Event Report : PRAXIS

Name of the Event : PRAXIS Techfest
Date : 7th and 8th March, 2025
Venue : IT Department Building, PCCoE, Pune

The PCCoE IEEE Student Branch and the Information Technology Students Association conducted PRAXIS, the annual Techfest of the IT Department under the guidance of the SDW In-charge, Mrs. Tanuja Patankar and the ITSA In-charge, Mrs. Shradha Tawade, which garnered around 750 registrations across 7 different events, each designed to challenge and inspire participants. The event was inaugurated by the HoD, Dr. Jayashree Katti and all the present faculty members on an auspicious note at 10:00 am on 7th March with a Ribbon Cutting Ceremony and Saraswati Poojan. Following the Saraswati Poojan, Dr. Katti praised the organizing team's hard work. Anushka Korde, Chair of ITSA IEEE, introduced the fest's 'Game of Thrones'- themed events, highlighting various competitions. Payal Pawar, the Event Management Head of MLSC, officially declared the fest open, marking the beginning of an exciting two-day celebration of innovation and teamwork.

PRAXIS 2025 featured three thrilling events under ITSA that challenged participants' intellect, creativity, and strategic thinking. These events - The Red Keep Lockdown : Survive the Shadows, Throne Pitch : Shark Tank, and War of the Seven Thrones : BGMI Online Game, attracted enthusiastic participation and showcased the competitive spirit of students.

The Red Keep Lockdown was a gripping test of mental agility and courage, where 44 teams of four members each navigated through a haunted escape challenge. The event consisted of three rounds : The Mind Test, which tested participants with riddles and puzzles; The Maze Room, where teams had to escape within a limited time while evading lurking hunters; and The Confession Room, where blindfolded participants had to solve a final riddle amidst eerie whispers. The competition kept everyone on edge, with only the fastest and smartest teams emerging victorious. The winners were rewarded with a total prize pool of ₹12,000, divided among the top three teams, adding to the excitement and competitive drive of the event.

Throne Pitch encouraged students to think entrepreneurially by presenting their innovative business ideas to a panel of judges. 15 teams pitched startups in domains like healthcare, education, automation, and agriculture. The event was structured in two rounds – the preliminary round, where teams submitted PowerPoint presentations outlining their business concepts, and the final round, where shortlisted teams refined their ideas through mentorship before delivering compelling pitches. The event not only tested business acumen but also enhanced public speaking and negotiation skills, offering students a platform to simulate real-world investor negotiations. On the occasion of Women's Day, Pooja Awandkar, a student from PCCOE College and a student entrepreneur, was recognized for her agriculture-related startup that eliminates middlemen. To recognize the innovative efforts of all participants, the top three teams shared a prize pool of ₹12,000, rewarding their ingenuity and presentation skills.

War of the Seven Thrones : BGMI Online Game brought together 168 gaming enthusiasts in a high-stakes battle royale competition. The tournament was structured into qualifier rounds, semi-finals, and the grand showdown, where teams of four battled for supremacy. The format tested teamwork, strategic planning, and combat skills, with participants competing under strict fair play regulations. The adrenaline-filled matches kept spectators engaged, as players demonstrated impressive gaming prowess and determination. The event concluded with the top three teams securing cash prizes from a ₹12,000 prize pool, further amplifying the intensity and competitive nature of the tournament.

The Microsoft Learn Student Chapter (MLSC) organized three dynamic and intellectually stimulating events at Praxis 2025, drawing enthusiastic participation from students eager to test their technical prowess. These events - Reverse Hackathon : The Cyber Coup, Problemathon : The Grand Conspiracy, and AI Canvas Contest : The Digital Underworld, challenged participants in web development, competitive programming, and AI-driven creativity, making a significant impact on the festival.

Reverse Hackathon was a two-round web development challenge, this event tested participants' ability to design and debug under real-time constraints. 94 participants competed in Build-on-the-Go, where teams developed creative frontend solutions under evolving requirements, followed by Full Stack Bug Fixing, where they tackled intentional errors in a pre-built website. The event fostered problem-solving, adaptability, and coding efficiency, with the top teams recognized for their technical excellence.

Problemathon was a three-round competitive programming event which saw an impressive 147 participants engage in algorithmic problem-solving under unique constraints. The first round featured debugging and MCQs, the second round (Duo Dash)introduced a challenging communication-based problem-solving format, and the final round was a high-stakes Codeforces battle. Participants demonstrated teamwork, coding efficiency, and strategic thinking, with top teams emerging victorious in a thrilling conclusion.

Blending artificial intelligence with creativity, the AI Canvas Contest drew 105 participants across three rounds: AI Poster Making, AI Pictionary, and AI Comic Book Generation. Teams explored AI tools to generate visual content, interpret AI-generated clues, and craft AI-driven comic narratives. The event highlighted innovation, storytelling, and technical artistry, with participants gaining hands-on experience in AI-assisted design and content creation.

Medieval Vice City : AR/VR Mafia, conducted by Google Developer Groups on Campus (GDGC) provided 35 participants with an immersive experience in Augmented and Virtual Reality. This hands-on event introduced students to AR.js, Lens Studio, and CoSpaces, allowing them to explore AR object detection, Snapchat filter creation, and interactive 3D world-building. The event featured a structured three-hour workshop followed by VirtuaQuest : AR/VR StoryHack, an interactive storytelling hackathon where teams designed scene-based narratives incorporating real-time mystery elements. Participants showcased their creativity, technical skills, and problem-solving abilities as they crafted compelling AR/VR experiences. To honor their efforts, a total prize pool of ₹10,000 was awarded. The event not only encouraged technological exploration but also fostered collaboration and creativity, making it a standout addition to Praxis 2025.

With a combined participation of around 750 students, Praxis 2025 was a resounding success, fostering innovation, collaboration, and technical excellence. Participants demonstrated exceptional

problem-solving abilities, strategic thinking, and teamwork, making each competition both challenging and enjoyable. The competitive yet engaging atmosphere provided a comprehensive learning experience, pushing students to think critically and creatively in web development, competitive programming, and AI-assisted design. The event also boasted an impressive prize pool, rewarding top performers with cash prizes, trophies, and certificates, further fueling motivation and competitive spirit. The remarkable engagement and high skill levels showcased at these events cemented the significant contribution of Praxis 2025, leaving an unforgettable impact on all participants.

The Valedictory Ceremony of PRAXIS marked the successful culmination of an event celebrating technical excellence, innovation, and collaboration. The event reflected on the journey of PRAXIS, which embraced a Game of Thrones theme and featured seven competitions spanning Coding, AI, Cybersecurity, and AR/VR. ITSA President Sarvesh Gadkari expressed gratitude to PCET, PCCOE, Director Sir, HoD Dr. Jayashree Katti, faculty coordinators, and sponsors - Domino's, Mad Over Donuts, Zerodha, Café Peter, and Kranken Habitat for their support. The event saw enthusiastic participation, with students showcasing remarkable skills and creativity. The Prize Distribution Ceremony honored winners of various competitions.

The Winners were felicitated with certificates and Cash Prizes :

The Red Keep Lockdown :
Winners : Roshani Kadam, Atharva Bhore, Sneha Bhavsar, Indrajeet Bhosale
First Runners-Up : Srushti Patil, Vijayalaxmi Katke, Rushikesh Ghodake, Mansi Chitral
Second Runners-Up : Utkarsh Rane, Santosh Rathod, Rushikesh Raut, Reshma Dhindale

Thronepitch :
Winners : Yash Patil, Shreyash Kajabkar
First Runners-Up : Varad Deshmukh, Arpita Patki
Second Runners-Up : Dhruv Talnewar, Nishant Bhoyar, Rehan Sheikh

War of the 7 Thrones :
Winners : Team HighPing
First Runners-Up : Team Whiskey
Second Runners-Up : Team 4Man

Reverse Hackathon :
Winners : Premved Dhote, Saurabh Dhakite, Bhargav Mule
Winners : Aditya Bavadekar, Dhurv Lohar
First Runners-Up : Atharva Kolekar, Om Rahane, Harshavardhan Poredi

Problemathon :
Winners : Sourav Kushwaha, Sandeep Yadav
First Runners-Up : Naushad Shaikh, Dakshat Rawat
Second Runners-Up : Krishna Sadar, Vishwatej Shende

AI Canvas Contest :
Winners : Anish Pote, Tanishq Bharti, Piyush Ahirao
First Runners-Up : Siddhartha Kumar Nidhi, Shyam Sundar Yadav, Niraj Kumar Yadav
Second Runners-Up : Anusha Agarwal, Srushti Chavan, Eliza Alvi

Medieval Vice City :
Winners : Aditya Nile
First Runners-Up : Om Patil
Best Animation Prize : Om Mundada

Kartik Totlani, the GDGC Lead, delivered the Vote of Thanks, acknowledging the efforts of faculty, organizers, and volunteers from ITSA, GDGC, and MLSC. Dr. Jayashree Katti appreciated the dedication of students and faculty, highlighting how the seamless collaboration between ITSA, GDGC, and MLSC contributed to the event's success. She commended the organizing team for their hard work and expressed pride in how PRAXIS continues to grow each year, fostering technical excellence and teamwork. The ceremony concluded on a note of gratitude, leaving participants with valuable experiences, learnings, and a spirit of innovation to carry forward.
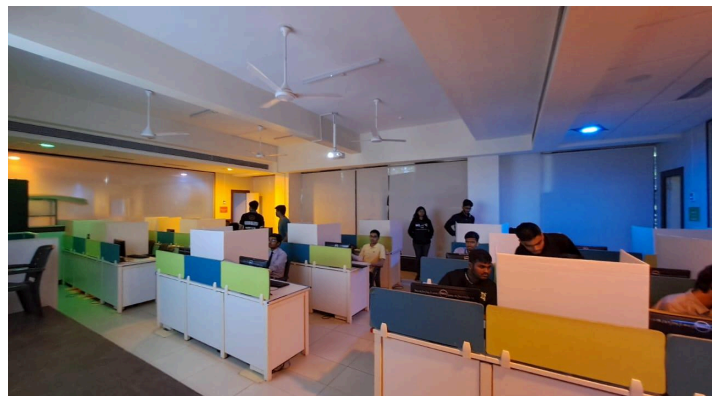

Inauguration Ceremony
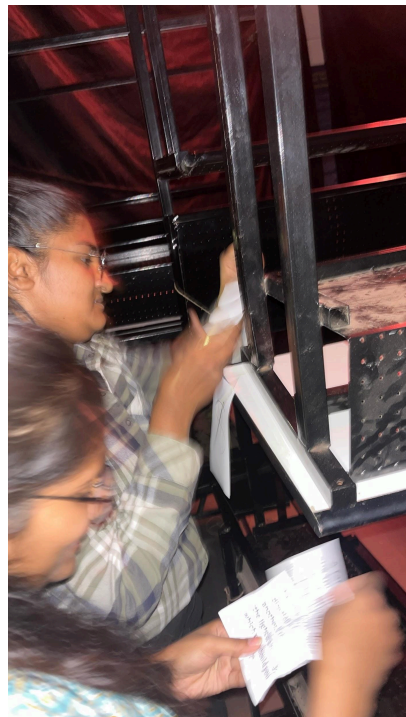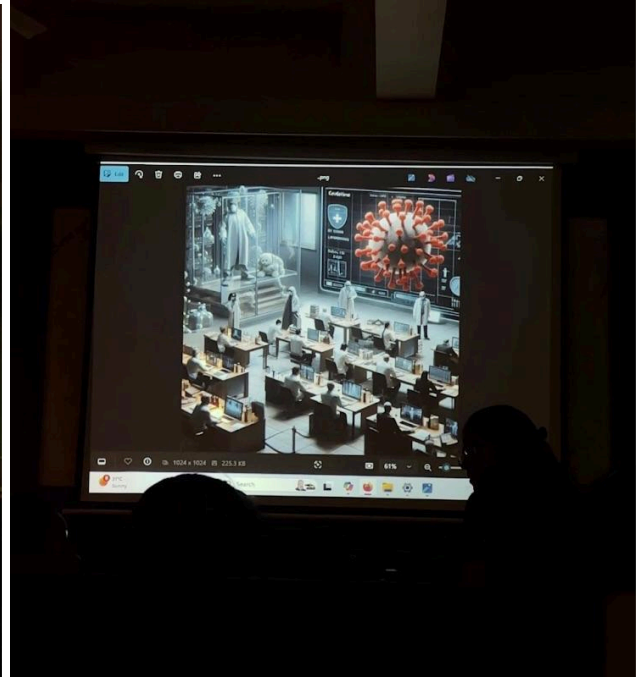

The Red Keep Lockdown : Survive the Shadows

Thronepitch : Shark Tank

Reverse Hackathon : The Cyber Coup

Problemathon : The Grand Conspiracy

AI Canvas Contest : The Digital Underworld