



DEPARTMENT OF COMPUTER SCIENCE AND IT

THE COSMIC CONVERGENCE



TECHSTORM

LET THE STORM BEGIN!!

12th & 13th Dec

2025-26



Win exciting
cash prizes!!

EVENTS

Code Relay
Debugging
Virtual Treasure hunt
AI Tools

Poster
Presentation
Hackathon
Reel Making

BGMI
Valorant
Chess
Carrom

WHO ARE WE ?

The Department of Computer Science & IT, established in 1999, was among the first eight colleges to launch the B.Sc. Computer Science programme under the University of Mumbai. We later expanded with M.Sc. Computer Science in 2002 and M.Sc. Information Technology in 2011. Guided by a vision to create a dynamic, inclusive, and future-focused learning environment, we continue to excel in teaching, research, and community engagement. With emphasis on holistic growth, we nurture innovation, problem-solving skills, and a strong research mindset. Training our students from fundamentals to advanced and emerging technologies, we empower them to meet the evolving demands of the industry.

WHAT IS TECHSTORM ?

TechStorm is an intercollegiate IT festival organized by the Department of Computer Science & Information Technology, carrying a vibrant legacy since 2004. It brings together a curated set of thoughtfully designed events for everyone who is more than just casually interested in computers. We also host eminent speakers who share insights on modern technologies and current developments in the IT industry and allied fields. Students participate enthusiastically in every event, contributing to its lively spirit. Our core aim is to spotlight both well-known and lesser-known domains where computers and computing have created a meaningful, positive impact.

The background of the entire image is a vibrant, artistic depiction of outer space. It features a large, bright yellow and orange spiral galaxy with blue and purple dust trails. Several planets are visible, including a large blue planet with white clouds on the left and a smaller, reddish planet at the top left. The overall color palette is dominated by deep blues, purples, and oranges.

Head Of Department

Aarya Tawde

Teacher In-charge

Mahavir Advaya

Student In-charge

Annanya Keshav

The background of the entire image is a vibrant, artistic depiction of outer space. It features swirling galaxies in shades of blue, purple, and yellow, with numerous stars and nebulae scattered throughout. On the left side, a large, detailed planet with a blue and white atmosphere is visible. The overall composition is dynamic and visually rich, providing a cosmic backdrop for the text.

Core Members

Team Marketting

Annanya Keshav

Team Creativity

Pranjal Saroj

Team Publicity

**Mrunmayee
Warekar**



Core Members

Team hospitality

Suad Malik

Team Reels & Camera

Dhruv Rane

Abhijeet Deore

Team Infra & Security

Siddhant Bhagwat

Our Events



Technical



Code Relay

AI Tools

Hackathon

Virtual Treasure Hunt

Debugging



Non - Technical



Reel Making

Poster Presentation



Gaming



BGMI

Valorant

Chess

Carrom

Technical Events



CODE RELAY



AI TOOLS
HACKATHON

VIRTUAL TREASURE
HUNT



DEBUGGING

CODE RELAY



TEAM FORMATION:

EACH TEAM MUST CONSIST OF 4 MEMBERS.

- **ROUND 1 – TASK ALLOCATION DISCUSSION:**
TEAMS WILL BE GIVEN 1 MINUTE TO DISCUSS AND DECIDE WHICH MEMBER WILL SOLVE WHICH QUESTION.
AFTER THIS 1 MINUTE, NO COMMUNICATION ABOUT THE SOLUTIONS IS ALLOWED.

CODING ENVIRONMENT:

ALL CODING MUST BE DONE ONLY IN IDLE (PYTHON IDE).

COMMUNICATION RESTRICTIONS:

NO COMMUNICATION OR SHARING OF SOLUTIONS IS ALLOWED DURING THE CODING TIME.

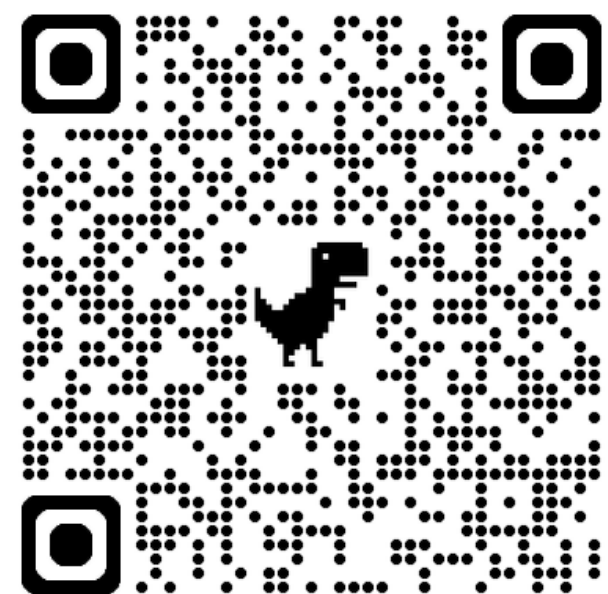
REGISTRATION FEE: ₹50 PER PERSON



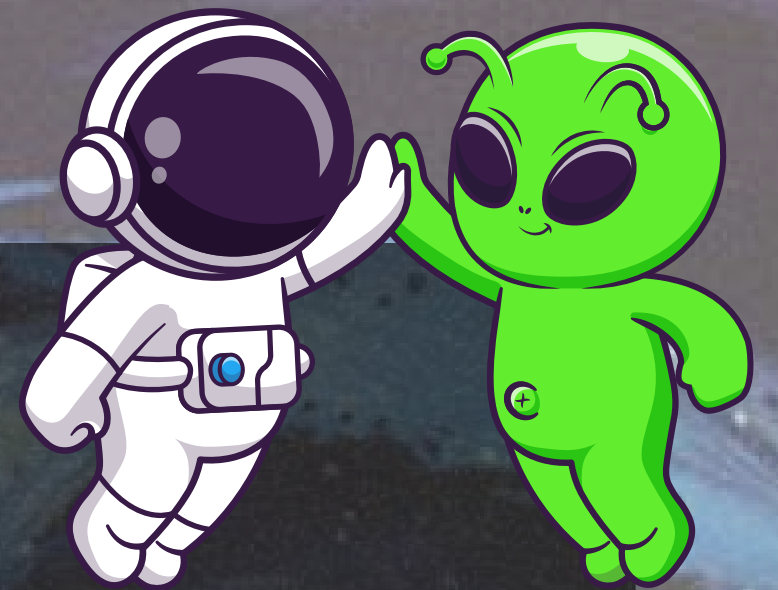
Amey Yadav



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CODE RELAY



• ROUND 2 — FINAL SHOWDOWN RULES

SINGLE QUESTION CHALLENGE:

TEAMS WILL RECEIVE ONE HARD-LEVEL CODING PROBLEM.

COLLABORATIVE SOLVING ALLOWED:

ALL TEAM MEMBERS CAN WORK TOGETHER TO SOLVE THE PROBLEM.

TIME-BASED WINNER:

THE TEAM THAT SUBMITS THE CORRECT SOLUTION FIRST WILL BE DECLARED THE WINNER.

REGISTRATION FEE: ₹50 PER PERSON

AND THE TEAM SHOULD BE OF 4 .

AI TOOLS



★ PRIZES — STAR PROMPTATHON

• GENERAL RULES

1. THIS IS AN INDIVIDUAL EVENT. NO TEAMS ARE ALLOWED.
2. THE WEBSITE TOPIC WILL BE ANNOUNCED ON THE SPOT AT THE START OF THE EVENT.
3. THE TOTAL DURATION OF THE EVENT IS 2 HOURS.
4. PARTICIPANTS MUST BUILD A 1-PAGE DYNAMIC WEBSITE ONLY.
5. ALL WORK MUST BE DONE DURING THE EVENT TIME. NO PRE-WORK IS ALLOWED.

REGISTRATION FEE: ₹50 PER PERSON



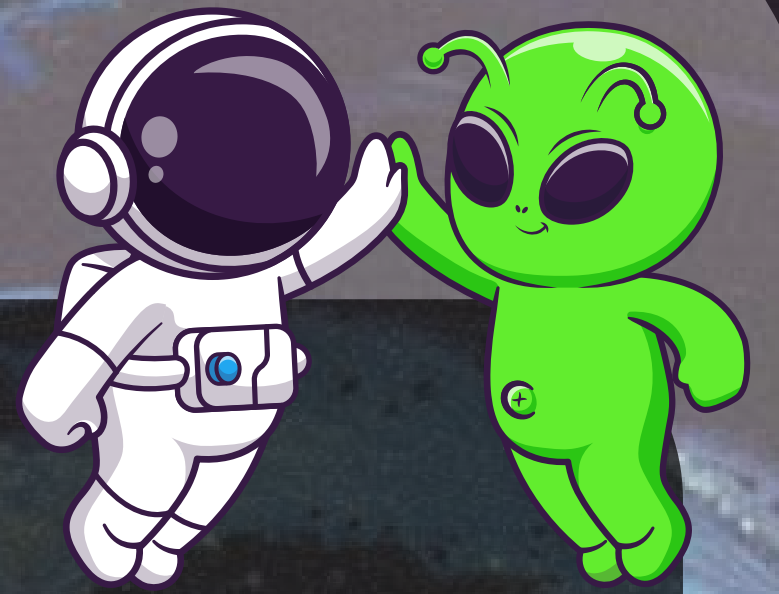
BHAVYA PANDYA



+91 9594402654



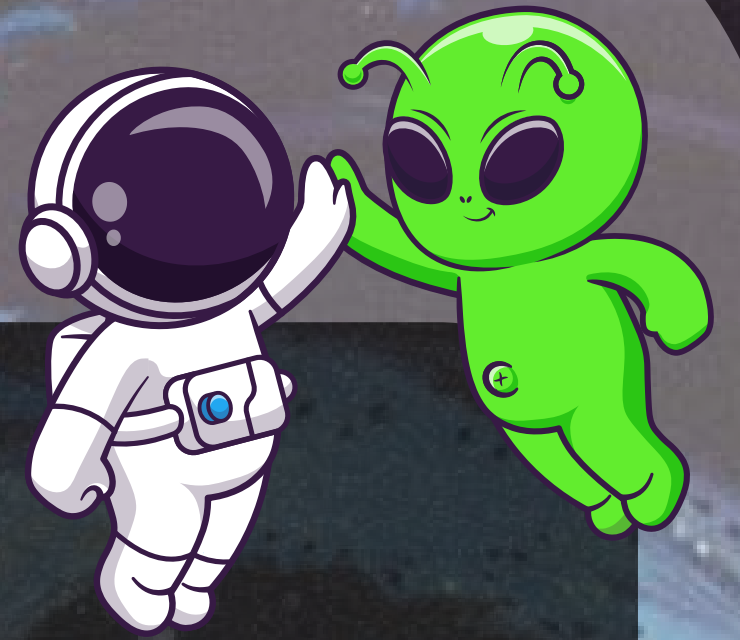
AI TOOLS



• DEVELOPMENT RULES

1. VS CODE IS MANDATORY FOR ALL CODING AND PROJECT BUILDING.
2. PARTICIPANTS MUST USE ONE OPEN-SOURCE UI KIT (E.G., SHADCN, DAISYUI, CHAKRA UI, TAILWIND COMPONENTS, ETC.).
3. AI LLMS (GPT, CLAUDE, GEMINI, PERPLEXITY, ETC.) MAY BE USED FOR:
 - CODE GENERATION
 - UI COMPONENTS
 - ANIMATIONS
4. THREE (3) AI-GENERATED IMAGES AND ONE (1) AI-GENERATED VIDEO MUST BE CREATED AND ADDED TO THE WEBSITE.
5. A SIMPLE BACKEND FEATURE (ANNOUNCED ON THE SPOT) MUST BE IMPLEMENTED
6. ONLY ONE AI CHAT THREAD IS ALLOWED PER PARTICIPANT.

AI TOOLS



7. PREBUILT TEMPLATES, STARTER KITS, OR CLONED REPOSITORIES ARE NOT ALLOWED.

8. JUDGES WILL COLLECT THE AI CHAT AND TOKEN USAGE AFTER THE EVENT FOR SCORING.

- **AI USAGE RULES**

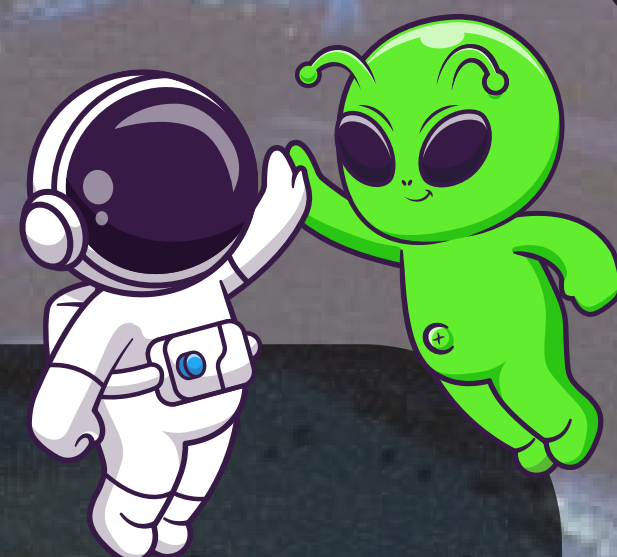
1. PARTICIPANTS MAY USE ANY AI TOOL FOR IMAGES, VIDEOS, OR CODE.

2. ALL AI-GENERATED MEDIA MUST BE CREATED DURING THE EVENT.

3. JUDGES WILL VERIFY:

- PROMPTS USED
- TOKEN USAGE
- WHETHER THE PARTICIPANT STAYED WITHIN A SINGLE AI CHAT THREAD

AI TOOLS



- **HOSTING RULES (OPTIONAL)**

1. HOSTING THE WEBSITE ON VERCEL, NETLIFY, OR GITHUB PAGES IS OPTIONAL.
2. SUCCESSFUL DEPLOYMENT EARNS BONUS POINTS.

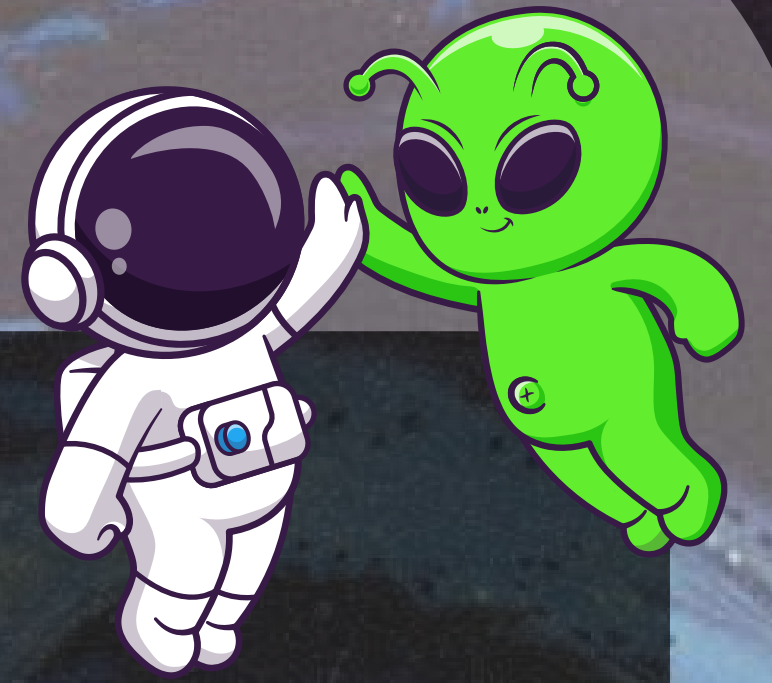
- **TIE-BREAKER RULES**

IF TWO OR MORE PARTICIPANTS HAVE THE SAME SCORE:

1. A SECOND QUICK ROUND WILL BE CONDUCTED.
2. PARTICIPANTS MUST COMPLETE ONE TASK:
 - CREATE 1 NEW AI-GENERATED IMAGE, OR
 - CREATE 1 NEW AI-GENERATED VIDEO, OR
 - ADD ONE SMALL FEATURE TO THE WEBSITE
3. JUDGING WILL BE BASED ON:
 - SPEED (40%)
 - CREATIVITY (40%)
 - RELEVANCE (20%)

THE WINNER OF THIS ROUND IS THE FINAL WINNER.

AI TOOLS



- **SUBMISSION RULES**

PARTICIPANTS MUST SUBMIT:

1. ZIP FILE OF THE WEBSITE FOLDER
2. OPTIONAL: HOSTED LINK (IF DEPLOYED)
3. OPTIONAL: GITHUB REPOSITORY LINK

- **DISQUALIFICATION RULES**

A PARTICIPANT WILL BE DISQUALIFIED IF:

1. PREBUILT TEMPLATES, COPIED CODEBASES, OR WEBSITE CLONES ARE USED.
2. MULTIPLE AI CHAT THREADS ARE USED.
3. ANY PART OF THE WEBSITE IS MADE BEFORE THE EVENT.
4. OFFENSIVE, HARMFUL, OR INAPPROPRIATE CON

HACKATHON



- PARTICIPANTS MUST BRING THEIR OWN LAPTOPS TO THE EVENT.
- EACH TEAM MUST CONSIST OF 3–4 MEMBERS.
- THE PROBLEM STATEMENT WILL BE ANNOUNCED ON 11TH DECEMBER AT 3:00 PM VIA GOOGLE MEET.
- TEAMS MUST WORK ON THEIR PROJECT ONLINE FROM THEIR OWN LOCATION AFTER THE TOPIC IS RELEASED.
- PARTICIPANTS MUST CONTINUOUSLY SCREEN-RECORD THEIR ENTIRE ONLINE WORK AND UPLOAD THE RECORDING VIA THE PROVIDED DRIVE LINK.
- THE SOURCE CODE, PROJECT FILES, PPT, AND RECORDING LINK MUST BE SUBMITTED BEFORE THE GIVEN DEADLINE.

REGISTRATION FEE: ₹50 PER PERSON



Ms. Aiysha Cheulkar



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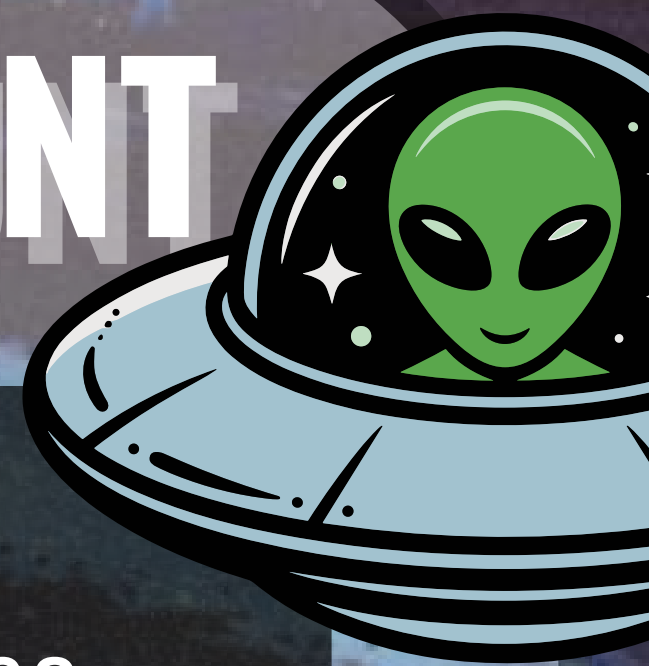


HACKATHON



- TEAMS CAN UPLOAD THEIR SUBMISSIONS UNTIL 5:00 PM ON 12TH DECEMBER.
- ALL TEAMS MUST UPLOAD THEIR FINAL PROJECT ON GITHUB AND SHARE THE DRIVE/YOUTUBE RECORDING LINK.
- TEAMS MUST REPORT TO CAMPUS 20 MINUTES BEFORE THEIR PRESENTATION SLOT.
- THE FINAL PRESENTATIONS WILL BE HELD ON 13TH DECEMBER.
- THE PRESENTATION SHOULD LAST 7–10 MINUTES AND MUST INCLUDE A LIVE DEMO.
- PARTICIPANTS MAY CREATE A POWERPOINT PRESENTATION TO EXPLAIN THEIR PROJECT.
- PARTICIPANTS ARE ALLOWED TO USE ANY PROGRAMMING LANGUAGE, TOOL, OR TECHNOLOGY TO BUILD THEIR WEB OR MOBILE APP.
- USING PRE-BUILT PROJECTS OR AI-GENERATED COMPLETE SOLUTIONS WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- THE JUDGES' DECISION IS FINAL AND BINDING.

VIRTUAL TREASURE HUNT



EVENT TYPE – INDIVIDUAL ONLY (1 PARTICIPANT).

- **BE ON TIME** - REACH THE IT LAB 15 MINUTES EARLY SO YOU'RE READY FOR ALL THE TREASURE-HUNT THRILLS!
- **GEAR UP** - BRING YOUR PHONE AND COLLEGE ID. YOU'LL NEED THEM FOR VERIFICATION AND CERTAIN CLUE-BASED TASKS.
- **ROUND ACCESS** - EACH ROUND MUST BE COMPLETED ON THE ASSIGNED PC ONLY. SWITCHING SYSTEMS IS NOT ALLOWED.
- **NO OUTSIDE HELP** - NO ASKING FRIENDS, NO TEAMWORK, AND NO DISCUSSING ANSWERS. EVERY CLUE MUST BE SOLVED BY YOU ALONE!
- **SYSTEM SAFETY** - DON'T DELETE, RENAME, OR MODIFY ANY FILES EXCEPT THOSE RELATED TO THE TREASURE HUNT. RESPECT THE LAB PCS.
- **INTERNET USE** - INTERNET WILL BE AVAILABLE ONLY WHERE REQUIRED. USE IT STRICTLY FOR EVENT CLUES--NO UNNECESSARY BROWSING.

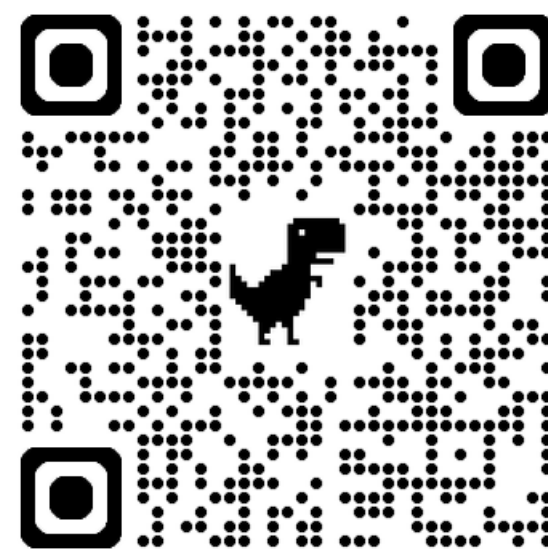
REGISTRATION FEE: ₹50 PER PERSON



ADITYA CHOUDHARY



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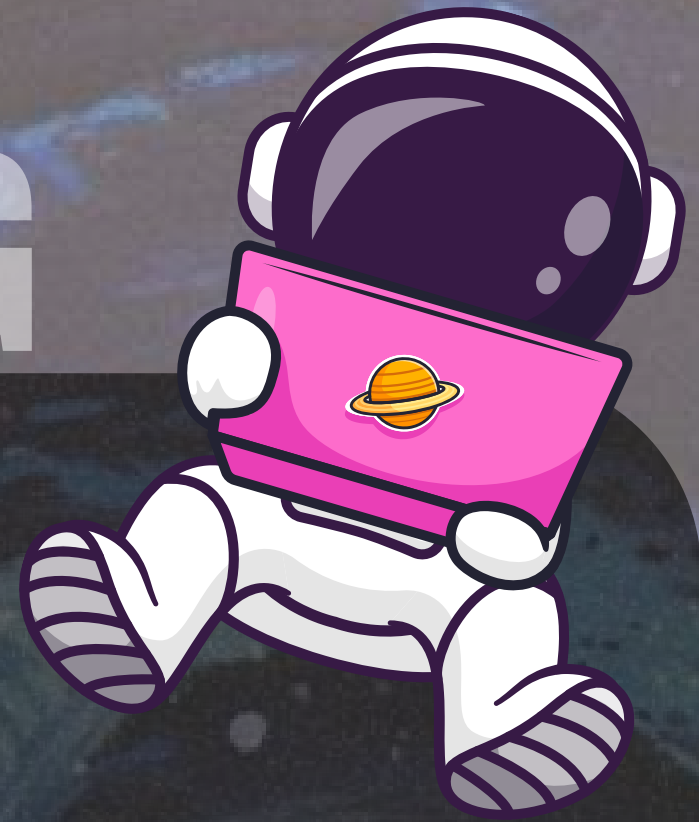




VIRTUAL TREASURE HUNT

- **CHEATING ALERT** - USING EXTERNAL APPS, COPYING FROM OTHERS, OR BYPASSING ROUNDS WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- **ONE CHANCE ONLY** - THE FINAL GAME ROUND GIVES YOU ONLY ONE ATTEMPT. YOUR SCORE IN THAT RUN WILL BE RECORDED.
- **SCORE RULES** - HIGHEST SCORE IN THE FINAL ROUND WINS. IF THERE IS A TIE, A SPECIAL TIE-BREAKER WILL BE CONDUCTED.
- **STAY WITHIN TIME** - FAILURE TO FINISH IN TIME MEANS ELIMINATION.
- **ORGANIZER RIGHTS** - EVENT HEADS MAY MODIFY OR UPDATE RULES IF REQUIRED AND WILL INFORM PARTICIPANTS.
- **FINAL DECISION** - THE JUDGES' AND EVENT HEAD'S DECISION IS FINAL--NO ARGUMENTS, NO EXCEPTIONS.

DEBUGGING



THIS IS AN INDIVIDUAL EVENT .

EVENT MODE : OFFLINE

MULTIPLE ROUNDS WILL BE THERE.

DEBUGGING WILL BE BASED ON FOLLOWING
LANGUAGES : C , C++ , JAVA AND PYTHON

USE OF MOBILE PHONES, SMARTWATCHES,
CALCULATORS, AI TOOLS, CHATGPT, ONLINE
COMPILERS, OR THE INTERNET IS **STRICTLY
PROHIBITED.**

ONLY THE SYSTEMS AND COMPILERS PROVIDED BY
ORGANIZERS MAY BE USED. PERSONAL LAPTOPS
ARE NOT ALLOWED .

REGISTRATION FEE: ₹50 PER PERSON



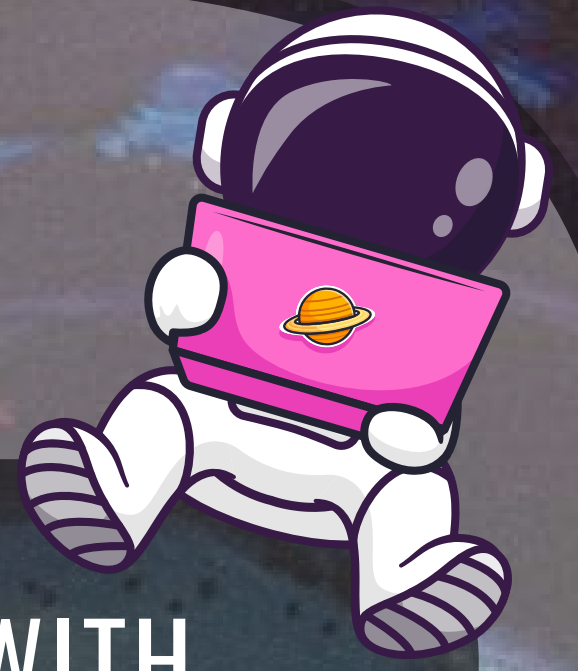
Mrunmayee warekar



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DEBUGGING



PARTICIPANTS MUST NOT COMMUNICATE WITH OTHERS DURING THE EVENT. ANY FORM OF PLAGIARISM, DISCUSSION, OR CHEATING WILL LEAD TO **DISQUALIFICATION**.

ROUGH SHEETS WILL BE PROVIDED IF REQUIRED AND MUST BE RETURNED AFTER USE.

JUDGES' DECISIONS WILL BE FINAL AND BINDING.

ORGANIZERS RESERVE THE RIGHT TO MODIFY RULES OR EVENT STRUCTURE IF NECESSARY.

GENERAL INSTRUCTIONS :

- PARTICIPANTS MUST CARRY A VALID COLLEGE ID CARD.
- ALL PARTICIPANTS MUST REPORT TO THE VENUE 10 MINUTES BEFORE THE EVENT STARTS.

Gaming Events



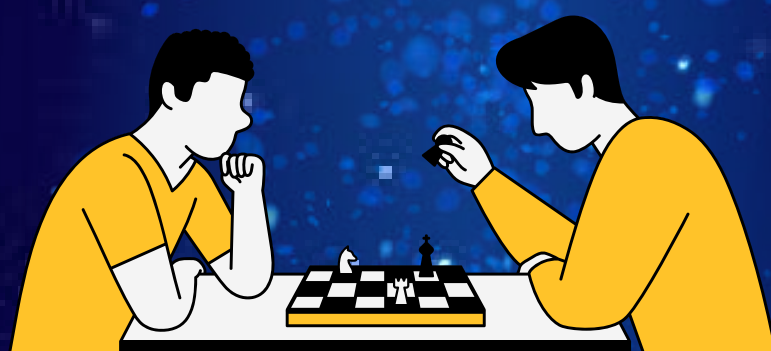
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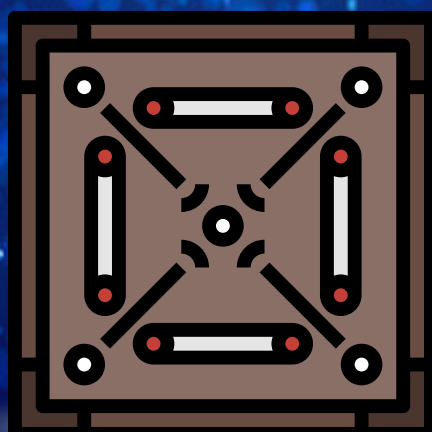
VALORANT



CHESS



CARROM



BGMI



• PLAYER RULES

1. ONLY REGISTERED PLAYERS MAY PARTICIPATE.
2. PLAYERS MUST JOIN THE LOBBY BEFORE MATCH STARTTIME.
3. ONLY SMARTPHONES ALLOWED-NO TABLETS/EMULATORS.
4. TEAM NAMES MUST BE RESPECTFUL AND CLEAN.
5. NO TOXICITY OR HARASSMENT.
6. HACKS OR ILLEGAL TOOLS INSTANT DQ.
7. NOTEAMING OR STREAM-SNIPING.
8. PLAYERS ARE RESPONSIBLE FOR DEVICE/NETWORK ISSUES.

REGISTRATION FEE: ₹300 PER TEAM



Vighnesh Bhosale



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BGMI



• **IN-GAME RULES**

1. ROOM ID & PASSWORD WILL BE SHARED 10 MINUTES BEFORE THE MATCH.

2. **NO REMATCH** FOR INDIVIDUAL DISCONNECTIONS.

3. **RECORDING** GAMEPLAY IS RECOMMENDED.

4. SUSPICIOUS GAMEPLAY WILL BE REVIEWED.

5. REHOST ONLY IF 50%+ PLAYERS FACE MAJOR LOBBY ISSUES.

7. **DISQUALIFICATION :**

-HACKS OR CHEATS

-TEAMING

-TOXIC BEHAVIOUR

-UNAPPROVED DEVICES

-IGNORING ADMIN INSTRUCTIONS

• **ADMIN CONTACT**

FOR QUERIES, CONTACT THE TECHSTORM GAMING FUSION ADMIN TEAM.

VALORANT



- THIS IS A TEAM-BASED VALORANT MATCH.
- ONLY 2 TEAMS WILL PLAY AT A TIME.
- EACH TEAM MUST CONSIST OF 5 PLAYERS (NO SUBSTITUTES UNLESS SPECIFIED).
- FORMAT: BEST OF 1 (BO1) FOR PRELIMINARY ROUNDS.
- SEMI-FINALS OR FINALS CAN BE BO3 DEPENDING ON SCHEDULE FEASIBILITY.
- THE MAP WILL BE SELECTED BY:
- ADMIN VETO OR MAP BAN SYSTEM BETWEEN THE TWO TEAMS (DECIDED BEFOREHAND BY ORGANIZERS).

2. TEAM & PLAYER ELIGIBILITY

- ALL PARTICIPANTS MUST BE CURRENTLY ENROLLED STUDENTS OF THE COLLEGE.
- A PLAYER CAN REPRESENT ONLY ONE TEAM THROUGHOUT THE EVENT.
- TEAM NAME MUST BE APPROPRIATE, NON-OFFENSIVE, AND APPROVED BY EVENT HEADS.

3. MATCH RULES

- GAME MODE
- STANDARD 5V5 – UNRATED/COMPETITIVE RULESET.
- MATCH WILL START ONLY WHEN ALL PLAYERS ARE PRESENT.
- AGENT & MAP RULES
- ALL AGENTS UNLOCKED ARE ALLOWED.
- NO RESTRICTIONS ON COMPOSITIONS UNLESS EXCEPTIONS ARE ANNOUNCED.
- MAP POOL: BIND, HAVEN, ASCENT, SPLIT, LOTUS, ICEBOX, SUNSET (AS PER CURRENT OFFICIAL POOL).
- SERVER & SETTINGS
- ALL MATCHES WILL BE HOSTED ON OFFICIAL VALORANT SERVERS.
- SERVER REGION: PREFERRED MUMBAI SERVER.
- CROSSHAIR, SENSITIVITY, AND GRAPHICS SETTINGS CAN BE CUSTOMIZED BY PLAYERS

REGISTRATION FEE: ₹500 PER TEAM



Mayuresh Pawar



8425954241



VALORANT



4. CONDUCT & FAIR PLAY

- STRICTLY NO TOXICITY, ABUSIVE BEHAVIOR, OR INSULTING CHAT IN-GAME OR IN VENUE.
- PLAYERS MUST FOLLOW INSTRUCTIONS FROM:
 - EVENT HEADS
 - MATCH OBSERVERS
 - TECHNICAL VOLUNTEERS
- NO CHEATING, EXPLOITING GLITCHES, OR USING UNAUTHORIZED THIRD-PARTY TOOLS.
- ANY FORM OF GHOSTING, STREAM-SNIPING, OR EXTERNAL COMMUNICATION DURING THE MATCH IS PROHIBITED.

5. TECHNICAL RULES

- IF A PLAYER DISCONNECTS:
- PAUSE CAN BE CALLED ONCE PER TEAM FOR MAX 5 MINUTES.
- PAUSES ARE ALLOWED ONLY DURING BUY PHASE.
- IN CASE OF MAJOR TECHNICAL ISSUES (POWER FAILURE, SERVER CRASH), THE EVENT COMMITTEE WILL DECIDE WHETHER:
 - ROUND REPLAY ,MATCH RESTART OR SCORE CONTINUATION.

6. TIME & REPORTING

- TEAMS MUST REPORT 20 MINUTES BEFORE THEIR MATCH.
- IF A TEAM IS LATE BY MORE THAN 10 MINUTES, THEY MAY BE DISQUALIFIED.
- AFTER THE MATCH, CAPTAINS MUST CONFIRM THE FINAL SCORE WITH EVENT OFFICIALS.

7. EQUIPMENT & SETUP

- PLAYERS MUST BRING THEIR OWN WIRED EARPHONES.
- PLAYERS CAN BRING THEIR OWN MOUSE AND MOUSEPAD.
- ORGANIZERS ARE NOT RESPONSIBLE FOR PERSONAL TECHNICAL ISSUES.

VALORANT



8. DISQUALIFICATION RULES

- A TEAM CAN BE DISQUALIFIED FOR:
- USING HACKS, CHEATS, SCRIPTS.
- ABUSING OR THREATENING PLAYERS/VOLUNTEERS.
- INTENTIONALLY DELAYING THE GAME.
- SUBSTITUTING PLAYERS WITHOUT PERMISSION.

9. ORGANIZERS' RIGHTS

- EVENT HEADS HOLD THE RIGHT TO:
- MODIFY RULES IF NEEDED.
- RESOLVE DISPUTES.
- MAKE FINAL DECISIONS REGARDING FAIRNESS AND EVENT FLOW.

CHESS



1. GENERAL RULES

- GOVERNING LAWS: PLAY SHALL BE GOVERNED BY THE FIDE LAWS OF CHESS
- FAIR PLAY: ANY USE OF ELECTRONIC DEVICES OR EXTERNAL ASSISTANCE DURING A GAME IS
- STRICTLY FORBIDDEN AND WILL RESULT IN IMMEDIATE DISQUALIFICATION.

2. TOURNAMENT FORMAT

- INITIAL ROUNDS (DAY 1): A SWISS SYSTEM WILL BE USED. THE TOP PLAYERS WILL QUALIFY FOR THE SEMI-FINALS.
- SEMI-FINALS& FINAL (DAY 2): A SINGLE-ELIMINATION (KNOCKOUT) FORMAT WILL BE USED.

3. RATE OF PLAY (TIME CONTROL)

- TIME CONTROL: 10 MINUTES PER PLAYER FOR THE ENTIRE GAME (10+0). NO INCREMENT WILL BE USED.
- CLOCKS: MOBILE CHESS CLOCKS WILL BE USED.(KINDLY DOWNLOAD CHESS CLOCK PRIOR)
- FORFEIT TIME: ANY PLAYER NOT PRESENT AT THEIR BOARD WHEN THE CLOCK IS STARTED WILL FORFEIT THE GAME 10 MINUTES AFTER THE ROUND OFFICIALLY BEGINS.

4. PLAYER CONDUCT

- TOUCH-MOVE: THE STANDARD FIDE TOUCH-MOVE, TOUCH-CAPTURE RULES APPLY.
- ILLEGAL MOVES:
- THE FIRST COMPLETED ILLEGAL MOVE BY A PLAYER WILL RESULT IN A WARNING A. SECOND ILLEGAL MOVE BY THE SAME PLAYER WILL RESULT IN LOSS OF THE GAME.

REGISTRATION FEE: ₹50 PER PERSON



RAJVEER SINGH

869083332



CHESS



5. SCORING AND TIE-BREAKS (DAY 1 - SWISS SYSTEM)

- SCORING: WIN = 1 POINT; DRAW = 0.5 POINTS; LOSS = 0 POINTS.
- RANKING: PLAYERS WILL BE RANKED BY TOTAL POINTS.

6. KNOCKOUT STAGE (DAY 2 - SEMI-FINALS & FINAL)

- IF A SEMI-FINAL OR FINAL GAME ENDS IN A DRAW, A SINGLE TIE-BREAK GAME MUST BE PLAYED
- IMMEDIATELY.

6.1. KNOCKOUT TIE-BREAK PROCEDURE

1. TIME CONTROL: 3 MINUTES PER PLAYER + 2 SECONDS INCREMENT PER MOVE (3+2).

2. DRAW ODDS (ARMAGEDDON STYLE):

- IF THE 3+2 GAME ENDS IN A DECISIVE RESULT (WIN/LOSS), THAT PLAYER WINS THE MATCH.



CARROM

- THE GAME WILL FOLLOW THE **BLACK AND WHITE STYLE.**
- THE TOURNAMENT WILL FEATURE KNOCKOUT ROUNDS.
- THE PLAYER WHO PERFORMS THE OPENING BREAK WILL PLAY FOR WHITE.
- RE-ENTRY INTO THE GAME IS NOT PERMITTED.
- RULES AND ROUNDS ARE SUBJECT TO CHANGE, WITH ANY CHANGES COMMUNICATED IN ADVANCE.
- ALL DECISIONS MADE BY THE JUDGES ARE FINAL AND BINDING.

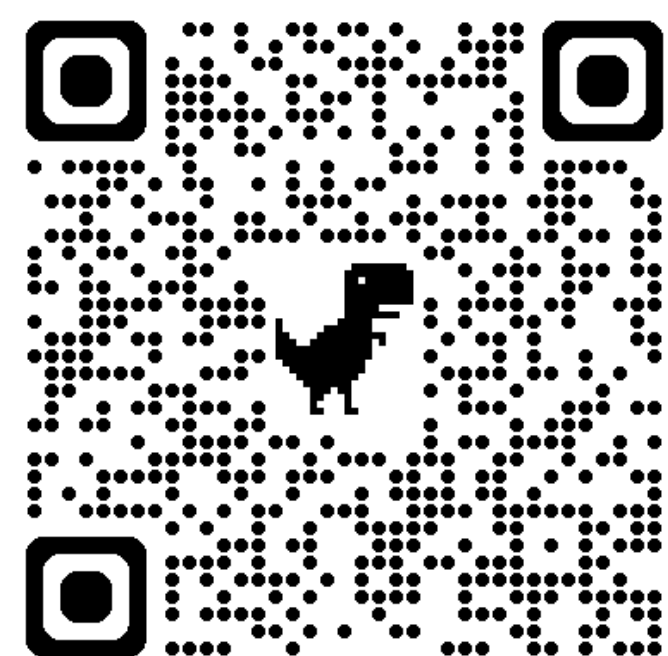
REGISTRATION FEE: ₹ 50 PER TEAM



BALAJI AYYOR



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Non-Technical Events



REEL MAKING



POSTER PRESENTATION



REEL MAKING

- EACH REEL SHOULD NOT EXCEED 1 MINUTE IN LENGTH
- MINIMUM RESOLUTION OF 720 IS REQUIRED FOR VIDEO SUBMISSIONS
- ONLY INDIVIDUAL PARTICIPATION IS ALLOWED
- VIDEOS MUST BE SHOT IN **PORTRAIT** MODE ONLY
- THE REELS SHOULD CAPTURE OPENING CEREMONY , AND ALL THE EVENTS OF DAY 1 AND 2 BEFORE THE PRIZE DISTRIBUTION
- SUBMISSION HAS TO BE IN COMMON FORMATS LIKE MP4 , MOV ETC
- THE DECISION OF THE JUDGES WILL BE FINAL AND BINDING
- CHARGES - 50 RUPEES PER PERSON
- THE REELS SHOULD BE EDITED AND SUBMITTED BEFORE 2 PM ON DAY 2
- PARTICIPANTS SHOULD BE PRESENT ON BOTH THE DAYS
- PARTICIPANTS MUST CARRY A VALID COLLEGE ID CARD

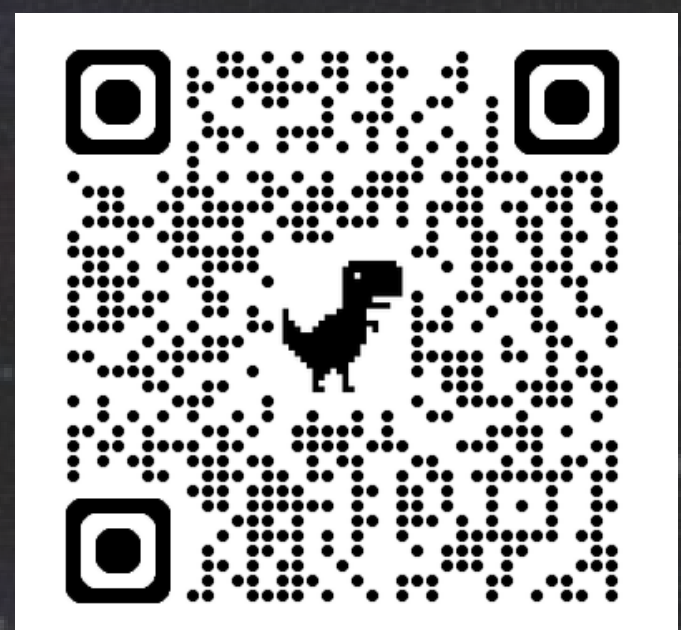
REGISTRATION FEE: ₹ 50 PER TEAM



RIYA PRABHU



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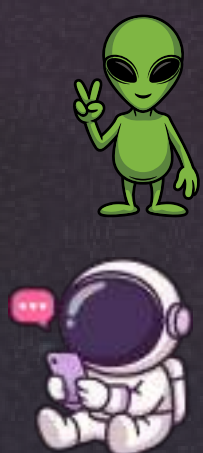




POSTER PRESENTATION

- NO HAND-DRAWN POSTERS ALLOWED.
- INDIVIDUAL OR GROUP OF ONLY 2 PARTICIPANTS IS ALLOWED.
- TOPIC WILL BE DISCLOSED **48 HOURS BEFORE** THE EVENT.
- PRESENTATION TIME IS **MINIMUM 3 MINUTES AND MAXIMUM 5 MINUTES**.
- PARTICIPANTS SHOULD BE PRESENT WITH THEIR PRINTED POSTERS **1-2 HOURS BEFORE** THE EVENT STARTS.
- PARTICIPANTS MUST PRESENT THEIR IDEAS RELATED TO THE THEME IN FRONT OF THE JUDGES.
- THE SIZE OF THE POSTER SHOULD BE A2.
- POSTER CAN BE MADE USING **MS POWERPOINT, CANVA(WITHOUT AI TOOLS) , OR ADOBE PHOTOSHOP.**
- POSTERS MUST BE DESIGNED MANUALLY ,AS ANY FORM OF **PLAGIARISM OR USE OF AI-GENERATED DESIGNS WILL LEAD TO DISQUALIFICATION.**
- JUDGING CRITERIA WILL BE BASED ON **INNOVATION, CREATIVITY, UNIQUENESS, PRESENTATION,RELEVANCE AND DESIGN.**
- DECISIONS MADE BY THE JUDGES WILL BE **FINAL.**
- POSTERS WILL BE DISPLAYED AROUND THE **DEPARTMENT/COLLEGE.**

REGISTRATION FEE: ₹ 50 PER TEAM



Sneha Shivane

9869554150



SEMINARS

Seminar 1

ALIGN ENERGY & MONEY IN EARLY LIFE

Resource Person: Dr. Reshma Jain



: 12th December, 10:00 AM, G12

Seminar 2

**From Classrooms to Tomorrow's Industry Leaders:
What Industry Expects from IT Graduates & The
Future of ERP in Smart Manufacturing**

Resource Person: Mr. Avinash Patwardhan



: 13th December, 10:00 AM, G12

(ATTENDING SEMINARS - 50 PR POINTS!!)



SEMINAR 1

About the Seminar

Master Your Energy, Master Your Wealth

Spiritual Energy plays a vital role in shaping every dimension of our lives. The quality of our energy directly influences our thoughts, emotions, actions, and ultimately, our destiny. While financial stability is an essential part of a fulfilling life, mere earning is not enough. True prosperity emerges when we learn to manage and align our inner energies with our external goals.

This seminar will help you understand the connection between spiritual energy and financial well-being. You will discover how to harmonize your inner vibrations, shift your mindset, and cultivate abundance—not just in terms of wealth, but also in health, happiness, and peace. Join us to explore powerful techniques and insights that will empower you to achieve financial prosperity through spiritual alignment and live a balanced, abundant, and meaningful life.



SEMINAR 1

About the Speaker



Dr. Reshma Jain **Spiritual Wealth Coach**

- Doctorate in Mystical Energy Healing & Meditation.
- Certified Jyotirvisharad.
- Certified Wealth Coach & ARN Holder.
- Super Women Achievers Award Winner.
- Author & Co-Author of books on Spiritual & Emotional Transformation.
- London Book of World Records Honoree.
- Currently pursuing Ph.D. in Metaphysical Science.



SEMINAR 1

WHY ATTEND THE SEMINAR ?

To align your energy that amplifies
your efforts into success

Learn unique system to combine
energy for wealth management

To Break lifelong stagnation with
rapid breakthroughs

Personal handholding ensures
consistent guided success



SEMINAR 2

About the Seminar

What Industry Expects from IT Graduates & The Future of ERP in Smart Manufacturing

In today's rapidly evolving digital landscape, industries are seeking IT graduates who possess not only strong technical expertise but also the ability to adapt, innovate, and think strategically. The expectations from modern IT professionals are no longer limited to programming skills—they must understand business processes, emerging technologies, data-driven decision-making, and collaborative problem-solving.

This seminar will explore what the industry expects from future IT graduates and how cutting-edge ERP solutions are shaping Smart Manufacturing. Participants will gain insights into essential technical and behavioral competencies, emerging career opportunities, and the critical role ERP plays in creating agile, efficient, and future-ready organizations.



SEMINAR 2

About the Speaker



Mr. Avinash Patwardhan
Managing Director,
ISA ERP Private Limited

- **Distinguished Business Leader & ERP Innovation Expert with 30+ years of international experience.**
- **Managing Director of ISA ERP Pvt. Ltd., specializing in advanced ERP systems that unify financial, operational, and engineering insights.**
- **Expertise in Engineering, Cost Accounting, Finance, and IT.**
- **ERP Development & Implementation**
- **Led SAP and ERP implementations for Fortune 500 companies globally (USA, Europe, India).**
- **Core Competencies: Activity-Based Costing (ABC), Strategic Cost Management, Integrated ERP Development, and Industry 4.0/Digital Manufacturing.**
- **Respected thought leader who has spoken at CII, IIT Bombay, and S.P. Jain Institute.**



SEMINAR 2

WHY ATTEND THE SEMINAR?

- **Understand Real Industry Expectations.**
- **Bridge the Gap Between Academics and Industry.**
- **Explore Career Opportunities in Smart Manufacturing.**
- **Get Insights on ERP – The Heart of Modern Businesses.**
- **Develop Future-Ready Skills.**
- **Stay Ahead of Industry Trends.**
- **Enhance Your Employability.**
- **Interact with an Expert Speaker.**

PR POINTS



- 10 pts per follower on Instagram
- 20 pts per game that we will play during visits (2 to 3 games)
- 20 pts per game during the event day
- Seminar - per entry 20 pts
- Attending Seminar - 50 pts
- Stalls - 50rs shopping 5pts, 100rs shopping 10pts

TECHSTORM SCHEDULE

Day 1 - 12th December 2025

Time	Events	Venue
08:00 AM - 08:45 AM	Inauguration	Lab 1
09:00 AM - 11:30 AM	Debugging	Lab 1
09:00 AM - 11:30 AM	AI Tools	Lab 2
10:00 AM - 01:00 AM	Seminar	G12
11:00 AM Onwards	Poster Presentation	421 / Lobby
12:00 PM - 02:00 PM	Code Relay	Lab 2
12:00 PM - 03:00 PM	Virtual Treasure Hunt	Lab 1
08:00 Onwards (Full Day)	Reel Making	All Venues

TECHSTORM SCHEDULE

Day 2 - 13th December 2025

Time	Events	Venue
09:00 AM Onwards	Hackathon	Lab
10:00 AM - 12:00 PM	Seminar	G12
01:00 PM - 03:00 PM	Entertainment Program	College Auditorium
02:00 PM - 02:30 PM	Reels Presentation	College Auditorium
03:00 PM Onwards	Prize Distribution	College Auditorium

ENTERTAINMENT PROGRAM

By Our Alumni's

Yashwant Didwagh & Lawrence Satpute

Founders of

SwarKavita

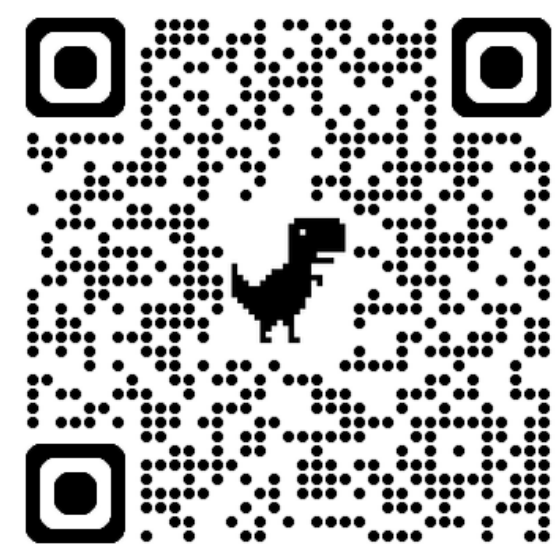
Marathi Poems on Guitar

13th December 2025

01:00 PM - 03:00 PM, College Auditorium



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