



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 10:00 am. It was heartening 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. TEXTATHON (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 (AI content creation)

No. of participant per team: 4

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

3. LABYRINTH UNRAVELLING (Problem solving)

No. of participant per team: 4

Labyrinth Unravelling was a team-based competition in which participants 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 AI 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 (Entrepreneurship event)

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.

VALEDICTORY CEREMONY

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 applause 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.

AIMS & OBJECTIVES:

1. To foster entrepreneurship and innovation among students by providing a real-world pitching experience.
2. To enhance participants' skills in areas such as negotiation, financial acumen, and problem-solving.
3. To connect aspiring entrepreneurs with seasoned investors, facilitating potential funding opportunities for their ideas and projects.

LEARNING OUTCOME:

1. Participants gained valuable experience in articulating and presenting their innovative business concepts effectively.
2. Improved skills in negotiation and financial acumen as they navigate potential investment opportunities.
3. 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

CHRIST COLLEGE-PUNE

DEPARTMENT OF SCIENCE
IN COLLABORATION WITH
DEPARTMENT OF MANAGEMENT
ORGANIZES

CIPHER 2.0 (23-24)

StratagemX

Textathlon



Pixel Prodigy

Reach Revolution

Labyrinth unraveling

INAUGURATION:

CHAVARA HALL

8.30 am



CHRIST COLLEGE PUNE

DEPARTMENT OF SCIENCE

in collaboration with

DEPARTMENT OF MANAGEMENT



CIPHER 2.0

TEXTATHON

(Texting event)



5Y BSC CS CLASSROOM | 09:00 AM



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CHRIST COLLEGE - PUNE

Department of Science

CIPHER 2.0 (2023-24)

ATTENDANCE SHEET			
EVENT: TEXTATHON		DATE: 21-10-23	
SR NO	NAME OF STUDENT	CLASS	SIGN.
1	Sahil Ahmed Shaikh	TYBSc(4)	[Signature]
2	Ravin Desai	TYBSc(C)	[Signature]
3	Leo Harry	TYBSc(4)	[Signature]
4	Ashwin C	TYBSc(4)	[Signature]
5	Ankan Thakur	TYBSc(CS)	[Signature]
6	Kaupa Uday Nazare	FYBSc(4)	[Signature]
7	Manasvi Avinash Pandhale	FYBSc	[Signature]
8	Pranjal Rajput	SYBSc	[Signature]
9	Peepika Pochy	SYBSc	[Signature]
10	Apeksha Walunj	SYBSc	[Signature]
11	Jyoti Sharma	FYBSc	[Signature]
12	Pushpika Lakra	FYBSc	[Signature]
13	Emmanuella Marcellina	FYBSc	[Signature]
14	Tahira Shaikh	FYBSc	[Signature]
15	Bhupal Gore	FYBSc	[Signature]
16	Disha Ankush Deskar	FYBSc	[Signature]
17	Rutuja Parmeshwar Nagargaje	FYBSc	[Signature]
18	Ankita Gangadhar Bedre	FYBSc	[Signature]
19	Shravani Pravin Jadhav	SYBSc(4)	[Signature]
20	Royce Jose	SYBSc(4)	[Signature]
21	Sandesh Waghmare	FYBSc	[Signature]
22	Parad Palade	FYBSc(C)	[Signature]
23	Rahul Behera	FYBSc(C)	[Signature]
Animator's Signature: Prof. Kirti Nikam			

CHRIST COLLEGE PUNE

CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING

FEEDBACK FORM

Name : Shah-Mohammed Gautham, Deepak

Email ID : gautham.meyan.gm@gmail.com

Mobile No: 8290750486

7. Overall, how would you rate the event on a scale of 1-5?

(1 being poor, 5 being excellent)

5	4	3	2	1
<input checked="" type="checkbox"/>				

8. How was the venue and setup of the event?

Excellent	Very Good	Good	Average
<input checked="" type="checkbox"/>			

3. Was the event timed well?

Yes	No	Somewhat
<input checked="" type="checkbox"/>		

4. Any suggestion on how to improve the event?

Signature: [Signature]
Date: 21/10/2023

CHRIST COLLEGE - PUNE

Department of Science

CIPHER 2.0 (2023-24)

ATTENDANCE SHEET			
EVENT: LABRYINTH UNRAVELLING			DATE: 21-10-23
SR NO	NAME OF STUDENT	CLASS	SIGN.
1	Shreyash Kadale	FYBSC	
2	Yash Patil	FYBSC	
3	Steve Ahang	FYBSC	
4	Harish Kumbhar	FYBSC	
5	Atharva .T	FYBSC	
6	Sanfazar .Mizamuddin Khan	FYBSC	
7	Anuj .S	FYBSC	
8	Sakshi .S	FYBSC	
9	Dam More	FYBSC	
10	Atharva Gaikwad	FYBSC	
11	Bharatsingh Rajwarhik	FYBSC	
12	Aastha Ganpat	FYBSC	
13	Gurav Prasadkare	FYBSC	
14	Alister Dailva	FYBSC	
15	Virek Phadke	FYBSC	
16	Sandeep Gaikwad	FYBSC	
17	Uditva Chaudhary	FYBSC	
18	Tushar Patnankar	FYBSC	
19	Om Ran Khande	FYBSC	
20	Deepak Sathie	FYBSC	
21	Angela Clint Dosta	FYBSC	
22	Arnan Misal	FYBSC	
23	Bevan Francis	FYBSC	
Animator's Signature: Prof. Priti Khandve			

CHRIST COLLEGE PUNE

CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING

FEEDBACK FORM

Name: Saanika Chaudhari

Email ID: saanika.ajay@christcollegepune.org

Mobile No: 7821079492

7. Overall, how would you rate the event on a scale of 1-5?

(1 being poor, 5 being excellent)

5	4	3	2	1
		✓		

8. How was the venue and setup of the event?

Excellent	Very Good	Good	Average
		✓	

3. Was the event timed well?

Yes	No	Somewhat
✓		

4. Any suggestion on how to improve the event?

Next time no coding rounds for
computer science as we are already
fed up in our curriculum

Signature: [Signature]

Date: 21/10/23

CHRIST COLLEGE PUNE

CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING

FEEDBACK FORM

Name : Yash Haresh Steve

Email ID : steveabhangggg@gmail.com

Mobile No: 9809044313

7. Overall, how would you rate the event on a scale of 1-5?

(1 being poor, 5 being excellent)

5	4	3	2	1
		✓		

8. How was the venue and setup of the event?

Excellent	Very Good	Good	Average
		✓	

3. Was the event timed well?

Yes	No	Somewhat
	✓	

4. Any suggestion on how to improve the event?

Signature: Steve

Date: 21/10/23

CHRIST COLLEGE PUNE

CIPHER 2.0

2023-24

EVENT NAME: LABYRINTH UNRAVELING

FEEDBACK FORM

Name : Sam More

Email ID : sammore1@gmail.com

Mobile No: 7498140437

7. Overall, how would you rate the event on a scale of 1-5?
(1 being poor, 5 being excellent)

5	4	3	2	1
✓				

8. How was the venue and setup of the event?

Excellent	Very Good	Good	Average
✓			

3. Was the event timed well?

Yes	No	Somewhat
✓		

4. Any suggestion on how to improve the event?

No

Sam More
Signature:

Date: 21/10/23

CHRIST COLLEGE PUNE
CIPHER 2.0
2023-24
EVENT NAME: STRATEGEM-X
FEEDBACK FORM

Name : Shubham Sandeep Yadav
Email ID : shubhamyadav3900@gmail.com
Mobile No: 8626026815

11. Overall, how would you rate the event on a scale of 1-5?
(1 being poor, 5 being excellent)

5	4	3	2	1
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

12. How was the venue and setup of the event?

Excellent	Very Good	Good	Average
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

3. Was the event timed well?

Yes	No	Somewhat
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

4. Any suggestion on how to improve the event?

Shubham
Signature:

Date: 21/10/2023