



NEW HORIZON
COLLEGE OF ENGINEERING

CONNECT 2024
CO-CURRICULAR CLUBS



STUDENT OF THE YEAR

Venue: Tejas NHCE Campus

Date: 26th, 27th, 28th June, 2024

Time: 10 AM-5.00 PM

Faculty Co-ordinators:

Ms Amarjeet Pal, Sr. Assistant Professor, Department of Electronics and Communication

Ms. Srividhya G, Sr. Assistant Professor, Department of Computer Science and Engineering

Ms. Priya, Assistant Professor, Department of Computer Science and Engineering

Ms Neha Jadhav, Assistant Professor, Department of Information Science and Engineering

Student Co-ordinators: All club members of the below mentioned Co-curricular clubs.

Overall Description:

The "Student of the Year" competition, organized by the Emsys Nex Gen club, HealthXcel, BIT, and the Cyber Security and Ethical Hacking (CSEH) club, showcased a series of innovative and engaging events designed to test participants' technical, creative, and athletic abilities. The competition began with the Tech Wordle challenge, where 350 participants formed 85 teams to decode tech-related words, followed by the Mafia game of deception and deduction. Advancing teams then participated in MadAds, creating humorous and effective health product advertisements. The culmination of the competition, SHOWDOWN, featured athletic challenges like throwball, basketball poison, and table tennis, testing both physical and mental prowess. This diverse series of events not only entertained and educated participants but also fostered creativity,

teamwork, and sportsmanship, ultimately determining the prestigious Student of the Year.

TECH WORDLE

Venue: Auditorium

Total Number of Participants: 350

Targeted Audience: Students from ECE, CSE, ISE, CE, DS, AIML, EEE, and ME Departments

Description of the Event:

The Tech Wordle competition brought together by Emsys Nex Gen Club consisted of 350 participants from diverse technological backgrounds, forming 85 teams. Unlike the traditional Wordle game, this event focused exclusively on technology-related words, challenging contestants' expertise in this specialized domain.

Participants eagerly engaged in decoding five-letter tech terms within six guesses, receiving instant feedback through color-coded blocks: green for correct letters and positions, yellow for correct letters in incorrect positions, and black for incorrect letters.

The competition began with intense rounds where teams were evaluated on accuracy and speed, leading to systematic eliminations for those unable to decipher the word. However, the event maintained an inclusive atmosphere throughout. Non-qualifying teams were entertained with creative and fun tasks, fostering camaraderie and ensuring continued participation and enjoyment.



The Tech Wordle competition not only entertained but also educated participants. It provided a platform for exploring new tech terms and concepts specific to various fields of technology, expanding participants' knowledge and vocabulary. The interactive nature of the game encouraged curiosity and sparked discussions among participants, enriching their understanding of technology applications and implications.

Overall, the event successfully combined competitive spirit with educational value, showcasing the power of gamified learning experiences in engaging and enlightening students across diverse technological disciplines. Tech Wordle showcased how gamified

learning can make complex subjects entertaining and accessible, leaving participants enriched with new knowledge and memorable experiences.



MAFIA

Total Number of Internal Participants: 180

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

Description of the Event:

Mafia is a game of deception and deduction where players are assigned roles: Mafia, Townspeople, Doctor, and Detective. The game alternates between Night and Day phases. During the Night, Mafia members secretly choose a player to eliminate, the Doctor selects someone to save, and the Detective investigates a player. During the Day, all players discuss and vote to eliminate a suspected Mafia member. The game continues until the Mafia equal or outnumber the towns-people.

Round :

Mafia-12 players were made to sit in a circle and pick chits. They were given roles of Mafia, detectives, doctors, and citizens. In each round, there were 2 mafias, 2 detectives, and one doctor, and the remaining were citizens. During night time, participants were made to put their heads down and close their eyes. The coordinators would then call on the mafias, who would pick a person to kill, then the doctor, who would pick a person to save, and then the detectives, who would choose a person they suspect was the mafia. During the day, there

would be an announcement of the deaths and the people who were saved, and then there would be a discussion on who the suspected mafias are. Players would be eliminated by voting, and the game continues until both the mafias were found out or both the detectives were dead. The teams with the highest points after 5 rounds advanced to the next round.



MADADS

Total Number of Internal Participants: 300

Targeted Audience: Students from ME, ECE, CSE, ISE, CE, DS, AIML, AS, EEE, AU, CV Departments

Description of the Event:

At HealthXcel, our mission is to seamlessly integrate health with artificial intelligence, providing a platform for Computer Science students to make significant contributions to the field. Our previous events have successfully championed this cause, bringing innovative ideas to the forefront. However, this time, we decided to take a detour from our usual technical focus and introduce an element of fun and creativity with our latest event: MadAds.

MadAds was conceived as a lively and engaging event designed to foster creativity and teamwork. As part of our ongoing "Student of the Year" competition, 25 teams advanced through the first two rounds, demonstrating their prowess in the Tech Wordle and Mafia challenges. These teams, each comprising 3-4 members, earned their spots in the semi-final stage where they were given a unique challenge: create a humorous, catchy advertisement for a health product.

Each team was assigned a health product, such as sunscreen, painkillers, or cough syrup, and given 45 minutes to brainstorm and craft their ad. The challenge was not only to create an ad that was funny and engaging but also to convey the health benefits of the product effectively. The ads had to be concise, with each presentation limited to just one minute.

The judging criteria were comprehensive, focusing on several aspects:

1. **Humor:** How well did the team incorporate humor into their advertisement?
2. **Originality:** Was the ad unique and innovative?
3. **Creativity:** Did the team demonstrate creativity in their approach and execution?
4. **Visual Appeal:** How visually engaging was the advertisement?
5. **Storytelling:** Did the ad have a clear and compelling narrative?
6. **Adherence to Time Limit:** Did the team stay within the one-minute limit?

The event was filled with laughter, creativity, and spirited competition as teams showcased their talents. The diverse approaches and inventive ideas brought a refreshing twist to the serious themes of health and wellness, highlighting the students' ability to blend technical knowledge with creative thinking.

MadAds proved to be a resounding success, not only in terms of participation and engagement but also in fostering a sense of community and collaboration among the students. The event underscored the importance of balancing technical skills with creativity and demonstrated that even serious topics like health can be approached in a fun and engaging manner.

In conclusion, MadAds was a testament to the ingenuity and versatility of our students, aligning perfectly with HealthXcel's mission to integrate health with AI. We look forward to more such innovative and enjoyable events in the future, continuing to inspire and challenge our talented participants.



SHOWDOWN

Venue: Nirvana, Outdoor Basketball Court

Date: 28th June, 2024

Time: 10:00 AM-05:00 PM

Total Number of Internal Participants: 60

Total Number of External Participants: 0

Event Poster weblink in:

<https://newhorizoncollegeofengineering.in/all-events/>

NHCE Website:

<https://newhorizoncollegeofengineering.in/all-events/>

Instagram:

<https://www.instagram.com/p/C6wa0RAJyKp/?igsh=MTY4MXpzOXd4YjZyNA==>

Targeted Audience: CSE, ISE, AIML, CE, ECE, DS, PG students

Description of the Event:

SHOWDOWN, the culminating event of the Student of the Year competition within Connect 24, was organized by the Cyber Security and Ethical Hacking (CSEH) club. This day-long sports extravaganza served as the final round to determine the ultimate Student of the Year. Participants engaged in a diverse array of athletic challenges, including throwball, basketball

poison, and table tennis, each designed to test different aspects of physical prowess and strategic thinking. The event drew spectators who witnessed intense competition as contestants strove to outperform their peers across multiple disciplines. As the day progressed, the field of competitors gradually narrowed, with each game and point bringing participants closer to victory or elimination. SHOWDOWN not only showcased the athletic abilities of the contestants but also highlighted their mental fortitude and sportsmanship. By day's end, one exceptional individual emerged victorious, earning the prestigious Student of the Year title and concluding this rigorous competition.

