

UTKRANTI 2021

(WITNESS REVOLUTION)

ABOUT UTKRANTI

Utkranti is the annual technical fest of the Civil Engineering Students Council (CESCO) of National Institute of Technology Goa. CESCO aims to be a space wherein students can hone their interests, develop their skills and interact with peers. To achieve this goal, CESCO conducted its first online fest “UTKRANTI 2021 - WITNESS REVOLUTION” on the 31st of October and the 1st of November 2021.

Utkranti 2021 received astounding participation and was a Grand Success!

INAUGURAL CEREMONY

Utkranti 2021 embarked on 31st October with an inaugural ceremony that was presided by our Honorable Director Sir, Prof. Dr. Gopal Mugeraya. The programme was attended by the Head of Department, the Dean (Student Welfare), esteemed faculty members and our honorable Director Sir. The Dean (Student Welfare) Dr. Velavan Kathirvelu declared the commencement of Utkranti 2021 with his best wishes and inspiring words. Our honorable Director Sir, Prof. Dr. Gopal Mugeraya, spoke widely about how we can witness revolution in the field of Civil Engineering and understand the trends we need to adapt to in the current climate. Dr. Velavan Kathirvelu also spoke about how we as engineers can continue making strides in our field. To conclude, the CESCO club guide Miss Vanessa Fernandes delivered the Vote of Thanks which marked the end of the programme.



Department of Civil Engineering
NIT GOA

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Civil Engineering Students Council
NITGOA - GOVERNMENT OF GOA

UTKRANTI
WITNESS REVOLUTION
2021

31st Oct-1st Nov 2021

Inaugural Session - minute by minute

Date	Time	Activity
31 st Oct 2021	10.00 - 10.02 am	Welcome address and introduction to Utkranti 2021 (Mr. Mayank Ashtikar, President CESCO)
	10.02 - 10.05 am	Introduction of Director Sir (Mr. Sanat Shetye, General Secretary, CESCO)
	10.05 - 10.10 am	Inaugural speech (Prof. Dr. Gopal Mugeraya, Director, NIT Goa)
	10.10 - 10.12 am	Felicitation (Dr. Velavan Kathirvelu, Dean-Students Welfare)
	10.12 - 10.15 am	Vote of Thanks (Ms. Vanessa Fernandes, Faculty in charge, CESCO)
		Master of Ceremony: Mr. Benedito Ferrao (Vice President, CESCO)



NATIONAL INSTITUTE OF TECHNOLOGY GOA
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UTKRANTI

Chief Guest
Prof. Dr. Gopal Mugeraya
Head of Department & Director, NIT Goa

Inauguration Ceremony
of
Utkranti 2021

31st October 2021
10 AM
Platform: Cisco Webex

Participants (46)

- Sanat Shetye
- Sreeraj E S
- Tanvesh D
- Vanessa Fernandes
- Vanessa Fernandes
- Velavan Kathirvelu
- Vijayanthi C

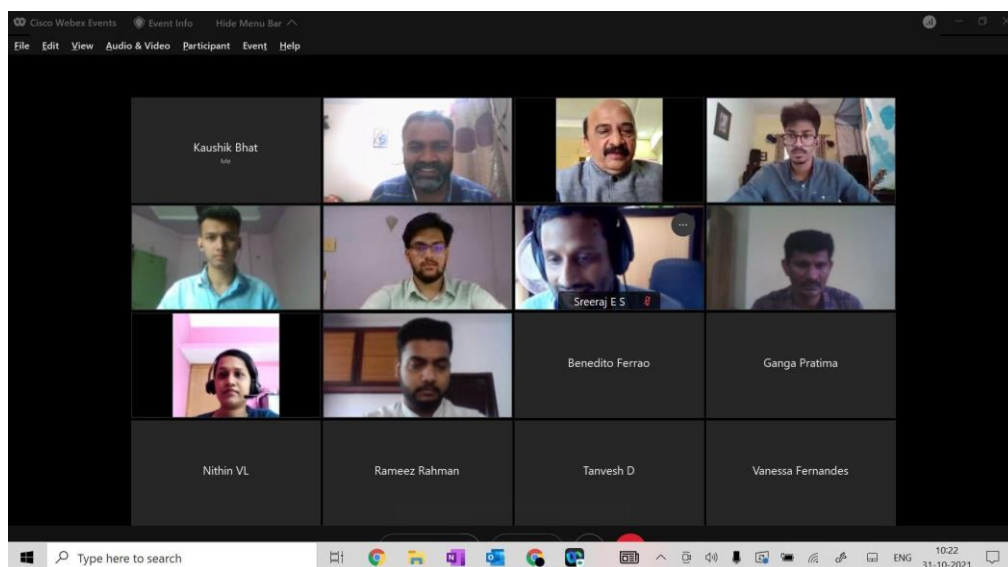
Attendee: 28 (0 displayed)

Q & A

Utmute Stop video Mute

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27°C Sunny 10:22 31-10-2021



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File Edit View Audio & Video Participant Event Help

Kaushik Bhat

Sreeraj E S

Benedito Ferrao

Ganga Pratima

Nithin VL

Rameez Rahman

Tanvesh D

Vanessa Fernandes

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DAY - 1

PRASHNOTTAR - NON TECHNICAL QUIZ

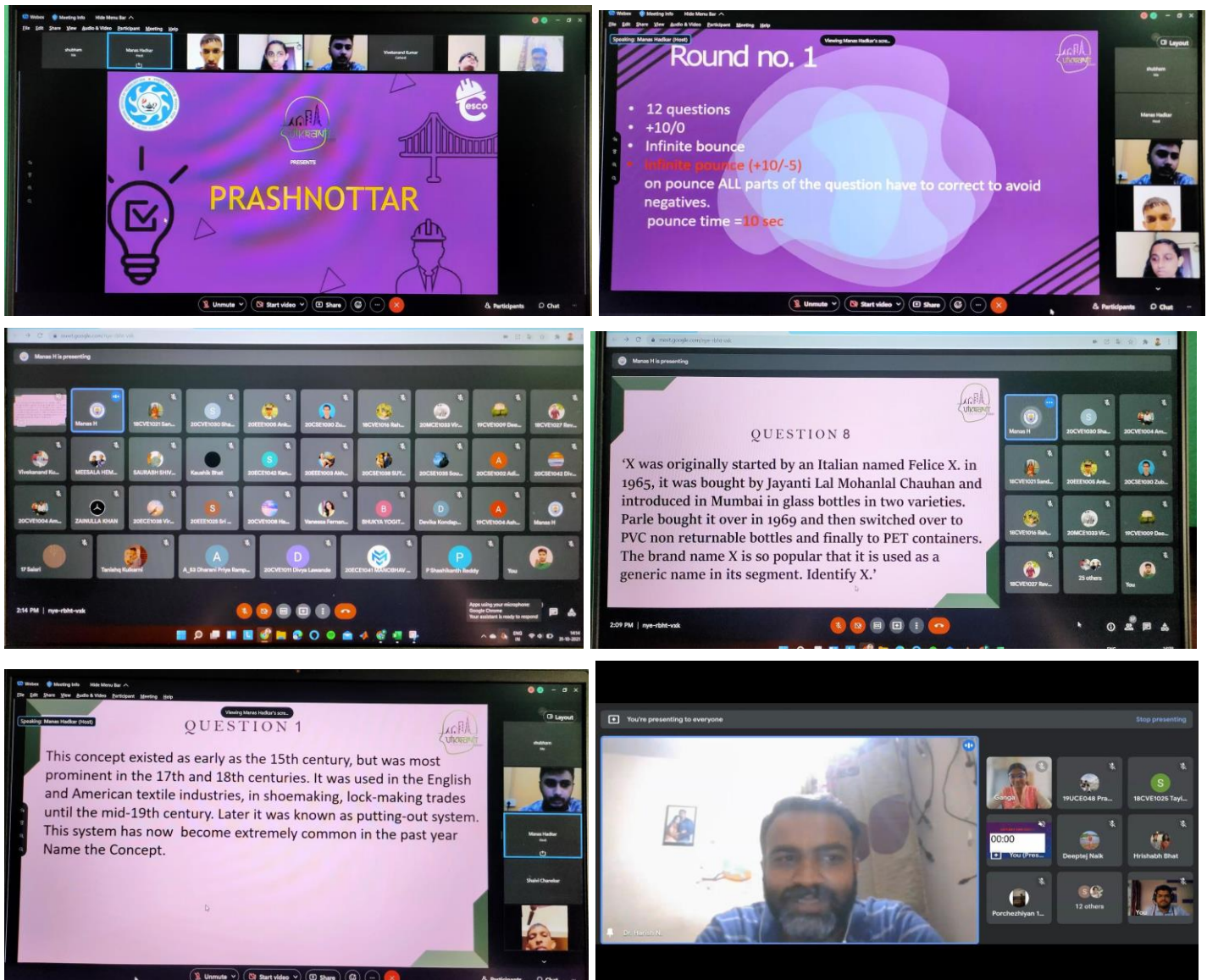
Prashnottar was a virtual quiz event that comes under the Non-Technical event of **Utkranti'21**.

It was a 2 round (preliminary and final) competition that covered the area of logical reasoning, current affairs, and general knowledge. There were a total of 41 participants of which 6 participants qualified for the final round.

The first round of competition started at 2 pm. In this round, the logical intellect of the participants was debriefed. Every participant was given a set of 15 questions and they had to answer in 30 min in Google form. Questions were shown by sharing the screen in Google meet.

The second round was the 'Finale Round' which consisted of three sections. The questions were set such that all Engineering students from all years could participate and answer. The event had one quiz master who made sure that the whole process went smoothly and the whole event was conducted in the proper timetable. The scorekeeping and time management were assigned to volunteers. The highest scorer of the final round was awarded as the winner and the second-highest as runner-up.

We received lots of positive feedback from the participants which paid off our hard work & boosted our confidence to conduct the event again with great enthusiasm.



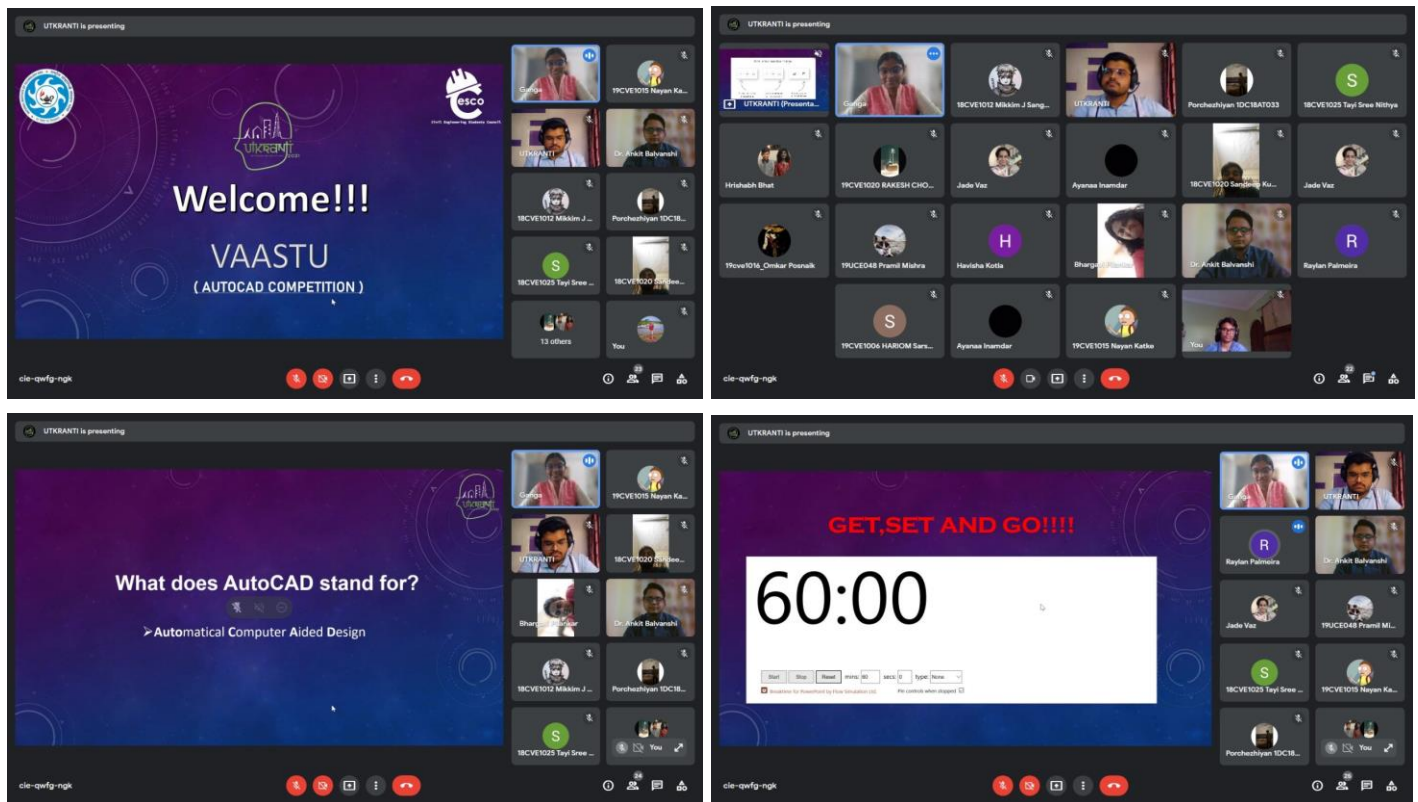
DAY - 1

VAASTU - AutoCAD COMPETITION

VAASTU - DAY 1 - ELIMINATION ROUND

The event started with some quiz questions on AutoCAD with participants guessing the answers. The participants were given a 2D plan that they had to replicate within an hour and submit. The basic evaluation criteria for judgement was speed, detailing and accuracy. The participants were given instructions and rules regarding the contest. Once the time was over the judges gave a short speech on the importance of AutoCAD further the round 1 concluded.

SCREENSHOTS



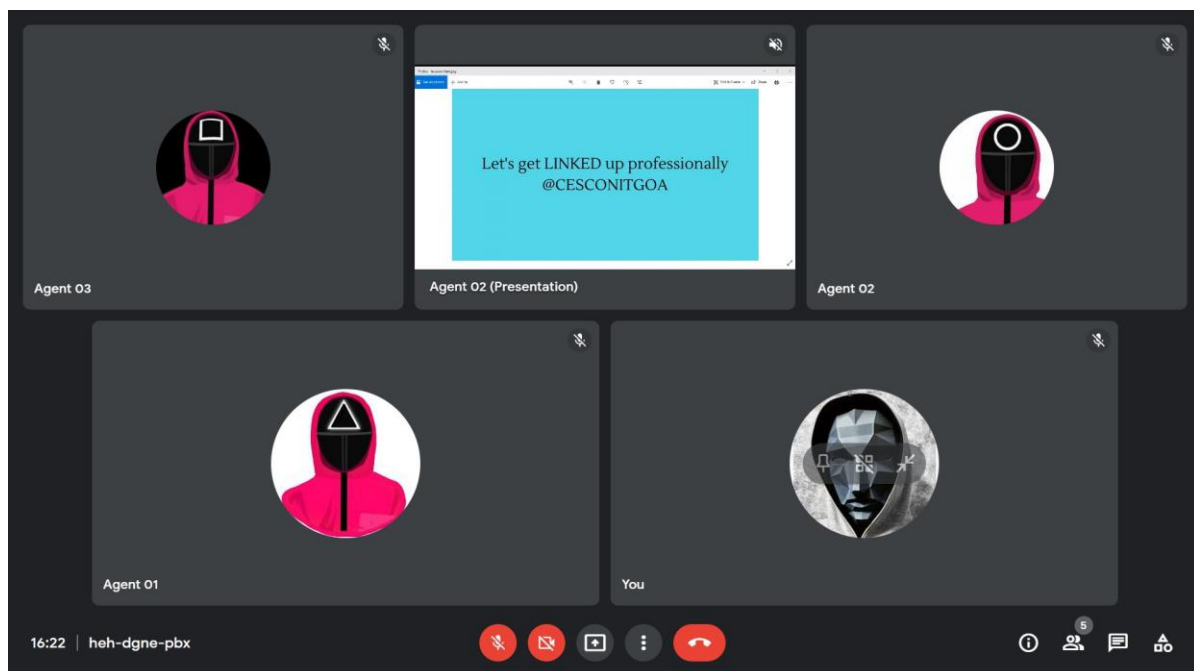
DAY - 1

KANAK KHOJ - ONLINE TREASURE HUNT

Kanak Khoj was a Virtual Treasure Hunt game which comes under the non-technical event of Utkranti'21. There were two rounds. One called the 'Brain Exercise', where all participants had to solve a set of riddles, brain teasers etc. through Google Form to get into the next round. The second round consisted of various clues spread over different social media platforms such as LinkedIn, Instagram, YouTube etc. and participants had to solve those clues to win their "Ultimate Kanak".

The game had a Captain and three Agents and the participants were referred to as pirates who had to sail their ship to the Treasure Land. The pirate who reached the Treasure Land first was honoured as the winner and the next as runner-up. And, thus the fun-thrilled game ended.

Later we bid adieu to our fellow pirates in the hope to meet next time and find the Kanak. We received lots of positive feedback from the participants which paid off our hard work & boosted our confidence to give better the next time.



*I am the fourth and last pillar of
this event's
tagline*

Come On!
Join
G—Room VII

Agent 01 is presenting

DM us the answer @cesco_nitg

1246 254 ?

19 14 3 13 3 2

17 21 8 11 1 5

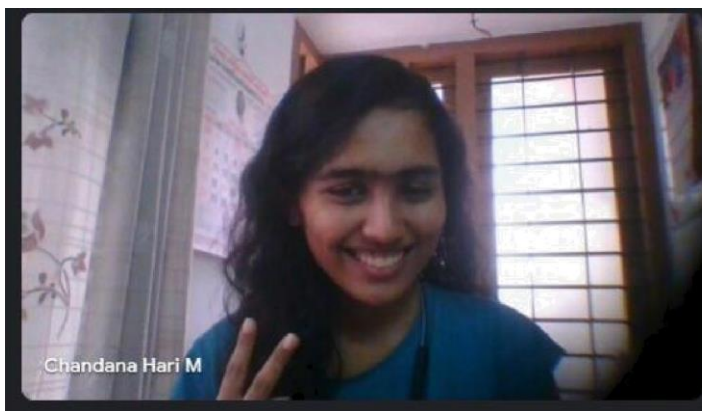
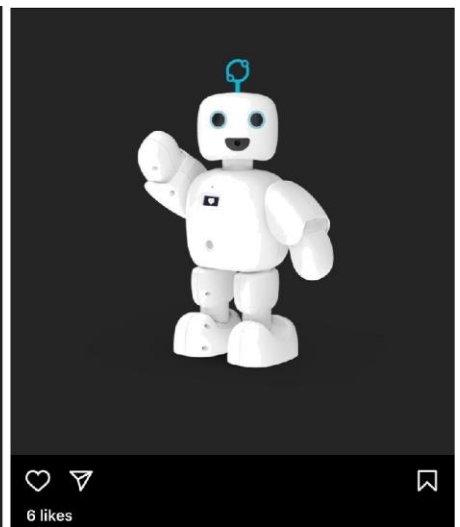
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Agent 01 19CVE1015 Nayan ...

Agent 02 Agent 03

You

6 likes



DAY - 2

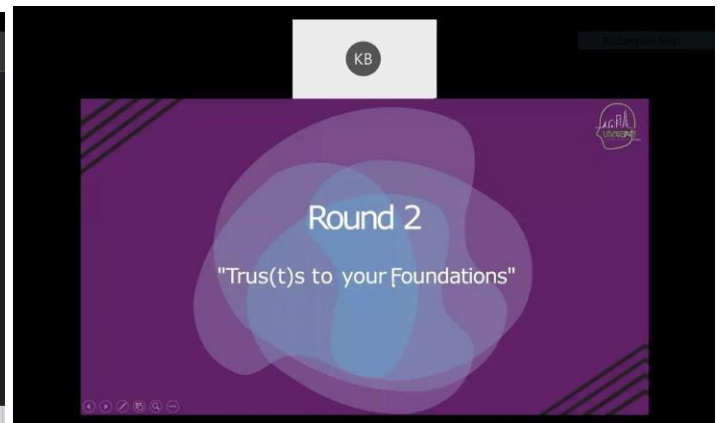
PRAJNA KOSH - TECHNICAL QUIZ

Prajna Kosh was a virtual quiz event which comes under the Technical event of Utkranti'21. There were two rounds. The round one was the 'Preliminary Round', where all participants had to answer 15 questions in stipulated time through Google Form and from the results only top 6 participants were selected for the next round. The second round was the 'Finale Round' which consisted of three sections covering all aspects of civil engineering. The questions were set such that Civil Engineering students from all years could participate and answer.

The event had two quiz masters who made sure that the whole process went smoothly and the whole event was conducted in the proper timetable. The highest scorer of the final round was awarded as the winner and the second highest as runner-up. And, thus the mind boggling quiz event ended.

We received lots of positive feedback from the participants which paid off our hard work & boosted our confidence to give better the next time.

SCREENSHOTS

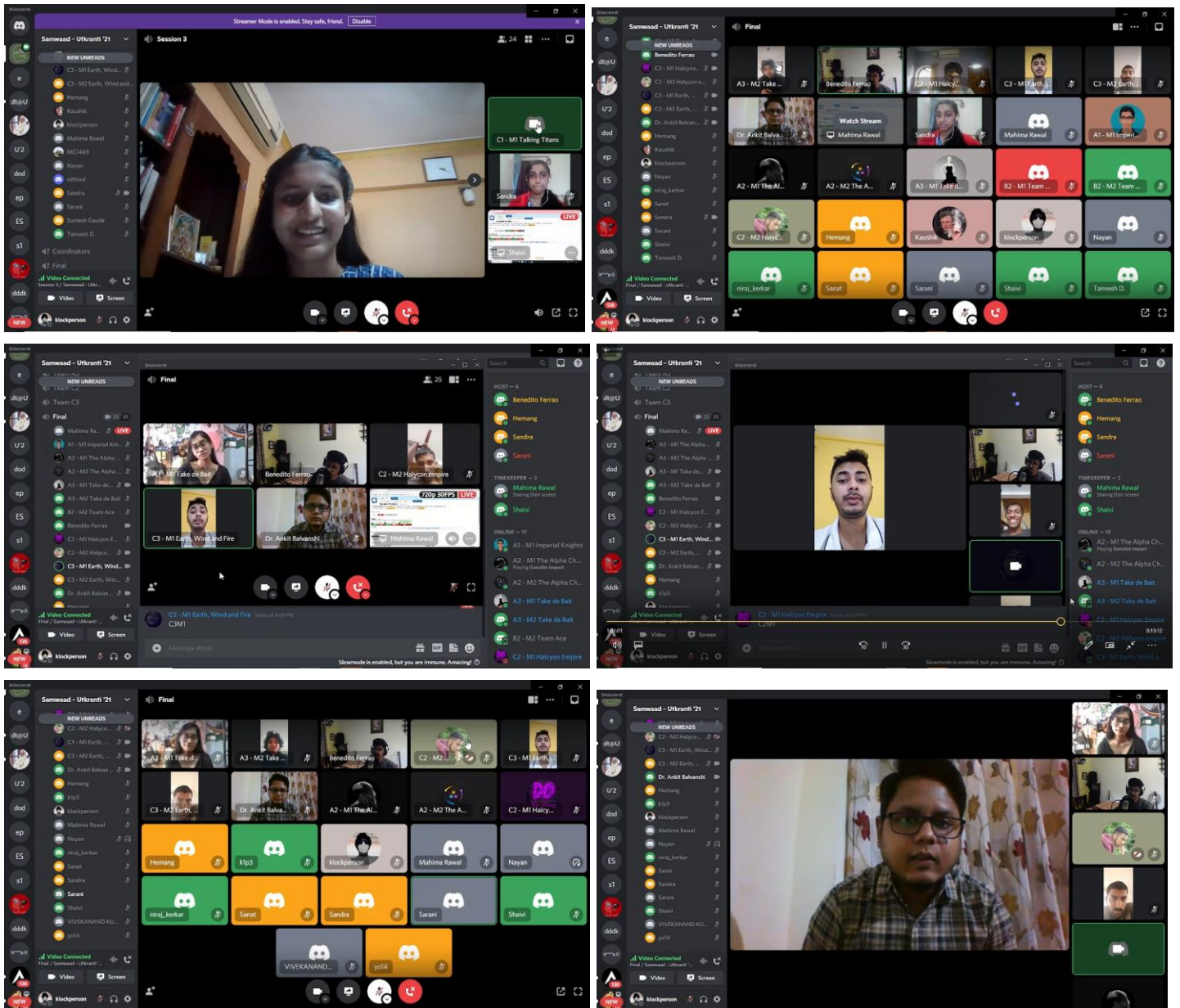


DAY - 2

SAMVAAD - GROUP DISCUSSION COMPETITION

The Dialogue of the Duo - Samvaad was a team competition, of 2 members each. A total of 8 teams from different colleges around the states participated. The fixture was set into 3 sessions, one of which was for the 3 teams from the civil engineering branch competing against each other. The other 2 sessions were for the 5 teams from other courses of study. Round 1 was concluded in 1hr20min, which gave us the top 3 teams for Round 2 - Finals. The topic of the Discussion for Round 2 was "Does deadline destroy creativity?" and 21 minutes of an insightful session of different perspectives on the topic gave us the winner - Team Take de Bait and the runner up - Team Earth, Fire & Wind. In the post-final session, the judges shared their views on the same topic and gave a few helpful feedback for the participants for future competitions.

SCREENSHOTS



DAY 2

VAASTU - FINALE ROUND

Top eight finalists were selected for the final round. The round began with an interactive session to test the creativity of the participants. Participants were shown some pictures and asked to interpret the image. After the interactive session concluded the participants were briefed with the rules and guidelines. This round the participants were given a problem statement and asked to draw the design using their own imagination. All the finalists were proctored individually, allotting them a meet link to join where the co-ordinator was present. The participants were instructed to share their entire screen and then the timer was started which was set for sixty minutes. After the problem statement was disclosed the participants were given five minutes to think and then start designing.

SCREENSHOTS

