

Session: 2025-26 (EVEN)

Name of Activity	HackWhack 3.0
Date	20-02-2026
No. of Students Participated	
No. of Faculty Participated	
PO & PSO Mapping	
Objectives	The objective of HackWhack 3.0 , organized on 20th February 2026 by the Suigeneris forum of the Computer Science and Engineering Department at Shantilal Badjate Jain Institute of Technology, Management and Research (SBJITMR), was to provide a platform for students to develop innovative AI-based solutions to real-world problems. The event aimed to enhance technical skills, promote teamwork and problem-solving abilities, and encourage research and startup-oriented thinking.

Details:

On **20th February 2026**, the departmental forum **Suigeneris** of the **Computer Science and Engineering Department, SBJITMR** successfully organized **HackWhack 3.0**, a 24-hour AI-focused hackathon aimed at fostering innovation, creativity, and technical excellence among students.

Inauguration Ceremony

The event began with a formal inauguration, creating a professional and motivational environment for the participants. The session included:

- A welcome address by the organizing committee.
- An introduction to the objectives, theme, and structure of HackWhack 3.0.
- Inspiring addresses by the Head of the Department, the Principal Sir, and the Dean – Student Affairs, emphasizing innovation, problem-solving skills, and the importance of Artificial Intelligence in today’s engineering landscape.
- Words of encouragement and valuable insights shared by the Chief Guest, who motivated students to think creatively, work collaboratively, and focus on real-world impact

The inaugural session set a strong foundation and energized participants for the competition ahead.

Day 1: PPT Presentation, Judges’ Evaluation & Coding Initiation

Following the inauguration, teams participated in the **PPT Presentation Round**, where they presented:

- Selected problem statements
- Proposed AI-driven solutions
- Innovation, feasibility, and real-world impact

Judges' Session:

- Presentations were evaluated based on clarity, originality, relevance, feasibility, and innovation
- Each team engaged in a Q&A session with the judges
- Constructive feedback was provided for improvement

Based on evaluation, **47 teams were shortlisted** for the coding round.

A rule explanation and consent session was conducted to ensure:

- Ethical conduct
- Transparency in evaluation criteria

Coding Round & Mentoring Session:

The coding phase officially began in the evening. Key highlights included:

- Continuous mentorship support for technical guidance and debugging
- Introduction of a mystery element to test adaptability and innovation
- Overnight coding session promoting teamwork and endurance
- Interim evaluations at scheduled checkpoints to monitor progress

Day 2: Final Evaluation & Judges' Interaction

On Day 2, teams presented their final working projects to the judging panel.

The final evaluation included:

- Live project demonstrations
- Code review and functionality testing
- Assessment of innovation, completeness, and performance

After detailed discussion and assessment, judges finalized the scores and rankings.

Prize Distribution & Conclusion

The event concluded with:

- Announcement of winners and distribution of certificates and prizes
- Judges sharing valuable feedback and suggestions
- A vote of thanks by the organizing team

HackWhack 3.0 ended on a positive and successful note, acknowledging the dedication and efforts of participants, mentors, judges, and faculty members. The event provided a valuable platform for students to explore Artificial Intelligence, enhance their technical skills, and experience real-world problem-solving.

Outcomes & Impact:

HackWhack 3.0 successfully achieved the following outcomes:

1. Enhancement of practical AI and software development skills
2. Improvement in teamwork, communication, and leadership abilities
3. Exposure to industry expectations and innovation-driven culture
4. Motivation towards startup development and research-oriented thinking
5. Increased confidence to tackle future technological challenges

HackWhack 3.0 emerged as a well-structured and outcome-oriented hackathon that effectively combined AI-focused problem solving, mentorship, structured evaluation, and academic guidance. With strong support from faculty members, the Head of the Department, and esteemed judges, the event successfully nurtured innovation, professionalism, and future-ready engineering competencies.

Photos:



1. Lighting of the Lamp



2. Felicitation of guests



3. Addressing the participants



4. Evaluation by the judges



5. Winners of HackWhack 3.0