Name of Activity	Exabyte 4.0
Date/Duration	04/02/2026
Venue	St Xavier's College
Name of organizing Department/Cell	DEPARTMENT OF COMPUTER SCIENCE
In collaboration with	
Name/s of Faculty Coordinator	Ms. PRAJOTI CHIMULKAR
Stratum of Event	COLLEGE
Name & details of Resource Person/s If any	
Report	**a) Objectives** The primary objective of **Exabyte 4.0**, organized by the TYBSc Computer Science students, was to provide a dynamic platform for students to showcase their technical, creative, analytical, and gaming skills. The event aimed to encourage participation from students of all streams and years, fostering innovation, problem-solving, teamwork, and healthy competition. Through a blend of technical, creative, and gaming-based events, Exabyte sought to promote interest in emerging technologies, programming, artificial intelligence, and digital creativity while also enhancing collaboration and critical thinking among participants. .

b) Description

Exabyte 4.0 featured a diverse set of competitions, each designed to test different skill sets across technology, creativity, logic, and gaming:

1) **Canva Chronicals (CD Painting)** – A creative competition where participants transformed compact discs into gaming- or AI-themed artworks, encouraging artistic expression using unconventional media.

2) **Quest.exe (Treasure Hunt)** – A campus-wide adventure where teams solved clues and puzzles to locate the final treasure, testing teamwork, logic, and problem-solving skills.

3) **BrainByte (Quiz Competition)** – A fast-paced quiz event focusing on gaming, artificial intelligence, and technology, challenging participants' knowledge and speed.

4) **Battle of Bytes (Debate)** – A competitive debate where teams defend their viewpoints on gaming-related topics using logic, communication skills, and critical thinking.

5) **C-Spectrum (C Programming)** – A multi-round coding competition including MCQs, debugging, and blind coding, aimed at evaluating participants' understanding of the C programming language and logical reasoning.

6) **Pixel Craft (Designing)**– A beginner-friendly, non-heavy technical event consisting of fast typing, Mobile UI screen designing, and AI prompt-based image generation, designed to include non-coders and creative thinkers.

7) **Code Quest (Algorithm Arena)** – A coding challenge where participants solved game-inspired algorithmic problems using the C language within a time limit.

	8) Capture Arena (Photography) – A creative event where participants take a picture of a beautiful moment in any of the events. **9) NextFrame (Meme Making)** – A digital creativity contest where participants designed original memes related to gaming, AI, and student life. **10) Victory Protocol (Gaming Tournament)** – A multi-round elimination tournament featuring **Mario Kart**, **Call of Duty (1v1)**, and **Tekken**, where players advanced through each round to become the final undefeated champion. The event concluded with a prize distribution ceremony honoring the **First and Second place winners** of each competition. **c) Results** **Exabyte 4.0** successfully created an engaging and energetic environment that combined technology, creativity, and gaming. The event witnessed enthusiastic participation and encouraged students to explore programming, artificial intelligence, digital creativity, and competitive gaming. Participants demonstrated strong problem-solving abilities, teamwork, innovation, and communication skills across various events. Overall, Exabyte fostered a spirit of learning through competition and provided a memorable platform for students to showcase their talents while promoting collaboration and technological awareness.
Brochure/Poster	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/Poster-of-Exabyte-4.0.pdf
Photographs	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/images-of-Exabyte-4.0.pdf
List of participants With signatures	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/Attendance-of-Exabyte-4.0.pdf
Certificate	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/Certificate-of-Exabyte-4.0.pdf