

>_DATA: I FESTIVAL CYBERPUNK DE
BARCELONA/CSA LA RAMPA/C·ALMAGRO 2-4
>_METRO/L3 CANYELLES
sudo apt-get/programa/IFCB:

> OPEN/divendres26:

13:00 ■ 14:00 = Obertura del Festival i presentació del concurs #Ambientació Cyberpunk#
14:00 ■ 16:30 = AKIRA (124')
16:30 ■ 18:30 = Tecnologia Salvatge: discutin els efectes nocius de la tecnologia intel·ligent
18:30 ■ 19:30 = Presentació llibre #ACELDAHAW a carrec de l'autor #Francisco Jota-Pérez#
19:30 ■ 22:00 = #Blackout# ■ #Bitemap#
22:00 ■ 24:00 = THE ZERO THEOREM (107')

> OPEN/dissabte27:

>_Level 100:
10:00 ■ 10:30 = Obertura de portes amb ARKANA
10:30 ■ 12:00 = Cyberpunkización Live
>_Level 099:
10:30 ■ 12:00 = Projecto valvula
12:00 ■ 13:00 = Tercera simosi + Dj#BBGTA#
13:00 ■ 14:30 = Charla Transexualidad y sexualidad cyberpunk con Rebe-K
14:30 ■ 15:30 = Rebe-K system sound
15:30 ■ 18:00 = Coctail + Dj
18:00 ■ 19:00 = Sergio voltage
19:00 ■ 20:00 = Open debate
20:00 ■ 21:00 = Clausura simosi + Dj#Gonza#

>_Level 098:

10:30 ■ 12:30 = DIY Fashion backstage (tienda en directo)
12:30 ■ 13:30 = Moda y estética cyberpunk.
13:30 ■ 18:00 = Cyber Fashion assistant

18:00 ■ 19:00 = Fashion rush hour

>_Level 097:

10:30 ■ 12:30 = COSHT IN THE SHELL (83%)

12:30 ■ 13:30 = desfile cyber DIY interpretación 200%

13:30 ■ 15:30 = VISHWATECH SPECTRA EDITION

15:30 ■ 16:30 = Desfile de moda y estética cyberpunk.

16:30 ■ 17:00 = Desfile de moda y estética cyberpunk.

17:00 ■ 18:00 = Desfile de moda y estética cyberpunk.

18:00 ■ 19:00 = Desfile de moda y estética cyberpunk.

19:00 ■ 21:00 = Desfile de moda y estética cyberpunk.

21:00 ■ 21:30 = Desfile de moda y estética cyberpunk.

21:30 ■ 22:00 = ECH + BITEMAP

22:00 ■ 22:30 = QBITS

22:30 ■ 23:00 = CHRISTINA RATAS

23:00 ■ 00:00 = Cocktail

> OPEN/diumenge28:

12:00 ■ 14:00 = THE LAUNHOVER (107')

14:00 ■ 16:00 = Pica-Pica Cyberspace

16:00 ■ 17:00 = Storyteller #Mirrorsides

17:00 ■ 19:00 = NEO TOKYO (58')

19:00 ■ 21:00 = Concert #Ejercito de almas# + Premis concurs ambientació

21:00 ■ 23:30 = BLADE RUNNER (117')



VISHWATECH SPECTRA EDITION

VISHWATECH SPECTRA EDITION

VOLUME 07 | EDITION 03 | A.Y. 23 - 24 | VIT PUNE

/_METRO/L3 CARRERES
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18:30 - 19:30 - Presentació llibre MAGELDAMM a carrec de l'autor Francisco Jota-Pérez#
19:30 - 22:00 - #Blackout# + #Bitemap#
22:00 - 24:00 - THE ZERO THEOREM (107')

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10:00 - 10:30 - Obertura de portes amb ARKANA

10:30 - 12:00 - Cyberpunkización Live

> Level 099:

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14:30 - 15:30 - Rebe-K system sound

15:30 - 18:00 - Coctail + Dj

18:00 - 19:00 - Sergio voltage

19:00 - 20:00 - Concierto de la banda de rock

20:00 - 21:00 - Desfile de moda y desfile de moda

> Level 098:

10:30 - 12:30 - Desfile de moda y desfile de moda

12:30 - 13:30 - Desfile de moda y desfile de moda

13:30 - 18:00 - Desfile de moda y desfile de moda

18:00 - 19:00 - Desfile de moda y desfile de moda

> Level 097:

10:30 - 12:30 - Desfile de moda y desfile de moda

12:30 - 13:30 - Desfile de moda y desfile de moda

13:30 - 15:30 - A.I. ARTIFICIAL INTELLIGENCE (146') + POET-ERASER-ISM

15:30 - 16:30 - Black video Barcelona (con DJ)

16:30 - 17:00 - Cyber couture o walk

17:00 - 18:00 - Open Debate Science Fiction vs Tech

18:00 - 19:00 - Open Debate Technology Politics

19:00 - 21:00 - DARK CITY (100')

21:00 - 21:30 - #13MUERTESDELY EP#6

21:30 - 22:00 - ECH + BITEMAP

22:00 - 22:30 - QBITS

22:30 - 23:00 - CHRISTINA RATAS

23:00 - 00:00 - Cocktail

> OPEN/diumenge28:

12:00 - 14:00 - THE LAUNDRY MAN (107')

14:00 - 16:00 - Pica-Pica Cybersonico

16:00 - 17:00 - Storyteller #Mirrorshades#

17:00 - 19:00 - NEUTOKYO (50')

19:00 - 21:00 - concert #Ejercito del aire# + Premis concurs ambientació

21:00 - 23:30 - BLADE RUNNER (117')

WHAT IS?

VISHWATECH SPECTRA

Vishwa Tech Spectra is a tech fest at VIT, Pune, featuring a diverse program of 25+ electrifying activities spanning software, hardware, and workshops. This grand convergence brings together academia, industry leaders, and creative minds in a curated experience that transcends innovation boundaries. With events like coding challenges, design competitions, and drone racing, it promises an extravaganza of innovation, creativity, and limitless possibilities. The event aims to redefine the future of technology through seminars, labs, and networking opportunities. Vishwa Tech Spectra is not just a tech fest; it's a transformative journey into the dynamic world of technology and skill development.

VISHWATRONICS

TECH JEOPARDY

Tech enthusiasts and coding experts showcased their knowledge in a competitive game show format in Tech Jeopardy. This unique event challenged participants with rapid-fire, tech-related questions across various domains, emphasizing critical thinking and problem-solving skills. It created an entertaining and competitive atmosphere, where contestants were to accumulate the most points through correct answers.

Revving up excitement and strategic prowess, the RC Maze Challenge provided a thrilling arena for participants to manoeuvre through intricate mazes with remote-controlled cars. Without needing prior knowledge, contestants were plunged into a test of their strategic thinking and problem-solving abilities, aiming to pilot their vehicles from a designated start to the finish line in record time.

MAZE O MANIA



DATA ANALYTICS

Elevating analytical prowess to new heights, the Data Analytics Workshop was meticulously crafted to empower participants with the critical skills needed for adept data analysis and informed decision-making across diverse professional landscapes. Through a blend of guidance and hands-on exercises, attendees were immersed in the practical applications of data analytics. This event highlighted the pivotal role of data analysis in optimizing decision-making, boosting productivity, and revealing hidden opportunities.



TECH QUIZ

Igniting the spark of intellectual curiosity and technological mastery, the Tech Quiz was a dynamic battleground where tech aficionados from coding wizards to gadget enthusiasts converged to test their wits. This high-voltage quiz traversed the vast terrains of technological innovations, trends, historical landmarks, and iconic figures. It carved out a space where innovation, critical thinking, and camaraderie flourished, leaving participants both challenged and enlightened in the ever-evolving digital landscape.

TURBULENCE

STOCK MARKET WORKSHOP

The stock market investment workshop aimed to give participants thorough information and practical insights into many elements of stock market investing. The programme addressed various issues, including stock market basics, various investing methods, risk management, and regulatory compliance. Real-world case studies and talks on market indexes were also added to improve comprehension.

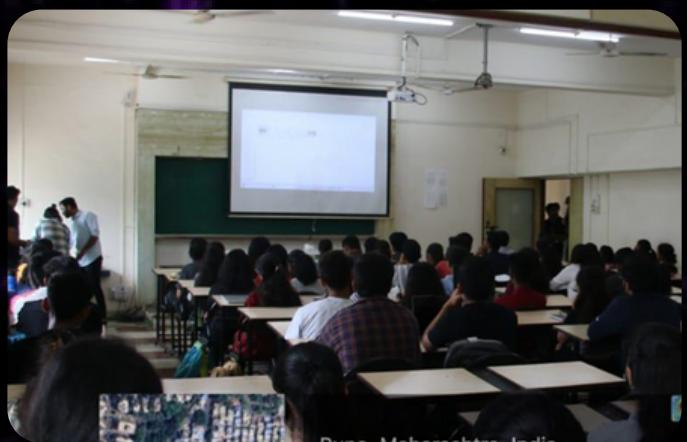


FIZ - N - LAUNCH

The Turbulence event at the college festival featured a soda-vinegar rocket construction and launch activity called Fiz-N-launch, aimed at enhancing participants' grasp of science concepts. Teams were tasked with optimising their designs for maximum launch height and promoting problem-solving and teamwork. Participants creatively engineered aerodynamic rockets using the provided materials.

DESIGN WORKSHOP

Animation Design Workshop taught participants how to create animations using the Stop Motion Studio app. Attendees covered essential principles such as narrative and frame-by-frame animation while also developing practical skills. The event included hands-on learning and networking opportunities, allowing participants to explore animation for personal or professional purposes.



TECH GRIDIRON

TECH DEBATE



Tech debate event brings together experts and enthusiasts to discuss key technology topics. Participants explored trends, ethics, policies, and societal impacts through structured discussions and debates. Arguments were presented with evidence, fostering dialogue and understanding in the tech community.

EFFICIENT IN AI

The event "Efficiency in AI" gathered experts and professionals to delve into optimizing AI systems for improved performance and resource utilization. Discussions covered technical and practical aspects, offering insights into enhancing AI efficiency for real-world applications. Topics included techniques for automating tasks like video editing, minimizing manual efforts, and maximizing accuracy. The event aimed to showcase AI's potential to streamline processes and drive innovation in various fields.

OPEN SOURCE WORKSHOP

The two-day Open Source event featured speakers Rohan Sasne and Sagar Utekar, who shared expertise on contributing to projects like GSOC and LFX. Attendees learned about the perks of Open Source participation and gained practical skills in version control using Git and GitHub. The event aimed to spread Open Source knowledge, encourage contributions, and empower attendees to make their mark in the community.



RC RACING

The RC Racing event was a thrilling showcase of skill and competition. Enthusiasts gathered to demonstrate their mastery of remote-controlled cars on a challenging track. The event featured intense races, exciting overtakes, and unforgettable moments, captivating the audience.

MECHATRICK

SOLIDWORKS WORKSHOP

SolidWorks workshops provide a platform for students proficient in SolidWorks to showcase their skills and encourage them to excel. This hands-on educational event aimed to enhance participants' understanding of the software, empowering them to effectively utilize it for design and modelling tasks. By fostering a supportive environment and offering practical training, the workshops help students hone their SolidWorks abilities and reach their full potential in CAD.



3D CAD COMPETITION

The SolidWorks competition provides a platform for students proficient in the software to showcase their skills and creativity. Participants are challenged to utilize SolidWorks to develop innovative and functional 3D models or projects, testing their design and engineering abilities. Ultimately, the key outcome of such competitions was to recognize and celebrate the achievements of participants in solving specific design problems or tasks using SolidWorks.



INNOVATION IDEATHON

The ideathon was a dynamic platform where participants collaborated intensively to generate innovative ideas, identify problems, and develop prototypes or conceptual designs. Networking opportunities allowed participants to connect with like-minded individuals, and expert judges provided valuable feedback and guidance. Key milestones included the creation of impressive prototypes and the acquisition of knowledge and guidance for future endeavours from the event's expert judge.

BATTLE BOTS

The Battle Bots event achieved its objective by showcasing innovative robotic designs and promoting technical expertise, strategic thinking, and teamwork. The milestones, including participant registration and safety measures, were efficiently executed. The competition left a lasting impression on participants and spectators, serving as a thrilling success and providing valuable insights for future enhancements.



DRONE CRAFT WORKSHOP

The Drone Craft Workshop was a one-day virtual event introducing students to drone technology through hands-on building and design. Participants gained comprehensive knowledge of drone principles, safety measures, and enhanced construction skills. Key milestones included the workshop introduction, theory session, and safety discussion. Mr. Harshill Daggupati, an autonomous systems engineer at InsideFPV, was the chief guest, bringing valuable expertise.

PRODUCT MANAGEMENT WORKSHOP



The Product Management Workshop enhanced attendees' skills, focusing on decision-making, problem-solving, and creative ideation. It deepened market understanding, honed collaboration skills, and provided project management expertise. Participants gained industry insights, networking opportunities, practical experience and showcasing commitment to professional development.

CYBERNETICS

CODEMASTERS CHALLENGE

The CodeMasters challenge aimed to assist students in honing their coding and bug-fixing abilities, incorporating elements of competitive coding to enhance problem-solving and programming skills among participants.



SOFTWARE HACKATHON



A 6-hour hackathon focused on software innovation where students from various domains come together to exchange innovative ideas, aiming to push the boundaries of student innovation. Participants presented creative and cutting-edge software solutions, integrating their ideas with industry trends and demands.

HARDWARE HACKATHON

A design challenge known as the Hardware Hackathon focused on student innovation within the domain of hardware solutions. Participants were tasked with creating inventive hardware solutions while collaborating with fellow enthusiasts to brainstorm and contribute to technology and innovation.



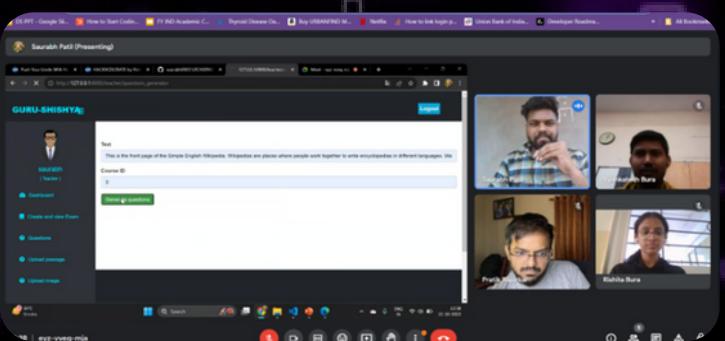
CYBERNETICS

ESCAPE ROOM

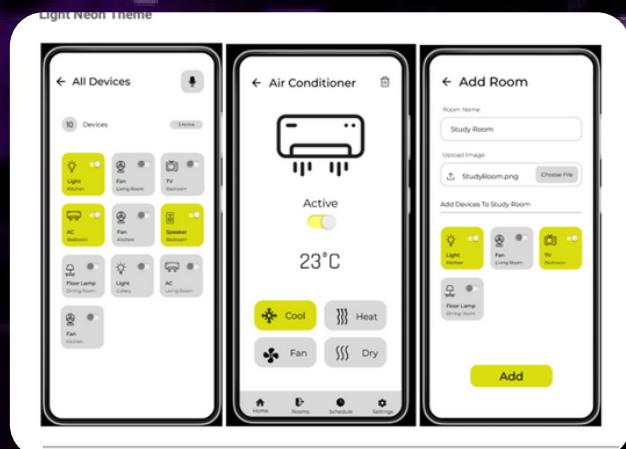


The Escape Room was an engaging activity, designed to assess participants' technical and deduction abilities enjoyably. Participants immersed themselves in a storyline-based challenge, navigating through various rounds of competition with the aim of reaching the final destination.

Eduspark encouraged participants to explore, innovate, and develop hardware solutions for real-world challenges, transforming concepts into practical innovations crucial for industry applications.



PIXEL PERFECT



Participants were tasked with creating visually appealing and intuitive designs using Figma, while ensuring adherence to UI/UX principles. The competition aimed to evaluate the creativity, technical proficiency, reasoning abilities, and innovative approach demonstrated by the students' designs.

LAN

VALORANT TOURNAMENT

The Valorant tournament consisted of online qualifiers followed by in-person rounds facilitated by Lenovo Legion gaming setups. With 16 elimination rounds, 8 players advanced to the qualifiers, leading to 4 quarter-finals and 2 semi-final brackets. The tournament concluded with the finals.

BGMI SOLO

BGMI Solo consisted of 3 slots, with the top 15 players from each slot advancing to the final round. In the final round, 45 players competed, and the top 10 winners were selected based on performance. The winner was determined by the player with the highest number of kills in Battlegrounds Mobile India, a player-versus-player shooter game.

COD: MOBILE

The "COD: Mobile" tournament had two rounds of tough competition, culminating in a final round in which the top 60 players competed for victory. The structure highlighted the game's player-versus-player combat, evocative of the battle royale genre.

FIFA MOBILE

The FIFA event showcased a single elimination format, comprising 20 knockout rounds leading to 9 qualifiers. From these qualifiers, 4 quarter-final rounds and 2 semi-final brackets were formed. The game mirrors the main FIFA series, enabling players to construct and oversee virtual football teams, engaging in matches against fellow players. FIFA Online aims to deliver an immersive and accessible football gaming experience, emphasising team-building and competitive gameplay against both human and AI opponents.

CHESS

The chess tournament, held on chess.com, featured 100 participants and followed a single elimination format with 20-minute time limits per match. Participants were halved after each round until only 5 remained, leading to a round-robin stage. The top 2 players from the round-robin then competed in the final match to determine the winner.



MORTAL KOMBAT

The event included Mortal Kombat 11, which drew a lot of attention and interest, especially given that it was the first of its sort. The competition gave gamers a chance to show off their talents and compete in spectacular matches, building a dynamic community of fighting game fans.

BROUGHT TO YOU BY,

TEAM VAATCHAL

**Omkar Bajpai | Maitreyee Panchale | Prashik Shelare | Aastha Jain
Satyajit Shinde | Shlok Sarwade | Mayur Waghmare
Shravani Tambe | Parineeta Bhattacharya | Aashi Mathur
Lavanya Saindane | Dhanashree Petare
Samruddhi Sangole | Kushagra Jagwani
Kshitij Bhure | Ojas Khade**