FLUX

FUTURE LEADERS OF UNBOUND XPERIMENTS

INNOVATE INTERACT IMPACT

HACKTOBERFEST X BYTEBRAWL – Event Report

Organized by **FLUX** (Future Leaders of Unbound Xperiments) · Department of Computer Science and Engineering · Madan Mohan Malaviya University of Technology, Gorakhpur, Uttar Pradesh

1. FLUX INSIGHTS

FLUX is an academic and research initiative of the Department of Computer Science and Engineering, envisioned as a hub for innovation, collaboration and intellectual growth. It brings together curious, driven students and encourages interdisciplinary engagement with computing and emerging technologies. The club is guided by its faculty advisors, Dr. Satvik Vats and Dr. Shwet Ketu (Assistant Professors, Department of Computer Science and Engineering), and led by its President, Shivam Mishra, a final-year Computer Science and Engineering student.

2. Introduction

FLUX successfully conducted **HACKTOBERFEST X BYTEBRAWL**, a competitive technical event designed to test students' problem-solving, coding and innovation skills. It was held in two rounds, a pen-and-paper screening round and a final hackathon, with an inaugural ceremony and result announcement between them. The event drew an overwhelming response, with 179 teams (301 participants) registering.

3. Objectives

- To provide a competitive platform for students to showcase their technical and problem-solving skills.
- To encourage logical thinking, teamwork and innovation through a multi-round format.
- To identify and recognise talented teams through a fair, structured selection process.
- To build confidence, a growth-oriented mindset and healthy competition, and to strengthen student–faculty interaction.

4. Event Schedule and Key Details

Date	Activity
26th October 2026	Round 1 – Pen and paper round
28th October 2026	Inaugural ceremony and announcement of Round 1 results
29th October 2026	Round 2 – Final round (Hackathon)

Registrations: 179 teams, 301 participants | **Qualified for Round 2:** 25 teams | **Awards:** certificates, medals, goodies and trophies for the top five teams.

5. Inaugural Ceremony

Held on 28 October alongside the announcement of Round 1 results, the ceremony was graced by:

- **Chief Guest:** Prof. Anupama Kaushik Sharma, Hon'ble Vice Chancellor
- **Prof. Rakesh Kumar**, Head of Department, Computer Science and Engineering
- **Dr. Shwet Ketu** and **Dr. Satvik Vats**, Faculty Advisors, **FLUX**

Their presence motivated the participants and added to the stature of the event.

6. Mode and Execution

- **Round 1 – Pen and Paper (26 October):** An offline written test to screen teams on technical aptitude, logic and problem-solving ability. Of 179 registered teams, 25 qualified.
- **Results (28 October):** Declared during the inaugural ceremony in the presence of the chief guest and faculty members.
- **Final Round – Hackathon (29 October):** The 25 qualified teams worked on problem statements and presented their solutions to the judges.
- **Judging Panel:** The final round was judged by the final-year members.

7. Winners and Awards

Position	Team Name	Members
1st	2 Pointer Approach	Satyam Prajapati (MMMUT) & Nitish Kumar (MMMUT)
2nd	Quarks	Utkarsh Shukla (ITM) & Mansi Singh (ITM)
3rd	Team Nakshatra	Nitin Kumar (MMMUT) & Swati Kushwaha (MMMUT)
4th	P^2	Priyanshu Mishra (MMMUT) & Priyanshu Rai (MMMUT)
5th	Supic	Epshita Somani (MMMUT) & Shaurya Bhatt (MMMUT)



1st Position



2nd Position



3rd Position

8. Key Outcomes

The competitive format kept all 301 participants engaged, and the 25 finalist teams showed strong teamwork, technical skills and creative thinking in a practical, time-bound environment.Students gained a platform to test and showcase their technical skills in a competitive setting.

- The two-round format helped identify the most capable teams through a fair selection process.
- The hackathon round encouraged innovation, teamwork and practical problem-solving.
- The participation of the Vice Chancellor, the HOD and faculty members strengthened student–faculty interaction.
- Recognition of the top five teams motivated participants to keep improving their skills.

9. Glimpses

















10. Conclusion

HACKTOBERFEST X BYTEBRAWL gave students a platform to compete, learn and innovate. The event ran smoothly over three days, from the pen-and-paper round to the inaugural ceremony and final hackathon, with strong participation and guidance from university leadership and faculty. With effective coordination by **FLUX**, it added real value for the student community and highlighted the importance of such competitions in nurturing technical talent.