

CODING AWARENESS WORKSHOP 2025

The Coding Awareness Program is a flagship event aimed at introducing freshers to the exciting world of coding, design, and development. Through this event, we aimed to inspire students to explore and embrace these skills, fostering enthusiasm and curiosity among participants. The whole objective is to provide an overview of the coding domain and motivate students to pursue coding and development as a skillset and career path.

- **Start Date:** 6th September 2025
- **Duration:** 8 Days
- **End Date:** 13th September 2025
- **Total Participants:** 161 students



Figure 1 Participates of CAW 2025

SL.NO.	DATE & TIME	TOPIC	TUTOR
1	6 TH SEP 2025 DAY-1 2:00PM TO 5:00PM (OFFLINE MODE)	OPERATING SYSTEM	SUBHAM CHOUDHURY
		EXPLORE ESSENTIAL DEVELOPER TOOLS	BIKASH RANJAN HOTA
		LINKEDIN OPTIMIZATION TIPS	BAIBHAB SAHU
		ENGINEERING ROADMAP	SWAGAT PRASAD NANDA
2	7 TH SEP 2025 DAY-2 7:00PM TO 8:30PM (ONLINE MODE)	PROGRAMMING LANGUAGE- HISTORY, USE AND APPLICATIONS	OMKAR PADHY
		PROGRAMMING IN C/C++, JAVA & PYTHON	ANISHA PARIDA
		OOPS	ANISHA PARIDA
3	8 TH SEP 2025 DAY-3 7:00PM TO 8:30PM (ONLINE MODE)	FRONTEND DEVELOPMENT	SWAGAT PRASAD NANDA
		BACKEND DEVELOPMENT	
		FULL-STACK DEVELOPMENT: SCOPE & OPPORTUNITIES	
		UI/UX DESIGN AND TOOL	
4	9 th SEP 2025 DAY-4 7:00PM TO 8:30PM (ONLINE MODE)	DATA SCIENCE AND DATA ANALYTICS	SUBHASHREE PANDA
		MACHINE LEARNING	DEBASISH SAHU
		DEEP LEARNING	PRANJAL PANDA

5	10 TH SEP 2025 DAY-5 7:00PM TO 8:30PM (ONLINE MODE)	MOBILE APP DEVELOPMENT OVERVIEW	BIKASH RANJAN HOTA AND SARTHAK MISHRA
		KOTLIN: FRAMEWORKS & LIBRARIES	
		CROSS-PLATFORM DEVELOPMENT WITH REACT NATIVE	
		CAREER SCOPE: DISCUSSING JOB OPPORTUNITIES IN THE MOBILE INDUSTRY	
6	11 th SEP 2025 DAY-6 7:00PM TO 8:30PM (ONLINE MODE)	CYBERSECURITY	SHUBHAM RANJAN SAHOO
		ONLINE SAFETY	DEBASISH SAHU
		GENERATIVE AI	OMKAR PADHY
		AGENTIC AI	CHHAYAKANTA DASH
7	12 TH SEP 2025 DAY-7 7:00PM TO 8:30PM (ONLINE MODE)	WHAT IS DEVOPS? & CI/CD PIPELINE	SUBHAM CHOUDHURY
		INTRODUCTION TO CLOUD COMPUTING, MAJOR CLOUD PLATFORMS OVERVIEW	BIKASH RANJAN HOTA AND SARTHAK MISHRA
8	13 TH SEP 2025 DAY-8 2:00PM TO 5:00PM (OFFLINE MODE)	COMPUTER HARDWARES	SWAGAT PRASAD NANDA
		INTERNET OF THINGS	SUBHAM CHOUDHURY AND OMKAR PADHY
		SOFT SKILLS WORKSHOP	DEBASISH SAHU

INTERNAL HACKATHON 2025

The **Internal Hackathon 2025** is an institute-level event conducted as part of the Smart India Hackathon (SIH) to identify and nurture innovative ideas from students. Through this hackathon, teams collaborate to solve real-world problem statements, showcasing their creativity, technical skills, and problem-solving abilities. The main objective is to provide students with a platform to pitch their solutions, encourage innovation, and select the best teams to represent the institute at the national level SIH 2025, thereby fostering a culture of innovation and teamwork.

- **Start Date:** 20th September 2025
- **Mode:** Offline
- **Venue:** 110 (Auditorium Hall)
- **End Date:** 20th September 2025
- **Total Team:** 32
- **Total Participants:** 192



Figure 2 : Participates of Internal Hackathon 2025

TCS Guest Talk

This session explored the evolution of the IT landscape and the critical role of global collaboration. Discussions centered on past and future technology trends, alongside the necessity of "boundary-less thinking" to navigate modern, cross-cultural work environments. Attendees gained first-hand industry insights into emerging tech and the soft skills required to succeed in a rapidly changing digital world.

- **Start Date:** 25th SEP 2025
- **Duration:** 12 Days
- **End Date:** 25th SEP 2025
- **Total Participants:** 115 students



Figure 3: Students at the TCS Guest talk

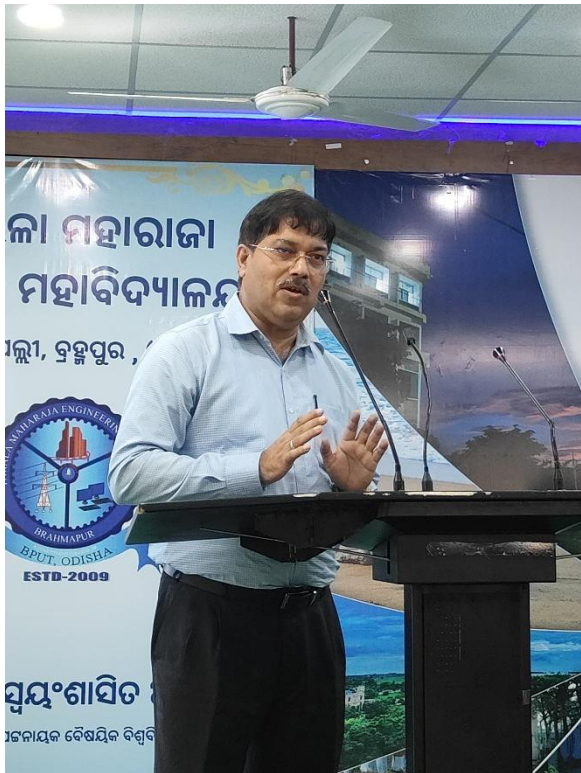


Figure 4: Dr. Srikanta Kumar Mohapatra,
(Delivery Head of Cloud Infrastructure Unit, TCS)



Figure 5: Ms. Sasmita Pattanaik
Talk on Cross-Culture & Cross-Environment
Collaboration and Boundary-less Thinking



Figure 5 Felicitation of the Guests

MACHINE LEARNING ADVANCED WORKSHOP

This intensive workshop transforms you from a data enthusiast into an AI developer by covering the full lifecycle of modern machine learning. You will start with **data science foundations** and visualization, advance through core **ML algorithms** and **Deep Learning architectures** like CNNs and GNNs, and master **NLP techniques** to build real-world applications. The program wraps up with **web integration using FastAPI** and a final offline competition to put your skills to the test.

- **Start Date:** 6th OCT 2025
- **Duration:** 12 Days
- **End Date:** 18th OCT 2025
- **Total Participants:** 32 students

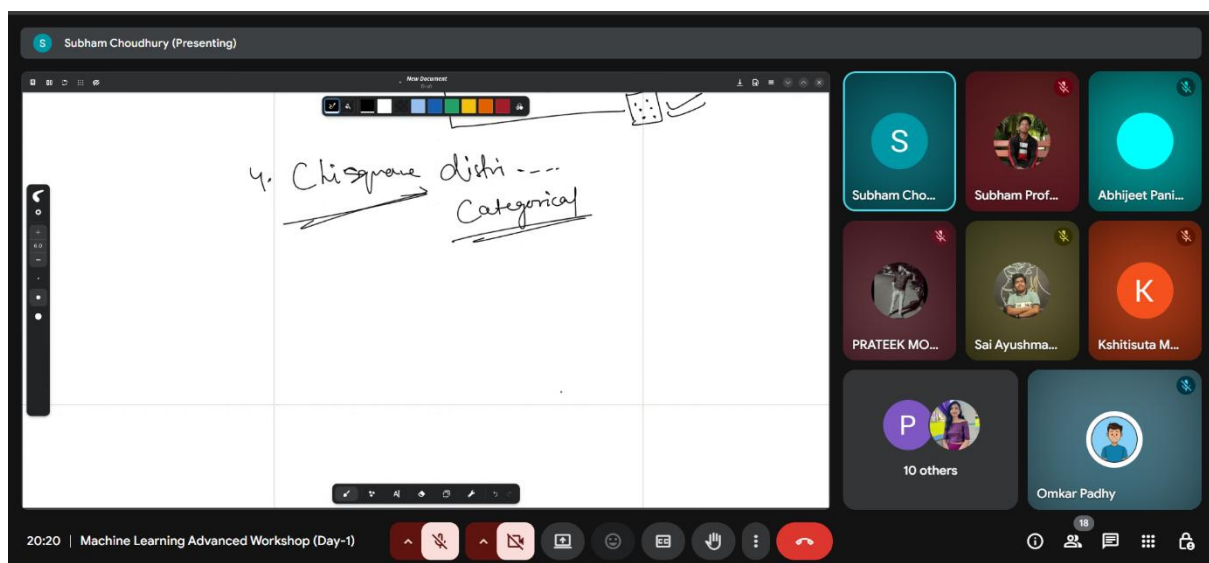


Figure 6: ML workshop 2025-26

Web Development Basics Workshop

This intensive **Web Dev Basics Workshop** takes you from the fundamentals of the internet to building functional applications. You will master the core trio of **HTML structure, CSS layouts (Flexbox), and JavaScript interactivity** before diving into backend concepts like **HTTP and CRUD**. The journey concludes with an offline session focused on modern **React frameworks** and a roadmap for the full-stack landscape, ensuring you leave with a polished project and a clear path for your development career.

- **Start Date:** 27th OCT 2025
- **Duration:** 12 Days
- **End Date:** 1st NOV 2025
- **Total Participants:** 45 students

AI Project Exhibition & Demonstration

As part of **AI for Atmanirbhar Bharat: HEI Pre-Summit Engagements**, the **AI Project Exhibition & Demonstration** showcases innovative student-developed AI solutions addressing real-world challenges. The event highlights practical implementations across healthcare, agriculture, security, education, accessibility, and smart environments, reflecting the institution's commitment to technological advancement and self-reliance.

This exhibition features multidisciplinary teams presenting intelligent systems that leverage machine learning, computer vision, IoT, and multimodal AI to improve quality of life, enhance safety, and drive digital transformation.

- **Start Date:** 7 February 2026
- **Duration:** 6 Hours (11:00 AM – 5:00 PM)
- **End Date:** 7 February 2026
- **Total Participants:** 30 Students (10 Teams)

Participating Teams & Projects:

- **Team Cortex Crew** — Smart Room Health and Security Monitoring System with Automated Environmental Control
- **Team Sentinels** — RAKSHAK: AI-Integrated Ambush Prediction and Decision Support System
- **Team Sahaay** — AI-Based Prescription Analysis and Personalized Health Assistant
- **Team Sasyam** — KisanSahay: AI Plant Doctor
- **Team CODX** — OmniRAG: Multimodal Context-Aware Knowledge Engine
- **Team Innovexa** — Telehealth Connect
- **Team Incepta** — Swastika: AI Platform for Kolam Art Analysis & Restoration
- **Engineer's Way** — Bionic Pointing Device
- **Code Guardians** — QuizMaster AI
- **MindForge** — LearnVerse



Figure 7: Participants of Web Dev Workshop

prabhat padhy (Presenting)

IOB – WEB DEVELOPMENT

IoB extends **IoT and data analytics** by capturing user interactions—online and offline—and using behavioral science to influence and predict future actions.

Gartner predicts that by 2025, **50% of the global population** will interact with at least one IoB-driven program in the fields like healthcare, manufacturing and smart homes

Real-time personalization: Interfaces adapt dynamically—recommendations, content change based on user behaviour

Predictive interactions: AI models detect behavioural trends (like cart abandonment) and proactively offer assistance via web components.

meet.google.com

prabhat padhy (You, presenting)

44 others

IOB – WEB DEVELOPMENT

Subhechha Tiwari

Dr. Kalyan Kumar Jena

41 others

Coding Design & Develop...

3:01 PM | AI-Driven Approaches for Software Prod...

Figure 8: Guest Talk by Mr. Prabhat Padhy is the Vice President – Technology and Head of Research & Innovation at ApMoSys Technologies Private Limited

CODEKRITI 4.0

CodeKriti 4.0 was a two-day technical event held on 6th and 7th March 2026, bringing together students and alumni in a shared space to learn, compete and build. The programme combined quiz-based challenges, competitive programming, a design contest, an idea-pitching platform and a full-stack hackathon, giving participants with different interests an opportunity to test their skills in a real competitive environment.

Five events were conducted: TechMaze, Innovation Challenge, DevXtreme, Designathon and Algo to Code. Together they covered programming fundamentals, problem solving, UI/UX design, entrepreneurship and software development. The schedule of all events is summarised in the table below, followed by event-wise details and an overview of participation.

Event Schedule at a Glance

Sl. No.	Event	Date & Time	Duration	Participants
1	TechMaze	6 th Mar 2026 2:00 PM – 5:00 PM	3 Hours	55 (19 Teams)
2	Innovation Challenge	6 th Mar 2026 9:00 AM – 1:00 PM	4 Hours	50 (11 Teams)
3	DevXtreme	7 th Mar 2026 9:00 AM – 5:00 PM	8 Hours	55 (14 Teams)
4	Designathon	7 th Mar 2026 11:00 AM – 1:00 PM	2 Hours	10
5	Algo to Code	6 th Mar 2026 9:00 AM – 11:00 AM	2 Hours	24
	Total (event-wise)			194

Table 1: CodeKriti 4.0 events, schedule and participation. The total of 194 is the sum of event-wise registrations; a student who took part in more than one event is counted in each.

TechMaze

TechMaze was an innovative and interactive event designed to test participants' technical knowledge, memory, problem-solving skills and coding proficiency. The event was conducted in three rounds:

Round 1: Byte Bash – Participants were given a set of technical questions to memorise before taking a short quiz. Based on their performance, they were assigned different room codes, where they had to answer additional technical questions to proceed further.

Round 2: Sort-The-Stash – Teams had to arrange C language code snippets into an executable program within a limited time. Their performance was evaluated on logical correctness and syntax accuracy.

Round 3: CodeBee – Finalist teams attempted a series of C programming questions in a rapid challenge, noting down their expected outputs and submitting them within a set time limit. The total scores from all rounds, including any bonus points earned, determined the winners.

- **Start Date:** 6th Mar 2026 (2:00 PM)
- **Duration:** 3 Hours
- **End Date:** 6th Mar 2026 (5:00 PM)
- **Total Participants:** 55 (19 Teams)



Figure 9: Participants during TechMaze



Figure 10: TechMaze round in progress

Innovation Challenge

The Innovation Challenge was a dynamic event designed to foster creativity and entrepreneurial thinking among participants. It provided a platform for students to pitch groundbreaking ideas and develop innovative solutions to real-world problems. Participants submitted an abstract of their idea, which was then presented before a panel of expert judges.

The event emphasised originality, feasibility and potential societal or business impact. Through this challenge, participants gained valuable experience in idea validation, pitching and product conceptualisation, bridging the gap between theoretical knowledge and practical application.

- **Start Date:** 6th Mar 2026 (9:00 AM)
- **Duration:** 4 Hours
- **End Date:** 6th Mar 2026 (1:00 PM)
- **Total Participants:** 50 (11 Teams)

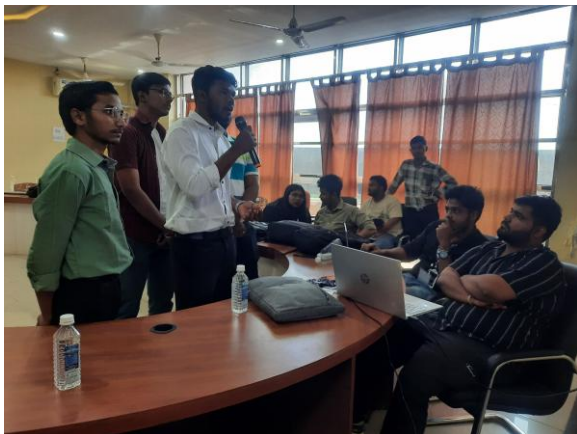


Figure 11: A team pitching its idea to the judges



Figure 12: Participants and judges at the Innovation Challenge

DevXtreme

DevXtreme was one of the most anticipated events of CodeKriti 4.0, bringing together students and alumni in a collaborative environment to build real-world software solutions. This hackathon gave participants an opportunity to work on cutting-edge projects and gain hands-on experience in full-stack development.

The event was structured to encourage problem-solving, innovation and teamwork, with seniors serving as mentors to guide participants in developing scalable and efficient applications. Teams were given a fixed duration to brainstorm, design and implement their projects, which were then evaluated on creativity, functionality, usability and technical execution. The best projects were awarded and recognised for their excellence, setting a high benchmark for future hackathons.

- **Start Date:** 7th Mar 2026 (9:00 AM)
- **Duration:** 8 Hours
- **End Date:** 7th Mar 2026 (5:00 PM)
- **Total Participants:** 55 (14 Teams)



Figure 13: A team presenting its project at DevXtreme



Figure 14: Project demonstration during DevXtreme

Designathon

Designathon was a UI/UX design competition aimed at testing participants' creativity and design-thinking abilities. Participants were presented with real-world design challenges and were required to develop user-friendly and aesthetically appealing digital solutions.

The competition encouraged designers to think critically about user experience, accessibility and innovation. Industry experts judged the designs on functionality, user interface appeal, usability and overall presentation. The event gave aspiring designers a competitive edge and valuable feedback from experienced professionals in the field.

- **Start Date:** 7th Mar 2026 (11:00 AM)
- **Duration:** 2 Hours
- **End Date:** 7th Mar 2026 (1:00 PM)
- **Total Participants:** 10

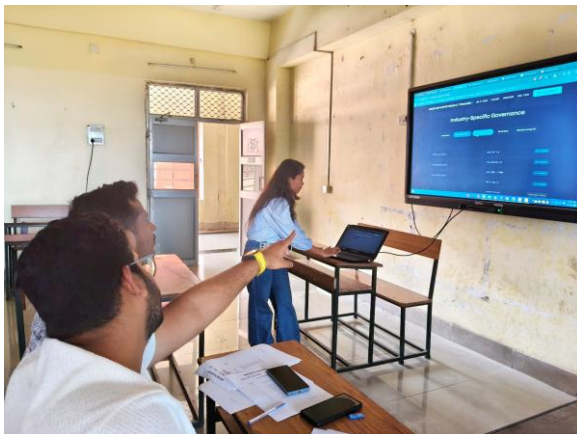


Figure 15: Designathon in progress



Figure 16: Participants working on their designs

Algo to Code

Algo to Code was a competitive programming contest that challenged participants to solve algorithmic problems within a stipulated time. The contest was structured into coding questions of increasing complexity, pushing participants to showcase their analytical thinking, problem-solving ability and coding efficiency.

The problems tested a wide range of topics, including data structures, algorithms, dynamic programming and optimisation techniques. The event saw participation from both beginners and advanced coders, with top performers being awarded prizes and certificates for their excellence in programming.

- **Start Date:** 6th Mar 2026 (9:00 AM)
- **Duration:** 2 Hours
- **End Date:** 6th Mar 2026 (11:00 AM)
- **Total Participants:** 24



Figure 17: Participants of Algo to Code



Figure 18: Contest hall during Algo to Code