MCA Fest - Plan Details

MCA Fest - Plan Details

Event Plan

- **Number of days & tentative dates**
    - *2 days*
    - *January 29th and 30th 2026*
- **Agenda**
    - **Find a "Name" and "Main Theme" for the event.**
        - *Title : **INCEPTA'26***
        - *Theme : AI Agents and GEN AI*

    - **Guest Speakers**
    - **Sessions**
        - **Hackathon?**
            - **Decide on the problem statement**
            - **Judging criteria**
            - **Prize details**
        - **Seminars?**
        - **Learning Sessions?**
        - **Online (Zoom/Google) meetings**

- **List of participating colleges**
    - **Figure out the means to reach out and have an idea about how many participants are going to attend**
        - Promotion through KTU MCA Community
        - Official invitations to HODs of several departments across colleges
    - **Their accomodation & food**
- **Budget**
    - **Estimate the budget**
        - Estimate of 2Lakhs without the pro-show,
        - The expense of a concert in college will be at least 2Lakhs
    - **Fund Raising - Target at least 25% more than the budget estimate**
    - **Figure out possible fund raising options**
        - **IT Companies**
        - **Educational/Training Institutes**
        - **Local Business**
        - **Alumni**
        - **Have different sponsor levels - Platinum, Gold, Silver …etc. Each category can have access to specific perks that MCA students can offer.**
- **Follow Up and Tracking**
    - **Have sub committees for each of the above tasks and have a follow up mechanism for all those sub committees.**
        - Program Committee : Competitions, live sessions, Games and eSports, Culturals
        - Sponsorship and marketing : Companies and Firms, Merchandises, Alumni

- Media
- Promotion : inter college, intra college, decorations

- **Spread the word**
    - **Social media**
    - **Friends**
    - **Posters**
    -
- **Topic N**
- **Topic N+1**
-
-

Reference

Program Tracker Sheet :

[https://docs.google.com/spreadsheets/d/1h-NVhAiSSbFx8o11vOVaHlbdw7gLxbS9q lHD4zF5qUw/edit?gid=0#gid=0](https://docs.google.com/spreadsheets/d/1h-NVhAiSSbFx8o11vOVaHlbdw7gLxbS9qlHD4zF5qUw/edit?gid=0#gid=0)

Event Plan

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- **Agenda**
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    - **Sessions**
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            - **Judging criteria**
            - **Prize details**
        - **Seminars?**
        - **Learning Sessions?**
        - **Online (Zoom/Google) meetings**
        -
- **List of participating colleges**
    - **Figure out the means to reach out and have an idea about how many participants are going to attend**
    - **Their accomodation & food**
- **Budget**
    - **Estimate the budget**
    - **Fund Raising - Target at least 25% more than the budget estimate**
    - **Figure out possible fund raising options**
        - **IT Companies**
        - **Educational/Training Institutes**
        - **Local Business**
        - **Alumni**
        -
- **Follow Up and Tracking**
    - **Have sub committees for each of the above tasks and have a follow up mechanism for all those sub committees.**
- **Spread the word**
    - **Social media**
    - **Friends**
    - **Posters**
- **Foot fall**
    - **Students from various departments in the college of about 2k**
    - **The KTU MCA Community, consisting of 32 colleges and around 3,000 students, will be invited to the event.**
    - **Approximately 150 students are expected to participate in the main events, including the Hackathon, CTF, and others.**
    - **Long-running campus fests like Pantheon, Yamista, Nexeira, and Aaram increase the college's reputation and attract students from different sections.**
- **Topic N**
- **Topic N+1**

Reference

Reference

Program Tracker Sheet :

https://docs.google.com/spreadsheets/d/1h-NVhAiSSbFx8o11vOVaHlbdw7gLxbS9q
IHD4zF5qUw/edit?gid=0#gid=0

Competitions

Competition Tracking SummaryDetailed Competition Plan

Competitions	Company that can sponsor the prize pool	Prize pool	Expected count	Reg fees	Remarks	Assignee	Venue
Hackathon		25k to 30k or a chance for offer from the company				Jerard	
Vibe coding		min 6k				Muhammed	
Prompt crafting		min 3k				Safa	
CTF			15-30, 1-2 members per team	200 per team		Harisankar	
Coding competition		3-5K	30	50	Bring laptop. spot lap available	Subi, anoop	Class room
Project presentation						Aaron	

Budget Allocation Summary

Competition	Estimated Expense Head 1	Estimated Expense Head 2	Total Estimated Budget (INR)
Code Marathon	Prizes, Platform Fee	Refreshments	
Debugging Challenge	Prizes	Venue Prep	
Tech Quiz	Prizes, Quiz Master Honorarium	A/V Rental	
UI/UX Design Hackathon	Prizes, Printing	Mentor Fee	
Gaming Tournament	Prizes, Hardware Rental	Internet/LAN Setup	
Total			

Hackathon

Hackathon

1. Event Overview

Event Name	
Event Category (Competition / Workshop / Game / Talk)	Hackathon
Event Description (Objectives, Theme, Purpose)	A 12-hour hackathon where participants rapidly prototype and showcase solutions using Generative AI and Agentic AI, with live presentations to judges.
Organized By (Dept / Club / Committee)	MCA
Event Manager / Coordinator (Name, Dept, Phone, Email)	Jerardh Tom Jasper , MCA, 7558977917, jerardhtomj@gmail.com
Alternate Coordinator (Name, Phone, Email)	Muhammad KB, Zuhri Noor, Deepak H
Date(s) & Time (Start - End)	1st day of fest, 9:00 am - 9:00 pm
Duration (Hours / Days)	12 hours
Expected Number of Participants	10-20 teams, 2-4 per team
Registration Type (Online / On-spot) & Link	Online
Registration Fee (if any)	~100 per member/team (will decide later based on funding/sponsorship).
Event Contact Email / Phone	

2. Timeline / Schedule

Stage	Date & Time	Description / Notes
	DAY 1 - 9:00 am	Event Begins
	DAY 1 - 9:00 pm	Events Ends
	DAY 2 - 4:00 pm	Winner announcement & Prize distribution

3. Venue Details

Area	Location / Room	Capacity	Requirements (A/V, Seating, Power)
MCA Department Ground Floor	Software Lab	5 - 10 teams	40+ seatings, Power Supply, Internet Access
MCA Department Floor 1	Project Lab 1	1-5 teams	20+ seatings, Power Supply, Internet Access
MCA Department Floor 1	Project Lab 2	1-5 teams	20+ seatings, Power Supply, Internet Access

Main Campus	CGPU Hall	1-10 teams	Only if the number Of teams exceed 20

4. Participation

Type of Participants (Students / Alumni / External)	Students, External
Eligibility (Program/Year/Department)	BSc / BCA / BE / B.tech / MCA / M.Tech / MSc
Expected No. of Participants	10-20 teams, 2-4 per team
Maximum Team Size (if any)	4
Certificates Provided (Participation / Winner / Volunteer)	Certificates and prize for the winners - top 3 Participation certificate for all teams
Special Access Needs / Accommodations	Refreshments

5. Team & Manpower Requirement

List of roles and responsibilities:

Role	Count	Responsibilities
Faculty Coordinator	1	Overall oversight
Student Coordinator(s)	2	Event execution
Volunteers & Technical Support	5	Registration / Crowd mgmt / Tech / Hospitality
Judges / Trainers / Resource Persons	2-3	Evaluation / Session delivery
Security / Medical	1-2	Safety & first aid

6. Resources & Logistics

Technical Requirements (Laptops, Projector, Mics, Speakers)	Power Supply
Materials (Banners, Props, Stationery, Printing)	NIL
Seating & Setup (Chairs, Tables, Stage, Podium)	Chairs,Tables
IT Support (Internet, Live scoring, Streaming)	Internet Supply
Catering / Refreshments (Tea, Lunch, Water)	Refreshements
Safety & First Aid (Emergency contact, First-aid box)	NIL
Power Backup (UPS / Generator)	Backup power supply
Parking & Access	Parking Facility

7. Financials

Estimated Expenses:

Prizes / Awards (₹)	25K
Certificates & Printing (₹)	To be discussed

Guest / Trainer Fees (₹)	To be discussed
Equipment Rental (₹)	To be discussed
Materials / Supplies (₹)	To be discussed
Catering / Refreshments (₹)	To be discussed
Promotion & Posters (₹)	To be discussed
Miscellaneous (₹)	To be discussed

Estimated Revenue / Funding:

Registration Fees (₹)	100 per person
Sponsorship (₹)	To be discussed
Department Support (₹)	To be discussed
Other (₹)	To be discussed

Total Budget Required (Calculated): ₹ To be discussed

8. Rules & Judging Criteria

Provide detailed rules, rounds, scoring method and disqualification conditions:

Round / Stage	Description & Rules

Judging Parameters and Marks Allocation:

Criteria	Max Marks	Notes

9. Risk Management

Possible Risk	Mitigation Plan
Low Participation	Promotion, On-spot registration
Sponsor Related Issues	Thorough searching
Technical Failure	Backup devices, Technician on call
Medical Emergency	First-aid, Emergency contact
Weather / Venue Issue	Alternate venue / Reschedule
Space Requirements	Requires CGPU hall or other backup space in case if the number of teams exceed 20.

10. Special Requirements

Accommodation facilities for students reaching from distant locations should be considered.

11. Approval Section

Name	Designation	Signature & Date

12. Post-event Reporting

To be filled after the event:

Actual No. of Participants	
Summary of Proceedings	
Attendance List / Link	
Actual Expenses (₹)	
Key Learnings / Feedback Summary	
Photos / Attachments (links)	

13. Sustainability & Accessibility

Measures taken for waste reduction, accessibility accommodations, and inclusivity:

14. Attachments & Links

Upload or link: Registration form, Payment receipts, Sponsor agreements, Certificates designs, Photos, Feedback forms:

Note: Please attach any sponsor agreements, trainer CVs, venue permissions and safety clearances along with this form.

CTF

CTF

1. Event Overview

Event Name	INCEPTA Cyber Siege
Event Category (Competition / Workshop / Game / Talk)	Competition
Event Description (Objectives, Theme, Purpose)	Capture the Flag (CTF) is a special kind of information security competition.
Type: (Jeopardy / Attack-Defense / Hybrid)	Jeopardy - Challenge categories: Web, AI, Reverse engineering, Crypto, Forensics, Binary Exploitation
Organized By (Dept / Club / Committee)	MCA
Event Manager / Coordinator (Name, Dept, Phone, Email)	
Alternate Coordinator (Name, Phone, Email)	
Date(s) & Time (Start - End)	30 probably, 9.30 am to 4.00 pm
Duration (Hours / Days)	6.5 hours
Expected Number of Participants	~20-30
Registration Type (Online / On-spot) & Link	Both
Registration Fee (if any)	~200 per member
Event Contact Email / Phone	

2. Timeline / Schedule

Stage	Date & Time	Description / Notes
	8.30 am	Registration Starts
	9.30 am	CTF
	4.00 pm	Winner announcement & Prize distribution

3. Venue Details

Area	Location / Room	Capacity	Requirements (A/V, Seating, Power)

4. Participation

Type of Participants (Students / Alumni / External)	Students
Eligibility (Program/Year/Department)	Any
Expected No. of Participants	~20-30
Maximum Team Size (if any)	2 (Solo participations allowed)

Certificates Provided (Participation / Winner / Volunteer)	Certificates and prize for the winners - top 3 Certificates and swags (maybe) for top 5 team Digital participation certificates

5. Team & Manpower Requirement

List of roles and responsibilities:

Role	Count	Responsibilities
Faculty Coordinator	1	Overall oversight
Student Coordinator(s)	3	Event execution
Volunteers	3 (spot registration, ticket confirmation etc.)	Registration / Crowd mgmt / Tech / Hospitality
Technical Support		A/V / Live scoring / Networking
Judges / Trainers / Resource Persons		Evaluation / Session delivery
Security / Medical		Safety & first aid

6. Resources & Logistics

- Projector or screen for displaying live score board
- Power Backups, Extension cords, Wifi access
- Refreshments (Lunch, Water, etc)

7. Financials

Estimated Expenses:

Prizes / Awards (₹)	
Certificates & Printing (₹)	
Guest / Trainer Fees (₹)	
Equipment Rental (₹)	
Materials / Supplies (₹)	
Catering / Refreshments (₹)	
Promotion & Posters (₹)	
Miscellaneous (₹)	

Estimated Revenue / Funding:

Registration Fees (₹)	
Sponsorship (₹)	
Department Support (₹)	
Other (₹)	

Total Budget Required (Calculated): ₹

8. Rules & Judging Criteria

Jeopardy-style CTFs have a couple of questions (tasks) in a range of categories. For example, Web, Forensic, Crypto, Binary, etc. The team can gain some points for every solved task. More points for more

complicated tasks usually. Then the game time is over and the sum of points shows you a CTF winner. In a tie, the winner will be selected based on the time of submission.

Fair Play:

- No brute forcing on remote infrastructure: Systematic or random guessing to discover flags is prohibited.
- No flag sharing: Sharing flags with other teams or participants is strictly forbidden.
- No flag hoarding: Participants should submit flags promptly.
- Only one account per participant: Participants are only allowed to have one account. Each person can only play on one team.
- No spamming: Do not spam challenge authors, players, or anyone else, on the platform or in the Discord.

Infrastructure Attacks:

- Any attempts to attack, disrupt, or tamper with the competition infrastructure will result in immediate disqualification.

Consequences of Rule Violations:

- Teams found violating any of the rules will be disqualified from the competition.

9. Sponsorship & Partners

Sponsor	Contact Person	No/Email	Tier	Contribution	Status	Notes
PentesterLab	https://www.linkedin.com/in/snyff/	louis@pentesterlab.com		Pentesterlab Vouchers worth ~$400	Confirmed	Vouchers can be distributed to the winners
TrainSec	Linkedin & Email	info@trainsec.net			Waiting for update	
TechByHeart	Dhanoop	+91 82817 57621			Waiting for update	
Offenso	Farhan	+91 96336 89898			Haven't contacted yet	
RedTeam	Akash (Operations Team)	+91 95264 24666			Waiting for update	

10. Technical Details

- **CTF Platform:** https://ctfd.io/
- https://github.com/h4r1337/asca-ctf (private)
- **Infrastructure hosting:** Digital Ocean

11. Risk Management

Possible Risk	Mitigation Plan
Low Participation	Promotion, On-spot registration
Technical Failure	Backup devices, Technician on call
Medical Emergency	First-aid, Emergency contact
Weather / Venue Issue	Alternate venue / Reschedule
Crowd Control	Additional volunteers / Security

12. Special Requirements

Stage / Decorations / Security / Photography / Permissions / Accessibility / Sustainability measures / Waste management / Any Other:

13. Approval Section

Name	Designation	Signature & Date

14. Post-event Reporting

To be filled after the event:

Actual No. of Participants	
Summary of Proceedings	
Attendance List / Link	
Actual Expenses (₹)	
Key Learnings / Feedback Summary	
Photos / Attachments (links)	

15. Sustainability & Accessibility

Measures taken for waste reduction, accessibility accommodations, and inclusivity:

16. Attachments & Links

Upload or link: Registration form, Payment receipts, Sponsor agreements, Certificates designs, Photos, Feedback forms:

Note: Please attach any sponsor agreements, trainer CVs, venue permissions and safety clearances along with this form.

Coding

Coding

1. Event Overview

Event Name	CodeRush
Event Category (Competition / Workshop / Game / Talk)	Coding
Event Description (Objectives, Theme, Purpose)	The goal of this competition is to test participants' problem-solving abilities, logical thinking, and programming efficiency. Participants must solve as many easy-medium coding problems as possible from a set of **20 questions** within the allotted time.
Organized By (Dept / Club / Committee)	MCA
Event Manager / Coordinator (Name, Dept, Phone, Email)	Subi Suresh, MCA, 8593978871 subisuresh69@gmail.com
Alternate Coordinator (Name, Phone, Email)	Jerardh Tom Jasper
Date(s) & Time (Start - End)	Second day of fest, 2:00pm -4:30 pm
Duration (Hours / Days)	2.5 hrs
Expected Number of Participants	20-25
Registration Type (Online / On-spot) & Link	Online
Registration Fee (if any)	Will decide later
Event Contact Email / Phone	8593978871 / subisuresh69@gmail.com

2. Timeline / Schedule

Stage	Date & Time	Description / Notes
	DAY 2 - 2:00 pm	Event Starts
	DAY 2 - 4:30 pm	Events Ends
	DAY 2 - 4:45 pm	Result Declaration

3. Venue Details

Area	Location / Room	Capacity	Requirements (A/V, Seating, Power)
MCA department ground floor	Software Lab	40+	40+ seatings,power supply, Internet Access

4. Participation

Type of Participants (Students / Alumni / External)	Students/External

Eligibility (Program/Year/Department)	Any
Expected No. of Participants	20+
Maximum Team Size (if any)	
Certificates Provided (Participation / Winner / Volunteer)	Certificates and prize for the winners - top 3 Participation certificate for all teams
Special Access Needs / Accommodations	

5. Team & Manpower Requirement

List of roles and responsibilities:

Role	Count	Responsibilities
Faculty Coordinator	1	Overall oversight
Student Coordinator(s)	3	Event execution
Volunteers	3	Registration / Crowd mgmt / Tech / Hospitality
Technical Support		A/V / Live scoring / Networking
Judges / Trainers / Resource Persons		Evaluation / Session delivery
Security / Medical		Safety & first aid

6. Resources & Logistics

Technical Requirements (Laptops, Projector, Mics, Speakers)	
Materials (Banners, Props, Stationery, Printing)	
Seating & Setup (Chairs, Tables, Stage, Podium)	
IT Support (Internet, Live scoring, Streaming)	
Catering / Refreshments (Tea, Lunch, Water)	
Safety & First Aid (Emergency contact, First-aid box)	
Power Backup (UPS / Generator)	
Parking & Access	

7. Financials

Estimated Expenses:

Prizes / Awards (₹)	
Certificates & Printing (₹)	
Guest / Trainer Fees (₹)	
Equipment Rental (₹)	
Materials / Supplies (₹)	
Catering / Refreshments (₹)	
Promotion & Posters (₹)	
Miscellaneous (₹)	

Estimated Revenue / Funding:

Registration Fees (₹)	
Sponsorship (₹)	
Department Support (₹)	
Other (₹)	

Total Budget Required (Calculated): ₹

8. Rules & Judging Criteria

Provide detailed rules, rounds, scoring method and disqualification conditions:

Round / Stage	Description & Rules
Only 1 Round	Use of external softwares and AI is Prohibited

Judging Parameters and Marks Allocation:

Judging will be based on HackerRank ranking system

Criteria	Max Marks	Notes

9. Risk Management

Possible Risk	Mitigation Plan
Low Participation	Promotion, On-spot registration
Technical Failure	Backup devices, Technician on call
Medical Emergency	First-aid, Emergency contact
Weather / Venue Issue	Alternate venue / Reschedule
Crowd Control	Additional volunteers / Security

10. Special Requirements

Stage / Decorations / Security / Photography / Permissions / Accessibility / Sustainability measures / Waste management / Any Other:

11. Approval Section

Name	Designation	Signature & Date

12. Post-event Reporting

To be filled after the event:

Actual No. of Participants	
Summary of Proceedings	
Attendance List / Link	
Actual Expenses (₹)	
Key Learnings / Feedback Summary	
Photos / Attachments (links)	

13. Sustainability & Accessibility

Measures taken for waste reduction, accessibility accommodations, and inclusivity:

14. Attachments & Links

Upload or link: Registration form, Payment receipts, Sponsor agreements, Certificates designs, Photos, Feedback forms:

Note: Please attach any sponsor agreements, trainer CVs, venue permissions and safety clearances along with this form.

Vibe Coding

Vibe Coding

1. Event Overview

Event Name	Lazy Coding
Event Category (Competition / Workshop / Game / Talk)	Competition
Event Description (Objectives, Theme, Purpose)	Vibe Coding is AI Powered full-stack web development competition
Organized By (Dept / Club / Committee)	Dept
Event Manager / Coordinator (Name, Dept, Phone, Email)	
Alternate Coordinator (Name, Phone, Email)	
Date(s) & Time (Start - End)	30 probably, 9.30 am to 4.00 pm
Duration (Hours / Days)	3 hour
Expected Number of Participants	~10-20
Registration Type (Online / On-spot) & Link	Both
Registration Fee (if any)	~200
Event Contact Email / Phone	

2. Timeline / Schedule

Stage	Date & Time	Description / Notes
	8:30 am	Registration Starts
	10 am	Competition Starts
	3 pm	Result Announce

3. Venue Details

Area	Location / Room	Capacity	Requirements (A/V, Seating, Power)

4. Participation

Type of Participants (Students / Alumni / External)	Students
Eligibility (Program/Year/Department)	Any
Expected No. of Participants	~10-20
Maximum Team Size (if any)	
Certificates Provided (Participation / Winner / Volunteer)	
Special Access Needs / Accommodations	

5. Team & Manpower Requirement

List of roles and responsibilities:

Role	Count	Responsibilities
Faculty Coordinator	1	Overall oversight
Student Coordinator(s)	4	Event execution
Volunteers	3 (spot registration, ticket confirmation etc.)	Registration / Crowd mgmt / Tech / Hospitality
Technical Support	1	A/V / Live scoring / Networking
Judges / Trainers / Resource Persons	2	Evaluation / Session delivery
Security / Medical		Safety & first aid

6. Resources & Logistics

Technical Requirements (Laptops, Projector, Mics, Speakers)	Laptops
Materials (Banners, Props, Stationery, Printing)	
Seating & Setup (Chairs, Tables, Stage, Podium)	
IT Support (Internet, Live scoring, Streaming)	Internet
Catering / Refreshments (Tea, Lunch, Water)	
Safety & First Aid (Emergency contact, First-aid box)	
Power Backup (UPS / Generator)	
Parking & Access	

7. Financials

Estimated Expenses:

Prizes / Awards (₹)	
Certificates & Printing (₹)	
Guest / Trainer Fees (₹)	
Equipment Rental (₹)	
Materials / Supplies (₹)	
Catering / Refreshments (₹)	
Promotion & Posters (₹)	
Miscellaneous (₹)	

Estimated Revenue / Funding:

Registration Fees (₹)	
Sponsorship (₹)	
Department Support (₹)	
Other (₹)	

Total Budget Required (Calculated): ₹

8. Rules & Judging Criteria

Round 1: Code Build Round (3 hours)

Participants must:

- Select one topic from the list provided

- Build a full-stack web application (frontend + backend)

- Use AI tools for development

- Ensure the project runs locally or via deployment

Round 2: Demo Presentation (2 minutes per team)

Each team presents their app, features, and backend integration.

B. Detailed Rules

1. Team Rules

- Teams of 1–2 members

- One laptop per team

- No external help allowed

2. Allowed Tools

- ChatGPT, Gemini, Copilot, Claude etc

- Online documentation

- AI-generated templates

3. Not Allowed

- Pre-built GitHub projects

- Code written before the event

- Copying full apps from tutorials

- Sharing code between teams

4. Mandatory Requirements

- Frontend + backend

- Minimum 3 working APIs

- Working UI with navigation

C. Disqualification Conditions

- Using pre-made code

- Copying GitHub projects

- Sharing code between teams

- External help

- Misbehavior

- Project not running with no attempt to fix

D. Judging Criteria (100 Marks)

1. Functionality – 30 Marks

2. Frontend UI/UX – 20 Marks

3. Backend Logic – 20 Marks

4. Prompt Engineering – 15 Marks

5. Innovation – 10 Marks

6. Presentation – 5 Marks

9. Risk Management

Possible Risk	Mitigation Plan
Low Participation	Promotion, On-spot registration
Technical Failure	Backup devices, Technician on call
Medical Emergency	First-aid, Emergency contact
Weather / Venue Issue	Alternate venue / Reschedule
Crowd Control	Additional volunteers / Security

10. Special Requirements

Stage / Decorations / Security / Photography / Permissions / Accessibility / Sustainability measures / Waste management / Any Other:

11. Approval Section

Name	Designation	Signature & Date

12. Post-event Reporting

To be filled after the event:

Actual No. of Participants	
Summary of Proceedings	
Attendance List / Link	
Actual Expenses (₹)	
Key Learnings / Feedback Summary	
Photos / Attachments (links)	

13. Sustainability & Accessibility

Measures taken for waste reduction, accessibility accommodations, and inclusivity:

14. Attachments & Links

Upload or link: Registration form, Payment receipts, Sponsor agreements, Certificates designs, Photos, Feedback forms:

Note: Please attach any sponsor agreements, trainer CVs, venue permissions and safety clearances along with this form.

Prompt Craft

Live Sessions

Live Sessions of Incepta'26

ased on the theme				
n involving industry leaders	Anwar Sadath		Deepak	
Creation: AI's changing Role in Software Engineering	Sunil Raveendran			
cing agent framework like LangChain			Abhishek	
code tool			Theertha	
ase study , using forensic tools (by a cyber expert)	CyberDome			
nication and storytelling	Swarnalatha		Zuhri	
are better for placements in campus and outside				
g			Zuhri	
			John	

LLM Workshop

📌 **<u>Event Details</u>**

Event Title:
One-Day Hands-on Workshop on Generative AI: Agentic AI & Autonomous Agents

Resource Person:
Mr. Joseph Benny
Senior Professional, Tata Consultancy Services (TCS)

Registration Fees:
200

Type of Event:
Technical Workshop (Hands-on)

Mode:
Offline (On-Campus)

Date:
27th January

Duration:
1 Full Day

Venue:
MCA Main Lab

Target Audience:
UG / PG Students with interest in:

°Artificial Intelligence
°Generative AI
°Software Development
°Emerging Technologies

Workshop Objective:
To provide participants with a practical and conceptual understanding of Agentic AI and Autonomous Agents, covering architecture, reasoning, memory, tool usage, and real-world applications through hands-on development and a mini project.

Topics Covered:
Introduction to Agentic AI and Autonomous Agents
AI Agent Architecture
Reasoning

Memory
Action Loop
Reasoning and Planning for Goal-Driven Agents
Building Agents using LangChain
Tool-Using Agents and API Integration
Agent Memory and Retrieval-Augmented Generation (RAG)
Hands-on Development of a Simple Autonomous Agent
Mini Project and Real-World Use Cases
Ethics, Limitations, and Future Scope of Agentic AI

Hands-on Requirement:
All participating students must carry their own laptops
Basic knowledge of programming is recommended
Internet connectivity (if required) will be informed during the session

Infrastructure Requirements:
Seminar / Workshop Room
Projector and Screen
Power supply and charging points
Seating arrangement for hands-on session

Resource Person Requirements:
Accommodation with room for stay and fresh-up
Projector-enabled venue

Remuneration:
₹8,000 (Rupees Eight Thousand Only)
Accommodation provided separately by the institution

Expected Outcomes:
Clear understanding of Agentic AI concepts
Practical exposure to building autonomous agents
Experience with LangChain, tools, and RAG
Awareness of ethical considerations and future trends in Agentic AI

AI Powered Hacking

Venue: Main Lab

ISACA Workshop

Competiitive CodingWorkshop

COMPETITIVE CODING WORKSHOP

Workshop Overview

Workshop Name: Competitive Coding for placements and competitions

Date(s): February Tentative

Duration: 6 days, 1-1.5 hour per day, Total 8-10 hours

Mode: Offline

Venue/Platform: Main lab

Registration Fee: 150/250

Registration Deadline: Jan 1

Maximum Participants: 100

Contact Information

Primary Organizer: Zuhri
 Email:
 Phone:

Co-organizers:

Workshop Objectives

[Describe the main goals and learning outcomes of this workshop]

- Make the students prepared for placement coding rounds
- Develop problem solving ability and thinking patterns.
-

Target Audience

Prerequisites: Basic programming knowledge

Ideal for: [e.g., College students, Beginners, Intermediate coders]

Topics Covered & Session Distribution

Topic	Instructor	Duration	Date/Time	Notes
Introduction to Competitive Coding	[Instructor name]	[e.g., 1 hour]	[Date & time]	[Any special notes]
Time & Space Complexity Analysis	[Instructor name]	[e.g., 1.5 hours]	[Date & time]	
Arrays & Strings	[Instructor name]	[e.g., 2 hours]	[Date & time]	
Sorting & Searching Algorithms	[Instructor name]	[e.g., 2 hours]	[Date & time]	
Recursion & Backtracking	[Instructor name]	[e.g., 2 hours]	[Date & time]	
Dynamic Programming Basics	[Instructor name]	[e.g., 2.5 hours]	[Date & time]	
Graph Theory & Algorithms	[Instructor name]	[e.g., 2 hours]	[Date & time]	
Trees & Binary Search Trees	[Instructor name]	[e.g., 2 hours]	[Date & time]	
Greedy Algorithms	[Instructor name]	[e.g., 1.5 hours]	[Date & time]	
Contest Strategy & Tips	[Instructor name]	[e.g., 1 hour]	[Date & time]	

Resources & Materials

Required Software/Tools:

- [e.g., IDE - VS Code, PyCharm, etc.]
- [e.g., Programming language - C++17, Python 3.x, Java]
- [e.g., Online Judge accounts - Codeforces, LeetCode, etc.]

Reference Materials:

- [List books, websites, or resources to be provided]
-
-

Practice Platforms:

- [e.g., Codeforces]
- [e.g., LeetCode]
- [e.g., HackerRank]

Assessment & Certification

Assessment Method: Final hackerank coding round

Certification Criteria: Minimum 80% attendance, Complete all assignments

Certificate: Yes

Registration Details

Registration Link: [Insert link]

Payment Methods: [e.g., UPI, Bank Transfer, Cash]

Refund Policy: [Describe refund policy if applicable]

Additional Notes

[Any other important information, rules, or announcements]

Task Distribution Among Organizers

Task	Assigned To	Deadline	Status
[e.g., Create registration form]	[Name]	[Date]	[Pending/Complete]
[e.g., Prepare promotional materials]	[Name]	[Date]	
[e.g., Book venue]	[Name]	[Date]	
[e.g., Arrange equipment/software]	[Name]	[Date]	
[e.g., Design certificates]	[Name]	[Date]	
[e.g., Collect participant details]	[Name]	[Date]	

Last Updated: 11/08/25

Code to cocreation

Key note

Placement Talk

Panel Discussion

PANELISTS

Role	Confirmed Panellist	Speaker Requirement (RPs)
Education Sector Lead	Anwar Sadath (CEO of Kite)	1 Panellist (Confirmed)
Moderator	(To be decided)	1 Panellist (Required)
CEO of AI-Based Company	(To be decided)	1 Panellist (Required)
Curriculum Educator	(To be decided)	1 Panellist (Required)
Researcher/Practitioner	(To be decided)	1 Panellist (Required)
Total RPs Needed		5 Panellists

If Collab with IEDC, the central them can be "AI + Entrepreneurship"
The central theme is "How AI Can Impact Education."
The discussion should explore the benefits, challenges, and future direction of AI across four main stakeholders:

Stakeholder	Key Discussion Focus
Students	Personalized learning, adaptive testing, skill development for the future workforce.
Educators	Reducing administrative burden, tools for customized instruction, professional development needs.
Education Sector (Institutions/Admin)	Curriculum development, ethical use of AI, policy, and scaling AI solutions.
Industry	Bridging the skill gap, industry demand for AI proficiency, and collaboration with educational bodies.

Venue of the Panel
       a. CGPU
       b. CETAA

Buisness Story telling

Games

E sports

Pre-Fest Online Tournaments

eFootball Online Championship

Mode: 1v1
Platform: Online (Mobile)

Details:

Valorant Online Championship

Mode: 5v5
Platform: Online (PC)

Details:

BGMI Online Championship

Mode: Squad TPP
Platform: Online (Mobile)

Details:

Mini Militia Online Championship

Mode: 6 Player
Platform: Offline

Details:

Live Tournaments

FIFA Championship

Mode: 1v1
Platform: console(Offline)

Details:

Minis

🎪 PlayFest – Live Activity & Game Stalls

These activities are curated to promote stress relief, community bonding, creativity, and fun offline engagement, aligned with the PlayFest mission.

1. Speed Typing Challenge
(Not under playfest)
Players: Individual

Duration: 1–2 minutes per round

Activity Type: Focus & Reaction A fast-paced typing battle where participants race to type accurately at high speed.

2. Escape Room Experience

Players: 3–6 players per session

Duration: 10–15 minutes

Activity Type: Team Strategy & Puzzle Solving Teams solve clues and unlock the path to escape within the time limit.

3. Dart Throw

Players: 1–2 players at a time

Duration: Quick play (1 minute turns)

Activity Type: Aim & Accuracy A casual target game to challenge hand-eye coordination.

4. Foam Archery Zone

Players: 1–4 at once

Duration: Open play

Activity Type: Safe Sport & Focus Soft foam-tipped archery that is safe and fun for all age groups.

5. Cosplay Interaction Booth

A free-spirited creative space encouraging self-expression and character representation.

6. Nerf Battle Arena

An energetic soft-shooting activity encouraging team play and stress release.

🎲 Board & Card Game Interaction Stalls (with PDF Details Added)

Game	Players	Duration	Type/Skill	Description

7. Top That!

Players: 4 players

Duration: 5 min

Type: Strategy + Quick Reaction
Fast stacking and matching challenge to test reflex and pattern reading.

8. Chain Triangle

Players: 4 players

Duration: 10 min

Type: Strategy
Players form patterns using triangle chains based on prompt cards.

9. Happy Salmon

Players: 4 players

Duration: ~90 seconds per round

Type: High Energy Social Game

Fast hand-action exchanges leading to loud laughter and instant bonding.

10. Maki Stack

Players: 2–4 players

Duration: 5 min

Type: Team Building
Players stack sushi pieces using blindfolds or shared instructions.

11. Dr. Eureka

Players: 2–8 players

Duration: 5 min

Type: Hand–Eye Coordination
Solve formula card patterns by transferring colored balls through tubes safely.

12. Taco Cat Goat Cheese Pizza

Players: 2–8 players

Duration: 3 min

Type: Rhythm + Reaction
Call words in order, react fast—chaotic, funny, and addictive.

13. Spot It / Dobble

Players: 2–4 players

Duration: 3 min

Type: Pattern Recognition
Match identical icons faster than your opponent.

14. Face Change Cube

Players: 2–4 players

Duration: 5 min

Type: Pattern Recognition
Recreate face expressions using cube pieces.

15. Sling Puck

Players: 2 players

Duration: 3 min

Type: Sport Reaction Game
Push all pucks to opponent's side — fast, exciting, loud.

16. Pictureka

Players: 2–8 players

Duration: 10 min

Type: Pattern Search
Players race to find pictures matching task prompts.

17. Magnet / Sizzle

Players: 2–8 players

Duration: 3 min

Type: Strategy + Reaction
Magnetic pieces create suspenseful chain reactions.

18. Mikkaido (Pick-Up Sticks)

Players: 2–8 players

Duration: 3 min

Type: Hand-Eye Coordination
Carefully lift sticks without disturbing others.

19. Yeti in My Spaghetti

Players: 2–4 players

Duration: 15 min

Type: Balance Game
Remove spaghetti sticks without letting the Yeti fall.

20. Dead Man's Deck

Players: 2–8 players

Duration: 15 min

Type: Strategy / Memory
Pirate-themed card game with twists and risk-taking.

21. Suspend

Players: 2–8 players

Duration: 3 min

Type: Balance + Precision
Build hanging structures without collapse.

22. Connect 4

Players: 2 players

Duration: 5 min

Type: Strategy
Form a straight line of 4 tokens before your opponent.

23. Jenga

Players: 2–4 players

Duration: 5 min

Type: Balance + Suspense
Remove blocks without toppling the tower.

24. Board & Boats(not under play fest)

Players: Open

Duration: Relaxed sessions

Type: Casual Tabletop Play
A cozy board-play zone for winding down.

🎯 Additional Skill Zones

25. Balloon Shooting(not under playfest)

Fun burst-and-score shooting activity.

26. Tower of Hanoi(not under play fest)

Logic puzzle requiring planned moves and patience.

27. Hot Wheels Track Race

(Requires more space)
An exciting racing lane for car speed)

Treasure Hunt

One Piece Treasure Hunt – Event Plan

Overview
The One Piece Treasure Hunt is a college-wide adventure game where teams act as pirate crews racing to find the ultimate treasure — the One Piece!
Each clue is hidden in the form of a photo and riddle, leading teams to the next location.

Game Concept
• Theme: One Piece (Pirate Adventure)
• Total Locations: 5–7
• Teams: Unlimited (recommended 10–15)
• Team Size: 5 members + 1 volunteer per team
• Objective: Reach the final location and find the One Piece first.
• Volunteer Role: Each team's volunteer accompanies the team, verifies riddles, and records progress.

Game Flow
Step Action Description
1 Start Round All teams receive the first clue.
2 Solve Clue A photo and riddle are provided, hinting at the next location.
3 Find the Place Teams race to find the correct location within the campus.
4 Verification Team's assigned volunteer confirms the answer and provides the next clue.
5 Elimination The last or second-last team to reach each stage is eliminated.
6 Continue
Rounds Repeat until the final stage.
7 Final Round Remaining teams solve the ultimate riddle to find The One Piece Treasure!

Elimination Format
Round Eliminated Remaining Teams (Example: 12 teams)
Start –
1
12
2 teams 10
2
3
4
5
2 teams 8
2 teams 6
1 team
1 team
5

Final Winner 1

The number of eliminated teams may vary depending on total participants.

Clue Design

Each clue displays:

• A close-up photo of a small object from the next location.

• A riddle themed around One Piece.

Guidelines for Clue Creation:

1. Choose unique campus spots that are easy to identify once the riddle is solved.

2. Keep clues balanced — not too easy, not too complex.

3. Each clue should connect to the One Piece world (pirates, adventure, journey, treasure).

4. Volunteers must ensure the next clue is only handed once the current riddle is correctly solved.

Volunteers & Checkpoints

Each team will have one assigned volunteer (Marine or Guardian).

Volunteer Duties:

• Accompany the team throughout the hunt.

• Verify the riddle answers and provide the next clue.

• Record the team's time and arrival order for each stage.

• Report eliminations to the organizing committee.

• Ensure fair play and adherence to rules.

There are no separate volunteers stationed at locations. Each team's volunteer travels with their team.

Rules & Fair Play

1. Each team must have exactly 5 members + 1 volunteer.

2. Teams must stay together at all times — splitting up is not allowed.

3. Each team must solve its clues independently, without outside help.

4. Clues or props must not be moved, damaged, or hidden.

5. Volunteers should not provide hints — only confirm answers.

6. Teams can only advance once their volunteer validates the riddle.

7. Any team found cheating or breaking rules will be disqualified immediately.

8. The decisions of volunteers and organizers are final.

Final Stage

The final clue leads to the ultimate riddle, combining hints from previous stages.

Example Final Riddle:

"Beyond the seas of knowledge and the stage of dreams,

Lies the treasure beneath the flag that never bows."

The first team to find The One Piece Treasure Chest wins!

Treasure Ideas:

• Pirate chest prop with gold coins or prizes

• Certificates and goodies

• "Bounty posters" for the winning crew

Suggested Schedule

Time

Activity

10:00 AM Team registration & briefing

10:15 AM Round 1 begins

Time

Activity

10:30 AM Round 1 elimination

11:00 AM Round 2

11:30 AM Round 3

12:00 PM Break

12:30 PM Final Round

1:00 PM Winners announced

Extra Creative Ideas

• Give each team a crew name and bounty poster.

• Organizers can dress as Marines or Yonko.

• Play One Piece background music for atmosphere.

• Decorate with pirate flags, scrolls, maps, and treasure chests.

Summary

Theme: One Piece

Format: Location-based Treasure Hunt

Team Size: 5 members + 1 volunteer per team

Objective: Be the fastest pirate crew to reach The One Piece

Elimination: Slowest team(s) per round

Volunteers: One per team (travels with the crew)

Final Prize: The One Piece Treasure Chest & Certificates

Time: 10:00 AM – 1:00 PM

Treasure Hunt Online

INCEPTA GALA

INCEPTA'26 – Cultural Night (Incepta Gala)

Organized by the Department of Computer Applications, College of Engineering Trivandrum (CET)

1. Event Overview

Incepta'26 is the annual MCA Tech Fest of the Department of Computer Applications, CET Trivandrum. The fest aims to merge technology and creativity through workshops, competitions, and cultural experiences.

As part of the fest, **Incepta Gala**—the two-day cultural extravaganza—will bring together students, artists, and audiences to celebrate music, performance, and art.

2. Event Details

Event Name	**Incepta Gala – The Cultural Night of Incepta'26**
Venue	College of Engineering Trivandrum
Dates	**Day 1:** 29 January 2026 (Department & College Cultural Night) **Day 2:** 30 January 2026 (Pro Show Night)
Time	5:00 PM – 10:00 PM (both days)
Organized By	MCA Department, CET Trivandrum
Audience	CET students, other colleges' participants, invited guests, and the public (with entry passes)

3. Event Objectives

- To promote student talent and creativity within CET and visiting colleges.

- To enhance the overall Incepta'26 experience through music and cultural performances.

- To provide a platform for professional bands and artists to perform for a diverse student audience.

- To foster interaction and networking between departments, alumni, and visitors.

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4. Day-Wise Plan

Day 1 – Department & College Cultural Night (Jan 29 2026)

Venue: *Gazebo*

Theme: *Talent Unplugged – Rhythm of Incepta*

- Performances by MCA students and other CET departments.
- Dance, music and fun segments.
- Interactive crowd games.
- Food stalls and informal art corners.
- Open to fest participants and all CET students.
- We can arrange department wise competitions for crowd pulling with small prizes.

Expected Audience: ~ 500 students

Day 2 – Pro Show (Jan 30 2026)

Theme: *Gazebo/DJ hall/Dhwani*

Theme: *The Grand Stage – Beats of Incepta*

A night of live music, energy, and entertainment featuring professional bands and performers.

Artists/Bands Contacted:

Sl No	Name	Type	Estimated Budget	Contact/Link
1	Agam Band	Concert	Approx ₹10 L	–
2	Once Upon a Time	Full Band	₹80K / ₹50K + Travel	https://www.instagram.com/amalvargheseviolin?igsh=MXJxb3N0ZDA3a2FvaA==

3	Active Radio	Concert	₹1.5 L	https://www.instagram.com/active_radio_official?igsh=MWkzc2RlajZ6NmUyaQ==
4	Folkgra pherlive	Concert	₹2 L	https://www.instagram.com/folkgrapher_live?igsh=Z3cxcDM1cm5teWdq
5	Sanchari	Concert	₹3.5 L	–
6	Ragaton ic	Band	₹90 K	https://www.instagram.com/ragatonic7?igsh=MW5qZ3ZlMGQ1b3B5aA==

Expected Audience: 500

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5. Technical and Logistics Requirements

- **Stage & Sound:** Professional concert setup with lighting, sound mixing console, and background LED screens.

- **Power Backup:** Generator and UPS for continuous power.

- **Security:** Campus security, volunteers, and crowd-control barricades.

- **Hospitality:** Artist greenroom, refreshment stalls, and resting areas.

- **Promotion:** Posters, social-media campaigns, reels, and on-campus banners.

- **Ticketing/Passes:** Entry by wristbands or QR passes (for crowd control).

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6. Sponsorship and Support

Funds will be raised through:

- College and department budget allocation.

- Sponsorships from local and tech companies.