# ZAVION'24
## ACTIVITY REPORT

| EVENT INFORMATION | |
|---|---|
| Department | **Department of Data Science** |
| Location | CHRIST (Deemed to be University),<br>Pune Lavasa Campus - 'The Hub of Analytics' |
| Event Title | **Zavion'24** |
| No of Activities | **7** |
| Date and Time | **4th October 2024: 09:00 AM - 11:00 PM**<br>**5th October 2024: 09:00 AM - 04:00 PM** |
| Venue | **CHRIST College, Pune**<br>**&**<br>**CHRIST(Deemed to be University), Pune Lavasa Campus** |
| Academic Year | **2024-2025** |
| Event Type (Focus) | **Technical Fest** |
| Blog Link | **https://christuniversitylavasa.blogspot.com/2024/10/zavion24.html** |
| **PARTICIPANTS INFORMATION** | |
| Target Audience | **College Students** |
| Details of any External Agencies, Speakers, Guests with Affiliation | **Mr. Parag Joshi**<br>**Prof. Jos Panen**<br>**Prof. Kelly Decroock** |
| Website/Contact of External Members | https://www.linkedin.com/in/parag-joshi-1995096/<br><br>https://www.linkedin.com/in/kellydecroock/<br><br>https://www.linkedin.com/in/jos-panen-b0b5b716/\ |

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|---|---|
| Organising Committee Details | Event Coordinators:<br><br>Driti Singhania – 22112008<br>David Paul Liju - 22112006<br>Siddharth Bhardwaj – 22112028<br>Lakshmi Warrier - 22112320<br><br>No of Student Volunteers: 40+ |
| No of Attendees/ Participants | 165+ particpants |

**SUMMARY OF THE OVERALL EVENT**

Zavion'24 was a national level tech fest organised by the department of Data Science on 4th & 5th October it was a 2 days fest with six events and games:

**1. "Capital Craft":** was an engaging two-round event that combined elements of economic simulation and stock market strategy, providing participants with a dynamic and immersive experience. The event began with the first round, "Stonk's Dilemma," where teams faced the high-pressure environment of a simulated stock market. Participants had to make real-time decisions about buying, selling, or holding stocks, adapting their strategies based on the evolving market conditions announced during each segment. The fast-paced nature of this round kept everyone on their toes, as teams eagerly analyzed market trends and reacted swiftly to maximize their portfolio's profitability. Participants demonstrated impressive analytical skills and strategic thinking, contributing to a highly competitive atmosphere that was both thrilling and educational.

- The second round, "Market Stimulation," shifted the focus to managing companies producing substitute goods in a competitive market. Teams had to make critical decisions about pricing, production, research and development (R&D), advertising, and alliances across six business cycles. Although there was a minor delay at the start of this round due to some confusion regarding the rubrics of the game, the organizers quickly addressed the issue, providing clear instructions and ensuring that all teams were well-informed about the rules. Once the game commenced, participants fully engaged in the challenge, utilizing their strategic and decision-making abilities to navigate the complexities of market dynamics. The round tested

the teams' adaptability and their ability to respond to random market events, adding an element of unpredictability that heightened the excitement.

- Overall, the event was a great success, with participants actively involved and thoroughly enjoying both rounds. There were no significant concerns raised by the participants, and the feedback was overwhelmingly positive, highlighting the well-organized structure and the engaging nature of the games. "Capital Craft" not only challenged the participants but also provided a unique platform for them to experience the thrill of economic simulations and stock market strategies. The event concluded with a sense of accomplishment among the participants, many of whom expressed their eagerness to take part in similar challenges in the future.

**2. DataViz:**

The DataViz event aimed to challenge participants' skills in visual storytelling through data. The competition attracted four teams from various departments, each enthusiastic to showcase their expertise in data visualization and infographic design. The event was judged by two esteemed faculty members, Mr. Naived and Mr. Alwyn, known for their expertise in data analytics and visual presentation techniques. Through the two-round competition, teams had the opportunity to prove their ability to transform data into clear and compelling designs.

**Round 1: Data Design Challenge**

The first round was a fast-paced data design challenge that tested participants' speed and creativity. The teams were tasked with creating 10 designs in a span of 10 minutes, pushing their ability to think quickly and execute under pressure. The designs were meant to represent meaningful data visuals that could stand alone in communicating insights. The teams worked intensely to complete the task and were required to submit their designs via the Google Classroom platform before the deadline. Failure to meet the submission time resulted in a team's disqualification.

Due to the difficulty of this task and the limited time, one team was disqualified for failing to complete the task within the time limit, leaving three teams to progress to the next round. The other teams managed to deliver highly creative visualizations, with each set of designs evaluated based on clarity, innovation, and how well they represented the data.

**Round 2: Infographic Presentation**

The second round was a more in-depth and challenging task. The remaining three teams were given a problem statement related to data insights, which they needed to translate into a compelling infographic. This round tested not only their design skills but also their ability to analyze data and present it visually in a way that was both engaging and easy to understand.

Each team was allotted a specific time to present their infographic to the panel. The teams were expected to narrate the story behind their data visualization, explain the significance of the data points they chose to include, and justify their design choices. The panel of faculty members, Mr. Naived and Mr. Alwyn, provided valuable feedback based on the technical correctness of the infographic, the aesthetic appeal of the design, and the effectiveness of the communication.

The teams' infographics were judged on the following criteria:

- Clarity: How well the data was presented and whether the information was easy to understand.
- Creativity: Innovative use of visual elements such as charts, graphs, icons, and colors.
- Relevance to the Problem Statement: How effectively the infographic addressed the given problem and highlighted significant data points.
- Presentation Skills: The teams' ability to explain their infographic and engage with the panel during the Q&A.

**3. Escape The Algorithm:**

The event was structured into two distinct rounds, each designed to test different skills of the participants.

In Round 1, participants were tasked with solving a series of logical puzzles. These puzzles were both mentally stimulating and required critical thinking, as the answers to the puzzles collectively revealed a room number. The room number was the key to accessing Round 2, and only those who successfully decoded it were allowed to advance. This added an element of pressure, as failing to solve the puzzles meant disqualification from the remainder of the competition.

Round 2 was designed as an immersive experience with a compelling storyline. Participants

entered a murder mystery scenario where their objective was to uncover hidden clues spread across different phases. Each phase provided vital information that helped them piece together the mystery. The storyline demanded not only keen observation but also deductive reasoning, as participants needed to decode each clue to proceed. The group that successfully uncovered and decoded all the clues first was declared the winner, completing the event with a triumphant solve of the mystery.

This two-round structure ensured that participants engaged both their logical reasoning and investigative skills, making the event intellectually challenging and highly interactive.

**4. Frame Fusion:**

Frame Fusion, an integral yet unique event, was part of Zavion'24, the national-level intercollegiate tech fest organized by the students of the Department of Data Science. This event stood out as a surprise or bonus competition designed to offer participating colleges an opportunity to secure additional points toward their overall ranking in the tech fest.

Unlike traditional competitive events, Frame Fusion introduced a creative challenge, requiring participants to document their involvement in the various events held during Zavion'24. The objective was for each participating college to compile short, visually captivating reels showcasing their participation, highlighting the excitement and enthusiasm of the fest. These reels were intended to capture the essence of the fest in a dynamic and engaging manner, suitable for social media.

The event's structure was straightforward: the colleges would submit their reels, which would be judged on creativity, content, and how well they encapsulated the spirit of Zavion'24. The winning reel would not only earn its creators bonus points but would also be showcased during the fest's valedictory ceremony, adding a significant element of anticipation and excitement for all participants.

Despite the tight deadline, with submissions required just one hour before the valedictory ceremony, Frame Fusion saw participation from three colleges. The event showcased the creativity and enthusiasm of the students in capturing their experiences and contributing to the overall spirit of the fest.

Christ College Pune emerged as the winner of this event, impressing the judges with a well-crafted reel that stood out among the entries. As a bonus for their achievement, Christ College Pune received additional points, boosting their overall standing in the tech fest.

In keeping with the event's social media-centric theme, the winning team was tasked with posting their reel on either Instagram or LinkedIn, ensuring that they tagged Zavion'24's official university handle. The intention behind this was to promote Zavion'24 and the creative efforts of the participants to a wider audience, both on Instagram, a popular platform for short-form video content, and on LinkedIn, where the academic and professional community could appreciate the fest's activities.

The success of Frame Fusion as a bonus event lay in its ability to combine creativity with competition, motivating students to think outside the box and engage with the fest in a novel way. Christ College Pune's victory not only earned them additional points but also demonstrated the power of creative documentation and social media in enhancing the visibility and impact of intercollegiate competitions like Zavion'24.

Ultimately, Frame Fusion contributed to the overall fest by adding an element of surprise and excitement, pushing students to showcase their participation in a dynamic way, and rewarding the best efforts with recognition and points that would contribute to the college's final standing in the tech fest

**5. Hack Attack:**

The event '**Hack Attack**', part of **ZAVION'24**, was a dynamic and interactive hackathon hosted by the Data Science Department at CHRIST (Deemed to be University), Pune Lavasa Campus. It spanned over two days and involved three rounds that tested participants' technical knowledge, coding abilities, and entrepreneurial skills. Through a series of questions and problems, participants had to demonstrate a solid understanding of programming, algorithms, and computer science principles.

**Round 1- Trivia Thrill:** The event kicked off with a Kahoot quiz. Team members competed in a fast-paced MCQ format quiz, which featured questions related to various aspects of computer science, coding and technology. This round tested participants' technical knowledge and speed. The quiz created a lively yet competitive atmosphere and kicked off the event by setting the tone for the rest of the hackathon. This initial round served as a warm-up for intense coding and problem solving in the following rounds. It helps participants to get a head start on points, and experience the thrill of a fast-paced tech-based knowledge challenge

**Round 2- Code Relay Race**: In this relay-style coding challenge, each team member had to

do a task, and hand the next question to the next team member. This round had 2 internal rounds. The first round had 4 different questions. The second round had 1 big question with 4 intermediate outputs. Each team member had to solve for one intermediate output. This challenge tested their coding skills under pressure, as well as their ability to adapt to each other's coding styles.

In the first internal round, teams faced four different coding questions, which each member solving one. The variety of tasks and the time limit required them to quickly assess the problem and implement a solution for the question. In the second internal round, teams faced one large problem that needs four intermediate outputs, each output as input for the next question. This round truly tested individual coding ability but also the team's collective ability to synchronize and work.

**Round 3- Pitch Perfect:** The third and final round combined problem-solving and entrepreneurial skills. Teams had to choose a specific domain and tasked with identifying a problem within that space. They began by brainstorming ideas, and sketching out the ideas on a paper. Once the ideation phase was complete, they were given internet access for creating their webpage and presentations for their problem. Teams then presented their work to a panel of judges. As they presented to the panel of judges, teams showcased their solution's potential impact, explaining how it would address the problem and benefit the target audience. After the presentation, participants faced questions from the judges. Teams had to think on their feet, responding to inquiries about potential restrictions and the competitive landscape of their domain. The Q&A session also added an extra layer of challenge, pushing participants to demonstrate their technical, creative and presentation skills.

The **Hack Attack** event was a resounding success, providing an engaging and competitive platform for students to showcase their coding skills and entrepreneurial creativity. Over three well-structured rounds—Trivia Thrill, Code Relay Race, and Pitch Perfect—participants demonstrated a wide range of abilities, from swift problem-solving to collaborative coding under pressure and innovative idea generation.

The event served as a significant learning experience for all involved, with constructive feedback and insights from judges that will undoubtedly benefit the participants in their future endeavours. The event concluded with a sense of accomplishment and inspiration, setting a high benchmark for future hackathons.

**1st Place Winners: Vishwakarma Institute of Technology, Pune**

**Runners Up: CHRIST College, Pune**

**6. Infinity Quest:**

Infinity Quest, a math-based competition, was one of the key highlights of Zavion'24. Held over two days—October 4th (9:00–10:30 PM) and October 5th (9:00–10:30 AM)—the event showcased the intellect and problem-solving abilities of participants through a series of challenging rounds designed to test their mathematical prowess. The event was coordinated by Siddharth R Bhardwaj and Driti Singhania, with a team of five volunteers who ensured smooth execution. Dr. Lian Mathew, an esteemed faculty member, was invited as the panel judge, adding an expert perspective to the evaluation process.

The event witnessed the participation of 10 teams, each consisting of three members, all competing against each other in a high-stakes environment. Over the course of two days, four rounds were conducted, with the final round being a surprise, adding an exciting twist to the competition. The competition was structured to balance logical reasoning, problem-solving, and mathematical application, offering a platform for students to challenge themselves in an engaging and competitive atmosphere.

**Day 1: The First Two Rounds**

The first day of Infinity Quest focused on warming up the participants with two intellectually stimulating rounds. The event began with a warmup puzzle round designed to ease the teams into the competition. In this round, teams were given two puzzles to solve within 30 minutes, with each team being scored out of 20. The puzzles were crafted to test the teams' logical thinking, attention to detail, and problem-solving skills. This round set the tone for the rest of the competition, as teams navigated through the challenges, aiming to score the maximum points.

The second round was a decryption round that combined mathematical rigor with an element of code-breaking. Teams were presented with a series of mathematical questions, with the answers forming a 22-digit numerical code. This code, once decrypted, revealed an 11-letter word. This round, marked out of 25, was particularly engaging as it required both mathematical calculations and the ability to decipher patterns. The complexity of this round pushed the teams to collaborate efficiently and think critically under time

constraints, making it a true test of teamwork and cognitive ability.

**Day 2: The Final Two Rounds**

The second day opened with the third round, an auction-style competition that added a strategic dimension to the event. Each team was allocated 500 points, which they could use to bid based on their confidence in answering the questions. Teams had to weigh their chances carefully; if they answered correctly, no points were deducted, but incorrect answers led to a deduction of points. The number of points in their wallet divided by 10 determined the points they earned in this round. This format required not only knowledge but also strategic decision-making, as teams had to gauge their own strengths and risks accurately. The auction round was marked by tension and excitement as teams vied for points while managing their resources wisely.

The final and surprise round was a rapid-fire challenge, where teams had to answer as many questions as possible within a limited time. Each team had the chance to score a maximum of 10 points, and the quick-paced nature of the round added a layer of intensity to the competition. Teams had to think on their feet and respond swiftly to the questions posed. The rapid-fire round tested the participants' ability to recall information quickly and perform under pressure, ensuring that only the most well-prepared teams could thrive.

**Jackpot Element**

A unique aspect of Infinity Quest was the inclusion of a "jackpot" element. At the start of each round, teams could choose to opt for the jackpot. If they succeeded in winning that round, bonus points were added to their score. However, if they had opted for the jackpot but did not win the round, they faced a deduction in their total points. This added an extra layer of excitement and risk to the competition, as teams had to carefully assess whether to take the gamble or play it safe.

**Winners**

Out of the ten teams that participated, two teams from ISB&M (International School of Business & Media) emerged as the winners, securing both the first and second prizes. Their exceptional performance across all four rounds earned them the top spots, and their strategic approach, mathematical acumen, and teamwork were applauded by both the coordinators and the panel judge

**7. Players story:**

Player's Story was an electrifying event that combined the fast-paced action of Battlegrounds Mobile India (BGMI) with the intellectual rigor of game theory and economics. The event catered to both seasoned gamers and strategic thinkers, pushing their skills to the limit with challenges that rewarded the best team with glory and cash prizes.

**Round 1: BGMI Showdown**

The event kicked off with a thrilling BGMI multiplayer match. As a warm-up, all teams played a casual match to get comfortable. Following this, fixtures were created for a total of 6 league matches. Teams earned 5 points for each win, with each team playing three matches against every other team. To enhance the experience, the matches were projected on a big screen for spectators to enjoy. Additionally, participants were provided with access to guest Wi-Fi, ensuring smooth gameplay without lag. After intense competition, Team 2 emerged victorious in this round along with Team 3 as the runner up.

**Round 2: Game Analytics - Game Theory Challenge**

The second round shifted gears, focusing on game theory and creative thinking. Participants were presented with a set of game theory questions divided into three themes: Pokémon Go, Among Us, and a real-life psychological story about the assault on Kitty Genovese. The round began with a TEDx video introduction to game theory, including a detailed explanation of the Nash equilibrium and the prisoner's dilemma.

Each team sent one participant at a time to solve questions related to the first theme, while also starting a creative story based on the situation presented. As the questions progressed, team members took turns solving them and continued writing the evolving story. For the final set of questions, two teammates worked together to both solve the problems and weave their story to a conclusion. Teams were given 10 minutes at the end to finalize and polish their stories. Points were awarded for correctness (3 points per set of questions), creativity (8 points), flow (3 points), and presentation (5 points). The round ended with Team 2 coming first and Team 3 as the runner-up.

In the end, the team from Christ College claimed first place and ISB&M claimed second place, standing out with their creative storytelling and strategic acumen. The event blended

entertainment with intellect, leaving participants and spectators alike captivated.

**OUTCOMES OF THE EVENT**

1. **Teamwork and Healthy Competition:** Encouraged teamwork, strategic thinking, and friendly competition through engaging activities,enhancing students' collaborative skills.

2. **Community Building:** Fostered a sense of community among tech enthusiasts, hoping to lead to future collaborations and events.

| SUGGESTIONS FOR IMPROVEMENT • FEEDBACK FROM IQAC |
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| *(This page must be at the end of the report, after all the attachments mentioned in the next page. The observations could be made by Department Level IQAC based on the feedback received from various attendees. Furthermore, various strategies could be suggested for better organisation of the upcoming events)* |

Date:

**Head/Coordinator** **Faculty Coordinator/Organiser**

**IQAC**

Poster:


CARMEL VIDYA BHAVAN TRUST'S
CHRIST COLLEGE
ZAVION 24
CHRIST
(DEEMED TO BE UNIVERSITY)
PUNE LAVASA CAMPUS
The Hub of Analytics
ZAVION '24
HACK ATTACK
PLAYER'S STORY
CAPITAL CRAFT
INFINITY QUEST
DATA VIZ
ESCAPE THE ALGORITHM
OCTOBER 4TH & 5TH
CHRIST (Deemed to be University)
Pune Lavasa Campus - ' The Hub of Analytics'
1800 123 2009
lavasa.christuniversity.in

Photographs :



GPS Map Camera
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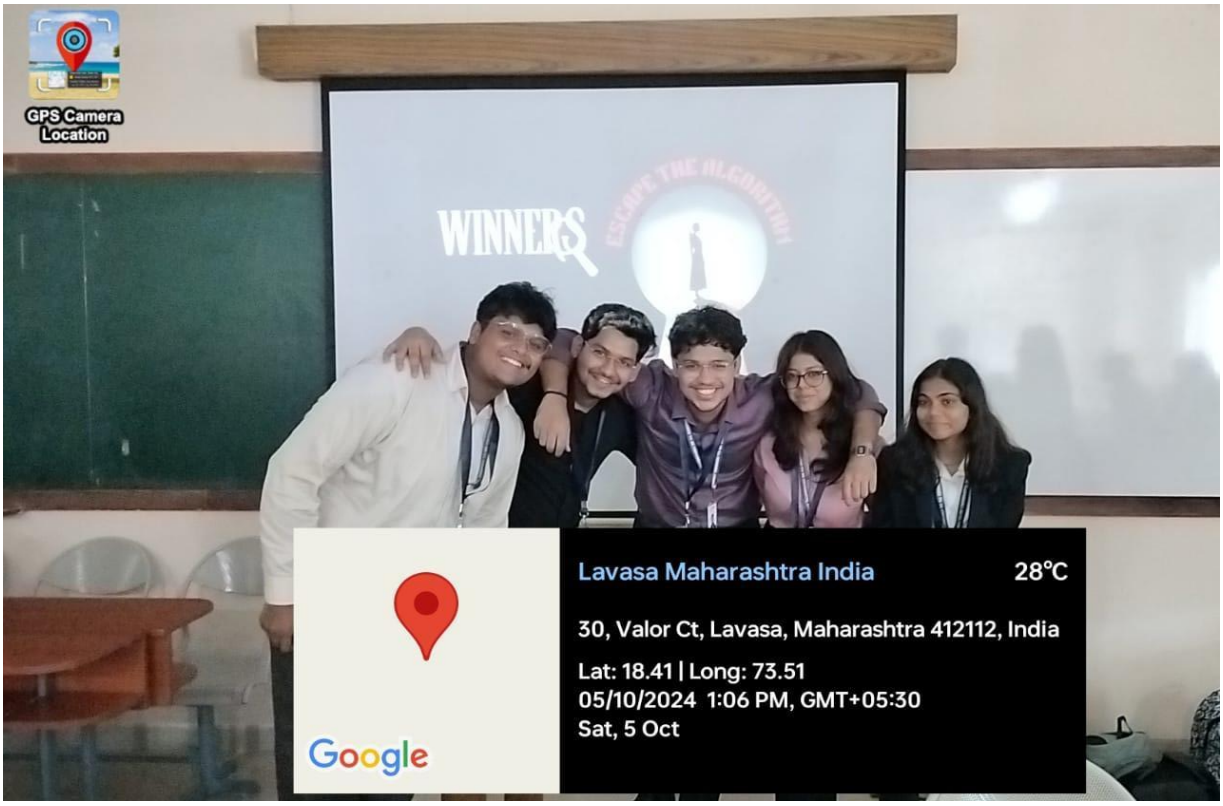
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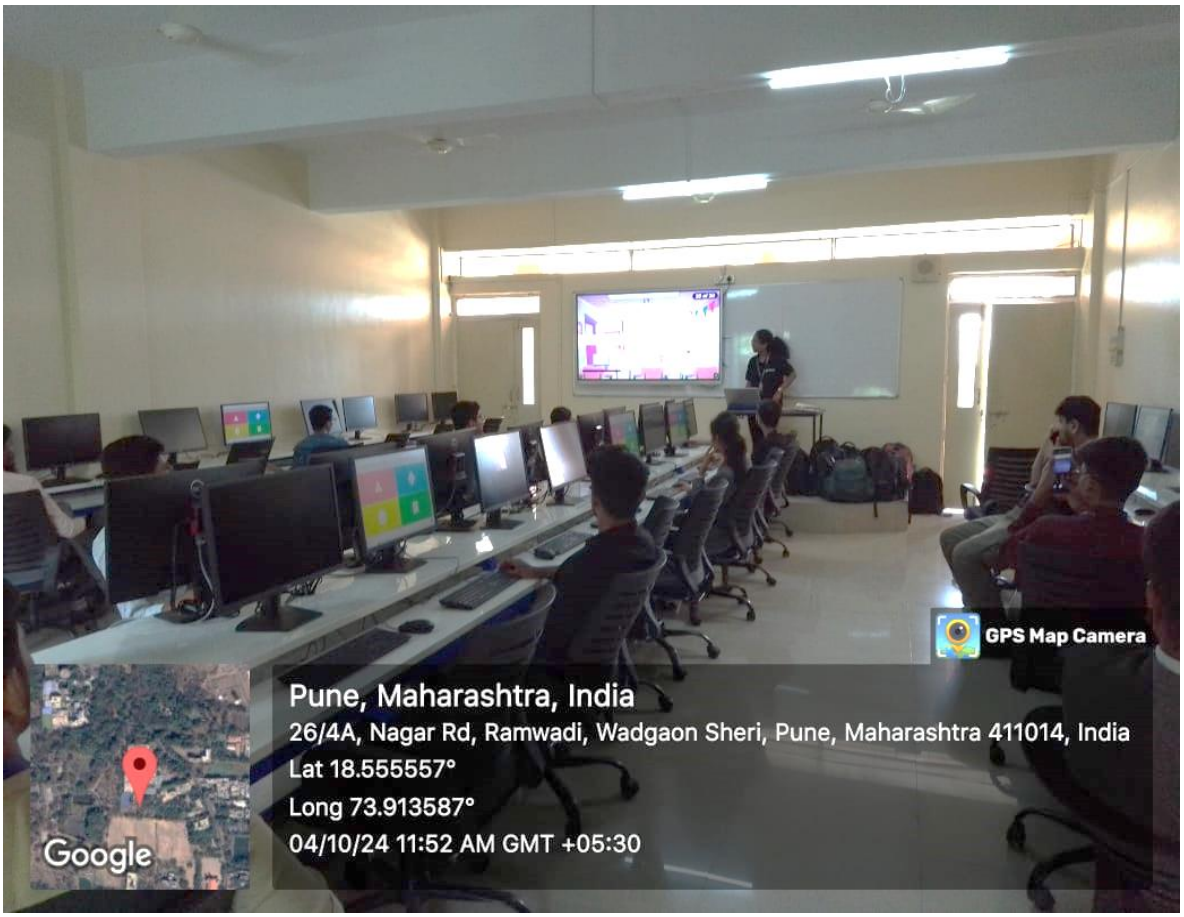
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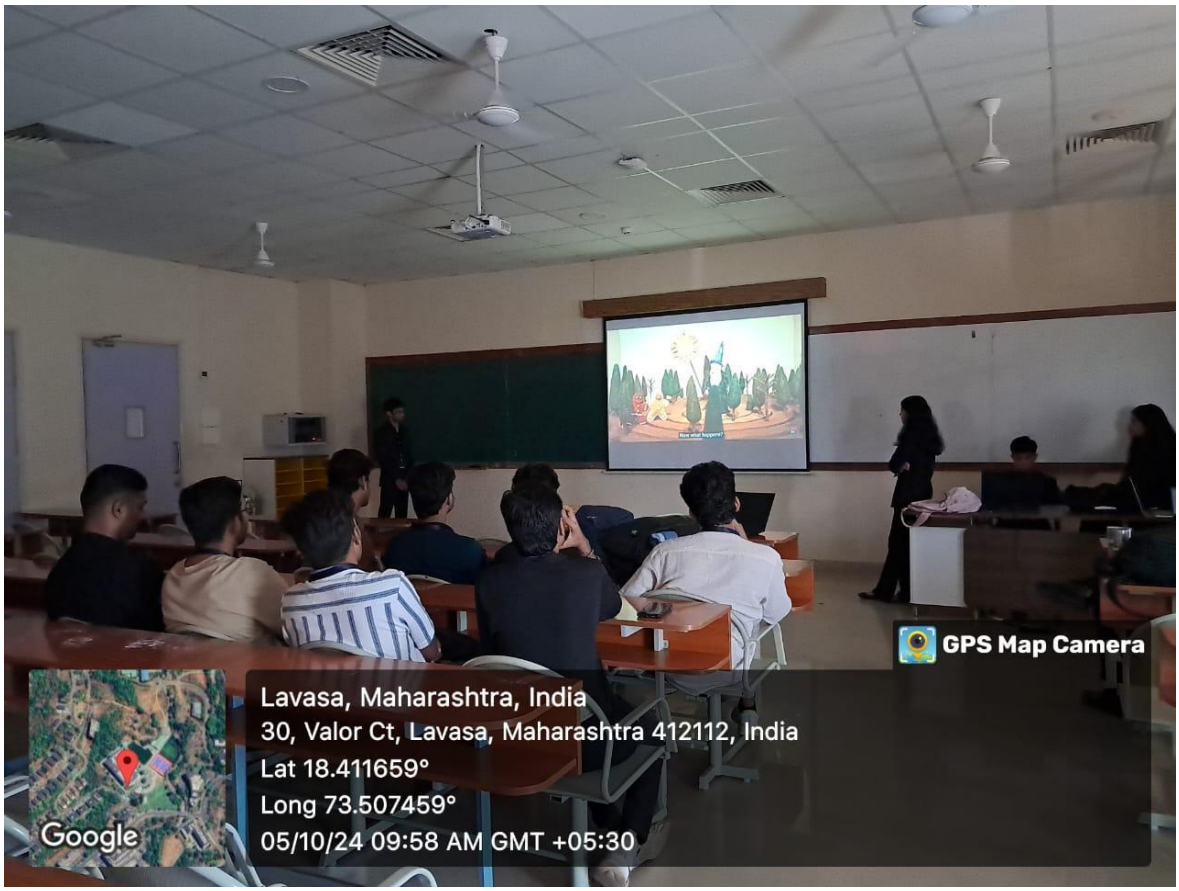
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**WINNER'S LIST**

**Infinity Quest:**
***1st*:** Ruchita, Yugal Shukla & Mihika Gupta
***Runner's Up:*** Juzer Saifee, Aditya Dhumal & Deepanshu

**Capital Craft:**
***1st:*** Ayesha Imran Kapadia & Shehzaan Musani
***Runner's Up***: Shaurya & Gajan

**Hack Attack:**
***1st:*** Pruthvi Gangapure, Suchet Mahamuni, Aditya Bavadekar & Anshul Patidar
***Runner's Up:*** Karina Dsouza, Alen Thomas, Royce Jose & Mritunjay Singh

**Frame Fusion:**
***1st:*** Jason Dsouza, Alwyn Bhosale & Vipul Gaikwad
***Runner's Up***: Ruchita, Yugal Shukla, Mihika Gupta, Simran Dabas & Durga Prasad Hota

**Player's Story:**
***1st:*** Ashish Jadhav, Shrey, Ashno Manu & Ashik Alex
***Runner's Up***: Anurag Singh, Umang Dixit, Spandan Kiran Biswal & Muniraj Pratap Singh

**Data Viz:**
***1st:*** Monishka & Sakshi
***Runner's Up:*** Mansi & Nancy

**Escape the Algorithm:**
***1st:*** Aryan Soman, Shayan Azmi, Purbasha Jana, Shubhashish Garimell & Neer Dwivedi
***Runner's Up***: Lochan Bhogale, Sanyam Nahar, Surbhi Mehrotra, Sneha Dakwale & Samriddhi Singh