



K.S. INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE
ICB (IoT, CYBER SECURITY, BLOCKCHAIN TECH)



A Report on “TekZeon – The Inter-Departmental Fest by METANOIA Club”

Date of Conduction: 29.10.2024

Venue: K S Institute of Technology (Inter-Department Event)

Time: 9:00 AM – 4:00 PM

Duration: 7 Hours

Sponsoring Bodies / Associating Organization: N/A

Brief about the Event:

Tek Zeon, organized by the **METANOIA Club**, was an **inter-departmental technical and non-technical fest** held at K S Institute of Technology. The event aimed to bring students together to engage in challenging competitions, showcase their skills, and foster a spirit of teamwork and innovation. The event provided a perfect platform for students to test their knowledge, creativity, and problem-solving abilities across various domains.

Event Objectives:

- ❖ **Encourage Technological Innovation:** Provide students with a platform to apply their technical knowledge in real-world problem-solving.
- ❖ **Enhance Logical Thinking and Problem-Solving:** Improve analytical skills through coding challenges and logical puzzles.
- ❖ **Promote No-Code Development:** Introduce participants to game development without coding using GDevelop.
- ❖ **Encourage Cultural and Creative Expression:** Offer non-technical events that highlight creative and performing arts.
- ❖ **Foster Teamwork and Collaboration:** Promote interpersonal skills through team-based activities and competitions.

Description of the Event:

Tek Zeon featured **seven exciting competitions**, including three technical and four non-technical events, ensuring a blend of intellectual challenge and entertainment.

Technical Events:

1. **Promptology:** A **mini hackathon** where participants had to build a website using **ChatGPT** as their primary development tool, testing their ability to generate and refine AI-assisted content.
2. **Code Crusade:** A **technical treasure hunt**, where teams had to crack logical coding-based clues to advance to the next level.
3. **GamezUp:** A **no-code game development challenge** using **GDevelop**, allowing students to create engaging games without programming experience.

Non-Technical Events:

1. **Dhwani:** A **singing competition**, where participants showcased their vocal talents in different genres.
2. **Stack Attack:** An **outdoor game based on Lagori**, testing agility, coordination, and teamwork.
3. **Reload:** An **eSports gaming tournament** featuring popular battle royale games **BGMI and Free Fire**.
4. **XCharads:** A **team-based acting game**, where members enacted and expressed clues without speaking, enhancing communication skills.

Interactive Activities:

- **Team-based participation:** Every event required collaboration, enhancing students' ability to work efficiently in groups.
- **Creative problem-solving:** Technical events required participants to apply critical thinking and strategic planning.

- **Physical and mental engagement:** The combination of intellectual and outdoor events ensured holistic participation.

Closing Ceremony:

The event concluded with a **reflection session**, where winners were awarded, and participants shared their experiences. The organizing committee expressed gratitude to all departments and participants for their enthusiastic involvement, making **Tek Zeon** a grand success.

Key Highlights:

- ❖ **Engagement of multiple departments**, fostering a competitive yet friendly atmosphere.
 - ❖ **Diverse range of events**, catering to both technical and creative minds.
 - ❖ **Encouragement of AI-assisted and no-code development**, making tech accessible to all.
 - ❖ **Active student participation and teamwork**, creating a memorable learning experience.
-

Conclusion:

Tek Zeon successfully achieved its goal of **blending technology, creativity, and entertainment** into one grand event. The participation and enthusiasm of students showcased the potential for future **bigger and better editions** of the event. The event not only enriched technical knowledge but also fostered **cultural expression, sportsmanship, and innovation**, making it a milestone for the METANOIA Club at K S Institute of Technology.

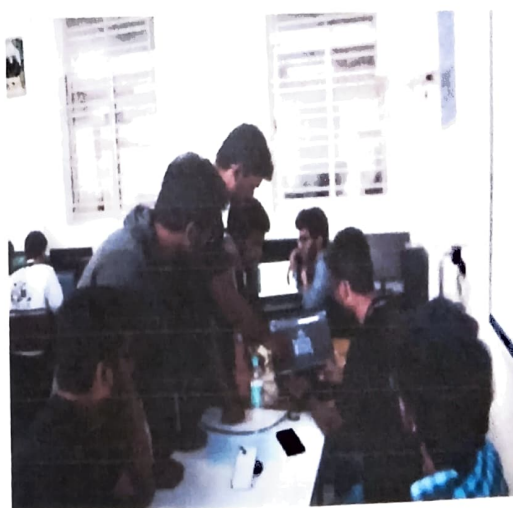
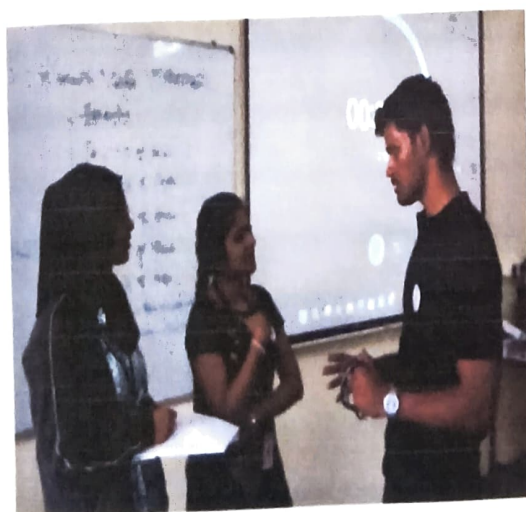
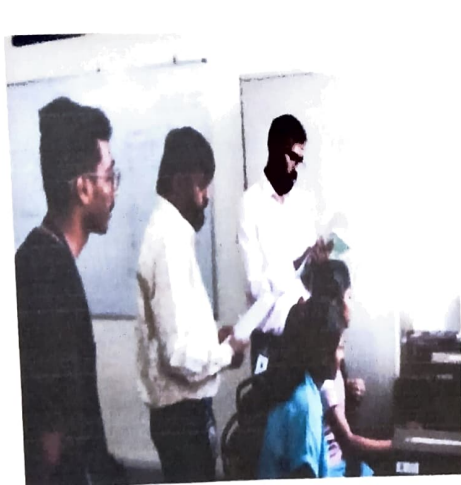
PARTICIPANT DETAILS

No. of Participants: 500+

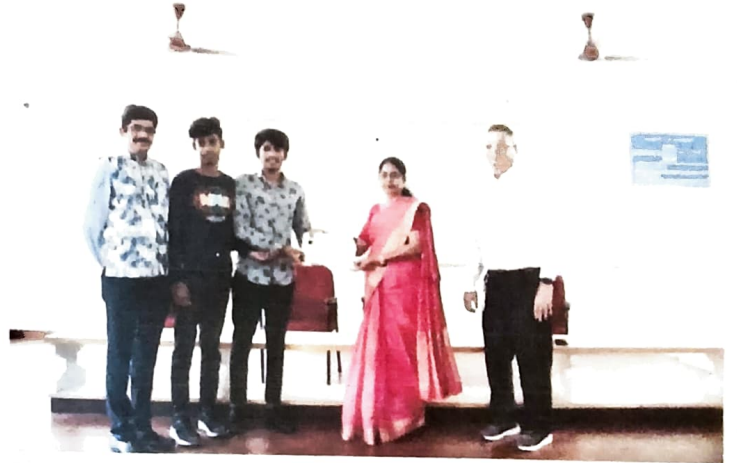
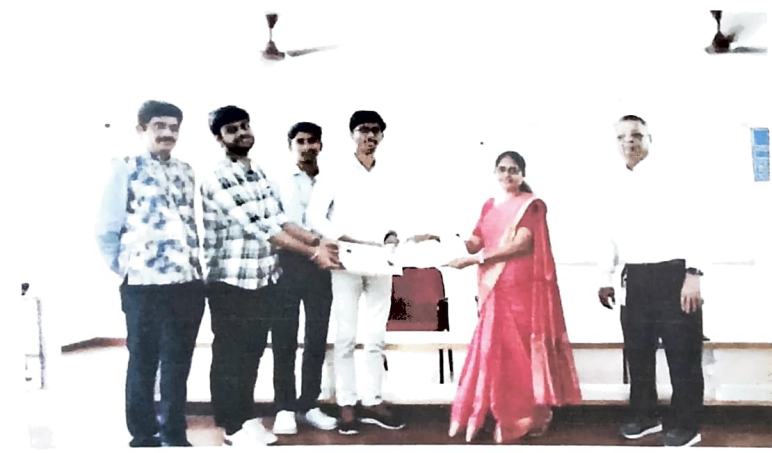
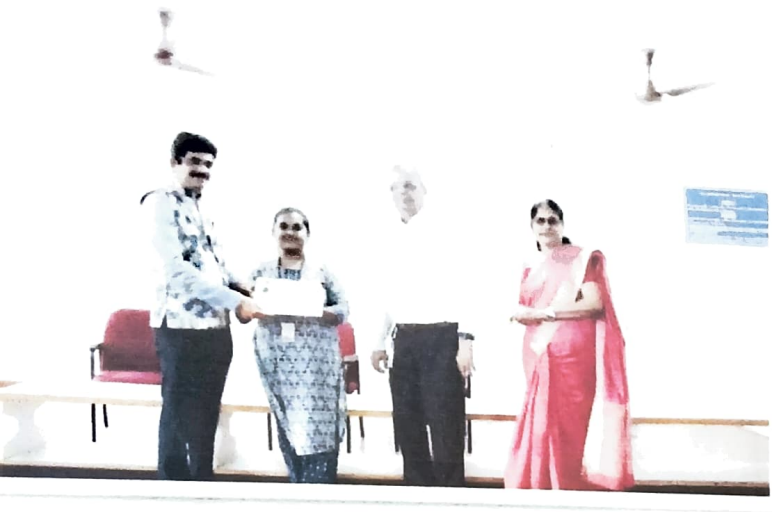
- ❖ **Students (internal/external): 488**
- ❖ **Coordinators and Volunteers: 30**
- ❖ **Faculty:**
 - Dr. Ganga Holi, HOD. CSE(ICB)**
 - Prof. Kushal Kumar B N, Asst. Prof. CSE(ICB)**
 - Prof. Rajashree Byalal, Asst. Prof. CSE(ICB)**
 - Prof. Rachana V Murthy, Asst. Prof. CSE(ICB)**

Event Photos:









EO#	EVENT OUTCOMES
EO1	Students enhanced their technical and creative skills by participating in diverse events, including hackathons, coding challenges, and game development, fostering innovation and problem-solving abilities.
EO2	Through interactive and team-based competitions, students developed collaboration, communication, and strategic thinking skills, improving their ability to work effectively in group settings.
EO3	The event provided a platform for students to explore both technical and non-technical domains, encouraging a holistic learning experience that combined logic, creativity, and entertainment.

PO1: Science and engineering Knowledge

PO2: Problem Analysis

PO3: Design & Development

PO4: Investigations of Complex Problems

PO5: Modern Tool Usage

PO6: Engineer & Society

PSO1: Ability to understand, analyze problems, and implement solutions in Programming languages, as well to apply concepts in core areas of Computer science in association with professional bodies and clubs.

PO7: Environment and Sustainability

PO8: Ethics

PO9: Individual & Team Work

PO10: Communication

PO11: Project Management & Finance

PO12: Lifelong Learning

PSO2: Ability to use Computation Skills and apply software knowledge to develop effective solutions and data to address real world challenges.

EO-PO Mapping

EO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
EO1	-	-	-	-	2	2	-	2	2	2	-	2	2	-
EO2	-	-	-	-	2	2	-	2	2	2	-	2	2	-
EO3	-	-	-	-	2	2	-	2	2	2	-	2	2	-

3	Substantial (High) Correlation
2	Moderate (Medium) Correlation
1	Slight (Low) Correlation
-	No correlation.


HOD

Head of the Department
Dept. of Computer Science Engg.
(IoT, Cyber Security, Blockchain Tech.)
K. S. Institute of Technology
Bengaluru - 560 109.


PRINCIPAL
K.S. INSTITUTE OF TECHNOLOGY
BENGALURU - 560 109.