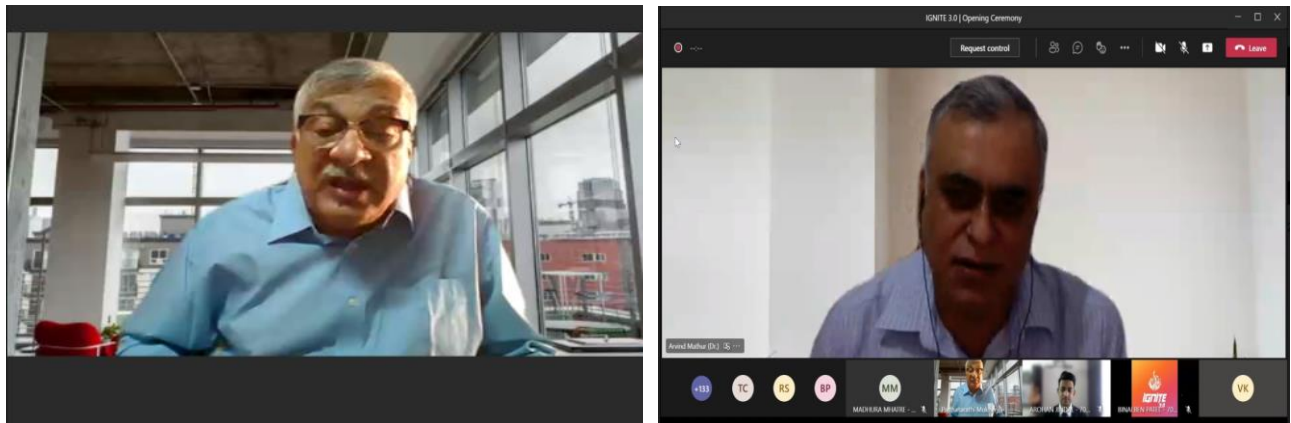# IGNITE 3.0

"Technology, like art, is a soaring exercise of the human imagination."
– Daniel Bell

At the School of Technology Management and Engineering, here at NMIMS, Navi Mumbai, we strive to live by the aforementioned quote. Exercising our imagination and making the impossible come true. And with IGNITE 3.0, we succeeded in doing exactly that!

IGNITE is the annual technical festival of NMIMS, Navi Mumbai. Started in the year 2019, it intended on giving a platform for technologies of the future. In an attempt to bring together like minded individuals and celebrate technology, with a fun twist, amidst the perfect blend of amusement and illuminations for a better tomorrow. Each year, this technical feat has gotten bigger and better, with even more events, and greater participation.

As we all know, this past year has taken a toll on the routine functioning of the world. However, it has also encouraged us to think outside the box. These unprecedented circumstances have challenged us to find creative solutions to continue on with our lives.

Following the massive success of its previous iterations, this year IGNITE 3.0 was organised from 23rd March 2021 to 27th March 2021. The third edition of NMIMS Navi Mumbai's annual tech fest, though, was organised uniquely. Considering the restrictions caused due to the global pandemic, team IGNITE decided to organise the annual tech fest virtually, thereby making it the very first of its kind. So, without letting the lockdown dampen our spirits, we've found a way to continue the legacy, albeit in an online manner, pushing our own limits!
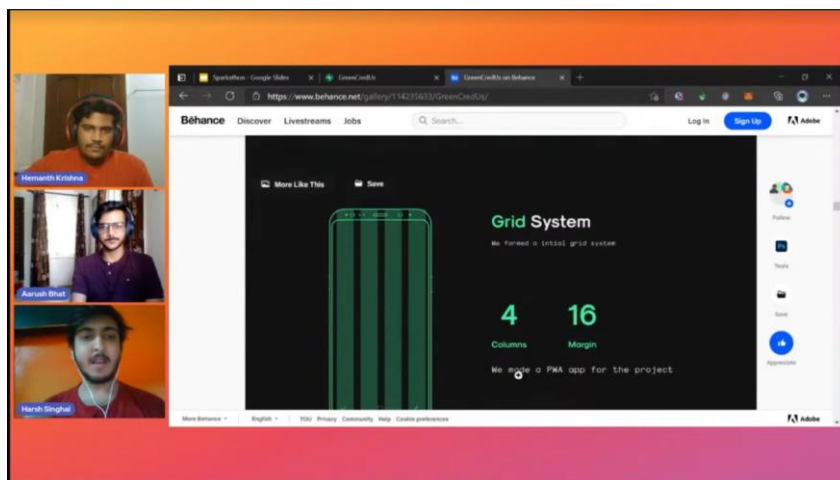

The opening ceremony took place on March 23, 2021, with a speech by the captain of the ship, our Director, Dr. P. N. Mukherjee kicking off the proceedings. Followed by which, the event "Tech Talks" took place. The event started with a session on "Roadmap to Placements" by Rahul Singla, a senior staffer from GeeksforGeeks, which was followed up by a session by Anuj Garg (founder of CodeforCause and a GSoc Admin) on "The Ultimate Guide to Surviving a Hackathon". The gaming event, Valorant, started soon after, followed by a tech-talks session by Aman Mittal on "The Rise of

No-Code and an Introduction to Draftbit", which concluded the opening ceremony and Day 1 of IGNITE.

Sparkathon:

With IGNITE 3.0 switching to the online mode, the tech team of NMIMS came up with the idea of Sparkathon: a completely virtual hackathon that offered a no-code route to allow participation of interested candidates from a non-technical background. With a prize pool worth Rs. 12 Lakh and informative webinars on hackathons and no-code, the event had something for each and every student!
With their "HealthHub" idea, the team of Vrushti Mody and Rohan Poojari bagged first place, thereby becoming the winners of the Sparkathon event. However, all submissions were incredible and the judges had a really tough time figuring out the winners, leading to lots of special prizes like Best Individual Hack, Jury Award, and Best in NMIMS.

Valorant:

It is said that e-sports is the biggest rival of traditional sports leagues, in terms of future opportunities. Valorant became the most played online PC action game in the world almost immediately after its release. Ignite 3.0 brings the ultimate challenge for all valorant enthusiasts. There were tournaments on both days of the fest, bringing teams from all around to prove their gaming prowess by going against each other in several rounds of intense competition. Two teams go against each other in a single round of valorant . In total there were 32 teams and it got quite competitive. It was elimination tournament, every team played their best and the greatest team of all was Team Resilience, the second best team was Team Throwskis and the team which secured third place was Team Nicetry. This event gained widespread attention just because of the ardent gamers.
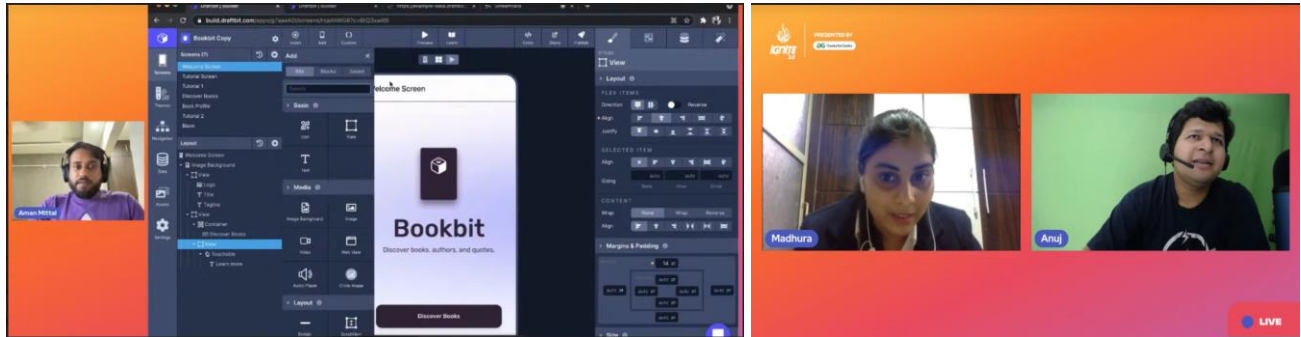
Tech talks:

As rightly said, "Technology will not replace great teachers but technology in the hands of great teachers can be transformational". Hence, we all need a mentor to guide us walk on appropriate path and here at IGNITE 3.0 an event "Tech Talks" was organised where many guest speakers came and shared their unique set of experiences and knowledge.

Our first speaker was Mr. Rahul Singla. He spoke about Roadmap to Placements by GeeksforGeeks. Mr. Rahul Singla holds a bachelors degree in information technology. His skillset covers fields as diverse as web development and machine learning to public speaking and team building. Mr. Singla has also taken multiple live courses on topics such as Data Structures and Algorithms, Java and many more such topics. This talk helped viewers get some interesting insights about placements and guide them on the path to their dream job!

Coming up we had our next speaker Mr. Anuj Garg who spoke on The Ultimate Guide to Surviving a Hackathon. Mr. Anuj Garg, who is an open-source enthusiast. He is based in Delhi and teaches advanced Java. Along with being a mentor for the Google Summer of Code, he has also been a GSoCer under the JBoss Community of RedHat Foundation. With an impressive array of projects under his belt, he is also the founder of Code for Cause. Mr.Garg shared some useful tips and tricks to make the best out of Sparkathon or any other Hackathon that viewers will ever participate!

Our next speaker was Aman Mittal and he spoke on The Rise of No-Code and a Guide to Using Draftbit. Aman Mittal is a tech writer @Draftbit (a YCombinator backed company) with 2 million + views on his Medium blog and has written for 20+ organizations. Being a developer advocate and a React Native expert, he enlightened the viewers about the future of no-code.
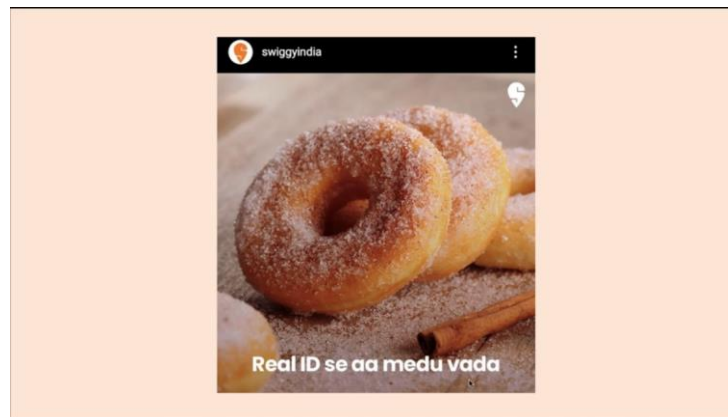The event was very informative and changed the mind-set of the viewers. It helped the students to gain knowledge on specialised areas, from the best people in the field.

Meme as a Service:

All millennials and Gen-Z would speak "meme" fluently, and what better way to prove that, than by competing in meme-making.
Ignite 3.0 hosted this stellar event which was a breakthrough in the field of marketing. The event not only gave a platform to candidates to portray their creativity but also encouraged a fun new way of advertising: memes. The basic idea of the event was to market products and ideas through memes. There were about 30 entries, comprising of both product and corporate based memes in a time span of 2 days. The memes were judged and graded on the basis of originality, appropriateness, humour and relevance to the theme. The participant with the highest average grade won the title of

'Memelord' and a cash prize of ₹ 5,000. Apart from the first, second and third prizes, consolation prizes were also given out to other equally deserving participants and their vivid ideas.

Go Creative:

"Everything you can imagine is real." —Pablo Picasso
This year Ignite 3.0 hosted another amazing event to bring out the potential of every student. The **creative competition** was not only for bringing their creative side ahead but what mattered was how students can showcase creativity regardless of the resources being provided to them.. The main objective of the event was to provide a venue for the realisation and expression of the participant's artistic talent. The theme of the event was to come up with a poster, a picture, a short video clip or an illustration (digital or physical) that depicts your creativity and an idea that suits best with our selected theme. The theme chosen for the event was **Time Capsule - "All the things you want to do after you get vaccinated".** The participants had to submit their artwork by a fixed time and the judging was done by how the participant used the topic to show his/ her creativity by the art materials they chose to use. The participant who won the competition received a cash prize worth Rs.5000.The art pieces that came in were very creative and mind blowing showcasing of how far people can think on a particular topic.
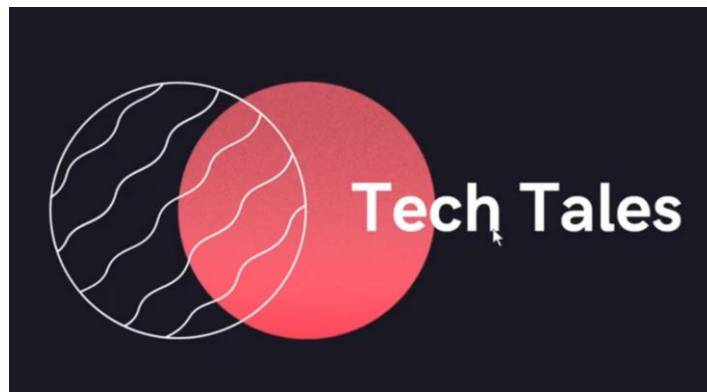
Tech Tales:
Tech tales was a writing competition that focused on the theme of science fiction and technology, encouraging up-and-coming writers from all areas of life to pen down their artistic thoughts and ideas. Creative freedom was given to the participants to craft their own short stories of minimum 300 words, based on the topics:
1) Start a story with: "I remember the night I left Earth forever."
2) End a story with: "They would never let me pilot anything ever again."
3) What if: there was a global tech failure during the initial stages of global pandemic
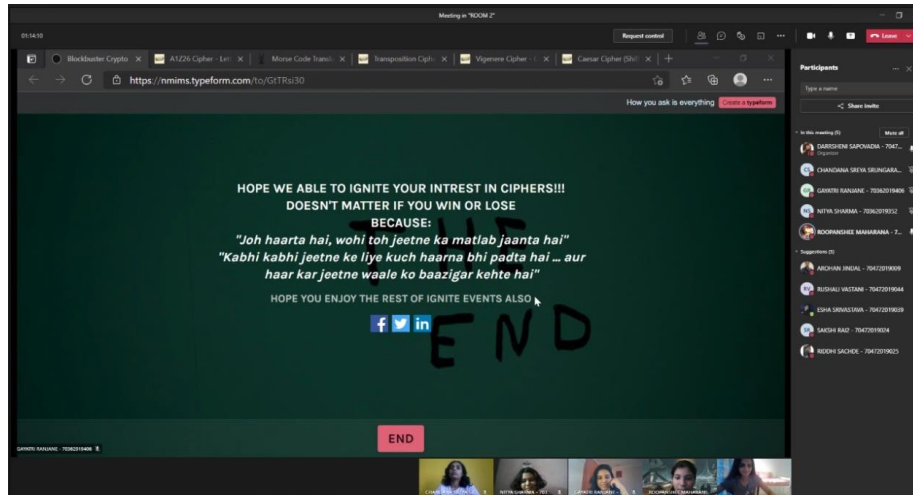4) Start a story with "I thought my invention would revolutionize global politics. Little did I know...."

Sixty percent of their story was rated in accordance with the technological and science fiction aspect of their story, while forty percent was judged based on their creativity, originality and writing skills. The first prize for Tech tales was won by Abhinaba Mazumder, second by Manasi Mujumdar, and third by Jeet Guhathakurta, for coming up with impressive, and remarkable stories! Some participants who didn't manage to win, but their incredible stories deserved a special mention, and a special prize were Vrushti Mody and Avantika Jalote.

Blockbuster Crypto:

One could have never imagined that something as technical as cryptography and something as casual as Bollywood can be combined, but "Blockbuster Crypto", an event in Ignite 3.0 did it and it was a great success. The idea behind it was- the Bollywood dialogues would be cyphered and the participants had to decode them using online ciphers to figure out the trivia associated with them. The trivia acted as clues for the next round.

There were 27 teams that participated. The event was divided into 3 rounds. The players were given 2 chances to guess the correct answer in Round 1. In Round 2 & 3, only 1 chance was given. There were 9 volunteers in total, each catering to 3 teams. The event was successful in invoking the Bollywood enthusiast in people while also satisfying the tech wizard in them.
All of the teams were pumped up for the event. It was a fun-filled activity with some wiggle room for learning. It certainly impressed the Bollywood techie in people. Once again, Ignite proved to celebrate out-of-box ideas.

Closing Ceremony:

The 5-day tech fest concluded on March 27, 2021, which was marked by a beautiful closing ceremony, courtesy of the Music Committee of NMIMS Navi Mumbai. From tabla to drums, and from Bollywood songs to raps, the marathon performance from the Music committee had something that suited the interest of each and every individual. The musical journey was followed by a vote of thanks from the Head of IGNITE, which lead to the official conclusion of the 3rd edition of the annual tech fest of NMIMS Navi Mumbai.

Innovation, as described in the Oxford dictionary: noun, in·no·va·tion, the introduction of something new. And with IGNITE 3.0, that's exactly what the students of STME strived towards. With months of dedication and planning, followed by successful execution, the students of STME proved yet again, how technology could truly change the world!

"The technology you use impresses no one. The experience you create with it is everything."Sean Gerety