



## **Department of Electronics and Communication Engineering**

### **Event Report: Treasure Hunt “LAN GAMING”**

### **in “TECHNO-UTSAV 2025”**

#### **Event Details:**

- **Event Name:** LAN GAMING
- **Date:** 15<sup>th</sup> Oct, 2025
- **Time:** 11:00 AM to 01:00 PM
- **Venue:** Computer Lab(5206), Block 5

#### **Participants:**

- **Number of Participants:** 20+
- **Target Audience:** Students from various departments interested in developing problem-solving, critical thinking, and teamwork skills.
- **Participant Demographics:** Mostly undergraduate students, with diverse backgrounds and skill levels.

#### **Event Overview:**

The Department of Electronics and Communication Engineering organized an exciting **LAN Gaming Competition** as part of its annual technical fest “**Techno Utsav 2025.**” The event provided an engaging platform for students to demonstrate their gaming skills, teamwork, and quick decision-making abilities while exploring the practical aspects of local area network (LAN) connectivity and real-time communication.

The event served as both an entertainment and learning experience, highlighting how network technologies play a key role in modern multiplayer gaming.

#### **Objectives:**

**The key objectives of the event were to:**

- Encourage team spirit, coordination, and strategic thinking among students.
- Provide hands-on exposure to LAN configuration and communication protocols.
- Offer a stress-relieving and interactive break from academic routine.
- Promote understanding of real-time data transfer and network reliability through gaming.

### **Event Structure:**

The LAN Gaming Competition was structured into **three main levels**, ensuring fairness and escalating difficulty with each round.

#### **Level 1: Preliminary Round – Knockout Stage**

**Format:** For Counter-Strike

- All registered teams competed in knockout-style matches.
- Winners of each match advanced to the next stage.
- Time limits and fair-play rules were strictly enforced by coordinators.

#### **Level 2: Quarterfinals and Semifinals – Team Battle Round**

Qualified teams competed in this stage through best-of-three matches. Focus was on team coordination, communication, and map strategy. Matches were conducted smoothly with technical support from ECE students and Lab technician who managed LAN configurations and system performance.

#### **Level 3: Final Round – Championship Battle**

- The **top two teams** faced off in a thrilling final match.
- Extended rounds and custom maps were used to intensify the challenge. Faculty members acted as referees to ensure fairness and transparency. The final was projected live for spectators, creating an electrifying atmosphere.

### **Highlights:**

- High-speed LAN setup managed entirely by ECE students.
- Real-time gaming experience with low-latency connections.
- Enthusiastic participation and large audience turnout.
- Smooth coordination and professional event management.

### **Feedback and Reception:**

The LAN Gaming Competition received an overwhelmingly positive response from both participants and spectators.

#### **Participants' Feedback:**

- Many students appreciated the smooth organization and well-managed schedule.
- Participants highlighted the quality of LAN connectivity and fair play environment as key strengths.
- Several students expressed interest in having more gaming titles and inter-college participation in future editions.

### **Organizers:**

- **Faculty Member: Ms. Ruchika Doda and Dr. Swati Juneja**
- **Student Coordinator: Mayank and Kanishk**

### **Outcome:**

The LAN Gaming Competition successfully showcased the ECE Department's ability to organize a technically demanding yet enjoyable event. It provided valuable

exposure to network setup, system troubleshooting, and real-time communication, all core aspects of Electronics and Communication Engineering.

The event achieved its goals of fostering teamwork, improving communication, and encouraging the application of theoretical knowledge in a practical, engaging setting.

### **Problems Faced and Solutions Implemented:**

Despite the event's overall success, a few challenges were encountered during preparation and execution. The organizing team effectively handled each issue with quick, practical solutions.

#### **Problem 1: Network Connectivity Issues**

**Issue:** During initial setup, a few systems experienced unstable LAN connections, leading to delayed response times.

**Solution:** The technical team reconfigured the IP addressing scheme, replaced faulty Ethernet cables, and optimized network switches. The connectivity stabilized, and all systems ran smoothly thereafter.

#### **Problem 2: System Lag During Gameplay**

**Issue:** Certain systems displayed lag due to high background processes and unoptimized graphics settings.

**Solution:** Systems were reconfigured by disabling unnecessary processes and updating GPU drivers. Game performance was restored to optimal levels.

### **Conclusion:**

The LAN Gaming Competition conducted by the Department of Electronics and Communication Engineering during Techno Utsav 2025 was a remarkable success. It blended technology, teamwork, and entertainment, drawing active participation from students across departments.

The event not only provided an enjoyable experience but also strengthened the department's reputation for innovation and technical excellence.

## **Glimpses of the event**



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**Department of Electronics  
and Communication Engineering**

*presents*

# LAN Gaming

**ROOM NO. - 5206**  
**DATE & TIME-**  
**15 Oct 2025**  
**11 AM**

**REGISTER  
HERE!**



**COUNTER-STRIKE 1.6**

**TECHNORAX VII.0**

**FACULTY IN CHARGE-**  
**MS. RUCHIKA MAM**  
**MRS. SWATI MAM**



**Dr. Akhilesh Das Gupta Institute  
of Professional Studies**  
(EEE Student Branch)

**STUDENT CO-ORDINATOR-**  
**KANISHK MISHRA**  
**MAYANK BALIYAN**  
**9354706457**



