



TEKTONIX'26-ACM DBIT Hackthon

Title: *TEKTONIX'26 – ACM DBIT Hackathon*

Date: *2nd October 2026*

Time: *9:00 am – 5:00 pm*

Venue Details:

Computer Centre 1, A wing 2nd floor , DBIT
Computer Centre 2 ,A wing 2nd floor , DBIT
Comp Lab 2, A wing 2nd floor , DBIT
Comp Lab 3 ,A wing 2nd floor , DBIT
Comp Lab 4, A wing 2nd floor , DBIT

Target Audience: *DBIT Students*

No. of Participants Present: *122*

No. of Girl Participants Present: *85*

No. of Boy Participants Present: *35*

Resource Person: *Ms. Verushka Fernandes*

Organization of Recourse Person: *Don Bosco Institute of Technology*

Organizing Department / Committee / Authority: *ACM-DBIT Student Chapter(Computer department)*

Faculty Coordinator: *Ms. Priti Andhale*

Objectives:

- ❖ To provide DBIT students with a platform to apply their technical knowledge to real-world problem statements.
- ❖ To encourage students to develop practical solutions within a fixed time constraint.
- ❖ To promote innovation, creativity, teamwork, and problem-solving skills.
- ❖ To provide participants with hands-on experience in Artificial Intelligence, App Development, and Web Development.
- ❖ To expose students to the complete development cycle, from understanding a problem statement to developing and demonstrating a solution.
- ❖ To strengthen the technical culture and innovation ecosystem within DBIT through ACM DBIT.

Outcomes:

- ❖ Provided 120 participants with hands-on experience in AI, App Development, and Web Development.
- ❖ Students gained valuable experience in research, ideation, prototyping, and technical presentation before an expert panel.
- ❖ Strengthened the hackathon and innovation culture at DBIT through ACM DBIT's first-ever hackathon.



Detailed Report:

On **2nd October 2026**, the **ACM DBIT Student Chapter** organized **TEKTONIX'26**, ACM DBIT's first-ever hackathon. The event was conducted as a six-hour intensive technical competition, bringing together **120 participants** across three domains: **Artificial Intelligence, App Development, and Web Development**.

The event commenced in the morning with participants reporting to the Seminar Hall. They were welcomed and briefed about the day's schedule, the structure of the hackathon, and the instructions to be followed throughout the event. The participants were informed about the limited development period and the need to analyse their assigned challenge, develop a solution, test their implementation, and present their work within the stipulated timeframe.

Following the initial briefing, the detailed problem statements were disclosed to the participants. The problem statement IDs had been allotted during the orientation program conducted prior to the hackathon, while the detailed specifications and requirements were released on the main event day.

The teams were then directed to their respective laboratories according to their assigned domains. These laboratories served as the primary workspaces for the participants throughout the development phase.

The official coding and development round began at **9:00 AM**. Teams began analysing their respective problem statements and developing their solutions. Participants worked collaboratively, divided responsibilities among team members, selected suitable technologies, designed their solutions, and worked towards developing functional prototypes within the six-hour timeframe.

The development phase required effective time management, as teams had to balance problem analysis, implementation, testing, debugging, and preparation for the final presentation. Participants were also provided with periodic time updates to help them manage the remaining development time effectively.

At approximately **11:00 AM**, a dedicated mentoring round was conducted. Advisors and members of the technical team visited the participating teams to understand their ongoing work and provide guidance. Teams discussed their approaches, technical implementations, and challenges with the mentors, who provided feedback regarding feasibility, functionality, and possible improvements. The mentoring session enabled participants to identify potential issues in their approaches and make necessary improvements while their projects were still under development.

Following the mentoring session, teams resumed their development work and continued implementing, testing, debugging, and refining their solutions. As the deadline approached, participants focused on completing their core functionalities and preparing their final demonstrations.

At **3:00 PM**, the six-hour coding and development phase officially concluded, and teams completed their submissions before proceeding to the evaluation stage.

At **1:30 PM**, the **first round of evaluation** had commenced for the teams. The first round carried **50 marks** and assessed the participants on their understanding of the problem, proposed solution and approach, innovation or USP, feasibility and practicality, and ability to defend their ideas during the Q&A session.

The evaluation was conducted by a domain-wise panel of judges. **Mr. Shreerang Gondegaonkar** and **Mr. Dishant Gandhi** evaluated the Artificial Intelligence domain, **Mr. Rushit Rakhasiya** and **Mr. Meet Parekh**



evaluated App Development, while **Mr. Mihir Panchal** and **Mr. Shankar Warang** evaluated Web Development.

Following the first round, the shortlisted teams proceeded to the **second round of evaluation at 3:30 PM**. The final round carried **70 marks** and focused on the solution and its features, technical implementation, innovation and differentiation, feasibility and scalability, problem-solution fit and impact, and the teams' ability to defend their solutions during the Q&A.

During both rounds, teams presented and demonstrated the solutions they had developed. The presentations allowed participants to explain the problem they had addressed, their proposed approach, technologies used, and key features implemented. The question-and-answer sessions further enabled the judges to assess the participants' technical understanding and their ability to justify their decisions.

The **results were declared at 4:00 PM**, following the completion of the final evaluation. The winning teams were recognized for their performance, creativity, technical skills, problem-solving abilities, and effective execution within the hackathon's challenging timeframe.

TEKTONIX'26 was supported by its partners, including **IMS as the Education Partner, Aadvik Corporation as the Beverage Partner, and devs as the Hosting Platform Partner**. Their support contributed to the successful execution of the event and enhanced the overall participant experience.

Overall, TEKTONIX'26 provided **120 students** with hands-on exposure to a complete hackathon environment, taking them through problem analysis, ideation, development, mentoring, testing, presentation, and evaluation within a single structured experience. The hackathon strengthened participants' technical skills, problem-solving abilities, teamwork, time management, innovation, and technical communication.

As **ACM DBIT's first-ever hackathon**, TEKTONIX'26 marked an important milestone for the chapter and contributed towards strengthening the culture of innovation, collaborative development, coding, and technical problem-solving at DBIT. The event established a strong foundation for future editions of TEKTONIX and encouraged students to continue exploring technology through practical, competitive, and collaborative experiences.



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Snapshot of the Event:





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Runner-up: WALL•E



Winner:TriCore_3



Runner -up:Team DJM



Winner:The Howks



Runner-up:AI-Trinity



Winner: Team Meloddy



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Jury Details:

Domain	Panel Name
Artificial Intelligence	Mr.Shreerang Gondegaonkar
Artificial Intelligence	Mr.Dishant Gandhi
App Development	Mr.Rushit Rakhasiya
App Development	Mr.Meet Parekh
Web Development	Mr.Mihir Panchal
Web Development	Mr.Shankar Warang

Judging Process:

1. There were 3 panels with 2 jury members in each panel
2. Assessment rubrics were provided to each jury panel
3. An approximate of 10 teams were assigned to each panel
4. The Average marks of each panel for all teams were considered.
5. The assessment rubric is as follows:

ROUND 1: IDEA / PROPOSAL EVALUATION	MARKS	ROUND 2: FINAL PROTOTYPE EVALUATION	MARKS
Understanding of the Problem	10	Solution & Features	20
Proposed Solution & Approach	15	Technical Implementation	15
Innovation / USP	10	Innovation & Differentiation	10
Feasibility & Practicality	10	Feasibility & Scalability	10
Ability to Defend Idea (Q&A)	5	Problem-Solution Fit & Impact	10
TOTAL	50	Q&A / Ability to Defend Idea	5
		TOTAL	70



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Participants:

Team Name	Member 1	Member 2	Member 3
VibePyramid	Dattatray Ankush Jagdale	Aaryan Kishor Zankar	Nidhi Manoj Jain
SyncForge	Shubham Maurya	Aditya Kharat	Joel Khandagale
codeMinners	Prachiti Solkar	Mayuresh Kulkarni	—
Overclock	Yash Phegade	Manas Sonje	Kshitij Bhat
The Jesters	Atharva Vinod Ghag	Ketan Anant Daple	Anubhav Yogendar Maurya
The Hackerd	Kaif Ansari	Zohaib Khan	—
HyperX	Aryan Maurya	Varad Kolhe	Ritika Prasad
Three Titans	Jayita Mrityunjoy Chakraborty	Souvik Ramesh Pal	Frenil Naynesh Shah
WALL•E	Aryan Gaikwad	Ron Barretto	Apoorvadeep Sinha
TriCore_3	DHRUVESH BHAMARE	Keya Kanitkar	Bharthi Annapandi
GraphMind	Shriyash Lavate	Kevin Naiju	Shlok Malthane
GoPro	Kartik Joshi	Rishik Ezhuthachan	Yash Hirlekar
Aivengers	Aryan Mane	Aamina Shaikh	—
Sponsored by Ctrl+C	Austin Amala Suresh	—	Maihvish Pawaskar
Twostack	Shreya Pangerkar	Vedika Nayekar	—
Team veterans	Adity Sandeep Vishwakarma	Sanchali Hiranman Patil	Kunal Abhijit Patade



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Bros.exe	Aditya Sabnis	Gururaj Sanjay Panse	Swarup Patil
Team Tenet	Aman Khan	Ansari Muhammed Saeed	—
TRAP	Risa Kadantot	Tanvi Kale	Princy D'souza
Myrvix	Anton Jarvis	Keigan Merv Cardoza	—
BlueDart	Sayyed Sumaiya	Yash Manore	Ayesha Topiwala
HyperCode	Pramit Kulkarni	—	Aayush Nikhare
Nav Drishti	Akshay Menon	—	Dylan Noronha
The Howks	Ankita Gadre	—	Himanshu Firke
Team_Codelike	Atharva Shimpi	—	Roger Dsouza
TEAM DJM	Jay Sandeep Shinde	—	Dipak Rajendra Shah
Wakeen FC	Joaquin Victor Paloccararn	—	Marika D'Souza
Works on my machine	Joel Lingam	—	Ian Honey
The AI Trinity	Siddhi Chavan	Sushmita Mishra	Titus Ashworth
Agni Coders	Bhavika Bhirud	Surekha Kini	Sherlyn Ganesh Bhimrao
VisionX	Sanket Jadhav	Soham Kokane	Prathamesh Sawant
ShutterSync	Clarence Joe	Nisha Cardin	—
Arise	Pearlin Tixeira	Princel Tixeira	Mayur Gardaswar



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The Walking Deadlines	Atharv Dalvi	Kalanidhi Namboothiri	Het Pravin Visariya
Melodyy	Mujahid Chowdhry	—	Maaz Qureshi
Morphosis	Aarya Rashinker	—	Musham Hasan
The Last Commit	Junaid Mohammed Shafi Mulla	Mauzzam Munnwar Shaikh	Siddiqui Mohd Yahiya Gulzar Ahmed
3 Idiots	Aditya Adivarekar	Joston Abrev	Malhar Sarwate
TheCodeCircuit	Anshika Verma	Meet Shinde	Sanskar Hande
Codex	Ayush Madhukar Thakur	—	Harsh Jagdish Tiwari
NexByte	Angela Fernandes	—	Liston Dsouza
TriTech	Ritika Nitin Gore	—	Sneha Birendra Yadav
NexAI	Reuben Jorrigal	—	Madhura Kedar

List of Problem statements chosen:

Problem Statement ID	Problem Statement Title
AI-PS1	Scholarship & Scheme Eligibility Assistant
AI-PS2	Hinglish Order Desk for Small Shopkeepers
APP-PS1	Kayda Sathi
APP-PS2	Cash Flow Management
WEB-PS1	Local Information Sharing Platform
WEB-PS2	NGO Transparency Platform



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Event Poster:

The poster features a vibrant red background with a black and white grid pattern. At the top, the logos of The Bombay Salesian Society's Don Bosco Institute of Technology (DBIT) and the Don Bosco Institute of Technology (DBIT) ACM Student Chapter are displayed. The main title, "TEKTONIX 2026", is prominently shown in large, bold, red letters with a black outline, set against a white background. Below the title, "THE 6-HR HACKATHON" is written in black letters on a yellow banner. The event details are presented in a white box with a yellow border, resembling a computer window. The date "02 OCT 2026" is shown in large black letters, with "8:00 am onwards" in smaller text below it. The prize amount, "₹15,000", is displayed in large black letters next to a money bag icon. The number of participants, "2 - 3 MEMBERS PER TEAM", is indicated with a group of people icon. The two tracks, "WEB DEVELOPMENT TRACK" and "APP DEVELOPMENT & AI TRACK", are listed with their respective eligibility criteria: "SE STUDENTS ONLY" and "SE, TE & BE STUDENTS". QR codes for registration are provided for both tracks.

The Bombay Salesian Society's
DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER ENGINEERING

ACM - DBIT STUDENT CHAPTER
PRESENTS

TEKTONIX 2026
THE 6-HR HACKATHON

02 OCT 2026
8:00 am onwards

2 - 3 MEMBERS
PER TEAM

CASH PRIZE
₹15,000

WEB DEVELOPMENT TRACK
OPEN TO **SE STUDENTS ONLY**

APP DEVELOPMENT & AI TRACK
OPEN TO **SE, TE & BE STUDENTS**



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Social Media Links :

https://www.instagram.com/p/DdElWxGoPq_/

<https://www.instagram.com/p/DdEk28HoUbn/>

Registration Details:

Sr. No.	Team Name	Sr. No.	Team Name
1	Agni Coders	23	Bros.exe
2	TheCodeCircuit	24	Tenet
3	NexAI	25	Team_Codelike
4	Melodyy	26	TRAP
5	Arise	27	The Howks
6	Codex	28	HyperCode
7	Axis	29	codeMinners
8	The Walking Deadlines	30	THE HyperX
9	VisionX	31	SyncForge
10	NexByte	32	Overclock
11	ShutterSync	33	The Jesters
12	The AI Trinity	34	WALL•E
13	The Last Commit	35	TriCore_3
14	3 Idiots	36	Team veterans
15	TriTech	37	Twostack



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16	Morphosis	38	Ai-vengers
17	Myrvix	39	Sponsored by Ctrl+C
18	Nav Drishti	40	VibePyramid
19	Wakeen FC	41	Three Titans
20	BlueDart	42	The Hackers
21	Works on my machine	43	GraphMind
22	TEAM DJM	44	GoPro

Report Prepared By:

Name of the Student: Crystal Dsouza

Post of the student: Admin Head
ACM-DBIT

Report Approved By:

Name of the Faculty: Ms. Priti Andhale

Post of the Faculty: Faculty Co-ordinator
ACM-DBIT