

# Gujarat University Department Of Computer Science Tech Kaushalya 2020



The poster for Tech Kaushalya 2020 features a central shield-shaped logo with 'TK 2020' and a circuit board pattern. It lists various activities under three categories: Technical, Non-Technical, and Games. Technical activities include Code Ninja, Web-D-Mania, Decryptor, Query Cracker, Code Swap, and IT Quiz. Non-Technical activities include Gully Cricket, Treasure Hunt, Marvel Quiz, Tug of War, Meme War, and Pot Painting. Games include Counter Strike 1.6, Call of Duty, Need for Speed, and Clash Royal. Contact information for three organizers is provided in the center.

Gujarat University  
Department Of Computer Science  
Rollwala Computer Center

**tech kaushalya 2020**  
19<sup>TH</sup> AND 20<sup>TH</sup>  
FEBRUARY 2020

**TECHNICAL**

- CODE NINJA
- WEB-D-MANIA
- DECRYPTOR
- QUERY CRACKER
- CODE SWAP
- IT QUIZ

**NON-TECHNICAL**

- GULLY CRICKET
- TREASURE HUNT
- MARVEL QUIZ
- TUG OF WAR
- MEME WAR
- POT PAINTING

**GAMES**

- COUNTER STRIKE 1.6
- CALL OF DUTY
- NEED FOR SPEED
- CLASH ROYAL

**CONTACT US**

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The Department of Computer Science, Gujarat University organized a 2 Day state level technical festival "Tech Kaushalya 2020", on 19'th and 20'th February 2020.



The inauguration session was held on 19<sup>th</sup> Feb 2020 at Senate Hall Gujarat University. The chief guests of the inauguration ceremony were Mr. Indrajeet Mitra (FOUNDER & BOARD

MEMBER, CEO AUTODAP & CEO G'SECURELABS), Mr. Hetal Mehta (CEO & Partner at Ansi ByteCode LLP) and Mr. Rahul Bhagchandani (Group CEO at Gujarat University, leading Gujarat University Startup and Entrepreneurship Council (GUSEC), GU Park for Industrial Extension and Research (PIER)). The inauguration ceremony was attended by teaching and non-teaching staff of department of computer science and the participants from different colleges of Gujarat.

The Tech fest began with the university song. It was then followed by the lamp lighting and seeking the blessings of almighty.



Dr. Savita Gandhi, the head of the department formally welcomed the guests and the participants. She emphasized the importance of the technical competitions held at the state level. Dr. Maitri Jhaveri (Co-coordinator of TK2020) described various events that were going to be held in the two day Tech-Fest.



Mr. Rahul Bhagchandani spoke about the startups supported by Gujarat University. He also mentioned about the achievements of Gujarat University in this field. He also promised all the students that Gujarat University can support startups from any other university. Mr. Indrajeet

Mitra emphasized that you should not just start your own business but instead identifies a problem around you, find a solution and then develop application for the solution. Mr. Hetal Mehta quoted the importance of conceptual clarity before leaving the campus life. Professor Dr. Jyoti Pareek presented the vote of thanks.

Many technical and non-technical events were held in the two day period of joy. The two day event encompassed events like Gully Cricket, Pot Painting, IT Quiz, Call of Duty, Web-O-Mania, Counter Strike, Marvel Quiz, Code Swap, Decryptor, Tug of War, Treasure Hunt, Clash Royale, Code Ninja, Query Cracker, Need for Speed, Code Ninja, Treasure Hunt and Meme War. The amount of participation was over 1700, from around 30 colleges of Gujarat.



The event was supported by around 10 sponsors including stall sponsors, gifting partners and printing partners. “Akash Technolabs” was the main sponsor. “E-Quinox” was the co-sponsor. “Nighthout café and MBA chai wala” was the associate sponsor. The food stalls were Pizza hut, EDR café, Pepsico and Vaghbakri. The other stalls were ‘English World’, a visa consultancy firm and ‘Ripple to Share’, a platform for sharing books.





Gully Cricket was our cricket tournament which had an interesting social media aspect where scores were displayed over the CricHeroes App. It had a participation of 59 teams, each having up to 6 participants. In the Pot Painting event the participants showed their inner painter by creating designs themed around technology. It had a participation of 40 teams, each having up to two members. In the IT-Quiz people demonstrated their knowledge about Computer Science. It had a participation of 37 teams, each having up to 2 participants. In Call Of Duty the gamers showed their skillfulness to emerge victorious. It had a participation of 27 teams, each having up to 5 participants. In Web-O-Mania the participants showed their HTML, JavaScript and CSS knowledge. It had a participation of 23 teams, each having up to 2 participants. Counter Strike players showed their dexterity in one of the longest running gaming franchise. It had a participation of 15 teams, each having up to 5 participants. Marvel that has become a household name in a short span of time brought a lot of enthusiastic participants for the Marvel Quiz. It had a participation of 56 teams, each having up to 2 participants. In the Code Swap event the participants not only demonstrated their coding skills but also their ability to work as a team. It had a participation of 27 teams, each having 2 participants. In Decryptor the participants have to decipher the cipher text, it was basically an online treasure hunt. It had a participation of 35 teams, each having up to 2 participants. In Tug of War participants were dragged to the field where their strength was tested. It had a participation of 15 teams, each having up to 5 participants.



In Treasure Hunt the participants have to show their inner Indiana Jones. It had a participation of 54 teams, each having up to 5 participants. Clash Royale, arguably one of the best mobile games ever, tested the participants' strategic and quick thinking skills. It had a participation of 54 participants. A true ninja never backs down from a challenge. Whether it requires him to jump between rooftops or team up with a fellow ninja to solve coding problems. The Code Ninja event forced the participants to use their C, C++ or Java skills to prove that they are a world class Ninja (without having to jump off rooftops). It had a participation of 86 teams, each having up to 2 participants. The backbone of any organization is its data, and the proper management of data could only be done a skilled person. Query Cracker gave an opportunity to the participants to show their skills in the database management. It had a participation of 37 teams, each having up to 2 participants. In Need For Speed, the fast and furious participants raced to the finish line at a blazing speed. It had a participation of 81 participants. Meme War gave a spotlight to the art form that defines this generation. Participants had to show their creativity and sense of humor by creating the best memes. It had a unique elimination round that took place on social media on the days leading up to the event. The event was capped off by a meme quiz and an IT themed final round. It had a participation of 20 teams, each having up to 2 participants.







Mostly all the events had two rounds. The first round was the elimination round and the second was technical round. These two days were fully packed with joy and excitement not only by our participants but from the volunteers and coordinators as well. The winners were from different colleges but many colleges bagged a large number of awards including LJ College of Engineering, St. Xaviers Institute of technology and KS School of business management.

The festival was capped off with an energetic closing ceremony. The winners were given awards and other prizes to reward their talent and skills. The ceremony was blessed with the presence of Dr. Bharti Pathak (HOD, School of Commerce), Dr. B.S Agrawal and Mr. Kedar Bhatt (Former Incharge Director).







