



## Road Map for TECHNICS 2024-25 ODD SEMESTER

	<p style="text-align: center;"><b>ROADMAP</b></p> <p style="text-align: center;"><b>19/8/24</b></p>	<p>The 2024-25 (Even Semester) TECHNICS forum activities were inaugurated, followed by a discussion on the planned roadmap.</p>
	<p style="text-align: center;"><b>LOGIC LABYRINTH</b></p> <p style="text-align: center;"><b>26/8/24</b></p>	<p>A mind-bending puzzle competition where participants solve riddles, ciphers, and logic-based challenges. Only the sharpest minds prevail.</p>
	<p style="text-align: center;"><b>FILMOPHILISM</b></p> <p style="text-align: center;"><b>2/9/24</b></p>	<p>A filmmaking and short video creation competition where participants create impactful short films on a given theme.</p>



	<p><b>NARRATIVE NETWORK</b></p> <p><b>9/9/24</b></p>	<p>A creative writing contest where storytelling and expressive writing are tested. Participants must craft compelling narratives within a limited word count.</p>
	<p><b>CYBER SHIELD</b></p> <p><b>23/9/24</b></p>	<p>A cybersecurity workshop focusing on ethical hacking, encryption, data protection techniques.</p>
	<p><b>STARTUP SPRINT</b></p> <p><b>30/9/24</b></p>	<p>Business entrepreneurship workshop where participants learn to build a startup from idea to pitch.</p>



Sri Sai Vidya Vikas Shikshana Samithi ®

**SAI VIDYA INSTITUTE OF TECHNOLOGY**

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Accredited by NBA, New Delhi (CSE, ECE, ISE), NAAC – “A” Grade

**DEPARTMENT OF INFORMATION SCIENCE & ENGINEERING**

RAJANUKUNTE, BENGALURU 560 064, KARNATAKA

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	<p><b>UX INSIGHTS</b></p> <p><b>14/10/24</b></p>	<p>UX Uncovered – A UI/UX design bootcamp covering the latest trends, tools, and hands-on prototyping techniques.</p>
	<p><b>BUG SQUAD</b></p> <p><b>21/10/24</b></p>	<p>A competitive event where participants must identify and fix bugs in pre-written code within a given time frame. The best problem-solver wins.</p>
	<p><b>ODYSSEY INNOVATION</b></p> <p><b>28/10/24</b></p>	<p>A challenge where teams solve social, environmental, or tech-related problems using design thinking.</p>



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	<p><b>BUILD-A-THON</b></p> <p><b>4/11/24</b></p>	<p>Build-a-Thon – A team hackathon where developers, designers, and marketers collaborate to create a working prototype.</p>
	<p><b>MARKETING MANIA</b></p> <p><b>18/11/24</b></p>	<p>A branding challenge where teams create innovative advertising strategies for fictional products.</p>

## FACULTY CO-ORDINATORS:

1. Prof. Thanuja M, Asst. Professor, Dept Of ISE.
2. Prof. Navya R, Asst. Professor, Dept Of ISE.

CO-ORDINATOR

HOD.ISE