Reports on Technical Fest

A/Y- 2023-24

Technophilia 3.0 Inaugural Day

Technophilia 3.0, the annual flagship tech fest of The Assam Royal Global University, was organised by The Royal School of Engineering and Technology and Royal School of Information and Technology with great enthusiasm. The inaugural day was on the of 12th October. The event aims to celebrate innovation, foster creativity, and bring together tech enthusiasts from diverse backgrounds. This year's edition will witness an array of activities, from technical competitions to informative workshops, offering a platform for students, tech professionals, and technology enthusiasts to come together and explore the latest advancements in the world of technology.

The event commenced with an exciting inaugural ceremony, graced by esteemed Chief Guest of the day Dr. Murthy Remilla, Head of Project Management, Human Spaceflight Group of The Indian Space Research Organization (ISRO), our Guest of Honour Dr. Pradeep K Das, Professor, Department of Computer Science and Engineering, Indian Institute of Technology, Guwahati our distinguished guest, Biswajit Hazarika, Managing Director of Trans Virtual Pvt. Ltd and Prof. Digonto Sengupta, Associate Professor, Department of Computer science and engineering, Heritage institute of Technology, Kolkata, esteemed dignitaries of RGU Honourable Vice Chancellor (Prof.) Dr. Sanjay Pratap Singh, Pro-Vice Chancellor Dr. Rohit Singh, Registrar Dr. Diganta Munshi, Deputy Registrar Mr. Shamim Goney, Dean Academics Prof. Dr. Ankur Ganguly and students.

The inaugural ceremony also included the launch of the annual magazine of RSET and RSIT, "Projukti 2.0"
A significant attraction on the first day was a series of competitive events. These included coding competitions, robotics challenges, and hackathons that pushed participants to showcase their technical prowess and problem-solving skills. The participants were engaged in fierce but friendly battles, demonstrating their abilities to innovate and excel in the tech world.

The various events that took place are: AutoCAD, Hack-a-thon, Mobile Photography, Gaming (which included Fifa, Valorant, Battlegrounds Mobile India), E-Illustrate, Poster Designing, Innovanza, Rob-o-lympics (which included Bot Battle, Robo Soccer, Robo Race, Underwater Bot Challenge), Sustainable Technology, and Quizzix
A total of 700 participants from 15+ institutions across North-East India, like Indian Institute of Technology Guwahati, Assam Engineering College, SPM IAS Academy etc., took part in the various events that took place.
The first day of Technophilia 3.0 ended with a band performance by The Unknown Band feat. James Tenzing.

Technophilia 3.0

Date: 12th and 13th October
Location: The Assam Royal Global University, Guwahati, Assam
Organized By: Royal School of Engineering and Technology and Royal School of Information Technology

Introduction:

Technophilia 3.0, the annual flagship tech fest of The Assam Royal Global University, was organised by The Royal School of Engineering and Technology and Royal School of Information and Technology with great enthusiasm on the 12th and 13th of October. The event aimed to celebrate innovation, foster creativity, and bring together tech enthusiasts from diverse backgrounds. This year's edition witnessed an array of activities, from technical competitions to informative workshops, offering a platform for students, tech professionals, and technology enthusiasts to come together and explore the latest advancements in the world of technology.

Day 1 Highlights

- Inauguration Ceremony:

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- Technical Competitions:

A significant attraction on the first day was a series of competitive events. These included coding competitions, robotics challenges, and hackathons that pushed participants to showcase their technical prowess and problem-solving skills. The participants were engaged in fierce but friendly battles, demonstrating their abilities to innovate and excel in the tech world. A total of 700 participants from 15+ institutions across North-East India, like Indian Institute of Technology Guwahati, Assam Engineering College, SPM IAS Academy etc., took part in the various events that took place.

The various events that took place are:

1. **AutoCAD:** A total of 24 participants from various institutes such as Assam Don Bosco University, Girijananda Chowdhury University, etc. This event was to test the designing skills and knowledge of perspective and assembly drawings of participants using 'AutoCAD' designing software application in a live competition.

2. **Hack-a-thon:** A total of 7 teams participated from various institutes such as Cotton Universiity, Assam Don Bosco University, etc. A social coding event that brings computer programmers and other interested people together to improve upon or build a new software program. The objective is to check the problem solving and coding skills of students.

3. **Mobile Photography:** A total of 36 participants took part in this event from various institutes like Goalpara Polytechnic, Scholars Institute of Technology and Management etc This event is to promote mobile photography as a form of art and expression, to encourage people to share their unique perspectives of the world through their mobile phone cameras. It provides a platform for photographers to showcase their work.

4. **Gaming:** This event includes games where participants can showcase their competitiveness. Immerse yourself in the competitive events, as top players clash, showcasing their skills in intense matches! Gaming involves three popular games:

- Fifa: A total of 62 participants took part in this event from Institutes such as Assam Downtown University, VIT Bhopal University, etc.
- Valorant: A total of 16 teams (112 Particiants) took part in this event from Institutes such as Assam DonBosco University, Girijananda Chowdhury University, etc.
- Battlegrounds Mobile India (BGMI): A total of 70 teams (350 Participants) took part in the event from different Institutes such as

5. **E-Illustrate:** A total of 7 participants participated from The Royal School of Engineering and Technology and other departments. A Logo Designing creative competition where participants are tasked with crafting unique and visually compelling logos using illustrative elements. This competition is for digital artists and enthusiasts to showcase their illustration by generating creative logos, using graphic designing software.

6. **Poster Designing:** A total of 9 participants from Royal Global University participated in the event. The objective behind the technical poster presentation is to communicate technical information or research findings in a visually engaging and concise manner. This competition is to judge the students based on their creative aspects and to trigger thought process among the students towards recent trends.

7. **Innovanza:** A total of 14 teams from various institutes such as NPS International School and different schools of Royal Global University participated in the event. An exhilarating and innovative event that captures the essence of creativity and entrepreneurship, much like the television show "Shark Tank". However, there's a unique twist – participants are not seeking capital investment. Instead, they come together to share their ground-breaking ideas, foster collaboration, and ignite the spark of innovation.

8. **Rob-o-lympics:** A total of 15 teams (60 participants) from various institutes such as Jorhat Engineering College, University of Science and Technology, Sanskriti the Gurukul. A series of competitive events with a twist! Instead of humans, Robots will be pitted against each other in Olympic events. Rob-O-Lympics includes:
   - Bot Battle
   - Robo Soccer
   - Robo Race
   - Underwater Bot Challenge

9. **Sustainable Technology:** A total of 10 teams from various institutes such as Bineswar Brahma Engineering College and various schools of Royal Global University participated in it. The intent was to draw students into the fold; to nurture from an early age a more sustainable and mindful approach to problem-solving. During this competition, students will devise solutions that are tech-based and are aligned to the larger goal of sustainable development.

10. **Quizzix:** A total of 16 teams (32 participants) participated in the event from various institutes such as AssamInstitute of Management and various schools of Royal Global University participated in it. This competition is toevaluate the knowledge of the participants within academics as well as beyond academics and to make themfamiliar with the prospects of quizzes and the objectivity of the questions. This competition will help students indeveloping interest in various domains, fostering competitive spirit and knowledge enrichment.

Special Mention:
A true testament of Technophilia was a class 7 Student from National Public School who participated in Innovanza. He came up with an extremely well rounded and thoughtful idea of "Smart Glove for Dumb and Deaf People." This shows us that technology is for everyone, anyone can innovate, anyone can create. The only limit is our imagination.
The first day of Technophilia 3.0 ended with a band performance by The Unknown Band feat. James Tenzing.

Day 2 Highlights:

Day 2 of Technophilia 3.0 featured a continuation of competitive events. Participants from various technical domainsexhibited their projects and innovations, allowing attendees to witness firsthand the incredible applications of technology.

The various events that took place on the second day are:

1. **Cosplay:** A total of 30 participants participated from various institutes such as National Forensics Sciences University, DPS Guwahati, etc participated in the competition. This competition is to immerse oneself in the world of a beloved character or fictional universe by creating a detailed and authentic costume portrayal! Cosplay allows individuals to express their creativity, pay homage to their favourite characters, and engage in a vibrant community of like-minded enthusiasts. Individuals can express their creativity, pay respect to their favourite characters, and participate in a thriving community of like-minded fans through Cosplay.
2. **Hack-a-thon:** The hack-a-thon continued from the first day.
3. **Mobile Photography:** Mobile Photography continued from the first day.
4. **Poster Designing:** Poster Designing continued from the first day.
5. **Structural Designing:** A total of 21 teams (84 participants) from various institutes such as Assam Don Bosco University, Scholars Institute of Technology and Management. This competition involves participants designing a structure such as buildings, bridges, etc according to a set criterion given by the judges. This allows individuals to express their creativity and enhance their problem-solvingskills.
6. **Gaming:** Gaming continued from the first day.
7. Rob-O-Lympics: Rob-O-Lympics continued from the first day.

A total of 800 participants from 20+ institutions.

Awards and Closing Ceremony

The event concluded with an awards ceremony to recognize the exceptional talent showcased throughout the fest. Prizes were distributed to winners of the various competitions. The closing ceremony featured a live performance by a local band called Mayur and Band, adding an entertainment element to the fest's conclusion.

Conclusion:

Technophilia 3.0 at The Assam Royal Global University successfully celebrated innovation and technology. It provided a platform for students, tech enthusiasts, and industry professionals to come together, share knowledge, and explore the limitless possibilities in the tech world. The fest not only encouraged technical excellence but also fostered a sense of community among participants.

With its remarkable blend of competitions, workshops, and inspiring talks, Technophilia 3.0 served as an ideal forum for learning, networking, and showcasing technical skills. It left attendees with a deeper understanding of the ever-evolving tech landscape and a newfound enthusiasm for contributing to its growth.

As Technophilia 3.0 ended, it left everyone eagerly anticipating the next edition, with the hope of even greater innovation, knowledge sharing, and technological breakthroughs.

Dance Competition at Technophilia

Technophilia Cultural Event

Two-day unique technology festival concludes in RGU
Guwahati, 30 June 2022: The second edition of annual technical festival of the Assam Royal Global University (RGU) "Love for Technology" started on 29th June, successfully completed its second day.

Prof. (Dr.) Shyamanta M Hazarika Department of Mechanical Engineering, IIT Guwahati graced us with his technical session in the event of Tech-Talk. Prof. (Dr.) Shyamanta M Hazarika talked about technologial advances, particularly in Artificial Intelligence and Robotics that are being applied broadly in society and increasingly in healthcare including neurorehabilitation. He also elaborated that robotic neurorehabilitation is an emerging field that seeks to incorporate advances in AI and Robotics combined with neuroscience and rehabilitation, to define new methods and algorithms, for treating problems related with neuro-motor coordination, evolving novel strategies for motor therapy.
 The second day of Technophilia has nothing less to offer than first day as it was attended by many technology savvy participants from across Assam, students of RGU and faculty members.

It needs to be mentioned that around 1500 students across Assam attended the fest and many of them taken part in the various technological events which were organized on the second day of the festival, which includes E-Illustrate- a web-designing competition, Innovanza, Sci-Fi Cosplay and Brainiac.
The festival concluded on 30th June in the evening with a grand closing ceremony where many student artists gave spectacular performances. In the closing ceremony Prof. (Dr.) Aniruddha Deka has briefed everyone with the report of 2-day tech fest Technophilia 2.0 and expressed his appreciation for the convenor, faculty coordinators, student heads and volunteers for making Technophilia a big success.

The Assam Royal Global University
Royal School of Information Technology
A Report on Technophilia

The Royal School of Information Technology (RSIT) organised its first ever tech fest named **Technophilia** on 9th and 10th November, 2017 at The Assam Royal Global University. This included events like Invited Talk, Photoshop, Movie Making, Fifa 18 and Counter Strike: GO. The Inaugural ceremony was graced Prof. Manab Deka, Director, GUIST. Prof. Deka shared his valuable insights on the importance and utility of organising such fests and its impact on the students on a professional level.

For its first edition, nearly 60-70 students within the University from various schools participated in events like Photoshop, Fifa 18 and Counter Strike: GO and have been awarded a total prize pool worth Rs. 5000/-.

A glimpse of the various activities at Technophilia 1.0