ADASTRA 2023 REPORT

ABOUT IEEE

The Institute of Electrical and Electronics Engineers (IEEE) is a global professional association dedicated to advancing technology for the benefit of humanity. Founded in 1884, IEEE has become one of the largest technical professional organizations in the world, with over 400,000 members in more than 160 countries. IEEE's mission is to foster technological innovation and excellence for the advancement of humanity. The organization achieves this through various activities, including conferences, publications, and educational programs.

IEEE places a strong emphasis on education and professional development. The organization offers a range of educational resources, including online courses, certifications, and continuing education programs. These initiatives help professionals stay up to date with the latest trends and advancements in their fields, fostering lifelong learning and career growth.

IEEE operates through a decentralized structure, with numerous local chapters and societies catering to specific technical areas of interest. These chapters and societies organize events, workshops, and other activities tailored to the needs and interests of their respective communities. By fostering collaboration, knowledge sharing and professional development, IEEE continues to be at the forefront of technological advancements, ensuring that technology serves the needs of humanity and contributes to a better future.

ABOUT SNIST

Sreenidhi Institute of Science and Technology (SNIST) is a renowned educational institution located in Hyderabad, Telangana. Established in 1997, SNIST has emerged as a premier engineering college known for its academic excellence, state-of-the-art infrastructure, and holistic development of students.

SNIST offers undergraduate and postgraduate programs in various disciplines, including engineering, computer science, electronics and communication, electrical and electronics, mechanical, and information technology. The campus of SNIST is spread over a vast area, providing a conducive environment for learning and growth. The infrastructure comprises modern classrooms, well-equipped laboratories, a library with an extensive collection of books and journals, sports facilities, and hostel accommodation for students.

The college emphasizes holistic development and offers a range of extracurricular activities and student clubs. These include technical societies, cultural clubs, sports teams, and entrepreneurship cells, providing students with ample opportunities to showcase their talents and develop leadership skills. SNIST organizes annual fests and technical symposiums, attracting participants from across the country and promoting a culture of healthy competition and knowledge sharing.

ABOUT IEEE SNIST

Renowned as the foremost institution affiliated with JNTUH, Sreenidhi Institute of Science and Technology (SNIST) has gained widespread acclaim for its exceptional educational practices.Augmenting its academic prowess are its outstanding infrastructure, modern library, and information centers. Serving as a veritable temple of learning, SNIST imparts value-based education, annually admitting over 1700 students.

Founded in 1997 by the esteemed Sree Education Society, SNIST emerged in response to the demand for engineering and technology education. Notably, it stands as the sole college in Telangana to have been recognized by the World Bank as the best-performing institute under the esteemed Technical Education Quality Improvement Program (TEQIP) Phase – 2, conducted in 2015.

ABOUT ADASTRA

Adastra, the annual college fest of Sreenidhi Institute of Science and Technology (SNIST), is a three-day celebration that combines technical workshops, cultural events, and a vibrant atmosphere. Held with great enthusiasm and passion, Adastra brings together students, faculty, and professionals from diverse backgrounds to showcase their skills, learn from industry experts, and create memories that last a lifetime.

Throughout the three days of Adastra, the quadrangle transforms into a vibrant flea market, offering a plethora of shopping options to the attendees. The flea market stalls showcase an array of trendy clothing, accessories, gadgets, and unique handicrafts. Students and visitors can indulge in retail therapy, discover hidden gems, and take home memorable souvenirs from their time at Adastra. Food stalls are another highlight of the fest. From local street food delicacies to international flavors, the food stalls offer an amazing delight for all.

This three-day extravaganza encompasses a perfect blend of technical workshops, cultural events, and a vibrant atmosphere. With its Summit, Legacy Evening, Auto Expo, flea market, and food stalls, Adastra provides a platform for learning, networking, and celebrating talent. It is an event that boosts academic and technical growth.

STUDENT BOARD OF ADASTRA 2023

SNO	NAME	ROLL NO	DESIGNATION	PHONE NO
1	Sengar Vikrant Pratap Singh	19311A12F0 (IT)	President	9494423612
2	Parnika Sridhar	19311A0410 (ECE)	General Secretary	8341145926
3	Prajjval Raj	19311A0424 (ECE)	Joint Secretary	7207208678
4	Chetana Kommi	19311A0428 (ECE)	Vice President	8686477484
5	Animesh Kumar	19311A04V0 (ECE)	Treasurer	9652919638
6	Akhil Reddy	20311A05R5 (CSE)	Organizing Head	8500378250
7	Meghna Muratee	19311A04F9 (ECE)	Publicity Head	7416778365
8	Bhargavi Sudharshanam	20311A1966 (ECM)	Publicity Executive	7981003203
9	Malaika	19311A04E8 (ECE)	Documentation Head	7674947788
10	Riddhi Magdiwar	21311A1257 (IT)	Documentation Executive	9666966694
11	Mukiri Prashanth Kumar	20311A04W8 (ECE)	Marketing Head	7013550494
12	Neha Reddy Gaddam	21311A05Q0 (CSE)	Marketing executive	7995242942
13	C. Rahul	20311A04V7 (ECE)	Logistics Head	8309430915
14	A. Kanishq	20311A05J7 (CSE)	Logistics Executive	9110345421
15	Abdullah Khan	19311A0319 (MECH)	Literary head	9704529787
16	Razaq	19311A04V8 (ECE)	Technical Head	8688773329
17	Nikhil Pandey	21311A1254 (IT)	Technical Executive	9392983101
18	Sharan Bolla	21311A12H7 (IT)	Pandemonium head	6281778013

OUTLINES OF ADASTRA 2023

- SUMMIT
- LEGACY
- DANCE WORKSHOP
- CHAT GPT WORKSHOP
- GAME DEVELOPMENT WORKSHOP
- AUTO-EXPO
- FLEATRA
- FOOD STALLS
- TECHNICAL EVENTS
- LITERARY EVENTS
- ESPORTS
- PAPER POSTER PRESENTATION
- PANDEMONIUM EVENTS

LIST OF EVENTS

EVENTS		LOCATION	NO. OF PARTICIPANTS
Summit		Seminar Hall-2 24th April (Whole Day)	250
Fleatra		Quadrangle 24,25,26th April (Whole Day)	-
Chat GPT Workshop		Seminar Hall-1 25, 26th April (Whole Day)	47
Game Development Workshop		Seminar Hall-2 25,26th April (Whole Day)	15
Legacy		Quadrangle 25th April (Evening 4-6:45)	-
Auto Expo		Quadrangle 26th April (Afternoon)	-
Food Stalls		In front of Central Library 24,25,26th April (Whole Day)	-
Technical Events	Code cracker	Room No 8403 25,26th April (Whole Day)	13
	Cross Word	Room No 8403 25,26th April (Whole Day)	6
	Quizatronics	Room No 8403 25,26th April (Whole Day)	6

Literary Events	Debators Den	Bio-tech Seminar Hall 24,25,26th April (Whole Day)	10
	Mock Parliament	Bio-tech Seminar Hall 24,25,26th April (Whole Day)	10
	Extempore	Bio-tech Seminar Hall 24,25,26th April (Whole Day)	3
	Quiz	Bio-tech Seminar Hall 24,25,26th April (Whole Day)	8
Pandemonium Events	•Tug of war •Balloon darts •Spin wheel • Housie • War zone • Shooting	Quadrangle 24,25,26th April (Whole Day)	-
Paper and Poster		Room No 8403 25,26th April (Whole Day)	3
E-Sports	• Valorent • FIFA • COD	Room No 8102 24,25,26th april (Whole Day)	13

SUMMIT

ADASTRA annually organizes a significant event known as the SUMMIT, which holds a prominent place on ADASTRA day-1. Distinguished figures from various domains attend the college and engage in meaningful interactions with students. They share personal anecdotes, tales of hard work, and accounts of their journeys towards realizing their dreams. Furthermore, a Q&A session takes place, allowing students to gain insights into the lives of these celebrities.

In ADASTRA 2023, notable individuals such as Anand Devarakonda, Vaishnavi Chaitanya, Likitha Yalamanchili, Srinivas Kumar Naidu, and Sri Charan Lakkaraju graced the occasion and spent time conversing with the students, shedding light on their respective life journeys. During the break, students were treated to a joyful meal courtesy of McDonald's and energizing refreshments from Monster. Our Vice President, Vikranth, skillfully hosted the event, showcasing his oratory prowess and humor, thereby ensuring the entertainment of the audience.

The hospitality extended by the Board members, Coordinators, and volunteers was remarkable, creating a warm and pleasant experience for the attendees. Their unwavering dedication ensured that the audience remained engaged and comfortable throughout the event. They consistently introduced fresh

activities, innovative ideas, and captivating methods to capture the audience's attention, while diligently keeping them focused on the main stage. By maintaining an orderly system, they provided each student with an opportunity to ask questions, managing the crowd peacefully. The seamless coordination between the Board members and volunteers facilitated a peaceful working environment, allowing many volunteers to contribute effectively.

Another factor that draws students to the SUMMIT is the annual band performance. This year, the Elizium band enchanted everyone with their mesmerizing music. The performance became a resounding success as students stood up and joyously danced to the rhythm. Not only the students, but also the ADASTRA Board members, coordinators, and volunteers joined in, immersing themselves in the band's captivating melodies. The band skillfully selected songs that resonated with the audience, delivering an exceptional performance. Throughout the event, the audience in the back and front rows danced to their favourite tunes, brandishing their flashlights, and swaying with the music, thoroughly enjoying the experience.

Upon the conclusion of the event, many students expressed their satisfaction, deeming it a valuable use of their time. Thus, the successful completion of ADASTRA's Day-1 concludes with the resounding success of the SUMMIT

ENTREPRENEURS AND CELEBRITIES IN THE SUMMIT

- **Sreenivasa Kumar :** A dynamic film producer who has redefined the Telugu cinema industry with his visionary films like Bhale Bhale Magadivoy and Taxiwaala.

- **Sai Rajesh :** Talented Indian film actor and director with notable works like Colour Photo and Hrudaya Kaleyam under his belt.

- **Viraj Ashwin :** He is an actor and director, known for Manasanamaha (2022), Yada Yada Hi Dharmasya (2019) and Thank You Brother! (2021).

- **Likitha Yalamanchili :** She is a doctor who strives to be strong, confident and persistent in her choices. Apart from always being the topper of her class at school, she was actively involved in various sports. As a doctor, she demonstrates utmost care and backs herself to put in significant efforts.

- **Sri Charan Lakkaraju :** Being the founder of Stumagz, his vision and dedication serve as a shining example of what can be accomplished with hard work and perseverance. He is an epitome of hard-work and serves as a beacon as one of the profound role models for this generation.

- **Vaishnavi Chaitanya :** She's been a part of prominent projects in the Tollywood industry and a very talented actress seen in the movies and web series such as Ala Vaikunthapurramuloo , Valimai and The Software Developer.

- **Anand Devarakonda :** a lead actor of many successful tollywood films such as Dorasani,Middle class melodies and Pushpaka vimanam ,his exceptional talent and charm are sure to elevate the experience to an entirely new level

FLEATRA

Sreenidhi Institute of Science and Technology witnessed a remarkable event in 2023, as it hosted its second edition of the Flea Market during the three-day festival. The Flea Market emerged as the focal point of attraction, featuring an array of diverse stalls. These included stalls offering phone cases, fashionable clothing items, miniature pencil art, sunglasses, tattoos, photo booths, and rifle shooting. Throughout the festival, the Flea Market enjoyed tremendous success, with students thoroughly relishing the unique environment it provided. Bibliomaniacs were particularly delighted, as the market offered them a chance to explore a world of novels. Students also had access to a variety of bracelet and jewelry stalls that catered to their trendy preferences. Notably, some stalls even offered customized bracelets featuring the names of their choosing. The Flea Market also showcased new and trendy badge keychains for sale. The renowned brand Monster Energy capitalized on the event by selling their merchandise, such as shirts, T-shirts, caps, and drinks, directly to students. Additionally, a thrilling bike stunt show captivated spectators, leaving them with chills and goosebumps.

The vendors of the stalls expressed their delight, as both students and faculty actively participated in the Flea Market, leading to substantial benefits and profits. Not only did students from SNIST enthusiastically engage with the event, but participants from colleges across Hyderabad also flocked to the Flea Market.

The students enthusiasm remained unwavering, as their numbers continued to increase on day two and day three, with visits to the various stalls in the market.

The Board members hard work paid off tremendously, leaving a lasting impression on SNIST college. This event created cherished memories for vendors, students, faculty members, coordinators, volunteers, and all those involved, making it a truly memorable day in their lives.

THE STALLS IN FLEATRA

- Bubblix (Hair Accessories)
- The Golden Are (Resin Jewellery)
- Sparks Tattoo
- Tarot Card Readings
- Nail Chemistry
- Vidyart (Digital Art)
- Sapna Sarees and Kurtis
- Auraw (Skincare)
- The Amber Shop (Neon Bands)
- The Kadak Store (Stickers)

CHAT GPT WORKSHOP

IEEE SNIST organized a Chat GPT workshop event as part of the annual technical festival Adastra, held at Sreenidhi Institute of science and Technology on 25th and 26th of April. The Chat GPT workshop at Adastra annual fest was a highly informative and engaging event that provided attendees with valuable insights and hands-on experience in the field of Tech Development. The workshop was conducted by a team of experienced professionals who demonstrated various techniques and tools used in Chat GPT and showed attendees how to use these tools to find and fix vulnerabilities in computer systems and networks.

The workshop began with an introduction to Chat GPT and the role it plays in today's technology. The trainers then demonstrated how to use a variety of tools and techniques to scan for vulnerabilities, including network and web-based scanning tools, password cracking tools, and more. Attendees had the opportunity to practice these techniques on their own and see the results in real-time.

In addition to demonstrating the use of these tools, the trainers also provided valuable insights into the latest trends and best practices in Chat GPT. They discussed the importance of following ethical guidelines and the consequences of using these techniques for malicious purposes.

Overall, the Chat GPT workshop at Adastra was a valuable learning experience for attendees. It provided them with Handson experience working with real-world tools and techniques and helped them to develop a deeper understanding of computer systems and networks. The trainers were knowledgeable and engaging, and the workshop was well-organized and well-executed.

Participants -

SNO.	NAME	SNO	NAME
1	MOSALLA HARSHITHA	24	ARUN SAI
2	SRITEJA	25	R. SAI NISHANK
3	VAISHALI. K RATHOD	26	NAVYA
4	SAI PRAVEEN	27	P. MANISH
5	SHIRISHA SINGAM	28	P. SANJANA
6	S. PRANEETH	29	SHIVA KASHYAP
7	AKSHITH	30	CHINTHA SRIVIDYA
8	B. SUSHANTH	31	K. NIKHIL KUMAR
9	R. SATHWIKA	32	TARUN YADAV
10	ADITHYA PABBA	33	NACHIKETH NAIDU
11	MEGHANA	34	HARSHITH KATTEKOLA
12	DHEERAJ	35	RUSHEEL
13	PAVAN SRIKAR D	36	VAISHNAVI
14	AMRUTHA VARSHINI	37	M RAHUL
15	TARUN KVS	38	B PRASHANTH
16	UMA DHATRI	39	TRIGUN CHANDRA
17	PRANEETH	40	ASHISH
18	REKHA	41	KRISHNA
19	AASHREYA	42	ALDO BABU ANTHONY
20	JHANVI	43	AKSHITH
21	TARUN VARDHAN	44	KUNA VINAY
22	VIJAY KUMAR	45	TEJAREDDY
23	ANIRUDH		

GAME DEVELOPMENT AND AR WORKSHOP

IEEE SNIST organized a Game Development and AR workshop event as part of the annual technical festival Adastra, held at Sreenidhi Institute of science and Technology on 25th -26th of April. The theme of the workshop was "Innovations in Visual Effects", and it was conducted over a period of two days.

The workshop began with a series of lectures by industry experts, who shared their knowledge and insights on topics such as visual effects and game development. These lectures were followed by hands-on sessions, where the students were given the opportunity to work on real-life projects and apply the concepts they had learned.

The Game Development and AR workshop is a comprehensive program aimed at teaching participants the fundamental concepts and skills required to create video games. The workshop typically spans several days or weeks, depending on the intensity and depth of the training.

During the workshop, participants are introduced to various aspects of game development, including game design, programming, art and animation, sound design, and project management.

They are provided with hands-on training, practical exercises, and real-world examples to enhance their understanding and application of these concepts.

The workshop is usually led by experienced professionals from the game development industry who share their knowledge and insights with the participants. They guide the attendees through the process of designing and developing a game from scratch, offering valuable feedback and mentoring along the way.
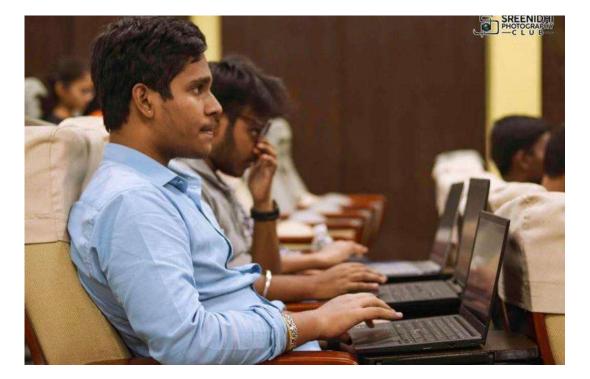
The workshop may cover different game development platforms and tools, such as game engines (e.g., Unity, Unreal Engine) and programming languages (e.g., C#, C++, Python). Participants may have the opportunity to work individually or in teams, simulating the collaborative environment commonly found in the game industry.

By the end of the workshop, participants gain a solid foundation in game development and acquire the skills necessary to create their own games. They are equipped with practical knowledge and resources to pursue further learning and development in the field of game design and production.

Overall, The Game Development Workshop serves as a platform for aspiring game developers to enhance their skills.

Participants –

S.NO	NAME
1	Kusumita Ch
2	B Naveen
3	Khateeja Nazmeen
4	B.Abhinandana
5	Haswanth Kumar
6	M Prakash Raju
7	Sanotsh
8	Swathi
9	Rewanth
10	D Sharanya
11	G.Gnaneswar Reddy
12	Poojitha Reddy
13	Maneru Niharika
14	Palaparthi Phani Anirudh
15	Gullapalli Naga Bharani
16	Kaasyap

TECHNICAL EVENTS

An Exciting Journey of Electronics Quiz and Coding.

The world of technology is constantly evolving, and it is crucial for enthusiasts and professionals alike to stay updated with the latest trends and developments. To foster technical knowledge and provide a platform for aspiring tech enthusiasts, a two-day technical event was organized. This event showcased two thrilling competitions: an ElectronicsQuiz and a Coding Contest. Over the course of two days, participants engaged in stimulating challenges and had the opportunity to demonstrate their skills in these domains.

Electronics Quiz

The first day of the event commenced with the Electronics Quiz, designed to test participants' knowledge of electronic components, circuits, and principles. The quiz was divided into multiple rounds, each increasing in difficulty.

In the preliminary round, participants faced a series of multiple choice questions covering fundamental concepts in electronics. The questions spanned a wide range of topics, including digital electronics, analog circuits, microcontrollers, and communication systems. This round aimed to assess participants' understanding of the basics and filter out the top-performing teams for the subsequent rounds.

The top-scoring teams from the preliminary round advanced to the rapid-fire round. This round challenged participants to think quickly and respond promptly. The round also incorporated visual challenges, where participants had to identify electronic components and circuit diagrams within a short time frame.

The final round of the Electronics Quiz focused on critical thinking and problem-solving. Participants were presented with complex scenarios and had to analyze them to identify the appropriate electronic solutions. This round required a comprehensive understanding of electronics principles and their practical applications

Participants -

Quizatronics	
S. no	Name
1	Sai Vikas
2	A Sri Ansh
3	K.Veeraswamy
4	Kukkadapu Vamshi
5	Amaroju Shiva Teja
6	K Sai Ashrith

Code Cracker

The second day of the event was dedicated to the Coding Contest, a platform for participants to showcase their programming skills and problem-solving abilities. The contest featured a series of coding challenges that spanned various domains.

The coding contest began with a code optimization challenge. Participants were given a set of initial code snippets and were required to optimize them for improved efficiency, readability, and maintainability.The subsequent round focused on algorithmic problem-solving. Participants were presented with a set of complex problems and had to devise efficient algorithms to solve them. The emphasis was on logical thinking, algorithm design, and implementation. The final round challenged participants to develop a real-world application within a specified timeframe. This round tested their ability to transform conceptual ideas into functional software solutions. Participants had the freedom to choose their preferred programming languages and frameworks, allowing them to showcase their versatility and creativity.

At the end of the two-day event, a grand closing ceremony was held to celebrate the accomplishments of the participants. The topper forming teams and individuals from both the Electronics Quiz and the Coding Contest were recognized and awarded prizes and certificates. The two-day technical event, featuring an Electronics Quiz and a Coding Contest, provided a platform for participants to showcase their knowledge, skills, and passion for

technology. Through engaging challenges and stimulating competitions, the event contributed to the growth of the participants' technical expertise and promoted a spirit of healthy competition.

Participants -

CODE CRACKER	
S.No	**Name**
1	Sameer
2	Anil
3	Jhanvi
4	G Dheemanth Reddy
5	J Shravya
6	Kotla Shanmukh Sreenivas
7	Anusha
8	Nidhitha
9	D. Satya Sai Priya
10	Rithvika
11	Mythri
12	I Srinath
13	Aneesh T

CROSSWORD	
S. No	**Name**
1	Revanth Konduru
2	Harshitha Reddy
3	Hrishi Durki
4	Harshita Morla
5	Khushi Kotti
6	Shivani Ravula

LEGACY

IEEE SNIST (Institute of Electrical and Electronics Engineers Student Branch at Sreenidhi Institute of Science and Technology) conducted an evening event called LEGACY for the first time. LEGACY provided a platform for students to showcase their talents through various forms of entertainment, including singing, dancing, band performances, and stand-up comedy.

The open mic format allowed students to express themselves and share their skills with the audience. Singing performances likely included solo acts or group performances where students sang popular songs or showcased their own compositions. This allowed aspiring singers to gain experience and receive feedback from the supportive audience

Dancing performances may have featured various styles such as classical, contemporary, hip-hop, or cultural dances. Students may have choreographed their own routines or performed as part of a dance group. The event provided an opportunity for dancers to exhibit their creativity and skill on stage.

Band performances would have showcased the musical talents of students who played instruments such as guitars, drums, keyboards, or any other musical instruments. They may have performed cover songs or presented their original compositions, offering a diverse range of musical genres to the audience.

Stand-up comedy performances would have added a comedic element to the event. Students with a talent for humor and storytelling likely performed their own original comedic routines, entertaining the audience with their jokes and observations.

Overall, LEGACY created a vibrant and inclusive atmosphere, allowing students to come forward and display their talents. It provided a platform for them to gain confidence, receive recognition, and connect with their peers. The event likely fostered a sense of community and encouraged further participation in the arts within the IEEE SNIST student branch.

LITERARY EVENTS

Literary Festivals are vibrant celebrations of literature, ideas, and the power of words. Over the course of two days, a wide array of engaging and intellectually stimulating events can be organized to captivate the participants. Among the literary events that can be conducted during the festival are debates, extempore speaking, quizzes, and mock parliament sessions.

DEBATE

Debates serve as a platform for participants to engage in intellectual discourse and present their arguments on various topics. Participants can be divided into teams, and each team can be assigned a topic to debate upon. The debates can be structured in a competitive format, with judges evaluating the performances based on the clarity of arguments, logical reasoning, and persuasive communication skills. .

Participants -

SNO	NAME	SNO	NAME
1.	V.SPOORTHY REDDY	6.	N. SHREE YAMINI
2.	VAIBHAV AVASTHY	7.	A. MADHULIKA
3.	I.V. SANJANA	8.	V. SRI HARSHA
4.	G. SRESHTA	9.	K. SAI USHA
5.	A. MANASWINI	10	D. AKHIL

WINNER : V. SPOORTHY REDDY.

EXTEMPORE.

Extempore speaking events challenge participants to think on their feet and deliver imprompt speeches on given topics.

The extempore event can be designed to be both competitive and interactive, allowing the audience to actively engage with the speakers by posing follow-up3 questions or engaging in a discussion after each speech.

Participants –

Extempore	
S.No	Name
1	Vaibhav Avasthy
2	D. Akhil
3	Durva

WINNER : D. AKHIL

QUIZ

Quizzes are a popular literary event that adds an element of fun and competition to the festival. Organizing a literary-themed quiz can test participants' knowledge of literature, famous authors, classic works, literary devices, and literary history. The quiz can be conducted in a quiz-show format, with participants competing individually or in teams. It serves as an opportunity for participants to showcase their literary knowledge, learn new facts, and engage in friendly competition with fellow literature enthusiasts.

Participants -

Quiz	
S.No	**Name**
1	Anoop
2	V.R. Harsh Vardhan
3	G. Anil Kumar
4	Saketh
5	A Madhavi
6	P Vishnu Vardhan
7	Harshavadhan
8	Ankith

WINNER : C. Harshavadhan

MOCK PARLIAMENT

Mock parliament sessions provide a unique opportunity for participants to experience the democratic process first hand. Participants can be assigned roles of parliamentarians, representing different political parties. They can engage in lively debates, propose bills, and participate in parliamentary procedures. The mock parliament event helps participants develop their public speaking skills, enhance their understanding of political processes, and foster teamwork and negotiation skills. It also promotes an understanding of democratic values and the importance of active citizen participation in governance.

Participants -

Mock Parliament	
S.No	Name
1	Sai Usha
2	Raviteja
3	Spoorthy
4	Patil Swapnil
5	Dhaneshwar
6	Padma Arun
7	Vaibhav Avasthy
8	D. Akhil
9	Sumanth
10	Narender

WINNER : Sai Usha

CERTIFICATES

PARTICIPATION

- **WORKSHOPS**
- **TECHNICAL EVENT**
- **LITERARY EVENT**

CERTIFICATE
OF PARTICIPATION

Adastra
2 0 2 3
Reaching For The Stars

This is to certify that _____ has participated in _____ from 24th - 26th April 2023, organized by IEEE SNIST under ADASTRA 2023 which was held at Sreenidhi Institute of Science and Technology.

Sengar Vikrant Pratap Singh
President | Adastra

Dr.K.Sumanth
Branch Counsellor | IEEE SNIST

Prof CV Tomy
Director | SNIST

SUMMIT

CERTIFICATE
OF PARTICIPATION

This is to certify that _____ has participated in ADASTRA SUMMIT on 24th April 2023, organized by IEEE SNIST under ADASTRA 2023 which was held from 24th April - 26th April at Sreenidhi Institute of Science and Technology.

Sengar Vikrant Pratap Singh
President | Adastra

Dr.K.Sumanth
Branch Counsellor | IEEE SNIST

Prof CV Tomy
Director | SNIST

VOLUNTEERING

CERTIFICATE
OF PARTICIPATION

This is to certify that _____ has volunteered from 24th - 26th April 2023 for ADASTRA 2023 which was organized by IEEE SNIST held at Sreenidhi Institute of Science and Technology.

Sengar Vikrant Pratap Singh
President | Adastra

Dr.K.Sumanth
Branch Counsellor | IEEE SNIST

Prof CV Tomy
Director | SNIST

AUTO-EXPO

The auto expo was conducted on the last day of the college fest, creating an exciting finale for the event. The expo showcased an impressive lineup of renowned automotive brands, including Bentley, BMW, Kawasaki, and Triumph. One of the highlights of the expo was the presence of Bentley, a luxury car manufacturer known for its elegant and highperformance vehicles. Attendees had the opportunity to witness the grandeur of Bentley's cars, which exude sophistication and cutting-edge engineering. The display featured their latest models, captivating the audience with their sleek designs and luxurious interiors.

BMW, a prominent name in the automotive industry, also participated in the expo. Their collection of cars showcased innovation, power, and style. Attendees were able to explore BMW's range of vehicles, from sporty sedans to versatile SUVs, each exhibiting the brand's commitment to performance and craftsmanship.

Motorcycle enthusiasts were treated to the presence of Kawasaki and Triumph at the expo. Kawasaki, known for its sport bikes and off-road motorcycles, displayed their latest models, attracting attention with their dynamic designs and impressive performance capabilities. Triumph, on the other hand, is renowned for its classic and powerful motorcycles, which blend timeless aesthetics with modern technology.

Their bikes at the expo showcased the brand's legacy and commitment to exceptional riding experiences.

The auto expo provided a unique opportunity for attendees to interact with company representatives and learn more about the featured brands. Enthusiasts and curious visitors had the chance to discuss the specifications, features, and technological advancements of the vehicles on display.

The presence of these esteemed brands at the college auto expo added a touch of prestige and excitement to the event. It allowed students and attendees to experience and appreciate the craftsmanship and innovation behind these world-class automobiles and motorcycles. The expo served as a platform for inspiration and knowledge, encouraging students to explore the automotive industry and its various career prospects.

In conclusion, the auto expo conducted during the college fest's last day showcased impressive vehicles from Bentley, BMW, Kawasaki, and Triumph. It provided a memorable experience for attendees, offering a glimpse into the world of luxury cars and high-performance motorcycles. The event was a testament to the passion for automobiles and the desire to stay updated on the latest trends in the automotive industry.

E-SPORTS

E-sports is a club in SNIST with whom IEEE SNIST collaborated to organize online gaming tournaments for ADASTRA 2023.

A gaming tournament is an electrifying event that brings together gamers from various backgrounds to compete against each other in their favorite video games. These tournaments are organized to showcase skill, teamwork, and sportsmanship in the gaming community. Over the course of the tournament, participants engage in intense battles, thrilling matches, and unforgettable moments.

The tournament can encompass a wide range of games, catering to different genres and platforms. It can include popular competitive titles such as Dota 2, League of Legends, Counter-Strike: Global Offensive, Overwatch, Fortnite, or Street Fighter V. Participants can compete individually or form teams, depending on the game and tournament format.

PANDEMONIUM EVENTS

During the three-day college fest, a series of adrenaline pumping Pandemonium events were organized to ignite excitement and foster a spirit of healthy competition among participants. These events, which included Tug of War, Board Dart, and Arm Wrestling, captivated the crowd and created an atmosphere filled with energy and enthusiasm.

Tug of War, a classic team-based competition, brought together groups of students to showcase their strength, teamwork, and determination. Participants formed teams and engaged in a fierce battle of strength, strategically pulling against each other to secure victory. The event not only promoted physical fitness but also encouraged collaboration and unity among teammates, as they worked together to overpower their opponents.

Board Dart, a unique twist on traditional darts, challenged participants' precision, focus, and hand-eye coordination. Contestants aimed to hit specific targets on a giant dartboard by throwing balls or other objects at designated areas. The event tested both individual skill and strategy, as participants strategized their throws to score the maximum number of points. Board Dart provided an exciting and interactive experience for both participants and spectators.

Arm Wrestling, a test of raw strength and determination, enthralled participants and onlookers alike. Contestants squared off in one-on-one battles, locking hands and engaging in an intense struggle to overpower their opponent's arm. The event showcased the physical prowess of participants, as they harnessed their strength and technique to emerge victorious. Arm Wrestling not only celebrated individual power but also created an electrifying atmosphere, as spectators cheered on their favorite competitors.

These Pandemonium events served as a thrilling addition to the college fest, offering participants a break from academic pursuits and a chance to engage in exhilarating physical contests. The events not only provided entertainment but also promoted sportsmanship, resilience, and teamwork among participants. Additionally, these events served as a platform for students to showcase their skills, build confidence, and create lasting memories.

Throughout the three days of the college fest, the Pandemonium events attracted a diverse range of participants, from the seasoned athletes to those seeking a fun and competitive experience. The audience, filled with friends, classmates, and supporters, cheered on the participants, contributing to the lively atmosphere and fostering a sense of community and unity.

FOOD STALLS

- Shawarma
- Thick Shake
- Bakery
- Chinese
- Golisoda
- Mojito,Cooldrinks,juices
- Water Bottles
- Ice cream
- Dosa
- Waffles
- Pani Puri
- Faluda

PAPER AND POSTER PRESENTATION

As part of the three-day college fest, engaging paper and poster presentations were organized, providing students with a platform to showcase their research, ideas, and creativity. These events fostered an atmosphere of intellectual curiosity and stimulated discussions among participants and attendees.

The paper presentations involved students delivering informative and well-researched talks on a wide range of subjects. Participants prepared presentations on topics such as scientific research, social issues, technological advancements, literature, and more. They presented their findings, insights, and arguments to an audience that included fellow students, faculty members, and experts in the respective fields. The paper presentations not only showcased the students' depth of knowledge but also encouraged critical thinking, effective communication, and the ability to articulate complex ideas concisely.

Simultaneously, the poster presentations provided an opportunity for students to present their work visually. Participants designed eye-catching posters that effectively summarized their research, projects, or creative endeavors. The posters displayed key information, data, and visuals, allowing viewers to grasp the essence of the work at a glance.

The poster presentations encouraged creativity, visual communication skills, and the ability to present information in a concise and visually appealing manner.

Both the paper and poster presentations were conducted in a supportive and interactive environment. This interactive aspect of the presentations promoted academic exchange, allowed participants to refine their ideas, and facilitated the sharing of knowledge and perspectives.

These events provided a platform for students to gain recognition for their hard work and dedication. Presenting their work in front of an audience helped boost their confidence, refine their presentation skills, and receive valuable feedback from their peers and experts. It also encouraged students to delve deeper into their areas of interest, engage in research, and contribute to the academic community.

The paper and poster presentations added an intellectual dimension to the college fest, showcasing the intellectual prowess and creativity of the participants. These events encouraged students to explore diverse fields of study, sharpen their analytical and presentation skills, and develop a passion for research and innovation.They contributed to the overall academic atmosphere of the fest, inspiring students to pursue knowledge, engage in intellectual discourse, and foster a culture of learning and innovation on campus.

S.no	Name
PAPER & POSTER	
S.no	Name
1	P.Nirath Kumar
2	A. Manaswini Reddy
3	V.Srividya
4	Soma Abhinay
5	Naveen T
6	Murugan Saravanan
7	Sai Usha Kattoju
8	Naren Karthikeya
9	Hasini Kanchetty
10	Sathish
11	Sathwika
12	Saravanan
13	Gnaneshwar

WINNER :

1st Winner - Sathish

2nd Winner – Team : Sathwika, Saravanan, Gnaneshwar

ADASTRA 2023 EXPENDITURE

EVENT	EXPENSE
Food stalls	Rs 50,000
Radium Bands	Rs 2,000
Summit Sound	Rs 55,000
Legacy	Rs 24,000
Trainers	Rs 40,000
Mcd	Rs 3,500
T -Shirts	Rs 30,000
Badges	Rs 7,000
Certificates	Rs 3,600
ID Cards	Rs 3,220
Elyzium Transport	Rs 5,000
Stationary	Rs 2,000
Decoration	Rs 40,000
Painting	Rs 7,000
Backdrop	Rs 8,000
Flea Tents	Rs 50,000
Summit food	Rs 38,000
Auto Expo	Rs 16,000
Walkies	Rs 12,000
Banners	Rs 45,000
coolers	Rs 43,680
TOTAL	**RS 4,85,000**