



JB INSTITUTE OF ENGINEERING & TECHNOLOGY

UGC Autonomous

Accredited by NAAC & NBA, Approved by AICTE & Permanently Affiliated to JNTUH



Department of AI&ML & CSE(AI&ML)

Presents

AIVERSE 2K25

1. Event Poster with Summary of the Event and Photos



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Department of CSE(AI&ML) & AI&ML
Machine Learning Mavericks club
presents





Explore the Universe of AI

AIVERSE

Date : 10th march, 2k25
Open for all branches

GAMES

AI TREASURE HUNT

PUBG: BATTLEGROUNDS

WIN ATTRACTIVE PRIZES

Registrations end on 7th march, 25

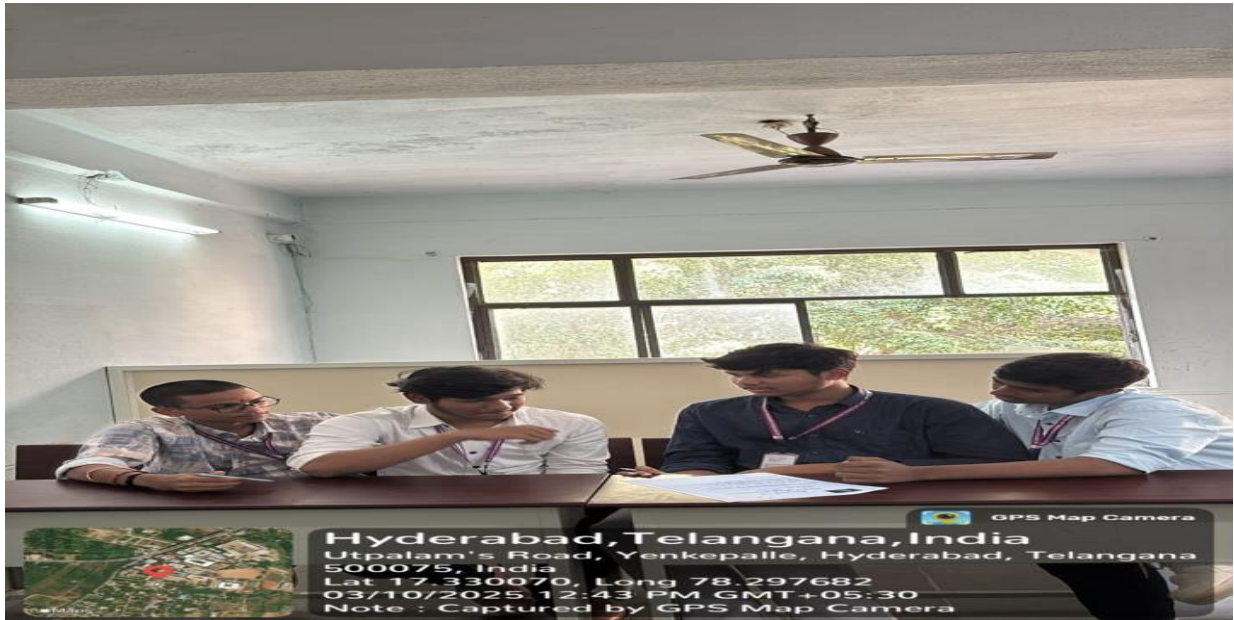
REFRESHMENTS INCLUDED

TEAM SIZE 2-4 MEMBER
REGISTRATION FEES ₹99/student

Student Coordinators
Yash Tyagi: 8630728473
Syed Faizan Uddin : 9652267482

Faculty Coordinators
Mrs. Beulah J Karthikeyan : 8606518574
Mr. Chandrasekar : 7893557565
Mr. Syed Shujath Ali : 8008994330

The **AIVERSE** event at JBIET on March 10, 2025, effectively achieved its objectives of connecting students with the universe of AI and introducing them to AI-related terms. Through a dynamic two-phase structure, participants engaged in a treasure hunt involving riddles and challenges, and a prompt challenge that tested their ability to generate AI prompts. The event fostered an interactive learning environment, with "Pixel Assassins" securing the top spot and "DSP Warriors" finishing as runners-up. AIVERSE offered a valuable and engaging introduction to the core concepts of Artificial Intelligence for the participating students.



Team : **Pixel Assassins (Winner!..)**



Team : **DSP Warriors (Runner ups!..)**

2. Resource Person Profile

3. EVENT FLOW

The **AI Treasure Hunt** consists of 7 stations, each featuring:

1. **Riddle:** Solve the riddle to unlock the challenge.
2. **Challenge:** Only teams who answer the riddle correctly get the chance to attempt the challenge.

Round-wise Rules:

1. Round 1 & 2: Accuracy-Based

- Teams will be judged solely on the correctness of their answers.
- Each correct answer earns points, while incorrect answers get zero points.

2. Round 3, 4 & 5: Quantity-Based

- Points will be awarded based on the number of correct answers.
- Important: If any wrong answer is given, the team gets 0 points for that entire round, even if some answers are correct.

3. Round 6 & 7: Time-Based

- These final rounds are all about speed and accuracy.
- The faster you answer correctly, the higher your score.
- Incorrect answers will result in zero points, regardless of timing.

Final Challenge:

After the 7 rounds, the top 3 teams with the highest scores will advance to the Prompt Challenge:

1. 3 Rounds of Prompt-Based Tasks:

- Each round will present a challenging AI-related prompt.
- After every round, 1 team will be eliminated based on performance.

2. Final Standings:

- The last surviving team will be crowned the Winner!
- The other 1 teams will be declared as Runner-Ups and will receive recognition for their achievement.

EXAMPLE : PHASE 1

STATION 3: Turing's Test Chamber

Riddle (Unlock the Challenge): I learn from past mistakes but never have a brain. I make decisions without emotions, yet I can beat humans at games. What am I?

Answer: Artificial Intelligence (AI)

Challenge (If Riddle Solved): Which of the following are real programming languages? (Select all correct answers!)

- 1 Rust
- 2 Cobra
- 3 Go
- 4 Swift
- 5 Python
- 6 Blaze
- 7 TypeScript
- 8 Ember
- 9 Kotlin
- 10 Raptor
- 11 Ruby
- 12 Elastic

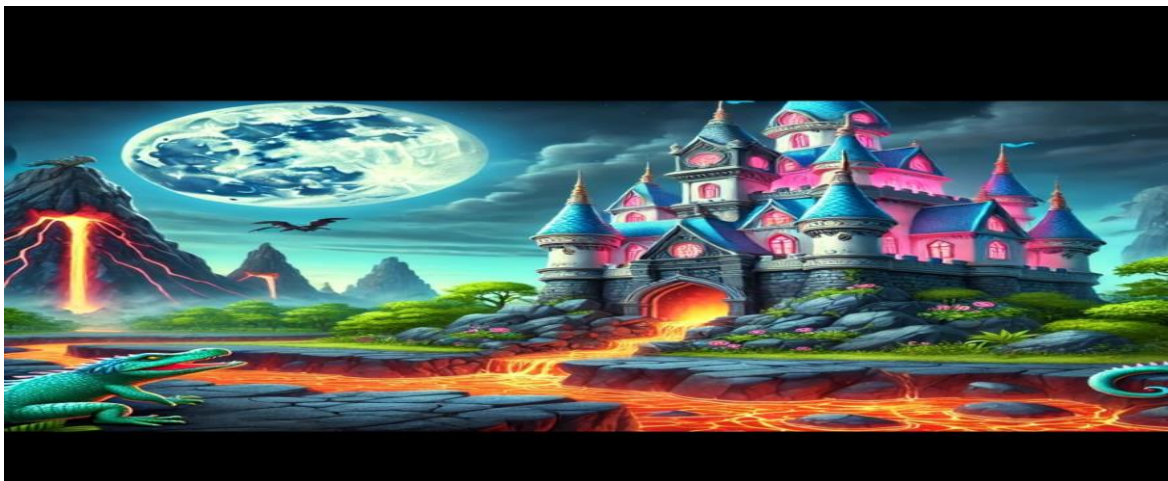
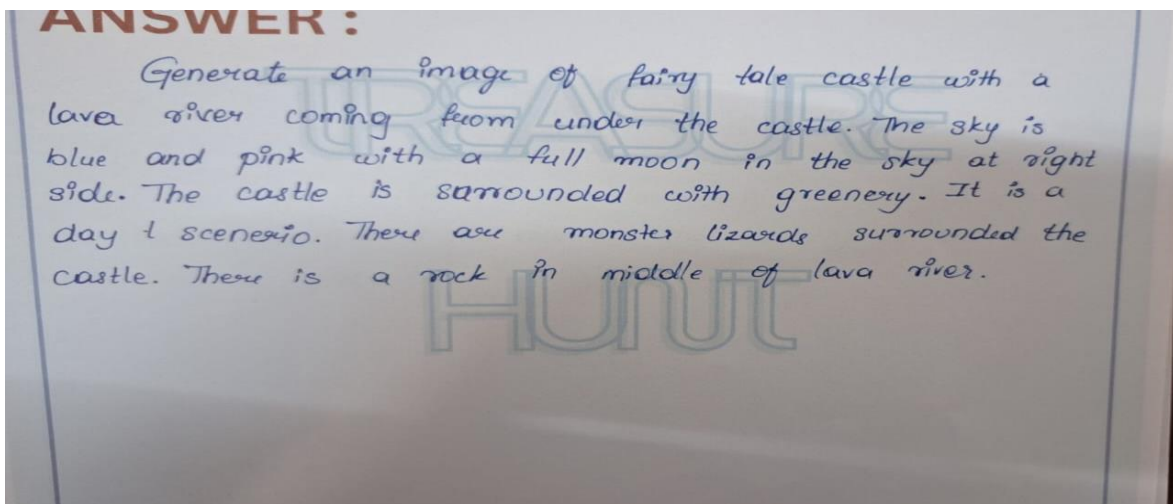
Correct Answers (): **Rust** – A fast, memory-safe systems programming language. **Go** – Developed by Google, known for simplicity and concurrency. **Swift** – Apple's language for iOS/macOS development. **Python** – One of the most popular programming languages. **TypeScript** – A superset of JavaScript with static typing. **Kotlin** – Official language for Android development. **Ruby** – A dynamic, high-level programming language.

EXAMPLE : PHASE 2



Each team has to write a prompt so that same image can be generated .
Team whose prompt generated most precise image will get high marks .

Pixel Assassins: prompt and their generated image



4. CERTIFICATES :

PIXEL ASSASSINS (WINNER!.....)

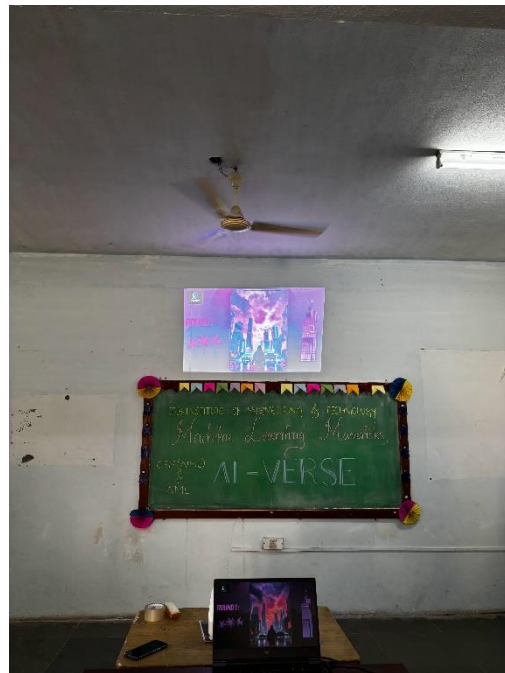


5. GLIMPSES OF EVENT

Hosting the event :



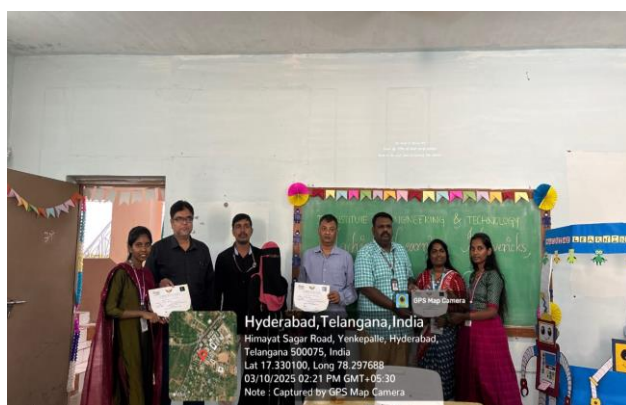
Presenting the PPT :



Participants solving the riddles and challenge :



Certificates Distributing :



6. Student Attendance Sheet

| Team Lead | Team Name | Lead Mobile | College | Signature |
|------------------|-------------------|--------------------|----------------|------------------|
| Suresh | Tech Crackers | 9390994061 | JBLET | |
| Jeevana | CSDS | 8074150599 | JBLET | |
| Himagnan Reddy | KeyBoard Warriors | 7416173139 | JBLET | |
| Khushi Gupta | Algorithm Raiders | 8085506787 | JBLET | |
| N.SAITEJA | DSP WARRIORS | 9059295930 | JBLET | |
| Ashwin | Pixel Assassins | 93467 75352 | JBLET | |