



AD-301	Activity Report	Academic Year: 2025-26
Rev-00		Semester: V/VII

DEPARTMENT OF COMPUTER ENGINEERING

Particulars	Description
Activity	TechFest 2026
Activity level	Institute Level Activity
Title	Project Competition and Hackathon
Speaker / Resource Person	<ul style="list-style-type: none">• Mr. Gorakh Shewale – Full Stack Developer, Softcrowd Technologies, Nashik• Prof. Sandip Shukla – Assistant Professor, Guru Gobind Singh College of Engineering, Nashik• Mr. Tejas Bodke – NEXTIN Soft Pvt. Ltd.• Mr. Akif Khan – CEO and Founder, NerdTech
Organized by	Department of Computer Engineering, LOGMIEER
Venue	Room No. 330 and Computer Laboratory 309, LOGMIEER Campus
Date & Time	27 February 2026, 10:00 AM to 4:00 PM
Objectives of the activity	<ul style="list-style-type: none">• To provide a platform for students to showcase their innovative technical projects.• To enhance programming, logical thinking, and problem-solving skills.• To encourage teamwork and collaboration among students.• To motivate students to develop real-world software and technical solutions.• To promote creativity and innovation in the field of computer engineering.
Outcomes of activity	<ul style="list-style-type: none">• Students gained practical experience in project development and coding.• Participants improved their problem-solving and analytical skills.• Students developed confidence in presenting technical ideas and projects.• The activity enhanced students' teamwork and

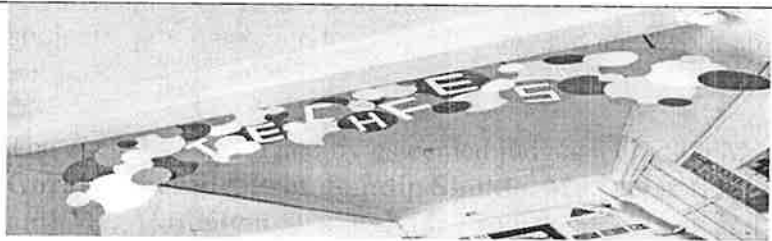
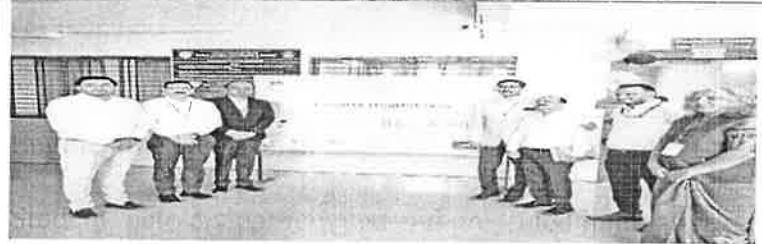
	<p>communication abilities.</p> <ul style="list-style-type: none"> • Students were encouraged to participate in future technical competitions and innovation activities.
Targeted participants	Students of Second Year (SE), Third Year (TE), and Final Year (BE) of the Computer Engineering Department.
Total no. of participants, Participation %	<ul style="list-style-type: none"> • Total Participants: Approximately 90–100 students • Participation Percentage: Around 85% participation from eligible students.
Content of the activity	<p>The TechFest 2026 event consisted of two main competitions:</p> <p>1. Project Competition: Students presented innovative technical projects related to software applications, web development, networking, and emerging technologies. Participants demonstrated the working model of their projects and explained their ideas, development process, and practical applications.</p> <p>2. Hackathon: Students participated in a coding competition where they solved programming challenges and developed solutions within a limited time. Teams worked together to design efficient and creative solutions to real-world problems.</p> <p>The projects and hackathon solutions were evaluated by the judges based on innovation, technical knowledge, presentation, and implementation.</p>
Relevance to POs	<p>PO1: Engineering Knowledge</p> <p>PO2: Problem Analysis</p> <p>PO3: Design and Development of Solutions</p> <p>PO9: Individual and Team Work</p> <p>PO10: Communication Skills</p>
Relevance to PSOs	<p>PSO1: Application of programming languages and computing technologies to develop solutions.</p> <p>PSO2: Ability to design and implement innovative computing-based projects.</p>
Methodology used	<ul style="list-style-type: none"> • Project demonstration and presentation by students • Hackathon coding competition • Evaluation by industry experts and faculty members • Interactive feedback session with judges
Brief Description of the Activity	<p>The Department of Computer Engineering at LOGMIEER organized TechFest 2026 on 27 February 2026. The event was conducted in Room No. 330 and Computer Laboratory 309. The festival included a Project Competition and Hackathon Competition for SE, TE, and BE students of the Computer</p>

Engineering Department.

Students actively participated and presented innovative technical projects. The hackathon competition tested the students' programming, logical thinking, and teamwork abilities within a limited time.

The event was evaluated by esteemed judges including **Mr. Gorakh Shewale, Prof. Sandip Shukla, Mr. Tejas Bodke, and Mr. Akif Khan**, who provided valuable feedback and guidance to the students. The event successfully encouraged innovation, creativity, and practical learning among students.

Geo- tag photos of the Activity





Prof.H.P.Bhabad

Activity Coordinator

Dr.B.S.Shirole

HOD

Prof.S.S.Punde

Dean Academic

Prof.N.V.Kapade

IQAC Coordinator

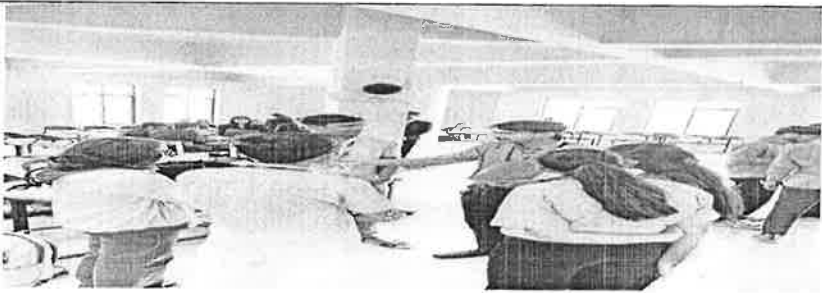




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DEPARTMENT OF COMPUTER ENGINEERING

Particulars	Description
Activity	TechFest 2026
Activity level	Institute Level Activity
Title	Project Competition
Speaker / Resource Person	<ul style="list-style-type: none">• Mr. Tejas Bodke – NEXTIN Soft Pvt. Ltd.• Mr. Akif Khan – CEO and Founder, NerdTech
Organized by	Department of Computer Engineering, LOGMIEER
Venue	Room No. 330, LOGMIEER Campus
Date & Time	27 February 2026, 10:00 AM to 4:00 PM
Objectives of the activity	<p>To encourage students to develop innovative technical projects.</p> <p>To provide a platform for students to present their technical ideas.</p> <p>To enhance creativity, programming skills, and problem-solving abilities.</p> <p>To promote practical learning and application of computer engineering knowledge.</p>
Outcomes of activity	<p>Students gained experience in project development and presentation.</p> <p>Participants improved their technical and communication skills.</p> <p>Students learned how to apply theoretical knowledge to real-world problems.</p> <p>The activity motivated students to participate in future technical events.</p>
Targeted participants	Students of Second Year (SE), Third Year (TE), and Final Year (BE) of the Computer Engineering Department, as well as students from other colleges who participated in the competition.
Total no. of participants, Participation %	Approximately 90–100 students participated in the event, including students from the Computer Engineering Department and other colleges, with around 85% participation.
Content of the activity	The Project Competition was organized as a part of TechFest

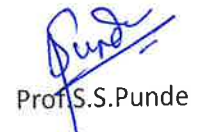
	<p>2026. Students from SE, TE, and BE presented innovative technical projects related to software development, web applications, networking, and other emerging technologies.</p> <p>Participants demonstrated the working models of their projects and explained the concept, development process, and real-world applications. The judges evaluated the projects based on innovation, technical implementation, presentation skills, and usefulness of the project.</p>
Relevance to POs	<p>PO1: Engineering Knowledge</p> <p>PO2: Problem Analysis</p> <p>PO3: Design and Development of Solutions</p> <p>PO9: Individual and Team Work</p> <p>PO10: Communication Skills</p>
Relevance to PSOs	<p>PSO1: Application of programming and computing technologies to develop software solutions.</p> <p>PSO2: Ability to design and implement innovative computing projects.</p>
Methodology used	<p>Project presentation and demonstration by students</p> <p>Evaluation by industry experts</p> <p>Interactive discussion and feedback session</p>
Brief Description of the Activity	<p>The Department of Computer Engineering at LOGMIEER organized a Project Competition under TechFest 2026 on 27 February 2026 in Room No. 330. Students from SE, TE, and BE participated enthusiastically and presented innovative technical projects.</p> <p>The projects were evaluated by Mr. Tejas Bodke from NEXTIN Soft Pvt. Ltd. and Mr. Akif Khan, CEO and Founder of NerdTech. The judges appreciated the creativity and technical knowledge of the students and provided valuable feedback for improving their projects. The event successfully encouraged innovation, teamwork, and practical learning among the students.</p>
Geo- tag photos of the Activity	




Prof. R.M. Shaikh

Activity Coordinator


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Prof. S.S. Punde
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