



**TCET'S ZEPHYR SUMMARY
REPORT**

TCET ZEPHYR 2020



DESCRIPTION

Zephyr 2020, the technical fest of TCET, was celebrated online from 16th October to 18th October 2020. Despite being online, Zephyr maintained its popularity among the various institutes and colleges by conducting events viz technical events like Quantum core, Style It! and hands-on workshop on Data Science, UI/UX, Machine Learning, etc. The fun events like High School Quizzical, Coffee Painting, Reel Life, WFH Capture Your Moment, Zoom In, Fathom Feud, Battle of Words, Open-Mic, Artify, etc. stole the show. The crowd luring LAN events like Among Us, Counter-Strike: Global Offensive (CS:GO), Pro Evolution Soccer, Valorant, Virtual auctions for IPL, AntiChess, Call of Duty-Mobile, Bowling King, UNO, Tambola, Guided Project, Whodunnit, Rush Hour, Flapity, Coding Maniacs, etc didn't fail to gather participants in large numbers. The 3 day fest witnessed an approximate crowd of 2000 which made the sponsors like Bitgrit, IMS, Yocket, Siec Education, etc. happy and content. We attained the aim of successfully holding Technical Festival which was organized to enhance the technical skills as well as management skills. The events indeed enhanced the overall skill of the participants through various platforms with the keen vision that it would further help in the augmentation of name, fame, and growth of the institute.

The event was inaugurated by the Principal Dr. B.K Mishra, Deans & Faculty in-charges on 16th October 2020 at 5:00 pm on Zoom platform. After that the tech fest was declared open and it went up for three days till 18th October, 2020.

On the 2nd day of TCET Zephyr 2020, the majority of workshops were conducted and the participants received their accolades for their projects. Along with the workshops, preliminary rounds for various gaming events were also organised.

The 3rd day of the fest was marked by completion of Workshops held during the event and the final round of gaming activities done. Winners for all activities were declared. All students participating in technical events were awarded participation certificates and winners were awarded a cash prize and various vouchers. In the course of three days, around two thousand students participated in various events. Overall the tech-fest was successful and it was a learning experience for all the participants as well as the organizers.

ZEPHYR '20 EXPENSE SHEET

Income (Amount in ₹)		Expenditure (Amount in ₹)	
Pre-Event PRO	30,955.00	Workshop	11,000.00
Sponsorship	39,100.00	Prize Money	56,600.00
TOTAL	70,055.00		
Pending Spon	27,000.00		
GRAND TOTAL	97,055.00	TOTAL	67,600.00

Note: Zephyr '20 has income over expenditure (surplus) of ₹ 29,455.00

EVENTS CONDUCTED IN TCET-ZEPHYR 2020

Sr. No.	Event Name	No. of Participants
1	Counter-Strike: Global Offensive (CS-GO)	90
2	Pro Evolution Soccer (PES)	10
3	Virtual auctions for IPL	48
4	Quantum Core	53
5	Workshop - Machine Learning	70
6	Workshop - Data Science	40
7	Workshop - Coffee Painting	30
8	High School Quizzical	45
9	Spin the wheel	30
10	Workshop on UI/UX	60
11	Call of Duty (COD)	85
12	Virtual Stock Market	05
13	8 Ball Pool	76
14	FIFA Mobile	04
15	DOTA 2	50
16	Tambola	26
17	WFH Capture Your Moment	07
18	Style It!	05
19	Reel Life	12
20	AntiChess	15
21	Zoom In	44
22	Among Us	18
23	Ludo	40
24	Treasure Hunt	20
25	Series Trivia	19
26	Workshop: Fusion 360	50

Sr. No.	Event Name	No. of Participants
27	Fifa Auction	18
28	Mini Militia	29
29	Design the Paradigm	46
30	Model the Paradigm	18
31	Fathom Feud	30
32	Artify	25
33	Open-Mic	100
34	Battle Of Words	25
35	Valorant	200
36	Bowling King	26
37	Uno	45
38	Guided Project	70
39	Rush Hour	80
40	Coding Maniacs	98
41	Flapity	53
42	Whodunnit	120
	TOTAL	1,935

Student's Participation from various Colleges

- Thakur College of Engineering and Technology
- Thakur College of Science and Commerce
- DJ Sanghvi College of Engineering
- Shree L.R.Tiwari College of Engineering
- Indian Institute of Technology, Delhi
- National Institute of Technology, Delhi
- Acharya Institute of Technology
- Kalyani Government Engineering College
- Madhav Institute of Technology and Science, Gwalior
- Institute of Engineering and Technology
- Koneru Lakshmaiah Education Foundation
- Siddaganga Institute of technology
- Lovely Professional University
- Birsa Institute of Technology, Sindri
- Bits Pilani
- SRM university
- Indian Institute of Technology, Patna
- Indian Institute of Technology, BHU
- Vellore Institute of Technology
- Keystone school of engineering, pune
- Chandigarh University
- Raksha Shakti University,Gujarat
- Indian Institute of Technology, Kharagpur
- ABES Engineering College
- Vimal Jyothi Engineering College
- Institute of Engineering & Technology (DAVV)
- Pune Institute of Computer Technology
- Fr Conceicao Rodrigues college of engineering
- Vidyalankar Institute of Technology
- A P Shah Institute of Technology
- MIT university, Pune

- Terna Engineering College
- Indian Institute of Technology, Roorkee
- Rizvi College of Engineering
- Vivekanand Education Society institute of technology
- ML DAHANUKAR COLLEGE
- Atharva College Of Engineering
- Narsee Monjee Institute of management studies
- Sies, Sion West
- Veermata Jijabai Technological Institute, Mumbai
- College of Engineering Pune
- Sardar Patel College of Engineering
- Rajiv Gandhi Institute of technology
- Thakur Polytechnic
- Indian School of Management and Entrepreneurship
- Shri Bhaghubhai Mafatlal Polytechnic
- Vidyavardhini's College of Engineering and Technology
- Mithibai College
- Royal College of Arts Science and Commerce
- Amity University Mumbai
- St. John College Of Engineering And Management, Palghar
- TSEC
- Guru Nanak College Of Arts Science and Commerce
- Universal college of engineering
- Don Bosco Institute of Technology
- Walchand College Of Engineering Sangli
- Sinhagad Institute of Technology
- Walchand College Of Engineering Sangli
- Vidyavardhini's College of Engineering and Technology
- Sipna College of Engineering and Technology
- Symbiosis Institute of Technology, Pune
- And may more ...

Total no. of Outhouse Participants: 1266

EVENT DESCRIPTION

Counter-Strike: Global Offensive (CS - GO)

This is a series of multiplayer first-person video games, where the teams battle to perpetrate an act of terror and try to prevent it. A clan of 5 people competed with other clans in one match. This game had a league with premade fixtures and the teams were assigned the matches according to the fixtures. The semifinal and final round of this game was streamed on YouTube platform.

Winner	
Position	Name
1	Valhalla Vikings
2	4LT4F MODD3R5

Pro Evolution Soccer (PES)

Pro evolution Soccer event was an online football tournament which was played on mobile devices. There were 11 rounds for the participants which had fixtures prepared beforehand and the player at the top of the leader board was declared as the winner.

Winner	
Position	Name
1	Amogh Rane

Virtual auctions for IPL

This event was a virtual stimulation of an IPL auction wherein the participating teams competed in a live auction of players for their IPL team. Each team will be given a fixed amount of money (virtual) which will be used by them to select players in the auction. The participants aimed to build a team of 11 and get the maximum points which was given on the basis of the player's performance in the upcoming match. It was fun for the participants who enjoyed competing in an auction of players through the virtual fixed amount in a live mode.

Winner		
Round	Position	Name
1	1	Anand Choudary
	2	Moxit Jain
2	1	Rishabh Shukla
	2	Dhruv Dhawane

Quantum Core

The coding event had problem statements that were provided on the spot and the participants were expected to present their perspective solution by coding it in any language according to the participants. The competitors had to crack the problem statement in the given time frame and the participant who solved first was declared as the winner.

Winner	
Position	Name
1	Rushi Mehta

Workshop - Machine Learning

The Machine Learning two days workshop was conducted online through Zoom application by the speaker Mr. Nikhil John. The emphasis was laid on the fundamental topics of Machine Learning such as Linear regression, Logistics regression, Gradient Descent and the basics of Deep Learning such as Convolutional Neural Network. The focus was on building deep conceptual understanding, exhaustive practical experience, making aware of the common mistakes and edge cases and building one's own Machine learning projects.

Workshop - Data Science

The Data science workshop was conducted online through Zoom application by the speaker Mr. Suraj Negi for two days. The workshop focused on the fundamentals of data science such as various data analysis models, understanding data, understanding the data, linear regression, multiple linear

regression, K-Nearest Neighbours which was beneficial to the participants to get hands on the fundamentals of database. This made the participants interested in what the data scientist works with.

Workshop - Coffee Painting

The workshop was intended for the creative students to explore and sketch the paintings having sepia look. Even though this art had limited resources like brush, coffee and paper but the painter's oeuvre turned out outstanding. The participants painted Lord Ganesha's portrait with this unique coffee art.

High School Quizzical

This quiz event had three rounds in order to qualify for the final round. The Round-1 was Fastest fingers first, Round 2- Dumb charades, Final round - Scribble Quiz. The Fastest fingers winner was declared on the basis of the fastest and the most accurate response on the mentimeter. The second round of dumb charades was to guess the correct movie based on the acting done by one of the participants. The last round of the quiz was an online Scribble game. The team which qualified all the rounds was declared as winner.

Winner		
Position	Team Name	Name
1	Adventurous Amoeba	Nitisha Pradhan
		Ashutosh Pandey
		Rushi Mehta
2	Sherlocked Homies	Anurag Tiwari
		Mayank Roongta
		Kartik Rawool
3	JJK	Saurabh Shetty
		Janhavi Tawde
		Smit Trailokya

Spin the wheel

This individual gaming activity where each player virtually spinned a wheel consisted of a range of activities and rewards. The participants either performed a task out of 10 and so were rewarded for the same or they got no luck option. This event turned out to be amusing, challenging and rewarding for the participants without requiring any external entity.

WFH- Capture Your Moment

Participants will be required to make a short video which is either entertaining, DIY, informational or any other genre of their choice, on the topic - Work From Home (WFH). Participants can use their creativity while making this video. Videos should range from 2-5 minutes each.

Style It!

This is a webpage stylizing contest, where a common for all sample HTML code will be allotted to every participating team. Teams will have to use their creativity and build suitable CSS for that webpage.

Winner	
Position	Name of Participant
1	Anmol Gupta
2	Shudhanshu Singh
3	Vishal Thakur

Reel Life

A *Guessing* game, where the participants have to guess the movie, series, cartoon, dialogue, etc which will be presented to them in either Gibberish, Emojis, or any other form. Teams have to guess the answers and points will be allotted to them based on that.

Winner	
Position	Name of Participant
1	Vivek Tiwari, Shriyansh Singh & Aniket Singh
2	Karthik Amin, Shubham Jaiswal & Abhishek Gupta

AntiChess

Who would win when your opponent decides which chess piece you'll move next? An online chess game with an interesting twist. In Antagonist Chess, the Opposing team or individual will *name* a Chess piece and only that chess piece could be used by the other team or player and vice-versa. Note that the player has complete authority about the number of steps and direction in which the piece would be moved, given that they use the chosen piece.

Winner	
Position	Name of Participant
1	Vasu Jivani
2	Dhruv Ravindra

Zoom In

A random object or sound judging game of two rounds, wherein within the first round a small part of a picture will be displayed on the screen in enlarged form. Here the participants will have to identify the object in the image by only looking at a part of it. The second round will be a sound gauging round, random noise like crushing a bag of chips will be played for the participants and they have to identify the action behind that sound.

Winner	
Position	Name of Participant
1	Vivek Tiwari, Shudhanshu Singh & Shriyansh Singh
2	Chaitali Shashikant Rajhans, Simran Nasruddin Batada & Ketaki Kishor Belwalkar

Workshop - UI/UX

This event was conducted online through zoom platform where the following topics were covered on the first day - Anatomy of UX & UI Design, Difference between UX & UI Design, Role of UI UX designers, User-Centered Design Process and Methods, Interaction Design, Tools & Softwares and Web Design. The following topics were covered on the second day – diving deeper into UX methods, asking the right questions while creating a design, user testing methods, live-app design process,

portfolio building and finding clients. The speaker then conducted a live tutorial where he redesigned WhatsApp using Figma.

Call of Duty Mobile

It is a First Person Shooting game. It is a 5v5 game. Here rooms can be created and the players can add their friend and play the game. The host shared the Id and Password of the room. Once all the players from both the teams were added, the host began the match. The initial round was conducted on day 1 where 17 teams participated, 9 matches were conducted and the Semi Finals and Final were conducted on Day 2. And the winner was declared

Winner	
Position	Name
1	TiF

8 Ball Pool

Virtual Simulation of Billiards game. It is played on a billiards table with six pockets, cue sticks, and sixteen billiard balls: a cue ball and fifteen object balls. This event witnessed a total of 76 participants. Multiple matches were conducted which led us to the winner of the game.

Winner	
Position	Name
1	Siddhant Chavan

Tambola

Tickets of the game were distributed to the players before the game. The rules and regulation and the prize money was declared. The host announced the numbers and eventually the participants claimed the prizes. 26 participants were witnessed for this event.

FIFA Mobile

FIFA Mobile is a football simulation video game. A total of 4 participants were competing with each other, and the winner was declared.

Winner	
Position	Name
1	Rishabh Shukla

DOTA 2

It is a multiplayer online battle arena (MOBA) video game in which two teams of five players compete to collectively destroy a large structure defended by the opposing team known as the "Ancient", whilst defending their own. The initial round was conducted on Day 1 where 10 teams participated, 5 matches were conducted and the Semi Finals and Final were conducted on Day 2. And the winner was declared.

Winner	
Position	Name
1	Lopious

Virtual Stock Market

Online investing simulation game. Players have Rs 1 crore cash in their portfolio account & Rs 1 crore intraday trading limits. With this virtual money you can invest across asset classes like shares, mutual funds and fixed deposits. The participants traded for 3 days and the participant with more portfolio value won the game.

Winner	
Position	Name
1	Urshit Patel

Ludo

This event was conducted through the Ludo King app. The game was played by rolling a single die, and the goal was to get each of your tokens all the way around the board and into the centre area before any of your opponents. Round 1 was conducted on Day 1 of Zephyr and all the further rounds were conducted on Day 2.

Winner	
Position	Name
1	Shrii Dave
2	Jignesh Chavda

Among Us

Among Us is an online multiplayer game where players each take on one of two roles, most being Crewmates, and a predetermined number being Imposters. If the imposters sabotage the mission of the crewmates or kill the crewmates without being noticed, they win. If the imposters are caught, the crewmates win. This event was conducted by creating private rooms and a moderator being present in each room on Day 2.

Winner	
Position	Name
1	Mahendra Kadam
2	Abhishek Surve
3	Sharvari Kumbhar

Treasure Hunt

Treasure Hunt consisted of various rounds consisting of clues in pdfs, instagram pages, etc. This was a team event, each team consisting of 2 players. The first team to make it to the end won this event. This event was held on Day 1 of Zephyr.

Winner	
Position	Name
1	Kanti Yadav, Riya Yadav
2	Anurag Tiwari, Mayank Roongta
3	Vishnu Tiwari, Kartik Rawool

Series Trivia

This event was a questionnaire in the form of a Google Form. It consisted of quirky multiple choice questions about some famous series. The players who submitted the Google Form quickly, with correct answers, won. We received responses from 19 participants for this event. This event was conducted on Day 1 of Zephyr.

Winner	
Position	Name
1	Bhagyashree Chavan
2	Karan Shetty

Workshop: Fusion 360

Fusion 360 is a cloud-based CAD/CAM tool for collaborative product development.. This workshop was conducted by 3 students of the Mechanical Department, who themselves are well versed with the software. Participants were taught to create a model of a quadcopter during the workshop. Around 50 students attended this workshop which was conducted through Zoom.

FIFA Auction

It is a fun auction game in which football players are sold to the participants for their respective teams. It started at 10 am on zoom platform followed by which all the rules for the game were explained. Followed by which every participant had an initial amount (700 million) in their bank accounts. Using this amount the participants had to bid on the players. The event was conducted in a specific Time slot firstly, the participants were enjoying the game .The remaining part of the auction, on participants' demand, time slot according to their convenience was continued.

Valorant

Valorant is a team-based tactical shooter and first-person shooter set in the near-future. Players play as one of a set of agents, characters designed based on several countries and cultures around the world. It started at 11 am followed by the qualifier rounds.

Position	Name of Team
Winner	Team - The Rad Syndicate
1st Runner-up	Team - Beyond Infinity

Mini Militia

Mini Militia Experience intense multiplayer combat with up to 12 players online or locally in Multiplayer mode. After the segregation of teams the leader was appointed and then in various time slots the rooms were made to compete each team following the qualifier rounds. It got a lot of retention due to the competitive atmosphere in the game known as levels.

Design the Paradigm

It was an Autocad plan making competition, in which participants had to design a double line plan based on a given plot area. The participants then uploaded their plan screenshots on google classroom after which it was evaluated. The winner and runner-ups were announced soon after that

Winner	Khyati Rawal
1st Runner Up	Shreya Todmal
2nd Runner Up	Shyamsundar Ghadigaonkar

Model the Paradigm

It is a competition on sketchup as the platform in which participants on the given double line plan have to extrude it and design the interiors accordingly. The Plan was given to them yesterday. On day 2 all the screenshots of the work were uploaded by the participants . The last said time was 10:00 pm

Winner	Shreya Todmal
1st Runner-up	Harshali Yeram
2nd Runner-up	Harsh Ghogale

Coding Maniacs

Coding Maniacs is the perfect pace-based competition to improve one's coding skills and test their limits. Participants had to write code solutions to multiple problem statements with real life constraints, like time complexity, space complexity along with fix input and output format. The event was conducted on Codechef.

Position	Name of Participant
Winner	Soumya Malgonde
1st Runner-up	Mohinesh Sharma
2nd Runner-up	Jinesh Parakh

Guided Project

Guided Project helped participants learn a job relevant skill just in a few hours through an interactive experience with step by step instructions from a subject matter expert. The topic for this event was Chatbot: 101 using Google's dialog flow. The event was conducted online through zoom platform. At the end of the session, participants got the final product in the form of their own created chatbots.

Rush Hour

It was a pace based online hunting game which tested the technical and logical knowledge, also the proficiency in finding things on the internet of the participants. In this event, participants were allowed

to make use of online resources and tools to achieve the correct answer. The game was conducted through Testmoz. It consisted of 4 rounds in which the first 3 rounds had 3 Levels and the last one had 2 levels. On submitting one task the participants were directed to the next one and so on. The game was majorly focused on the Computer/IT field and the basic technical knowledge.

Position	Name of Participant
Winner	Urvi Shukla
1st Runner-up	Dhruti Seksaria
2nd Runner-up	Sneha Chauhan

Flapity

The event was conducted online through zoom platform and the participants were asked to install the Flapity game from Google Play Store which is developed by the Treasurer of ACM TCET - "Mr. Heeth Jain". Flapity tested the patience and accuracy of the participants having the following concept-

- When the bird is below the line > Gravity acts down > Tap to jump up.
- When the bird is above the line > Gravity acts up > Tap to duck down

The participants were given 3 trials each consisting of 3 lives, which means 9 lives altogether.

Position	Name of Participant
Winner	Rakesh Patel
1st Runner-up	Krutish Bhandari
2nd Runner-up	Tulshiram Panchal

Whodunnit

The event had two phases. On Day 1 the phase 1 of the event that is Marvel/Dc Fandom Quest was conducted which had 7 rounds and at the end of each round, participants were given a few tasks to complete. The shortlisted teams were headed on to the phase 2 of the event where they were given a murder mystery to solve where they were asked to find out the murderer. All the necessary clues and information were provided. At the end, the team who were close to guessing the correct suspect with proper justification were declared as the winner team.

Position	Name of Team
Winner	Team Amazonians Adventures
Special Mentions	1. Sypher 2. Excelsior 3. Asguardians

Fathom Feud

A fun game with a technical genre consisting of two rounds, the first round 'Make a guess' will be a QnA round where 2 teams had to compete against each other to qualify for the next round. The questions in the first round were situation based where the team had to guess the appropriate choice based on the given question. The set of choices were predetermined. The team which made the most number of right choices was promoted to the next round. The second round 'The Price is Right' was a QnA round as well where the qualified teams had to face each other in 1v1 knockout matches to become the ultimate winner. The questions in the round were of technical genre and the team had to make an educated guess to answer the question. The team with the maximum number of most accurate guesses won the round.

Winner		
Position	Team Name	Name
1	Bly Manor Homies	Rameshta Vishwakarma
		Janhavi Tawde
2	Siege	Manan Gandhi
		Anirudh Soshte

Artify

Artify is a digital art contest. The theme for this competition was Bollywood/Hollywood. The contestant had to put forth their digital artwork in a manner that would depict an entire plot of a Bollywood/ Hollywood movie. They were instructed to submit their digital art before the main day of the event. On the second day, there was a display of all the digital arts where the contestant had to present their work and the winner was announced as well. A jury was also invited to judge the participants.

Position	Name of Participant
Winner	Janani Menon
1st Runner-up	Akshata Sharma
2nd Runner-up	Simran Pardeshi

Open-Mic

Open Mic was a free session where the participants got an opportunity to showcase their talents. Participants sang, presented a Shayri, etc. as per their choice. A Google form was circulated initially where participants had to share their choice of performance and accordingly, they were placed in groups. A jury was also invited to judge the participants. The event was free for all.

Position	Name of Participant
Winner	Shruti Gavali
	Jash Mehta

Battle of Words

Battle of Words was a full-fledged debate contest where debaters were debating on various fictional topics and situations. The committee had organized an ROP (Rules of Procedure) session before the debate began, to guide the participants about the proceedings of the day. The debate was based upon the crisis decided by the moderators. The winner was declared according to the judge's decision and markings.

Position	Name of Participant
Winner	Ritesh Kumar
1st Runner-Up	Kunal Bhatia
2nd Runner-Up	Smriti Singh & Aryan Kashyap

Bowling King

Bowling is a famous game in which a heavy ball is used to strike over an alley to break 10 pins arranged in a triangular pattern. In this game, all registered students were sorted into a 1Vs1 knockout match through draws. Each round was given a certain amount of time to complete with the matches according to their convenience. A screenshot of the result was also uploaded by the winner on Google form. Players needed to invite the opponent player by link.

Position	Name of Participant
Winner	Rajapandi Nadar
1st Runner-Up	Vansh Gupta

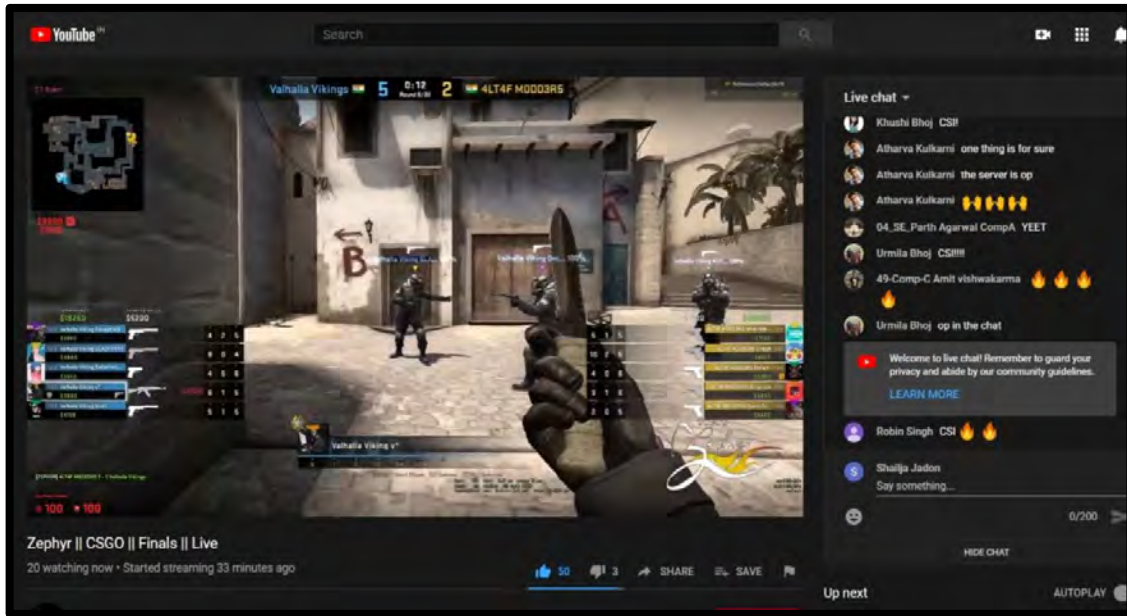
UNO

Uno is a card game with some special features that allow a person to manipulate player chances. In this game, all registered students were sorted into a 1Vs1 knockout match through draws. Each round was given a certain amount of time to complete with the matches according to their convenience. A screenshot of the result was also uploaded by the winner on google form as proof. Players had to invite the opponent player by link.

Position	Name of Participant
Winner	Simran Pardeshi
1st Runner-Up	Tushar Jhanwar
2nd Runner-Up	Rushabh Shah

Zephyr Event Highlights

Counter-Strike: Global Offensive (CS - GO) –



Pro Evolution Soccer (PES) –



Virtual auctions for IPL

A screenshot of a virtual auction interface for the IPL. The main display shows a player's profile for KL Rahul, a Wicket-Keeper, valued at 2 Crores, and a Right Handed Batsman. The player's photo is shown in a red jersey. To the right, a red banner reads "READY STEADY SOLD!" and "Zephyr 2020" with the Kings Punjab logo. The interface includes a sidebar with a "FastTrack Status" icon, a grid of participant avatars (one with an orange 'N'), and a video feed of the auctioneer.

Workshop - Machine Learning

A screenshot of a presentation slide titled "TIME TO CODE!" with a subtitle "PROJECT ON NEURAL NETWORKS". The slide discusses the "Importance of AI" with three bullet points. A video feed of a presenter is visible in the top right corner.

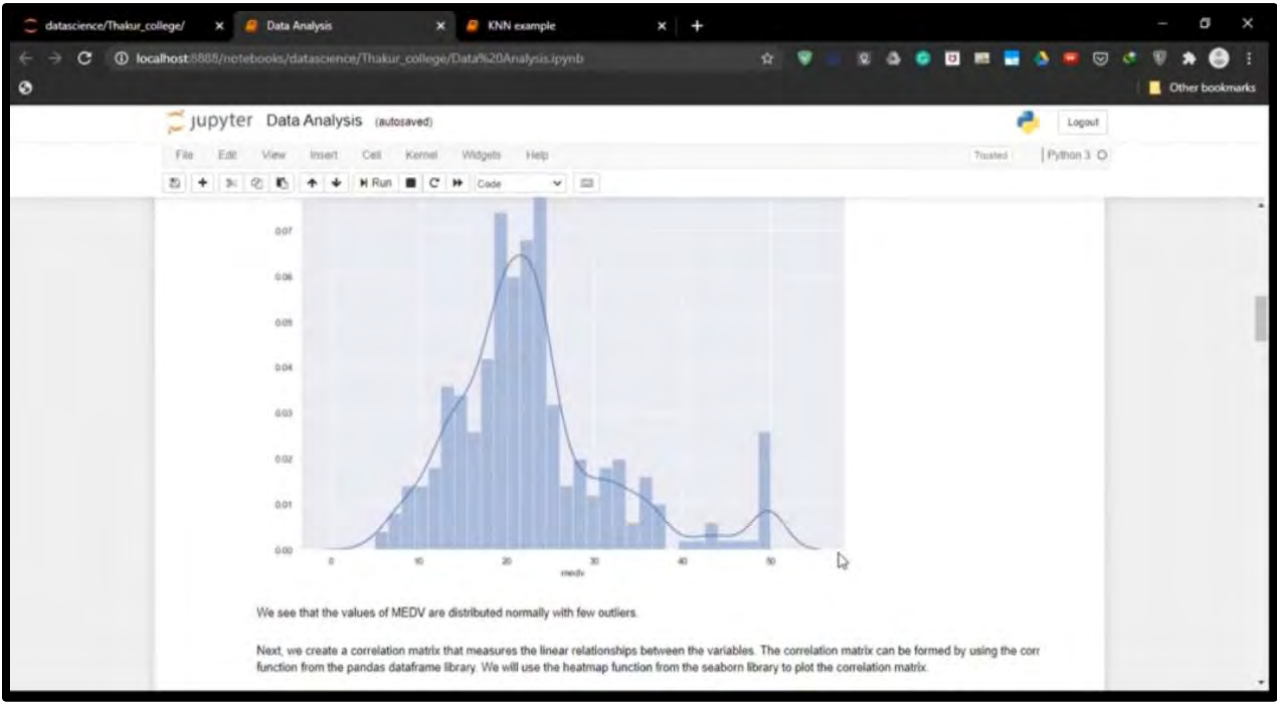
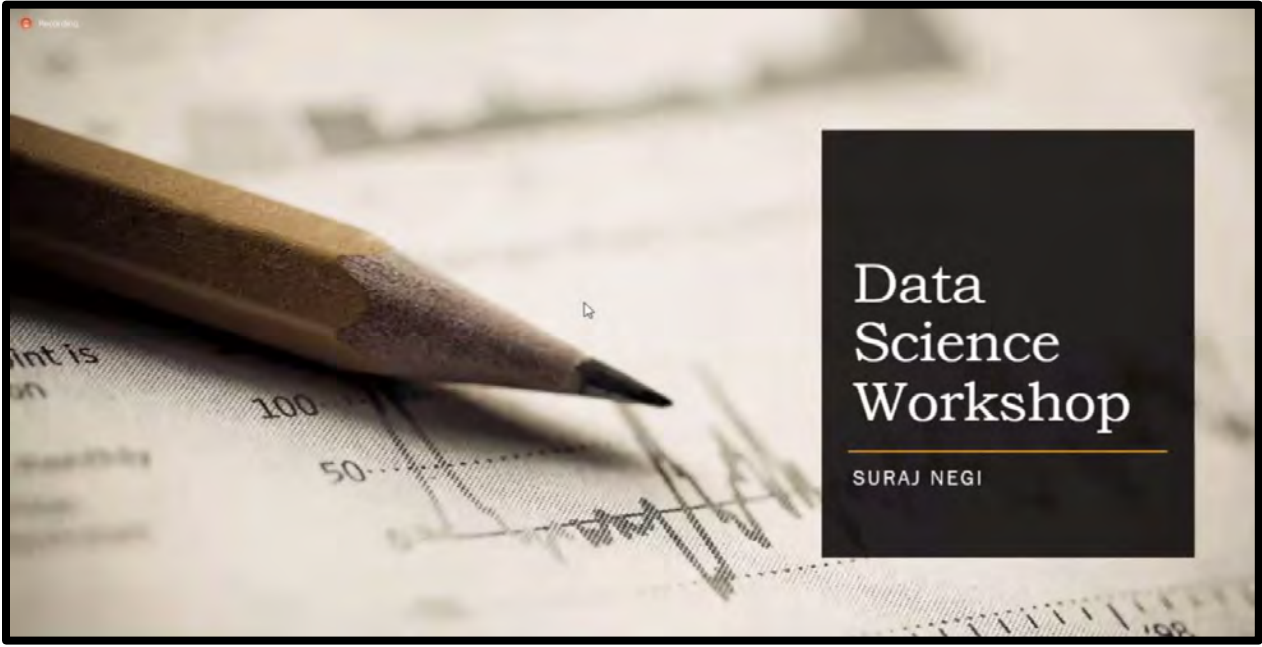
TIME TO CODE!

PROJECT ON NEURAL NETWORKS

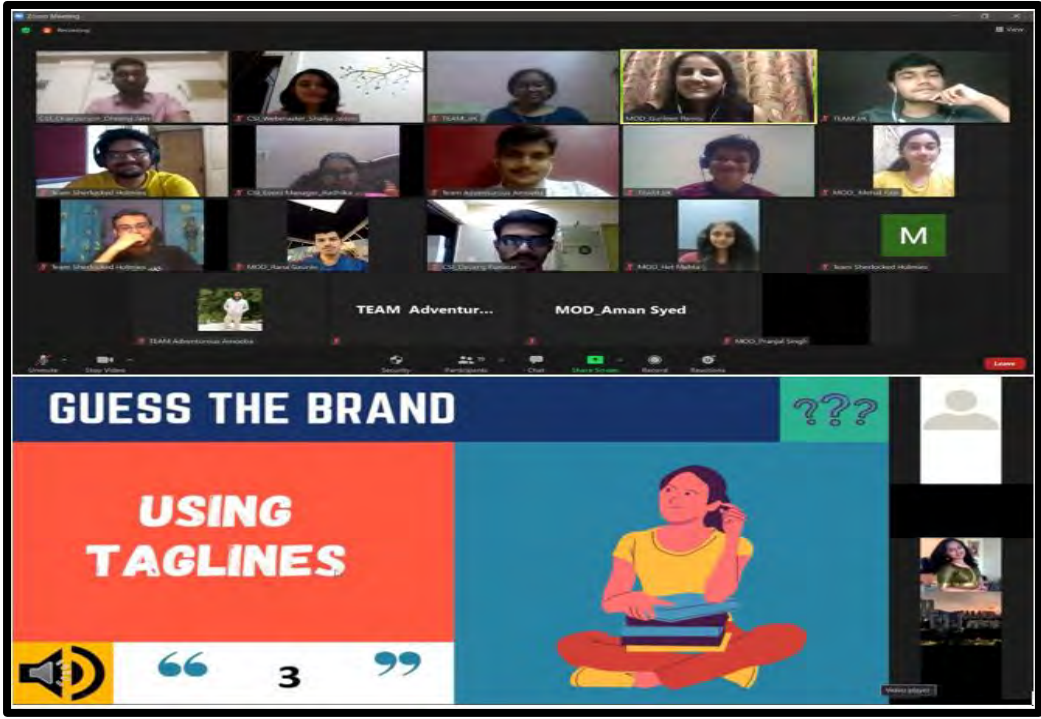
Importance of AI

- Add a little bit AI automates repetitive learning and discovery through data. AI performs frequent, high-volume, computerized tasks reliably and without fatigue
- AI adds intelligence to existing products. Automation, conversational platforms, bots and smart machines can be combined with large amounts of data to improve many technologies at home and in the workplace
- AI adapts through progressive learning algorithms to let the data do the programming

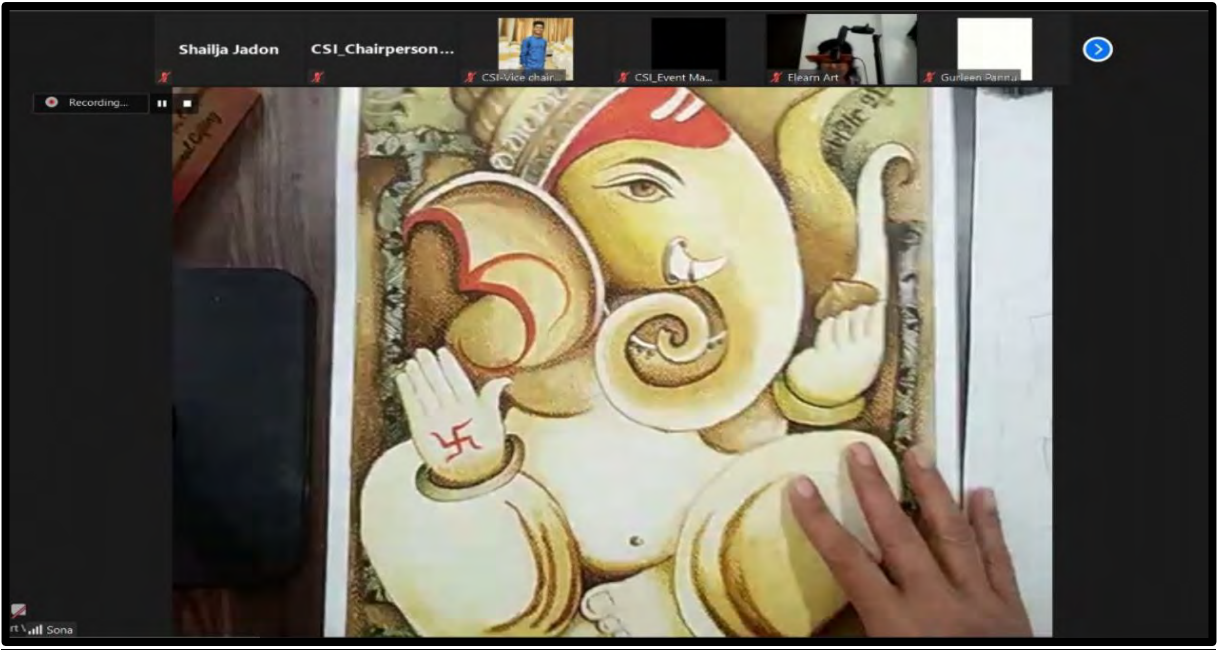
Workshop - Data Science



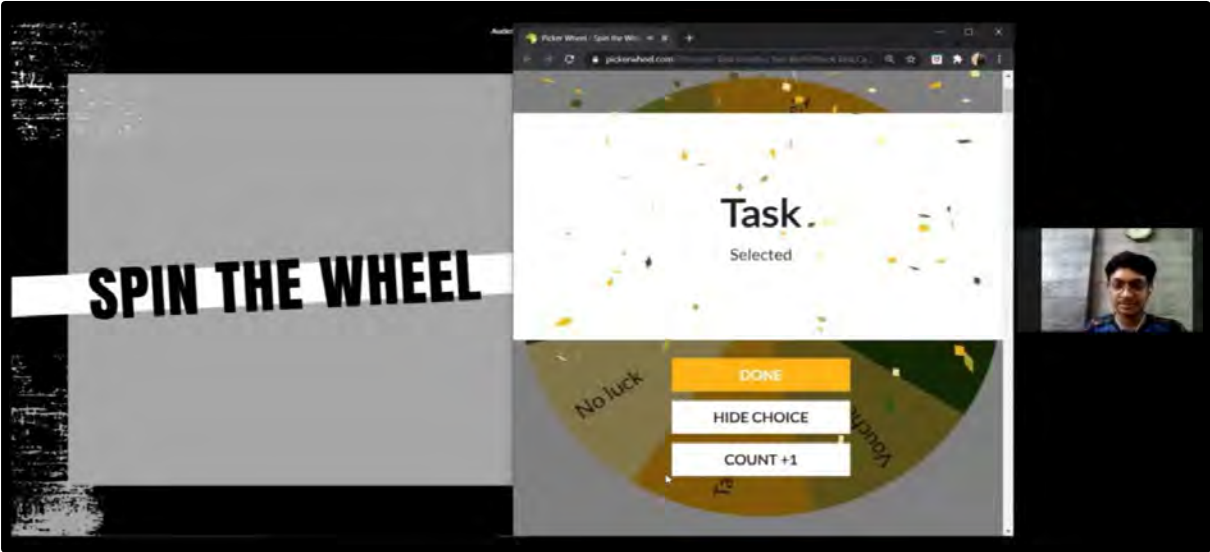
High School Quizzical



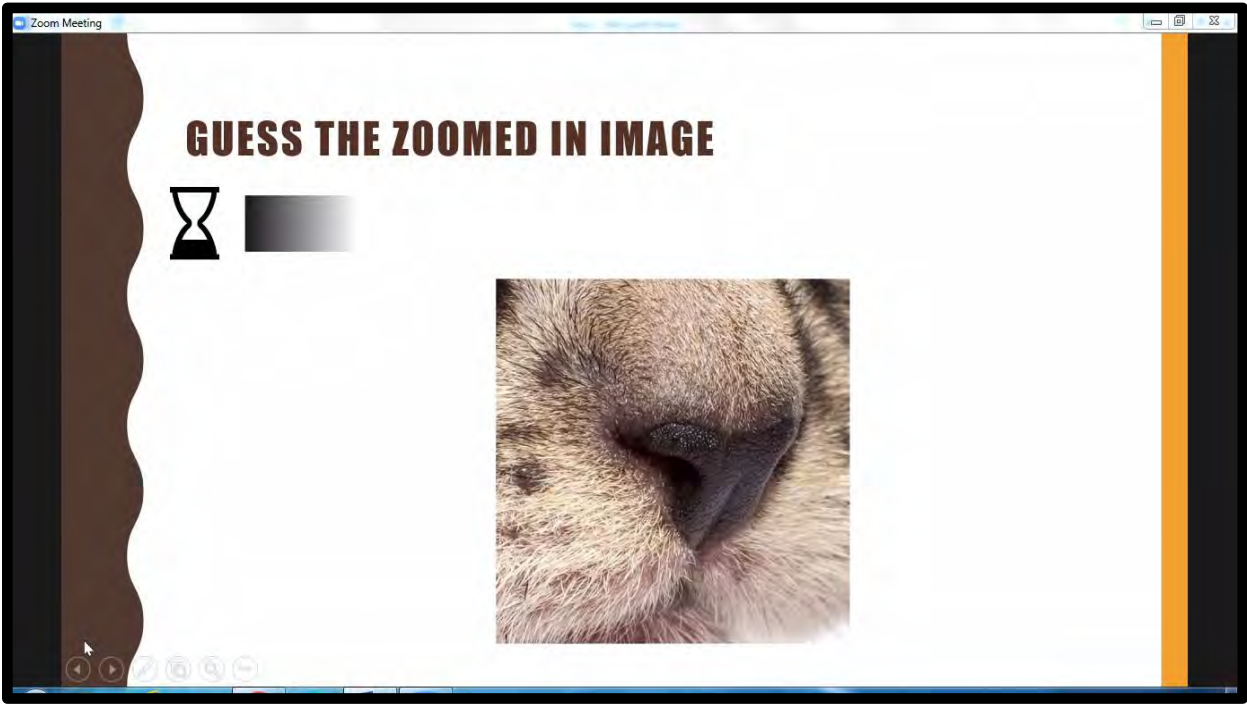
Workshop - Coffee Painting



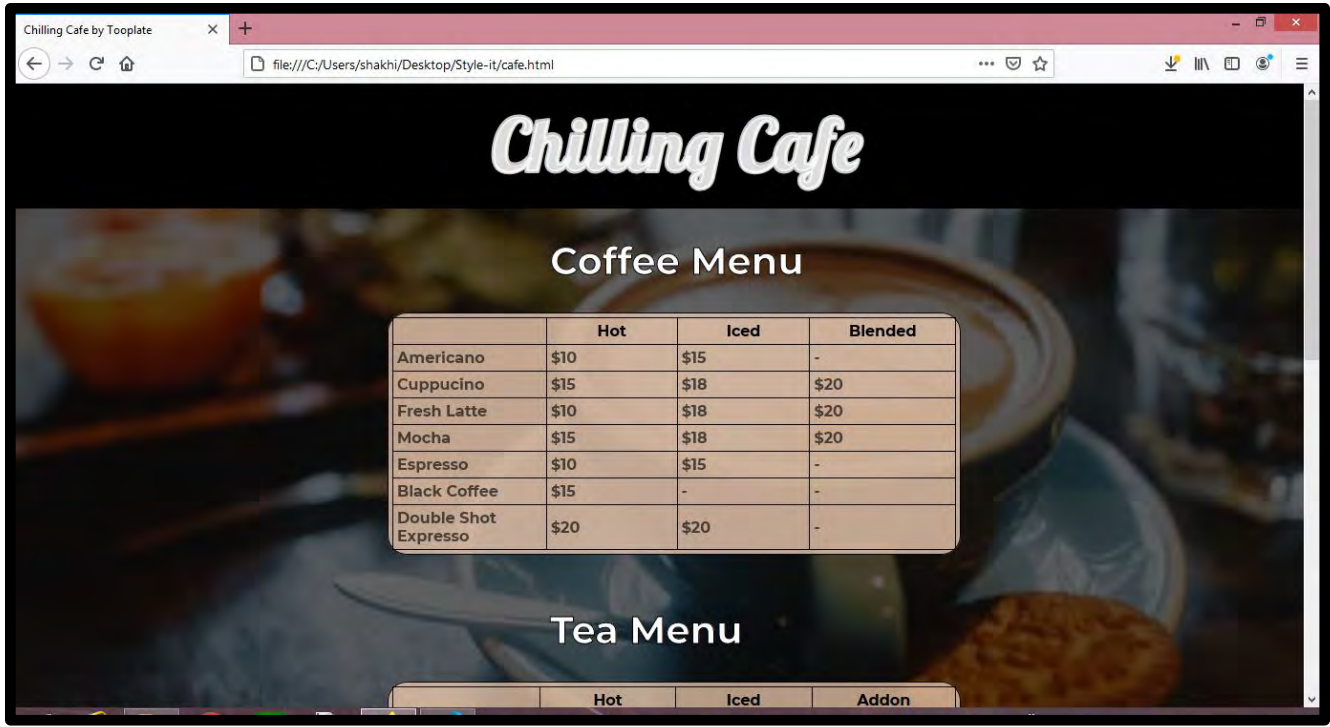
Spin the wheel



Zoom In

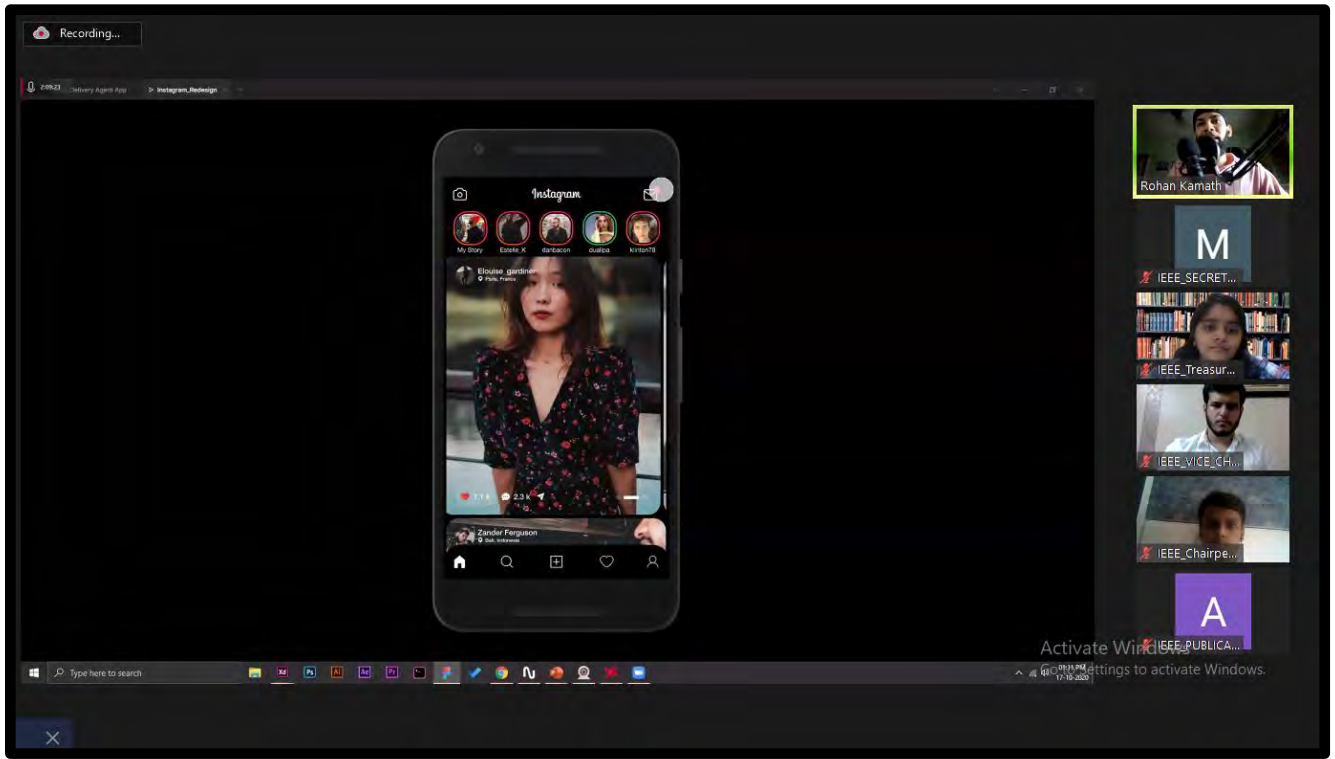


Style It!



Workshop - UI/UX





Call Of Duty - Mobile



Tambola

Call Next

19

End of the teens

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90

Participants in video conference:

- IEEE_Treasur...
- IEEE_SECRETARY...
- TCET_Meghana ...
- IEEE_PUBLICA...
- IEEE_WEBMA...
- TCET_Yash A...

FIFA AUCTION

AUCTION

FIFA 20 Emirates

LIVE ON YouTube

DATES: 17-18 October 2020

ENTRY FEES: 100₹/per team

1st : 2000₹
2nd : 1500₹
3rd : 750₹

PC DVD ROM

Zoom

Participants:

- Ryan Mudalal
- ASCE Webmaster Nimish Vardam
- Nisarg Bhoite
- SE-A-05: Yousuf Bari

From Nisarg Bhoite to Everyone

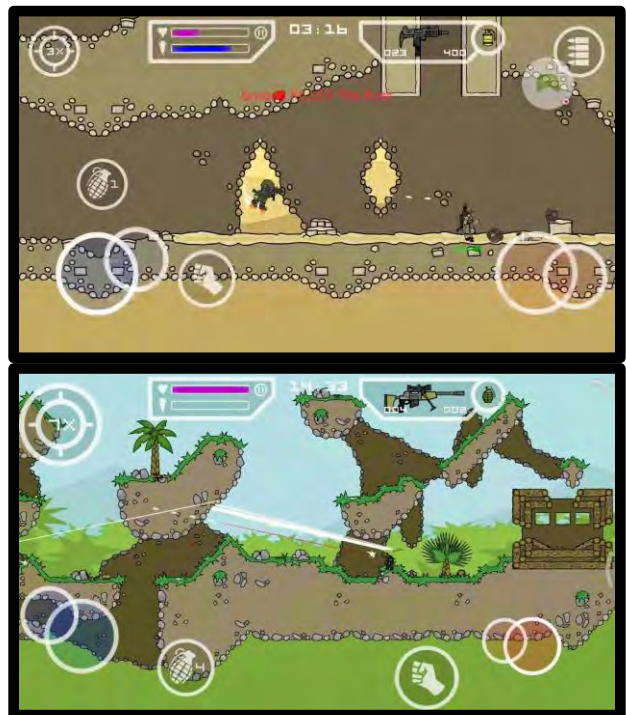
50

Unmute Start Video Share Participants More

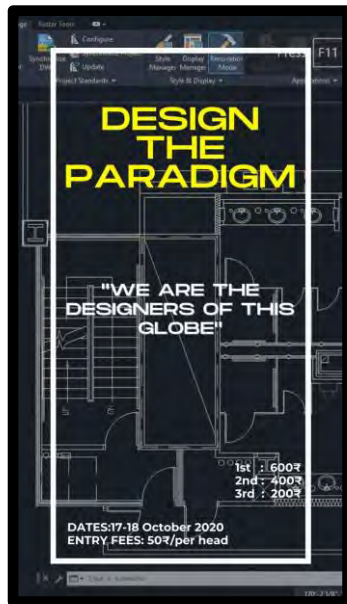
VALORANT



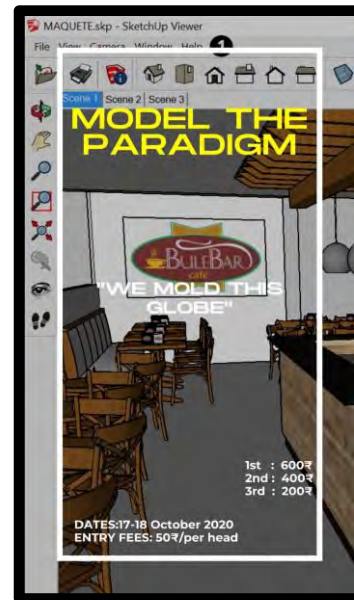
MINI MILITIA



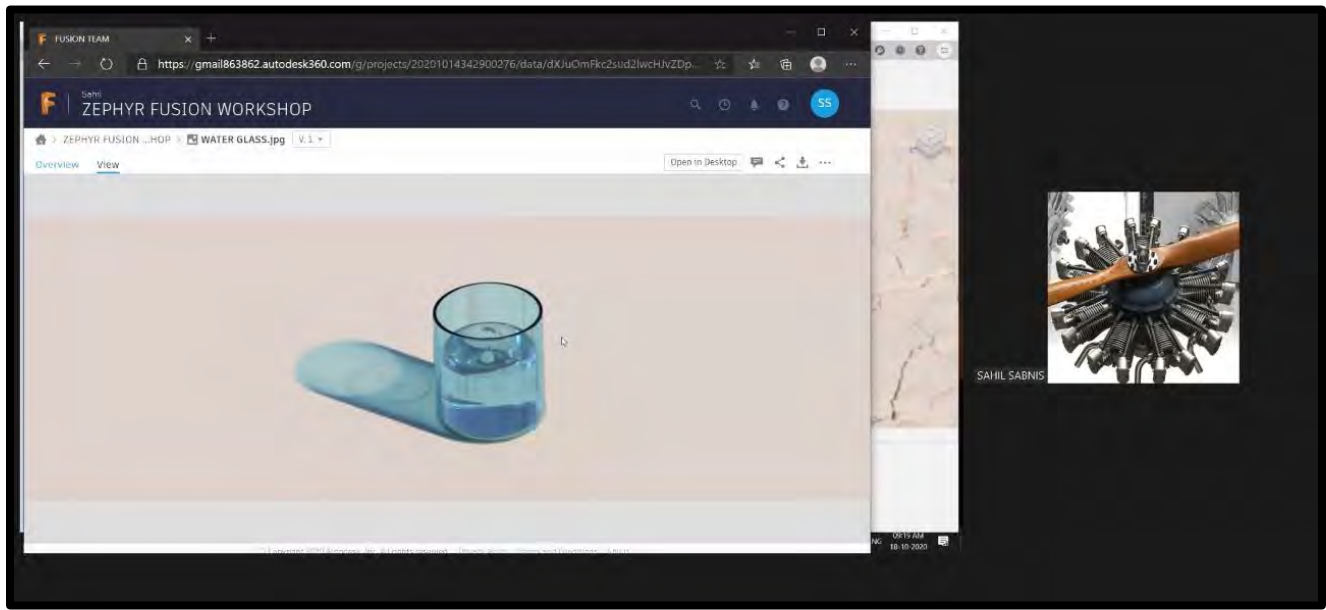
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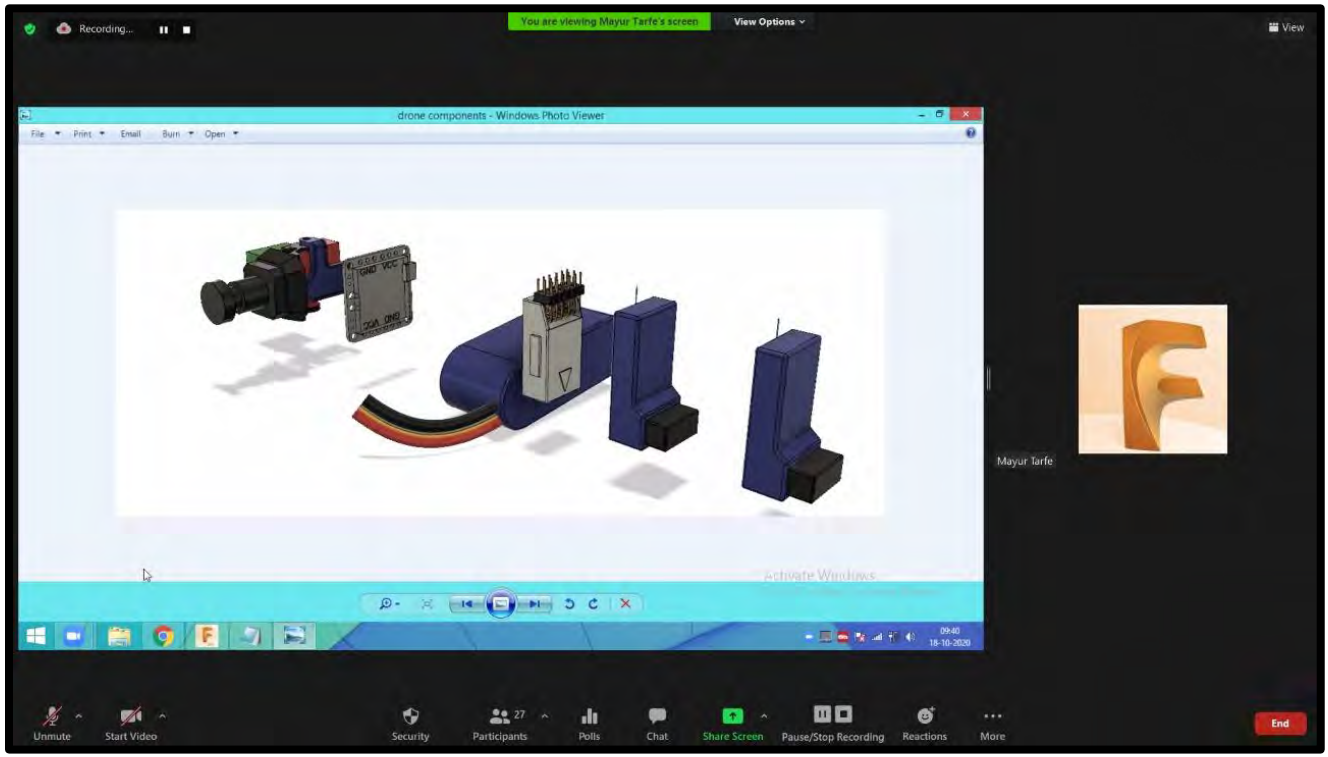


MODEL THE PARADIGM

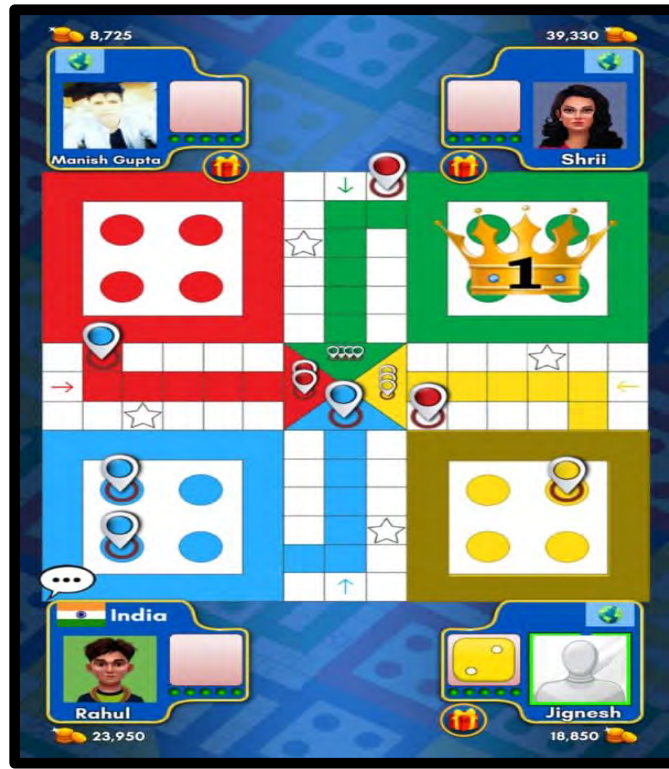


Workshop: Fusion 360

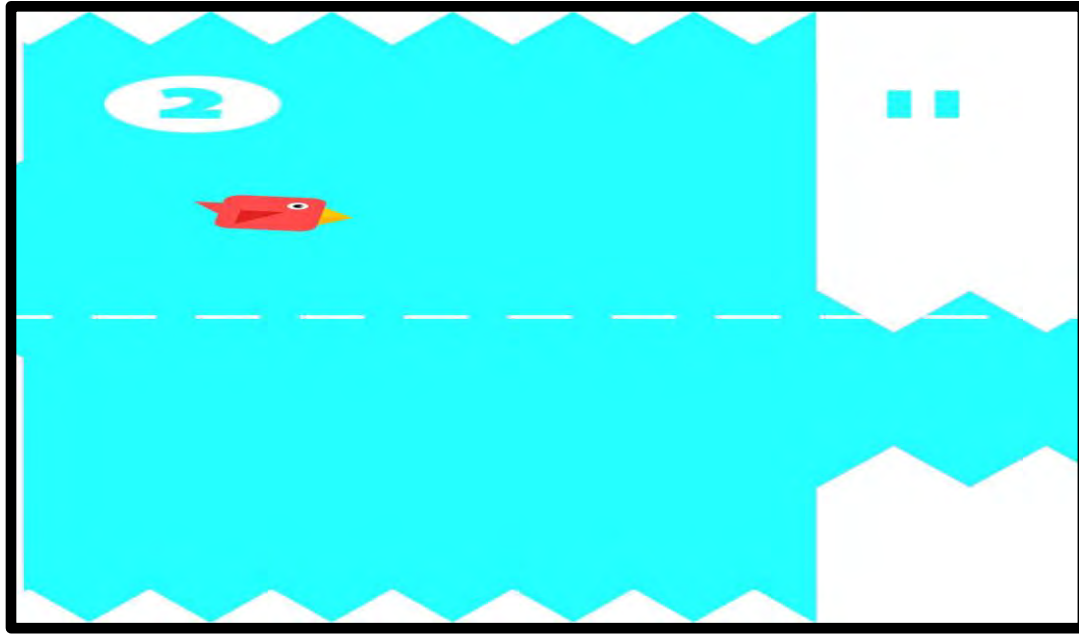




Ludo

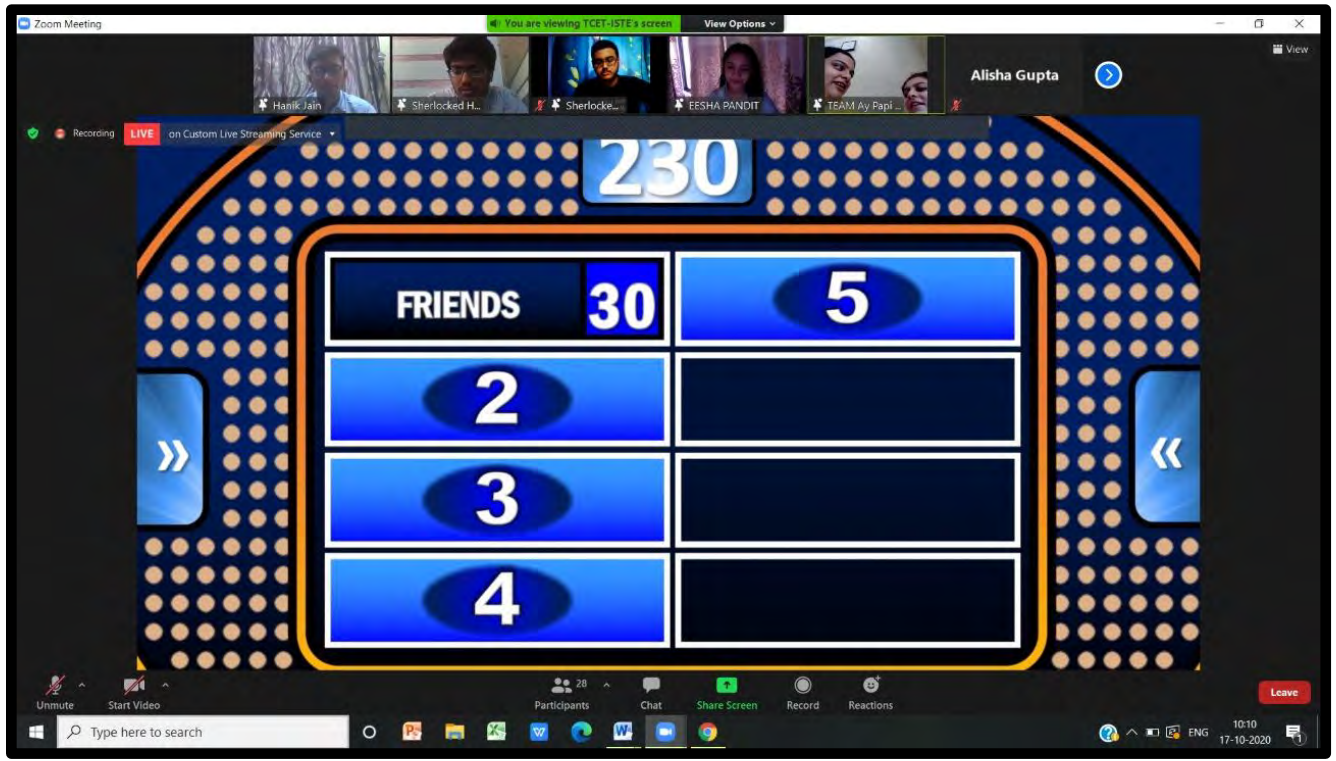


Flapity



Fathom Feud





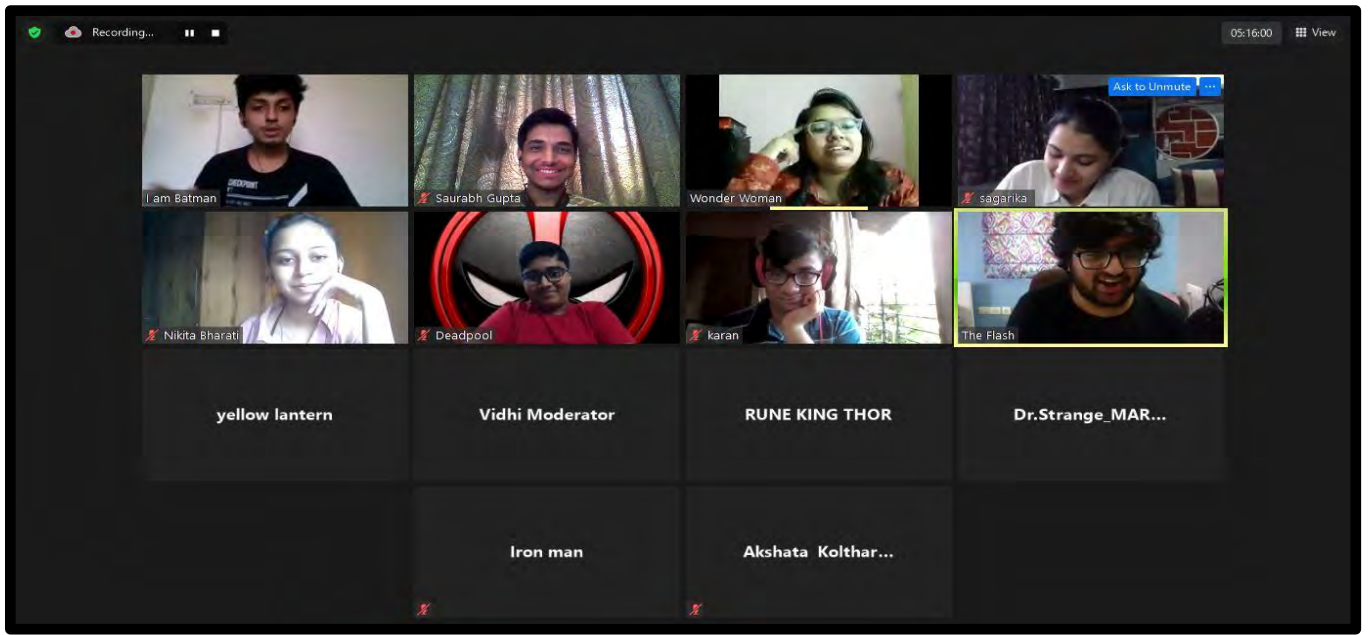
Artify



Open-Mic

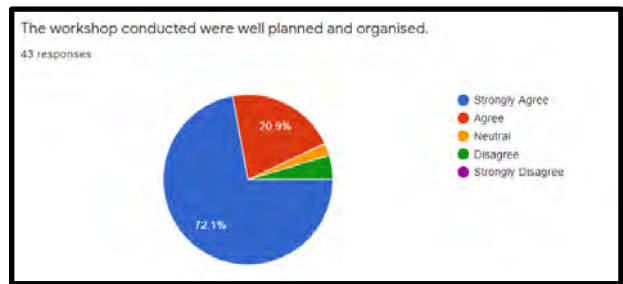
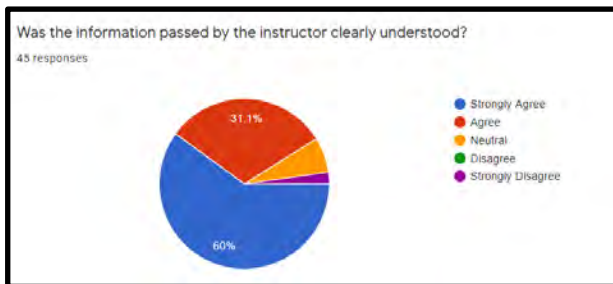
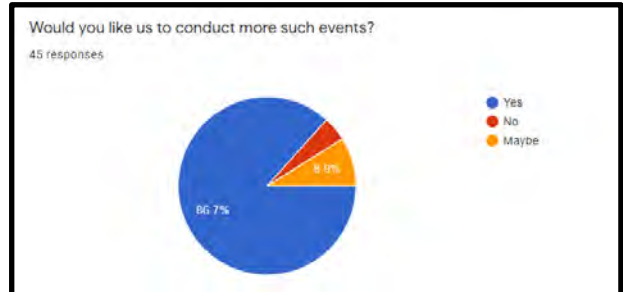
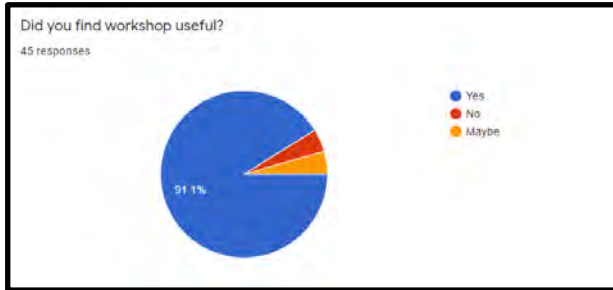


Battle of Words

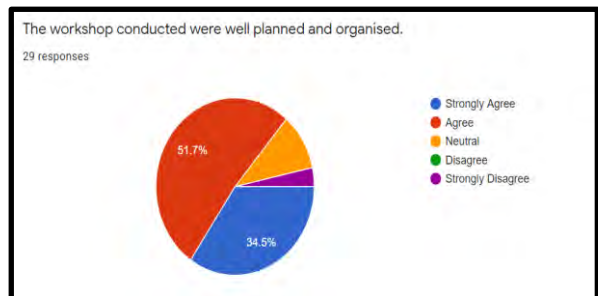
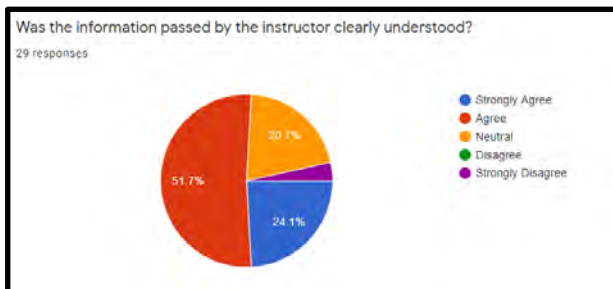
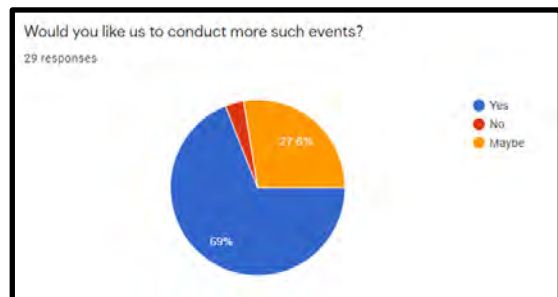
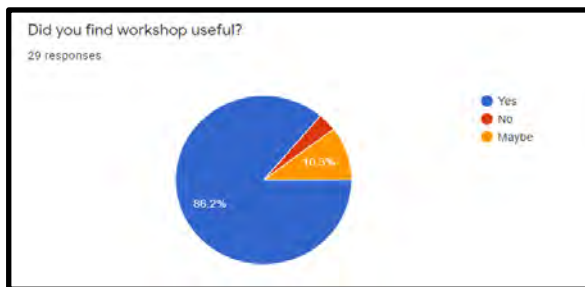


Feedback for Workshops

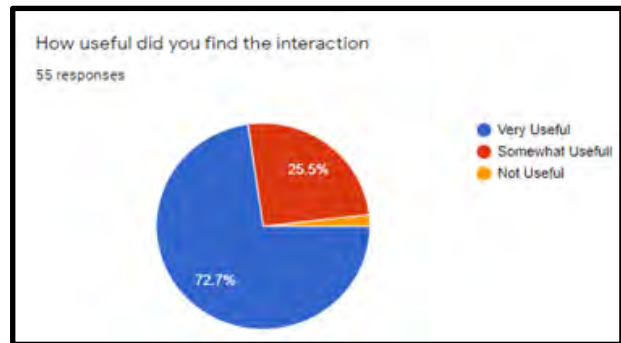
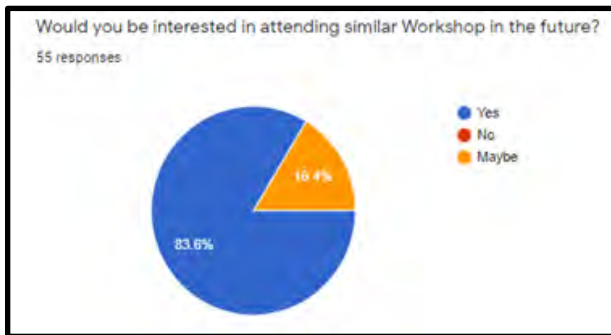
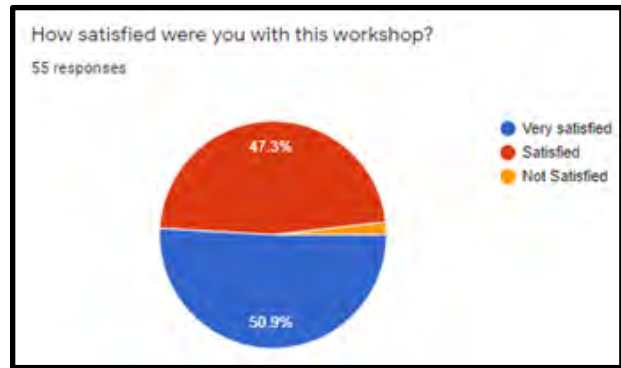
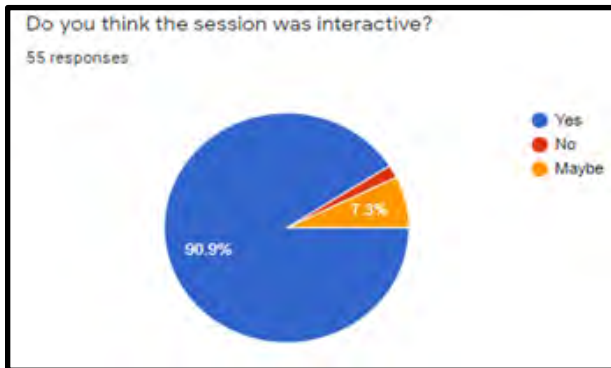
Machine Learning



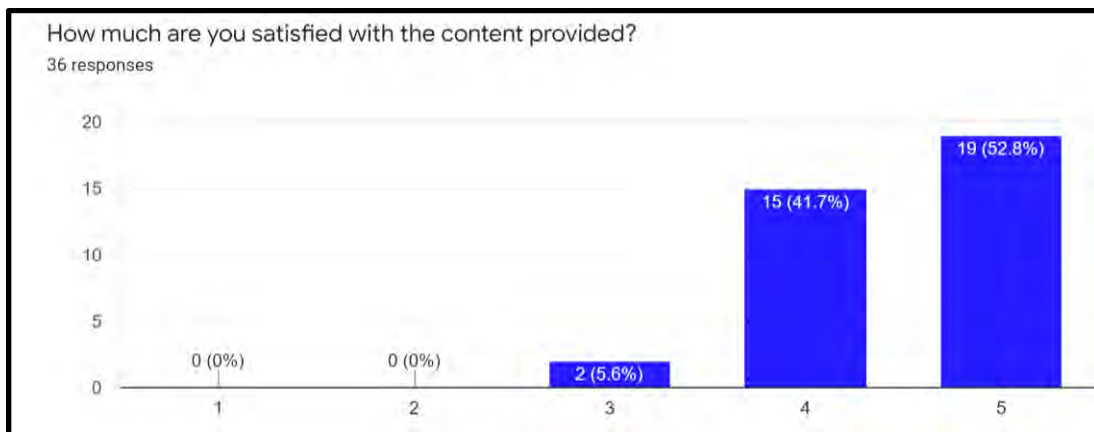
Data Science

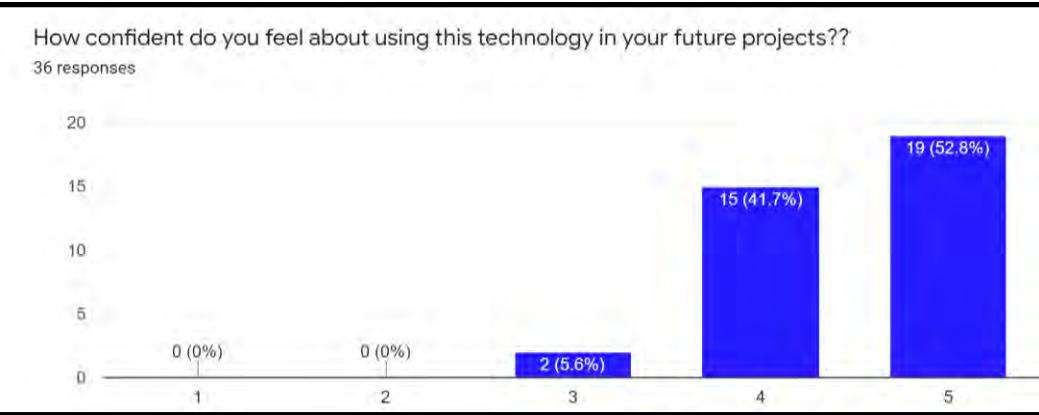
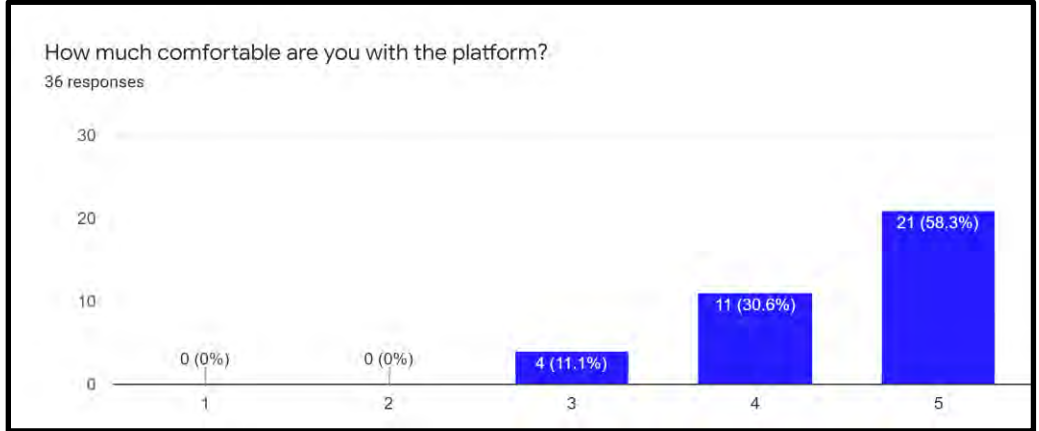
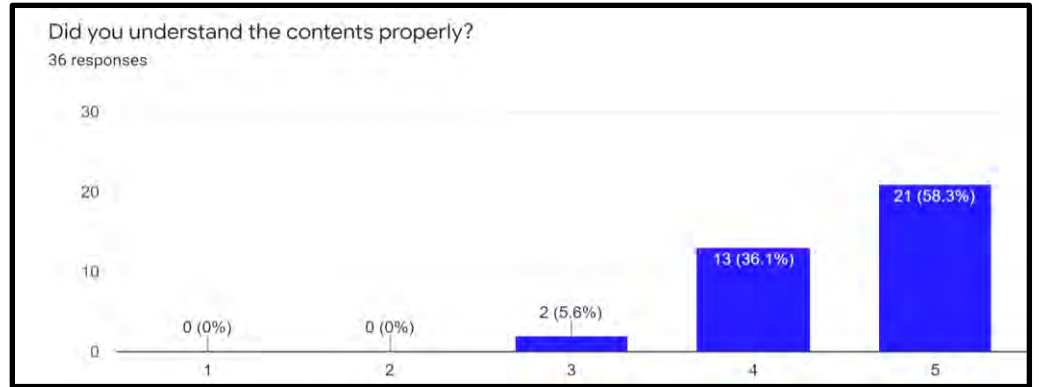
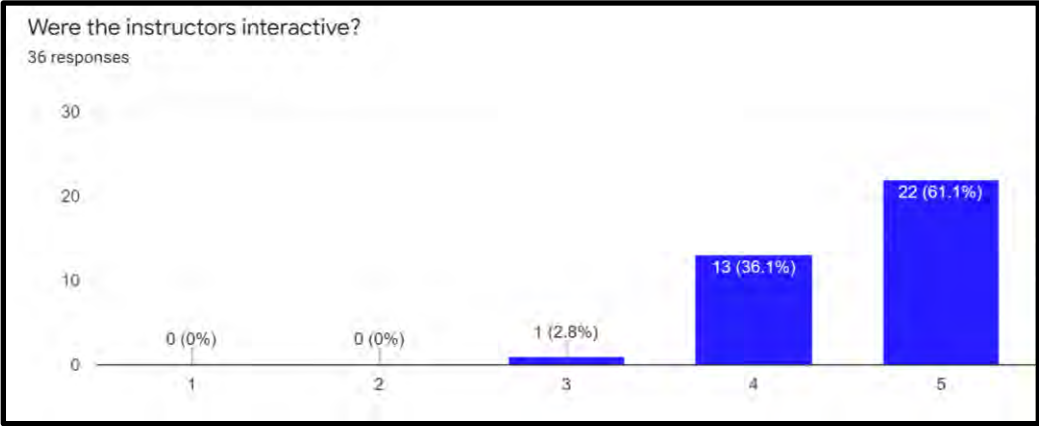


UI/UX

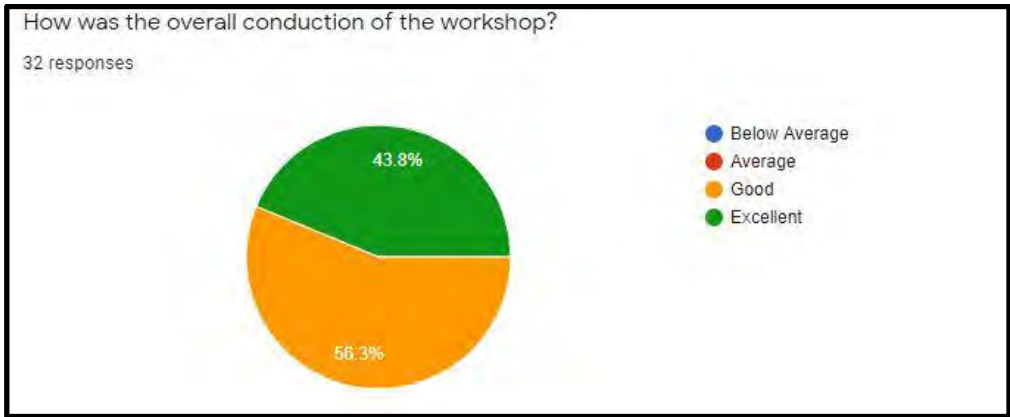
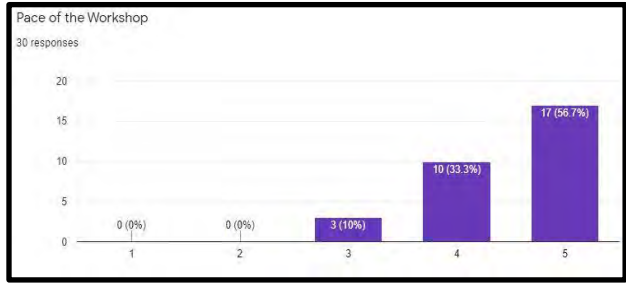
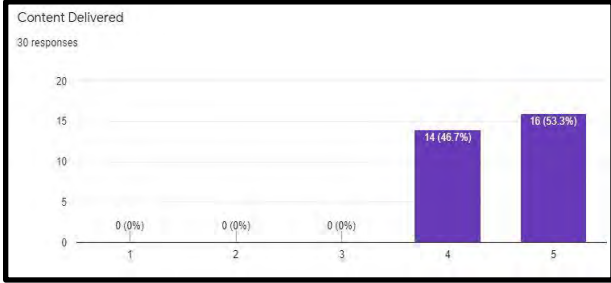


Guided project





Fusion 360



OVERALL REPORT



TCET ZEPHYR '20

The preparation for TCET's Technical festival Zephyr was initiated with formation of the core committees by all professional bodies of the college in the month of July and early August. Interviews were conducted and the working committee was formed which had around 250 students to manage various events and tasks of Zephyr. The selected working committee zeroed in on the events which were to be conducted online for the first time. The event details and their respective projections were taken into and thereby the proposal was put forth for approval to the Zephyr activity heads. On getting approved by the faculty in-charge, the zephyr team started working on the technical and gaming activities. There were 42 events finalised and were distributed amongst each committee. The committee started with the sponsorship drive as well as the publicity drive at various institutes. Being online for the first time in history, we had a lot of challenges. With seven committees having their own team of core members and a working committee including 40 team heads and 20 volunteers was formed to manage and organise the Zephyr event online. The day and night efforts of the students made it possible to execute TCET's Zephyr on the planned dates.

Formation of Team members:

The Zephyr team members were allotted various activities for the smooth working of the event and consequently 4 major working teams were formed. They were:

- In-house/Creative Team
- Publicity Team
- Technical Team
- Sponsorship Team

IN-HOUSE/CREATIVE TEAM

- The in-house/creative team had around 50 members, 14 in-house heads and 36 volunteers.
- In less than 10 days, using the infinite sources on the internet in hand, the in-house/creative team did a fantastic job of making various social media posts for the events.
- The creative team did an out-of-the-box job while making mind-blowing brochures and posters which attracted many participants from around the globe.
- This year, the in-house/creative team made a remarkable video as well as a website covering all the necessary details about the events.

TECHNICAL TEAM

- Keeping track of the number of events, platforms required for those events, budget and other requirements is not an easy task; but was fairly accomplished by the team of Event Managers, Technical heads, and volunteers.
- As the budget and time was quite limited, initial management became tough but was resolved in time.
- There were a total of 42 events consisting of technical workshops, Online gaming, creative workshops and interactive and entertaining sessions.
- Inauguration was held successfully on Zoom while also being broadcasted live on Youtube, with the help of few technical team volunteers.
- The team of volunteers and technical heads completed the work of the events on time and within the budget.

PUBLICITY TEAM

- Publicity team was formed soon after TCET's Zephyr Committee was decided. There were 20 PRO appointed by the TCET's Zephyr organizing committee. This work was monitored by the 7 VCPs belonging to the 7 Professional Bodies of TCET.
- The PRO's selected their publicity team (juniors) from the students interested and formed 6 groups. Instructions and briefing was done for all the events of TCET's Zephyr, the publicity team started their work right after the final dates of Zephyr were announced.
- From all the colleges over the country, maximum number of participants were obtained from none other than Thakur College of Engineering & Technology. The PRO system had been changed this year as our event was to be held in online mode.
- The PRO Team discussed with the 7 VCPs, about the number of colleges they would approach and the VCPs kept track of the number of people approached in a day.
- With just a few days remaining for publicity, the heads didn't expect much response from other colleges but the volunteers showed a lot of positivity & dedication towards the work assigned to them.
- At the end of Day 1, volunteers from the group were asked to report back with all the collection & registrations to the PRO's. All the calculations of the day were done then the money along with registrations was given to the Vice-Chairpersons of the respective committees as they were handling the PRO of ZEPHYR altogether.

- During the last days, the publicity team together successfully managed to raise more than Rs.30,000 which was more than the target given by the Zephyr's Organizing Committee.

SPONSORSHIP TEAM

- The most challenging tasks in making ZEPHYR' 20 a successful event was to bring sufficient sponsors for the online version of this fest.
- With only 14 days remaining for the event, it was an arduous task for the sponsorship team to achieve their desired target of sponsorship funding.
- However, our 7 sponsorship heads directed the working committee so efficiently that the target did not seem too far.
- The Sponsorship head along with their team had done a commendable job and managed to make a contribution of Rs. 66,100(approx.) and more through vouchers and coupons.

Our various sponsors were:

- Bitgrit
- IMS
- Yocket
- Siec Educations
- Brew house tea
- Campistaan
- Brand addict
- Nine Flavors
- Jeh Bags
- Inspirus education
- Regal Villas
- Coney's
- College Pond
- Bhavna colurant
- Vrindavan
- Kids Cloud
- Apex Nutrition and Fitness
- Baithack taste of Kulhad
- Sharam's

SWOT ANALYSIS REPORT



TCET ZEPHYR '20

SWOT ANALYSIS

Strengths: Despite being conducted online, TCET's Zephyr'20 saw the Sponsorship and PR teams working beyond their limits. With unfavourable timings and with the hindrance of academics, some committees flourished exceptionally. The best part was to witness participants from all over the country.

Weakness: Due to the outbreak of pandemic, TCET's Zephyr was conducted online this year due to which the management of the fest was a bit difficult. Also, gathering participants and sponsors for the fest in a short span was challenging.

Opportunities: TCET's Zephyr gave a huge platform to the students to develop their soft skills as well as technical skills. It included various technical events like Guided projects on Chatbot, Coding Maniacs and even Many workshops on Machine learning, Data Science, UI/UX, Fusion 360, etc. were conducted during Zephyr. Once again, Zephyr attempted to put TCET in the mind of every engineering student there would be in India, especially in Mumbai.

Threats: As TCET's Zephyr were conducted through online mode this year, the biggest threat faced was network connectivity issues.

Conclusion: Zephyr '20 proved to be a successful event, even after being conducted through online mode. The hard work, dedication, unity and coordination shown amongst the various committees ensured the smooth functioning of the event.

Learning: Throughout the Technical festival we can provide an opportunity for students to interact with students of different colleges, different vendors and companies through online mode with improved skills in them. Involvement of Second Year students in the core committee helped the students to gain managerial and organizing skills making it possible to organize Zephyr 2020 more efficiently even in the pandemic situation. So, they must be part of the core committee next year too for the smooth functioning of Professional Body Activities. The budget and expenditure should be calculated beforehand to reduce the deficit.

Scope for Improvement: An Advisory Committee should be set up to ensure the smooth functioning and foster harmony among all the committees.

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