

REPORT



BUILD FOR BENGALURU

12TH MARCH, 2025

WEDNESDAY

OVERVIEW

Build for Bengaluru is a dynamic tech fest uniting 100+ teams from 50+ colleges across Karnataka, alongside industry experts and academia. Through a 12-hour hackathon, competitions, and interactive events, participants collaborate to create impactful solutions for Bengaluru's future.

The eventful day at SKIT featured a range of technical and entertaining activities, including the **Hackathon, Crack the Password, Online Chess Competition, Mentor Together sessions, Drone Workshops, Treasure Hunt Competitions, and Tarle Box**. These events brought together students from various colleges, fostering collaboration, competition, and learning.

KEY EVENTS AND HIGHLIGHTS

1. HACKATHON

- The **Build for Bengaluru Hackathon** saw strong participation from teams across multiple institutions.
- The jury was impressed by the innovative solutions presented.
- Some technical glitches, including **Wi-Fi issues and evaluation software delays**, were noted but managed effectively.
- A ledger book was introduced to document event participation and outcomes
- 100+ teams are participated.
- Winners list:
 1. **Cosmic**: Kishore S R, Harshavardhan M, Hitesh P, Jeevan N(East point college of engineering & technology)
 2. **Notarc** : Arun A, Pranav, koushik(SKIT)
 3. **Ekalavys Engines**: Pranav R, Kashyap, Gaurav nayak K, Sumukha G(BMSIT)









2. CRACK THE PASSWORD

The 'Crack the Password' competition was an engaging and challenging event held as part of the Build for Bengaluru Hackathon on 12th March 2025. The competition aimed to test participants' problem-solving and logical reasoning skills through a series of password-based challenges.

Competition Format:

- Participants formed teams of 2-3 members.
- The challenge involved solving given riddles/phrases to unlock a locked file or folder.
- The competition consisted of 3 levels of increasing difficulty.
- The total time limit for the competition was 15 minutes.

- A total of 8 teams registered for the competition.

Results:

Winner:

Team Name: **Byte Squad**

Team Members:

- Darshan S (AIML)
- Khushi Yadav (AIML)

Runner-up:

Team Name: **AIML Sparks**

Team Members:

- Poorvika DM (AIML)
- Rakshitha KL (AIML)
- Parikshitha R (AIML)

Conclusion:

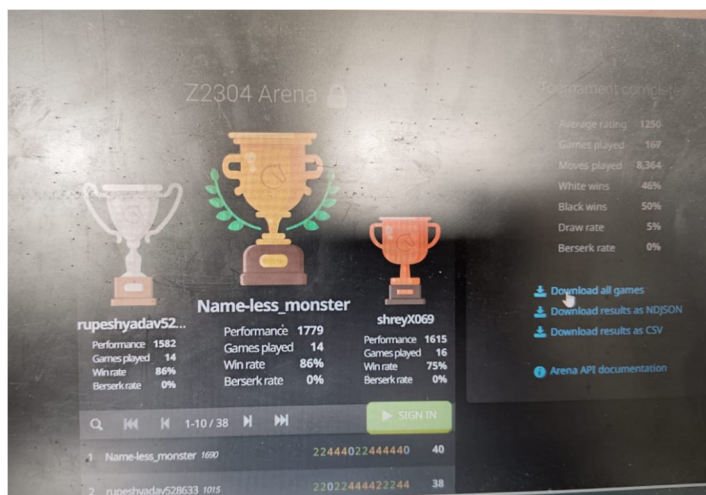
The competition witnessed enthusiastic participation from all teams, who showcased impressive problem-solving abilities under time constraints. The event successfully engaged participants and provided them with an opportunity to enhance their logical thinking and teamwork skills. Congratulations to the winners and runner-up teams for their outstanding performance!



3. ONLINE CHESS COMPETITION

- The **Online Chess Competition** was successfully conducted on a **digital platform**, ensuring fair play and smooth execution.
- The tournament followed a **knockout format**, with participants facing off in multiple rounds until the finalists emerged.
- Players displayed **exceptional strategic thinking, patience, and tactical skills**, making it a highly competitive event.
- The event was **monitored by proctors** to prevent unfair advantages and ensure a **seamless gaming experience**.
- **Minimal technical difficulties** were encountered, with only a few connectivity issues that were swiftly addressed.
- **Winners List:**

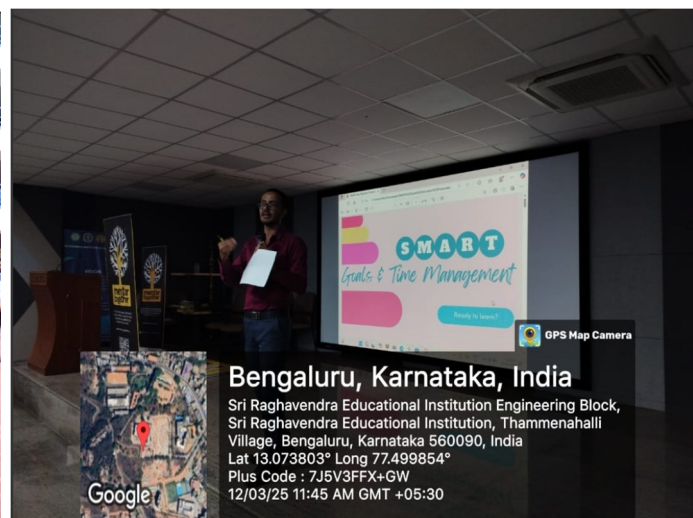
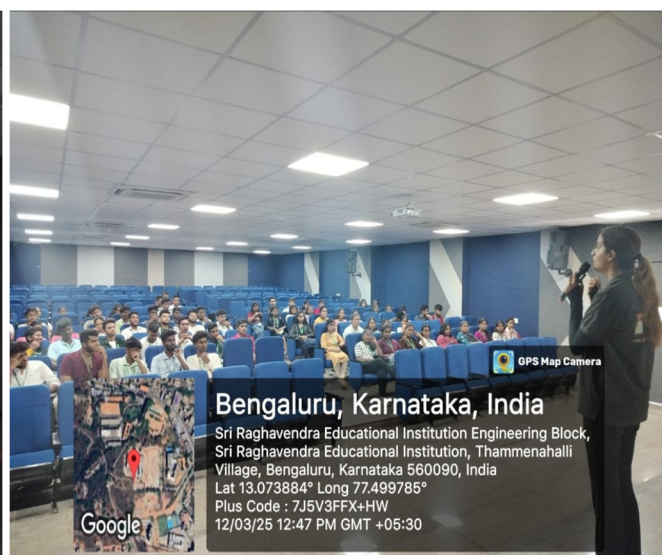
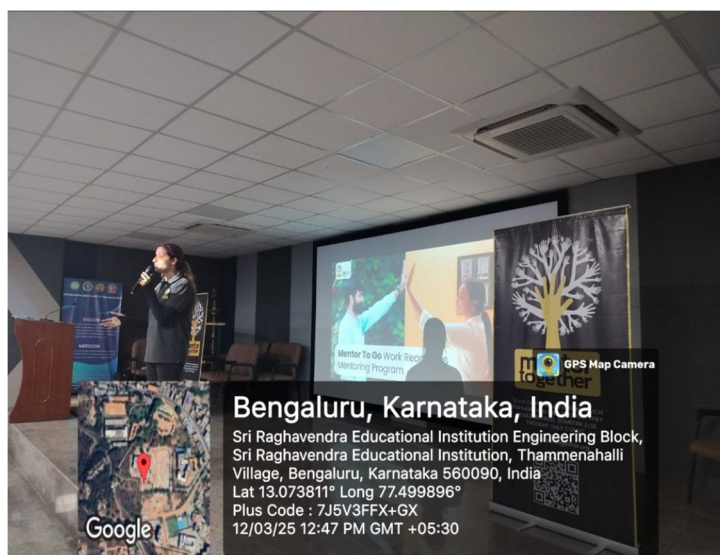
1. Nashurin D'Souza(1KT22IS043)-SKIT
2. Roopesh Yadav (1KT23CS091-SKIT



4. MENTOR TOGETHER SESSIONS

- **Industry experts and faculty members** conducted mentorship sessions to guide students on **career development, project execution, and industry trends**.
- The sessions covered **emerging technologies, job market insights, and skills needed to excel in various domains like cybersecurity, AI, and IoT**.

- Students had the opportunity to **interact directly with mentors**, gaining **personalized advice** on academic and professional growth.
- The discussions focused on **resume building, interview strategies, and startup guidance**, making the sessions highly practical.
- **Student feedback was overwhelmingly positive**, with many participants appreciating the **real-world insights and career direction** provided.



5. DRONE WORKSHOPS

- Participants explored **drone mechanics, programming, and real-world applications** through interactive sessions.
- Experts provided insights into **aerodynamics, flight stability, and drone regulations** for safe operations.
- A **live demonstration** showcased drone maneuvers like **takeoff, hovering, and landing**, offering hands-on learning.
- The session concluded with a **Q&A**, where attendees discussed **drone applications in industries like agriculture and surveillance**.



6. TREASURE HUNT COMPETITIONS

- A fun and interactive event that tested participants' problem-solving and teamwork skills.
- One of the most engaging events of the day, attracting students beyond technical streams.
- Winner list:

Team name: **Skyline Sparrow**

Sreemadhura M

Keerthana M

Athish prasad raj

Manoj H

7. CADD (Computer-Aided Design & Drafting) Competition

- The CADD competition focused on testing participants' skills in 3D modeling, design accuracy, and creativity using software like AutoCAD and SolidWorks.
- Participants were given real-world engineering problems to solve using design tools.
- The jury assessed submissions based on precision, innovation, and practical application.

- The event was highly appreciated by faculty and industry professionals, as it showcased students' technical capabilities.
- Minor technical issues related to software installations were noted but resolved quickly.



8. TARLE BOX

- An entertainment session aimed at humor and audience engagement.
- Unfortunately, the event did not meet expectations and was considered a **failure** due to poor execution.



SUCCESSSES AND AREAS FOR IMPROVEMENT

Successes

- ✓ Increased participation from multiple colleges.
- ✓ Jury members were satisfied with the execution.
- ✓ Workshops and competitions provided valuable learning opportunities.
- ✓ Strong faculty and management support.
- ✓ The photobooth added a fun element, creating memorable moments.

Areas for Improvement

- ✗ Low participation from SKIT students.
- ✗ Delays in developing the evaluation software.
- ✗ Issues with managing volunteers and belongings.
- ✗ Sponsorship payments were delayed.
- ✗ Inconsistent jury feedback submission.
- ✗ Tarle Box event execution was subpar.
- ✗ Marketing and registrations started late.

RECOMMENDATIONS FOR FUTURE EVENTS

- ✦ **Targeted outreach** for SKIT students through workshops and promotions.
- ✦ **Early software testing** to avoid last-minute glitches.
- ✦ **Better marketing strategies** to engage a larger audience.
- ✦ **More structured event planning** for entertainment segments.
- ✦ **Enhanced financial tracking** to ensure timely sponsor payments.
- ✦ **Improved logistics and volunteer management** to avoid missing items.

CONCLUSION

The **March 12th, 2025, event at SKIT** was a landmark day filled with **innovation, competition, and collaboration**. The diverse range of events, including the **Hackathon, Crack the Password, Online Chess Competition, Mentor Together Sessions, Drone Workshops, Treasure Hunt, CaDD, and Tarle Box**, provided a platform for students to showcase their **technical expertise, strategic thinking, and creativity**.

The **Hackathon** emerged as a major highlight, with participants delivering **cutting-edge solutions** under intense competition. The **Crack the Password event** tested cybersecurity skills, while the **Online Chess Tournament** brought out brilliant minds engaging in strategic battles. The **Drone Workshop** was a highly educational experience, offering insights into the future of **automation and aerial technology**. The **Treasure Hunt**

and CaDD competition infused the event with fun and skill-based learning, making it a **well-rounded experience for attendees**.

Despite several **successes**, areas for **improvement** were identified. Challenges such as **low participation from SKIT students, technical issues, sponsor delays, and the underwhelming execution of Tarle Box** highlighted key takeaways for future events. The **ledger book initiative** was a significant step in preserving the event's legacy, ensuring future editions build on past experiences.

Looking ahead, **stronger outreach efforts, early planning, improved technical preparedness, and better event coordination** will help elevate the next edition of **Build for Bengaluru**. The passion and effort put into organizing this event **solidified SKIT's reputation as a hub for innovation and student excellence**. With continuous refinement, future editions promise to be **even more impactful, engaging, and successful**.