IEEE COMPUTER SOCIETY STUDENT CHAPTER JNNCE, SHIVAMOGGA

Report on YugmaTechFest 1.0

This report on Yugma Techfest 1.0 documents the objectives, events, and outcomes of the three-day technical fest organized by the Department of ISE, JNNCE, with the IEEE Computer Society Student Chapter. It serves as a record of the hackathon, technical events, and ceremonies, while also providing feedback for improvement and reference for future editions. The report reflects the teamwork, innovation, and enthusiasm that made the fest a memorable milestone.

Date: 21th August to 23rd August 2025

Location: Department of IS&E.

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Executive Summary

Yugma Techfest 1.0, organized by the IEEE Computer Society Student Branch of JNNCE, was held from 21st to 23rd August 2025. The three-day event aimed to promote innovation, collaboration, and technical excellence among students through a series of well-structured programs including the forum inauguration, a 24-hour hackathon, and multiple technical competitions. The event began with the formal inauguration of the IEEE Computer Society Forum, which marked a new beginning for student-driven technical activities in the department. It was followed by the hackathon, which witnessed participation from over 100 teams across various colleges, working on real-world problem statements under guided mentorship and evaluation. The final day featured technical events such as coding challenges, design competitions, and innovation-based activities. These events provided students a platform to apply their skills and compete in a healthy and collaborative environment. Overall, Yugma Techfest 1.0 successfully brought together students, mentors, alumni, and industry experts, creating a strong foundation for future technical initiatives under the IEEE banner.

Introduction

The Department of Information Science and Engineering, Jawaharlal Nehru New College of Engineering (JNNCE), in collaboration with the IEEE Computer Society Student Chapter, proudly inaugurated YUGMA TECHFEST 1.0 – a three-day state-level technical summit featuring the institution's first-ever 24-hour hackathon and a series of technical events. The inaugural program was held on 21st August 2025 at 10:30 AM in the MBA/MCA Auditorium Hall, JNNCE, Shivamogga, marking a historic moment for our department and college. As a proud and symbolic start to the celebrations, the banner of Yugma Techfest 1.0 was unveiled in front of the Silver Jubilee Building of the Department of Information Science and Engineering. The unveiling was performed by the dignitaries themselves, marking the official beginning of the fest. The moment captured the spirit of unity, pride, and anticipation, as faculty, students, and guests witnessed the first glimpse of the identity of Yugma Techfest 1.0.

The event was graced by eminent dignitaries. The Chief Guest, **Dr. Sourav Kanti Addya,** Vice Chair of IEEE Computer Society Bangalore Chapter and Assistant Professor, Department of CSE, NITK Surathkal, delivered an inspiring address on the importance of fostering innovation and creativity among young engineers. The program was presided over by **Sri S. N. Nagaraja**, Secretary, National Education Society (R), Shivamogga, whose continued encouragement has always guided the institution towards excellence. The Guests of Honor included **Sri D. G. Ramesh**, Treasurer, National Education Society (R), and **Dr. Y. Vijaya Kumar**, Principal, JNNCE, whose presence added immense value to the occasion. The ceremony also witnessed the gracious presence of **Dr. Raghavendra R. J**., Head of the Department of ISE, and **Dr. S. V. Sathyanarayana**, Dean of R&D and Chair, IEEE Mangalore Subsection, **Dr. Pavan Kumar M. P**., IEEE CS Chapter Advisor, The inauguration commenced with a soulful invocation song, followed by the ceremonial lighting of the lamp, symbolizing the triumph of knowledge over ignorance. The highlight of the day was the launch of the IEEE Computer

Society Student Chapter at JNNCE, along with the unveiling of its logo – a proud and historic milestone for the department.

This was followed by the screening of a specially prepared promo video, capturing the spirit of innovation, teamwork, and vision behind Yugma Techfest. Adding to the grandeur, the inauguration also featured an engaging Keynote on the **Topic: Empowering Smart Cities with AI-Driven Edge and Fog Computing Architecture**, where the Chief Guest shared thought-provoking insights on the future of technology, research, and innovation. Their words motivated the students to take bold steps towards problem-solving and entrepreneurial ventures, setting the tone for the upcoming hackathon and events. The inaugural ceremony, with its blend of tradition, vision, and inspiration, truly laid the foundation for Yugma Techfest 1.0. It was not merely an opening ceremony but a celebration of knowledge, collaboration, and the limitless possibilities that await when bright minds come together.

Purpose

The primary purpose of organizing Yugma Techfest 1.0 was to give a grand beginning to the IEEE journey of the Department of Information Science and Engineering at JNNCE. The

event was envisioned as more than just a technical gathering; it was designed to be a milestone celebration that would resonate across the institution and beyond. By combining the inauguration of the IEEE Computer Society Student Chapter with a large-scale hackathon and technical events, the fest aimed to establish a strong foundation for future endeavours, set a benchmark for excellence, and symbolize the department's commitment to innovation, collaboration, and leadership in technology.

Objectives

- To mark the historic launch of the IEEE Computer Society Student Chapter at JNNCE.
- To create a memorable milestone that showcases the vision, strength, and talent of the ISE Department.
- To provide students a platform for innovation, where creativity meets real-world problem solving.
- To encourage collaborative learning among students from diverse colleges and domains.
- To build a culture of entrepreneurship, research, and technical leadership.
- To enhance the visibility of JNNCE and its students in the larger IEEE community.
- To set the tone for future technical fests and hackathons under the IEEE banner.

Pre-Event Preparations

The success of Yugma Techfest 1.0 was built upon meticulous planning and dedicated efforts carried out over the months of June and July 2025. For nearly two months, the organizing team, under the guidance of faculty coordinators and mentors, worked tirelessly to shape the vision of the fest into a reality. Tasks such as finalizing the hackathon format, framing problem statements, designing promotional content, coordinating with alumni judges, and managing logistics were executed with precision and commitment.

The registration process began with the launch of forms for the hackathon on 31st July 2025 and remained open until 8th August 2025. The overwhelming response exceeded initial expectations, with 102 teams from 26 different colleges registering for the 24-hour onsite hackathon. Recognizing the enthusiasm, the organizers even accommodated buffer slots beyond the initial team limit of 80, ensuring wider participation. Similarly, for the technical events scheduled on Day 3 of the fest, registrations opened alongside the hackathon and concluded on 19th August 2025. These events, ranging from coding challenges to design competitions, witnessed active interest with 100 teams from 20 colleges signing up.

The strong pre-event engagement reflected not only the popularity of the fest but also the dedicated promotional efforts by the IEEE Computer Society Student Chapter. With consistent outreach, poster releases, and student-to-student communication across campuses, the fest was able to create an air of excitement well before its commencement.

The Inaugural Ceremony

The Inaugural Ceremony of Yugma Techfest 1.0 was held on 21st August 2025 at the MBA/MCA Auditorium, JNNCE, in the presence of esteemed dignitaries, faculty, and students. The program began with a soulful invocation song followed by the lighting of the lamp, symbolizing knowledge and new beginnings. The gathering was addressed by our Chief Guest, Dr. Sourav Kanti Addya, Vice Chair of IEEE Computer Society Bangalore Chapter and Assistant Professor at NITK Surathkal, who inspired the audience with his words on innovation and the role of IEEE in shaping student careers. The event was presided over by Sri S. N. Nagaraja, Secretary, National Education Society (R), Shivamogga, whose guidance has always steered JNNCE towards excellence. We were also honoured by the presence of Sri D. G. Ramesh, Treasurer, NES (R), Dr. Y. Vijaya Kumar, Principal, JNNCE, Dr. Pavan Kumar M. P., IEEE CS Chapter Advisor, Dr. Raghavendra R. J., Head of the ISE Department, and Dr. S. V. Sathyanarayana, Dean of R&D and Chair, IEEE Mangalore Subsection.

The ceremony also witnessed the official launch of the IEEE Computer Society Student Chapter at JNNCE and the unveiling of its logo, marking a proud milestone for the Department

of ISE. All dignitaries were warmly felicitated, and their presence added immense value to the occasion.

A special highlight of the inauguration was the TED Talk-style address delivered by the Chief Guest, Dr. Sourav Kanti Addya. In his session, he shared insightful thoughts on the role of the IEEE Computer Society in nurturing innovation and professional growth among students. He also emphasized the importance of the ongoing AI revolution, explaining how students can leverage IEEE's global network to stay ahead in emerging technologies. His guidance set the perfect tone for the fest and inspired students to pursue bold ideas and entrepreneurial ventures. Dr. Addya highlighted how the establishment of the Computer Society chapter at JNNCE would open doors for workshops, research opportunities, and international exposure. His talk inspired the audience to view the Computer Society not just as a student body, but as a gateway to opportunities, collaboration, and industry exposure.

The inauguration concluded with the National Anthem, leaving the gathering with a sense of pride, motivation, and anticipation for the exciting events ahead.

The 24-Hour Hackathon

The flagship event of Yugma Techfest 1.0 was the 24-hour onsite Hackathon – HackYugma 2k25, held at the Department of Information Science & Engineering, Silver Jubilee Building, JNNCE. It brought together brilliant minds from 26 different colleges, working tirelessly to innovate and solve real-world problems. The hackathon commenced on 21st August 2025 at 3:00 PM, when hard copies of the four problem statements were distributed to all the participating teams. Initially, 30 minutes were allotted for the teams to finalize their choice, but considering the importance of discussion and brainstorming, the time was extended to one full hour. By 4:00 PM, every team had submitted their finalized problem statement and began their 24-hour innovation journey.

To ensure the quality of progress and provide timely guidance, a mid-evaluation round was conducted between 9:00 PM and 11:00 PM on the same night. A panel of six evaluators interacted with the teams, reviewed their progress, and shared constructive feedback. Their words of encouragement and professional insights played a crucial role in motivating the participants to refine their solutions and stay focused through the night.

On the following day, 22nd August 2025, the final evaluation round began at 12:00 PM for teams who had completed their work and submitted their files ahead of time. The process continued systematically and by 5:30 PM, all final presentations were completed. The judges held in-depth discussions, carefully analysing the submitted files and presentation videos before arriving at the results.

By 7:00 PM on 22nd August, the winners of HackYugma 2k25 were officially announced. The prize distribution, however, was held with grandeur during the Valedictory Ceremony on 23rd August 2025, where the victorious teams were honoured on stage. (Names of winning teams to be added). The hackathon not only tested the technical expertise and creativity of the participants but also reflected their determination, team spirit, and endurance. It stood as a symbol of resilience and innovation, leaving a strong mark as JNNCE's first-ever 24-hour onsite hackathon.

Day 3: Technical Events

The third day of Yugma Techfest 1.0, held on 23rd August 2025, was dedicated to a series of engaging technical competitions. The events commenced promptly at 9:00 AM, with participants having already received a detailed timeline of activities to ensure smooth flow and preparedness. The day featured multiple events including the Hiring Challenge, Coding Contest, Tech Treasure Hunt, UI/UX Design Challenge, and Innovista. Each competition was carefully structured with dedicated rooms and slots, avoiding any clashes so that participants could focus on their chosen events without difficulty.

1. **UI/UX Design Sprint**

This event focused on testing participants' knowledge of design fundamentals and their ability to create intuitive, user-friendly interfaces. The first round featured multiple-choice questions on UI/UX basics, followed by a hands-on design sprint in the second round. Participants designed solutions using tools like Figma and AdobeXD, showcasing creativity within given constraints.

2. **Hiring Challenge**

This event mirrored real-world recruitment processes, giving participants an immersive hiring experience. It comprised three stages: an aptitude test, a coding round in C/Java, and a mock HR interview. The challenge evaluated logical reasoning, technical problem-solving, and communication skills, preparing participants for industry hiring scenarios.

3. **Tech Treasure Hunt**

A tech-themed online treasure hunt that combined quiz-solving and puzzle-cracking with speed and accuracy. Conducted in two rounds, participants decoded clues and advanced through hidden challenges to reach the final word. The event highlighted teamwork, logical reasoning, and quick decision-making under pressure.

4. **Code Blitz**

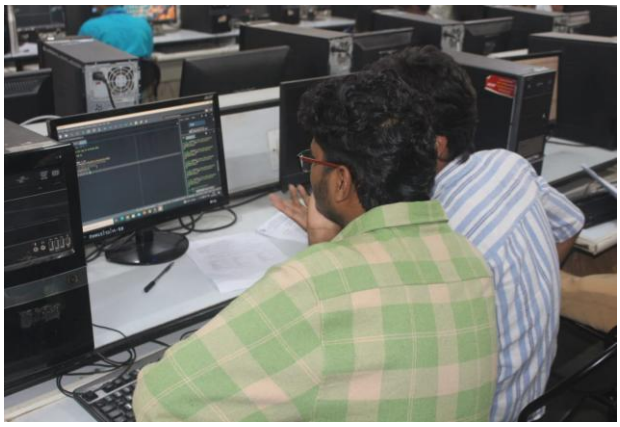
Code Blitz tested participants' programming logic and problem-solving abilities through a two-stage competition. Round one included an MCQ quiz on coding concepts, followed by a hands-on coding round with problems of varying difficulty. The event showcased coding efficiency, accuracy, and adaptability under time-bound conditions.

5. **Innovista**

A pitch-based event where participants presented innovative solutions to real-world problems. Teams were judged on innovation, feasibility, sustainability, and scalability of their ideas, along with presentation skills. Innovista provided a platform for budding innovators to transform ideas into impactful prototypes and business models.

The evaluation process was conducted by a panel of alumni and faculty members, ensuring fairness and quality in assessment. Their constructive feedback not only determined winners but also helped participants gain valuable insights. Throughout the day, student volunteers actively assisted participants, guiding them with logistics, registrations, and technical support.

Their contribution played a vital role in maintaining discipline and creating a welcoming environment. The events proceeded seamlessly, maintaining the excitement and energy of the fest. By 4:00 PM in the evening, all competitions had successfully concluded.



The winners of each event were officially announced during the Valedictory Ceremony later in the day, where they were felicitated and honoured for their achievements. Day 3 truly highlighted the diversity of technical skills among students, from problem-solving and coding to design and innovation, making Yugma Techfest 1.0 a holistic and memorable experience.

The Valedictory Ceremony

The Valedictory Ceremony of Yugma Techfest 1.0 was held on 23rd August 2025 from 4:00 PM to 5:30 PM at the MBA/MCA Auditorium, JNNCE. The event was presided over by Dr. Y. Vijaya Kumar, Principal, JNNCE, with Mr. Chetana K. M., Team Lead, Encora Bengaluru as the Chief Guest. The Guests of Honor included Dr. P. Narayan, Joint Secretary, NES (R), and Sri M. S. Anantha Datta, Director, NES (R). The program began with a warm welcome to the dignitaries, followed by felicitation of the Chief Guest and Guests of Honor. The Chief Guest, Mr. Chetana K. M., delivered an inspiring address highlighting the importance of continuous

learning, adaptability, and innovation in today's fast-changing industry. Both Dr. P. Narayan and Sri M. S. Anantha Datta also shared their valuable thoughts, appreciating the efforts of the department in organizing such a large-scale event.

One of the key highlights of the valedictory was the certificate and prize distribution ceremony. Winners of the 24-hour Hackathon (HackYugma 2k25) as well as all technical events conducted on Day 3 were honoured by the dignitaries. Prizes worth ₹60,000 for the hackathon and ₹7,000 for each technical event were distributed along with trophies and certificates.

This moment of recognition was filled with applause and joy as the hard work of participants was celebrated. The ceremony also included the felicitation of evaluators and judges, many of whom were proud alumni of JNNCE, acknowledging their vital contribution in ensuring fair and insightful evaluation.

The event concluded with a heartfelt Vote of Thanks by the organizing team and the singing of the National Anthem, bringing Yugma Techfest 1.0 to a graceful close.

Events at a Glance

1. Hackathon (HackYugma 2k25):

- Total Registrations: 102 teams from 26 colleges (98 actively participated).
- Duration: 24 hours (21st – 22nd August 2025).
- Prize Pool: ₹60,000 (Winner – ₹30,000, Runner-Up – ₹20,000, Second Runner-Up – ₹10,000) with trophies and certificates.

Hackathon Winners:

Place	Team Name	College Name	Problem Statement
1st	Coding Kannadigas	R V College of Engineering, Bangalore	Holographic Display System with Gesture Recognition
2nd	Crazy Coders	PESITM Shivamogga	Holographic Display System with Gesture Recognition
3rd	U-235	Shri Madhwa Vadiraja Institute of Technology and Management, Udupi	3D Car Design Visualization and Customization Platform

2. Technical Events (Day 3):

- Events Conducted: Hiring Challenge, Coding Contest, Tech Treasure Hunt, UI/UX Design Challenge, Innovista.
- Participation: 100 teams from 20 colleges.
- Prize Pool: ₹7,000 per event (Winner – ₹4,000, Runner-Up – ₹2,000, Second Runner-Up – ₹1,000).
- All winners received certificates along with their prizes.

Events Winners

Code Blitz

Place	Participant Name	College Name
1st	Rajath Shenoi	JNNCE, Shivamogga
2nd	Chethohaar J M Vaibhav P Rodappanavar	RVCE Bangalore
3rd	Dhruva D V Manish	SIT Tumkur BIT Bangalore

UI/UX Design Sprint

Place	Participant Name	College Name
1st	Shivam Shetty Chethan V K	Shri Madhwa Vadiraja institute of Technology and Management
2nd	Nikhil B S Sharan M Gowda	JNNCE, Shivamogga
3rd	Adish J Chetan C	JNNCE, Shivamogga

Tech Treasure Hunt

Place	Participant Name	College Name
1st	Rajat Shenoi	JNNCE, Shivamogga
2nd	Swasthik Yesh Tejas Nayak	Shri Madhwa Vadiraja institute of Technology and Management

3rd	Shreevathsa B P , Sharan M Gowda	JNNCE, Shivamogga

Hiring Challenge

Place	Participant Name	College Name
1st	Rajath Shenoi	JNNCE, Shivamogga
2nd	Chethohaar J M Vaibhav P Rodappanavar	RVCE Bangalore
3rd	Dhruva D V Manish	SIT Tumkur BIT Bangalore

Innovista

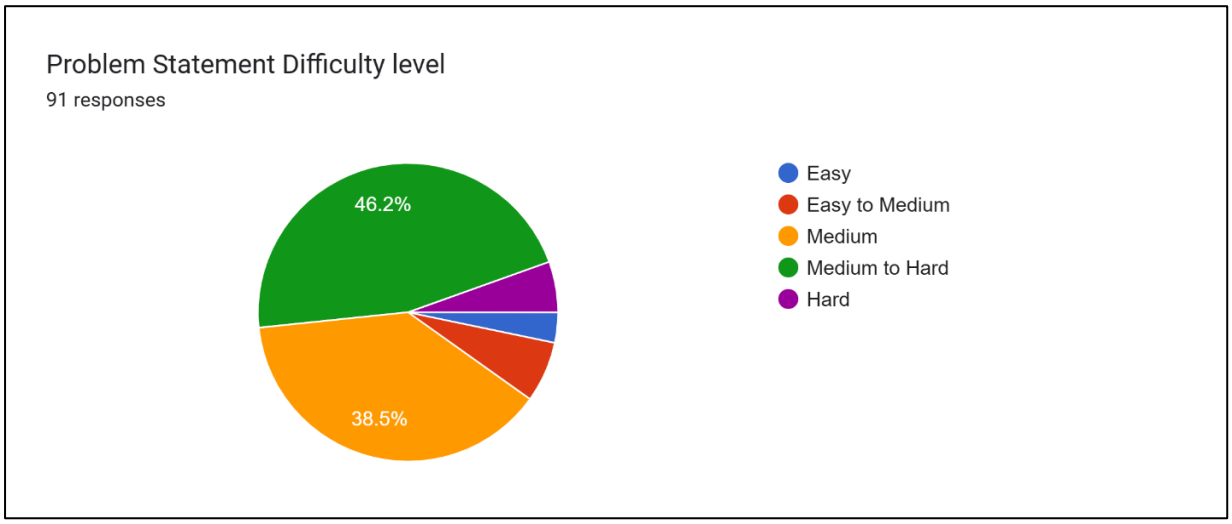
Place	Participant Name	College Name
1st	K Chandana Nanditha	SDM Institute of Technology, Ujjire
2nd	Amrutha Shreya Naik	Shri Madhwa Vadiraja institute of Technology and Management
3rd	Nihal N M V Nandan	JNNCE, Shivamogga

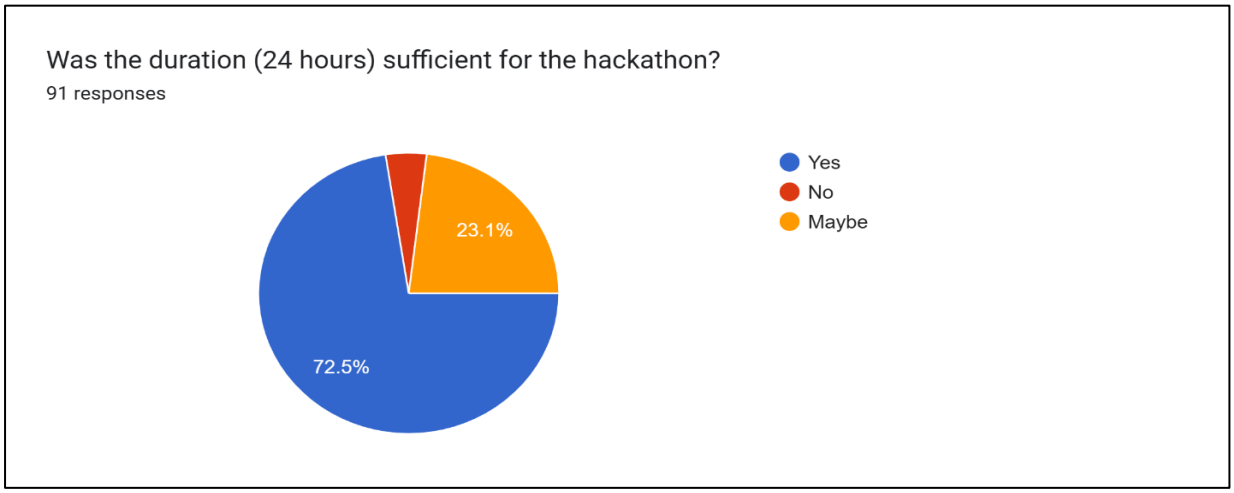
3. Prize Distribution:

- All winners were felicitated during the Valedictory Ceremony by the dignitaries and chief guests.
- Each prize was accompanied by a certificate of recognition, marking their achievement.

4. Feedback & Response.

Yugma Techfest 1.0 received highly positive feedback from both participants and evaluators. The hackathon and technical events were appreciated for their smooth organization, challenging problem statements, and transparent evaluation process. Judges praised the innovative solutions and creativity of the students, while participants expressed gratitude for the guidance and support provided by mentors and volunteers.





How would you rate your overall experience at the hackathon? (Share feedback if you wish to-**in others**) *

- [ ] 1
- [ ] 2
- [ ] 3
- [ ] 4
- [x] 5
- [ ] Other:

Please share your thoughts/suggestions/Opinions *

Excellent, no words to describe it. The team organised the hackathon really well, I have never seen such a really good team. You gave importance to even the smallest of issues.

I really appreciate what you have done and because of that I was able to learn A LOT from the experience.

Places to improve: WiFi was very slow. Registration workflow in Google Forms could have been improved for the events, for example, there was no option to have different participants as team members for events. If I was registering for 3 events, in the google form all 3 would be the same team.

If I wanted to have different team-member, I should fill in a different form and then I would lose the discount pricing.

- [x] 5
- [x] Other: Yes it was very beautiful and more responsive

How would you rate your overall experience at the hackathon? (Share feedback if you wish to-**in others**) *

- [ ] 1
- [ ] 2
- [ ] 3
- [ ] 4
- [ ] 5
- [x] Other: I really experienced a great memory at the hackathon.Well conducted.

Please share your thoughts/suggestions/Opinions *

Overall management was good from conducting hackathon, maintenance of all food,rooms etc.
Thank you for conducting this event and want to have still more events to be conducted waiting for it.

How would you rate your overall experience at the hackathon? (Share feedback if you wish to-**in others**) *

- [ ] 1
- [ ] 2
- [ ] 3
- [x] 4
- [ ] 5
- [ ] Other:

Please share your thoughts/suggestions/Opinions *

It would have been better if u guys increased , evaluation rounds, like conducting evaluation checkpoint frequently,and judges also communicate with participants what to add features in next point, other than all actions went good,also u guys should have been provided , beverages for refreshments.Overall it's a good experience with you all ❤️ .

Summary & Impact

Yugma Techfest 1.0 marked a historic milestone for the Department of Information Science and Engineering at JNNCE. As the first-ever 24-hour onsite hackathon and a large-scale technical fest under the IEEE Computer Society Student Chapter, it successfully showcased the talent, innovation, and teamwork of students from across Karnataka. The event not only fostered a spirit of collaborative learning but also elevated the reputation of JNNCE as a hub for technical excellence. With the enthusiastic participation of over 200 teams from more than 40 colleges, the fest set a benchmark for quality, scale, and impact. The presence of dignitaries, alumni evaluators, and mentors further enriched the experience, while the smooth coordination by volunteers ensured flawless execution. In essence, Yugma Techfest 1.0 was more than just a fest—it was the beginning of a legacy that will continue to inspire innovation and leadership among students in the years ahead.

Acknowledgements

The successful execution of Yugma Techfest 1.0 would not have been possible without the relentless efforts and support of many individuals and institutions. The Department of ISE and IEEE Computer Society Student Chapter extend heartfelt gratitude to:

- Management of NES (R) and the Principal of JNNCE for their constant encouragement.
- HOD, Faculty Coordinators, and Advisors for their invaluable guidance.
- Alumni judges and industry evaluators for dedicating their time and expertise.
- Sponsors and well-wishers for their generous support.
- Student coordinators, volunteers, and mentors for their tireless efforts in ensuring smooth execution.

Upcoming Initiatives

The Department of Information Science and Engineering has already set its eyes on the next milestone. It was officially announced during the Valedictory Ceremony that **Yugma Techfest 2.0** will be held from 18th to 21st June 2026, promising an even larger and more impactful edition. In addition to this flagship fest, the department also plans to organize a series of workshops, mini hackathons, and technical events throughout the academic year, ensuring continuous opportunities for student learning and growth. This commitment reflects the vision of making IEEE Computer Society activities a sustainable culture of innovation within the department.

Budget and Expenditure

Sl. No.	Particulars	Estimated Amount (₹)
1	Food	1,50,000
2	Cash Prizes to Winners	95,000
3	Mementos, Certification, and Gifts	45,000
4	Decoration and Round Tables	20,000
5	Posters and Invitations (including Travel Expenses)	15,000
6	Miscellaneous	10,000
Total		**3,35,000**

Financial planning and management formed the backbone of Yugma Techfest 1.0. With the objective of ensuring a grand and professional execution of the three-day state-level technical fest, the organizing team prepared a well-structured budget plan. The estimated budget was carefully allocated across essential categories such as food, prizes, logistics, decorations, and promotional activities. This financial strategy helped us strike a balance between quality, inclusivity, and efficiency while also ensuring that every aspect of the fest contributed to the overall experience of participants and dignitaries.

Initially, the estimated budget prepared for Yugma Techfest 1.0 was **₹3,35,000/-**. However, due to dynamic requirements such as extended participation, additional logistics, and enhanced hospitality, the actual expenditure came to **₹3,40,000/-**, which was only a minor increase of ₹5,000 from the original estimate. This small deviation reflects the effective financial planning and strict monitoring carried out by the organizing committee.

The major portion of the expenditure was allocated to **food and hospitality**, which amounted to around ₹1,55,000/-. Since the fest hosted more than 200 teams from over 40 colleges across Karnataka, providing quality meals, snacks, and refreshments throughout the three days was a priority. This ensured comfort and satisfaction for all participants, judges, and volunteers, thereby contributing significantly to the overall success of the event.

Another significant expenditure was directed towards **prizes and recognition**, which accounted for around ₹95,000/-. This included cash prizes, trophies, and certificates distributed to winners of the hackathon and technical events. The strong prize pool not only enhanced participation but also motivated students to perform at their best, creating an atmosphere of healthy competition and excellence.

Approximately ₹45,000/- was spent on **mementos, certifications, and gifts**, which were presented to dignitaries, evaluators, alumni judges, and special guests. These gestures of gratitude added to the prestige of the fest and created long-lasting goodwill. The **decoration and venue setup**, including round tables, banners, and auditorium arrangements, required an expenditure of around ₹20,000/-. This contributed to the professional and festive atmosphere, making the event more engaging and visually appealing.

In addition, nearly ₹15,000/- was allocated for **posters, invitations, and communication**, including the printing of banners, flyers, and digital promotions that helped create statewide awareness about the fest. A further ₹10,000/- was used for **miscellaneous purposes**, covering emergency logistics, technical support, and other unexpected requirements that arose during the event. These small yet crucial expenses ensured smooth execution without disruptions.

The overall financial impact of the event clearly shows that the funds were managed responsibly and spent judiciously. Despite the scale and grandeur of the fest, the actual expenditure exceeded the planned estimate by only a very minimal margin. This highlights the financial discipline of the organizing team, who ensured that resources were utilized effectively without compromising on the quality or scale of the event.

In conclusion, the successful financial execution of Yugma Techfest 1.0 highlights the importance of structured planning, careful monitoring, and responsible utilization of resources. The funds were distributed across key categories that directly contributed to the success of the fest, and every rupee was spent with the goal of maximizing impact. By managing the event within a near-accurate budget, the organizing committee has set a benchmark for future technical fests at JNNCE. This report reflects not only the achievements of the fest but also the financial discipline and accountability that made Yugma Techfest 1.0 a grand success.

News Coverage / Media Highlights

The grand success of Yugma Techfest 1.0 received wide media coverage across local newspapers and digital platforms. The coverage highlighted the scale of participation, the first-ever 24-hour hackathon, and the inauguration of the IEEE Computer Society Student Chapter at JNNCE, thereby giving the fest statewide recognition.

ಜೆಎನ್‌ಎನ್‌ಸಿಇ: ಯುಗ್ಮ ಟೆಕ್‌ಫೆಸ್ಟ್ 1.0 ಉದ್ಘಾಟನೆ

ಶಿವಮೊಗ್ಗ : ನಗರದ ಜವಾಹರ ಲಾಲ್ ನೆಹರು ರಾಷ್ಟ್ರೀಯ ಇಂಜಿನಿಯರಿಂಗ್ ಕಾಲೇಜು ಐಇಇಇ ಕಂಪ್ಯೂಟರ್ ಸೊಸೈಟಿ ವಿದ್ಯಾರ್ಥಿ ಅಧ್ಯಾಯ ಹಾಗೂ ಮೂರು ದಿನಗಳ ಯುಗ್ಮ ಟೆಕ್ ಫೆಸ್ಟ್ 1.0 ಉದ್ಘಾಟನಾ ಸಮಾರಂಭ ಗುರುವಾರ ನೆರವೇರಿತು.

ಎನ್‌ಇಎಸ್ ಕಾರ್ಯದರ್ಶಿ ಎಸ್.ಎನ್.ನಾಗರಾಜ ಕಾರ್ಯಕ್ರಮದ ಅಧ್ಯಕ್ಷತೆ ವಹಿಸಿದ್ದರು. ಮುಖ್ಯ ಅತಿಥಿಯಾಗಿ ಕಂಪ್ಯೂಟರ್ ಸೊಸೈಟಿ ಬೆಂಗಳೂರು ಅಧ್ಯಾಯದ ಉಪಾಧ್ಯಕ್ಷ ಹಾಗೂ ಎನ್ ಐಟಿಕೆ ಸುರತ್ಕಲ್ ನ ಸಹ ಪ್ರಾಧ್ಯಾಪಕ ಡಾ. ಸೌರಭ್ ಕಾಂತಿ ಅಧ್ಯಾ ಭಾಗವಹಿಸಿದ್ದರು. ಕಾರ್ಯಕ್ರಮದಲ್ಲಿ ಎನ್‌ಇಎಸ್ ಖಜಾಂಚಿ ಡಿ.ಜಿ. ರಮೇಶ್, ಸಂಶೋಧನೆ ಮತ್ತು ಅಭಿವೃದ್ಧಿ ಡೀನ್ ಡಾ.ಎಸ್.ವಿ. ಸತ್ಯನಾರಾಯಣ, ಮಾಹಿತಿ ತಂತ್ರಜ್ಞಾನ ವಿಭಾಗದ ಮುಖ್ಯಸ್ಥ ಡಾ. ರಾಘವೇಂದ್ರ ಆರ್.ಜೆ, ಮಾಹಿತಿ ತಂತ್ರಜ್ಞಾನ ವಿಭಾಗದ ಸಹ ಪ್ರಾಧ್ಯಾಪಕರು ಹಾಗೂ ಸಿಎಸ್ ಅಧ್ಯಾಯ ಸಲಹೆಗಾರ ಡಾ.ಪವನ್ ಕುಮಾರ್ ಎಂ. ಪಿ, ಸಿಎಸ್ ವಿದ್ಯಾರ್ಥಿ ಅಧ್ಯಾಯ ಅಧ್ಯಕ್ಷ ವೀರೇಶ ಎಚ್.ಟಿ ಉಪಸ್ಥಿತರಿದ್ದರು.

YUGMA TECHFEST 1.0 – SMVITM Students Shine

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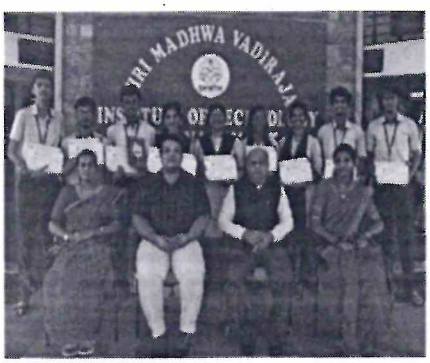

The students of Shri Madhwa Vadiraja Institute of Technology and Management (SMVITM), Bantakal, demonstrated exceptional talent and innovation at the state-level technical symposium "YUGMA TECHFEST 1.0", held from 21st to 23rd August 2025 at Jawaharlal Nehru New College of Engineering, Navule, Shivamogga. Bringing together brilliant minds from across Karnataka, the fest served as a dynamic platform for showcasing technical skills and creativity. SMVITM students made a lasting impression by securing top positions in various competitive events.3rd Place in 24-hour Hackathon: HackYugma won by Shivam, Poornananda, Shreya Naik, and Shivani Salian. 1st Place in UI/UX Design Sprint won by Shivam and Chethan Kotian and 2nd Place in Ideathon won by Amrutha and Shreya S Naik. 2nd Place in Treasure Hunt won by Tejas Nayak and Swasthik Yesh. The management, faculty, and student community of SMVITM extend their heartfelt congratulations to all the winners for their outstanding achievements and for bringing laurels to the institution.

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Dr. Raghavendra R J

Program Chair, Head, Dept. IS&E, JNNCE

Dr. Y.Vijaya Kumar

Principal, JNNCE

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For Registration

Registration QR code for HACK Yugma

QR for YUGMA TECH FEST Website

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FOR J.N.N.C.E-IANS	FOR OTHERS
Register 1 EVENT @ ₹100	Register 1 EVENT @ ₹150
Register 3 EVENTS @ ₹250	Register 3 EVENTS @ ₹350
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NAVULE, SHIVAMOGGA, KARNATAKA

(APPROVED BY AICTE, NEW DELHI, CERTIFIED BY UGC 2(F) & 12(B). ACCREDITED BY NAAC - 'A' UG PROGRAMS: CE, ME, EEE, ECE, CSE, ISE, ETE ACCREDITED BY NBA 1.7.2022 TO 30.6.2025. RECOGNIZED BY GOVT. OF KARNATAKA AND AFFILIATED TO VTU, BELAGAVI)

DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

IEEE COMPUTER SOCIETY STUDENT CHAPTER, JNNCE Shivamogga

PRESENTS

YUGMA TECHFEST 1.0

24 hours State level Hackathon - Technical Summit 2025

IEEE COMPUTER SOCIETY | IEEE | IEEE

August 21,22 & 23 2025

J.N.N College of Engineering Navule, Shivamogga

WIN UPTO ₹50,000 OF CASH PRIZE

EVENTS ORGANISED

HACKYugma

CODE BLITZ

INNOVISTA

HIRING CHALLENGE

UI/UX DESIGN SPRINT

TECH TREASURE HUNT

ABOUT THE COLLEGE

In the year 1946, a dedicated group of philanthropists and freedom fighters established the National Education Society ® (N.E.S.). It was the collective vision of these individuals that transformed the quality of education in the region. Today, the NES is known as a formidable achiever in the field of education, managing 39 educational institutions in various fields—Engineering, Pharmacy, Arts, Commerce, Education, Law, Applied Sciences, Management, and etc. In the year 1980, JNNCE was established by National Education Society ®. The college has more than three decades of fruitful existence. The College is approved by Government of Karnataka and AICTE; affiliated to Visvesvaraya Technological University (VTU), Belgaum, Accredited by NAAC 'A' & Certified by UGC 2(f) & 12(B) and Seven UG programs are accredited by NBA.

A preferred destination of students seeking technical education, the institution offers BE degree in 10 branches namely Civil Engg., Mechanical Engg., Electrical & Electronics Engg., Electronics & Communication Engg., Computer Science & Engg., Information Science & Engg., Electronics and Telecommunication Engg., Artificial Intelligence & Machine Learning, Robotics & Artificial Intelligence, Computer Science & Engineering (Data Science), 2 PG Courses, namely, MCA and MBA, besides M.Sc. (Engg.) and Ph.D. in ten disciplines.

Spread over a sprawling campus of 39.4 acres having all amenities to cater to the needs of about 4000 students and 540 staff members, the institution is reputed for its high-caliber faculty, excellent infrastructure, academic environment and placement. Around 18000 graduates and post-graduates have so far passed out from this College and have been making significant contributions in academic institutions, industry R & D organizations and Government Departments in India and abroad. The institution has, in the recent past, organized several conferences.

JNNCE IS RANKED BY THE FOLLOWING AGENCIES IN 2024-25

- Accredited by NAAC - 'A'
- All 7 UG programs and MBA is Accredited by NBA (From 1.7.2022 to 30.6.2025)
- Certified by UGC 2(f) and 12(B)
- Outlook: 80th (India); 17th (Karnataka)
- India Today:48th (India); 10th (Karnataka)
- The Week: 50th (India); 33rd (South India); 13th (Karnataka)
- AAA Times Magazine: 118th (India); 11th (Karnataka)

ABOUT THE DEPARTMENT

The department of Information Science and Engineering established in the year 1999 with an objective of producing high-qualified Professionals in the field of Information Science and Engineering. The department started with intake of 40 students and intake was enhanced to 60 in the year 2001,120 seats in the year 2007 and 180 seats in the year 2022.

Department of Information Science & Engineering has 23 teaching faculty members with various specializations in computer science, out of which nine are Ph.D. holders and nine are pursuing Ph.D. The faculty has been publishing research papers in refereed journals and in conference proceedings. Some of our faculties are involved in institutional level activities.

The Department has state-of-the-art infrastructure and computing equipment. The department faculties encourage students to take up MOOC based online courses in NPTEL and Coursera. The co-curricular & extra-curricular activities bring out the best in student and many of them have represented the university and won awards. The department handles Campus networking of the institution.

DEPARTMENT'S VISION

To be recognized as a centre of excellence in the field of Information Science and Engineering for education, research and entrepreneurial skills with a vision of building creative and dynamic IT professionals to meet global challenges.

DEPARTMENT'S MISSION

Impart quality education, training and competence in information science domain through best-in class faculty and facilities.

Inspire a zest into students for open discussions, debates and sharing ideas in the department.

Inculcating the students to pursue career in higher studies

ABOUT THE EVENT

HackYugma and Yugma TechFest 1.0, organized by the Department of Information Science and Engineering, aims to foster innovation, collaboration, and technical excellence. The flagship 24-hour Hackathon, HackYugma, challenges participants to develop impactful solutions under pressure, encouraging creativity, teamwork, and endurance. Yugma TechFest features a range of dynamic events like Code Blitz, Hiring Challenge, Ideathon, UI/UX Design Sprint, and Tech Treasure Hunt—each designed to sharpen technical, analytical, and problem-solving skills while offering a platform to showcase talent.

EVENTS ORGANISED UNDER

YUGMA TECHFEST 1.0

24 hours State level Hackathon - Technical Summit 2025

1.24-Hour Hackathon
A team-based, overnight innovation challenge where participants work on real-world themes and build working solutions. It promotes collaboration, endurance, and problem-solving under time constraints.

2.Hiring Challenge
An immersive event that mirrors real-world hiring processes in the tech domain. Participants will go through an aptitude test, technical challenge, and a mock interview designed to test technical, analytical, and communication skills.

3.Ideathon
Participants pitch innovative solutions to real-world problems through presentations, mock-ups, or prototypes. This event promotes creativity, feasibility, and impactful thinking.

4.UI/UX Design Sprint
A design-focused event where participants craft user-friendly and intuitive interfaces based on provided scenarios. It emphasizes innovation, usability, and aesthetic presentation.

5.Tech Treasure Hunt
A tech-themed treasure hunt where participants follow clues, solve riddles, and decode tech-related hints to reach the final goal. It's a perfect mix of fun, logic, and teamwork.

6.Code Blitz
A two-stage coding event where participants first face logical puzzles and MCQs, followed by a hands-on coding round. The challenge tests accuracy, efficiency, and coding logic under pressure.

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DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING
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PRESENTS
YUGMA TECHFEST ver 1.0
24 hours State level Hackathon -Technical Summit 2025
INAUGURAL PROGRAM
DATE 21.08.2025, THURSDAY | TIME 10:30 AM
VENUE : M.B.A/M.C.A AUDITORIUM HALL
J.N.N.C.E, SHIVAMOGGA
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YUGMA TECHFEST ver 1.0
24 hours State level Hackathon -Technical Summit 2025
VALEDICTORY PROGRAM
DATE 23.08.2025, SATURDAY | TIME 4:45 PM
VENUE : M.B.A/M.C.A AUDITORIUM HALL
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TEAM LEAD, ENCORA BENGALURU
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