



GOPALAN
COLLEGE OF ENGINEERING
AND MANAGEMENT
Whitefield, Bengaluru



Institute Innovation Council 8.0 – GCEM

**Report On “Algo-Rhythm 3.0”
Intercollegiate Techno-Cultural Fest-2026**



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

Sl. No	Title	Page no
1	Event Overview	3
2	Participants	6
3	Events Details	7
4	Impact and Outcomes	33
5	Conclusion	34
6	Acknowledgements	35
7	Press releases	36

Event Overview

Title: Algo-Rhythm 3.0

Dates: 10th & 11th April 2026

Venue: Gopalan College of Engineering and Management, Bengaluru

Algo-Rhythm 3.0 an intercollegiate fest, organized by the Department of CSE & CSE-AI&ML, Gopalan College of Engineering and Management, Bengaluru –on the college campus on 10th and 11th April 2026.

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 10th April** in the GIS Auditorium. The event was graced by the esteemed **Chief Guest and Keynote Speaker Dr. Arun K** Technical Project Manager at Wipro Technologies with 20 years of experience in both academia and industry, Bengaluru, he has consistently demonstrated excellence in leading complex technology-driven projects and delivering impactful solutions. He was joined by the esteemed Principal of GCEM, Dr. Arun Vikas Singh, esteemed Director – IQAC & HOD of CSE Department Dr. Swathi, esteemed Vice Principal, Head - CSE AI & ML and Professor Dr. Manoj Challa, esteemed Head – Center of Excellence, GGI Dr. Nageswara Rao, alongside a vibrant audience of participants and students from various colleges across the city.

Thirteen events were held, including 9 non-technical events and 4 Technical events in which participants competed for cash prizes.

The events included:

Technical Events (5)

1. Code Sprint
2. Battle of Prompts
3. Escape Room
4. Tech Debate Competition

Non-Technical Events (8)

1. Campus Carnage (BGMI Tournament)
2. Highlight Reel (Photography & Video Editing)
3. Shot-Cut (Short Film Making)
4. Ignite the Beat (Dance Competition)
5. Vintara (Fashion Show)
6. Chess Tournament
7. CanVista
8. Triple threat challenge
9. The Word Syndicate

The fest brought together students from various colleges, offering a vibrant platform to showcase their skills across a diverse set of events. 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 218 registrations from, over **33 colleges** and **515 participants**, ALGO-RHYTHM 3.0 truly embodied the spirit of collaboration and celebration.

The **Valedictory Ceremony** of the **ALGO-RHYTHM Fest 2026** took place at **3:30 PM on 11th April 2026** 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 Head – Center of Excellence, GGI **Dr. Nageswara Rao**, **Dr. Manoj Challa**, Convenor Algo-Rhythm 3.0, **Dr. Swathi Y**, HOD department of Computer Science and Engineering and esteemed **faculty members of the CSE & CSE-AI & ML departments**. 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.

Gallery:





Participants

Participants Overview – Algo-rhythm 3.0

Algo-Rhythm 3.0 witnessed a vibrant turnout, with **218 registrations** and a total of **515 participants** representing **33 external colleges** across the region.

Participating Colleges Included:

- Gopalan College of Commerce
- Gopalan Pre-University College (Gopalan PU College)
- MVJ College of Engineering
- CMR Institute of Technology (CMRIT)
- CMR University
- East Point College of Engineering & Technology (EPCET)
- Vemana Institute of Technology
- New Horizon College
- JSS Academy of Technical Education
- REVA University
- Jain University
- BMS College of Engineering
- BNMIT
- R.V. College of Engineering (RVCE)
- Dayananda Sagar College of Engineering
- Dr. T. Thimmaiah Institute of Technology
- Dr. Ambedkar Institute of Technology
- HKBK College of Engineering
- Krupanidhi College
- SEA College of Engineering
- Sir MVIT
- UVCE
- MS Ramaiah University of Applied Sciences
- Lowry Memorial Adventist College
- Garden City University
- The Oxford College of Engineering
- Impact College of Engineering and Applied Sciences
- Vivekananda Institute of Technology
- Government Polytechnic Immadihalli
- SECAB English Medium High School, Vijayapura
- Dr. T. Thimmaiah Institute of Technology (Dr.TTIT)

Participant :

- **External participants:** 174 students from various colleges
- **Gopalan Group participants:** 341 students

Registration :

- **Total registrations:** 218
 - From **Gopalan Group of Institutions:** 132
 - From **Other colleges:** 86

Events Details

Event Report: Code Sprint

Date: 10th April 2026

Mode: Online (HackerRank Platform)

Venue: Lab 3 ,Gopalan College of Engineering and Management (GCEM), Bengaluru

Organized by: Dept. of CSE & CSE-AI & ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Schedule:

Code Sprint was an online coding competition conducted as a key technical event of the ALGO-RHYTHM 3.0 fest. The event began at **1:30 PM** on **10th April 2026**, with participants arriving at GCEM by **1:00 PM** for coordination and briefing.

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.
-

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.
-

Participation:

Total Teams / Registrations: 13

Colleges Participated:

- Gopalan College of Engineering and Management – 6 teams
- JSS Academy of Technical Education – 1 teams

- REVA University – 1 teams
 - MVJ College of Engineering – 1 team
 - CMR Institute of Technology – 2 team
 - BMS College of Engineering – 1 team
 - Dayananda Sagar College of Engineering – 1 team
-

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.

Winners:

- **First Place**
 - **Participants:** Mahi Singh & Dev Lohani
 - **College:** JSS Academy of Technical Education
 - **Prize:** ₹5,000
- **Runner-Up**
 - **Participants:** Rohith H.P. & Pratyush Bhattacharya
 - **College:** REVA University
 - **Prize:** ₹2,500

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

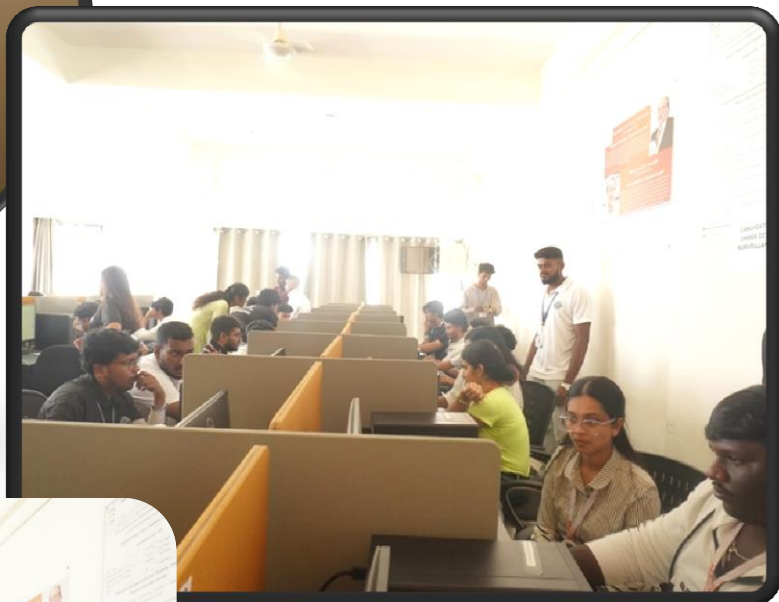
Coordinators:

- **Faculty Coordinator:** Mrs. Dhanashri Yadav / Mrs. Keerthika
 - **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 3.0.

Gallery:



Event Report: Battle of Prompts

Date: 10th April 2026

Venue: Lab 5 Ground Floor, GCEM

Organized by: Department of Computer Science and Engineering & Computer Science and Engineering AI & ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

Battle of Prompts was a pioneering AI-centric competition that tested participants' ability to craft precise, creative, and effective prompts to solve real-world problems using Generative AI tools. As prompt engineering emerges as a critical skill in the era of large language models, this event provided a unique and forward-looking platform for students to explore AI-driven problem solving.

Objectives:

- To introduce students to the emerging discipline of prompt engineering.
 - To assess creative thinking and problem framing in an AI-assisted environment.
 - To encourage exploration of Generative AI tools and their practical applications.
 - To foster innovation at the intersection of human creativity and artificial intelligence.
-

Participation Details:

Total Teams / Registrations: 24

Colleges Participated:

- Gopalan College of Engineering and Management – 11 teams
 - MVJ College of Engineering (MVJCE) – 5 teams
 - CMR Institute of Technology – 3 teams
 - East Point College of Engineering & Technology – 3 teams
 - MS Ramaiah University of Applied Sciences – 1 team
 - Gopalan College of Commerce – 1 team
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Highlights:

- High participation from 12 distinct institutions demonstrating strong interest in AI.
 - Participants showcased creative problem-solving using Generative AI tools.
 - The event fostered awareness of AI literacy, responsible AI use, and prompt engineering best practices.
 - Strong competition with diverse problem-solving approaches from different teams.
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Faculty Coordinator: Prof. Shwetha and Prof. Praveena

Student Coordinators: Mohan, Brunda and Nived Shaji

Winners:

Final Round Winners:

- **First Place:**
 - NAYAN KARTHIK MVJ Institute of Technology
 - **Prize:** ₹3,000
 - **Second Place:**
 - Varun B East point college of technology
 - **Prize:** ₹1,500
-

Conclusion:

Battle of Prompts was an engaging and forward-looking event that positioned students at the frontier of AI literacy. The event underscored the growing importance of prompt engineering in both academia and industry, inspiring participants to explore AI as a creative and problem-solving tool.

Event Report: CanVista – Poster Designing Competition

Date: 10th April 2026

Venue: Lab 5, Ground Floor, Department of CSE, GCEM

Organized by: Department of CSE & CSE-AI&ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

CanVista was a digital poster designing competition that celebrated the power of creativity and visual communication. Conducted as part of the ALGO-RHYTHM 3.0 fest, it provided students with an opportunity to showcase their artistic and design skills while communicating complex ideas through compelling visuals. The theme 'The Future of Work: Humans vs Bots' was revealed at 9:00 AM on the day of the event.

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.
-

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.

Participation:

Total Teams/Registrations: 20

Colleges Represented:

- Gopalan College of Engineering and Management – 18 participants
 - CMR Institute of Technology – 1 participant
 - East Point College of Engineering & Technology – 1 participant
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Event Highlights:

- The competition began at **9:00 AM** in the 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:**
 - Abhinav P V – CMR Institute of Technology
 - Prize: ₹4,000
- **Runner-Up:**
 - Chiranjeevi A – GCEM
 - Prize: ₹2,000

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

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:– Escape Room

Date: 10th April 2026

Time: 12:00 PM – 2:00 PM

Venue: Lab 3, 4th floor, GCEM

Organized by: Department of CSE & CSE-AI&ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The Escape Room was one of the most eagerly anticipated events at ALGO-RHYTHM 3.0. Teams were required to solve a sequence of interconnected puzzles, technical riddles, and logic-based challenges to 'escape' within a set time limit. Combining lateral thinking, teamwork, technical knowledge, and time management, the event was a thrilling test of collaborative problem-solving under pressure.

Objectives:

- To test lateral thinking, logical reasoning, and collaborative problem-solving.
 - To provide an immersive, gamified experience integrating technical knowledge with creativity.
 - To encourage teamwork, communication, and time management under pressure.
 - To introduce students to real-world problem-solving scenarios in a competitive format.
-

Event Format / Description

Teams of 2–3 members competed to solve a series of interconnected puzzles and technical riddles within a fixed time limit. Teams eliminated in each round were those unable to complete within the time, with the fastest and most accurate teams advancing.

Participation Details:

Total Teams / Registrations: 14

Colleges Participated:

- Gopalan College of Engineering and Management – 4 teams
 - East Point College of Engineering & Technology – 6 teams
 - Vemana Institute of Technology – 1 team
 - New Horizon College – 1 team
 - HKBK College of Engineering – 1 team
 - Gopalan PU College – 1 team
-

Event Highlights:

- Teams demonstrated intense collaborative dynamics and creative problem-solving approaches.
 - The event challenged participants across technical, logical, and creative dimensions simultaneously.
 - Strong participation with diverse team compositions from multiple institutions.
 - The event created an atmosphere of high energy and suspense throughout.
 - The teams submitted their final designs by **2:00 PM**, followed by the evaluation phase.
-

Faculty Coordinator:

- Ms. Kavitha Bai A S , Dr. Poorani M

Student Coordinators:

- Jyesht M , Vivek Kashyap and Thanishka Reddy
-

Winners:

- **First Place:**
Prince Kumar & Tarun Kumar Pathak – GCEM
Prize: ₹5000/-
- **Runner-Up:**
Afreen Fathima, Harshini R & Kushitha S – Vemana Institute of Technology
Prize: ₹2500/-

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

Conclusion:

The Escape Room event was a tremendous success, offering participants an immersive challenge that blended logical thinking, technical expertise, and team collaboration. It was one of the most talked-about events of ALGO-RHYTHM 3.0, setting a high benchmark for future editions.

Event Report:– Tech Debate

Date: 11th April 2026

Time: 10:00 AM onwards

Venue: Seminar Hall, First Floor, GCEM

Organized by: Department of CSE & CSE-AI&ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The Tech Debate Competition was an intellectually stimulating event where teams debated contemporary and emerging technology topics. Participants articulated well-researched perspectives, countered opposing arguments, and demonstrated mastery of the technology landscape on topics spanning AI ethics, cybersecurity, automation, and the future of work. The event fostered critical thinking, research skills, and confident public speaking.

Objectives:

- To promote critical thinking, public speaking, and articulation of technical concepts.
 - To encourage research-based argumentation on contemporary technology issues.
 - To foster healthy intellectual debate and exchange of diverse technology perspectives.
 - To build communication skills and confidence among future technology professionals.
-

Event Format / Description

Teams of 2 debated assigned technology topics. Each team presented an opening argument, engaged in structured rebuttals, and delivered a closing statement. Topics covered included AI ethics, the

impact of automation on employment, cybersecurity challenges, and emerging technology trends.

Participation Details:

Total Teams / Registrations: 8

Colleges Participated:

- Gopalan College of Engineering and Management – 6 teams
 - Vemana Institute of Technology – 1 team
 - CMR Institute of Technology – 1 team
-

Event Highlights:

- Participants demonstrated strong research skills and persuasive communication.
 - Debates on AI ethics and automation drew significant audience engagement and applause.
 - The event encouraged students to think beyond code and engage with the societal impact of technology.
 - Well-structured arguments and sharp rebuttals impressed both judges and the audience.
-

Faculty Coordinator:

- Ms. Kavitha Bai A S and Prof. Archana

Student Coordinators:

- Tarun Kumar Pathak, Prince Kumar and Tejas R
-

Winners:

- **First Place:** P Mohan & B Brunda – Gopalan College of Engineering and Management
Prize: ₹4000/-
- **Runner-Up:** Rachana Reddy L P & Ritika R Bharamainawar – Vemana Institute of Technology
Prize: ₹2000/-

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

Conclusion:

The Tech Debate Competition was a powerful platform for students to voice technology perspectives and sharpen their argumentation skills. It was a highlight of Day 2 of ALGO-RHYTHM 3.0, inspiring participants to engage thoughtfully with the real-world implications of emerging technologies.

Event Report:– Triple Threat Challenge

Date: 11th April 2026

Time: 10:00 AM onwards

Venue: 4th floor Seminar Hall & Corridor, GCEM

Organized by: Department of CSE & CSE-AI&ML

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The Triple Threat Challenge was a high-energy multi-round team event that combined three distinct skill domains — technical knowledge, creative thinking, and physical coordination. Teams of 4 had to excel across all three dimensions to advance. With the highest registration count among technical events, the competition was fiercely contested and drew participants from diverse institutions.

Objectives:

- To test teams across multiple disciplines — technical, creative, and physical.
 - To promote holistic skill development and adaptability under competitive conditions.
 - To encourage cross-disciplinary collaboration and team cohesion.
 - To provide a unique multi-faceted competitive experience beyond traditional events.
-

Event Format / Description

Teams of 4 competed across three challenge rounds, each testing a distinct skill set — technical problem-solving, creative ideation, and physical coordination. Cumulative scores across all rounds determined final rankings.

Participation Details:

Total Teams / Registrations: 25

Colleges Participated:

- Gopalan College of Engineering and Management – 19 teams
 - East Point College of Engineering & Technology (EPCET) – 2 teams
 - Gopalan College of Commerce – 2 teams
 - Gopalan PU College – 1 team
 - Vivekananda Institute of Technology – 1 team
-

Event Highlights:

- Highest participation among all technical events with 25 registered teams.
 - The multi-dimensional format tested participants in ways traditional events cannot.
 - High energy competition with teams demonstrating strong cohesion and strategic play.
 - The challenge format attracted experienced and first-time competitors alike.
-

Faculty Coordinator:

- Prof. Vinay and Dr. Poorani

Student Coordinators:

- Challa Himashree, Gagana, Naga Chandana, Pratiksha and Lavanya

Winners:

- **First Place: Infant Jeremy Guru Kiran S Abhishek S Gagan BL - GCEM**
Prize: ₹4000/-
- **Runner-Up: Vijay Bharadwaj, Sanmati Kulkarni, Sheik Mehak Afreen, Yuvan Harsha J**
Prize: ₹2000/-

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

Conclusion:

The Triple Threat Challenge was one of the most engaging and well-participated events of ALGO-RHYTHM 3.0. Its multi-dimensional format celebrated holistic talent and teamwork, attracting maximum participation and delivering an exciting competition that will be remembered by all who took part.

Event Report: Campus Carnage – BGMI Tournament

Date: 10th April 2026

Time: 12:30 PM

Venue: 405,406,407, 4th Floor, GCEM

Organized by: Department of CSE & CSE-AI&ML, GCEM

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

Campus Carnage was a thrilling **BGMI (Battlegrounds Mobile India)** esports tournament organized under the ALGO-RHYTHM 3.0 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.

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.
-

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.
-

Participants:

Total Teams / Registrations: 20

Colleges Participated:

- New Horizon College – 3 teams
 - Gopalan College of Engineering and Management – 7 teams
 - Gopalan College of Commerce – 2 teams
 - Gopalan PU College – 1 team
 - East Point College of Engineering & Technology – 2 teams
 - CMR University – 1 team
 - Lowry Adventist College – 1 team
 - Garden City University – 1 team
 - Dr. T. Thimmaiah Institute of Technology – 1 team
 - Impact College of Engineering and Applied Sciences – 1 team
-

Highlights:

- The event began with a briefing session on rules and tournament structure.
 - Teams demonstrated remarkable coordination, reflexes, and in-game strategy throughout the rounds.
 - The final match was an adrenaline-pumping battle where top teams competed fiercely for the championship.
 - Live audience support added to the electric atmosphere of the tournament.
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Faculty Coordinator:

- **Dr. Kiran and Dr. Subramanya H M**

Student Coordinators:

- **Pawan, Darshan, Rajesh, Vishnuvardhan, Mazhar Abbas and Darshan R**
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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 SMR – Rithesh, Varun, Rohan, Jayanth - Jain University

➤ **Second Place – Rs. 3000/-**

Runner-up: Team ESM – Challa Vishwanath, Murali, Vishal, Nagaraj - Lowry Adventist College

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: 10th April 2026 (10:30 AM) – 11th April 2026 (1:00 PM)

Venue: Lab 2, 4th floor, Gopalan College of Engineering and Management

Organized by: Department of CSE & CSE-AI&ML, GCEM

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The **Highlight Reel** event was a captivating video editing and photography competition held as part of the ALGO-RHYTHM 3.0 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.

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**.
-

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.

Participants:

Total Teams / Registrations: 16

Colleges Participated:

- Gopalan College of Engineering and Management – 5 teams
 - Gopalan College of Commerce – 3 teams
 - Gopalan PU College – 1 team
 - Dr. T. Thimmaiah Institute of Technology (Dr.TTIT) – 2 team
 - Dr. Ambedkar Institute of Technology – 1 team
 - Jain University – 1 team
 - New Horizon College – 1 team
 - Government Polytechnic Immadihalli – 1 team
 - SECAB English Medium High School, Vijayapura – 1 team
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Highlights:

- The event kicked off at **10:30 AM on 10th April**, 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 **11th April**, 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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Faculty Coordinators:

- Prof. Subramanyam

Student Coordinators:

- Abhishek MAnnatharaj and Veeresh
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Conclusion and Winners:

The event concluded at **1:00 PM on 11th April** 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. 8000/-**
Winner: Yogesh S & K Abhishek from **Gopalan College of Engineering and Management** (3rd Year)
- Their outstanding video editing and photography skills impressed not only the jury but also several faculty members.
- **Runner-up – Rs. 4000/-**
Runner-up: Cine.ulf – Varshith Gowda HS, Manoj Kumar N, Amarnath G (GCEM)

- 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.

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: Ignite The Beat – Dance Competition

Date: 11th April 2026

Time: 10:30 AM onwards

Venue: Auditorium, GIS

Organized by: Department of CSE & CSE-AI&ML, GCEM

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The **Ignite The Beat** dance competition was an exciting event held as part of the **ALGO-RHYTHM 3.0** 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.

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.
-

Participants:

Total Teams / Registrations: 10

Colleges Participated:

- Gopalan College of Engineering and Management – 6 teams
 - Gopalan College of Commerce – 1 team
 - MVJ College of Engineering – 1 team
 - Gopalan PU College – 2 team
-

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.

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.
-

Evaluation and Winners:

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

➤ **1st Place (Winner):**

Madmonks – Damini B R, Thanu Pal, Saniya, Poorvitha H P & Team - MVJ College of Engineering

Prize: ₹8000

➤ **2nd Place (Runner-Up):**

Elite – N.R. Shirisha & N.R. Gokul Krishna - GCEM

Prize: ₹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 3.0** fest.

Faculty & Student Coordinators:

The event was successfully organized under the guidance of:

- **Faculty Coordinator:**
 - Prof. Anupama, Madhumita (event) and Kartheek (Crowd)
- **Student Coordinators:**
 - Divyashree RM, Yeshwini, Abhishek R and Niharika

Event Report: Vintara – Fashion Show

Date: 10th April 2026

Time: 10:30 AM onwards

Venue: Auditorium, GIS

Organized by: Department of CSE & CSE-AI&ML, GCEM

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

Vintara was the flagship fashion show of ALGO-RHYTHM 3.0, where teams presented themed costume ensembles in a runway-style format. The event brought together fashion design, choreography, and stage presence in one spectacular showcase. Participants transformed the stage into a runway of creativity, exploring diverse themes from futurism to cultural heritage, making Vintara one of the most visually stunning events of the fest.

Objectives of the Event:

- To provide a platform for students to express creativity through fashion, costume design, and staging.
 - To celebrate the intersection of art, culture, design, and technology.
 - To encourage teamwork in conceptualizing and executing themed fashion presentations.
 - To promote confidence, stage presence, and artistic expression.
-

Event Format / Description

Teams of 5–8 members presented themed fashion ensembles on a runway. Performances were judged on Theme Conceptualization, Costume Design & Creativity, Group Coordination, Stage Presence & Confidence, and Overall Presentation.

Participants:

Total Teams / Registrations: 10

Colleges Participated:

- Gopalan College of Engineering and Management – 6 teams
 - Vemana Institute of Technology – 1 team
 - Gopalan PU College – 1 team
 - Gopalan College of Commerce – 1 team
 - The Oxford College of Engineering – 1 team
-

Highlights:

- Spectacular themed runway presentations captivated the audience throughout the show.
- Teams showcased original costume design with creative choreography and storytelling.

- Team Dystopia from Vemana IT delivered a visually stunning and highly creative performance.
 - The event highlighted the multifaceted creative talent within the student community.
-

Evaluation and Winners:

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

➤ **1st Place (Winner):**

Team Dystopia – Mythri, Dhruva, Shrooty, Shrethan, Jaunet S, Vyshnavi R K, Vaishnavi T, Sneha (Vemana Institute of Technology)

Prize: ₹8000

➤ **2nd Place (Runner-Up):**

The Couture Crew – Yashaswini G S, Shreya N Achar, Monika Patel, Punya R, Jahnavi G N, Vaibhav Tej S, Yusuf, Syed Affan K (The Oxford College of Engineering)

Prize: ₹4000

Conclusion: Vintara was a spectacular showcase of fashion, creativity, and teamwork, adding glamour and artistic expression to ALGO-RHYTHM 3.0. The event left a lasting impression on participants and audience members alike, making it a defining cultural moment of the fest.

Faculty & Student Coordinators:

The event was successfully organized under the guidance of:

- **Faculty Coordinator:**
 - Prof. Anupama
 - Madhumita (event)
 - Kartheek (Crowd)
- **Student Coordinators:**
 - Vishaka
 - Shreeka
 - Aarya
 - Yeshwanth
 - Danish

Gallery :



Event Report: Chess Tournament



Date: 10th April 2026

Time: 10:30 AM onwards

Venue: First Floor Seminar Hall, GCEM

Organized by: Department of CSE & CSE-AI&ML, Gopalan College of Engineering and Management (GCEM)

As part of: ALGO-RHYTHM 3.0 – Intercollegiate Fest

Event Overview:

The **Chess Tournament** was one of the featured events on Day 1 of the **ALGO-RHYTHM 3.0** 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.

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.
-

Participants:

Total Teams / Registrations: 29

Colleges Participated:

- Gopalan College of Engineering and Management – 6 participants
- Gopalan PU College – 2 participants
- Gopalan College of Commerce – 2 participants
- MVJ College of Engineering – 2 participants
- CMR Institute of Technology – 2 participants
- East Point College of Engineering & Technology – 3 participants
- BNMIT – 1 participant

- BMSCE – 1 participant
 - HKBK College – 1 participant
 - Krupanidhi College – 2 participants
 - UVCE – 1 participant
 - Reva University – 1 participant
 - R.V. College of Engineering (RVCE) – 2 participants
 - SEA College – 2 participants
 - Sir MVIT – 1 participant
-

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.
-

Winners:

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

- **1st Place:** Ajitesh Kumara – CMR Institute of Technology
Prize: ₹5000/-
- **2nd Place (Runner-up):** Prithvi G S – BNMIT
Prize: ₹3000/-

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.
-

Faculty & Student Coordinators:

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

- **Faculty Coordinator:** Mr. Vinay G
 - **Student Coordinators:** Saravana, Priya, Sinchana, Nithesh, Sujana and Varshanth
-

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 3.0** fest.

Gallery:



Event Report: The Word Syndicate

Date: 11th April 2026

Time: 10:00 AM onwards

Venue: 105, First Floor, GCEM

Organized by: Department of CSE & CSE-AI&ML, GCEM

Format: Offline, Individual Registration

Event Overview:

The Word Syndicate was an exciting language and vocabulary-based team competition that tested participants' mastery of the English language, wordplay, and linguistic creativity. The event ran through multiple progressive rounds designed to challenge teams in word-based puzzles, spelling challenges, and creative language tasks — combining speed, knowledge, and creativity in equal measure.

Objectives of the Event:

- To promote language proficiency, vocabulary development, and creative expression.
 - To encourage teamwork in language-based competitive challenges.
 - To foster an appreciation for effective communication and linguistic creativity.
 - To create an engaging and intellectually stimulating competition beyond technical domains.
-

Event Structure & Description:

Teams of 2 competed across multiple rounds including word puzzles, spelling challenges, word association, rapid-fire language rounds, and creative wordplay tasks. Top teams from qualifying rounds advanced to the grand finale.

Participation Overview:

Total Teams / Registrations: 15

Colleges Participated:

- Gopalan College of Engineering and Management – 11 teams
 - Gopalan College of Commerce – 1 teams
 - SEA College of Engineering – 2 teams
 - MS Ramaiah University of Applied Sciences – 1 team
-

Event Highlights:

- Creative wordplay and quick thinking were on full display across all rounds.
 - The competition fostered an appreciation for language and communication skills among participants.
 - Enthusiastic audience participation added to the energy and entertainment of the event.
 - Strong in-house representation with 10 GCEM teams competing.
-

Faculty Coordinator:

- Prof. Karthikeyan and Prof. Praveena

Student Coordinators:

- Charankumar, Vadla Chaturya, Harshitha Durga and Deeksha R

Winners & Prizes:

- **1st Place:**
 - **Winner:** Deeksha R & Priyamvadhya Hoskere – GCEM
 - **Prize:** 2500/-
- **2nd Place:**
 - **Winner:** Janavi N & Rumana Sharif – GCEM
 - **Prize:** 1000/-

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

Conclusion:

The Word Syndicate was a vibrant celebration of language, wit, and communication. It offered participants an exciting competitive platform to demonstrate their linguistic skills and added unique variety to the ALGO-RHYTHM 3.0 fest experience.

Event Report: Shot-Cut – Short Film / Reel Making

Date: 11th April 2026

Time: 10:00 AM onwards

Venue: 410, 4th floor, GCEM

Organized by: Department of CSE & CSE-AI&ML, GCEM

Format: Offline, Individual Registration

Event Overview:

Shot-Cut was a creative short film and reel-making competition where participants conceptualized, shot, and edited a short film or social media reel within the fest premises. The event tested storytelling, cinematography, and editing skills in a fast-paced, deadline-driven environment, celebrating the growing culture of digital content creation among students.

Objectives of the Event:

- To encourage creative storytelling through short-form video content.
 - To test cinematography, direction, script writing, and editing skills under time constraints.
 - To celebrate emerging filmmakers and content creators within the student community.
 - To explore the intersection of technology and creative arts.
-

Event Structure & Description:

Teams conceptualized and shot their short film or reel within the fest venue on the day of the event. Final videos were edited and submitted to the jury for evaluation based on story concept, cinematography, editing quality, and overall impact.

Participation Overview:

Total Teams / Registrations: 13

Colleges Participated:

- Gopalan College of Engineering and Management – 4 teams
 - Gopalan Pre-University College – 3 teams
 - Gopalan College of Commerce – 1 team
 - Dr. T. Thimmaiah Institute of Technology – 1 team
 - Vemana Institute of Technology – 1 team
 - Dr Ambedkar Institute of Technology – 1 team
 - New Horizon College of Management – 1 team
 - Secab english medium High school for boys vijayapura – 1 team
-

Event Highlights:

- Creative story concepts and innovative cinematography impressed the jury.
 - Short films captured the spirit, energy, and highlights of ALGO-RHYTHM 3.0.
 - The event showcased rising talent in digital storytelling and content creation among students.
 - Diverse genres and styles were explored across the participating teams.
-

Faculty Coordinator:

- Prof. Sumanjali and Prof. Poornamathi

Student Coordinators:

- Abdul and Veeresh
-

Winners & Prizes:

➤ 1st Place:

- **Winner:** Yogesh S & K Abhishek – Gopalan College of Engineering and Management
- **Prize:** 5000/-

➤ 2nd Place:

- **Winner:** Varshith Gowda HS, Manoj Kumar N & Amarnath G – GCEM
- **Prize:** 2500/-

All other participants received certificates of participation.

Conclusion:

Shot-Cut was a creative highlight of ALGO-RHYTHM 3.0, giving aspiring filmmakers and content creators a platform to express their storytelling vision in a competitive format. The event reinforced the value of creative technology skills alongside core engineering competencies.

Impact and Outcomes

1. Technical Events: Driving Innovation and Skill Development

The technical events at Algo-Rhythm 3.0 created a vibrant platform for students to challenge their problem-solving abilities, enhance their technical knowledge, and explore real-world applications of theoretical concepts.

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.

Conclusion – ALGO–RHYTHM 3.0

The **ALGO–RHYTHM Fest 2026**, 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 **Triple Threat Challenge**, **Ignite the Beat**, **Chess Tournament**, and the stylish **Vintara**, 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 3.0**.

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 **Dr. Arun**, Technical Project Manager Wipro for gracing the event as the **Chief Guest and Keynote Speaker**. His 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 Singh** and **Dr. Manoj Challa, Convenor, Algo-Rhythm 3.0** 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 3.0. Your direction and mentorship made this fest possible.

A special note of thanks to **Dr. Nageswara Rao Head – COE, GGI** for giving us valuable insights and effective solutions from the planning till execution.

A special thanks to the **CSE and CSE-AI&ML** 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 3.0 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 3.0 an unforgettable experience.

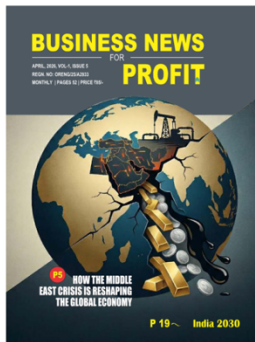
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ALGO-RHYTHM 3.0 Showcases Innovation and Talent at Gopalan College Of Engineering and Management

Apr 14, 2026 — by Team in education

Bangalore, April 14: The Department of Computer Science and Engineering (CSE) and CSE (AI-ML) at Gopalan College of Engineering and Management proudly hosted its flagship technical fest, ALGO-RHYTHM 3.0. This two-day event drew enthusiastic participation from students across 33 institutions, fostering a dynamic platform for technological innovation, creativity, and collaboration.

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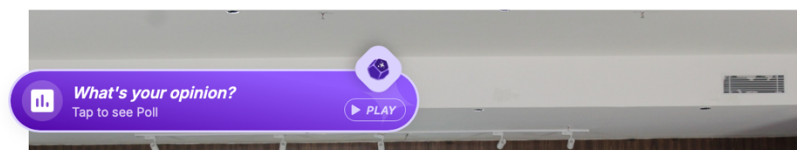
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April 14, 2026 · Neel Achary · education · 0



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The fest showcased a comprehensive array of technical and non-technical events, including coding competitions, technical quizzes, gaming tournaments, and interactive fun activities. Attracting over 221 registrations and more than 500 participants, ALGO-RHYTHM 3.0 surpassed previous editions, establishing a new standard for student-led initiatives. Beyond textbooks, students gained invaluable hands-on learning outside the classroom, applying real-world problem-solving skills in a collaborative environment. This experiential approach equipped them with practical insights into tech innovation and teamwork.

Distinguished guests from academia and industry graced the occasion, offering invaluable insights on innovation, teamwork, and lifelong learning in the evolving tech landscape. Their engagement profoundly inspired attendees. *"ALGO-RHYTHM 3.0 exemplifies the spirit of innovation and collaboration that defines Gopalan College of Engineering and Management. We are immensely proud of our students' dedication and the vibrant energy they brought to this event, setting a benchmark for future tech fests,"* said Ms Sunitha Prabhakar, Director, Gopalan Foundation.

The event's seamless execution was underpinned by the exemplary dedication of student coordinators and volunteers, whose leadership and collaborative efforts ensured its resounding success.

The management, faculty, and organizing committee extend sincere gratitude to all participants, sponsors, guests, and volunteers for their contributions. Gopalan College of Engineering and Management anticipates hosting even more ambitious events in the future.

ALGO-RHYTHM 3.0 Showcases Innovation and Talent at Gopalan College Of Engineering and Management

 Education  Gourab Patra  4/14/2026

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ALGO-RHYTHM 3.0 Showcases Innovation and Talent at Gopalan College Of Engineering and Management



By team

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EDUCATION

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on April 14, 2026 — Team

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Y. Swathi

Dr. Swathi Y
HOD-CSE

Dr. Manoj Challa

Dr. Manoj Challa
HOD-CSE (AIML)

Dr. Arun Vikas Singh

Dr. Arun Vikas Singh
PRINCIPAL

