

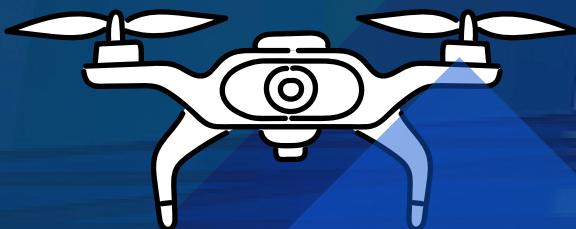


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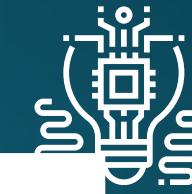


STUDENT COUNCIL PRESENTS

# MANGALAM TECH



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# INTRODUCTION TO TECH MANGALAM

Tech ManGalaM is MGM College's flagship technical fest, blending innovation with fun. It offers students a platform to showcase their skills through competitions, workshops, and hackathons, fostering creativity and collaboration.

TE-CH  
MANGALAM





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# POPULAR TECH EVENTS



MODEL UN



B.O.L.T 1.0



SQUID VERSE



# MGM College of Engineering and Technology kamothe,Navi Mumbai



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# MODEL UN



MUN is a simulation of United Nations proceedings where delegates represent countries, debate global issues, and draft resolutions. It fosters diplomacy, public speaking, and critical thinking skills while providing a platform to engage in real-world problem-solving and international relations.

Venue: Ground Floor, Seminar Hall

Time: 11:30 AM – 1:00 PM (Day 1)

# MODEL UN

## RULES & GUIDELINES:

- **Research:** Delegates must study their country's policies and agenda.
- **Attire:** Formal business wear is mandatory.
- **Conduct:** Professionalism and respect are required.
- **Speaking:** Follow the chair's directives and wait your turn.
- **Authority:** Judges' and organizers' decisions are final.

## COORDINATORS :

Purva Shelar : 7021372511

Vikas Dhurat : 9833363981



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## VISION TO VENTURE

An entrepreneurial challenge, similar to Shark Tank, where teams transform ideas into business models, define target markets, and pitch to industry experts. It fosters creativity, strategic thinking, and networking with investors and business leaders.



Venue: C.V. Raman Hall, 1st Floor

Time: 2:00 PM – 3:30 PM (Day 1)

# VISION TO VENTURE

## RULES & GUIDELINES:

- **Originality:** Ideas must be innovative and not previously implemented.
- **Business Plan:** Teams must submit a detailed proposal.
- **Time Limit:** 10-15 minutes for pitching + Q&A.
- **Professionalism:** Formal attire is mandatory.
- **Integrity:** Ethical conduct and respect are required.
- **Final Authority:** Judges' and organizers' decisions are final.

## COORDINATORS:

Vishaka Dajgade : 9021446168

Ketki Salunke : 9130263699



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## STUDENT COUNCIL PRESENTS



# DRONE IMPLEMENTER

A hands-on challenge where each department receives a drone to upgrade with innovative gadgets and custom features. Teams must optimize functionality, demonstrating real-world applications, creativity, and technical expertise.

Venue: Passage Area, Ground Floor

Time: 11:30pm - 1:30pm

# DRONE IMPLEMENTER

## RULES & GUIDELINES:

- **Operational Requirement:** The modified drone must be fully functional and capable of flight.
- **Liability & Work Area:** The managing committee is not responsible for any damages; teams must reimburse repair costs. All modifications must be done within the assigned lab, and drones cannot be taken out until the event.
- **Campus Regulation:** Drone flights are strictly prohibited on campus except on the official event day.
- **Safety Compliance:** Participants must follow all safety protocols and guidelines.
- **Evaluation:** Final demonstrations will take place in front of participants and HODs.
- **Final Authority:** Judges' and organizers' decisions are final and binding.

## COORDINATORS:

Tanvi Shirke : 93217 33089

Purva Kadu : 73857 05563



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# SNAKE AND LADDER



A thrilling, life-sized version of the classic board game! Participants navigate a giant game board where each step comes with skill-based challenges. Depending on their performance, they may advance forward or be set back, adding an exciting twist of unpredictability.

Venue: Ground Floor Passage Area

Time: 1:00 PM – 4:00 PM (Day 1 & 2)

# SNAKE AND LADDER

## RULES & GUIDELINES:

- **Fair Play:** Participants must follow game ethics—cheating or disruptive behavior will not be tolerated.
- **Respect for Props:** Players must not damage or alter the game board or provided materials.
- **Game Integrity:** Rolling twice or skipping moves without permission will lead to disqualification.
- **Final Authority:** The event organizers and coordinators will have the final say in all matters.

## COORDINATOR:

Jeeshan Inamdar : 9220740000



STUDENT COUNCIL PRESENTS

## OFF ROAD RUMBLE

A high-speed endurance challenge where participants race through a rugged, obstacle-filled track using pre-built vehicles. Competitors must complete maximum laps within the time limit, testing skill, control, and strategy to claim victory!



Venue: Quadrangle

Time: 2:00 pm – 4:30 PM (Day 1)

# OFF ROAD RUMBLE

## RULES & GUIDELINES:

- **Track Completion:** Skipping or bypassing hurdles will result in penalties.
- **Fair Play:** Obstructing or interfering with others is strictly prohibited.
- **No Damage:** Intentional damage to vehicles or the track leads to disqualification.
- **Winner Criteria:** The participant completing the most laps within the time limit wins.
- **Final Authority:** Tech coordinators' and event organizers' decisions are final.

## COORDINATOR:

Yash Nikam : 7506390749



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# ESPORTS



A thrilling battle royale showdown where players compete in Solo and Squad modes, testing survival, strategy, and combat skills. Dropping into a virtual battlefield, participants must scavenge weapons and engage in high-stakes combat. Quick reflexes, teamwork, and tactical decisions will determine the ultimate champion!

Venue: 1st Floor Classroom

Time: 1:00 PM – 4:00 PM (Day 2)

# ESPORTS

## RULES & GUIDELINES:

- Players must use their own devices with the latest game updates.
- Any third-party software, hacks, or cheats will lead to immediate disqualification.
- Internet connectivity is the player's responsibility; lag or disconnection issues won't be considered.
- Players must join within the given time; late entries won't be entertained.
- Decisions of tech coordinators and event organizers are final.

## COORDINATORS:

Rushikesh Londhe : 7498936755

Pranav Koshti 7678000979



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## BRAIN BLITZ

Brain Blitz is a high-energy quiz competition where teams tackle questions on technology, science, and logical reasoning. With elimination rounds like MCQs, buzzer challenges, and rapid-fire questions, participants must think fast, stay sharp, and outsmart the competition to win!

Venue: C.V Raman Hall, 1st Floor

Time: 1:30 PM – 3:30 PM (Day 1)



# BRAIN BLITZ

## RULES & GUIDELINES:

- **Team Format:** Teams of two will compete through MCQs, buzzer rounds, and rapid-fire challenges.
- **Answering & Scoring:** The first team to respond gets to answer; correct answers earn points, while negative marking may apply in later rounds.
- **Fair Play:** Use of mobile phones, smartwatches, or any unfair means is strictly prohibited.
- **Final Authority:** Judges' and organizers' decisions are final.

## COORDINATORS:

Sumit Jha : 6201296369

Reshma: 89281 35855



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## REELOVATE



**Reelovate is a fest-wide challenge where participants capture and showcase the best moments from tech and cultural events. Top reels will be featured on official pages, with exciting prizes for winners!**

**Venue:** On-Campus (Participants can capture content throughout the fest)

# REELOVATE

## RULES & GUIDELINES:

- Capture live fest highlights; only footage shot during the fest allowed.
- Keep reels 60-120 seconds with smooth transitions and a clear narrative.
- No inappropriate content; submit in MP4 format before the deadline.
- Judged on creativity, editing, and storytelling.
- Top 3 reels featured on official pages; judges' decisions are final.

## COORDINATOR:

Jeeshan Inamdar : 92207 40000



**STUDENT COUNCIL PRESENTS**

## ESCAPE ROOM

The Escape Room is an exciting team challenge where participants are locked in a themed room and must solve puzzles, decipher clues, and escape within a time limit. Success requires problem-solving skills, logical thinking, and teamwork to navigate through multiple levels of intricate challenges.

**Venue:** 1st Floor

**Time:** 11:00 AM – 4:30 PM (Day 2)



# ESCAPE ROOM

## RULES & GUIDELINES:

- **Solve to Escape:** Complete all challenges within the time limit.
- **No External Help:** Phones, books, and the internet are prohibited.
- **Respect the Setup:** Do not damage or alter objects unless meant for interaction.
- **Fair Play:** Cheating or disruptive behavior leads to disqualification.
- **Final Decision:** The organizer's decisions are final and binding.

## COORDINATORS :

Sujal Desale : 7517008563

Krushnali Jagtap : 8668547462



STUDENT COUNCIL PRESENTS

## POSTER PRESENTATION

Participants will visually showcase their research, projects, or innovative ideas through well-designed, engaging posters. Judges will assess clarity, creativity, and depth of understanding in each presentation. Each participant will have 5 minutes to present their poster, followed by 2 minutes for Q&A with the judges.



**Venue:** 1st Floor Classroom

**Time:** 1:00 PM – 4:00 PM (Day 2)

# POSTER PRESENTATION

## RULES & GUIDELINES:

- **Standard Banner Size:** Posters must follow the IEEE A0 format (84.1 cm × 118.9 cm or approximately 2.76 ft × 3.90 ft). Other sizes will not be accepted.
- **Clear & Concise:** Information should be well-organized, readable, and visually appealing.
- **Professional Conduct:** Participants must present their posters professionally and answer judges' questions effectively.
- **Final Decision:** Judges and organizers hold the final authority in case of disputes.

## COORDINATORS :

Shitalaprasad : 8286268856

Smriti Giri: 98707 47392



STUDENT COUNCIL PRESENTS

## SQUID VERSE



The most thrilling and highly anticipated event of the fest, inspired by the Squid Game series. This multi-round survival challenge pushes individuals and teams through intense, unpredictable games. Each round features unique physical and mental challenges, testing endurance, strategy, and teamwork. With elimination-style rounds and rules revealed on the spot, the event guarantees suspense and excitement!

**Venue:** Ground Floor Passage Area

**Time:** 11:30 AM - 3:30 PM (Day 2)

# SQUID VERSE

## RULES & GUIDELINES:

- Team Formation: Each team must have exactly four members.
- One Player, One Level: A participant can only compete in one level and cannot proceed to further levels.
- Time Limit: Each level has a strict time limit; failure to complete it in time results in elimination.
- Fair Play: No external help, resources, or unauthorized items are allowed.
- Final Decision: Judges' and organizers' decisions are final and binding.
- Note: Most rules will be explained before the game begins, and these will be considered final.

## COORDINATORS:

Wahab Shaikh : 7558449802

Aryan Bhekare : 7208314262

Shubham Jamdar : 7900071835



STUDENT COUNCIL PRESENTS

# BOLT 1.0 - THE ULTIMATE HACKATHON

A 6-hour hackathon challenging participants to showcase innovation, technical precision, and UI/UX expertise. Teams will redesign and enhance a pre-built website while maintaining its original structure and alignment. If a database is involved, seamless data integration and functionality must be ensured.



Venue: IT LAb 4 & 5

Time: 10: 00 -4:30pm (Day 2)

# BOLT 1.0 HACKATHON

## RULES & GUIDELINES:

- Teams: 2-4 members (Member 1 & 2 compulsory). Only Team Leader registers.
- Requirements: Web dev knowledge mandatory. AI tools allowed with proper acknowledgment and explanation.
- Guidelines: Collaborate, innovate, and respect the competitive environment.
- Judging: Based on innovation, execution, and adherence. Prizes for winners.

# BOLT 1.0 HACKATHON

## Materials required for Bolt 1.0

### For Participants:-

- **Laptop/Computer:** Preloaded with necessary software and tools for development.
- **Chargers & Power Banks:** Ensure all devices stay powered throughout the event.
- **Ethernet Cable/Adapter:** For stable internet connectivity (if Wi-Fi is unreliable).
- **USB Drives/External Storage:** For backups or transferring files if needed.

### COORDINATORS:

Utkarsh Kadam : 9571681717

Nirbhay Yadav : 836 917 8300



# TECHNICAL SECRETARY



### Shitalaprasad Sharma

As the Technical Secretary, I am responsible for managing and overseeing all technical events at Tech Mangalam 2025. My role involves ensuring smooth execution, effective coordination, and maintaining the event's quality and innovation.



### Vivek Shingne

I assist in organizing and managing all technical events under Tech Mangalam. My role involves coordinating with teams, ensuring smooth execution, and addressing any challenges during the fest.



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# THANK YOU!

“Technology is best when it brings People Together”

REGISTER  
NOW

