Technical Event Report

1. Event Overview

Event Name: CodeCrunch 2.0 – GenAI for a Better Tomorrow

Date of Event: 8th November 2025

Venue: VLTC 106

Organized by: Data Science Club

In Association With: Technical Societies of MNIT

Coordinators:

Mohammad Shehzan : (2023UAI1827)

Piya Ahuja : (2023UEC2046)

Hiyansh Chandel (2023UAI1818)

Jatin Agrawal : (2023UAI1792)

2. Introduction

CodeCrunch 2.0 was a theme-based Generative AI Hackathon aimed at promoting innovation in Health, Education, and Sustainability. Participants received a problem statement on the day of the event and were required to ideate, build, and present a GenAI-powered solution within strict time constraints. The event focused on modern AI technologies including Machine Learning, Deep Learning, Generative AI, Agentic AI systems, and MLOps/DevOps practices, encouraging participants to build responsible and high-impact AI solutions.

Objective:

The primary objective of the event was to provide students with a platform to **explore and implement Generative AI technologies while solving socially impactful problems**. The event aimed to foster innovation, encourage interdisciplinary collaboration, and promote responsible development of AI-based solutions.

Target Audience:

The event targeted undergraduate students from various branches who have an interest in **Artificial Intelligence, Machine Learning, Data Science, and Generative AI technologies**.

3. Event Highlights

Description: .

CodeCrunch 2.0 was conducted on **November 8, 2025, at VLTC 106 commenced at 10:00 AM, concluding at 4:30 PM** . The hackathon followed a structured format where participants received the theme-based problem statement at the venue. Teams consisting of up to four members, as well as individual participants, competed to develop innovative AI solutions within a strict time limit.

Participants were given **6 hours to ideate, design, and develop their GenAI-powered solution**, followed by **an additional 1 hour allocated for presentations and judging**.

During the development phase, teams worked on building AI systems using open-source frameworks and APIs such as **OpenAI, Hugging Face, LangChain, TensorFlow, and**

PyTorch, while also leveraging tools like **Google Colab and personal laptops** for model development and experimentation.

Each team presented their solution through a structured presentation that included the **problem definition, system architecture, prompt engineering or agent design, real-world impact, and ethical considerations**.

The evaluation process was conducted by judges based on predefined criteria including **innovation, technical implementation, real-world applicability, responsible AI usage, and presentation clarity**. A **custom live leaderboard** was used to display the top-performing teams, ensuring transparency and real-time engagement during the event.

Activities:

The event consisted of the following activities:

- Theme-based Generative AI hackathon

- Development of AI-powered solutions using ML and GenAI tools

- System design and AI model implementation

- Technical presentations and project demonstrations

Participation:

The event witnessed enthusiastic participation from students across multiple branches, with **around 60 participants** forming teams or participating individually. The high level of engagement reflected the growing interest among students in **Generative AI and applied machine learning technologies**.

6. Sponsorship

Sponsorship: None

7. Feedback and Suggestions

Participants' Feedback:

Participants appreciated the opportunity to work on real-world problems using **Generative AI technologies** in a time-bound environment. The hackathon format encouraged creativity, teamwork, and practical implementation of AI concepts. Many participants found the judging process transparent and appreciated the **live leaderboard system**, which added an element of excitement and competitiveness to the event

8. Good Quality Photos/Videos

 High-quality photographs and videos were recorded and documented for future reference and

Promotional use