



ST. XAVIER'S COLLEGE, MAPUSA GOA

Report of Activity conducted in the Academic Year 2024-25

Name of Activity	Exabyte 3.0
Date/Duration	6/03/2025
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 main goal of Exabyte 3.0, hosted by the Department of Computer Science, was to encourage creativity, problem-solving, and collaboration through a series of competitions. The event was intended to challenge students from all streams irrespective of the class, the event encouraged programming, design and critical thinking, and gave an opportunity for innovation and collaboration. b) Description Exabyte 3.0 had eight varied competitions, each of which was intended to challenge a distinct set of skills:

	1. C-Spectrum (C Programming): A multi-round coding challenge to assess individuals' C programming, debugging, and problem-solving capabilities. 2. Meme Away (Meme Creation): A contest to unleash creativity and humor through original memes. 3. AlgoArena (Algorithmic Coding): A coding event involving problem-solving based on logic and algorithmic reasoning within a time limit. 4. Tech Visions (Poster Making): Posters were designed by participants on the topic Technology and Society, focusing on the impact of technology in our daily lives. 5. Bate (Debate Competition): A rapid-fire debate with spontaneous topics, challenging the participants' reasoning and expression capabilities. 6. Cipher Chase (Treasure Hunt): An adventure search in which teams deciphered clues on campus. 7. Logo Clash (Logo Designing): Participants designed original logos out of provided themes on Canva. 8. Digital Odyssey (Tech Quiz): A series of rounds that spanned technology, innovation, and digital trends. The competition ended with an award ceremony for the First and Second place of each activity. c) Results Exabyte 3.0 effectively involved students in a competitive but collaborative atmosphere, improving problem-solving, creativity, and certain technical skills. The participants exhibited with teamwork, critical thinking, and innovation through different competitions. The competition brought excitement to technology and offered an opportunity for students to exhibit their skills and creativity.
Brochure/Poster	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/08/poster-Exabyte-3.0.pdf
Photographs	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/08/Photographsof-Exabyte-3.0.pdf
List of participants With signatures	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/08/participants-of-Exabyte-3.0.pdf
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