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PADRE CONCEIÇÃO COLLEGE
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PRESENTS

TECHYON 2K26

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13 & 14 NOVEMBER 2026

TECHYON.CV

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Tangentia

A CONSULTANCY

EVENT DAY 1

13 NOV

DOOM N DEBUG
24 - HOUR HACKATHON

CYBER DASH
LINE FOLLOWER

REVPCCE
RESTORED. BUILT. TUNED.

BATTLEGRID
EA - FC 27

WEBNOVA
WEBSITE DESIGNING

PROMPT WARS

CONCEPTX
TECHNICAL POSTER PRESENTATION

EVENT DAY 2
14 NOV

PITCH TANK

TECH STORM
TRIVIA

NOVA STRIKE
CALL OF DUTY MOBILE

NOVACANVAS
DESIGN WITH CANVA

ELECTRONIC ARTS
CYBERPUNK

ROBO RACE

GO-KART PIT STOP CHALLENEGE

EGG CASING

OTHER EVENTS

TAG ARENA

AR / VR

WORKSHOP

PIXELVERSE

ARCADE ROOM

TALK

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PADRE CONCEIÇÃO COLLEGE OF ENGINEERING

BUILD
SOLVE
INNOVATE
BEYOND

IDEAS
PEOPLE
TECHNOLO
GY
IMPACT

SAME WORLD, BIGGER QUESTIONS

TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

DOOMSDAY

24-HOUR HACKATHON

IDEAS TODAY A BETTER TOMORROW

NOT JUST A HACKATHON, A HIGHER PURPOSE.

DOOM N DEBUG

DATE
13-14 NOV

DURATION
24 HOURS

VENUE
CC LAB,PCCE

PRIZE POOL
₹ 30,000

WHO CAN PARTICIPATE?
- OPEN TO ALL STUDENTS
- TEAM SIZE: 3-4 MEMBERS
- ALL COLLEGES AND DISCIPLINES

WHAT TO EXPECT ?
- 24-HOUR CODING CHALLENGE
- UNIQUE PROBLEM STATEMENTS
- INNOVATION & PROBLEM SOLVING

SCAN TO REGISTER

bodhami

Tangentia

PADRE CONCEICAO COLLEGE OF ENGINEERING

ORGANIZING TEAM
COMP/CSE/ECOMP DEPT

CONTACT
9579079263 (GEETESH)
8080608704 (DIVYANSHU)
9850620315 (JONATHAN)

SOCIAL MEDIA
TECHYON_PCCE

EVENT DETAILS

DOOM N DEBUG – 24-HOUR NATIONAL-LEVEL HACKATHON

Date: 13–14 November 2026 (Day 1 & Day 2)
Reporting Time: 10:00 AM (13 November)
Start Time: 12:00 PM (13 November)
End Time: 12:00 PM (14 November) followed by judging
Venue: PCCE, Verna, Goa
Participation: 3–4 members per team
Eligibility: Students from recognised colleges and institutions across India
Prizes:
1st Place: 20,000/-
2nd Place: 10,000/-

IMPORTANT DATES

1. **7th November:** Registration deadline.
2. **10th November:** Round 1 – Teams submit their PPT and 3-minute pitch video.
3. **11th November:** Announcement of shortlisted teams for the Grand Finale.

ENTRY FEE

₹100 per team – Initial Registration
₹400 additional per team – Only for the top 20 shortlisted teams

SELECTION PROCESS

Round 1: Online PPT and 3-minute video pitch submission
Round 2: Top 20 teams qualify for the 24-hour offline Grand Finale at PCCE

RULES

EVENT FORMAT – DOOM N DEBUG

ROUND 1 – ONLINE SHORTLISTING

- Domain Allocation: 4 domains will be randomly allotted to teams.
- PPT Submission: Maximum 6–7 slides explaining the proposed solution.
- Video Pitch: Maximum 3-minute recorded presentation.
- Submission: Upload both the PPT and video to Google Drive and provide public access.
- Selection: Top 20 teams qualify for the Grand Finale, with 5 additional teams waitlisted.

ROUND 2 – 24-HOUR OFFLINE GRAND FINALE

- Problem Statements: Each team receives a unique problem statement, randomly allotted on the spot.
- Date: 13–14 November 2026
- Reporting Time: 13 November, 10:00 AM
- Hackathon Begins: 13 November, 12:00 PM
- Hackathon Ends: 14 November, 12:00 PM
- Venue: PCCE, Verna, Goa
- Mandatory: Selected teams must submit a signed indemnity/consent form.
- Final Judging: 7-minute presentation followed by 3-minute Q&A per team.

RULES

HACKATHON RULES & GUIDELINES – DOOM N DEBUG

- Campus Stay: Participants must remain on campus throughout the 24-hour hackathon.
- Food & Refreshments: Lunch, dinner, snacks and breakfast will be provided.
- Tech Restrictions: Low-code/no-code platforms such as Lovable and Emergent are strictly prohibited. Violations will lead to disqualification.
- Development: All coding and project development must begin only after the hackathon officially starts.
- GitHub Repository: All source code must be uploaded to a public GitHub repository.
- Documentation: The repository must contain a README.md with the project description and instructions to run the application.
- Final Presentation: Every team must prepare a PowerPoint presentation (PPT) for the final judging round.

SCAN TO REGISTER

Entry Fee:
Rs. 100

Location: CC LAB, PCCE, Verna, Goa
Date: 13th November
Time: 10:00AM

Coordinators:
9579079263 (GEETESH)
8080608704 (DIVYANSHU)
9850620315(JONATHAN)

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TECHYON 2K26

CYBERNOVA - IGNITE THE DIGITAL FUTURE

CYBER DASH

LINE FOLLOWER

SCAN

PRIZE POOL

₹15,000



DATE: 13TH NOVEMBER

TIME:10:30 AM

VENUE: L11, L15

RULES

- Bot Specifications – The overall specifications of the bot must not exceed the following (including tolerance): 28 cm in length, 22 cm in width, 20 cm in overall height, 5 kg in total weight. No LEGO and ready-made bot. Max voltage 12 V.
- A team can comprise of a maximum of 4 members.
- The competition will be of 2 rounds. Round 1 shall be a qualifier round and Round 2 shall be the final round.
- In Round 1, each team will have 2 trials.
- For the 1st trial a test run of 3 mins will be given.
- Team can give 2nd and final trial immediately after 1st trial. There won't be any test run for 2nd trial.
- The bot must cover the entire track within 4 min to qualify for the final round.
- Any shortcut paths and deviation from the main line will lead to placing of the bot back to the nearest check point. Coordinators decision will be counted as the final.
- In case no bot is able to complete the track in given time, bot covering maximum checkpoint in minimum time will be shortlisted for the final round.

RULES

- Width of the line will be 3 cm. The participants shall be informed in prior by the event coordinators if there is any change in the width of the line.

- The line follower bot must be fully self–contained and must not be externally operated by wire or remote radio control during the course of the race.

- Once the bot is placed on the track, a maximum of 8 touches will be allowed to reset the bot on the right track and a penalty of 5 sec per touch will be applied.

- Winner shall be the group which finishes the track in the shortest time. In case no team manages to finish the track, then the prize shall be given to the team who completes most part of the track in shortest time and with minimum touches.

- Any changes in the rules will be informed prior to the event.

- Organisers decision will be final.

PRIZES

First Place: Rs. 8,000/–

Second Place: Rs. 5,000/–

Third Place: Rs. 2,000/–

SCAN TO REGISTER

Link:https://forms.gle/DkyVD14pDvYw9V1p6

Entry Fee:

Rs. 250/– (online)

Rs. 300/– (on spot)

Location: L11, L15

Date: 13th November

Time: 10:30 A.M.

Coordinators:

Chris - 9307837664

Risa - 93072 83969

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

IDEAS
PEOPLE
PROGRESS

PITCH TANK

IDEAS
INNOVATION
SUSTAINABILITY
TECHNOLOGY
SOCIAL IMPACT
STARTUPS

BIG IDEAS
REAL IMPACT

TURN
IDEAS
INTO
IMPACT

PRESENT
PERSUADE
COLLABORATE
GROW



DATE
14 NOVEMBER 2026

TIME
AT 9:30 AM

VENUE
CONFERENCE ROOM NEAR AUDITORIUM, PCCE GOA

ENTRY FEE ONLY AFTER SELECTIONS
₹200

PRIZE POOL
₹10,000

WHO CAN PARTICIPATE?
- Open to all students
- Any domain / discipline

FOCUS AREAS (EXAMPLES)
- AI & Automation
- Agriculture
- Healthcare
- Environment
- Food Production

SCAN TO REGISTER

ORGANIZING TEAM
COMP DEPT

CONTACT
1. NIGEL LOBO | 9359675996
2. SNEHAL REDDY | 7219315298

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EVENT DETAILS

- **Type:** Inter-College Event (team participation)
- **Date:** 14 November 2026
- The deadline to fill out your form is November 10 at 11:59 PM
- **Venue:** Padre Conceição College of Engineering (PCCE), Verna, Goa, Conference Room
- **Event Time:** Proposed 9:30 AM–4:30 PM; final team-wise slots to be announced
- **Team Size:** 3-5 members
- **Competition Format:** Online preliminary/qualifying round and then offline round.

Themes:

- AI & Automation
- Agriculture
- Healthcare
- Environment
- Food Production

Judging Criteria:

- Innovation & Creativity
- Problem Understanding
- Feasibility & Practicality
- Business Model / Impact
- Presentation & Communication

PRIZES

1st Place: 5000/-

2nd Place: 3000/-

3rd Place: 2000/-

ENTRY FEE AFTER SELECTION

₹200 per Team

RULES

What to Present:
Each team should identify a real-world problem, propose a clear and innovative solution, explain its business model or implementation plan, and demonstrate feasibility, creativity and impact.

Event Format:

1. Teams will first participate in an online preliminary round, followed by an offline final round where they will present directly to the judges on 14 November. PPT to be used during the presentations.

2. Proposed allocation: 5 minutes for presentation and 3 minutes for judges' questions per team. Final time limits and slots will be confirmed in the official WhatsApp group.

3. Advance presentation needs to be uploaded on registeration form is required.

RULES

1. Register online via Google Form for the free preliminary round. Once selected, teams will be required to pay the ₹200 registration fee, after which the team leader will be added to the official event WhatsApp group.

2. Each team must present one original idea under one of the five listed themes. All members must follow the organisers' instructions.

3. Prepare your presentation before the event and carry it as PPT/PPTX or PDF. A backup on USB or accessible email/cloud storage is recommended.

4. Teams must report at their allotted time and adhere to the presentation and Q&A time limits. Late arrival may lead to disqualification.

5. Judges' decisions will be final and binding. Any changes to event arrangements or rules will be communicated in the official WhatsApp group.

SCAN TO REGISTER

Location: Conference Room

Date: 14th November

Time: 9:30

Coordinators:

1. Nigel Lobo | 9359675996

2. Snehal Reddy | 7219315298

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PADRE CONCEIÇÃO COLLEGE OF ENGINEERING

IN ASSOCIATION WITH

acm Chapter
PCCE Student Chapter

TECHYON 2K26

CYBERNOVA - IGNITE THE DIGITAL FUTURE

IDEAS → IMPACT

CONCEPT X

TECHNICAL POSTER PRESENTATION

SUSTAINABLE DEVELOPMENT GOALS

Think. Create. Present.

BIG IDEAS.
REAL CHANGE.

DATE 13 NOV 2026

TIME 9:00 AM

VENUE PCCE COLLEGE

SCAN TO REGISTER

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EVENT DETAILS

Date: 13 November 2026 (Day 1) | Time: 9:00 AM onwards
Venue:PCCE, Verna, Goa
Participation: Individual Only | Prize Pool: ₹10,000
Theme: Sustainable Development Goals (SDGs)

IMPORTANT DATES

08 November 2026: Last date for online submission of poster, source file, abstract and college ID.
10 November 2026: Final list of selected posters announced in the official WhatsApp group.
13 November 2026: Printed poster display and judging from 9:00AM onwards.

PRIZES

1st Place: 5000/-
2nd Place: 3000/-
3rd Place: 2000/-

ENTRY FEE AFTER SELECTION

₹250 per person

RULES

MANDATORY ONLINE SUBMISSIONS (BY 08 NOV 2026)

1. Final Poster (PDF): Submit the completed poster as a readable PDF, designed in a 4 ft × 6 ft layout (2:3 aspect ratio). The final printing dimensions will be announced later by the organisers.

2. Original Editable Source: Submit an editable Canva/Figma project link OR the original editable design file (e.g., PPTX, PSD, AI, CDR or editable SVG). Project links must be accessible to organisers. Screenshots and exported PDFs will not be accepted as source files.

3. Abstract: Upload a short written summary explaining the poster's problem statement, proposed approach and relevance to the Sustainable Development Goals (SDGs). Recommended length: 150–200 words (PDF/DOCX).

4. College ID: Upload a clear copy of your valid college identity card.

RULES

1 . Participation is strictly individual. Each participant may submit only one poster, which must meaningfully address at least one United Nations Sustainable Development Goal (SDG).

2. The final list of selected posters will be announced in the official CONCEPT X WhatsApp group on 10 November 2026. Only selected participants will be eligible to participate in the final presentation and must pay the ₹250 entry fee after selection to confirm their participation. Payment instructions will be shared by the organisers.

3. Selected participants must bring a printed copy of their shortlisted poster on 13 November 2026 (Day 1). The final printing dimensions will be announced later by the organisers. The printed poster must match the submitted design.

4. Each selected participant must personally set up and securely mount their printed poster on the assigned display frame before judging begins, following the instructions provided by the organisers.

5. Each participant will be given 2 minutes to explain their poster to the judges and must be prepared to answer follow-up questions.

6. Posters must be clear, readable and properly organised. All factual information, data, figures and borrowed materials must be appropriately acknowledged. Participants must report at the time specified by the organisers.

7. Judges and organisers may inspect the original editable source files to verify the submitted work. The judges' decision will be final.

JUDGING CRITERIA

- SDG relevance and problem definition
- Technical content, research and understanding
- Creativity, feasibility and potential impact
- Poster clarity, visual organisation and readability
- Two-minute explanation and response to questions

SCAN TO REGISTER

Location: PCCE, Verna, Goa

Date: 13th November

Time: 9:00 AM

Coordinators:

Sameeha Modak-9921827979

Farah Cutchi-7499671880

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PADRE CONCEIÇÃO COLLEGE
OF ENGINEERING

TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

DESIGN USING FIGMA

WEBNOVA
WEBSITE DESIGNING

</> EVENT INFO

DATE
13 NOV 26

PRIZE POOL
RS. 10,000/-

SCAN TO REGISTER

TEAM SIZE
1 - 2 MEMBERS

VENUE
ITLAB2, 3F

TIME
10:30 A.M.

REGISTRATION FEE
RS. 100/-

RULES

COMPETITION FORMAT

- Participants may compete individually or in teams of a maximum of two members.
- Each team must design a website using Figma.
- Figma is the mandatory design platform for the competition.
- Participants will receive the initial design brief at the beginning of the competition.
- The competition will run for a total of three hours.
- Surprise Round 1 will be revealed at T+90.
- Surprise Round 2 will be revealed at T+120.
- Both surprise rounds are compulsory for all participating teams.

SURPRISE CHALLENGES (T+90 & T+120)

- Two surprise challenges will be conducted at T+90 and T+120, respectively.
- The rules, requirements, and challenge briefs will be revealed on the spot at the beginning of each round.
- Participation in both challenges is compulsory for all teams.
- Teams must complete each challenge within the time limit announced by the organizers.
- Both challenges must be completed entirely using Figma.
- Any additional instructions, constraints, or conditions will be communicated when each round is announced.

FIGMA AND DESIGN REQUIREMENTS

- Participants must use Figma for all design and prototyping activities.
- Participants are permitted to use Figma's design and prototyping features.
- Internet access is allowed throughout the competition.
- Participants may refer to online resources for technical assistance and design inspiration.
- Pre-built website templates and directly copied designs are not permitted.
- AI-generated website designs and unauthorized AI design tools are prohibited.
- Participants must create their own designs during the competition.
- Coding or website deployment is not required.

RULES

- Each team must consist of one or two registered participants.
- Participants may bring their own laptops for the competition. Alternatively, computer systems will be provided by the organizers for participants who do not wish to bring their own devices.
- Participants bringing their own laptops are advised to carry their laptop chargers.
- Participants must carry a valid college ID card for verification.
- Internet connectivity will be provided by the organizers; however, participants are also advised to carry their own internet connection as backup in case of connectivity issues.
- Use of the internet is permitted.
- Sharing designs, copying another team's work or receiving unauthorized external assistance is strictly prohibited.
- Participants must report on time for the competition.
- Technical issues must be reported immediately to the event coordinators.
- Any form of misconduct or violation of competition rules may result in disqualification.
- Organizers reserve the right to modify the competition rules if necessary.
- The judges' and organizers' decisions will be final.
- All participants must follow the instructions issued by the organizers.

SCAN TO REGISTER

PRIZES

Total Prize Pool: ₹10,000

1st Place: ₹7000/-

2nd Place: ₹3000/-

ENTRY FEE

₹100 per participant

₹150 per participant (On the Spot)

Coordinators:

Darius Menezes – 8805949297

Arya Hegde - 9172566557

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TECHYON 2K26

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NOVACANVAS

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AI FIRST SOLUTIONS

A BRIGHTER TOMORROW BUILDS WITH BOLDER IDEAS

PRIZE POOL

₹8,000

ENTRY FEES

₹100

DATE:
14 NOVEMBER

VENUE:
COMP LAB 2/6
PCCE VERNA, GOA

SCAN FOR REGISTRATION

CREATIVITY MEETS TECHNOLOGY

EVENT DETAILS

- Type: Inter-College Event (individual competition)
- Event Date: 14th november
- Duration: 2 hours
- Venue: Comp Lab 2/6, PCCE Verna, Goa
- Time: 10:00 AM
- Problem Statement: Given on the spot when the competition begins

PRIZES

Total Prize Pool: ₹8,000

PRIZES

1st Place: 5000/-

2nd Place: 2000/-

3rd Place: 1000/-

ENTRY FEE

₹100 per participant

RESTRICTION

RULES

1. Participation is strictly individual. Team entries and assistance from other participants are not permitted.

2. All participants will receive the design problem statement on the spot. The final design must address that brief.

3. The design must be created using Canva during the official competition period. Pre-prepared entries or previously completed designs are not allowed.

4. The use of AI is strictly prohibited, including Canva Magic Studio/AI tools, external AI generators, AI-generated images and AI-written content.

5. The submitted work must be original. Plagiarism, copied designs, unauthorised assistance or any breach of the no-AI rule may result in disqualification.

6. The organisers will announce the required design dimensions, permitted templates/assets, device arrangements and submission format before the competition begins.

RULES

7. Participants must submit their final design before the announced deadline using the method specified by the event coordinators.

8. The evaluation will consider the relevance of the design to the given brief, creativity, visual presentation and overall execution. The judges' decision will be final.

9. Any further instructions or changes will be communicated by the organisers before the event.

SCAN TO REGISTER

Entry Fee

Rs. 100

Location: COMP LAB2/LAB6

Date: 14th November

Time: 10:00 AM

Coordinators:

Saiesha Gaonkar | 9890799075

Saisha Dessai |7498132102

Rhea Fernandes | 8149100244

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TECHYON 2K26

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PROMPT WARS

DATE:
13 NOVEMBER 2026

TIME:
10:00 AM

VENUE:
COMP LAB 2/6

ENTRY FEE:
₹100

PRIZE POOL
₹7,000

FOCUS AREAS (EXAMPLES)
- Text to Image
- Image Generation
- Video Generation
- Code Generation

SCAN TO REGISTER:

WHO CAN PARTICIPATE?
- Open to all students
- Any domain / discipline

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ORGANIZING TEAM
COMP DEPT

CONTACT
- DHRUV NAIK - 7083807254
- SHRISH POTDAR - 9767198832
- ARYA MASHELKAR-9834856905

SOCIAL MEDIA
TECHYON_PCCE

EVENT DETAILS

- **Date:** 13 November 2026 (Day 1)
- **Reporting Time:** 9:30 AM
- **Start Time:** 10:00 AM
- **Venue:** COMP Lab 6 and COMP Lab 2, PCCE, Verna, Goa
- **Participation:** Exactly 2 members per team
- **Eligibility:**Higher Secondary, Diploma and Undergraduate students from professional and non-professional institutions
- **Cross-College Teams:** Allowed

Prizes:

1st Place: 5000/-

2nd Place: 2000/-

ENTRY FEE

₹100 per Team

RULES

1. Each team must consist of exactly two participants. Cross-college teams are permitted.
2. Participants must report by 9:30 AM. Late arrivals may not be permitted to participate.
3. Only computer systems provided by the organisers may be used. Personal laptops, tablets and mobile phones are prohibited during the competition.
4. Participants may use only the AI tools, models and generation settings permitted by the organisers for each round.
5. All challenges and requirements will be announced on the spot.
6. Generated content must be appropriate for an academic environment. Offensive, vulgar or discriminatory content may lead to disqualification.
7. All tasks must be completed within the specified time limits.
8. Any cheating, misconduct or violation of competition rules may result in disqualification.
9. The decisions of the judges and organising committee will be final.

RULES

Competition Format

Round 1 – Initial Qualifier

Teams will compete in an AI-based challenge testing prompt engineering skills, creativity, accuracy and the ability to follow requirements.

Round 2 – Semi-Finals

Teams will face surprise challenges designed to test adaptability, problem-solving skills and prompt effectiveness.

Scores from Rounds 1 and 2 will be combined, and the top 10 teams will qualify for Round 3.

Round 3 – Grand Finale

The final 10 teams will compete in a surprise challenge. The task, requirements and rules will be announced on the spot.

Judging Criteria

- Prompt Clarity and Effectiveness
- Accuracy and Relevance of Generated Output
- Creativity and Innovation
- Adherence to Task Requirements
- Problem-Solving and Prompt Optimisation
- Overall Quality of the Final Submission

SCAN TO REGISTER

Entry Fee:

Rs. 100

Location: COMP Lab 6 & Lab 2, PCCE, Verna, Goa

Date: 13th November

Time: 10:00 AM

Coordinators:

Dhruv Naik – 7083807254

Shrish Potdar – 9767198832

Arya Mashelkar-9834856905

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TECHYON 2K26
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«CYBERNOVA»

TECHSTROM TRIVIA

DATE:	TIME:	VENU:
14 Nov 2026	10:00am	EL6 Lab

PRIZE POOL
₹5,000

SCAN



RULES

Team: 2 Members

Round 1: Selection Round (MCQ)

- 30 questions to be answered in 20 minutes.
- 40% Programming and 60% Marvel superheroes.
- Top 5 teams qualify for Round 2.

Round 2: Identify the Outfit

- Identify the Marvel superhero based on their costume or outfit.
- Images may show only a part of the character's costume.
- Each correct answer earns points.
- Answers must be given within the allotted time.
- No hints will be provided.

Round 3: Code & Output

- Predict the output of the given code snippets.
- Points awarded for correct answers.
- Answers must be submitted within the time limit.

General Rules

1. No mobile phones or internet access.
2. Cheating will lead to disqualification.
3. Participants must follow the given time limits.
4. Organisers' decisions will be final.
5. In case of a tie, a tie-breaker question will be conducted.

PRIZES

First Place: Rs. 3,000/–

Second Place: Rs. 2,000/–

SCAN TO REGISTER

Link:https://forms.gle/ixk4FS1dk9CifV9G9

Location: EL6

Date: 14th November

Time: 10:00 A.M.

Coordinators:

Asnha - 91392 58277

Anjali - 91720 66878

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

ELECTRONIC ART

CYBERPUNK
RISE OF THE MACHINES

DATE: 14th NOV

TIME: 10:30 AM :

VENUE: EL3 and EL4 labs :

PRIZE POOL
₹5000

RULES

- Theme: “CyberPunk – Rise of the Machines”
- Participants must create a miniature representation or diorama of futuristic world where advanced technology, robotics, Artificial Intelligence and human innovation come together.
- This event is open to all the students but compulsory for SE ECOMP department of PCCE.
- Each team can have a maximum of three participants.
- The expected size of the artwork must not exceed 50 × 50 × 50 cm(changes can be made as required)
- The Circuit Diagram used in the Electronic Art must be displayed alongside the model.
- Participants can use various electronic components such as LEDs, LED panels, sensors, Arduino and other elements that enhance the magical brilliance of the artwork.
- The circuit should include at least one IC and/or a Microcontroller.
- Participants must be present at the designated lab before the scheduled start time; failing to do so will result in disqualification.
- No entry fee is required for participation.

PRIZES

First Place: Rs. 3,000/–

Second Place: Rs. 2,000/–

SCAN TO REGISTER

Link: https://forms.gle/TBuyZ5ou2AR9kqYz6

Location: EL3, EL4

Date: 14th November

Time: 10:30 A.M.

Coordinators:

Atiya Fathima - 8275643460

Iffah Nadaf - 9284776472

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

EA SPORTS

LEGACY

BATTLEGRID

EA SPORTS FC 2027

ESPORTS CHAMPIONSHIP

IT'S MORE THAN A GAME

PRIZE POOL
₹ 10,000

REGISTRATION DEADLINE
13 NOV

ENTRY FEE
₹250

SCAN TO REGISTER

EVENT DETAILS

- Date: Friday, 13 November 2026
- Time: 9:30 AM onwards
- Venue:I-SUIT Lab, PCCE, Verna, Goa
- Format:Individual (1 vs 1) | Knockout | Maximum: 32 players

PRIZES

1st Place: 7000/-

2nd Place: 3000/-

ENTRY FEE

₹250 per participant

RULES

1. Participation is individual (1 vs 1). Each participant may register only once.
2. The tournament uses a single-elimination knockout format with a maximum of 32 players. A loss means elimination.
3. All matches are played in EA SPORTS FC 27 with 4-minute halves (8 minutes of regulation gameplay).
4. Classic XI and World XI teams are not allowed. Both players may choose the same team.
5. Controllers will be provided by the organisers. Personal controllers are strictly not allowed.
6. Before the quarterfinals (Round of 32 and Round of 16), a draw at full time goes directly to a penalty shootout; no extra time will be played.
7. From the quarterfinals onwards, extra time will be played if the match is tied. If scores remain level after extra time, a penalty shootout will decide the winner.
8. Players must report at their assigned match time. Late arrivals may result in a walkover at the coordinators' discretion.
9. Match settings must not be changed without permission. Cheating, abusive behaviour, interference or intentional disruption may result in disqualification.
10. Technical faults or disconnections must be reported immediately. Organisers will decide whether play resumes or restarts; their decision on disputes is final.

SCAN TO REGISTER

Entry Fee:

Rs. 250

Location: I-SUIT LAB

Date: 13th November

Time: 9:30 AM

Coordinators:

Bhawesh-8275645618

Rugved – 83297 51518

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PADRE CONCEIÇÃO COLLEGE
OF ENGINEERING

TECHYON 2K26

CYBERNOVA - IGNITE THE DIGITAL FUTURE

NOVA STRIKE

CALL OF DUTY

MOBILE

PRIZE POOL
₹5000

DATE: 14TH NOV
TIME: 10 AM
VENUE: L35, ISUTE
LAB 2

SCAN

RULES

- Each team must have exactly five registered players. No substitutes are permitted.
- Players must use their registered accounts and carry a valid college ID.
- Teams must report on time for their scheduled matches.
- Internet connectivity will be provided by the organizers; however, teams are also advised to bring their own internet connection as backup in case of connectivity issues.
- Cheating, hacking, unauthorized software and exploiting glitches are strictly prohibited.
- Abusive language, harassment and unsportsmanlike conduct will not be tolerated.
- Technical issues must be reported immediately to the referee. Disconnections do not automatically entitle a team to a replay.
- Late arrival or serious rule violations may result in match forfeiture or disqualification.
- Referees' decisions regarding match disputes will be final.
- All participants must follow the instructions issued by the organizers.

PRIZES

First Place: Rs. 3,000/–

Second Place: Rs. 2,000/–

SCAN TO REGISTER

Link:https://forms.gle/ZAUMtQUfTrEbnqAJ8

Location: L35, lab 2

Date: 14th November

Time: 10:30 A.M.

Coordinators:

Shravan - 95617 94508

Caden - 97657 75515

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

In association with
Altered Reality Studio

TAG ARENA

2V2 MULTIPLAYER VIRTUAL REALITY

Aim
Tag Your Opponents

Defend
Protect Your Team

Team Up
Tag Your Opponents

14th November 2026

- 2 Players per team
- Registration Fee: ₹150/-
- Venue: PCCE Auditorium
- On-Spot Registrations

MYSTERY GIFTS FOR THE WINNERS!

Coordinators:
Eknath Divkar
9637770645
Vencel Mirinda
9421497884

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OF ENGINEERING

TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

ARCADE ROOM

PIXELVERSE

CASH PRIZE + EXCITING GOODIES

REAL GAMES BIGER DREAMS

DATE: 13th & 14th Nov

TIME: 10:30 AM

VENUE: EL7 Lab

Cordinators

Zayde - 87665 63597

Roshan - 93220 20928

ARCADE GAMES

Subway surfers
Temple Run
Asphalt
Cricket
Spiderman Remastered
007 First Light
Over The Hill
Forza horizon 6
F1 2019

RULES

- Registration Fee: ₹150 for 4 games or ₹50 for any one game duration 20 minutes.
- On-the-spot registration is available.
- Each player is allowed one attempt per game.
- Players can retry by paying the same registration fee again.
- The highest score achieved will be considered for the final results.

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

ROBO RACE

DAY 2

14th
NOVEMBER
2026

PRIZE POOL:

1st : 9,000
2nd : 6,000
entry fee: 350/-
Re-entry fee: 300/-

SCAN HERE :

On the spot registration allowed



COORDINATORS:

STANISLAUS : +91 7263017407
ALEE : +91 7276039163
VIGHNESH: +91 9657762862

ROBORACE - Rulebook

1) Event Description:

Get ready for the ultimate test of speed and control! In roborace your robot will race through challenging tracks filled with sharp turns, obstacles, and surprises. Design and control your bot to be the fastest, most agile, and most efficient on the course. Only the best will cross the finish line f irst!

Prize Pool: ₹15,000 (1st: ₹9,000, 2nd: ₹6,000)

Entry fee: ₹ 350, Re-entry: ₹300

2) Gameplay:

- **The robot will be placed at the start line and race begins as soon as the timer starts.**
- **The robot must stay on track; otherwise, it must restart from the last checkpoint crossed (timer continues running).**
- **Teams must navigate the track and complete the obstacles in the prescribed sequence.**
- **Skipping obstacles or failing to complete designated sections will result in penalties, which are added to the total time.**
- **If the robot deviates from the track or encounters an issue during the run, participants must follow the instructions of the event coordinators and judges.**

- Robots must complete the course independently without physical assistance during a run.
- Touching, lifting, repositioning, or manually assisting a robot during a run is prohibited unless explicitly permitted by the event officials & judges.
- The timer stops only when the robot crosses the finish line.
- The final race time will be calculated according to the recorded time and applicable penalties.
- Any manual intervention, obstacle skipping, or other gameplay violation will be handled according to the penalties announced on the day of the event by coordinators.

Important: Detailed gameplay procedures, obstacle-specific rules, penalty timings, and other race instructions will be announced by the Organizing Committee on the day of the event. All participants must follow the instructions provided by the officials.

3) Robot Specifications:

● The robot may be wired or wireless, but it must be manually controlled.

● Maximum dimensions:

● Length: 300 mm

● Width: 300 mm

● Height: 250 mm

●Maximum weight: 5kg

● The robot must not be made using LEGO parts or ready-made assembly kits.

● The robot must be electrically powered; Internal Combustion(IC) engines are not allowed.

● Each robot must comply with the specified dimensions, weight limits, and safety requirements.

● Robots may be inspected by the Organizing Committee before participation.

● No modifications to the robot will be permitted after inspection unless approved by the Organizing Committee.

4) Power Source & Battery Restrictions:

5.1 Power source options:

- An onboard battery mounted securely on the robot. OR
- A stationary external power source connected via a cord/wire.

4.2 Battery Restrictions:

- Batteries exceeding 3S LiPo are prohibited.
- Teams must carry spare batteries to prevent disqualification if the robot stops during the race.
- Any battery or electrical setup considered unsafe by the Organizing Committee may be rejected.

5) Rules For Wired robots:

- The wire length should be long enough and must remain slack throughout the race and must not obstruct the robot's movement.
- The wire must not be pulled, used to guide the robot, or manipulated to gain an advantage.
- The wire must not create a safety hazard.
- Any violation may result in penalties or disqualification, as determined by the Organizing Committee.

6) Race Track Details:

- The track will have a Start and Finish Line.
- The surface may be uneven and may include challenging sections.
- Various obstacles will be present to slow down the robot to test speed, control and agility.
- Possible track elements include:
  - Steep ramps
  - Bridges
  - Speed breakers
  - Marble pits
  - Slippery paths
  - Rotating discs
  - Curve ramp downs
  - Seesaws

NOTE: The final track layout and obstacle sequence will be disclosed or explained by the Organizing Committee at the venue

7) Rules and Regulations:

7.1 Registration & Participation:

- Registration will be confirmed only after payment of the applicable entry fee.
- Timely arrival is mandatory. Late arrivals may result in elimination unless a re-entry fee is paid.
- The registration fee ₹350 is per driver. Every team member who intends to drive the robot must register individually and pay the registration fee.
- Entry fees are non-refundable once registration is completed, unless otherwise announced by the Organizing Committee.
- If a team participates with multiple robots, each robot must be unique and separately registered, wherever applicable.
- Re-entry will be permitted subject to the event rules and payment of the applicable re-entry fee of ₹300 per driver.

7.2 Team Composition & Driver Allocation

- Only the robot handler(driver) is allowed to control the robot during the race.
- Other team members must remain outside the game zone.
- Each registered driver may operate only one robot throughout the competition and cannot drive another robot.
- A single robot may be operated by a maximum of three (3) registered drivers during the competition.

● Only one registered driver may control the robot during an individual run.
● All drivers must be registered with the Organizing Committee before participating.
● Other rules will be announced on the spot on the event day.

7.3 Event Conduct:

● Participants must follow all instructions given by the coordinators, judges, and event officials.
● Teams must report to the Game Area when called. Failure to do so may result in disqualification.
● Participants must not interfere with other robots, teams, or ongoing runs.
● Any deliberate damage to the track, arena, equipment, or another participant's robot may result in disqualification.
● Participants are responsible for the safety and proper functioning of their robots.

7.4 Code of Conduct:

● Participants must maintain discipline, sportsmanship, and respectful behavior throughout the event.
● Misbehavior, abusive language, or deliberate interference with another participant will not be tolerated.

● A team may be disqualified for violation of the rules or instructions issued by the Organizing Committee.
● Any attempt to gain an unfair advantage may result in penalties or disqualification.
● Participants must not deliberately damage the arena, obstacles, or equipment.

8) Judging & Decisions:

● Race performance will be evaluated based on the recorded time and applicable penalties.
● All decisions regarding scoring, gameplay, timing, and participation will be made by the Organizing Committee.
● Judges' decisions are final and must be respected by all teams.
● The Organizing Committee reserves the right to clarify or modify rules when necessary for the smooth and fair conduct of the event.

9) Coordinaton & Contact Details:

For general event-related queries:

- **Name: Stanislaus Fernandes**
- **Contact Number: +917263017407**

- **Name: Alee Braganca**
- **Contact Number: +917276039163**

For queries regarding registration, eligibility, or participation, please contact:

- **Name: Vighnesh Patil**
- **Contact Number: +919657762862**

NOTE: Participants are responsible for reading and understanding the rulebook before the competition. Detailed gameplay procedures and penalty rules will be announced by the Organizing Committee on the day of the event. Participation in the event implies acceptance of the applicable rules and instructions.

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TECHYON
2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

GO-KART
PIT STOP
CHALLENGE

DAY 2

14th
NOVEMBER
2026

PRIZE POOL:
1ST : 3000
2ND : 2000
ENTRY FEE: 200
RE ENTRY FEE: 300

SCAN HERE :



COORDINATORS:
JOEL: +91 9130148160
SHANE: +91 7058898141
KAYLAN: +91 9175826009

GO-KART PIT-STOP CHALLENGE - TECHYON 2026

INTRODUCTION:-

The Go-Kart Pit-Stop Challenge is a timed team event designed to test participants' teamwork, speed, coordination, and practical mechanical skills. Each team, consisting of a maximum of two participants, must push the go-kart to a designated pedestal, safely lift and position it, remove all four tyres, observe a mandatory 10-second rest period, and securely remount all four tyres before pushing the kart across the finish line. Judging will be based on the total completion time, including penalties, adherence to safety regulations, and the proper installation of all tyres. All nuts and bolts will be inspected by event coordinators, with a 5-second penalty for each loose or improperly secured nut or bolt. The team that completes the challenge in the shortest total time while meeting all safety and technical requirements will be declared the winner.

1. Event Procedure

Start: The participants must push the go-kart from the designated starting line to the pedestal.

Lift and position: The participants must safely lift the go-kart onto the designated pedestal with the assistance permitted by the event organizers.

Tyre removal: The participant must remove all four tyres from the go-kart.

Mandatory break: Once all four tyres have been removed, the participant will receive a 10-second rest period. No work may be performed during this break

Tyre remounting: After the break, the participant must remount all four tyres securely onto the go-kart.

Finish: Once all four tyres have been remounted and checked, the participant must push the go-kart forward towards the finish line to complete the challenge.

2. General Rules

- Maximum 2 participants allowed per team.
- All participants must follow the instructions of the event organizers and technical officials.
- Participants must wear the required safety equipment and appropriate footwear.

- Only the tools and equipment provided or approved by the organizers may be used.
- No external assistance, unauthorized tools, or interference from spectators or other participants is permitted.
- Participants must handle the go-kart, tyres, tools, and pedestal carefully and use them only for their intended purpose.
- Unsafe lifting, throwing tools, deliberate damage, or reckless behaviour may result in penalties or disqualif ication.
- All tyres must be properly mounted and secured before the go-kart is pushed towards the finish line.
- The organizers' decisions regarding safety, penalties, and event procedure will be final.

3. Damage & Liability

- Participants are responsible for themselves and damage caused to the go-kart, tools, equipment, pedestal, or event property due to negligence, misuse, or deliberate actions. Any such damage may result in disqualification and liability for repair or replacement costs, subject to the event's applicable rules and policies.

4. Safety First

- Stop immediately if instructed by an official.
- Do not place hands or feet under an unsupported go-kart.
- Report any equipment malfunction or unsafe condition immediately.
- Any activity deemed unsafe by an official may be stopped

5. Judging and Decisions

- Inspection: All nuts and bolts will be inspected by the event coordinators to ensure they are securely fastened.
- Time Penalty: A penalty of 5 seconds per loose or improperly secured nut or bolt will be added to the team's total time.
- Winner Declaration: The team that completes the challenge in the shortest total time, including penalties, will be declared the winner.
- The organizers reserve the right to modify the rules if necessary to accommodate event constraints.

Teams may re-enter the challenge by paying a re-entry fee of ₹200 per attempt, subject to the event organizers' approval and availability.

Coordinaton & Contact Details:

For general event-related queries:

1. **Joel - +91 91301 48160**
2. **Shane – +91 70588 98141**
3. **Kaylan – +91 91758 26009**

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EGG CASING

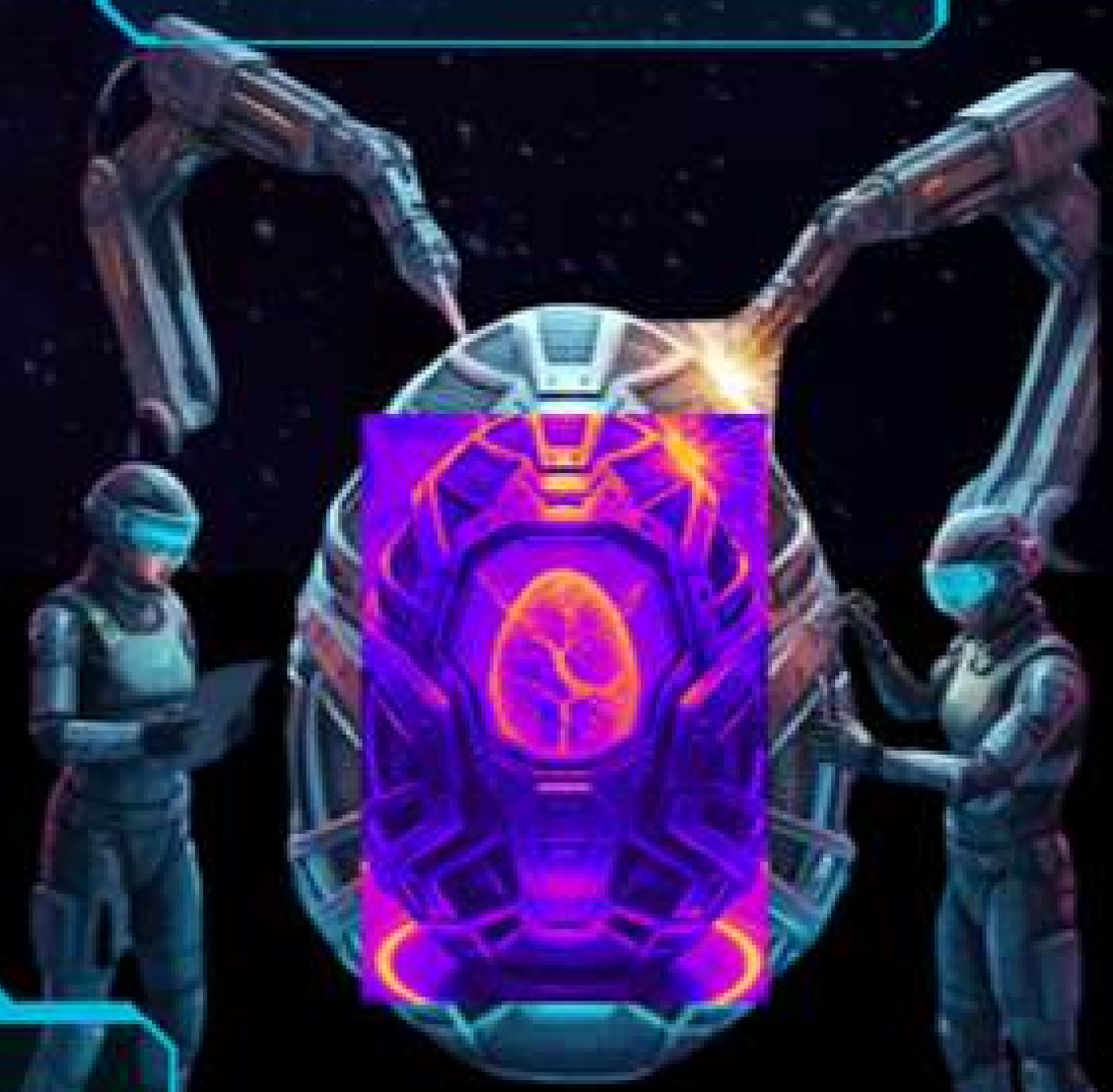
DAY 2

14th NOVEMBER
2026

PRIZE POOL:
1ST : 3000
2ND : 2000

FREE ENTRY

SCAN HERE :



COORDINATORS:
SOUMYA : 9049961450
ETHAN : 7083235583

Egg Casing Challenge - Rulebook

Introduction: Welcome to the Egg Casing Challenge, a test of engineering ingenuity, creative design, and understanding of physics. Your challenge is to construct a protective casing that can keep a raw egg safe from progressively higher drops. This event will push your problem-solving skills to the limit as you aim to be the last team standing. 🥚

1. Event Regulations

1.1. Eligibility & Registration

This is an intra-college event. Participation is open only to the students of Padre Conceicao College of Engineering (PCCE).

A valid college ID is required for all members.

Teams must register via the official Registration Link .

1.2. Event Logistics & Materials

- The event will be held at [Specify Location, e.g., the central quad, main stage]. Participants must bring
- their own materials and necessary tools (e.g., scissors, glue, tape) to construct their casing. The entire
- construction process must take place on- site during the designated build time. Pre-built or partially built
- casings are not allowed. Organizers will provide the standard raw eggs for the challenge.

1.3. Team Composition

- This isateam-basedevent.
- Each team must consist of a minimum of 3 and a maximum of 4 members.
- All team members must be finalized at the time of registration.

1.4. Competition Format

- Thecompetitionfollows a round-based, last-team-standing knockout format. Round 1 will begin with a
- drop height of 3 feet. The height will increase by 3 feet in each subsequent round (e.g., Round 2 is 6 feet, Round 3 is 9 feet, and so on). Teams whose egg survives the drop
- will advance to the next round. The last team with an intact egg wins.

1.5. Build Phase

- **Astricttimelimit of 2 hours will be given for teams to build their casings from scratch. All construction**
- **must cease immediately when the time is called.**

1.6. Pre-Competition Inspection

- **After the build phase, all casings will undergo a mandatory inspection by a panel of faculty and coordinators. The inspection will verify compliance**
- **with all rules, including size, weight, visibility, and material constraints. Casings that do not comply with**
- **the rules must be modified to meet the standards before the first round begins. Failure to do so will result in disqualification.**

1.7. Drop, Judging, & Reconstruction Rules

- **PrimaryObjective: The eggmustsurvive the drop completely intact. Any visible crack, fracture, or leak will result in elimination. Swappable Egg: The casing**
- **must be designed so that the egg can be easily inserted and removed. After each drop, the egg must be presented to the judges for inspection. Detailed**
- **Inspection: If the condition of an egg is unclear after a drop, it will be physically removed from the casing by the judges for closer examination.**

- Reconstruction: After each successful drop, teams will have a 45-minute period to retrieve and reconstruct their casing back to its original state. No new materials or design modifications are permitted.
- 1.8.Design &Material Constraints
  - Weight Limitation: The total weight of the casing, excluding the egg, must not exceed 1.5 kg. There is a zero-tolerance policy for this limit; any casing over the weight limit will be disqualified.
  - Size Limitation: The entire casing must fit within a 20cm x 20cm x 20cm cube.
  - Visibility: A minimum of 30% of the egg's surface area must be clearly visible from the outside.
  - Prohibited Materials: The use of the following materials is strictly forbidden: Balloons or any inflatable devices Sponges Bubble wrap Thermocol (Styrofoam) Liquids of any kind Slime, oobleck, or other non-Newtonian fluids Parachutes or any component designed to create significant air resistance.
  - Wrapping Rule: You may not completely wrap or encase the egg in layers of soft materials like toilet paper or tissue paper.
  - These materials can be used as padding or structural elements, but not as a total cocoon.

- 2. Code of Conduct Fair Play: All casings must be built according to the rules. Attempting to hide prohibited materials will lead to immediate disqualification. Professionalism: Show respect to organizers, judges, and fellow competitors. Integrity: Do not interfere with another team's casing or drop. Compliance: Participants must follow all instructions from the event organizers.

- 3. Organizers' Discretion
  - The judging panel will have the final say on whether an egg is cracked or a casing meets the design constraints. The organizers reserve the right to amend any rule if necessary for the fair execution of the event. The decision of the judges and organizing committee is final and binding.

4) Coordinaton & Contact Details:

COORDINATORS:

1)SOUMYA: +91 9049961450

2)ETHAN: +91 7083235583

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OF ENGINEERING

TECHYON 2K26
CYBERNOVA : IGNITE THE DIGITAL FUTURE

REVPCCE:
RESTORED.
BUILT. TUNED.

DAY 1
13th
NOVEMBER
2026

PRIZE POOL:
1st - 20K
2nd - 10k
entry fee - 2500 per college

SCAN HERE :



COORDINATORS:
ABHISHEK: +91 8830087698
SAINEESH: +91 9158172660

NOTE

Rule Book for REVPCCE: RESTORE. BUILT. TUNED.
will be shared seprately.

Contact the cordinators for more info

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TECHYON 2K26

CYBERNOVA - IGNITE THE DIGITAL FUTURE

WORKSHOP - TURN TECHNICAL SKILLS INTO A BUSINESS!

ENTREPRENEURSHIP-CUM-SKILL DEVELOPMENT PROGRAMME (ESDP)



DATES:
13TH & 14TH NOVEMBER 2026

VENUE:
PCCE LIBRARY

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TECHYON 2K26
CYBERNOVA - IGNITE THE DIGITAL FUTURE

AI CODING 101:
TOOLS. TERMS. TECHNIQUES.



GUEST SPEAKER
DIPANSHU ROSE

WHAT YOU WILL LEARN

AI CODING TOOLS EXPLORE MODERN AI-POWERED CODING TOOLS.

ESSENTIAL TERMS UNDERSTAND THE LANGUAGE OF AI CODING.

PRACTICAL TECHNIQUES LEARN HOW TO CODE EFFECTIVELY WITH AI.

DATE: 13TH NOV
TIME: 11 AM
VENUE: AUDITORIUM