



# REPORT OF CELESTECH'20

Technical Fest of the Department of Computer Science,  
Aryabhata College

## Abstract

TechPioneers organized its Annual Technical Fest, CELESTECH '20 on 3rd March 2020, which had multiple technical as well as fun-filled events. Celestech'20 received an overwhelming response in all its events and was a magnificent success.

## **REPORT OF CELESTECH'20 (3<sup>rd</sup> March 2020)**

TechPioneers, the Computer Science society of Aryabhata College, University of Delhi successfully organized their Annual Technical Fest CELESTECH'20 on 3<sup>rd</sup> March 2020 which had multiple technical and fun-filled events. Celestech'20 received an overwhelming response in all its events and was a magnificent success. Over 300 students from various colleges of University of Delhi, IIT Delhi and DTU thoroughly enjoyed these events. The 2 photo booths saw many enjoying taking selfies.

### **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
- 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:

- **Inquizitive**- “Lifting up your neurons with the technical quiz”
- **Codathan** – “Being the problem solver”
- **Crown IT Tambola** - “Juxtapose Luck and Tech”
- **Unicon** - (LAN Gaming Competition)
- **CHASSE au TRESORE** – “Embrace the unknown, because it's there you will find your treasure”
- **One minute games**
- **Slam Free** – “Dil ke Alfaz”

## INAUGURATION

The fest began with the inauguration ceremony in the seminar room with the recitation of Sarasvati Vandana and lamp lightening by the Principal and department faculty. This was followed by an inspirational speech by Dr. Manoj Sinha, the Principal.



## INQUIZITIVE

A technical quiz which will test your knowledge and force you to use your grey matter to find the most logical answer. It includes questions based on the world of technology- current affairs, tech innovations, visuals etc. After the prelims round 6 teams will be qualified for further rounds.

Inquizitive was organized by the computer science society 'TECHPIONEERS' in the annual fest CELESTECH'20 for the students of all departments and colleges on 3<sup>rd</sup> March, 2020. We saw a large number of participation in this event. 11 teams with 21 participants participated in this activity. There were rounds including the Prelims Round and Final round (visual & pounce).

**Prelims Round:** There were 20 questions. Questions were provided through presentation slides. Six out of 20 was declared as average for each team to qualify for the next round. Six teams qualified for the final round.

**Final Round:** It consisted of two rounds - Visual and general. In visual, 6 questions were asked and in general round 18 questions were asked. Each correct answer scored 10 marks. The wrong answer resulted in a loss of 5 marks. Six teams competed in the final round.

At last, for the second runner up, a tie breaker was held which was a rapid-fire round.

There was a display of tremendous teamwork and coordination among the team members.

The following colleges participated in the event:

- Aryabhata College ● PGDAV ● DUCS ● St. Stephen's College ● Maitreyan College

The top 3 teams with maximum points were awarded with cash prizes, coupons and certificates.



## **CODATHON**

This is programming based competition held online on hackerearth platform where students can participate in a team of one or two. There was a single round where a team has to attempt 4 problems programmatically, taking any of the languages available on hackerearth and can score a maximum of 400 points. This event saw 11 registrations, in which 4 registrations were individual participant. Ten colleges of University of Delhi and vicinity universities participated in the event - Aryabhata College, Keshav Mahavidyalaya, Shaheed Rajguru College of Applied Sciences for Women, Delhi University Computer Science (North Campus), PGDAV College, Sri Venkateswara College and Hansraj College.

Top teams were awarded with coupons.



## IT TAMBOLA

Tambola is the Italian version of the Bingo. However, unlike the American version where you can make Bingo horizontally, vertically and diagonally, in Tambola, only horizontally counts.

Format- The tickets were provided to the participants with answers and numbers on the tickets and the questions were displayed randomly on the screen. The participants crossed the correct answers if the answers were present in their ticket.

In this event we conducted a total of two rounds and we got a total of 35 participants. 13



participants for the first round and 24 for the second round. Students from various colleges took participate in this event. The winners were awarded with cash prizes and coupons.

## **UNICON**

Unicon is a gaming event consisting of games FIFA 19, Tekken 7 and PUBG.

Format: The students were divided into groups and fixtures were set for the matches. The winner was promoted into next round. It was a knockout format tournament.

In this event a total of 26 students participated.

Students from various colleges took participate in this event. The names of the colleges are: -

- NSIT
- Ram Lal Anand College
- Aryabhata College
- PGDAV College



The winner was awarded a cash prize and coupons.

## **TREASURE HUNT**

Treasure hunts are information-based hunts, or puzzle hunts, in which teams use their collective brainpower to solve clues.

It was a time-bound activity. Thirteen teams took part in this fun activity.



There were 4 rounds including the Prelims round. The Prelims round included a simple basic IQ testing Question and the top 12 teams that decoded that question in the fastest time qualified for this round. The second round was a scavenger hunt.



The third round was a Treasure hunt round. In the final round the teams were given a questionnaire. This round required students to solve the questionnaire first then they were handed over the final clue. The four teams competed in the final round. There was a display of tremendous team work and coordination among the team members. In the end it was a treat to watch the winners find the “Treasure” with huge smiles on their faces.

Top 2 teams were awarded with coupons and cash prizes.

## ONE MINUTE GAMES



The event was diligently organized. The exciting one-minute games were- Pictionary , Pick a pair, Step up , Dizzy Penalty, Tongue Twister Challenge, Throw the ring and Lucky Wheel. All games attracted a huge crowd. The games saw over 90 registrations from across different colleges of Delhi NCR.

## SLAM FREE

An open mic is a general event where aspiring comedians, musicians or artists from various backgrounds perform for free. It's the training ground for artists to experiment and perfect their work. Usually these events are staged live show at a coffeehouse, nightclub, comedy club, strip club, institution or pub at which audience members who are amateur or professional may perform. If you have something in you and have the urge to exhibit that to people, then open mic are the places to start out initially.

### Format:

- We provide platform and other accessories (speaker and mic) to perform.
- Performer have to come with their content.
- Every performer will get a performer card after registration.

In this event we got a total of 41 participants – the talented participants were Singers, Writers, Music composers, Musicians and Story tellers.

Winners got coupons and cash prizes.





# PHOTO BOOTHS

The two creative photo booths saw many enjoying taking selfies.



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