# WIN WITH AI 2.0

# EVENT REPORT

IHRD THARANG 2K24

NSDC MEC

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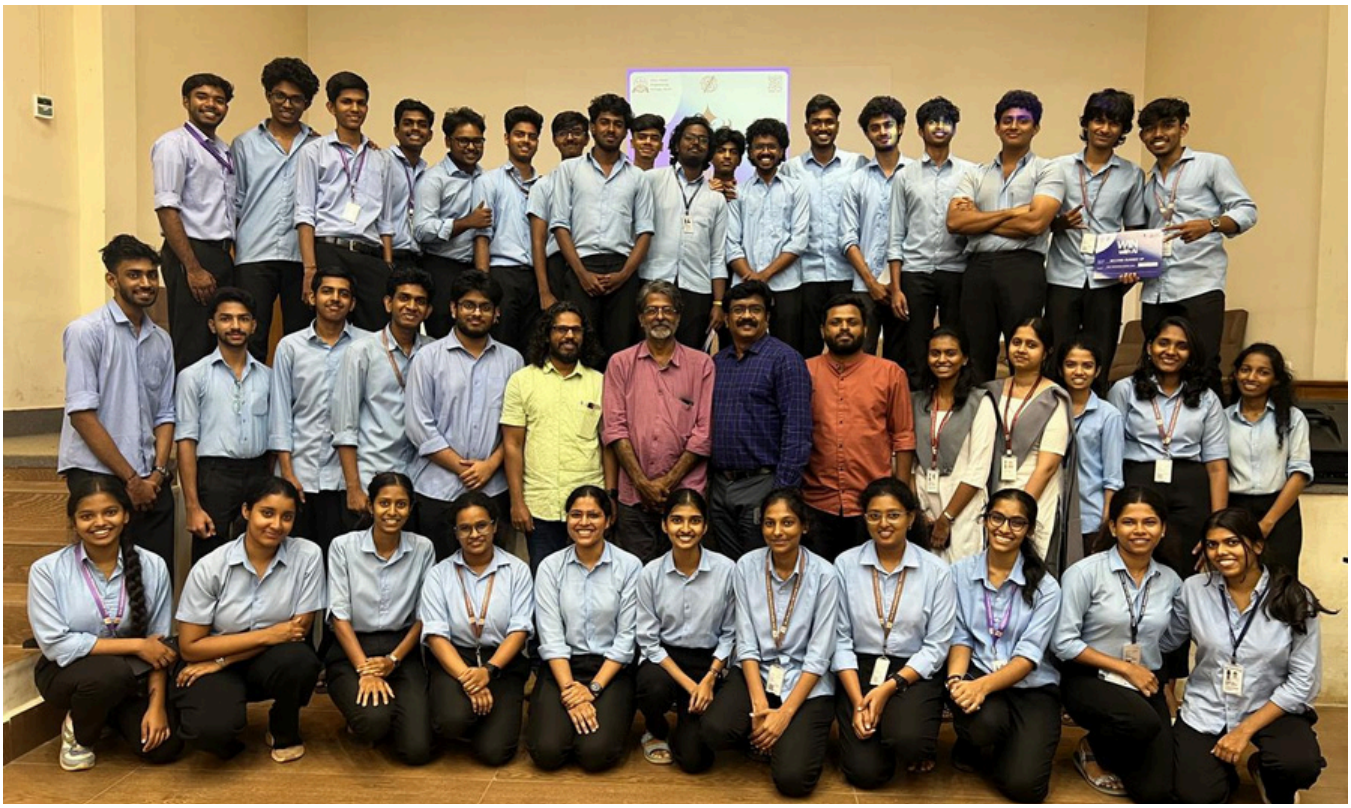
# INTRODUCTION

Win With AI 2.0, organized by NSDC MC as a pre-event of IHRD Tharang 2025, was successfully conducted from January 21 to 22, 2026, following the success of Win With AI 1.0. The event aimed to promote practical learning in artificial intelligence and brought together over 250+ participants from within and outside the college.

Designed as an interactive and hands-on competition, the event encouraged students to explore modern AI tools in an engaging manner. Unlike traditional events, Win With AI 2.0 focused on real-time application, creativity, and problem-solving.

The event was structured into four dynamic rounds: NeuroRush, an online quiz that served as the preliminary round; AI Studio, focusing on creative AI generation; Scholar Sprint, which tested literature review and research skills; and BizWizard, a business case study and presentation round. Each stage challenged participants in different dimensions, helping them develop creative, technical and analytical abilities.

This report aims to capture the essence of Win With AI 2.0 by highlighting its journey, achievements, and challenges. By reflecting on the performances of the participating teams and the innovative solutions presented, the report provides insight into the evolving landscape of AI-driven problem-solving and its significance in shaping future technological advancements.



# ROUND 1- NEURORUSH

**Objective**
The primary objective of NeuroRush was to assess the participants' logical reasoning skills, basic understanding of artificial intelligence concepts, and awareness of AI behavior and applications. This round served as a preliminary screening to identify teams with strong analytical and conceptual foundations.

**Format**
NeuroRush was conducted as an online quiz on the Hackerearth platform. The quiz consisted of multiple sections designed to evaluate participants' knowledge and problem-solving abilities in AI-related contexts.

The questions included AI pattern prediction, Caesar cipher puzzles, image recognition logic, fun AI trivia, and scenario-based logic problems with an AI perspective. All registered teams were required to complete the quiz within a fixed time limit.

**Evaluation**
The round was automatically evaluated by the platform. Based on the scores obtained, the top 20 teams were shortlisted and qualified for the subsequent offline rounds, ensuring a fair and transparent selection process.

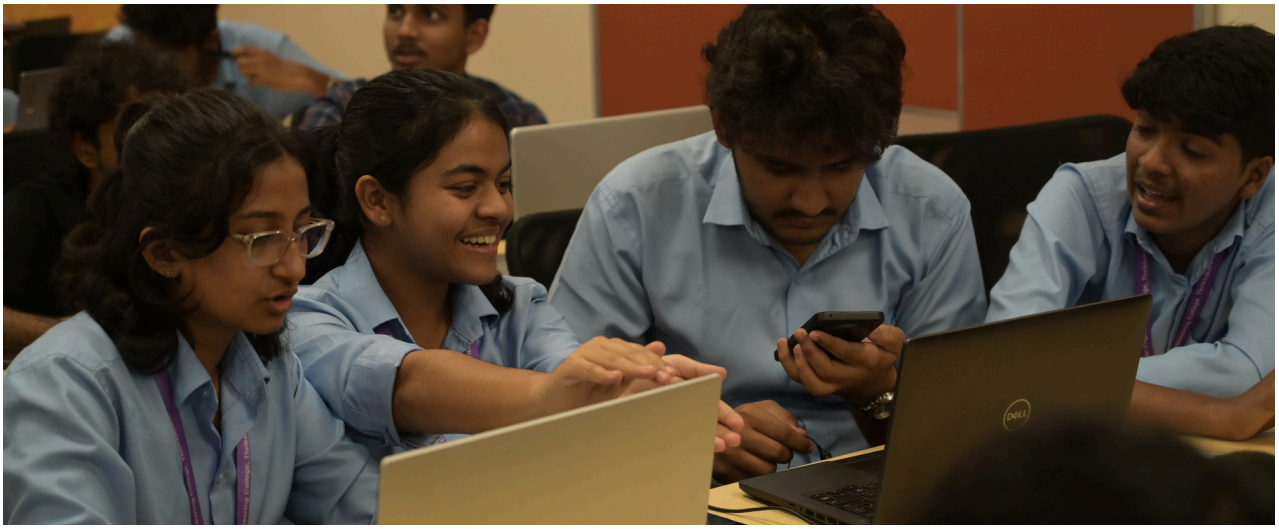
# ROUND 2 -AI STUDIO

**Objective**
The objective of AI Studio was to assess the creative thinking, adaptability, and practical skills of participants in using generative AI tools. This stage aimed to encourage teams to transform ideas into meaningful visual, video, and audio content while working under time constraints.

**Format**
AI Studio was conducted as a hands-on creative session and was divided into three segments: Image Generation, Video Generation, and Music Generation. During the Image Generation segment, teams observed an abstract image and recreated it using AI image generation tools based on memory and visual interpretation.
In the Video Generation segment, participants developed a video based on a given storyline using AI tools.
In the Music/Soundtrack Generation segment, teams generated suitable background music for a silent video clip to enhance its emotional and visual impact.

**Evaluation**
Teams were evaluated based on creativity, accuracy, relevance to the given tasks, effective utilization of AI tools, and overall quality of output. Adherence to guidelines and timely submission were also considered. Based on the combined scores from all segments, the top 10 teams were selected to advance to the next stage.

# ROUND 3- SCHOLAR SPRINT

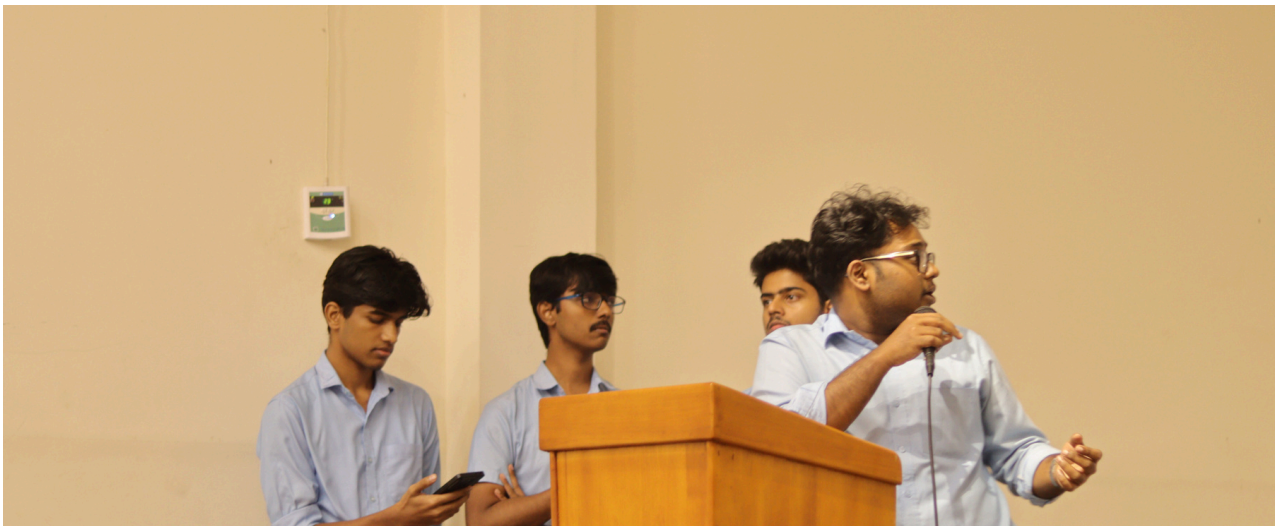


**Objective**
The objective of Scholar Sprint was to evaluate the research, analytical, and academic writing skills of participants. This stage aimed to enhance participants' ability to study scholarly works, synthesize information, and present well-structured literature reviews.

**Format**
In this stage, teams were assigned a predefined research topic. Participants were required to prepare a structured literature review based on credible and relevant research sources.
The review was expected to include a clear introduction, body, and conclusion, along with proper citations and references.
The assigned topics covered areas such as security vulnerabilities in LLM systems, multi-agent coordination, fine-tuning versus in-context learning, uncertainty estimation, and other emerging research themes.
Participants were required to support their work with both recent and foundational research papers, following a consistent and appropriate citation format.

**Evaluation**
Teams were evaluated based on clarity of structure, logical organization, coherence between paragraphs, depth of analysis, and quality of synthesis. Proper use of references, relevance of sources, and consistency in citation style were also considered. Based on these criteria, the top 5 teams were selected to qualify for the next stage.

# ROUND 4- BIZWIZARD



**Objective**
The objective of BizWizard was to evaluate participants' ability to apply artificial intelligence in solving real-world business problems. This final stage aimed to test creativity, strategic thinking, and presentation skills by requiring teams to design and pitch an AI-based product solution using generative AI tools.

**Format**
BizWizard was conducted as the final offline stage of the competition. Five different business case studies were provided, with one case assigned to each of the shortlisted teams.
The stage consisted of three main phases: developing an AI-powered product solution, presentation preparation, and team presentation. Teams were encouraged to use generative AI tools for designing logos, creating videos, developing taglines, generating marketing content, and producing visual materials.Each team was allotted 10 minutes to present their solution before the judging panel.
Judging Panel

1. Dr. Binu V.P, HOD, Computer Science Department
2. Sreekumar K, Assistant Professor, Computer Science Department
3. Vishnu, Assistant Professor, Mechanical Engineering Department

**Evaluation**
Teams were evaluated based on the relevance of their solution to the given problem, level of AI integration, creativity, clarity of presentation, and effective use of AI tools. Based on these criteria, the top 3 teams were selected as the final winners of the competition.

# AWARD CEREMONY


The grand finale of Win With AI 2.0 concluded with a vibrant and memorable award ceremony. After careful evaluation of performances across all rounds, the top three teams emerged as winners based on their consistent excellence, innovation, teamwork, and commitment.
A total prize pool of ₹10,000 was awarded to the top performers. Prompt With Santhi secured the first prize of ₹5,000, Team Fort.in won the second prize of ₹3,000, and Volcan650 achieved the third prize of ₹2,000.

A heartfelt vote of thanks is extended to all participants for their active involvement and sincere efforts. Special appreciation is also given to the organizing committee, volunteers, mentors, and supporters whose dedication made this event possible. Every individual played an important role in ensuring the smooth execution of Win With AI 2.0.

With the success of Win With AI 1.0 as motivation, the team behind Win With AI 2.0 made every effort to make this edition even better. The event was designed to encourage participants to explore and experiment with new AI technologies in creative, analytical, technical, and presentation-based activities.

As the event came to an end, participants left with valuable knowledge, new skills, and unforgettable experiences. Win With AI 2.0 stood as a celebration of curiosity, collaboration, and the limitless potential of artificial intelligence combined with human creativity.

# THE TEAM BEHIND WIN-WITH AI 2.0

This team made Win With AI 2.0 possible. Through more than one month of hard work, from initial idea discussions to the successful execution of every round, we gave our best to make this event a success. We worked together, and supported each other throughout the journey.

# CONCLUSION

Win With AI 2.0 was more than just a competition—it was a journey of learning, creativity, and collaboration. From the first quiz to the final product pitch, participants explored AI in fun, practical, and meaningful ways. Each round helped them grow in different areas, including technical knowledge, analytical thinking, creativity, and presentation skills.

The dedication and enthusiasm shown by all the teams made this event truly special. Watching participants experiment with new tools, share ideas, and support each other was inspiring. The top three teams stood out through their consistent performance and hard work across all rounds, setting an example for others.

As the event came to an end, participants walked away not just with prizes, but with new skills, fresh ideas, and unforgettable memories. Win With AI 2.0 proved that when passion meets technology, amazing things can happen.

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