

## **CODE CANVAS - SDC CLUB ACTIVITY**

The department of **Computer Science Engineering** organised a **Workshop** titled **CODE CANVAS - SDC CLUB ACTIVITY** on **06-11-2025** at **12:30 to 2:30**, in **CSE LAB- 262**.

The event was designed to bring together students who are passionate about technology, creativity, and coding. It aimed to help participants apply their knowledge, think out of the box, and build something entirely on their own without depending on AI tools.

The event consisted of two rounds that tested both the technical knowledge and creative thinking of the participants.

### **Objectives of the Event**

The primary objectives of the event were:

- To enhance participants' problem-solving skills through independent analysis and critical thinking.
- To provide hands-on experience in web development using standard technologies such as HTML, CSS, JavaScript, and Bootstrap.
- To encourage originality and creativity by simulating real-world development environments without relying on copy-paste or AI-generated solutions.
- To strengthen participants' ability to apply theoretical knowledge in practical scenarios.
- To build confidence in tackling complex problems and developing effective solutions for industry-level challenges.

### **Event Overview**

**Round 1 – Quiz** The event began at 11:20 am in the Auditorium with a short introduction by Surabhi, the Vice President of SDC, who spoke about the club's activities and objectives. Soon after, Prabjyot took over to introduce the first round and explained the rules to the participants.

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A total of 266 students took part in the quiz. The questions were designed to test the students' knowledge of programming concepts, web development, and logical reasoning. After evaluation, the top 30 students were shortlisted for the next round.

They were invited on stage for a quick photo session along with the faculty coordinator.



Figure 1: Round 1 - Quiz

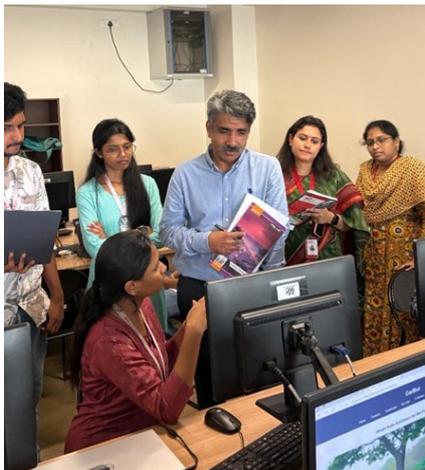
**Round 2 – Website Building Challenge** Round 2 began at 12:40 PM in Lab Room No. 262. Participants were tasked with recreating the landing page of the website Carbot using HTML, CSS, and JavaScript within 1 hour 30 minutes, without any AI tools. The focus was on creative and responsive web design. The lab was filled with energy as participants brainstormed and implemented ideas. Winners were selected based on creativity, UI design, and attention to detail.

Figure 2 shows two subfigures: (a) Round 2 – Website Building Challenge and (b) Winners Announcement.

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Day	Time	Session Details
Thursday, November 6 2025	12.00 pm -12.15 PM 12.50- 2.30 pm	ROUND 1 QUIZ ROUND Round 2 – Website Building Challenge

Table 1: Schedule of the Event



(a) Round 2: Website Building Challenge



(b) Winners Announcement

## **Outcomes and Impact**

- Participants developed strong problem-solving skills by analysing complex problems and creating effective solutions.
- Gained practical experience in web development, building confidence in their abilities.
- Applied theoretical knowledge in real-world scenarios, bridging the gap between theory and practice.
- Improved web development skills using standard resources such as HTML, CSS, JavaScript, Bootstrap, and MDN documentation.
- Enhanced creativity and responsiveness in designing user-friendly web interfaces.
- Prepared for industry-level challenges through hands-on simulation of professional workflows.

## **Conclusions**

The "CODE CANVAS - SDC CLUB ACTIVITY" turned out to be an engaging and learning-filled experience for students. It helped them put their theoretical knowledge into practice and encouraged them to think creatively while building websites from scratch. The event successfully met its objective of motivating students to rely on their skills rather than tools, while also building confidence and teamwork. Overall, it was a fun and insightful event organised by the Software Development Club, leaving everyone with new learnings and great memories.

**Report by:** Prof. Sushma D.

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