



Dnyanasadhana, Thane Society's
Satish Pradhan Dnyanasadhana College, Thane
(Arts, Science and Commerce)



Re-Accredited by NAAC, ISO 21001:2018 (Certified) Affiliated To University of Mumbai

Department of Computer Science
&
Department of Information Technology

ORGANISES



Inter & Intra Collegiate Events



DATE

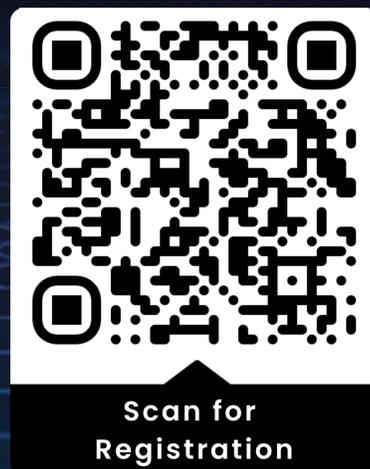
20TH January 2026

TIME

08:00 AM – 4:00 PM

**PROJECT EXHIBITION
BEST OUT OF E-WASTE**

**Code Relay
Ai App Builder**



**MUZI-MATHS
STARTUP IDEAS**

FREE FIRE
BATTLEGROUNDS

GAMING (PAID)

BATTLEGROUNDS
MOBILE INDIA

Sharthak Shinde
9892278775

VENUE
1st FLOOR (COMPUTER LABS)

Yash Yadav
8433782565

Dr. Shilpa Hatewar
HoD of B.Sc(IT)

Dr. Sujatha Iyer
Hod of B.Sc(CS) & M.Sc (IT)

Mr. Rajesh Valeja
SFC Vice-Principal

Dr. Ganesh Bhagure
Principal

FESTIN-O-BITS

TECH ARCADE

PROJECT EXHIBITION & BEST OUT OF EWASTE

FACULTY INCHARGE

Mr. Dnyaneshwar Deore
Ms. kiran Gaikwad



STUDENT INCHARGE

Aditya Jadhav
(7038304714)
Sharthak Shinde
(98922 78775)

TIME- 9:30am to 11:00am

RULES FOR PROJECT EXHIBITION & BEST OUT OF EWASTE

1. Participation may be individual or in a team (maximum of 4 members)
2. Each team shall be allotted 10 to 15 minutes for project demonstration, including explanation and interaction with judges.
3. Submission of a printed project synopsis is mandatory and must be presented at the time of evaluation.
4. All participants are required to follow a strict formal dress code throughout the event.
5. Projects must be original, and any form of plagiarism will lead to immediate disqualification.
6. The decision of the judging panel shall be final and binding in all matters related to evaluation and results

**Student need to register and join WhatsApp
Group for further details.**

Venue - P. Savlaram



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TECH ARCADE

CODE RELAY

FACULTY INCHARGE

Mrs. Bhagyashree Apange
Mrs. Sonali Sutar



STUDENT INCHARGE

Bhumi Jadhav
(7875742032)
Rishi Deore
(9324550156)

TIME - 11:00am to 11:30am

RULES FOR CODE RELAY

CODE RELAY – RULES

- Each team must consist of 3 to 4 players.
- All team members must use the same programming language.
- Only one computer / coding space is allowed per team.
- Each player will get 2 minutes for their turn.
- Time starts immediately after the previous player finishes.
- No extra time will be given.
- Players may write code only during their own turn.
- Editing, deleting, or modifying previous player's code is strictly prohibited.
- No verbal or non-verbal communication is allowed during the relay.
- Use of internet, notes, mobile phones, or AI tools is not permitted.
- The entire program must be written in one continuous file.
- Player 1 will handle input and variable declarations.
- Player 2 will write the core logic or algorithm.
- Player 3 will implement conditions and loops.
- Player 4 (if applicable) will handle output and formatting.
- The code will be executed only once at the end of the relay.
- Compilation or runtime errors will result in penalty points.
- Teams will be disqualified for talking during coding, editing previous code, using unauthorized resources, or exceeding the time limit.
- The judges' decision will be final.

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Venue - Lab 1

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TECH ARCADE

STARTUP IDEAS

FACULTY INCHARGE

Dr. Sujatha Iyer



STUDENT INCHARGE

Sakshi Kolekar
(9594926242)

Yadnesh Nandoskar
(8454823470)

TIME- 11:30am to 12:00 Noon

RULES FOR STARTUP IDEAS

1. The competition is open to Undergraduate (UG) and Postgraduate (PG) students
2. Students from any academic stream are eligible to participate
3. Only individual participation is allowed (no team entries)
4. Start-up ideas should be innovative, feasible, and socially or commercially relevant
5. Ideas may belong to domains such as Technology / IT, Green & Sustainable Solutions, Healthcare, Education, Agriculture, Social Entrepreneurship, or any other innovative domain
6. The idea must be original and not copied from existing start-ups or business models
7. Participants must submit a brief concept note or PowerPoint presentation (PPT)
8. The submission must include problem statement, proposed solution, target users or market, innovation and uniqueness, and revenue model (if applicable)
9. Plagiarism or use of AI-generated ideas without proper understanding may lead to disqualification
10. Each participant will be allotted 5 to 7 minutes for presentation
11. An additional 2 to 3 minutes will be provided for question and answer (Q&A)
12. The presentation should contain only 8 to 10 slides
13. Use of offensive, inappropriate, or unethical content is strictly prohibited
14. Participants will be evaluated based on innovation and creativity
15. Evaluation will include practical feasibility and social and/or market impact
16. Clarity of presentation, understanding of the idea, and confidence will be considered
17. The decision of the judging panel is final and binding

Venue - Lab 2



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FESTIN-O-BITS

TECH ARCADE

AI APP BUILDER

FACULTY INCHARGE

Ms. Hiral Joshi
Ms. Kiran Gaikwad



STUDENT INCHARGE

Atharv Yeshwantrao
(9082717005)
Shravan Chavan
(9321851275)

TIME - 12:00 Noon to 12:30pm

RULES FOR AI APP BUILDER

1. Participation may be individual or team-based
2. A team may consist of a maximum of 2 members
3. All college students are eligible to participate
4. Hard coding is strictly not allowed
5. Participants must use only AI-powered no/low-code platforms such as Lovable, ChatGPT, Thunkable, Glide, or similar AI-based platforms
6. The total duration for app development is 30 minutes
7. The theme or problem statement will be revealed on the spot
8. The app must include at least one AI feature such as a chatbot, recommendation or prediction system, or image/text analysis
9. Internet access will be provided
10. Computer devices will be provided
11. Use of pre-built apps or previously developed projects is strictly prohibited
12. Each team will be allotted 5 minutes to present their app
13. The presentation should include app features, use of AI, and target users
14. Participants must maintain discipline and professionalism throughout the event
15. The organizers reserve the right to modify the rules if necessary
16. The decision of the judges will be final and binding

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Group for further details.**

Venue - Lab 1



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TECH ARCADE

MUZI MATHS

FACULTY INCHARGE

Dr. Shilpa Hatewar
Ms. Trupti Rongare



STUDENT INCHARGE

Manan Bhilare
(8169018252)
Aakansha Pawar
(9222437475)

TIME - 12:30pm to 1:00pm

RULES FOR MUZI MATHS

1. The competition is open to all students of the college from every department.
2. Music will play only once during the game.
3. Each participant will be given 30 seconds to answer; no extra time will be provided.
4. Calculators are not allowed.
5. Participants may compete individually.
6. Participants must register before the competition starts.
7. Late entries will not be accepted; one-spot entries are allowed only before the start of the competition.
8. Each round has a fixed time limit.
9. No extra time will be given under any circumstances.
10. Any form of cheating, copying, or misbehavior will result in immediate disqualification.
11. The competition consists of two rounds.
12. After each round, participants with lower scores may be eliminated.
13. Participants who qualify will advance to the next round.
14. Only 2 winners will be selected. Judges discretion will be final.

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Venue - Lab 3



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TECH ARCADE



GAMING



FACULTY INCHARGE

Dr. Sujatha Iyer



STUDENT INCHARGE

Vishal Shinde (BGMI)

(8591466190)

Vighnesh Shelar (FF)

(7021176463)

TIME - 1:30pm to 3:00pm

RULES FOR GAMING

1. Eligibility: Open to college students only. Valid college ID is mandatory.
2. Entry Fee: ₹120 per squad (non-refundable).
3. Team Rules: Squad matches only. Team members cannot be changed after registration.
4. Device & Game: Players must use their own mobile phones with the latest version of /BGMI / Free Fire Emulators, hacks, mods, or third-party tools are strictly prohibited.
5. Match Rules: Custom room matches will be conducted. Room ID & password will be shared before the match. Late entry will not be allowed.
6. Fair Play: Any cheating, teaming, glitch abuse, or toxic behavior will result in immediate disqualification.
7. Technical Issues: Players are responsible for their own internet and devices. No rematch for lag, disconnection, or crashes.
8. Scoring & Results: Scoring system and match decisions by organizers will be final.
9. Prizes: Prizes are non-transferable and awarded only to verified winners.
10. Authority: Organizers reserve the right to modify rules, format, or schedule. All decisions are final.
11. BGMI: All players must be Platinum Tier (Level 40) or above.
12. Free Fire: All players must be Platinum Tier (Level 40) or above.

ENTRY FEES

Rs. 30/- per player

(Rs.120/- per squad) (Limited)

Venue - Class room 116/117



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