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TENSOR X VERTECHX EVENT - AI Build-a-thon

Event Overview

The Department of Artificial Intelligence and Machine Learning organised a competition titled "AI Build-a-thon" on 15 November 2025 from 12:30 PM to 3:30 PM, in Seminar Hall 2.

The event began with a brief introduction to the Build-a-thon guidelines, followed by an intensive development session in which participants worked on a common problem statement. Students developed AI-powered applications from scratch using tools such as ChatGPT, Gemini, HuggingFace, Streamlit, and Gradio. The competition consisted of a single round conducted over 2 hours and 15 minutes, following a *Vibe Coding* approach that emphasised rapid ideation and real-time implementation.

The use of pre-built code was strictly prohibited, ensuring originality and on-the-spot development. The event focused on assessing creativity, technical knowledge, and the ability to transform ideas into functional AI solutions within a limited time frame. More than 45 students from various departments actively participated. The event concluded with project demonstrations and evaluation by a judging panel based on predefined criteria.

Objectives of the Event

The primary objectives of the event were:

- To provide hands-on exposure to Artificial Intelligence application development
- To encourage innovation and rapid prototyping among students
- To enhance problem-solving and critical thinking skills
- To promote teamwork and effective technical presentation
- To familiarise students with modern AI tools and frameworks

Outcomes and Impact

The AI Buildathon successfully achieved its objectives by enabling students to convert ideas into working AI applications within a short duration. Participants demonstrated strong creativity, analytical ability, and confidence in using AI technologies. The event fostered a collaborative learning environment and strengthened practical understanding of AI concepts.

Conclusion

The AI Buildathon was a highly engaging and successful event that significantly contributed to experiential learning. It inspired students to explore real-world AI solutions and enhanced their technical and presentation skills. Overall, the event proved to be a valuable initiative in promoting innovation and hands-on AI development.

Report by: Prof. Amit Kumar,

Assistant Professor, Dept. Of AIML

Fig. 1 - Participants of AI BUILDATHON

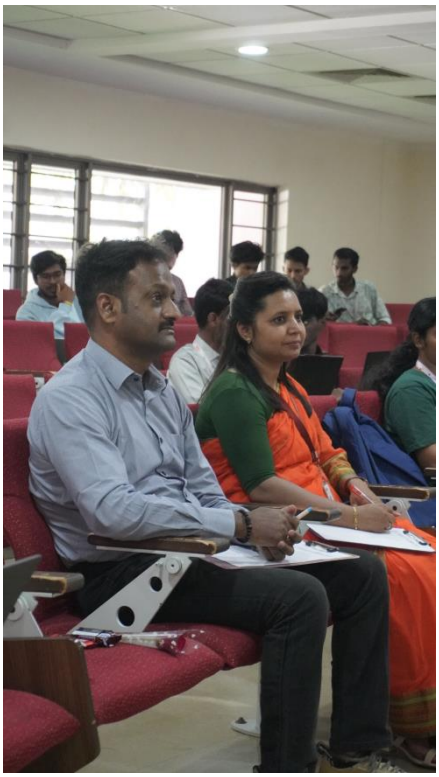

Fig. 2 – Judges Prof. Pradeep G and Prof. Ankita Mishra

Fig. 3 – Participants presenting their projects