



# Gopalan College of Engineering and Management

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**Address:** 181/1, 182/1, Sonnenahalli, Hoodi, K.R.Puram, Whitefield, Bangalore, Karnataka - 560 048

**Phone No:** (080) - 42229748    **Email:** [gcem@gopalancolleges.com](mailto:gcem@gopalancolleges.com)    **Website:** [www.gopalancolleges.com/gcem](http://www.gopalancolleges.com/gcem)

## Report On “Algo-Rhythm 2.0” Intercollegiate Techno-Cultural Fest-2025



**ORGANIZED BY- DEPARTMENT OF COMPUTER SCIENCE &  
ENGINEERING**

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## Event Overview

**Title: Algo-Rhythm2.0**

**Dates:** 27<sup>th</sup> & 28<sup>th</sup> March 2025

**Venue:** Gopalan College of Engineering and Management, Bengaluru

Algo-Rhythm 2.0 an intercollegiate fest, organized by the Department of Computer Science and Engineering, Gopalan College of Engineering and Management, Bengaluru –on the college campus on 27<sup>th</sup> and 28<sup>th</sup> March 2025.

Algo-Rhythm is a fusion of technology and culture, featuring a series of technical and cultural activities aimed at fostering innovation, skill and collaboration.

The event served as a platform for students to **showcase their talents, test their skills, exhibit groundbreaking ideas, and embrace the spirit of competition**, and win exciting Cash prizes.

The festivities kicked off with an **inaugural ceremony at 9:30 AM on 27th March** in the college Seminar Hall. The event was graced by the esteemed **Chief Guest and Keynote Speaker, Mrs. Madhavi Shankar**, Co-Founder and CEO of SpaceBasic, a Forbes Asia 30 Under 30 entrepreneur and a pioneer in AI-powered student housing and cafeteria automation. She was joined by our Principal, Dr. Arun Vikas Sing and Vice-Principal Dr. Manoj Challa ,alongside a vibrant audience of participants and students from various colleges across the city.

Ten events were held, including 6 non-technical events and 4 Technical events in which participants competed for cash prizes.

The events included:

### Technical:

1. CodeSprint
2. QuiZard
3. CanVista
4. Web Crafting

### Non- Technical:

5. Campus Carnage
6. HighLight Reel
7. The Mystic Trail
8. Ignite the Beat
9. Chess
10. Squid Game

The fest brought together students from various colleges, offering a vibrant platform to showcase their skills across a diverse set of events, including **Campus Carnage (BGMI Tournament)**, **Highlight Reel (Photography & Video Editing)**, **Treasure Hunt**, **Ignite The Beat (Dance Competition)**, **Chess Tournament**, and **Squid Game (Survival Challenge)**. Each event was meticulously organized, emphasizing teamwork, creativity, technical skills, and sportsmanship.

The fest witnessed enthusiastic participation, fair competition, and a dynamic exchange of ideas and talent. With 208 registrations from, over **20+ colleges** and **400+ participants**, ALGO-RHYTHM 2.0 truly embodied the spirit of collaboration and celebration.

The **Valedictory Ceremony** of the **ALGO-RHYTHM Fest 2025** took place at **3:30 PM on 28th March 2025** at Gopalan College of Engineering and Management. The ceremony marked the culmination of two days of exciting competitions, creativity, and collaboration.

The event began with a warm address, followed by the **distribution of prizes** to the winners and runners-up of various competitions. The honors were presented by the Principal-Arun Vikas Sing, Dr. Manoj Challa, Convenor Algo-rythm 2.0, Dr. Swathi Y,Hod department of Computer Science and Engineering and esteemed **faculty members of the Department of Computer Science and Engineering**. Their presence added significance to the ceremony and was greatly appreciated by all participants.

The atmosphere was filled with celebration and appreciation as students were recognized for their exceptional talents, efforts, and sportsmanship. The event concluded on a high note, leaving participants with a sense of accomplishment and anticipation for future editions of the fest.

# **Participants**

## **Participants Overview – Algorithm 2.0**

**Algorithm 2.0** witnessed a vibrant turnout, with **208 registrations** and a total of **470 participants** representing **20+ colleges** across the region.

### ***Participating Colleges Included:***

1. St. Francis College
2. CMR Institute of Technology (CMRIT)
3. Kristu Jayanti College
4. Lowry Memorial College
5. Gnanambica Degree College, Andhra Pradesh
6. International School of Management Excellence
7. CMR University
8. CMR PU
9. New Horizon College
10. Vemana Institute of Technology
11. Cambridge College
12. MVJ College of Engineering
13. Sir M Visvesvaraya PU and Degree College
14. BMS Institute of Technology (BMSIT)
15. St. Vincent Pallotti College
16. Sir MVIT
17. Charan's Degree College
18. Oxford College of Engineering
19. Garden City University
20. ACS College of Engineering
21. East West College of Engineering
22. Manipal College
23. Gopalan College of Commerce
24. Gopalan College of Engineering and Management

### ***Participant :***

- **External participants:** 156 students from various colleges
- **Gopalan Group participants:** 314 students

### ***Registration :***

- **Total registrations:** 208
  - From **Gopalan Group of Institutions:** 138
  - From **Other colleges:** 70

## Events Details

### Event Report: Code Sprint

**Date:** 27th March 2025

**Mode:** Online (HackerRank Platform)

**Venue:** Gopalan College of Engineering and Management (GCEM), Bengaluru

**Organized by:** Department of Computer Science and Engineering

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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#### **Event Schedule:**

**Code Sprint** was an online coding competition conducted as a key technical event of the ALGO-RHYTHM 2.0 fest. The event began at **1:30 PM** on **27th March 2025**, with participants arriving at GCEM by **1:00 PM** for coordination and briefing.

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#### **Objectives:**

1. To provide a platform for students to showcase their **coding skills, creativity, and problem-solving abilities**.
2. To promote **teamwork** and the ability to produce **time-bound results** under competitive conditions.

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#### **Event Format:**

The competition was conducted in **two rounds**, hosted on the **HackerRank platform**:

- **Round 1:**
  - **Start Time:** 1:45 PM
  - **Duration:** 45 minutes
  - **Number of Questions:** 5
  - Focused on basic to intermediate-level problems to assess logical thinking and programming proficiency.
- **Round 2:**
  - **Start Time:** 2:45 PM
  - **Duration:** 45 minutes
  - **Number of Questions:** 3
  - Featured medium to hard-level problems testing deeper algorithmic and problem-solving capabilities.

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#### **Participation:**

A total of **20 teams** from **7 different institutions** participated in the event.

## **Colleges Participated:**

1. Gopalan College of Engineering and Management – 10 teams
2. MVJ College of Engineering – 5 teams
3. CMR Institute of Technology – 1 team
4. New Horizon College & Dayananda Sagar University – 1 team
5. St. Vincent Pallotti College – 1 team
6. International School of Management Excellence, Bangalore – 1 team
7. Kristu Jayanti College – 1 team

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## **Evaluation and Fairness:**

Evaluation was carried out automatically through the **HackerRank platform**, ensuring **objectivity and transparency** in scoring. Test cases determined the correctness and efficiency of each submission.

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## **Winners:**

### ➤ **First Place**

- **Participants:** Yash Prakash, Reetik Satapathy
- **College:** Kristu Jayanti College
- **Prize:** ₹4,000

### ➤ **Runner-Up**

- **Participants:** R. P. Rakesh, Chandra Mohan P
- **College:** MVJ College of Engineering
- **Prize:** ₹2,500

All other participants were awarded **certificates of participation**.

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## **Coordinators:**

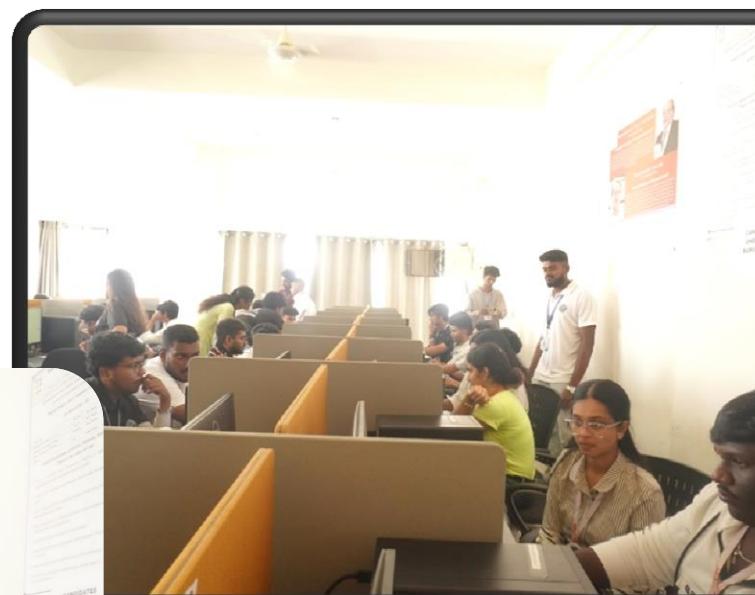
- **Faculty Coordinator:** Mrs. Poornamati
- **Student Coordinators:**
  - P. Mohan
  - M. Tarun
  - Chanditha

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## **Conclusion:**

The **Code Sprint** event successfully engaged participants in a high-paced and intellectually stimulating coding challenge. The event not only helped students apply their technical knowledge in a competitive format but also promoted collaboration, time management, and problem-solving under pressure. The event concluded with the **announcement of winners** and **distribution of cash prizes and certificates**, marking a successful end to this segment of ALGO-RHYTHM 2.0.

## Gallery:



## Event Report: Intercollegiate Quiz Competition

**Date:** 27th March 2025

**Venue:** Department of Computer Science and Engineering

**Organized by:** Department of CSE, Gopalan College of Engineering and Management

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### **Event Overview:**

The **Intercollegiate Quiz Competition** was successfully organized on the **27th of March** as part of the **Algo-Rhythm 2.0** fest. The event aimed to enrich students' knowledge, promote critical thinking, and foster healthy competition in a fun and collaborative setting. It attracted enthusiastic participation from students of various institutions.

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### **Objectives:**

- To provide a platform for students to showcase their knowledge.
- To encourage intellectual curiosity and active learning.
- To foster a spirit of healthy competition.
- To promote teamwork and collaborative problem-solving.

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### **Participation Details:**

- **Total Teams:** 27 (maximum 2 participants per team)
- **Colleges Participated:**
  - Gopalan College of Engineering and Management – 5 teams
  - MVJ College of Engineering – 6 teams
  - Vemana Institute of Technology – 8 teams
  - CMR University – 1 team
  - Vijaya Vittala Institute of Technology – 1 team
  - Kristu Jayanti College – 3 teams
  - St. Vincent Pallotti College – 1 team
  - Charan's Degree College – 2 teams

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### **Quiz Format:**

- **Round 1 – Online Quiz:**  
Conducted using the **Quizizz** platform; teams answered multiple-choice questions to test their general knowledge, speed, and accuracy.  
The **top 5 teams** based on score and time progressed to the final round.
- **Round 2 – Buzzer Round:**  
Conducted offline using a smart board and buzzers. Teams competed to answer questions quickly and accurately by buzzing in first.

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## Highlights:

- Seamless coordination and adherence to schedule throughout the event.
- Enthusiastic participation and competitive spirit displayed by all teams.
- Well-prepared quiz content that kept both participants and the audience engaged.
- Excellent teamwork from volunteers, student coordinators, and technical staff ensured a smooth event.
- Judges and spectators appreciated the sharp thinking and energy of the participants.

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## Faculty Coordinator:

- **Ms. Archana**

## Student Coordinators:

- **Abinandh KV**
- **Surya Varshini V**
- **Medha M**

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## Evaluation & Winners:

The first round was auto-evaluated via **Quizizz**, and the following teams qualified for the final round:

- C. Shashank and Hitesh
- Santhosh and Rohan Reddy
- Zubair and Yashavanth
- Swaroop K.G. and C. Varun
- Dhanushiya and Aleena

## Final Round Winners:

➤ **First Place:**

- **Dhanushiya and Aleena Harold** (Gopalan College of Engineering and Management)

➤ **Second Place:**

- **C. Shashank and Hitesh** (Vemana Institute of Technology)

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## Challenges Faced:

- Managing time efficiently between rounds to maintain the flow of the event.
- Ensuring smooth functioning of **technical equipment** during the buzzer round.
- Coordinating with multiple departments and volunteers to ensure seamless execution.

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## Conclusion:

The quiz competition was a resounding success, thanks to the enthusiasm of participants, efficiency of the organizing team, and the support of faculty and volunteers. The event not only tested knowledge but also fostered camaraderie, quick thinking, and team spirit—aligning perfectly with the vision of **ALGO-RHYTHM 2.0**.

## Event Report: CanVista – Poster Designing Competition

**Date:** 28th March 2025

**Venue:** Lab 4 (DSA Lab), 4th Floor, Department of CSE, GCEM

**Organized by:** Department of Computer Science and Engineering

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### Event Overview:

**CanVista** was a digital poster designing competition that celebrated the power of creativity and visual communication. Conducted on the **28th of March**, it formed a vibrant part of the ALGO-RHYTHM 2.0 technical and cultural fest hosted by the Department of Computer Science and Engineering at **Gopalan College of Engineering and Management**.

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### Objectives:

1. To encourage students to express their creativity and design skills through digital platforms.
2. To provide a platform for visual storytelling and conceptual representation.
3. To assess participants' ability to creatively communicate complex ideas in a visually appealing format.

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### Theme:

The theme, "**The Future of Work: Humans vs Bots**", was revealed at **9:00 AM**. Participants were required to design posters that reflected the evolving relationship between human intelligence and artificial intelligence in the modern workplace.

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### Participation:

- **Registrations Received:** 19
- **Participants Present:** 16

### Colleges Represented:

1. Gopalan College of Engineering and Management – 7 participants
2. Kristu Jayanti College – 7 participants
3. CMR University – 2 participants
4. Indian School of Management Excellence – 1 participant
5. Sir M Visvesvaraya PU and Degree College – 1 participant

## 6. Charan's Degree College – 1 participant

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### Event Highlights:

- The competition began at **9:00 AM** in the DSA Lab with students enthusiastically diving into their creative process.
- Posters were designed digitally and submitted via **Google Forms** within the time limit.
- **Student coordinators** ensured smooth conduct by assisting participants with queries and technical requirements.
- Participants delivered **short presentations** to explain the inspiration and message behind their poster designs.
- The event showcased a blend of artistic flair, thematic interpretation, and digital design skills.

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### Evaluation and Winners:

Posters were judged on the basis of:

- **Creativity & Originality**
- **Relevance to Theme**
- **Visual Appeal**
- **Clarity of Message**
- **Pitch Presentation**

### Winners:

- **First Place:**
  - **Chanditha D** – Gopalan College of Engineering and Management
- **Runner-Up:**
  - **Gayathri Jayaprakash** – Kristu Jayanti College

All participants were awarded **certificates of appreciation**, and the winners received **prizes** in recognition of their talent.

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### Conclusion:

**CanVista** was a resounding success, drawing in a pool of talented designers and creative thinkers from diverse colleges. The event not only encouraged participants to think critically about the future of work and AI but also gave them a valuable platform to express ideas through design. It was a celebration of innovation, expression, and the power of visual storytelling.

### Gallery:



# Event Report: Webcrafting – Website Development Competition

**Date:** 28th March 2025

**Time:** 12:00 PM – 2:00 PM

**Venue:** Department of Computer Science and Engineering, GCEM

**Organized by:** Department of CSE, Gopalan College of Engineering and Management

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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## Event Overview:

**Webcrafting** was a fast-paced, offline website development competition organized as part of the ALGO-RHYTHM 2.0 fest. The event challenged participants to create a complete static webpage using only **raw HTML and CSS**, without the aid of any external libraries or JavaScript.

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## Objectives:

1. To provide a platform for students to demonstrate web development and creative design skills.
2. To encourage problem-solving and innovation under time constraints.
3. To promote teamwork and collaboration among participants.

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## Problem Statement:

- The theme “**Headphones Website**” was revealed **on the spot** at 12:00 PM.
- Participants had **2 hours** to design and develop a visually appealing and technically sound webpage based solely on HTML and CSS.
- All necessary resources were provided by student coordinators, and participants could seek help for clarifications during the event.

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## Participation Details:

- **No. of Teams:** 22
- **Total Participants:** 43

## Colleges Represented:

1. Gopalan College of Engineering and Management – 4 teams
2. Vemana Institute of Technology – 2 teams
3. Cambridge College of Engineering – 2 teams
4. MVJ College of Engineering – 3 teams
5. Garden City Institute of Technology – 3 teams
6. K S Institute of Technology – 1 team
7. CMR University – 2 teams
8. St. Joseph's University – 1 team
9. Sir M. Visvesvaraya Degree College – 1 team
10. Kristu Jayanti College – 3 teams

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## Event Highlights:

- The theme “**Headphones Website**” prompted students to think creatively and design product-focused layouts.
- The event began at **12:00 PM**, with participants enthusiastically diving into their projects.
- Student coordinators from GCEM provided constant support, addressing technical issues and ensuring smooth operations.
- The teams submitted their final designs by **2:00 PM**, followed by the evaluation phase.

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**Faculty Coordinator:** Ms. Preeti Jain

## Student Coordinators:

- **Abhishek Poovaiah M**
- **Chethan Kumar S L**

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## Evaluation & Results:

The jury evaluated all submitted websites based on:

- **Visual Design**
- **Layout & Structure**
- **Responsiveness (if any)**
- **Relevance to the theme**
- **Clean Code and Technical Accuracy**

## Winners:

### ➤ First Place:

**Team Meldhead** – CMR University  
**Prize:** ₹3000/-

### ➤ Runner-Up:

**Team Web Wizards** – Vemana Institute of Technology  
**Prize:** ₹1500/-

All other participants received **certificates of participation**.

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## Conclusion:

**Webcrafting** was a huge success, fostering innovation, rapid development, and design thinking among budding developers. The competition was well-received and offered participants valuable experience in deadline-driven development environments. The event concluded with prize distribution and appreciation for all the participating teams, volunteers, and coordinators.

## Event Report: Campus Carnage – BGMI Tournament

**Date:** 27th March 2025

**Time:** 12:30 PM

**Venue:** Gopalan College of Engineering and Management

**Organized by:** Department of Computer Science and Engineering, GCEM

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### Event Overview:

**Campus Carnage** was a thrilling **BGMI (Battlegrounds Mobile India)** esports tournament organized under the ALGO-RHYTHM 2.0 fest. The competition saw teams from various colleges showcase their strategic and survival skills in a high-stakes, elimination-style gaming event. With a focus on fair play and excitement, the tournament provided an electrifying gaming experience to both participants and spectators.

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### Objectives of the Event:

1. To provide a competitive platform for students to display their gaming expertise.
2. To encourage **teamwork, strategic planning**, and real-time decision-making.
3. To promote a vibrant **esports culture** within the college community.

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### Game Description:

The event featured intense **BGMI** matches where each team competed in a battle royale format.

- The event was **strictly regulated**, with **referees and anti-cheat checks** ensuring fair play.
- Registered teams competed through multiple rounds, following an **elimination format**.
- The **top teams** advanced to the finals to battle it out for the championship title.

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### Participants:

- **No. of Teams:** 20
- **Colleges Participated:**
  1. ACS College of Engineering
  2. East West College of Engineering
  3. Manipal College
  4. Charans Degree College
  5. Gopalan College of Commerce
  6. Lowry Memorial
  7. Gnanambica Degree College (Andhra Pradesh)
  8. Gopalan College of Engineering
  9. ISME College
  10. Kristu Jayanti College
  11. CMR University
  12. CMR PU College
  13. New Horizon College
  14. St. Francis College (Koramangala)
  15. Vemana College
  16. Cambridge Institute of Technology
  17. MVJ College of Engineering
  18. SMV Degree College

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### Highlights:

- The event began with a **briefing session** on rules and tournament structure.
- As the competition progressed, teams demonstrated remarkable **coordination, reflexes, and in-game strategy**.
- The **final match** was an adrenaline-pumping battle where top teams competed fiercely for the title.

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### Faculty Coordinator:

- **Mr. Kartheek**

### Student Coordinators:

- **Mayur**
- **Imdad**
- **Sundar**
- **Rajesh**

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### Evaluation and Winners:

The final round was judged based on performance, kills, survival time, and team coordination.

- **First Place – Rs. 5000/-**  
**Winner:** Team *Mafia* from **New Horizon College**
- **Second Place – Rs. 3000/-**  
**Runner-up:** Team *Pixel Glitch* from **St. Francis College (Koramangala)**

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### Conclusion:

The **Campus Carnage** BGMI tournament concluded on a high note, leaving both participants and the audience exhilarated. The event not only celebrated gaming talent but also emphasized values like **fair play, team spirit, and strategic thinking**. It was executed seamlessly thanks to the collaborative efforts of faculty, student coordinators, and volunteers.

With esports gaining momentum across academic institutions, **Campus Carnage** successfully laid the foundation for future gaming events at GCEM, promising an even bigger and better experience in the years to come.

## Event Report: Highlight Reel – Video Editing & Photography Competition

**Date:** 27th March 2025 (10:30 AM) – 28th March 2025 (1:00 PM)

**Venue:** Lab 2, Department of CSE, Gopalan College of Engineering and Management

**Organized by:** Department of Computer Science and Engineering, GCEM

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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## Event Overview:

The **Highlight Reel** event was a captivating video editing and photography competition held as part of the ALGO-RHYTHM 2.0 fest. This event provided students with the opportunity to capture the essence of the fest through video and photography, and showcase their creative editing skills. The participants were tasked with producing a final video and a set of photos from the various activities and competitions that took place during the event.

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## Objectives of the Event:

1. To provide a platform for students to showcase their **video editing** and **photography skills**.
2. To promote **teamwork** and enhance participants' ability to produce high-quality work within a **time-bound environment**.

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## Event Description:

Participants were instructed to capture videos of the various events happening throughout the fest, such as **Quizard**, **Campus Carnage**, and **CanVista**, among others. Following the capture, they were required to edit these clips into a final video submission and also select the **15 best photographs** from their collection throughout the fest. The final video and images were then presented to the jury for evaluation.

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## Participants:

- **No. of Teams:** 11
- **Colleges Participated:**
  1. Gopalan College of Engineering and Management (8 participants)
  2. CMR Institute of Technology (1 participant)
  3. St. Francis College (1 participant)
  4. Kristu Jayanti College (1 participant)

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## Highlights:

- The event kicked off at **10:30 AM on 27th March**, with instructions provided to the participants by the student coordinators.
- Participants enthusiastically captured moments from various events, including on-the-spot editing by some participants.
- The first day of the fest concluded at **4:30 PM**, and the participants wrapped up their activities around the same time.
- On **28th March**, participants arrived at **8:30 AM** and began capturing the final moments of the fest, including **Mystic Trail (Treasure Hunt)** and **Ignite the Beat (Dance)**.
- The creativity and enthusiasm exhibited by the participants were truly commendable.

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### **Student Coordinators:**

- **Deepika** – 6th Semester, CSE
- **Sanjay S R** – 6th Semester, CSE
- **Bharath** – 4th Semester, CSE

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### **Conclusion and Winners:**

The event concluded at **1:00 PM on 28th March** with the submission of final videos and photographs. **Judging** commenced at **1:45 PM**, with **Mrs. Poppy Emmanuel**, faculty from the Civil Department, serving as the jury.

#### **□ First Place – Rs. 4000/-**

**Winner:** Abhishek Mannatharaj and Gambheer from **Gopalan College of Engineering and Management** (2nd Year)

- Their outstanding video editing and photography skills impressed not only the jury but also several faculty members.

#### **□ Runner-up – Rs. 2500/-**

**Runner-up:** Sameer and Vinay from **St. Francis College**

- Their innovative video transitions, along with a magnificent music choice, enhanced the overall impact of the video.

The winners were awarded **cash prizes** and **certificates**, while the other participants received **e-certificates** for their efforts. The fest concluded on a high note with a celebratory announcement of the winners.

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### **Conclusion:**

The **Highlight Reel** event was a tremendous success, showcasing the creative talents of students in both video editing and photography. The event fostered teamwork, collaboration, and time-bound execution. The efforts of the participants, along with the smooth organization by the coordinators, made it a memorable event that added significant value to the overall fest experience.

## Event Report: Mystic Trail-Treasure Hunt



**Date:** 28th March 2025

**Time:** 9:30 AM – 4:30 PM

**Venue:** Gopalan College of Engineering and Management (GCEM)

**Organized by:** Department of Computer Science and Engineering (CSE), GCEM

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### Event Overview:

The **Treasure Hunt** event was one of the most exciting and engaging competitions of the **ALGO-RHYTHM 2025** fest. Held on the second day, 28th March, the event required participants to use their problem-solving, teamwork, and strategic thinking skills. The event was conducted in a series of four rounds, with half of the teams progressing to the next round at each stage.

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### Objectives of the Event:

1. To provide a platform for students to demonstrate their **strategic thinking, teamwork, and problem-solving** skills under pressure.
2. To encourage **healthy competition** among participants while fostering a fun, engaging environment.
3. To promote **logical thinking** and teamwork in a **dynamic and exciting** setting.

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### Participants:

- **No. of Teams:** 24
- **Colleges Participated:**
  1. Oxford College of Engineering – 1 team
  2. Cambridge Degree College – 1 team
  3. Kristu Jayanti College – 1 team
  4. Vemana Institute of Technology (Vemana IT) – 1 team
  5. Gopalan College of Engineering and Management (GCEM) – 20 teams

## Event Description:

The **Treasure Hunt** competition began at **9:30 AM** with participants divided into 24 teams. The event consisted of four rounds, with each round eliminating half of the teams, leading to the final showdown. The rounds tested the participants' ability to work together, solve clues, and strategize effectively. After the first three rounds, **3 teams** qualified for the final round. The finale concluded in a **tie** between two teams, who were both declared **winners**.

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## Highlights:

- The event saw intense participation, with teams racing against time to decipher clues and solve puzzles.
- The enthusiastic participation from **GCEM teams**, along with external teams from colleges like **Vemana IT**, added diversity and excitement to the competition.
- The competitive spirit and teamwork were on full display throughout the event, with participants engaging in quick decision-making and effective collaboration.

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## Winners:

After a gripping final round, the results were announced:

### ➤ 1st Place (Tie):

- **Vemana IT Team**
  - Rakshith KS
  - Hari Krishna Reddy
  - Syed Abbas
  - Harini Johnson
  - C Shashank
- **GCEM Team**
  - Abhishek Mannatharaj
  - Harshith HR
  - Gambheer
- Each winning team received **INR 6000** per team, along with **Winning Certificates**.
- All participating teams received **Certificates of Participation**.

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## Faculty & Student Coordinators:

The event was successfully organized under the guidance of:

- **Faculty Coordinators:**
  - Kartheek Sir
  - Vinay Sir
- **Student Coordinators:**
  - Sakthi Mageswari V
  - Devadhar S Murthy
  - Gagana C
  - Shreeka K

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## Conclusion:

The **Treasure Hunt** event was an immense success, providing participants with the perfect opportunity to compete, learn, and enjoy a fun-filled challenge. The seamless execution, **smooth coordination**, and **fair gameplay** made the event a memorable experience for all. With active participation from multiple colleges, the event added immense excitement and enthusiasm to the **ALGO-RHYTHM 2.0 fest**. The dedication of the **organizers, student coordinators, and volunteers** played a pivotal role in ensuring the success of this competition.

## Event Report: Ignite The Beat – Dance Competition

**Date:** 28th March 2025

**Time:** 10:30 AM onwards

**Venue:** 6th Floor Seminar Hall, Gopalan College of Engineering and Management (GCEM)

**Organized by:** Department of Computer Science and Engineering (CSE), GCEM

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### Event Overview:

The **Ignite The Beat** dance competition was an exciting event held as part of the **ALGO-RHYTHM 2025** fest. With 13 teams from various colleges, the event featured an array of dance performances across diverse styles, including classical, contemporary, hip-hop, and Bollywood. The competition was a vibrant display of talent, creativity, and energy, bringing together the best dancers from various institutions.

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### Objectives of the Event:

1. To provide a platform for students to showcase their **dance talent** and **creativity**.
2. To encourage **artistic expression** and **teamwork** among participants.
3. To celebrate the spirit of **cultural activities** within the fest, fostering a sense of unity and creativity.

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### Participants:

- **No. of Teams:** 13
- **Colleges Participated:**
  1. Gopalan College of Engineering and Management (GCEM) – 8 teams
  2. Charans Degree College – 1 team
  3. Mount Carmel College Autonomous – 1 team
  4. MVJ College of Engineering – 1 team
  5. Saptagiri College of Engineering – 2 teams

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### Event Description:

The competition commenced at **10:30 AM**, with the audience buzzing with excitement. Each team

was allotted a fixed time slot to perform, and the judges evaluated the performances on the following criteria:

- **Choreography**
- **Expressions**
- **Synchronization**
- **Creativity**
- **Overall Stage Presence**

The dancers captivated the audience with their flawless performances, combining a variety of dance forms that kept the energy high throughout the day. The event provided a platform for students to express themselves artistically while showcasing their passion for dance.

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### **Highlights:**

- The event featured a mix of **classical, contemporary, hip-hop, and Bollywood** dance styles, catering to diverse tastes and talents.
- The audience cheered enthusiastically for every team, creating a lively and dynamic atmosphere.
- Judges carefully assessed each performance, ensuring that all teams received fair evaluation based on technique, creativity, and audience connection.

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### **Evaluation and Winners:**

After careful evaluation by the panel of judges, the winners were announced:

➤ **1st Place (Winner):**  
**Darshan & Team from MVJ College of Engineering**

**Prize:** INR 6000

➤ **2nd Place (Runner-Up):**  
**Shreya & Team from Mount Carmel College**

**Prize:** INR 4000

**Conclusion:** The **Ignite The Beat** event concluded with the announcement of winners and the distribution of **cash prizes**. Other participants were awarded **certificates of participation** for their contributions. The event was a grand success, showcasing the immense talent, creativity, and energy of the participants. It was an exciting celebration of cultural expression, marking a high point in the **ALGO-RHYTHM 2025** fest.

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### **Faculty & Student Coordinators:**

The event was successfully organized under the guidance of:

- **Faculty Coordinator:** Ms. Anupama
- **Student Coordinators:**
  - Lekhana
  - Navya

- Aarya
- E.K. Rajagopalan

## **Gallery:**



## Event Report: Chess Tournament



**Date:** 27th March 2025

**Time:** 10:30 AM onwards

**Venue:** Department of Computer Science and Engineering (CSE), GCEM

**Organized by:** CSE Department, Gopalan College of Engineering and Management (GCEM)

**As part of:** ALGO-RHYTHM 2.0 – Intercollegiate Fest

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### **Event Overview:**

The **Chess Tournament** was one of the featured events on Day 1 of the **ALGO-RHYTHM 2025** fest. This strategic competition brought together students from various colleges to test their logical thinking, patience, and decision-making skills in a knockout-style format. Conducted in a controlled and tech-enabled environment, the event ensured seamless gameplay using chess software for match pairing and score tracking.

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### **Objectives of the Event:**

1. To provide a platform for students to showcase their **strategic thinking** and **problem-solving** abilities.
2. To encourage **healthy competition** and **intellectual engagement** among participants.
3. To promote **sportsmanship**, **focus**, and **critical thinking** in an enjoyable and interactive setting.

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### **Participants:**

- **Total Participants:** 21
- **Colleges Represented:**
  - Sir MVIT – 1 participant
  - BMSIT – 1 participant
  - Charan Degree College – 2 participants
  - Kristu Jayanti College – 1 participant
  - MVJ College of Engineering – 1 participant
  - Gopalan College of Engineering and Management (GCEM) – 15 participants

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### **Tournament Format:**

- The tournament followed a **knockout format**, where players had to win each round to advance.

- **Chess software** was used to manage match pairings, monitor progress, and ensure transparency and accuracy in scoring.
- Each round featured close competition, with players displaying focus, strategic foresight, and game mastery.

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### **Winners:**

After a series of intense and mentally demanding matches, the winners were declared as follows:

**1st Place:** Zidane Richardson from GCEM

**Prize:** INR 3000/-

**2nd Place (Runner-up):** Vachan Raju from Sir MVIT

**Prize:** INR 2000/-

**3rd Place (Second Runner-up):** Bhadri V Bharadwaj from GCEM

**Prize:** INR 1000/-

### **Awards:**

- Winners received **certificates of achievement** and were acknowledged for their exceptional performance.
- All participants were awarded **certificates of participation** in recognition of their involvement and enthusiasm.

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### **Faculty & Student Coordinators:**

The tournament was smoothly conducted under the expert guidance and support of:

- **Faculty Coordinator:** Mr. Vinay G
- **Student Coordinators:**
  - M M Bharath
  - Abhishek Mannatharaj
  - Kruthin

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### **Conclusion:**

The **Chess Tournament** was a successful and intellectually stimulating event that not only brought out the best in competitive chess playing but also encouraged critical thinking and focused execution among the students. The use of chess software elevated the quality of event management, while the spirit of fair play and camaraderie made it a memorable highlight of the **ALGO-RHYTHM 2025** fest.

### **Gallery:**



## Event Report: Squid Game



**Date:** 27th March 2025  
**Time:** 9:00 AM onwards

**Venue:** Gopalan College of Engineering and Management

**Organized by:** Department of Computer Science and Engineering (CSE), GCEM

**Format:** Offline, Individual Registration

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### Event Overview:

The **Squid Game** was one of the most anticipated offline survival-based events held as part of the *ALGO-RHYTHM* fest. Drawing inspiration from the popular series, the event challenged participants with a series of physically and mentally demanding rounds. With eliminations after each stage, the tension and thrill remained high until the final moments. The event offered an unforgettable experience of strategy, quick thinking, endurance, and fair play.

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### Objectives of the Event:

1. To provide a thrilling and competitive environment for participants to test their **endurance and survival instincts**.
2. To promote **strategic thinking, adaptability**, and **discipline under pressure**.
3. To ensure a fair and engaging experience through **strict rule enforcement** and **coordinated oversight**.

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### Event Structure & Description:

The competition featured **four progressive elimination rounds**, each designed to test different skills:

1. **PENTAGATHON:**
  - Teams of five were tied together and faced a series of combined **physical and mental challenges**.
  - Only those who succeeded as a unit advanced to the next round.
2. **MINGLE:**
  - A team-based game emphasizing **strategy, alliance-building**, and **timely action**.
  - Participants raced to safety zones while avoiding elimination in a dynamic and competitive environment.
3. **RED LIGHT, GREEN LIGHT:**
  - A classic test of **precision and patience**.
  - Participants had to freeze at precise moments or face immediate disqualification.
4. **HONEYCOMB:**
  - The final and most intricate round, where competitors carved shapes from delicate honeycomb candies.
  - The task demanded **extreme focus, precision, and steady hands**.

Each round was strictly monitored by the **game master** and **volunteers**, ensuring fair play and immediate action against any misconduct.

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### Participation Overview:

- **Total Participants:** 30
- **Participating Institutions:**
  - Gopalan College of Engineering and Management
  - New Horizon College of Engineering

- Kristu Jayanti College
- CMR PU College

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### Event Highlights:

- The event kicked off with an initial **briefing and ID verification**.
- Excitement and anticipation ran high as the **eliminations began from the first round**.
- Each round posed increasing levels of challenge and suspense.
- The **final three participants** demonstrated remarkable composure and competitiveness.
- The audience and volunteers were fully engaged, creating an electric atmosphere throughout.

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### Faculty Coordinator:

- **Ms. Kavitha Bai A. S**

### Student Coordinators:

- Diya V
- Rakshitha
- Rahul
- Himashree

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### Winners & Prizes:

#### ➤ 1st Place:

- **Winner:** Shashank V – *CMR PU College*
- **Prize:** 3000/-

#### ➤ 2nd Place:

- **Winner:** Simran – *Gopalan College of Engineering and Management*
- **Prize:** 2000/-

#### ➤ 3rd Place:

- **Winner:** Sreemukhi – *Gopalan College of Engineering and Management*
- **Prize:** 1000/-

All other participants received **certificates of participation**.

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### Conclusion:

The **Squid Game** event stood out as one of the most adrenaline-pumping and memorable events of *ALGO-RHYTHM 2025*. With engaging rounds, fair gameplay, and enthusiastic participants, the event achieved its goals of combining **entertainment with skill-building**. The excellent coordination by the student organizers and vigilant oversight by the faculty ensured that everything ran smoothly.

The participants left with smiles, satisfaction, and stories to tell—setting a high benchmark for future editions of the Squid Game event.

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## **Impact and Outcomes**

### **1. Technical Events: Driving Innovation and Skill Development**

The technical events at Algo-Rhythm 2.0 created a vibrant platform for students to challenge their problem-solving abilities, enhance their technical knowledge, and explore real-world applications of theoretical concepts. These events encouraged critical thinking, collaboration, and innovation in fields like coding, debugging, and design.

#### **Key Outcomes:**

- **Skill Enhancement:** Participants demonstrated improved proficiency in programming, logic building, and analytical thinking.
- **Innovation Showcase:** Students presented creative tech-based solutions and ideas, reflecting emerging trends in AI, software development, and cybersecurity.
- **Peer Learning:** Cross-institutional participation facilitated knowledge sharing and networking among tech enthusiasts.
- **Confidence Building:** Competitive exposure boosted participants' confidence in public presentation and decision-making under pressure.

### **2. Non-Technical Events: Fostering Creativity and Community**

The non-technical events offered an inclusive space for creativity, expression, and interpersonal skills. These cultural and general-interest events ensured wide participation from students across various academic backgrounds.

#### **Key Outcomes:**

- **Team Building and Collaboration:** Events like quizzes, debates, and group activities promoted teamwork and coordination.
- **Creative Expression:** Talent-based events enabled students to explore and exhibit artistic, literary, and performing arts.
- **Holistic Engagement:** Participation from diverse departments and colleges created a lively, collaborative environment beyond academic boundaries.
- **Stress Relief and Fun:** Cultural events provided a break from routine academics, fostering joy, enthusiasm, and college spirit.

#### **Overall Impact:**

Participation from multiple institutions increased the fest's outreach and reputation.

- The fest strengthened the culture of interdisciplinary learning and healthy competition.

- It contributed to the personal and professional development of students by offering hands-on experience in organizing, participating, and managing large-scale events.

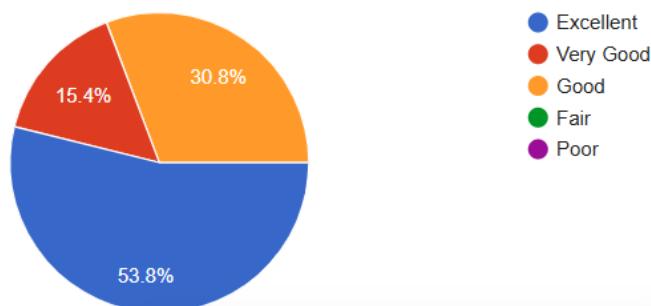
**Outcome:** The event successfully brought together students from various colleges, fostering an environment of healthy competition and camaraderie. With a diverse range of events, participants had the opportunity to showcase their skills and knowledge, while also gaining valuable insights into the ever-evolving field of Information Technology.

## Feedback

Rate your overall experience at the fest:

13 responses

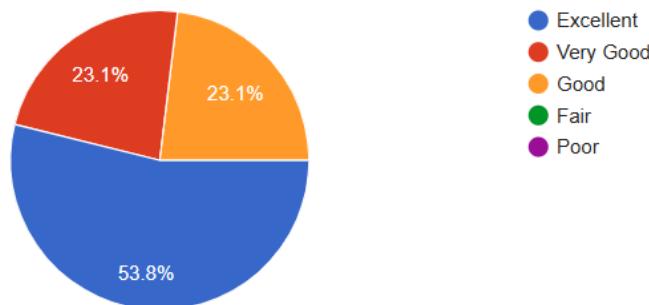
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Event Organization:

13 responses

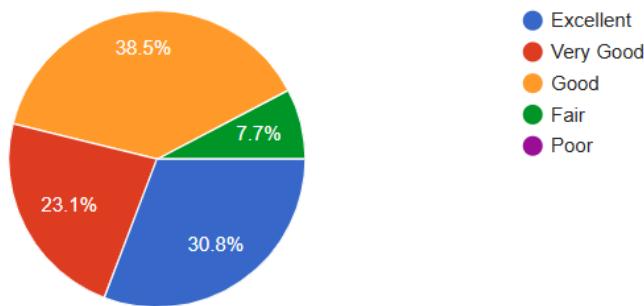
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Arrangements:

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13 responses

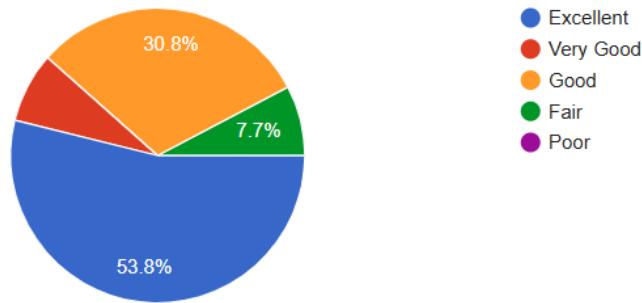


- Excellent
- Very Good
- Good
- Fair
- Poor

Hospitality and Facilities:

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13 responses



- Excellent
- Very Good
- Good
- Fair
- Poor

What aspects of the fest did you like:

10 responses

i liked canvista more as of now

Experience and organisation

Can give chance like trials without eliminating starting itself

i like the seniors attitude to participants and and their events

.

Most of them

The organization was done well. People of the organization team were helping us if we had any problem.

Everything

Unity and kindness to others

What aspects of the fest could be improved:

10 responses

here i think i need more tech related fest such as hackathons, ideathons and many other tech related stuffs to improve my skills as well as fixing of dates should be improved so that simultaneously we should manage our academics as well as participating in tech events

More food stall facilities, better and ventilated room/area for Dance event.

Nothing

they could have added more interactive session in end of the fest so it will help for networking of students

.

It would be better if the room no. Were informed better in the group.

Food was a big headache. There was just one food truck, and they just sold one thing.

Chess board are not good

## **Conclusion – ALGO–RHYTHM 2.0**

The **ALGO–RHYTHM Fest 2025**, organized by the Department of Computer Science and Engineering, Gopalan College of Engineering and Management, was a resounding success. Spanning two days of high-energy competitions, creativity, and collaboration, the fest brought together talented students from multiple institutions and provided them with a vibrant platform to showcase their skills across technical, cultural, and strategy-based events.

With events like **Highlight Reel, Treasure Hunt, Ignite The Beat, Chess Tournament**, and the adrenaline-packed **Squid Game**, the fest celebrated not just intellect and artistry, but also teamwork, leadership, and sportsmanship. Each event was executed with remarkable coordination by the faculty and student organizers, whose commitment ensured seamless management and unforgettable experiences.

From thought-provoking problem-solving challenges to captivating performances and immersive gameplay, ALGO–RHYTHM truly lived up to its name—blending logic with rhythm, intellect with emotion.

The overwhelming participation, enthusiastic responses, and positive feedback from students and faculty alike reflect the fest's lasting impact. As the curtains fall on this year's edition, ALGO–RHYTHM leaves behind a trail of memories, friendships, and inspiration—setting the stage for even bigger and better editions in the years to come.

## **Acknowledgements**

We extend our heartfelt gratitude to all those who contributed to the grand success of **Algo-Rhythm 2.0**.

First and foremost we are grateful to our **Director, Mr. Prabakar, and Mrs. Sunitha Prabakar** for their constant encouragement, visionary guidance, and unwavering support in organizing this fest. Their belief in student potential and holistic development continues to inspire us.

We thank **Mrs. Madhavi Shankar**, Co-Founder & CEO of SpaceBasic, for gracing the event as the **Chief Guest and Keynote Speaker**. Her inspiring words and presence added immense value to the inauguration ceremony and set the tone for the fest.

We are deeply grateful to our **Principal Dr. Arun Vikas Sing and Dr. Manoj Challa, Convenor Algo-rhythm 2.0** for their unwavering support, guidance, and encouragement throughout the planning and execution of the fest. We also extend our appreciation to the **Principals of participating colleges** for encouraging their students to take part and contribute to the spirit of intercollegiate collaboration.

A special note of thanks to **Dr. Swathi Y, Head of the Department of Computer Science and Engineering** for being the driving force behind Algo-Rhythm 2.0. Your direction and mentorship made this fest possible.

A special thanks to the **Department of Computer Science and Engineering**, whose faculty and staff worked tirelessly behind the scenes to bring this event to life. Their dedication and meticulous planning ensured every aspect of the fest was executed smoothly.

We also acknowledge the support and goodwill of the **Heads of all Departments**, whose cooperation ensured smooth execution and cross-departmental participation, making the fest more inclusive and vibrant.

We also acknowledge the efforts of the **Student Organizing Committee**, whose enthusiasm, creativity, and hard work made each event a memorable experience. Their teamwork, leadership, and coordination were key to the event's success.

Our sincere thanks to all the **participants** from various colleges for their enthusiastic involvement. Your energy and passion made Algo-Rhythm 2.0 a truly vibrant and competitive platform.

Lastly, we appreciate the contributions of our **sponsors, volunteers, and support staff**, without whom this event would not have been possible.

Together, we celebrated innovation, culture, and collaboration—making Algo-Rhythm 2.0 an unforgettable experience.