



NEW HORIZON COLLEGE OF ENGINEERING

CO-CURRICULAR CLUB



MD CLUB

MOBILE APP DEVELOPMENT (MD) CLUB

PIXEL PURSUIT

Venue: CSE Department, Industry 4.0 Lab

Date: 19 November 2024

Time: 11:00 AM-5:00 PM

Faculty Coordinator:

Name: Lakshmi S Hanne

Designation: Sr. Assistant Professor

Department: CSE

Student Coordinators:

Chiranjeevi R Shekar	1NH21CS060	President	7
Likitha k	1NH22CS119	Vice President	5
Yashaswi K	1NH21CS267	Secretary	7
Rahul Mahesh	1NH22EC127	Treasurer	5
Darshan Infanto R	1NH23EC046	Board Member	3
Bhavkirat Kaur Khurana	1NH23CS045	Board Member	3
Sanchita Nag	1NH22EC144	Board Member	5
Modugumudi Ananya	1NH22CS136	Board Member	5
Aravind	1NH23EC017	Board Member	3
Jeet Sarkar	1NH23CS099	Board Member	3
Amaan Kudroli	1NH22CD010	Board Member	5

Total Number of Internal Participants: 44

Total Number of External Participants: 0

Event Poster Weblink on Instagram:

https://www.instagram.com/reel/DCgqRz_MTgT/?igsh=OG5hN3N3NjN3c2Ro

Targeted Audience:

Students from EEE, CSE, ISE, CE, ECE, AIML, CSE-DS, and ME.

Description of the Event:

Pixel Pursuit was meticulously designed to provide participants with a blend of knowledge and engagement centered around game design. It aimed to enhance participants' understanding of gaming concepts, testing their familiarity with game mechanics while fostering creativity in crafting intuitive and visually compelling user interfaces. This knowledge was a foundation for participants to conceptualize and develop their game designs. *Pixel Pursuit* encouraged creative thinking, time management, and teamwork, ensuring an enriching and inspiring experience.

This event consisted of 3 rounds: Game Sleuths, Interface Architecture, Scratch Builders

Game Sleuths

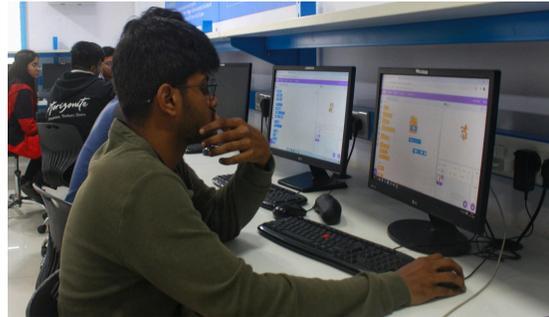
This 45-minute round, challenged students to solve a crossword featuring popular game names and their emoji representations. This exercise tested participants' game knowledge and honed essential cognitive and interpersonal skills. It sharpened problem-solving skills, improved focus, and boosted memory recall. Participants also enhanced their teamwork and creativity while enjoying a mentally stimulating and engaging activity.

Interface Architecture

In this 60-minute round, participants designed an interactive UI for a sign-in/login page using Figma. The activity encouraged creativity while promoting time management and teamwork. It also familiarized students with Figma, enhancing their skills in modern design tools essential for UI/UX development. This hands-on challenge helped blend design proficiency with collaborative problem-solving.

Scratch Builders

In this round, participants were tasked with building a game using Scratch. This beginner-friendly visual programming platform simplifies coding by allowing users to create projects through drag-and-drop blocks. This activity fostered creativity, problem-solving, and logical thinking while providing hands-on experience in game development. It also introduced participants to essential programming concepts in an interactive and engaging manner.



Faculty Coordinator

Co-Curricular Club Incharge

HOD