

Dated: 15/10/2025

REPORT

Algo Maina

Date of Event: 15th October 2025

Venue: AIML Smart Classroom (2202)

Objectives: The main objective of Algo Mania was to encourage students to enhance their problem-solving, logical reasoning, and coding abilities through an engaging and competitive platform. The event aimed to build teamwork, strengthen foundational knowledge of programming and web technologies, and promote a spirit of healthy competition among budding technologists.

Activities: Algo Maina - Data Structure & Algorithm Context

Key Takeaways:

- Enhanced understanding of basic web technologies, Python, SQL, and DSA concepts.
- Improved problem-solving and logical reasoning skills.
- Boosted confidence, teamwork, and presentation skills.
- Opportunity for students to interact with judges and mentors for technical guidance.
- Promoted a culture of competitive learning and innovation within the AIML Department.

Description:

Algo Mania was a thrilling inter-departmental technical event organized by Kritrim Dhi, the official society of the AIML Department, on 15th October 2025. Over 15 teams registered for the competition, each consisting of a maximum of two members, with a registration fee of ₹30 per team. The event was conducted in three exciting rounds, testing participants' knowledge, logic, and algorithmic thinking.

Round 1 – Kahoot Round

The first round was held on the Kahoot platform, where one participant from each team represented their group. Participants faced 15 multiple-choice questions covering topics from Basic Web Development (HTML, CSS, JavaScript), Python, and SQL Queries. Based on their scores and accuracy, 12 teams were shortlisted for the next round.

Round 2 – Buzzer Round

The Buzzer Round brought energy and quick thinking to the stage. Two teams competed at a time, each provided with 10 square sheets to answer 10 one-word questions displayed on the projector. The questions focused on core tech topics like Logic Gates, Networking, and Port

Numbers. Teams had to press the buzzer first and show their written answer to score points:

+2 points for a correct answer
-1 point for an incorrect answer
0 points for no attempt

After 6 exciting face-offs, 6 winning teams advanced to the final round.

Round 3 – Algo Face-Off Round

The final round tested participants' algorithmic and problem-solving skills. Two teams at a time were given the same coding problem—based on Basic DSA (Data Structures and Algorithms) such as palindrome checks or anagram detection. Each team received an A4 sheet to write their solution within 7 minutes, followed by a short presentation in front of the judges — Sadaf Ma'am and Rishabh Sir. Judges evaluated the teams on the basis of accuracy, logic, explanation, and presentation.

At the end of three thrilling matches, the judges declared the 1st, 2nd, and 3rd place winners, who received cash prizes and winning certificates. All other teams were awarded participation certificates for their enthusiasm and effort.

Outcomes: 45 students benefited from the event.

Beneficiaries: AIML students.

Photographs of event with title: Algo Maina - Data Structure & Algorithm Context











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Event Organizer

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