



TECHNO-FEST 2026

Department of Artificial Intelligence & Data Science

Event 1- SKH HackFest 2K26

Event 2 Adventure with AI

- a. AI Prompting- PromptCraft
- b. Free Fire
- c. Neon Cricket

Event 1- SKH HackFest 2K26

Rules for SKH HackFest 2K26 (Offline Hackathon)

1. Problem Statement Selection

- Each team must select **only ONE problem statement** from the officially provided list.
- Teams opting for **Open Innovation (OI-01)** must clearly define and justify their problem.
- Submissions outside the provided problem statements (except OI-01) will be **rejected**.

2. Day 1 (17/04/2026 - 9am to 4pm): - PPT Submission Guidelines (Round 1)

- Teams must **strictly use the provided PPT template** for submission.
- The PPT must include:
 - Problem Statement ID
 - Proposed Solution
 - Technical Approach & Architecture
 - Tech Stack
 - Feasibility & Impact
- Any submission not following the template will be **disqualified without evaluation**.

3. Day 2 (18/04/2026 - 9am to 4pm): - Module Making and Presentation Guidelines (Round 2) / Hackathon Execution (Day 2- Final Round)

- All development must be done **within the hackathon duration**.
- Pre-built templates, APIs, and open-source libraries are allowed.
- Pre-existing full projects are **strictly prohibited**.
- Teams must Build a working prototype/module based on your Round 1 idea.
- **Deliverables:**
 - Functional demo of the module
 - Documentation (workflow, architecture, usage)
 - Final presentation (10–12 minutes)



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LATE G. N. SAPKAL COLLEGE OF ENGINEERING

Kalyani Hills, Anjaneri-Vadholi, Trimbakeshwar Road, Dist: Nashik - 422 212 (India)
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4. Team Formation

- Each team must consist of **3 to 5 members**.
- Cross-department teams are allowed.
- A participant can be part of **only one team**.

5. Registration & Payment

- Registration fee is **₹50 per participant**.
- Entries without valid payment proof will be **rejected**.

6. Project Requirements

- Teams must present a **working MVP (Minimum Viable Product)**.
- PPT-only or idea-only submissions will **not be evaluated**.
- Final solution must align with the selected problem statement.

7. Submission Requirements

- All teams must upload their code to a **public GitHub repository** before final evaluation.
- Use of AI tools (ChatGPT, Copilot, etc.) is allowed but must be **clearly disclosed**.

8. Evaluation Criteria

Projects will be judged based on:

- Innovation & Creativity
- Technical Implementation
- Real-world Impact & Feasibility
- Working Prototype & Demo
- UI/UX Design

9. Fair Play & Disqualification

- Plagiarism or copying will result in **immediate disqualification**.
- Fake payment proofs or incorrect details will lead to rejection.
- Any form of malpractice will not be tolerated.

10. Logistics & Responsibility

- Teams must bring their own required hardware (if any).
- Basic internet and power supply will be provided.
- Participants are responsible for their own devices and data.

11. Accommodation & Resting Policy



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- **No accommodation will be provided** for participants during the hackathon as the competition is in working hours only.
- A **common resting area may be available**, but no separate sleeping arrangements will be provided.

12. Food & Refreshments

- Basic **meals and refreshments** will be provided during the hackathon at an additional cost.
- Participants are expected to **avoid food wastage**.

13. Attendance & Movement Rules

- All participants must be present during the **Hackathon duration**.
- Entry/exit during the hackathon will be **restricted and monitored**.
- Teams must be available at their designated workspace during evaluations.

14. Workstation & Resource Usage

- Each team will be assigned a **specific workspace**.
- Participants must **not occupy or disturb other teams' spaces**.
- Internet and power will be provided as shared resources—please use them responsibly.

15. Electrical & Device Safety

- Participants must bring their **own laptops, chargers, and extension boards (if needed)**.
- The college is not responsible for any **device damage or data loss**.

16. Code of Conduct

- Maintain **professional and respectful behavior** at all times.
- Any form of misconduct, harassment, or inappropriate behavior will lead to **immediate disqualification**.
- Follow all instructions given by the organizing team and volunteers.

17. Prohibited Activities

- Any illegal activity, substance use, or violation of college rules is **strictly prohibited**.
- Tampering with college property or network systems will result in **strict action**.

18. Emergency & Safety

- Participants must follow all **safety guidelines** issued by the college.



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- In case of emergency, immediately inform the **organizing team**.

19. Final Authority

- The decision of the organizing committee and judges will be **final and binding** in all cases.

Staff Coordinator: - Prof. S. S. Mergal
Mob.: 7798375872

Staff Coordinator: - Bhavesh D. Patil
Mob.: 9130351237

Event 2- Adventure with AI

a. AI Prompting: PromptCraft

Rules for AI Prompting: PromptCraft

1. Participation

- The event is open to all enrolled students of the college.
- Participants may compete individually or in teams of up to 2 members.
- Each team/individual may only register once and will be assigned a single domain.
- Domain assignment will be done by draw of lots on the day of the event.

2. Allowed Tools

- Participants may use any AI assistant: Claude, ChatGPT, GitHub Copilot, Gemini, etc.
- Web-based AI tools and browser extensions are permitted.
- Participants may use any code editor, browser, or development environment available on their machine.
- Use of pre-built templates downloaded before the event is NOT allowed.
- Participants may reference public documentation (MDN, W3Schools) but may not copy pre-written code from other sources.

3. During the Event

- The event duration is strictly 2 hours from the announced start time.
- Participants must work only on their assigned domain.
- Internet access is allowed for AI tools, documentation, and asset fetching only.
- Communication between teams or sharing of code between participants is strictly prohibited.
- All work submitted must be created during the event window — no prior preparation of code or templates is allowed.
- Participants must remain at their designated workstation throughout the event.



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4. Submission

- At the end of 2 hours, participants must stop all work immediately.
- A working link or the project folder must be submitted to the coordinator.
- Participants will get 5 minutes to submit after time is called — no modifications allowed during this window.
- Incomplete submissions will still be judged based on what is functional at the time of submission.

5. Presentation

- Each team will get 3–5 minutes to present their submission to the judges.
- Participants must explain their approach, the prompts they used, and the challenges they faced.
- Judges may ask questions during or after the presentation.

6. Disqualification

- Use of code written before the event.
- Copying work from another participant.
- Use of any prohibited tool or resource.
- Failure to submit within the submission window.
- Misconduct or violation of the college's code of conduct.

Staff Coordinator: - Prof. S. D. Bagade
Mob.: 7559362305

Staff Coordinator: - Mr. Soham D. Mahajan
Mob.: 7887329442

Event 2- Adventure with AI

b. Free Fire

Rules for Free Fire

Special Highlights

Winners will be featured on the official Free Fire Instagram handle

1. Event Schedule

- Date (Conditional):
- 17 April – Online Qualifier Round (if applicable)
- 18 April – Final LAN Event (at college)
- Reporting Time: 9:00 AM onwards



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2. Participation Criteria

- Each team must consist of 4 players (Squad Mode)
- Only mobile players are allowed (No emulator/PC players)
- All participants must register with valid details

3. Tournament Format

- If 30 or more teams register:
Stage 1: Online Qualifier (17 April)
Stage 2: LAN Finals (18 April at college)
- If less than 30 teams register: Tournament will be conducted directly as a LAN event on 18 April.

4. Match Structure

- Mode: Battle Royale (Full Map)
- Format: Squad
- Each lobby will have:
-3 Matches
-3 Different Maps
- All matches will be conducted under custom room settings

5. Scoring System

- Points will be awarded based on:
-Placement Points (Position)
-Kill Points
- Final winners will be decided based on total cumulative score across all matches.

6. Prize Pool

- The final prize pool will depend on the total number of registrations
- Includes cash prizes + MORE THAN 5.000 diamonds
- Higher participation will result in increased rewards

7. Rules & Fair Play

- Strictly no hacking, cheating, or exploiting bugs
- No emulator players allowed
- Teaming with other squads is prohibited
- Any misconduct or abusive behavior will lead to disqualification
- Players must join matches on time

8. Event Management

- Room ID & Password will be shared before each match
- Participants must be ready 10 minutes before start time
- Organizers will manage match flow and scoring

9. Important Note



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The decision of the organizing committee will be final in all cases
Any changes in schedule or format will be communicated in advance

Contact Details

Staff Coordinator: - Prof. S. S. Suryawanshi
Mob.: 8530236452

Staff Coordinator: - 1. Darshan Gavhane:
Mob.: 8830395996
2. Aditya Kale:
Mob.: 9370983971

This event aims to deliver an exciting esports experience while maintaining discipline, fairness, and professionalism under TechFest 2K26.

Event 2- Adventure with AI

c. Neon Cricket

Rules & Guidelines for Neon Cricket

- Each team should have 5 players on the field.
- Matches will be played in a 5-over format for quick and exciting gameplay.
- Teams can be mixed (boys & girls) or all-boys/all-girls — no restrictions.
- The tournament will follow a knockout format (loser gets eliminated).
- The game will be played in daytime (not under lights).
- A maximum of 2 overs can be bowled by one player, while the remaining overs must be bowled by different players.
- No LBW rule to keep the game simple and fast.
- Wide and No-ball = 1 extra run (free hit optional as per organizer).
- Umpire's decision will be final and binding — no arguments allowed.
- Any kind of misconduct or disputes will lead to disqualification.
- All equipment will be provided, no need to bring personal gear.

Contact Details

Staff Coordinator: - Prof. S. K. Pathan
Mob.: 8530236452

Staff Coordinator: - Krushna R. Thakare
Mob.: 9673942584

Prof. M. N. Jadhav

Prof. S. R. Baji

Prof. (Dr). S. B. Bagal

Department Coordinator

**HOD
(AI&DS)**

Principal