



FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING  
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## **Stratagem 2k23 Report 2023**

The Students' Council of Fr. Conceicao Rodrigues College of Engineering successfully held Hackathon, fondly known as Stratagem 2k23, from the 17<sup>th</sup> and 18<sup>th</sup> of March 2023. A hackathon, also known as 'Codefest', is a social coding event that brings computer programmers and other interested people together to improve upon or learn new skills and techniques

**Name of the event:** Stratagem 2k23

**Date of event:** 17<sup>th</sup> and 18<sup>th</sup> March 2023

**Location of the event:** Fr. Conceicao Rodrigues College of Engineering (Lab 710), Bandra, Mumbai.

**Number of Faculty members attended:** 1

**Number of Students attended:**500

### **Participation:**

The first domain of Stratagem 2k23 was 'Web/App development' covering the topics of web development and app development. There were a total of 100 participating teams for this domain. Each team has 2-4 members each. Participants were provided with a problem statement to work on in a stipulated time of 24 hours.

The next and final domain of the Stratagem 2k23 event was 'Game development'. This domain was included in Stratagem 2k23 for the first time bringing it into the limelight. A total of 20 teams participated in this domain. As of the other domains there were no problem statements for this domain, it was open for all genres of games.



### **Planning:**

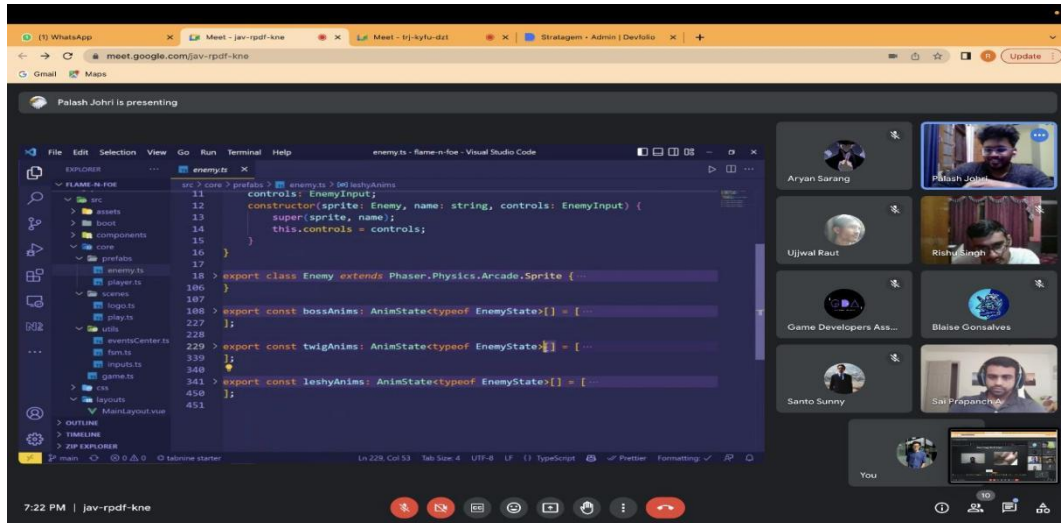
Planning for the Stratagem 2k23 began in the 2<sup>nd</sup> week of February 2023. Weekly planning meetings were held with an hour-by-hour timeline available to the organizers team and technical volunteers before the event

### **About Stratagem 2k23:**

On 17<sup>th</sup> -18<sup>th</sup> October 2022, Hackathon, “Stratagem 2k23” was held. It was organized by the Game Developers Association (GDA). Hackathon provided student contributors to strengthen soft skills like leadership, mentoring and communication. It also provided an opportunity to explore their technical, coding and development skills. probe their domain of interest, discover and develop new skills, overcome their weak areas and compete for fame and glory. The primary goal of this event was to boost the innovation culture and further establish the idea-sharing, effective collaboration and creativeness driven by enthusiasm towards a shared goal. The hackathon allowed the participants to connect with Industry personnel’s, faculty mentors, and most importantly, with each other.

### **Publicity and Public relations:**

The senior PR council members divided the work equally amongst themselves as well as all the junior council members of the council and divided the number of colleges thus covering most of the engineering colleges of India. Posters were put up on all the social media platforms and were also published to a larger number of audience with the help of our media sponsors. Banner was put up in the college premises near the office and canteen so that maximum students could come to know about the Hackathon. Social Media platforms like Instagram, Facebook and LinkedIn were used to advertise about the Hackathon. As a result of effective publicity we received a whopping 500 plus registrations from across different colleges including IITs, NITs and some top engineering colleges all over India.



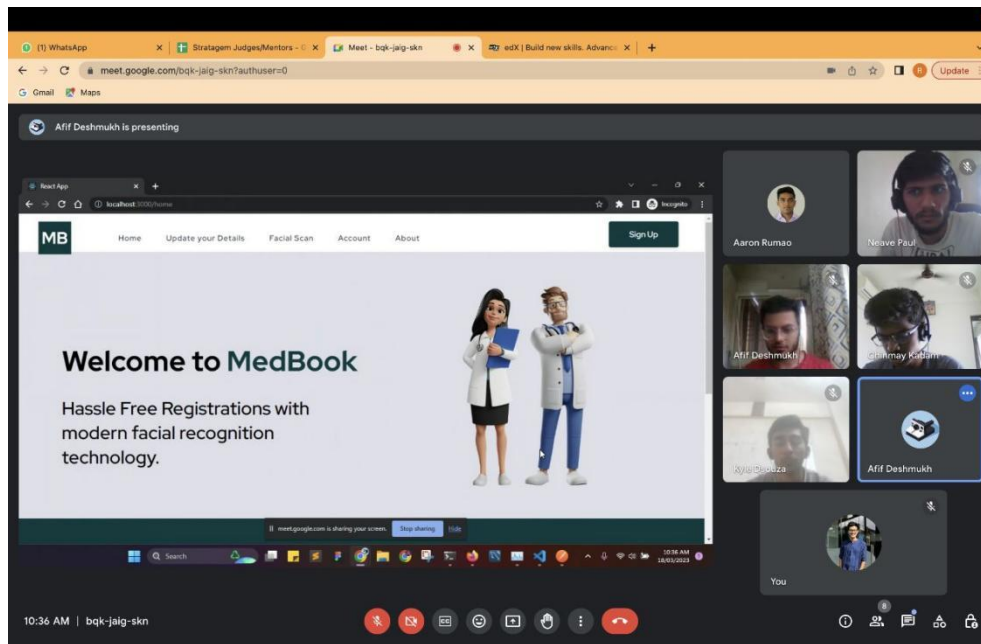
### Timeline of Stratagem 2k23:

The event began on 17<sup>th</sup> March, 2023 at 6pm with an inauguration speech by the speakers Blaise Gonsalves and Shreya Katkar. The problem statement for the Web/App development was released to the participating teams.

The event was conducted online. The participating teams were managed through online mode of communication. The management team were present in the college throughout the event .

After the problem statement, all the students were given 24 hours to do their best to solve it. And our management team was online with teams to help with all the queries and any sort of problems.

From 8pm - 10pm a mentoring round was conducted for all the teams from both the domain. Judging for round 1 was done from 10am to 12pm. The final round was over by 6pm to 7pm. And the event was concluded by 9pm with the closing ceremony.



## **Winners:**

After the event was over , the winners were announced from each domain.

Game dev domain:

First prize: THE BOYZ

Second prize: GDSC CASHFLOW

Third prize: SoloLevelling

Web/App dev domain:

First prize: Technocrats

Second prize: WebScripters

Third prize: Team Void Main()

In conclusion, the event was a great success, thanks to the hard work and dedication of everyone involved. The attendees had a wonderful time and the feedback received was overwhelmingly positive. Overall, it was a memorable experience that left everyone feeling inspired and motivated. We look forward to organizing similar events in the future and continuing to create opportunities for networking in our community.

## **Feedback from Students:**

We received great feedback from all the participants through the feedback form and whatsapp regarding the entire event.

