



**BMS College of Engineering, Bengaluru - 19**  
**(Autonomous Institute, Affiliated to VTU)**  
**BMSCE ACM STUDENT CHAPTER**



**ACTIVITY REPORT**

**On**

**Web Wars 2.0**

**1. Name of the Club:** BMSCE ACM STUDENT CHAPTER

**2. Name of the Activity:** Web Wars 2.0

**3. Objectives:** The objective of this competition is to engage participants in frontend web development challenges centred around themes of sustainability. Through these challenges, we aim to foster creativity and innovation in designing eco-friendly themed web solutions.

**4. Date, Time Venue of the Activity:**

Resource Person 1	Mr. Deepak Chawla, Co-Founder HiDevs
TOPIC	FRONT END WEB DEVELOPMENT
DATE/DAY	3 <sup>rd</sup> – 5 <sup>th</sup> December 2024
VENUE	CR1, 7 <sup>TH</sup> FLOOR, AIML DEPT, PJ BLOCK

**5. Name and details of collaborating agency (if it is collaborative/joint activity):** This event was conducted on the occasion of Phaseshift 2024, a technical fest which is celebrated across the span of 3 days to commemorate a specific theme - Resurgence. Phaseshift houses the largest number of events and is the largest technical symposium in Bangalore.

**6. Brief summary of the Event:** Web Wars 2.0, a 3-day tech adventure by BMSCE ACM Student Chapter - PhaseShift, challenged participants to craft sustainability focused websites in the spirit of "Resurgence."

Day 0 (3<sup>rd</sup> December): Theme Unveiling: Participants are introduced to the event themes on the themes related to "Resurgence":

- 1) Green Tech and Renewable Energy
- 2) Eco-friendly Agriculture and Food Systems
- 3) Sustainable Fashion and Lifestyle

Day 1 (4<sup>th</sup> December): Challenges Introduction: Four challenges are unveiled: Challenge 1: Navigation Bar and Additional Pages Challenge 2: Integration of Multimedia and Social Media Challenge 3: implementing a Dark Mode Toggle Surprise Challenge: Carbon Footprint Calculator.

Day 2 (5<sup>th</sup> December): Presentation, Evaluation, and Judge Guidance: The final day involves showcasing websites offline.

Rules: -

Allowed Technologies: HTML5/CSS3, JavaScript, React.js, Vue.js, Angular, SASS/LESS, WebGL, Bootstrap, Tailwind CSS.

Restricted Technologies: Canva, Figma etc.

The event featured participants presenting their websites offline, receiving feedback that highlighted an engaging and enjoyable experience. Web Wars 2.0 left an indelible mark as a memorable journey of innovation and imagination.

**7. Outcomes:** All the participating teams showed their innovation and creativity skills. The event ensured the participants with skill enhancement and exposure. Ultimately, the competition went with spirit and fun.

**8. Number of participants:** The event boasted 36 participants in teams of 2 to lock in and compete for first place. This event was solely conducted by the core committee, junior coordinators of BMSCE ACM Student Chapter and the volunteers that took part in it. Event coordinators were Devaj and Kanishka supervised by Club Coordinators Manvendra and Harsha.

Number of Faculty	Number of non-teaching staff	Number of Externals	Number of students participants
0	0	1	36

**9. Two or three relevant Photographs of the activity: (Geo-tagged photos are preferable)**



**Supporting Documents**

- a) Attendance sheet
- b) Certificates