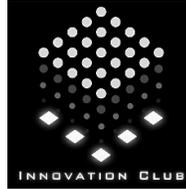




**CO-CURRICULAR CLUB**  
**INNOVATION CLUB**



**EVENT NAME: INNOVATION ZONE**

<b>Event Name</b>	<b>INNOVATION ZONE</b>
<b>Date, time &amp; Venue</b>	<b>11<sup>th</sup> APR 2025, 11am-5pm, BASKETBALL QUADRILATERAL</b>
<b>Participants</b>	<b>Students from NHCE</b>

**Targeted Audience: NHCE students across all departments and years**

**Faculty Co-ordinator: Sreejith sir**

**Student Co-ordinator:**

NAME	USN	SEM/SEC/BRANCH	POSITION
DAVE PINTO	1NH21CS065	7/B/CSE	PRESIDENT
SUBHIKA SRI G	1NH22IS164	5/C/ISE	VICE PRESIDENT
K LAVANYA	1NH23CD065	3/A/CDS	SECRETARY
NIKITH URS	1NH23ME037	3/C/DSE	TREASURER
KANISHK TANDON	1NH22CD044	5/A/CDS	BOARD MEMBER
NIKHITA SAI	1NH23CD175	3/C/DSE	BOARD MEMBER
BENNETT CYRIL	1NH23CD025	3/A/CDS	BOARD MEMBER
DEVONA SHERINE	1NH23EC123	3/C/ECE	BOARD MEMBER
MANISHKA NAYAKA	1NH22CD062	5/A/CDS	BOARD MEMBER
HARSHAA VARDHINI	1NH23CD060	3/A/CDS	BOARD MEMBER
PREETY GUPTA	1NH22EE082	5/B/EEE	BOARD MEMBER

## **Description of the Event:**

The Innovation Club successfully organized an engaging and interactive event titled “Innovation Zone” as part of QuantumX 2025 on April 11th, 2025, from 11:00 AM to 5:00 PM at the Basketball Quadrilateral. The event featured a dynamic stall setup that drew remarkable participation from students across all departments, making it one of the most visited and lively zones of the entire fest.

## **Event Overview:**

The Innovation Zone was designed to promote creativity, logical thinking, and technical enthusiasm through a variety of quick, skill-based games and challenges. Activities such as the Rubik’s Cube Challenge tested participants’ speed and problem-solving abilities, while the Fast Typing Challenge evaluated their accuracy and reflexes. Several other mini tech-based games were conducted, each aimed at blending fun with innovation.

To add to the excitement, exclusive tech-themed stickers and goodies were distributed, encouraging participation and rewarding enthusiasm. The Innovation Club members actively engaged with participants throughout the event, fostering a positive and energetic environment centered around innovation and teamwork.

## **Highlights:**

- **Organized By:** Innovation Club, New Horizon College of Engineering.
- **Theme:** An interactive innovation and technology experience zone featuring rapid-fire skill challenges, logical games, and engaging mini tech-based activities.
- **Objective:** To foster creativity, quick thinking, and technical enthusiasm among students through fun, skill-oriented challenges that encourage innovative problem-solving.
- **Participants:** Open to all NHCE students; individuals participated freely in various quick challenges and activities throughout the event duration.
- **Judging Criteria:** Speed, accuracy, logical approach, problem-solving ability, and successful completion of individual challenges.
- **Platform / Mode:** Offline stall setup conducted at the Basketball Quadrilateral, NHCE during QuantumX 2025.
- **Outcome:** Participants enhanced reflexes, logical reasoning, and technical engagement through interactive games while experiencing an energetic innovation-focused environment, with goodies and recognition awarded for active participation.

## **Outcomes:**

The Innovation Zone at QuantumX 2025 received overwhelming engagement and appreciation from students and faculty alike, standing out as a highlight of the fest. The event not only reflected the club’s creativity and coordination but also successfully inspired students to think innovatively and apply technology in enjoyable, interactive ways.

**Prize Winners:**

Participants from New Horizon College of Engineering (NHCE).

