REPORT ON TWO-DAY INTERCOLLEGIATE TECHNICAL EVENT

"TECH TREK @ ATME"

The Department of Computer Science and Engineering at ATME College of Engineering, Mysuru, successfully organized a two-day intercollegiate technical event titled "TECH TREK @ ATME" on 28th and 29th April 2026 under the CSI Student Chapter. The event aimed to provide students with a platform to showcase their technical skills, creativity, innovation, teamwork, and problem-solving abilities through various technical and non-technical competitions.

The event was organized to encourage experiential learning, technical exposure, and collaborative participation among students from different institutions. The competitions and activities conducted during the event focused on enhancing analytical thinking, communication skills, coding abilities, innovation, and team coordination.

The event was coordinated by the Department of Computer Science & Engineering faculty members Dr.Drakshayini K B and Mrs.Bindhushree V and CSI student coordinators, whose dedicated efforts ensured the smooth conduct of all activities.

The event witnessed enthusiastic participation from students across various colleges and received an overwhelming response from participants, faculty coordinators, and student volunteers.

Objectives of the Event

The event was organized with the following objectives:

1. To provide a platform for students to showcase technical and innovative skills.
2. To encourage intercollegiate collaboration and healthy technical competition.
3. To enhance teamwork, communication, leadership, and analytical abilities.
4. To promote participation in CSI-related academic and technical activities.
5. To encourage innovative thinking and problem-solving approaches.
6. To bridge the gap between academic learning and practical exposure.
7. To improve student confidence through active participation and competitive learning.

Day 1 – 28th April 2026

Events Conducted:

- Ideathon
- Mind the Code

Detailed Description – Day 1

The first day of TECH TREK @ ATME focused on innovation, coding skills, technical creativity, and problem-solving activities. The inaugural session introduced participants to the objectives of the event and highlighted the importance of technical competitions in enhancing practical learning experiences.

The Ideathon event encouraged students to present innovative ideas and practical solutions to real-world problems. Participants actively engaged in brainstorming sessions, idea presentations, and technical discussions. Judges evaluated the teams based on creativity, feasibility, technical approach, and presentation skills.

The Mind the Code event tested participants' programming knowledge, debugging skills, and logical thinking abilities through coding challenges and output prediction rounds. Students enthusiastically participated in solving coding-based problems and technical tasks within the given time limits.

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The sessions witnessed active participation from students, creating a highly energetic and interactive learning environment.

Session Time	Event	Highlights
9:00 AM – 10:30 AM	Inauguration & Event Briefing	Introduction to the event and competition guidelines
10:45 AM – 12:30 PM	Ideathon	Innovation, idea presentation, problem-solving

1:30 PM – 3:00 PM	Ideathon Presentation Rounds	Innovation, idea presentation, problem-solving
3:15 PM – 5:00 PM	Mind the Code	Coding challenges, debugging, logical thinking

Table 1: Day 1 Session Breakdown

Detailed Description – Day 2

The second day of the event focused on teamwork, analytical thinking, technical aptitude, and collaborative learning activities.

The Technical Treasure Hunt event tested students' logical thinking, technical knowledge, and teamwork skills through multiple problem-solving rounds and clue-based activities. Participants enthusiastically collaborated in teams to solve technical puzzles and challenges.

The Logic Vs Logic competition focused on analytical thinking, technical aptitude, and communication abilities. Students actively participated in discussions, technical debates, and reasoning-based problem-solving activities.

Various interactive technical activities and engagement sessions were also conducted during the day to encourage participation, communication, teamwork, and collaborative learning among students.

The valedictory session concluded the event with prize distribution and appreciation for all participants, coordinators, faculty members, and volunteers who contributed to the successful execution of the program.

Session Time	**Event**	**Highlights**
9:00 AM – 10:30 AM	Technical Treasure Hunt	Teamwork, logical reasoning, technical puzzles
10:45 AM – 12:30 PM	Logic Vs Logic	Technical aptitude, discussions, analytical skills
1:30 PM – 3:00 PM	Interactive Technical Activities	Communication and collaborative activities

3:15 PM – 5:00 PM	Valedictory & Prize Distribution	Prize distribution and event conclusion

Table 2: Day 2 Session Breakdown

- **tudent Participation and Engagement**
- The event recorded enthusiastic participation from students belonging to various institutions. Students actively engaged in all competitions and technical activities with great interest and competitive spirit.
- Participants appreciated:
- Interactive technical events
- Team-based problem-solving activities
- Innovation and idea presentation opportunities
- Coding and analytical competitions
- Effective coordination and event organization
- Exposure to intercollegiate technical platforms
- The two-day intercollegiate technical event “TECH TREK @ ATME” successfully achieved its objective of encouraging innovation, collaboration, and technical excellence among students.
- The Department of Computer Science and Engineering extends sincere gratitude to the management, faculty coordinators, student coordinators, volunteers, judges, and participants for their valuable support and contribution towards the successful execution of the event.
- Overall, the event provided an excellent platform for students to enhance their practical knowledge, teamwork abilities, technical confidence, and communication skills.
- **Learning Outcomes**

- At the end of the event, students gained the following outcomes:
- Improved problem-solving and analytical thinking skills.
- Enhanced technical and coding knowledge.
- Better teamwork and communication abilities.
- Exposure to innovation and technical presentation skills.
- Increased confidence in participating in technical competitions.
- Better understanding of collaborative learning and practical applications.
- Motivation towards technical creativity and innovation.

PO Addressed	PSO Addressed
PO1, PO2, PO3, PO5, PO9, PO11	PSO1, PSO2