



PRESENTS

PowerPinnacle

“Where Sparks Become Solutions”

PAPER PRESENTATION

**SCAN ME**

19/02/2026



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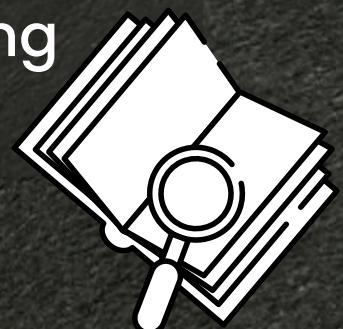


Research Paper Invitation : Driving Innovation for a Smarter Tomorrow

Are you passionate about transforming ideas into impactful technologies? PowerPinnacle invites students to present forward-thinking concepts that redefine the future of engineering and technology. With Electrical & Electronics Engineering (EEE) as the core, this platform welcomes interdisciplinary innovations from Computer Science, Mechanical, Civil, Biomedical, and allied domains.

What Makes This Event Worth Your Time?

- Build Future-Ready Technologies Learn how advancements in EEE are shaping smart cities, sustainable energy solutions, electric transportation, and intelligent systems.
- Present Advanced Technical Ideas Explore and discuss emerging domains such as AI-driven systems, smart grids, quantum technologies, space engineering, IoT, and next-generation electronics.
- Awards, Certificates & Recognition Top-quality presentations will receive exciting rewards, and all participants will be awarded certificates acknowledging their contribution.





Emerging Areas for Research & Innovation:

We welcome research papers that highlight cutting-edge advancements where Electrical and Electronics Engineering contributes significantly to future technologies. Authors are encouraged to explore the following focus areas:

1. Quantum & Future Electrical Systems

Quantum computing applications in power optimization and circuit design.

2. Sustainable Green Energy Technologies

Smart grids and renewable integration for efficient power delivery.

3. Electric Vehicles & Smart Traffic

EV charging optimization and traffic flow management.

4. Space Tech & Aerospace Energy

Advanced propulsion and energy storage for spacecraft.

5. Cybersecurity for Power Systems

Blockchain-enhanced grid protection against cyber threats.

6. Biomedical Tech & Wearables

Smart biosensors and wearable electronics for health monitoring.

7. AI-Driven Power Electronics

Neural networks for converter optimization and fault detection.

8. Next-Gen IoT Energy Systems

Edge computing and low-power networks for smart applications.



PULSE'26

Presents

Pirates of the Caribbean

Sail the Circuit

Contact:

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19TH FEB 2026



Join the voyage



Round 1 - The Smuggler's Path

Team of 3 pirates must smuggle 3 magical pearl's through pipes (channels) and deliver them safely.

- Person 1 - Jack
- Person 2 - Turner
- Person 3 - Elizabeth

Rules:

- Teams receive a cursed map (riddle) to unlock each pearl.
- Jack tilts his pipe to slide the pearl down to Turner. Turner then tilts his channel to pass the pearl into Elizabeth's pipe so it reaches the final destination.

Penalty:

- If a pearl falls or is touched, The team freezes for 10 seconds and restarts from the beginning.



Round 2 - Lullaby of the Deep

Two pirates from each team must retrieve the key by crossing a cursed path while keeping Davy Jones asleep.

Rules:

- Each team selects 2 members to participate.
- Players start from the same end of the path(wire loop). The key is placed at the other end.
- Players guide their loop carefully along the path(wire loop).
- As long as the organ music plays, you may move. When the music stops, freeze instantly.

Penalty:

- Move when the music is silent or touch the path, the player is eliminated instantly.

Round 3 - The Stolen Beat

Restore the correct flow and destroy Davy Jones' heart by activating the final mechanism.

Rules:

- Teams are given a faulty mechanism (circuit).
- One member has the solution but cannot speak or touch but can use hand signals
- The remaining crew must follow only actions and signals to activate it.

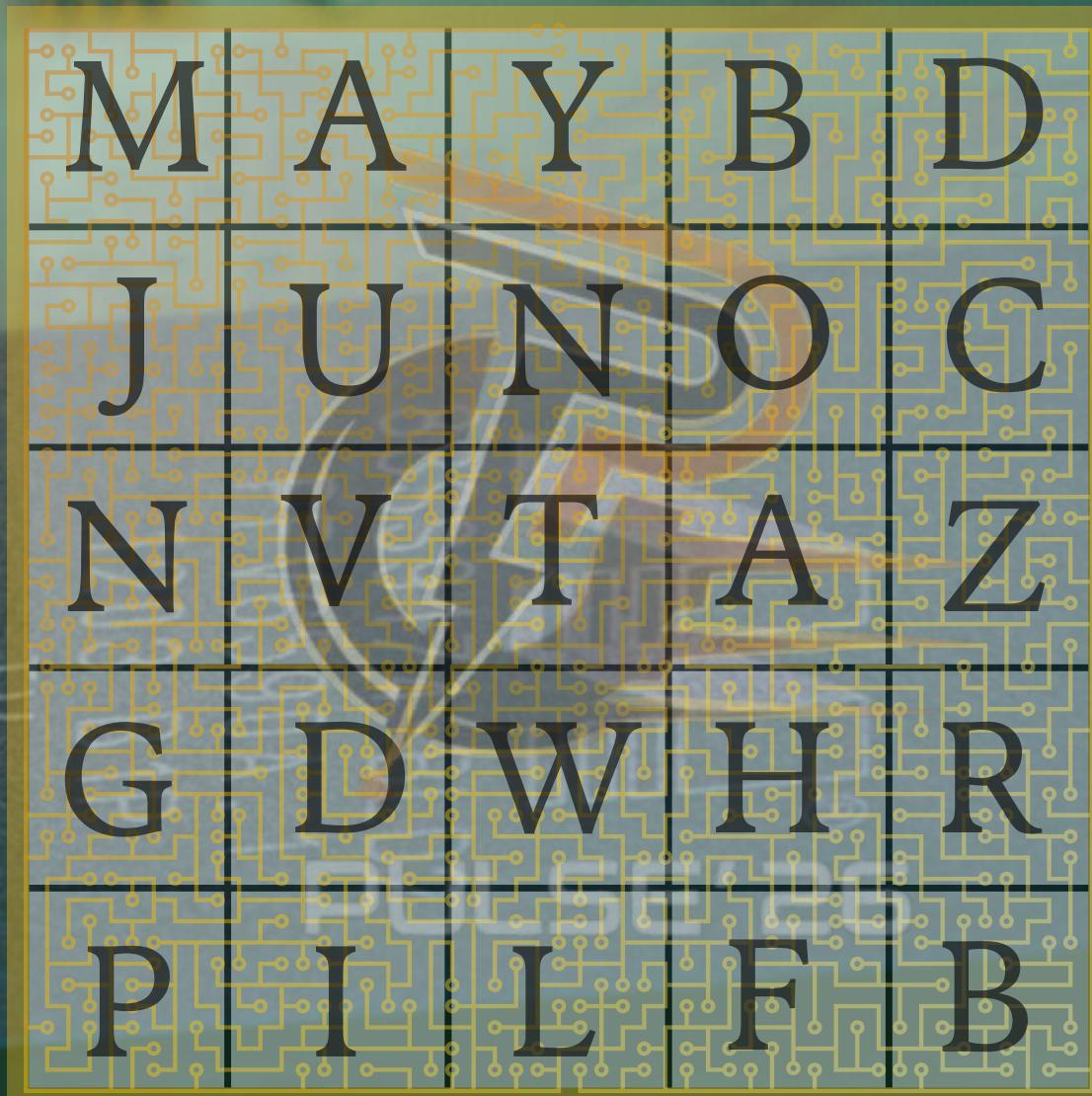
Penalty:

- If spoken the team must work one-handed for 30 seconds.



ELECTRIC WORDZA

FROM CIRCUITS TO CLUES



Date:
FEB 19, 2026

Time:
12:00-1:30PM

Venue:

CONTACT:

RENUGADEVI 9360984689
SAI HARINI 9042712617
MADHESWARAN 9677519828





DESCRIPTION:

ELECTRIC WORDZA IS AN ELECTRIFYING TEAM-BASED EVENT THAT CHALLENGES PARTICIPANTS' ELECTRICAL KNOWLEDGE AND COMMUNICATION SKILLS. WITH TWO ENGAGING ROUNDS, TEAMS OF THREE MUST USE THEIR WIT ELECTRICAL TERMS THROUGH WORDPLAY AND ENACTMENT.

RULES:

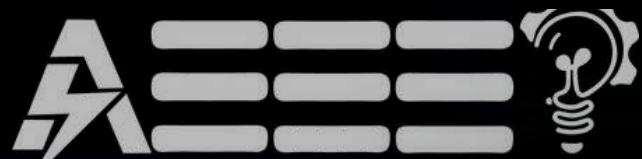
ROUND 1: ELECTRIC BINGO

EACH TEAM OF THREE PLAYS A GAME SIMILAR TO BINGO, BUT WITH ELECTRICAL TERMS INSTEAD OF NUMBERS. WORDS ARE CALLED OUT IN ROTATION, AND TEAMS MUST MATCH THEM ON THEIR GRID. HIGH-SCORING TEAMS QUALIFY FOR THE NEXT ROUND.

ROUND 2: ACT & GUESS

QUALIFIED TEAMS RECEIVE AN ELECTRICAL TERM. ONE TEAM MEMBER ENACTS THE WORD WITHOUT SPEAKING. THE OTHER MEMBERS GUESS THE TERM USING A MAXIMUM OF THREE CLUES. CORRECT ANSWERS EARN POINTS, AND THE TEAM WITH THE HIGHEST SCORE WINS.

SCE



PULSE'26

PRESENTS

UNO

THE GREAT EEE HEIST

FEB 19

12.00 - 1.30 PM

QR:



CONTACT:

ASWAN: 9344781871

SANTOSH: 9080083869

MADHU: 8838202157

CBS23



DESCRIPTION

A dynamic event exclusively for first- and second-year students, testing intellect, strategy, and problem-solving skills. First-year students will receive hints to aid them in solving the circuit, while second-year students will apply their foundational knowledge, analytical skills without any hints.

ROUND 1

Participants will compete in a fast-paced game of UNO, where strategy and smart moves are key to advancing.

In the first round, players will be grouped into teams of 10, playing simultaneously. The top 5 participants from each group who finish first will move to the next round.



ROUND 2

Unleash your analytical skills by identifying hidden electrical or electronic components from image clues. You have 1 minute to solve the challenge and submit correct answers.

Participants with the highest accurate responses will move to the next round.

ROUND 3

Participants must solve a resistor-based circuit problem using the information provided. The circuit analysis requires applying core electrical principles and accurate calculations.

Timely submission of solutions is essential for validity. Precision and efficiency will be key to success in this challenge.



RULES

- 1. The event is divided into multiple rounds, with challenges increasing in difficulty.**
- 2. Participants will be grouped into teams, competing against each other in each round.**
- 3. Listen to instructions carefully before each challenge. No additional explanations will be provided after the challenge begins.**
- 4. Make calculated and strategic moves. Every card is a move and every move is a risk.**
- 5. Be mindful of the given time limit in each challenge. Timely submissions are crucial.**
- 6. Only the top-performing participants from each round will advance to the next.**
- 7. Use hints, clues, and problem-solving skills to uncover hidden information and solve challenges.**
- 8. Cheating and breaking the rules will lead to immediate disqualification.**

PULSE'26

Presents



PROJECT PRESENTATION



CONTACT

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19/02/2026



PROJECT PRESENTATION

Engineering Impact is where innovation meets purpose. This is your chance to turn innovative thoughts into real solutions. Project Presentation is not just about showcasing a model—it's about making an impact.

By participating, you will:

- Apply technical knowledge to sustainability challenges.
- Contribute to the UN Sustainable Development Goals.
- Gain confidence in presenting ideas.
- Enhance your resume and career readiness.
- Receive expert feedback.
- Compete, collaborate, and gain recognition for innovation.

RULES:

1. The model must be operational during evaluation.
2. SDG number(s) addressed must be clearly mentioned in both model and presentation.
3. Laptops, adapters, and special accessories must be brought by participants.
4. Each team must adhere to the specified time limit for their presentation.
5. Judges will evaluate based on innovation, technical depth, feasibility, sustainability, and impact.



BATTLE SHIP

FEB 19, 2026

12.00pm-1.30pm

CB523



Contact:

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SOLAIPRIADHARSHAN-9345514391

MUKUND-9884103995



Sri Venkateswara
College of
Engineering



ROUND 1

SINK OR STRIKE

Brains meet Battleship!

Crack the electrical puzzle, take your shot, and hunt down the hidden Electro-ship fleet before they strike back.

Each move brings strategy, risk, and reward.
The participant who sinks the most ships proves their dominance and sails into the next round.

Aim wisely! Every shot counts



ROUND 2-

PIRATES OF THE POWER GRID

Enter the high-voltage battlefield where logic is your only weapon.

Navigate the powergrid, face unexpected traps, and race toward victory before the system collapses.

send your backward.

Rules & gameplay

Maximum duration: 10 mins

first player finish or cross the finish wins

neutral tiles---> solve a task within 10 sec

Success---> Advance +Z tiles

Failure---> Retreat(dice based)

Premium tiles---> Power up

Trap tiles---> Penalties