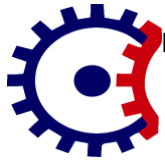


DTE CODE: 4151



Tulsiramji Gaikwad-Patil

College of Engineering and Technology

Wardha Road, Nagpur-441108, Approved by AICTE, New Delhi,
Govt. of Maharashtra & Affiliated to RTM Nagpur University, Nagpur

An Autonomous Institute

College Code: 272



**Department of Artificial Intelligence &
Machine Learning**

**Report of 2-Days National Level Event “Neural Nexus
2k26”**

Session 2025-26



TULSIRAMJI GAIKWAD-PATIL COLLEGE OF ENGINEERING & TECHNOLOGY

Wardha Road, Nagpur - 441108
Accredited with NAAC A+ Grade & NBA Accredited (EE, ME, CE & ECE)
Approved by AICTE, New Delhi, Govt. of Maharashtra

(An Autonomous Institution Affiliated to Rashtrasant Tukadoji Maharaj Nagpur University, Nagpur)



Department of Artificial Intelligence & Machine Learning

1. Title - 2-Days National Level Event “Neural Nexus 2k26

- **Department:** Artificial Intelligence & Machine Learning
- **Title:** Report on 2-Days National Level Event “Neural Nexus 2k26”
- **Date:** - 23/03/2026 and 24/03/2026
- **Event Duration:** 11 am to 04.00 pm
- **Students Participated:** 491 Students
- **Guest:** Mr. Deven Dande (Project Manager Betasys AI)
- **Coordinators of Program:** Prof. Pranay Dongrwar, Prof Shital Dandade
- **Conduct Under Society Chapter-CIS, Algnite Forum**

2. Aim:

The primary aim of Neural Nexus Summit 2K26 is to foster technical innovation, problem-solving skills, and collaborative learning among students in the domain of Artificial Intelligence and Machine Learning. The event is designed to create a competitive yet enriching environment where participants can explore emerging technologies, enhance practical knowledge, and build strong professional networks at a national level.

3. Objectives:

1. To promote technical awareness and innovation in the fields of AI and ML.
2. To provide a platform for students to showcase their problem-solving and creative abilities through competitions like Poster Presentation, Prompt Nova, and E-Sports.
3. To encourage participation from students across different districts, fostering national-level exposure and collaboration.
4. To enhance teamwork, strategic thinking, and decision-making skills through interactive events like Treasure Hunt and gaming competitions.
5. To bridge the gap between theoretical knowledge and practical application in emerging technologies.

To motivate students to actively engage in technical events beyond academics for overall development.

4. Outcomes of Event

- Enhanced practical knowledge in AI and ML
- Improved problem-solving and innovative thinking skills
- Gained national-level exposure and confidence
- Strengthened teamwork and communication skills
- Encouraged creativity and technical innovation

4. Introduction:

Neural Nexus Summit 2K26 stands as one of the most dynamic and anticipated technical events of the year, organized by the Department of Artificial Intelligence and Machine Learning at Tulsiramji Gaikwad Patil College of Engineering & Technology. The event served as a platform for students to explore innovation, demonstrate technical expertise, and engage in intellectually stimulating activities.

Meticulous planning, structured execution, and enthusiastic participation from students across various districts contributed to the grand success of the summit. The campus was transformed into a vibrant hub of technology and creativity, with well-organized setups for competitions, engaging technical environments, and a highly energetic atmosphere throughout the event.

From ideation to execution, every aspect of Neural Nexus Summit 2K26 reflected dedication, teamwork, and a strong commitment to promoting technical excellence and collaborative learning among participants.

5. Event Highlights:

The Neural Nexus Summit 2K26 was inaugurated in the presence of esteemed dignitaries, setting an inspiring and impactful tone for the entire event. The ceremony was graced by Chief Guest Deven Dande, whose valuable insights into Artificial Intelligence and software delivery motivated and guided the participants toward emerging technological opportunities.

The event was presided over by distinguished personalities including **Mr. Deven Dande (Project Manager Betasys AI)**, **Dr. P. L. Naktode (Principal, TGPCET)**, **Dr. Pragati Patil (Director Administrator)**, **Prof. Ritesh Banpurkar (Director Academics)**, **Dr. Mahendran G (Dean IQAC)**. Their presence and encouraging words emphasized the importance of innovation, technical excellence, and collaborative learning.

The inauguration ceremony marked the successful beginning of a highly engaging and dynamic national-level technical event, fostering enthusiasm, participation, and a spirit of innovation among all attendees.

6. Description of Event:

Neural Nexus 2k26 (National Level Event) Day 1

Date: 23rd March 2026

Day 1 Events: Inauguration Ceremony, Poster Competition (Digital & Offline), Treasure Hunt, Prize Distribution

Time: 12:00 PM to 4:00 PM

Venue: JRD Tata Hall, AIML Department 3rd Building 4th floor

Inauguration Ceremony:

The Inauguration Ceremony of *Neural Nexus Summit 2K26* was conducted from 12:00 PM to 1:00 PM in the presence of esteemed dignitaries, marking a grand and inspiring beginning to the event. The ceremony commenced at 12:00 PM with the gracious presence of Chief Guest **Mr. Deven Dande**, Honourable Principal **Dr. P. L. Naktode**, and the Dean IQAC **Dr. Mahendran G**. The program began with the traditional lamp lighting ceremony, symbolizing the pursuit of knowledge and enlightenment.

The event was smoothly anchored by **Shruti Tighare** and **Tejas Joge**, who ensured an engaging flow throughout the session. This was followed by the opening remarks delivered by **HOD Suraj Mahajan**, who highlighted the objectives and vision of the summit.

The Honourable **Dr. P. L. Naktode** Principal then delivered a motivational address, encouraging students to actively participate and explore new opportunities in emerging technologies. The ceremony was further enriched by an insightful session from **Mr. Deven Dande**, who spoke about the latest advancements in Artificial Intelligence and guided students toward future career paths in the field.

The ceremony concluded with a vote of thanks by **Mr. Sahil Mojankar (President Algnite Forum)**, expressing gratitude to all dignitaries and participants. As a gesture of respect, saplings were presented to the Chief Guest.

After the ceremony, the dignitaries proceeded to the Department of AIML, where the ribbon-cutting ceremony officially marked the commencement of the event.



Lamp Lighting ceremony



Felicitation of Guests



Inauguration Ceremony

Event Competitions Overview:

1. Poster Panorama (Offline & Digital)

The Poster Panorama competition was successfully organized in both offline and digital modes, providing an excellent platform for students to express their creativity, technical knowledge, and innovative thinking. The competition aimed to encourage participants to present their ideas visually while effectively communicating concepts related to technology and innovation. It created a vibrant and intellectually stimulating environment across the campus.

Participants showcased a wide range of topics through their posters, demonstrating not only creativity but also in-depth understanding and research. The offline posters reflected strong artistic skills and presentation techniques, while the digital posters highlighted the use of modern tools and design technologies. Both modes received an equally enthusiastic response, making the competition highly engaging and competitive.

The offline poster competition was judged by **Prof. Kushal Masankar (Assistant Professor Electrical Engineering)**, who evaluated the participants based on creativity, clarity, and presentation. The digital poster competition was assessed by **Prof. Shital Dandade and Prof. Prajakta Khodke**, who focused on design quality, innovation, and technical content. Their valuable insights and fair evaluation played an important role in motivating the participants.

A total of **69 participants** took part in the Poster Panorama competition (including both offline and digital modes), out of which **32 participants were from outside institutes**. This significant external participation reflects the popularity and outreach of the event beyond the host institution.

Overall, the competition was a great success, as it not only encouraged creativity and innovation but also provided students with an opportunity to learn, present, and compete in a healthy and inspiring environment.



Poster Panaroma Competition

2. Treasure Hunt

The Treasure Hunt competition was organized as an exciting and engaging activity that tested the participants' problem-solving abilities, teamwork, and strategic thinking. The event was designed to challenge students through a series of clues and tasks, creating a fun yet intellectually stimulating environment across the campus. It encouraged participants to think critically, collaborate effectively, and make quick decisions under pressure.

A total of **28 teams** participated in the competition, out of which 25 teams were from our college and **3 teams were from outside colleges**, making the event both competitive and diverse. In total, around **150 students** actively took part in the Treasure Hunt, contributing to the high energy and enthusiasm throughout the event.

The competition involved multiple rounds of clue-solving and navigation, where teams had to decode hints and move across different locations. Participants displayed excellent coordination, logical thinking, and determination while competing with great enthusiasm.

Prize Distribution:

Prize Distribution – Poster Panorama

The Prize Distribution Ceremony for the Poster Panorama competition recognized the outstanding creativity, innovation, and presentation skills of the participants. The winners were awarded prizes for their excellent performance:

Sr.No	Rank	Name of Winner
01	1 st Prize	Amisha Lengure & Sonu Bhasme (Agnihotri College)
02	2 nd Prize	Shreyash Kurzekar, Krushna Rajpure, Subodh Waghmare (TGPCET)
03	3 rd Prize	Antara Patle (Holy Cross Convent School)



Prize Distribution

The winners were appreciated for their innovative ideas and well-presented posters, which stood out among all participants.

Prize Distribution – Treasure Hunt

The Prize Distribution Ceremony for the Treasure Hunt competition celebrated the enthusiasm, teamwork, and problem-solving abilities of the participants. The winning teams were awarded as follows:

Sr.No	Rank	Name of Winner
01	1 st Prize	The Clue Crackers Team (TGPCET)
02	2 nd Prize	Shreyash Kurzekar, Krushna Rajpure, Subodh Waghmare (TGPCET)
03	3 rd Prize	Silent Storms Team (TGPCET)

All participants were also awarded participation certificates in recognition of their active involvement. The competition concluded on a high note, appreciating the efforts and achievements of all teams.



Prize Distribution

Photos of Day 1:



Student Explaining Projects



Posters

Neural Nexus 2k26 (National Level Event) Day 2

Date : 24th March 2026.

Day 2 Events : Prompt Nova Competition, E-Sports (Free Fire & BGMI), Prize Distribution.

Time : 12:00 PM to 4:00 PM.

Venue : JRD Tata Hall, AIML Department, 3rd Building 4th Floor.

Introduction:

The second day of *Neural Nexus Summit 2K26* carried forward the momentum with high-energy competitions and intense participation. The day was dedicated to technical creativity and competitive gaming, providing participants with a dynamic platform to showcase their skills.

The event featured two major competitions — *Prompt Nova* and *E-Sports*, conducted between 12:00 PM and 4:00 PM. Prompt Nova focused on AI-driven thinking and prompt engineering skills, where **15 teams with 40 participants** demonstrated innovation and creativity.

Simultaneously, the E-Sports competition brought an electrifying atmosphere with popular games like Free Fire and Battlegrounds Mobile India. A total of **40 teams (160 participants)** competed in Free Fire and **18 teams (72 participants)** in BGMI, showcasing strategic gameplay, quick decision-making, and competitive spirit.

The day concluded with the **Prize Distribution Ceremony**, where winners were awarded certificates in recognition of their performance.

A total of **270+ participants** actively participated, making Day 2 highly competitive and engaging.

Event Competitions Overview:

1. Prompt Nova:

The Prompt Nova competition was successfully conducted as an innovative and knowledge-driven event, focusing on students' creativity and understanding of prompt engineering and Artificial Intelligence. The competition provided a platform for participants to demonstrate their ability to generate effective and meaningful prompts, encouraging logical thinking and technical creativity.

Participants showcased their skills by creating structured and impactful prompts, reflecting their understanding of AI tools and modern technologies. The competition encouraged students to explore new dimensions of problem-solving and communication with AI systems. It created an engaging and intellectually stimulating environment among the participants.

The event received an enthusiastic response, with students actively participating and presenting unique ideas. The competition highlighted the importance of creativity, clarity, and technical knowledge in the field of Artificial Intelligence. Overall, Prompt Nova was a successful event that enhanced students' skills and awareness in emerging AI technologies.



Prompt Nova

2. E-Sports Competition:

The E-Sports Competition was organized as an exciting and high-energy event that tested participants' gaming skills, teamwork, and strategic thinking. Students competed in popular games like Free Fire and BGMI, showcasing their coordination, quick decision-making, and competitive spirit.

The event witnessed enthusiastic participation with a total of **40 teams**, each consisting of 4 players, making a total of **160 participants**. Out of these, **30 teams were from outside colleges** and 10 teams were from the host college, reflecting a strong external participation and wide reach of the event.

The competition was conducted in multiple rounds, where teams competed with great determination and sportsmanship. Participants demonstrated excellent gameplay, strategy, and coordination throughout the matches, making the event highly engaging and competitive.



E Sports Photos

Prize Distribution:

Prize Distribution – Prompt Nova:

The Prize Distribution Ceremony for Prompt Nova recognized the creativity and technical excellence of the participants. Winners were appreciated for their innovative thinking and effective prompt design. All participants were awarded certificates for their active involvement and efforts in the competition.

Sr.No	Rank	Name of Winner
01	1 st Prize	Vedanti Kabale (TGPCET)
02	2 nd Prize	Prajwal Patil & Tejas Gajbhiye (TGPCET)
03	3 rd Prize	Vivek Nandgirwar (TGPCET)



Prize Distribution

Prize Distribution – E-Sports Competition:

The Prize Distribution Ceremony for the E-Sports Competition celebrated the outstanding gaming performance, teamwork, and strategic skills of the participants. The competition was conducted across two popular games: Free Fire and BGMI, where players showcased exceptional coordination and competitive spirit.

Free Fire Winners:

Sr.No	Rank	Name of Winner
01	1 st Prize	Simplex Harsh Team
02	2 nd Prize	NXT Siddhant Team

BGMI Winners:

Sr.No	Rank	Name of Winner
01	1 st Prize	Team Chatraj
02	2 nd Prize	Team Pleasing Esports
03	2 nd Prize	GodLike

All participants were awarded participation certificates in recognition of their efforts and active involvement. The competition concluded successfully, highlighting teamwork, strategy, and a strong competitive spirit among students.



Prize Distribution Ceremony



Prize Distribution of E Sports



Photos with Winners

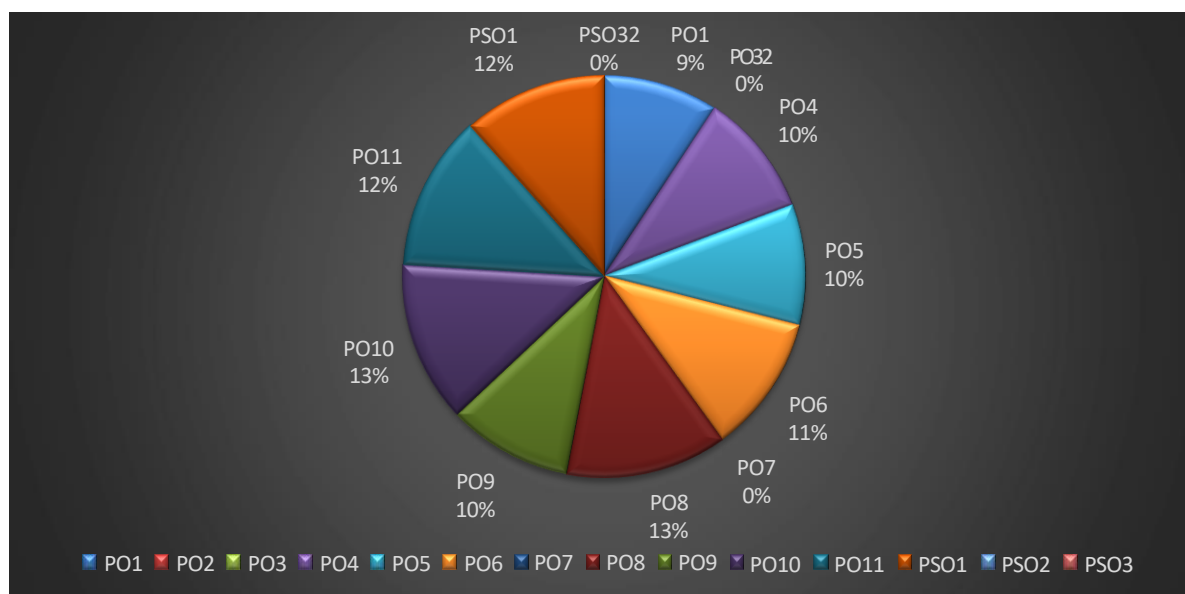


Together at the end of the Event

7. PO & PSO Attainment

Sr. No	Program Outcomes (POs) & Program Specific Outcomes	POs	Excellent (3)	Very Good (2)	Satisfactory(1)
1.	Have you gained knowledge of mathematics, science, and engineering to solve Engineering problems and modeling?	PO1			
4.	Are you able to identify, formulate, comprehend, analyze, design synthesis of the information to solve complex engineering problems and provide valid conclusions?	PO4			
5.	Can you use the techniques, skills and modern engineering tools necessary for engineering practice?	PO5			
6.	Are you able to show the understanding of professional, health, safety, legal, cultural and social responsibilities?	PO6			
8.	Are you able to apply ethical principles, responsibility and norms of the engineering practice?	PO8			
9.	Can you function on multi-disciplinary Teams?	PO9			
10.	Are you able to communicate and present effectively?	PO10			
11.	Are you able to use the modern engineering tools, techniques, skills and management principles to do work as a member and leader in a team, to manage projects in multi-disciplinary environments?	PO11			
12.	Are you able to develop and apply AI/ML competencies using domains such as Computer Vision, Deep Learning, and MLOps to address real-world challenges across various sectors?	PSO1			

PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
2.0	-	-	2.16	2.1	2.4	-	2.8	2.16	2.8	2.7	2.5	-	-



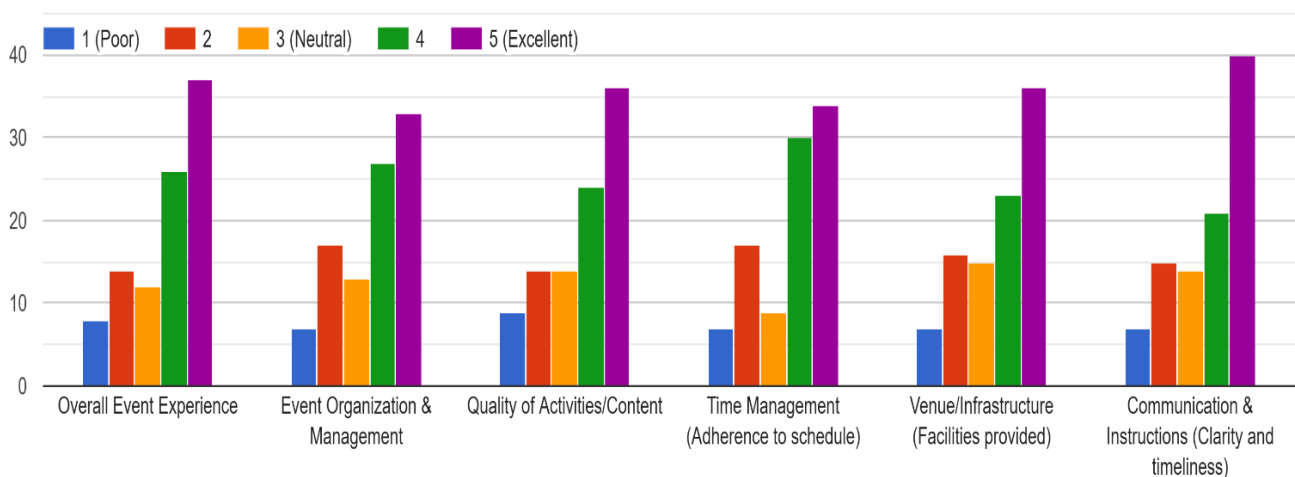
Analysis of Program Outcomes

8. Feedback Analysis

Questions:

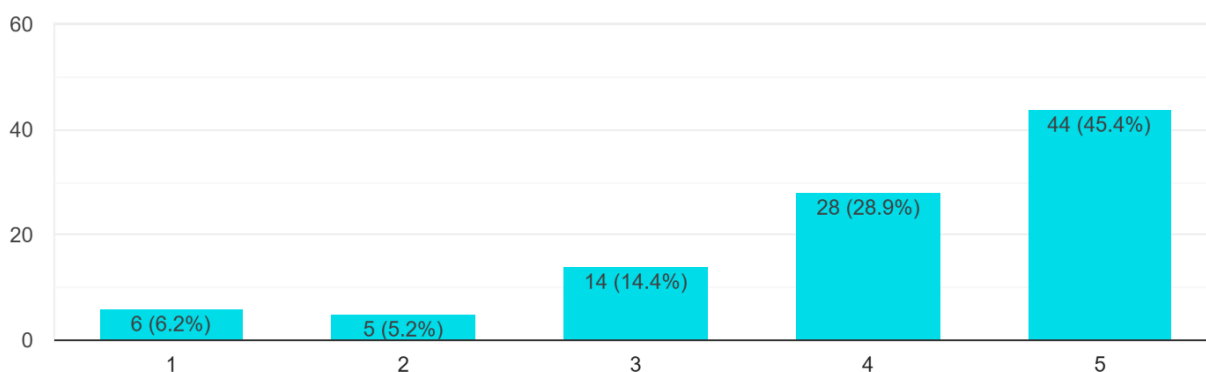
1. Which specific event did you participate in? Dropdown Mark only one oval.
2. Event Experience Rating *
3. Please rate your experience on the following parameters (1 = Poor, 5 = Excellent):
 - Overall Event Experience
 - Event Organization & Management
 - Quality of Activities/Content
 - Time Management (Adherence to schedule)
 - Venue/Infrastructure (Facilities provided)
 - Communication & Instructions (Clarity and timeliness)
4. Write something for overall feedback of the event.
5. What did you like the most about Neural Nexus 2K26?
6. What specific improvements would you suggest for future events?
7. Did you face any major technical or logistical issues during the event? If yes, please describe.
8. Did the event meet your overall expectations? Mark only one oval.
9. Did you gain significant knowledge or skills from participating in this event? Mark only one oval.
10. How likely are you to recommend Neural Nexus or similar events to your peers?
11. Have you attended the event fully (including all scheduled sessions/rounds relevant to your role)
12. How did you hear about Neural Nexus 2K26?

9. Graph of Feedback Analysis:



Section 3: Event Experience Rating

97 responses



8. Student Participation Summary

Sr. No	Name of Competition	Students From TGPCET	Students from outside Institute	Total
1.	Poster Panorama	37	32	69
2.	Tresure Hunt	135	15	150
3.	Prompt Nova	17	25	42
4.	E-Sports	112	120	232
	Total student count	301	192	493

Sd/-
HoD,AIML