



## Event Report

**Title of the Event:** TECHNOGRAD 3.0

**Date:** 1st November 2025

**Time:** 8:00 a.m. to 5:15 p.m.

**Venue:** Seminar Hall, AI Lab, CR-31, 3<sup>rd</sup> Floor, Dwarkadas J. Sanghvi College of Engineering

**Organizing Body:** DJS NSDC, Department of Artificial Intelligence (AI) & Data Science, Dwarkadas J.Sanghvi College of Engineering

### **Objective/Purpose of the event:**

Technograd 3.0 was conducted to provide students with hands-on experience in Machine Learning, Data Science, and Agentic AI through an immersive, competitive environment. The event aimed to enhance technical problem-solving abilities, foster strategic thinking under pressure, encourage collaborative coding practices, and expose participants to real-world AI applications through innovative challenges inspired by the Dune universe.

### **Target Audience:**

The event was open to undergraduate students passionate about Machine Learning, Data Science, and Artificial Intelligence. Participants formed teams of 2-4 members, with approximately 36-40 teams shortlisted based on resume submissions through Unstop.

### **Event Description/Agenda:**

Technograd 3.0 was a multi-stage, narrative-driven competitive event structured around the Dune theme. The event featured a unique House system where teams were inducted into Great Houses (Atrides, Harkonnen, Corrino) and competed for Solaris (technocoins) while navigating unpredictable Tech Crises

### **Event Flow:**

8:00 AM - 9:00 AM: Registration and House Induction ceremony where teams received their House Crest, Team Number, and Technospice Meter, with seating arranged by House accompanied by Dune OST background music.

9:00 AM - 9:30 AM: Opening Ceremony featuring a welcome address, theme introduction, detailed explanation of rounds, Solaris currency system, Tech Crises mechanics, and display of the event schedule and leader board system.



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9:30 AM - 11:00 AM: Round 1 - The Spice Trials, an elimination round testing foundational ML/DS skills through two datasets with five questions each requiring sequential problem-solving.

11:00 AM - 12:00 PM: Break and Leaderboard Reveal, where the top 18 teams were announced following evaluation and judging, with Technospice Meters updated accordingly.

12:00 PM - 2:00 PM: Round 2 - Worms of Arrakis, a grid-based strategic challenge featuring a 3x3 grid with hidden Sandworms and Safe Tiles containing technical problems, including Tech Crisis 1: Sandstorm Sabotage triggered at the halfway point.

2:00 PM - 2:30 PM: Break and Round 2 Results announcement, where the top 6 teams advancing to the final round were revealed with updated leader boards.

2:30 PM - 4:30 PM: Round 3 - Battle for Arrakis, a high-stakes relay-style Agentic AI coding challenge with strict 20-minute rotations and no inter-team communication, including Tech Crisis 2: The Sandworm Attack Event at the midpoint.

5:00 PM - 5:15 PM: Coronation of Arrakis closing ceremony featuring the final leader board reveal, crowning of winners as "Kwisatz Coders of Arrakis," and distribution of certificates and prizes

**Participation Details:**

- Total Teams: 40 teams (shortlisted from Unstop applications)
- Team Composition: 2-4 members per team
- Total Participants: Approximately 120-160 students
- Eligibility: Undergraduate students with interest in ML/DS/AI
- Selection Process: Resume-based short listing from Unstop platform

**Methodology/Activities Conducted:**

- Round 1: The Spice Trials (Dune Arena Format)  
Teams tackled two distinct datasets (DS-A and DS-B), each containing five sequential questions of increasing difficulty. Participants were required to solve questions in order and could only proceed to the second dataset after completing the first entirely. Teams earned 10 Solaris per correct solution, with bonus points for dataset completion and top finishers. The top 18 fastest teams with highest Solaris advanced to Round 2.
- Round 2: Worms of Arrakis (Grid Challenge)



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Qualified teams received a 3x3 grid containing three hidden Sandworms (one per row) and six Safe Tiles, each with unique technical problems. Teams strategically selected tiles, solved problems, and called reviewers for validation. Successfully solving Safe Tile problems earned 15 Solaris, while Sandworms resulted in time penalties. Tech Crisis 1: Sandstorm Sabotage was triggered midway, forcing teams to either spend 80 Solaris to restore invalidated solutions or re-solve problems under time pressure. The top 6 teams finding all Safe Tiles advanced to the finals.

- **Round 3: Battle for Arrakis (Code Relay)**

Finalists developed agentic AI solutions through a strict relay format where only one team member could code at a time in 20-minute rotations via shared GitHub repositories. Teams chose from four high-stakes scenarios including RL agent navigation, graph optimization for trade networks, ML classification for betrayal prediction, or sandstorm defense simulation. Tech Crisis 2: The Sandworm Attack Event eliminated AI access for 10 minutes unless teams spent 120 Solaris. No discussion between relay participants was permitted, testing seamless collaboration and code comprehension skills.

**Key Outcomes/Highlights:**

The event successfully challenged participants across multiple dimensions of technical competency including foundational ML/DS skills, strategic resource management under uncertainty, rapid code comprehension and debugging, collaborative problem-solving without communication, and adaptive thinking during crisis scenarios. The innovative Solaris currency system and Tech Crises mechanics created authentic high-pressure decision-making environments. The Dune-themed narrative engagement significantly enhanced participant immersion and competitive spirit. Students demonstrated remarkable resilience and creativity in navigating unpredictable challenges, with several teams showcasing impressive agentic AI implementations addressing real-world scenarios.

**Results:**

Winners - *"Kwisatz Coders of Arrakis"*:

First Place: GDD, DJSCE, AI&DS

[Team members- Yashsmith Shah, Kavish Shah, Abhijeet Sapar, Harshal Shah (SPIT)]

Second Place: RasMalai, DJSCE, CSE-DS

[Team members- Vivek Nair, Paritosh Shukla, Prathmesh Raut, Ravirajsingh Sodha]

Third Place: GitGoneWild, DJSCE, CSE-DS

[Team members- Nikhil Pise, Darshan Ved, Vraj Ved, Hetansh]



### Feedback & Response:

Participants expressed high satisfaction with the event's innovative format, particularly appreciating the narrative-driven approach and strategic layer added by the Solaris currency system. The Tech Crises were highlighted as memorable moments that tested decision-making abilities beyond pure coding skills. The relay format in Round 3 was noted as particularly challenging yet valuable for developing real-world collaboration skills. Some participants suggested slightly longer time allocations for Round. Overall, the event received overwhelmingly positive feedback for its originality, technical rigor, and immersive experience design.

### Budget/Sponsorship:

Total prize pool: ₹30,000

1st Prize: ₹15,000

2nd Prize: ₹10,000

3rd Prize: ₹5,000

### Photographs/Media Coverage:





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Shri Vile Parle Kelavani Mandal's

**DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING**

(Autonomous College Affiliated to the University of Mumbai)

NAAC Accredited with "A" Grade (CGPA : 3.18)



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**Conclusion:**

TechnoGrad 3.0 successfully delivered an extraordinary competitive experience that transcended traditional hackathon formats. By seamlessly blending technical rigor with narrative immersion and strategic gameplay, the event challenged participants to develop not just coding proficiency but also adaptability, resource management, and collaborative problem-solving skills essential for modern AI development. The overwhelming positive response from participants and the impressive quality of solutions developed under pressure demonstrate the event's effectiveness in achieving its educational objectives. The "Kwisatz Coders of Arrakis" have set a high standard, and the desert of innovation awaits the next generation of challengers.

Sd/-

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**Rishabh Makwana**  
(Chairperson, DJS NSDC)

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**Prof. Sudhir Dhekane**  
(Faculty Coordinator)

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**Dr. Pratik Kanani**  
(I/c. HOD, AI\_DS)



### **Title of the Event**

- Seminar by Professor Guy Brown on Artificial Intelligence & Data Science

### **Date, Time, and Venue**

- Date: 9th September 2025
- Time: 10:30 AM – 12:30 PM
- Venue: 3rd floor, CR 32, Dwarkadas J. Sanghvi College of Engineering

### **Organizing Body**

- Department of Artificial Intelligence & Data Science, Dwarkadas J. Sanghvi College of Engineering

### **Objectives**

- To enable attendees to learn directly from Professor Guy Brown as he shares key advances in:
  - Computational Auditory Scene Analysis (CASA)
  - Noise-robust and reverberation-robust speech recognition
  - Models of auditory function for normal and impaired hearing

The seminar helped participants gain cutting-edge knowledge in AI, data science, and auditory technology from an international expert.

### **Target Audience**

- Third year and Final year students

### **Event Description**

- The seminar featured a keynote presentation by Professor Guy Brown, Professor of Computer Science at the University of Sheffield and a leading expert in Computational Auditory Scene Analysis (CASA). It began with an introduction to the principles of CASA, explaining how computer systems are developed to emulate the human auditory system's ability to segregate complex sounds in noisy environments. Professor Brown covered advances in noise-robust and reverberation-robust speech recognition technologies, as well as computational models that simulate auditory processing in both normal and impaired hearing. An important highlight of the seminar was Professor Brown's collaborative research efforts with the Centre for Infectious Disease Research in Zambia (CIDRZ). This partnership focuses on leveraging artificial intelligence to support the initial screening of tuberculosis (TB). Their innovative approach uses AI models that analyze cough sounds recorded via microphones. These models can classify cough patterns and frequencies to identify those likely caused by TB, distinct from other respiratory illnesses. The project includes extensive data collection from hospitals in Lusaka, combining auditory recordings with clinical tests for validation. This research aims to develop scalable screening tools that can be utilized in resource-limited healthcare settings to facilitate early diagnosis and treatment of TB. The seminar concluded with an engaging question-and-answer session, allowing participants to delve deeper into both the technical aspects of auditory AI and its applications in global health.

### **Resource Persons**



**Department of Artificial Intelligence (AI) & Data Science**

- Prof. Guy Brown: Professor of Computer Science, University of Sheffield. Leading researcher in Computational Auditory Scene Analysis (CASA), focusing on building machine systems that mimic human listeners in segregating complex sound mixtures. Member of the Speech and Hearing (SpandH) Research Group.

**Participation Details**

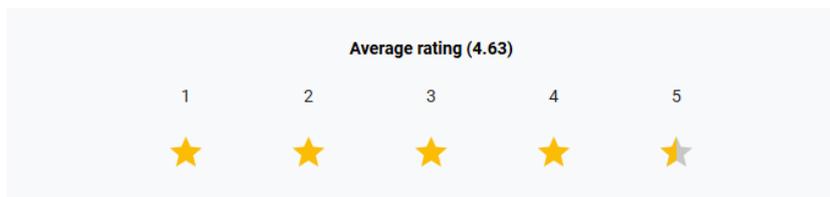
- Number of participants: 50+ students and a few faculty members
- Eligibility criteria: Open to third and final year students, as well as faculty members

**Key Outcomes**

- Participants gained comprehensive knowledge of advanced Computational Auditory Scene Analysis and robust speech recognition techniques.
- Detailed understanding of Professor Brown's AI model capable of initial TB screening through cough sound analysis, validated in collaboration with healthcare experts in Zambia.
- The seminar effectively bridged AI research and public health applications, inspiring interdisciplinary research interests among attendees.
- Encouragement for students to apply data science techniques to pressing global health challenges.

**Feedback & Response**

- The seminar received positive feedback concerning content relevance and speaker engagement. Surveys indicated high participant satisfaction.



**Photographs / Media Coverage**



### Future Scope / Suggestions

- Recommendations include organizing practical workshops, include the future scope and applications of the topic more, and that future seminars should focus on new topics that students are not familiar with, giving them exposure to different subjects. For example, Finance etc.

### Conclusion

- The seminar enriched the academic environment by combining cutting-edge AI research with impactful healthcare solutions. Professor Brown's work on AI-based TB screening demonstrated the power of auditory data science in addressing significant global health issues.

Sd/-  
**Rishabh Makwana**  
(Chairperson, DJS NSDC)

Sd/-  
**Yashmith Shah**  
(Chairperson, DJS  
InfoMatrix)

Sd/-  
**Prof. Sudhir Dhekane**  
(Faculty Coordinator)

Sd/-  
**Prof. Monali Deshmukh**  
(Faculty Coordinator)

Sd/-  
**Dr. Pratik Kanani**  
(I/c. HOD, AI\_DS)