

IMPETUS 18.0

Powered by Bangalore University

Automation-The Next Dimension

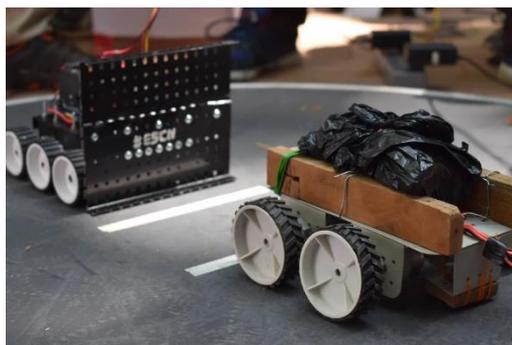
IEEE UVCE Student Chapter conducted its 18th technical fest IMPETUS 18.0 on 23rd and 24th March 2018. The Chief Guest of the fest, Mr. Bhaktha Keshavachar, founder and CTO of Ezetap, was a source of inspiration to all of us. The event was graced by the presence of the Guest of Honour, Dr. Kumudhini Ravindra from Innomantra consulting Pvt. Ltd., IEEE Bangalore Section Chairperson Sudeendra Koushik and The Principal of UVCE, Dr. Venugopal K R.



The fest witnessed students from various colleges across Bangalore who participated in the following events that were conducted over the period of 2 days:

- **Sumo Wars:** It was a Manual robotics challenge with the main idea being to push the opponent's bot out of the ring. Participating teams had to build their own bot and compete in a one on one battle.
- **Code Storm:** Code storm was a coding competition. The first round was a written test. Participants were given questions on logical, mathematical and programming questions. 8 teams were shortlisted to the 2nd round and the selected teams had to solve 5 problem statements in a time-span of 3 hours.
- **Robo Soccer:** The game consisted of two teams having two wireless robots each playing soccer against each other. The game consisted of two halves, 5 minutes each. A ball was placed at the center of the arena at the beginning of the match. At the end of the game the team with highest score was awarded.
- **Tech Charades:** In the 1st round, a power point presentation was shown to the participants and it comprised of logos and taglines of famous brands which they had to guess, it also included a few voice clips which they had to identify. The teams were also given a crossword based on technology.
- **Marvel mania:** It was an event based on Marvel Universe. It included three rounds, namely, a general quiz about Marvel Studios, to come up with the best solution for a given problem statement, building a story based on a given scenario, with the marvel heroes gained in auction.
- **Automania:** It was a quizzical based automotive and automation event where in participants showcased not only their technical skills but also their innovative skills.
- **Steal Jobs:** It was a competition to get the experience of placements. The first round was an online aptitude test. The second round was group discussion and few of them from this round qualified for the interview round (final round).

- **Ucypher:** Ucypher was a computer gaming event consisting of Counter Strike, NFS and FIFA.
- **Enigma:** Participants were provided with an android app that contained puzzles related to the college. Cracking the puzzles lead them to specific location within the campus where they had to scan the QR codes with that app to get their answer evaluated and move on.
- **Neutral Oxide:** This event consisted of two rounds. The first round was a treasure hunt in which participants had to find their 4th teammate in the college by solving the given riddles. The second round was a classical jamming round.
- **IT-Wiz 2.0:** This was the technical quiz and also the opening event for Impetus 18.0. First round was general topics round followed by the buzzer round. The last round ended with “Jeopardy”.
- **Spektrum:** The first two rounds was a quiz based on the content, weight, cost of groceries and Pictionary respectively. In the 3rd round the participants had to solve simple trigonometric equations, anagrams, encoded clues to reach their destination where they had to search for the next clue and move on.
- **So you think it’s over? :** The first round comprised of general aptitude. The teams which were selected proceeded with great enthusiasm to the puzzle round. The third round comprised of a treasure hunt in which all the participants were exploring the campus finding clues.
- **Electrophilia:** It was a complete electronics based event with three rounds.
Round 1: This was an elimination round where a cross word was given.
Round 2: This round was a treasure hunt where the clues were Boolean expressions which lead them to places inside the campus.
Round 3: In the final round, the teams were given a problem statement and were asked to build a circuit with the given components.
- **Cyborg:** The event saw to the vocabulary and communication skills of the participants. In the 1st round, the participants had to create smaller words out of the given words. In the 2nd round, teams had to come up with a solution for a practical situation presented to them. The final round was “Air crash”.



- **VR & X-BOX Kinect:** The PlayStation VR and the Xbox Kinect Stall had a good response by the people attending the fest. It gave a new sort of experience to the people who took part in it. The Kinect was a hit among those who wanted to compete against their friends in virtual boxing, while the VR was a hit among those who wanted to experience something really new and interesting
- **Tech Mark:** The 1st round included marketing a failed product by designing it on a poster. In the 2nd round the participants had to explain the poster of the first round through mad ads. In the 3rd round the participants had to asses failed startups and give new and innovative idea for their re-launch.

- **Mech Or Break:** This was a pitstop event, which had participants competing in teams to see who could disassemble and reassemble specified parts of a go-kart in the least amount of time.
- **Vaaksamara:** It was a Kannada debate. The participants had to speak for 4+1 minutes on the given topic and were shortlisted based on their performances. Selected participants were segregated and the participants had to speak for and against the topic.
- **Summit:** SUMMIT was IEEE UVCE's flagship event at IMPETUS. It was a Student Parliament where students participated and presented their ideas and views to the judges regarding the solution to the problem statement 1 given two days before the event. Shortlisted teams were given problem statement 2 on the day of Summit and were asked to discuss solutions for the same with the judges and the other students.
- **Laser Tag:** Laser tag was a fun gaming event that comprised of laser sensitive jackets and laser firing guns. IEEE UVCE implemented this for the first time, built with student designed arena during IMPETUS 18 using the items available like water drums, benches, barricades etc. As the fee was student friendly, the event witnessed 300+ participants from different colleges. Feedbacks from the participants were overwhelming.
- **Appathon:** The Students were asked to come with an interactive restaurant management app. The shortlisted participants were asked to come up with an app which would help fest organizers in enabling Online Registrations for various events held during a fest.

Events like Electrophilia, Laser Tag and VR Play arena attracted maximum crowd. The fest witnessed participants from various colleges. Few of them being from NHCE, DSCE, BMSCE, CMRIT, JSS, MVIT, Josephs, East West College, Sambharam, Sapthagiri, SKSJIT, SVCE, Vemana, BMSIT etc. The spirit and enthusiasm lasted throughout the fest. The winners were awarded for their magnificent performances. The day ended with presenting mementos to IEEE Alumni.

