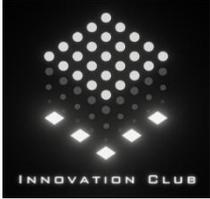# NEW HORIZON COLLEGE OF ENGINEERING

CONNECT-2024
CO-CURRICULAR CLUBS

CODEFATHER

Venue: NHCE Campus
Date: 20th & 21st June 2024
Time: 9.00AM - 5.00 PM

Faculty Co-ordinators: Dr Sreejith S, Associate Professor, AIML Dept, Mrs. Sandyarani, Associate Professor, AIML Dept, Mrs. Lakshmi S Hanne, Assistant Professor, CSE Dept, Sabitabrata Bhattacharya, Senior Assistant Professor, ECE Dept.

Student Co-ordinators: All club members of the below mentioned Co-curricular clubs

Overall Description: CODEFATHER was a premium two-day tech event organized by the collaborative efforts of all club members of 4 Co-Curricular clubs namely Innovation, Evolve.ai, Aerobots and MD club under the extraordinary Connect-2024. CODEFATHER kicked off with inspiring keynote speeches from academic leaders, setting the stage for two days of creativity and technical ingenuity. This event featured Hackaholics an intensive two-day crisis hackathon with teams tackling real-world challenges, CodeRed a software event with exhilarating competitive multiplayer games like Codenames and Minecraft bed wars and finally AVIA a hands-on workshop on CATIA software for CAD enthusiasts. In addition to the competitions and workshops, CODEFATHER facilitated valuable networking opportunities and contributed to significant skill development, leaving a profound impact on all participants and paving the way for future technological advancements.

HACKAHOLICS:

Venue: NHCE Digital Library
Date: 20th and 21st June, 2024
Time: 9:00 am to 5:00 pm

Total number of Participants: 150
Target Audience: UG Engineering Students

Event Description: The Co-curricular clubs conducted an exciting event called 'Hackaholics,' a two-day crisis-based hackathon aimed at fostering innovation, collaboration, and practical problem-solving. Bringing together a diverse group of students from various disciplines, the event challenged participants to tackle pressing real-world issues using AI and Machine Learning technologies. Teams, consisting of 1-3 members, selected from six complex problem statements in areas such as Education, Cyber Security and Urban Development to come up with their own unique solutions.

A pivotal moment in the hackathon was the introduction of a crisis situation designed to test participants' adaptability and problem-solving skills. At the end of the first day and at the beginning of the second day, teams were confronted with a challenge that required them to radically alter their technical approach, such as switching their back-end technology. This unexpected twist demanded quick thinking, resilience, and a deep understanding of diverse technologies, forcing participants out of their comfort zones and encouraging them to learn new frameworks and paths from backend to frontend.

Throughout the event, organizers ensured a smooth experience by assisting with WiFi connectivity, answering relevant questions, and providing support whenever needed. The hackathon concluded with teams presenting their refined projects to a panel of judges, who assessed them on innovation, technical complexity, relevance, and crisis management. The event culminated in an award ceremony, celebrating the outstanding efforts and achievements of the participants, and reinforcing the hackathon's role as a crucible for future tech leaders.

The Winners of HACKAHOLICS were as follows:

First Place - Team Cypher Crafters		
Name	**USN**	**Dept**
Srinivas K S	1NH22CD108	CS with Data Science
Amit	1NH22CD011	CS with Data Science
Bharath	1NH22CD023	CS with Data Science
Second Place - Team Copy Paste		
Rajat	1NH22AI127	AIML
Divyam	1NH22AI193	AIML

Third Place - Team TED-X NHCE and Team BITS Coders		
TED-X NHCE		
Lavnish C	1NH21AI048	AIML
Vibha J	1NH21AI117	AIML
Jayaadhitya	1NH21CS108	CSE
BITS Coders		
Bhavna	External Participant	Bangalore Institute of Technology
Harsha	External Participant	Bangalore Institute of Technology
Hrithika	External Participant	Bangalore Institute of Technology

Special Mention 1 - Team Random
Joebin Peter - 1NH21AI041 (AIML)
Roopesh Kumar C K - 1NH21ME058 (ME)
Guru - 1NH21AI037 (AIML)

Special Mention 2 - Team Tarjiling
Raushni - 1NH22CS176 (CSE)
Syeda Kupra - 1NH22CS225 (CSE)
Harshith - 1NH22EC061   (ECE)

CODERED:

Venue: MBA Seminar Hall, Digital Library
Date: 21st June, 2024
Time: 11:00 am to 3:00 pm

Total number of Participants: 15
Target Audience: UG Engineering Students

Event Description:

Round 1: **Codenames** - A popular word-based party game known for its strategic and engaging gameplay kept the participating students engaged in a time of word play and fun. It involved two teams, each with a spymaster and several operatives. The spymasters knew the identities of their team's agents hidden among a 5x5 grid of word cards and gave one-word clues to help their operatives identify these agents. Each clue was followed by a number indicating how many words on the grid relate to the clue. Operatives had to deduce the correct words while avoiding words that correspond to the other team's agents, neutral bystanders, or the assassin, whose identification results in an immediate loss. The game ends when one team successfully identifies all their agents or mistakenly identifies the assassin. This game was played multiple times and 8 individuals qualified for Round 2.

Round 2 - Minecraft Bedwars - An exhilarating competitive multiplayer game where teams of players battled to destroy each other's beds while simultaneously defending their own. Each team started with a bed that acted as their respawn point. As long as their bed remained intact, team members could respawn after being eliminated. The primary objective was to break the beds of opposing teams, rendering them unable to respawn and thus eliminating them from the game. Players had to gather resources from generators strategically placed around the map to purchase weapons, armor, and tools to fortify their base and launch offensives against other teams. The game demanded a blend of strategic planning, resource management, and combat skills. The last team with a surviving bed claimed victory, making it a thrilling contest of survival and dominance.

The Winners of CODERED were as follows:

Position	Name	USN	Dept
First Place	Aadil	1NH22AI004	AIML
Second Place	Likith	1NH22AI001	AIML
Third Place	Jineesh	1NH22AI002	AIML

AVIA:

Venue: DEMS Lab, Mechanical Dept
Date: 21st June, 2024
Time: 10:00 am to 1:00 pm

Total number of Participants: 15
Target Audience: UG Engineering Students

Resource Person: Nagabhushan sir, Mech Dept

Event Description: A CAD Workshop with CATIA, AVIA was a focused, 3-hour CAD workshop designed to enhance participants' proficiency in using CATIA software. Attendees engaged in hands-on learning, exploring the advanced features and capabilities of CATIA to create precise and intricate designs. The session provided a comprehensive understanding of the software, empowering participants to apply their skills in real-world engineering scenarios. With expert guidance and practical exercises, this workshop promised to be an enriching experience that boosts technical skills and fosters innovation in CAD design.