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A Report on Club Activity "ML NOVA"

Date of the event	26-04-2025
Title of the Event	Club Activity: "ML NOVA"
Organized by	Nova Innovative Compskey (NIC) Dept of Computer Science and Engineering MVJCE, Bangalore

The ML NOVA event was held on 26th April 2025, bringing together enthusiastic students to showcase their skills and creativity in the field of machine learning. The event took place from 10:30 AM to 2:30 PM in Seminar Hall 3, and consisted of three exciting rounds that tested participants' knowledge, innovation, and problem-solving abilities. The competition began with the first round in the seminar hall itself, where participants tackled a series of thought-provoking challenges. This was followed by the second and third rounds, designed to push the participants' understanding and application of machine learning concepts through engaging and competitive tasks.

Round 1: Interactive NLP Games

The first round of ML NOVA commenced at 11:00 AM and concluded at 11:30 AM. 86 students from Department of Computer science and engineering engaged in a series of fun and challenging interactive NLP-based games designed to test their quick thinking and language processing skills. The activities included:

- **Emoji NLP:** Interpreting and responding to emotions or phrases conveyed through emojis.
- **Categorize That:** Classifying given words or phrases into appropriate categories based on context.
- **Word Morph:** Transforming one word into another by changing one letter at a time, focusing on logical progression.

The round was dynamic and engaging, encouraging participants to think creatively and apply NLP concepts in real-time. Based on their performance and scores, the top participants were shortlisted to advance to the next round.



Figure 1 – Round 1: Interactive NLP Games

Round 2: AI Calling Agent Challenge

Second round commenced at 11:30 AM and concluded at 12:30 PM. In this round, participants were required to build an AI calling agent using Vapi.ai.

A common topic was given to all teams, and their task was to develop an AI agent capable of answering all queries related to that specific topic. Participants had to focus on creating a smooth, intelligent conversational flow, ensuring the agent could respond accurately and efficiently.

This round tested the participants' skills in conversational AI design, technical implementation, and real-time problem-solving under a tight deadline.



Figure 2 - Round 2: AI Calling Agent Challenge

Round 3: Game Development Challenge

The final round kicked off at 1:00 PM and concluded at 2:30 PM. Participants were given a specific prompt for a game idea and were challenged to develop a playable version based on it, using any tech stack of their choice.

The focus was on creativity, functionality, and user engagement. Participants were encouraged to bring their own unique twist to the game while adhering to the core theme provided.

This round tested their coding skills, problem-solving abilities, and ability to quickly turn ideas into interactive digital experiences within a limited time-frame.



Figure 3 – Round 3: Game Development Challenge

After an intense and engaging competition, the winner and runner-up were chosen based on their creativity, technical proficiency, and overall performance throughout the event. The title of Winner was awarded to **YASHAVANTH R SIDDESH(1MJ22CS212)**, while **VIKRAM D P(1MJ22CS206)** secured the Runner-up position, bringing ML NOVA to a thrilling and memorable close.

WINNER:

YASHAVANTH R SIDDESH(1MJ22CS212)

RUNNER-UP:

VIKRAM D P(1MJ22CS206)

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