enhance participants' skills in areas such as negotiation, financial acumen, and
 - To connect aspiring entrepreneurs with seasoned investors, facilitating potential funding apportunities for their ideas and projects.

LEARNING OUTCOME:

- Participants gained valuable experience in articulating and presenting their innovative business concepts effectively.
- Improved skills in negotiation and financial acumen as they navigate potential investment opportunities.
- Enhanced problem-solving abilities and a better understanding of the sales and marketing aspects of entrepreneurship, better preparing them for future entrepreneurial endeavours.

NO. OF INDIVIDUALS BENEFITTED:

Total number of students benefitted is



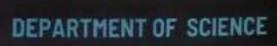
CIPHER 2.0 [23-24]

Textathlon

StratagemX



CHRIST COLLEGE PUNE





in collaboration with

DEPARTMENT OF MANAGEMENT

CIPHER 2.0

TEXTATHON
(Texting event)



SY BSC CS CLASSROOM | 09:00 AM

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CHRIST COLLEGE - PUNE

Department of Science

CIPHER 2.0 (2023-24)

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9.	Peebika Padhy	SYBCS	P 1988
10	Apelisha Walunj	SYBES	helicx
	Jyoti Sharma	FYBCS	Thomas
12	Pushpika Lakta	FT BCS	Bulgiles
13	Emmanuella Marcelline	FYRCS	Buelle
14	Tahona Sharlen.	FYBES	- course
15	Snehal Gare	FYECS	toral
16	Disho Ankush Deakar	FYBCS	Ukoka:
17	Rutuja Parmethwat Nagargaje	FYRCS	Putiga.
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CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING FEEDBACK FORM

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CHRIST COLLEGE - PUNE Department of Science CIPHER 2.0 (2023-24)

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2023-24

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3. Was the event timed well?

Yes	No	Somewhat
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4. Any suggestion on how to improve the event?

Signature: Signature: Date: Q1 10123

CHRIST COLLEGE PUNE CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING FEEDBACK FORM

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2023-24

EVENT NAME: LABYRINTH UNRAVELING FEEDBACK FORM

Name: Dam More

Mobile No: 74-98 | 40+37

Email ID: cammore 1@ gmail com

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CHRIST COLLEGE PUNE CIPHER 2.0

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Signature: Date: #1/10/2025