



# REPORT OF CELESTECH'23

Annual Technical Fest of the  
Department of Computer  
Science, Aryabhata College

## Abstract

TechPioneers organized its Annual Technical Fest, CELESTECH'23 in collaboration with ELIXIR'23 on 24th April 2023, which had multiple technical and fun-filled events. It received an overwhelming response and was a magnificent success.

# **REPORT OF CELESTECH'23**

**(24<sup>th</sup> April 2023)**

Celestech, the annual fest of the TechPioneers, Department of Computer Science, is the place where all the students unite together. Celestech has been successfully organized by TechPioneers since 2018. With lots of fun, games, and technical and non-technical events, it provides a platform for students to showcase their talent and skills. Celestech, being an amalgamation of fun and technology, this year consisted of six thrilling and engaging events - Inquizitive, Chaturanga, Unicon, Internet Scavenger Hunt, and Typeracer along with Mini Games.

The event turned out to be a major success. The events were held in physical mode, with some events being held online. We received over 250 registrations. Every event in Celestech'23 was a success with the help of the volunteers who worked relentlessly towards it. It was a fruitful event with everyone participating with full zeal and enthusiasm. The entire team and the participants shared a new experience and gained a lot of insights at organizing events.

## **OBJECTIVE**

The fest was organized with the objective:

- To provide a platform for the students to showcase their talent in various areas with a competitive spirit.
- To develop various skills of students in Co-Curricular activities and to expose them to the current trends in the technical and professional fields.

## **EVENTS**

Several innovative events were planned. The well-organized events were:

- Inquisitive - "Lighting up your neurons with the technical quiz"
- Chaturanga - "Chess match"
- Typeracer - "Typing competition"
- Unicon - "Online Gaming Competition"
- Internet Scavenger Hunt - "Embrace the unknown, because it's there you will find your treasure".
- Mini-games - "1 or 2 minutes short games"

## CHATURANGA

### *About the event:*

A chess tournament was conducted in a knockout format with participants showcasing their skills and strategies. The matches were intense, and the spectators were on the edge of their seats, witnessing some nail-biting finishes.

The event was a great opportunity for students to learn more about the game of chess and showcase their talents. The participants displayed remarkable dedication and great sportsmanship, making the event a memorable one. The success of the tournament would not have been possible without the support of volunteers and teachers.

The event ended on a high note with the winner Sarthak Aggarwal from Maharaja Surajmal Institute and runner up Maanik Bhardwaj from ARSD college receiving their certificates and prizes.

### *Event Poster-*



Event Pictures -





## INQUISITIVE

### *About the event:*

The event was done in collaboration with Coding Ninjas, a popular online code-learning platform. A technical quiz was conducted to test participants' knowledge and forced them to use their grey matter to find the most logical answer. It included questions based on the world of technology - current affairs, tech innovations, visuals etc.

The event was based on individual participation. The event had one round consisting of 30 questions with a time limit of 2 mins each.

A portal was opened from 11 am to 3 pm. Participants had the liberty to log in at any time during the given slot and appear for the test which would be timed for 1 hour. After that, the ranks were given to the top 3 contestants according to their scores.

### *Event Poster:*

**ELIXIR'23**  
**CELESTECH'23**  
THE ANNUAL FEST  
of  
Computer Science department  
ARYABHATTA COLLEGE, UNIVERSITY OF DELHI  
**PRESENTS**  
**INQUISITIVE**  
in collaboration with  
**CODING NINJAS**  
**PRIZE POOL**  
Rs. 2500

**REGISTER NOW**

Date: 24th April  
Time: 11 am onwards  
Platform: Online

**CONTACT DETAILS**  
Kushagra- 6307925176  
Shivansh- 9129944156

Prof. Manoj Sinha  
Principal

Dr. Priti Jagwani  
Teacher In-Charge

Ms. Mona Adlakha  
Convener

## Event Pictures - Screenshots and Photographs

Pratham Kohli is presenting

Connected to: Airdopes 148) (Bluetooth)

**Campus Events**

Event ID: 2768

Events Information

ID	Name	Backend ID	Calendar Event Link	Event End Time	Event Start
2768	Inquisitive   Aryabhata College			24 Apr, 2023, 9:30 AM	24 Apr, 2023

320 Total Count of Events

Always enter an event ID for data to show up

Campus Event Reg Attribution - no exclusions

t_source	t_campaign	t_medium	Count	Location	Latest source time	user_id	registration_time_in_sec
direct	NA	NA	305	mail.com	24 Apr, 2023, 7:33 AM	3481795	24 Apr, 2023, 7:39 AM
www.google.com	NA	organic	57	gmail.com	23 Apr, 2023, 9:08 AM	1773054	24 Apr, 2023, 7:48 AM
Growth-CS	IA7_Aryabhata	PK	42	il.com	24 Apr, 2023, 7:42 AM	1047323	24 Apr, 2023, 7:48 AM
sem5/rd	email	PK	24	ib@gmail.com	24 Apr, 2023, 7:42 AM	1777742	24 Apr, 2023, 7:44 AM
website	No Source in window	No Source in window	13	mail.com	22 Apr, 2023, 8:19 AM	1279343	24 Apr, 2023, 7:34 AM
www.codingenjas.com	NA	referral	13	_f@ingenjas.com	24 Apr, 2023, 5:22 AM	2480058	24 Apr, 2023, 7:13 AM
www.youtube.com	meet.google.com is sharing your screen.	referral	1	SS@334@gmail.com	24 Apr, 2023, 7:11 AM	1561321	24 Apr, 2023, 7:11 AM

14:02 | kpn-dwks-yjj



## INTERNET SCAVENGER HUNT

### *About the event:*

Internet Scavenger Hunt was an online treasure hunt game to test participants' internet knowledge and compelled them to use their riddle-solving skills to find the answer from the given hints. It included questions based on the world of technology, current affairs, tech innovations, etc. This will be an individual/duo competition.

**Prelim Round:** The participants were given a Google Form with 20 multiple-choice questions to test their knowledge. They will have a maximum of five minutes to complete and submit the quiz. The result was calculated immediately, and the top 50% of the participants with the highest scores were shortlisted for the final round.

**Final Round:** It consisted of 10 riddles which had to be solved within 8 minutes. The participants shared the Whatsapp numbers of the moderators with whom they were supposed to share the answers to the riddles. The moderators were supposed to respond with 'Yes', 'No' or 'Close' on the basis of the participant's answer.

The results were calculated on the basis of the teams who answered the most questions in the least amount of time. The participants exhibited high intellectual abilities and energized participation, resulting in a competitive environment.

The teams that fulfilled the necessary criteria and ranked among the top three were presented with cash prizes and certificates as recognition for their achievement.



*Event Poster:*



*Event Pictures -*





## UNICON

### *About the event-*

In UNICON '23, an exhilarating round of VALORANT, the ultimate tactical shooter, was held. *Valorant* is a team-based first-person tactical hero shooter where players play as one of a set of Agents, characters based on several countries and cultures around the world. In the main game mode, players are assigned to either the attacking or defending team with each team having five players on it.

The event witnessed a good number of teams as participants. A total of 8 Teams consisting of 48 participants (5 players + 1 substitute for each group) participated to compete with each other in the prelim rounds held online.

**Prelims:** 8 teams, all set in a tournament bracket completed each in a single elimination format where the first to 13 rounds wins and advances to semi-finals.

**Semi-finals:** 4 teams (again in a knockout stage) competed for making it to the finals. Semi-finals were conducted in a best-of-three (BO3) format where the team to win 2 out of 3 matches advanced to the finals. The semi-finals were also held online.

**Finals:** The final round was a decider for who gets the winning prize and who's the runner-up in the event. The Finals were hosted on the college premises itself on the day of the Annual fest.

The winning team and the runner's up received a cash prize worth Rs. 2000 and Rs. 1000 respectively along with certificates.

Event Poster:



Event Pictures -





## TYPERACER

### *About the event-*

Typeracer, a speed typing competition designed to test typing skills and accuracy of the participants by challenging them to type words, phrases, or sentences quickly and accurately.

We saw a good number of participants in the event. A total of 45 participants.

The main criteria of judging was typing speed in wpm and accuracy was another judging parameter.

The entire event will consist of 2 Rounds, after the first round a certain number of contestants will be eliminated while others will be promoted to the next round and ultimately top 2 contestants received prizes worth Rs. 1000 and Rs. 500 respectively.

### *Event Poster:*

**REGISTER NOW**

**PRIZE POOL**  
Rs. 1500

DATE : 24th APRIL  
TIME : 10:30 AM ONWARDS  
VENUE : COMPUTER LAB - 2

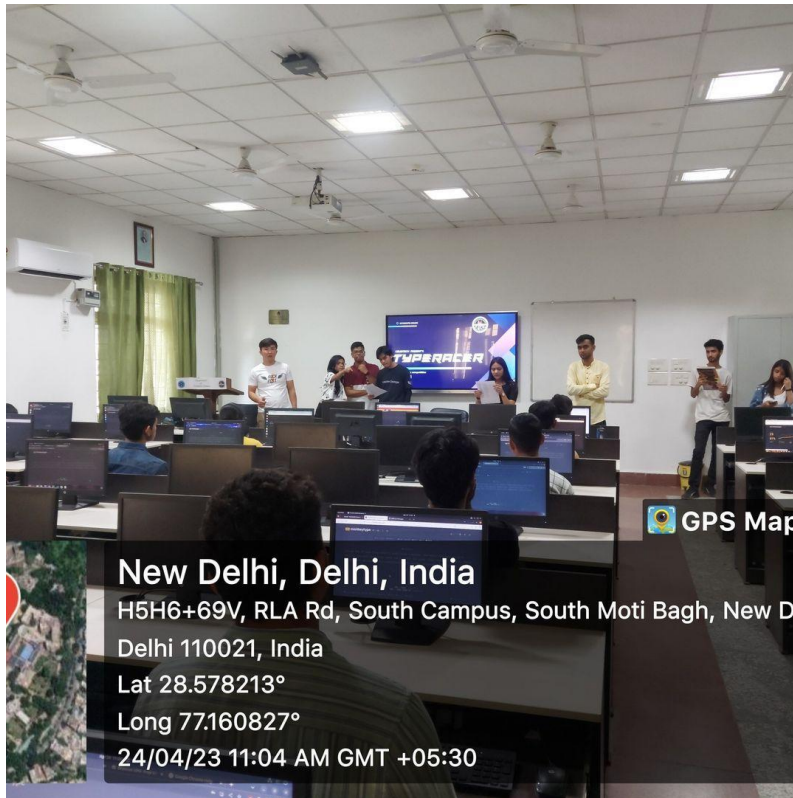
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DEVASHISH : 6204938168  
SHAURYA : 8178320804

Prof. Manoj Sinha  
Principal

Dr. Priti Jagwani  
Teacher In-Charge

Ms. Mona Adlakhia  
Convener

Event Pictures-







## MINI-GAMES

### *About the event-*

As part of CELESTECH'23, a range of entertaining mini-games were showcased during the festival, attracting a large gathering of students who thoroughly enjoyed playing them. Participants had a chance to win incredible prizes, adding to the excitement of the event.

Following are the games that were set up and which witnessed an increasing no. of participants-

- 1) **Walker bottle-** The participants had to participate as a team of two. The opponents needed to flip the bottles given to them and drag a third bottle closer to each other in the time span of 1 minute. Winners were given goodies and refreshments.
- 2) **Hold it-** The participants were asked to hold a wet brick for 151 seconds. The participants displayed great enthusiasm and endurance. Winners were given a cash prize of Rs. 100.
- 3) **Bing Bong-** In this game, the player had to aim the ping pong ball in the cup and on successful 4 shots in 30 seconds, they were given rewards.

The participants showed great enthusiasm and energy while playing the games, resulting in a festive and lively environment. The mini-games proved to be a great way to bring students together and create a memorable experience for everyone involved.

Event pictures-



