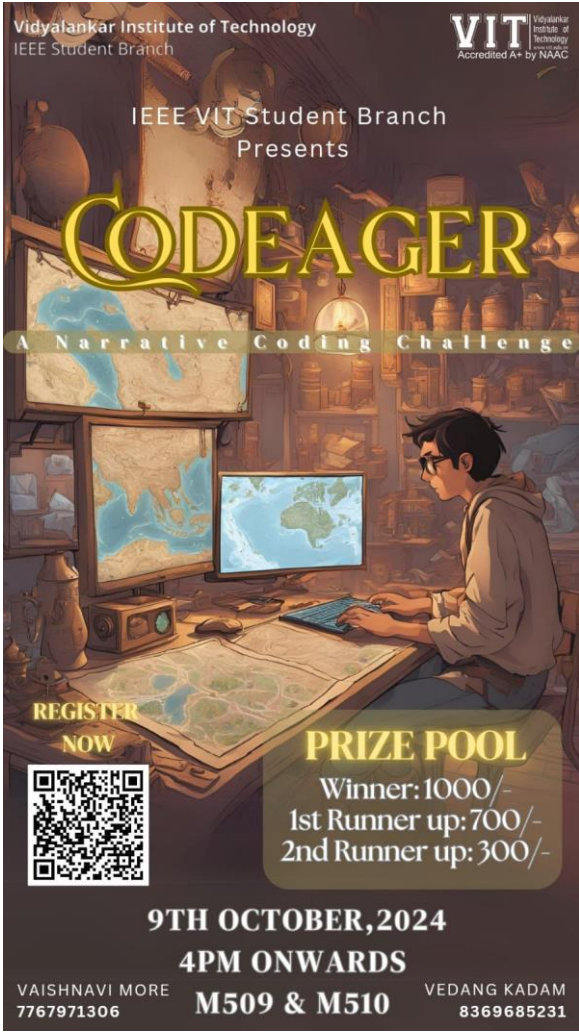


Name of institute:	Vidyalankar Institute of Technology
Committee Name:	IEEE-VIT
Activity Title:	Codeager: "A Narrative Coding Challenge"
Activity date, time and venue:	<p>Date: 9th October 2024 Day: Wednesday Time: 4:00 PM to 6:30 PM Platform: M509 – M510</p>
Event Registration Link:	https://forms.gle/nZ85Daaocme9jT2L6
Feedback Form Link:	
Event Poster:	

**Activity Conduction
Report:**

- The event, Codeager: A Narrative Coding Challenge, began at 4:30 PM in rooms M509 and M510. It was a coding competition where participants showcased their skills in solving coding problems within a set time frame.
- The event provided a platform for participants to demonstrate their technical expertise and problem-solving abilities in the field of competitive programming.
- The challenge was a team-based competition, with each team consisting of two members. Participants were tasked with solving 8 coding problems within 105 minutes.
- Each team received a unique team ID and entered the competition area, where they worked collaboratively to solve coding problems. The event tested participants' coding skills, critical thinking, and problem-solving abilities under time pressure.
- The challenge involved various tasks, including downloading input files for specific problems and saving them on their desktops to work on. Each team was allowed to use up to three hints throughout the event, but only one hint per question.
- Participants had the flexibility to use any IDE and programming language of their choice. However, they were required to switch their search engines to Yahoo and using AI assistants or code generation tools such as ChatGPT, Copilots, Blackbox.AI, or Gemini was strictly prohibited.
- The organizing team ensured that rules were followed, prohibiting communication between members of different teams during the competition.
- Teams progressed through the coding problems, with volunteers monitoring their progress and ensuring the smooth running of the event. Volunteers only intervened when necessary to keep the competition fair and on schedule.
- The team that solved the most questions in the least amount of time would be declared the winner. In the event of a tie, the team that completed the tasks in the shortest time would win. Teams had to solve at least four questions to be eligible for prizes.
- The results were announced later on the official handles of Codeager , followed by a group photo with participants, volunteers, and organizers.

- The organizing team extended heartfelt thanks to all participants for their enthusiastic involvement and expressed special appreciation for the volunteers, whose dedication ensured the event ran seamlessly.

Attendance response /	No. of workforce	No. of Core	No. of students	No. Of Faculty	Total
	20	25	60	0	105

Further scope / continue this activity?

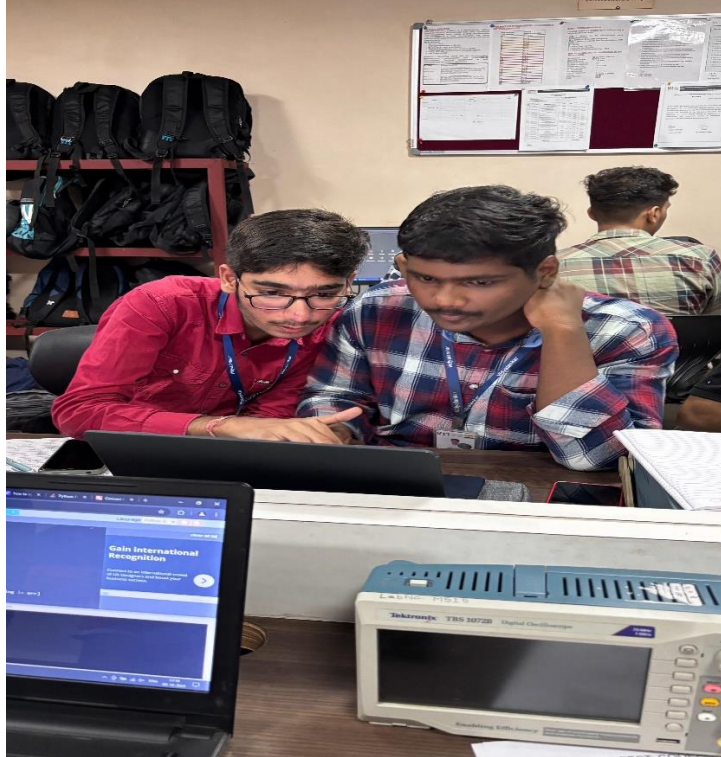
The Codeager event could grow by increasing the complexity of problems to challenge participants at different skill levels and incorporating real-world scenarios.

Expanding the event to include regional or national competitions would increase its reach. Pre-event workshops, post-event feedback, and networking sessions with industry experts would also add value, enhancing participants' learning and professional growth.

Integrating advanced tools and technologies could further elevate the competition's relevance and appeal.

Glimpses from the webinar







Event Report made by:	Swastik Umesh Nayak
Approval by Convenor- Prof. Pranita Padhye	