



# Project Outcome and Sustainable Development Goals (SDG) Achievement Report

**Department: Computer Science and Engineering (Data Science)**

**Academic Year: 2025–2026**

## 1. Introduction

The Kinesthetic Learning Cell (KL) focuses on enhancing experiential learning through active student participation in competitions, hackathons, and project-based activities. The Department of Applied Sciences & Humanities actively encourages students to engage in such events to develop practical skills, teamwork, and innovation.

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## 2. Objectives

- To promote **learning by doing** through participation in technical and non-technical events
- To enhance **problem-solving and analytical skills**
- To encourage **innovation and creativity**
- To align student activities with **real-world applications and SDGs**

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## 3. Student Participation & Achievements

Students from the department actively participated in various prestigious events and competitions. Some notable participations and achievements are:



### 3.1 Hackathon Winner – (TECHATHON 2025)

- Duration: **18 Dec 2025 (8-hour hackathon )**
- Platform: Offline Hackathon - **Vidyavardhini's Annasaheb Vartak College of Arts & K.M. College of Commerce**

#### Students Participated (Team: True Origin):

- Prathamesh Jakkula (T.E, CSE(DS), Roll no. 14 )
- Satyaprakash Gupta (T.E, CSE(DS), Roll no. 11)

#### Achievement:

- Won 2nd Prize in AI/ML Domain
- Received Award, Certificate of Achievement and Cash reward
- Demonstrated commitment, teamwork, and problem-solving ability



### 3.2 Mumbai Hacks 2025 (Grand National Level Hackathon) - 2 Teams

- Event: **Mumbai Hacks 2026 - National Level Largest Agentic AI Hackathon**
- Date: **28 Nov 2025 to 29 Nov 2025**
- Organized by: Tech Entrepreneurs Association of Mumbai

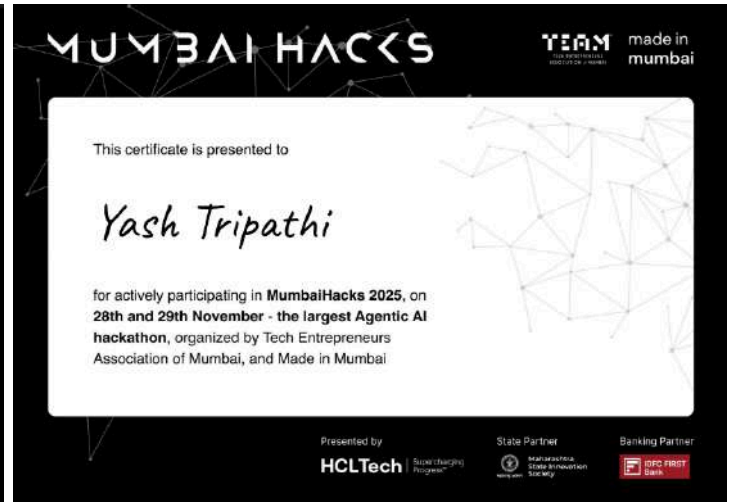
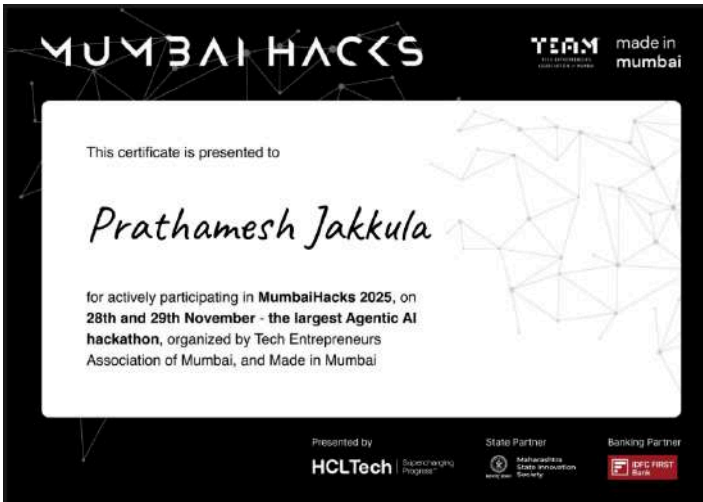
#### Team 1(Finalist) - Students Participated (Team: Zero Day) :

- Prathamesh Jakkula (T.E, CSE(DS), Roll no. 36 )
- Sarah Raut (T.E, CSE(DS), Roll no. 47)
- Satyaprakash Gupta (T.E, CSE(DS), Roll no. 11)
- Yash Raut (T.E CSE(DS), Roll no. 48)



### Achievement:

- **Finalist at Mumbai Hack 2026** - ranked in the **TOP 5** among **~3500 participants** and **500+ teams**, demonstrating strong problem-solving and innovation skills.
- Recognized and rewarded by industry entrepreneurs, highlighting the impact and practicality of the solution.
- Enhanced confidence, public speaking, and real-world exposure through high-pressure competition and networking opportunities.

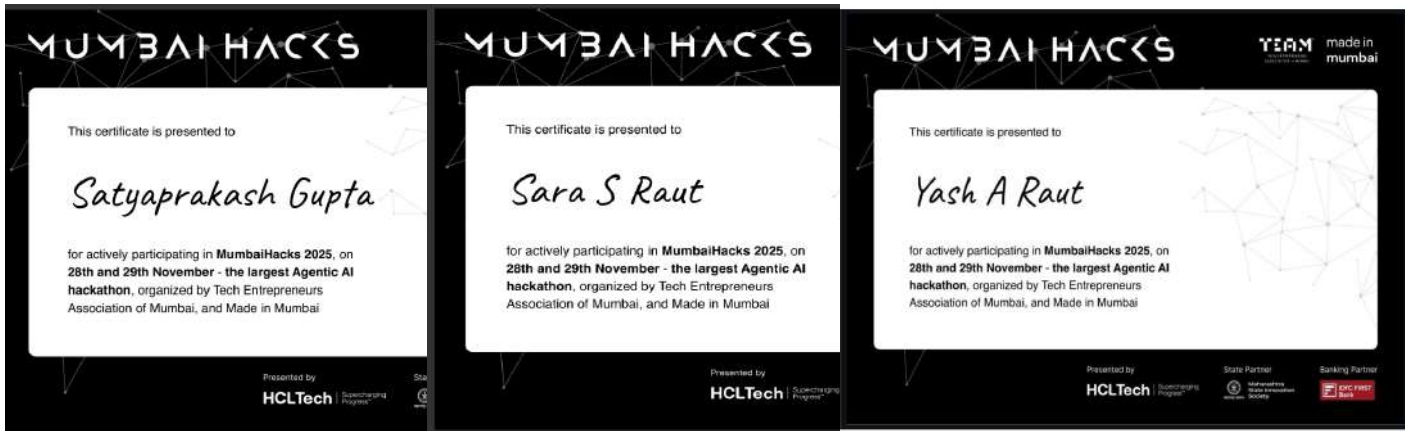


### Team 2 - Students Participated (Team: Zero Day) :

- Parth Pandit (T.E, CSE(DS), Roll no. 11 )
- Yash Tripathi (T.E, CSE(DS), Roll no. 62)
- Vishal Yadav (T.E, CSE(DS), Roll no. 65)
- Mohit Kattungal (T.E CSE(DS), Roll no. 19)

### Achievement:

- **Shortlisted at Mumbai Hack 2026:** Selected among 3500 participants and 500+ teams.
- **Innovative Solution:** Demonstrated creativity and strong problem-solving in the competition.
- **Networking & Exposure:** Gained valuable real-world experience and networking opportunities.



### 3.3 Coherence 2.0 2026 (Vidyavardhini’s College of Engineering and Technology)

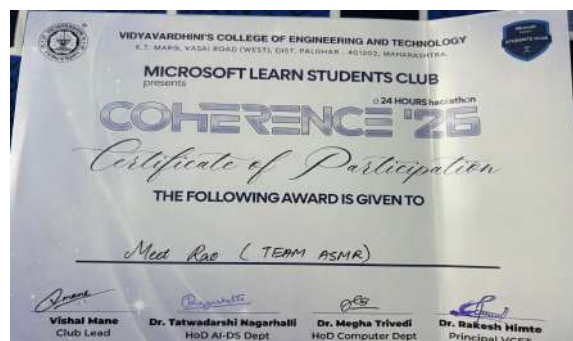
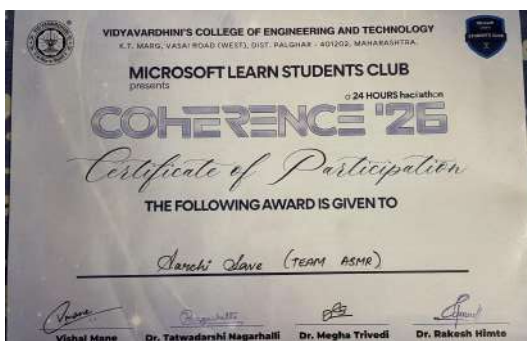
- Event: Coherence 2.0 (24hr-hackathon)
- Organized by: Vidyavardhini’s College of Engineering and Technology
- Date: 6th March 2026 - General Hackathon for all the shortlisted teams

#### Students Participated (Team: ASMR):

- Aarchi Save (T.E, CSE(DS), Roll no. 49 )
- Meet Rao (T.E, CSE(DS), Roll no. 44)

#### Outcome:

- Progressed through the online shortlisting round
- Build Confidence and Networking Received participation Certificate





### 3.3 HackCrypt (Thakur Ramanarayan college)

- Event: HackCrypt
- Organized by: Thakur Ramanarayan College
- Date: 16th & 17th January 2026

#### Students Participated (Team: Darwin):

- Shantanu Shewale (T.E, CSE(DS), Roll no. 54 )
- Yash Tripathi (T.E, CSE(DS), Roll no. 60)
- Omakar Rajesh Yadav (T.E, CSE(DS), Roll no.64)
- Siddhi Vartak (T.E, CSE(DS), Roll no. 63 )
- Piyush Yadav (T.E, CSE(DS), Roll no. 69 )

**Outcome:** Recognized for: Innovative problem-solving approach, Technical excellence, Strong Teamwork



### 3.4 Hackathon Winner – (TechSprint(GDG))

- Duration: 31st January 2026

**Organized by:** St. John College of Engineering & Management, Palghar

#### Students Participated (Team:DEV\_AXIS):

- Parth Pandit (S.E, CSE(DS), Roll no. 36)
- Sarah Raut (S.E, CSE(DS), Roll no. 47)
- Rutuja Gharat (S.E, CSE(DS), Roll no. 12)
- Lakshya Jain (S.E, CSE)

#### Achievement:

- Secured 2nd Prize (1st Runner-Up) in the Hackathon
- Received Certificates of Achievement and Google Goodies
- Demonstrated innovative problem-solving using AI-based safety solutions





## 3.5 HackDeck 2.0 (Atharva College of Engineering, Malad (West)) - 2 Teams

- Organized by: **IEEE committee & Atharva College of Engineering**
- Event: **HackDeck 2.0 (24hr - hackathon)**
- Duration: 27th - 28th Jan 2026 - General Hackathon for Shortlisted teams  
30th Jan 2026 - Top 10 Finalist Team project presentation

### Team 1 - Students Participated (Team: Darwin):

- Prathamesh Jakkula (T.E, CSE(DS), Roll no. 14)
- Satyaprakash Gupta (T.E, CSE(DS), Roll no. 11)
- Neha Shukla (T.E, CSE(DS), Roll no. )

### Achievement:

- **Top 10 Finalist:** Selected among the Top 10 teams in HackDeck 2.0 among 120+ shortlisted teams.
- **Stage Recognition:** Recognized on stage for outstanding performance and innovation.
- **Project Presentation:** Presented final project as part of top 10 finalist teams.



### Team 2- Students Participated (Team:DEV\_AXIS):

- Parth Pandit (S.E, CSE(DS), Roll no. 36)
- Sarah Raut (S.E, CSE(DS), Roll no. 47)
- Rutuja Gharat (S.E, CSE(DS), Roll no. 12)
- Lakshya Jain (S.E, CSE)



## Outcome:

- Hackathon Participation: Submitted a project for HackDeck 2.0 competition.
- Team Effort: Collaborated and worked together to develop a creative solution.
- Competitive Spirit: Contributed innovative ideas during the 24-hour hackathon challenge.



## 3.4 Finalist – Cybrathon 2k25 (college name)

- Event: **Cybrathon 2k25 (24hr- National Level Hackathon)**
- Duration: **6th & 7th Feb 2026**
- **Organized by:** Jaipur (AESTR Alpha AI Summit)

## Students Participated (Team:DEV\_AXIS):

- Parth Pandit (F.E, CSE(DS), Roll no. 36)
- Lakshya Jain (CSE)

## Achievement:

- Qualified for the Final Round (Round 3) of the National Level Hackathon
- Ranked among Top 200 teams out of 3800+ participating teams
- Demonstrated strong **problem-solving, innovation, and technical skills at a national platform**



## 3.5 Project Competition – Aviskar 2025

- Event: Aviskar Project Competition
- Date: 9th December 2025
- Venue: A.P. Shah Institute of Technology, Thane

### Students Participated (Team):

- Riddhi Patil (S.E, CSE(DS), Roll no. 36)
- Priyanka Sharma S.E, CSE(DS), Roll no. 54)
- Maitil Patil S.E, CSE(DS), Roll no.40 )
- Amit Mishra S.E, CSE(DS), Roll no. 27)

### Achievement:

- Selected for Round 2 of the Project Competition among 500+ teams
- Received Participation Certificate
- Demonstrated innovative project presentation and teamwork





#### 4. Project Outcome

- Students gained **hands-on experience in real-world problem solving** through hackathons and competitions
- Enhanced **technical understanding of AI and emerging technologies**
- Developed **teamwork, collaboration, and communication skills**
- Acquired exposure to **competitive and industry-oriented environments**
- Demonstrated **strong analytical and problem-solving abilities in real-time scenarios**
- Achieved **notable performance at inter-college level competitions**
- Fostered an **innovative and competitive learning culture within the institution**
- Promoted **peer learning and knowledge sharing among students**
- Encouraged **social responsibility and awareness through extension activities**

#### 5. SDG (Sustainable Development Goals) Mapping

The activities align with the following Sustainable Development Goals (SDGs):

- **SDG 4 – Quality Education**  
→ Learning through participation in hackathons and competitions
- **SDG 8 – Decent Work & Economic Growth**  
→ Development of employability and technical skills
- **SDG 9 – Industry, Innovation & Infrastructure**  
→ Innovation through AI projects and hackathons
- **SDG 11 – Sustainable Cities and Communities**  
→ Extension activities and social awareness initiatives

| Activity                     | SDG 4 | SDG 8 | SDG 9 | SDG 11 |
|------------------------------|-------|-------|-------|--------|
| AGENTX Hackathon             | ✓     | ✓     | ✓     | –      |
| TechSprint (Atharva College) | ✓     | ✓     | ✓     | –      |
| TechSprint (SJCEM)           | ✓     | ✓     | ✓     | –      |
| Extension Activity (DLLE)    | ✓     | –     | –     | ✓      |



## 6. Impact on Students

- Increased confidence in participating in national-level events
- Better understanding of **interdisciplinary applications**
- Motivation to engage in **future competitions and research activities**
- Development of **critical thinking and creativity**

## 7. Conclusion

The participation of Applied Sciences & Humanities students in hackathons and competitions reflects the department's commitment to **kinesthetic and experiential learning**. These activities not only enhance technical skills but also prepare students for real-world challenges, contributing to their overall academic and professional growth.

**Department Level Coordinator**  
Kinesthetic Learning Cell (KL)

**HOD**  
Department of Applied Sciences & Humanities



# St. John College of Engineering and Management

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