

IGNITE 4.0: Flagship Annual Technical Festival March 2022

Opening Ceremony

10th March 2022 marked an eventful day in the lives of the students of STME, NMIMS Navi Mumbai as it was the inauguration day of the fourth edition of the flagship annual technical festival, IGNITE 4.0. Being the first offline festival post the perilous pandemic, the day was marked with overwhelming enthusiasm from students and staff alike! The day started with the joyous banner drop ceremony at the gates of the NMIMS Navi Mumbai, which welcomed our guests and participants for the event.

Post which, the audience gathered at the main auditorium at the 3rd floor for the opening ceremony of IGNITE 4.0. The program started with an event introduction by the hosts from The Student Council, Esha Srivastava and Srushti Sharma. The opening ceremony proceeded with the 'Saraswati Vandana' being sung in the melodious voices of the members of the Music Committee, Aashvi and Ananya while the lamp lighting ceremony was conducted by our Director Sir Dr. P.N Mukherjee, Pro Vice Chancellor Mr. Sharad Mhaiskar, our Chief Guest Mr. Sadashiv Nayak and our Guest of Honor Mr. Nikhil Mahadeshwar.

The lamp lighting ceremony was followed by the felicitation of our guests. The ceremony continued with a word by the Captain of the Ship, Dr Mukherjee, where he spoke to the students about the changing world and how the world has adopted an era of specialization where a simple degree will not distinguish you from the crowd. At the end of his speech Dr Mukherjee complimented the IGNITE team and appreciated their efforts even after a gap year due to the pandemic.

This was followed by a speech by the Pro Vice Chancellor, Dr. Sharad Mahaiskar where he addressed an important spectrum of the pandemic and explained to the students that there was a positive side to the pandemic as well. He further showered some light on the topic with the help of some examples like how the pandemic made it a necessity to stay hygienic and how our planet got some of its cleanest days in decades.

This was followed by speeches by our Chief Guest and our Guest of Honor who spoke about their experiences from the fields they work in. Firstly, Mr. Sadashiv Nayak who, with his cheerful personality, came in and enlightened the crowd about the 5 things that can help a business grow.

These points included:

- * Removing jargon so that the customer can understand better.
- * Observing, listening and then implementing.
- * N=1 belief, which signifies that anyone can achieve anything.
- * Be kind to yourself; i.e. don't carry any unnecessary baggage.
- * Always design things for the future; think about how your children are going to use it.

After these 5 enlightening points Mr. Sadashiv ended his speech by quoting a line from the movie "Don't look up" and said that "If you don't decide to choose you have still made a choice."

These words were followed by the speech of the Guest of Honor, Mr. Nikhil Mahadeshwar in which he stated the advantages and disadvantages of technology and explained how to use technology in a way that it is beneficial for everyone. He showered some light on this topic by taking the example of his career in cybersecurity where they used technology to crack cases and save lives. Then he explained about the phishing frauds which are still rampant and how we can avoid them. Mr. Mahadeshwar then concluded his speech by talking about his vision where he wants to level up digital India to digitally secured India.

This concluded the speeches and a small QnA session was held to clear the doubts of the students following which Dr. Toral Shah gave a heart-warming vote of thanks and declared the beginning of IGNITE 4.0. After this the opening ceremony came to an end with the singing of the national anthem.





Tech Talks:

Financial Literacy Webinar by Aditya Birla Capital

Aditya Birla Capital facilitated a Financial Literacy Webinar to start off IGNITE 4.0. Aditya Birla Sun Life Asset Management's Channel Sales Manager is Mr. Shailendra Dixit. Mr Dixit has spent the most recent 14 years in the field of money. The objective of this course was to bring issues to light of the significance of monetary education among the understudy body and to help our companions in profiting from Mr. Shailendra Dixit's information.

Mr Shailendra Dixit started the meeting by giving a concise outline of the development of AUM in India. Also, he characterized the expression "Financial Literacy." The capacity to settle on informed monetary choices and grasp the items and administrations that influence your monetary prosperity.

He additionally characterized the expression "money talks." Money only speaks one language: "If you save me today, I'll save you tomorrow." The significance of setting aside cash is clear: it permits you to carry on with a safer life. He made sense of the significance of assuming responsibility for our lives, saying, "Taking charge of one's life helps to instil confidence, determination, and commitment."

Informed us regarding the upsides of shared reserves, like their better yield strategy, master store the board, charge proficiency, and high liquidity. Shared reserve investment funds are very high in created nations. As far as infiltration, India actually has far to go. The quantity of container, or remarkable dish numbers, in which we put resources into India is somewhere around four to six codes in five to six codes. Subsequently, the entrance sign seems, by all accounts, to be extremely low. Subsequently, common assets have a great deal of space to fill from here on out.

He likewise made sense of how an orderly exchange plan permits you to move (switch) a specific number of units starting with one common asset plot then onto the next inside a similar shared storehouse consistently.

Many individuals are uninformed that an absence of mindfulness or information is keeping them from accomplishing their objectives. As indicated by him, "perhaps we think, I will work or I will apply for a line of credit. That credit will be financed by me. I will make a responsibility and asset that obligation. That is fine insofar as you're learning. Yet, shouldn't something be said about sometime down the road? There are no credits accessible for retirement arranging.

He likewise instructed us that cash doesn't come effectively to us. We depend on it as one of our main kinds of revenue. In this way, prior to surrendering cash to anybody, we should practice intense mindfulness.

He concluded the meeting by accentuating the significance of facing challenges. To beat expansion, you should face challenges, yet risk doesn't ensure return first and you ought to have the option to acquire returns while outflanking expansion.

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As purchasing power goes down due to inflation

Aditya Birla Sun Life AMC Ltd. ADITYA BIRLA CAPITAL
(A part of Aditya Birla Capital Ltd.)

Transcript

Assuming an average inflation of 6.5%pa, Rs 2,000 today will be worth....

Time Period	Value (Rs)
Today	Rs 2000
5 years	Rs 1462
10 years	Rs 1066
20 years	Rs 568
30 years	Rs 302

11:02

11:02 / 41:21

CC AK SS

Play (Alt + K)

30:34 / 41:21

MG AS AR SS CC AK PS BG AB SJ AH VM

1x

Transcript

Tech Talks: Data structures – geeksforgeeks

Setting the tone for IGNITE 4.0 was a Tech Talk session conducted by GeeksforGeeks, one of the largest Computer Science portals globally. Gracing the session with his presence was Mr. Siddhartha, a GeeksforGeeks mentor who holds a 5-star rating at CodeChef. More than 150

Engineering students were able to gain knowledge about Data Structures, a subject that every Computer Engineer should master in his journey towards a successful career.

While that sounds highly academic, the actual session was extremely fun, filled with many coding jokes and entertaining interactions. From passionate coders to professionals preparing for tech job interviews, GeeksforGeeks is a one-stop solution for everything, and the global coding portal proved it yet again with this fun-filled session.

The Big Bull

Under IGNITE 4.0, there were many exciting and brainstorming events, challenging the participants to think beyond their potential. Out of these events Big Bull was one such interesting event that challenged the participants to think out of the box in the world of stock market. It helped participants have an experience in the ocean of the stock market.

The event was held for 3 days i.e. on 10th, 11th and 14th of March, 2022. It was held in online mode on the flipITmoney where they created a special league for participants to invest and compete. Non NMIMS students were also given the opportunity to participate in this league. There were over 100 participants who participated in this event. All participants had invested a certain sum of money through FlipITmoney application and Team FlipITmoney was tracking leaderboard on the backend.

The person with higher profit% was declared as the winner.

As rightly said, " *With a good perspective on history, we can have a better understanding of the past and present, and thus a clear vision of the future*". Hence, this event helped open the doors of the outside world as it made them research current affairs and stay updated as whenever something big goes wrong, a lot of people panic and sell their investments. Looking at history, the markets recovered from the 2008 financial crisis, the dotcom crash, and even the Great Depression, so they'll probably get through whatever comes next as well. Hence, staying updated with current affairs was necessary.

The event successfully ended with participants enjoying the process and hence had learnt various exciting things about the era of stock market.

Among Us

Among Us, is the popular multiplayer game that you might have played. Finding the imposter or being the imposter is real fun. You might as well have come across imposters in your life. But, were you able to identify them? Maybe yes, maybe not.

To test the deduction abilities, Ignite Events team, NMIMS Navi Mumbai, orchestrated “Among Us” in real-life on account of the massive TechFest of STME, Ignite 4.0 on March 11th, 2022. Participants were grouped by the categories they had selected. This event had the participation of 12 groups having 8 players each, among which 1 was the imposter and the remaining 7 as the crewmates for ₹4000.

They were given envelopes that mentioned whether they are imposters or crewmates. The game was purely based on communication and voting. The players were required to discuss the category they had chosen and the imposter had to pretend to be interested in the topic to fit in. Each group was given 1 minute for communicating and 1 minute to vote. This was done in successive rounds until only 2 players remained. In initial rounds, they had the option to skip the vote if they were unsure about who was the imposter. Participants had to vote out until 2 of them were remaining, and if the imposter was eliminated the crewmates won, and if the crewmates failed to eliminate the imposter, then the imposter won.

All the finalists were put together in one group for the final round. Aryan Harmilapi and Aishwarya Wardhan were the imposters who also happened to be the winners of the game.

Winners: Aryan Harmilapi and Aishwarya Wardhan



Creatives

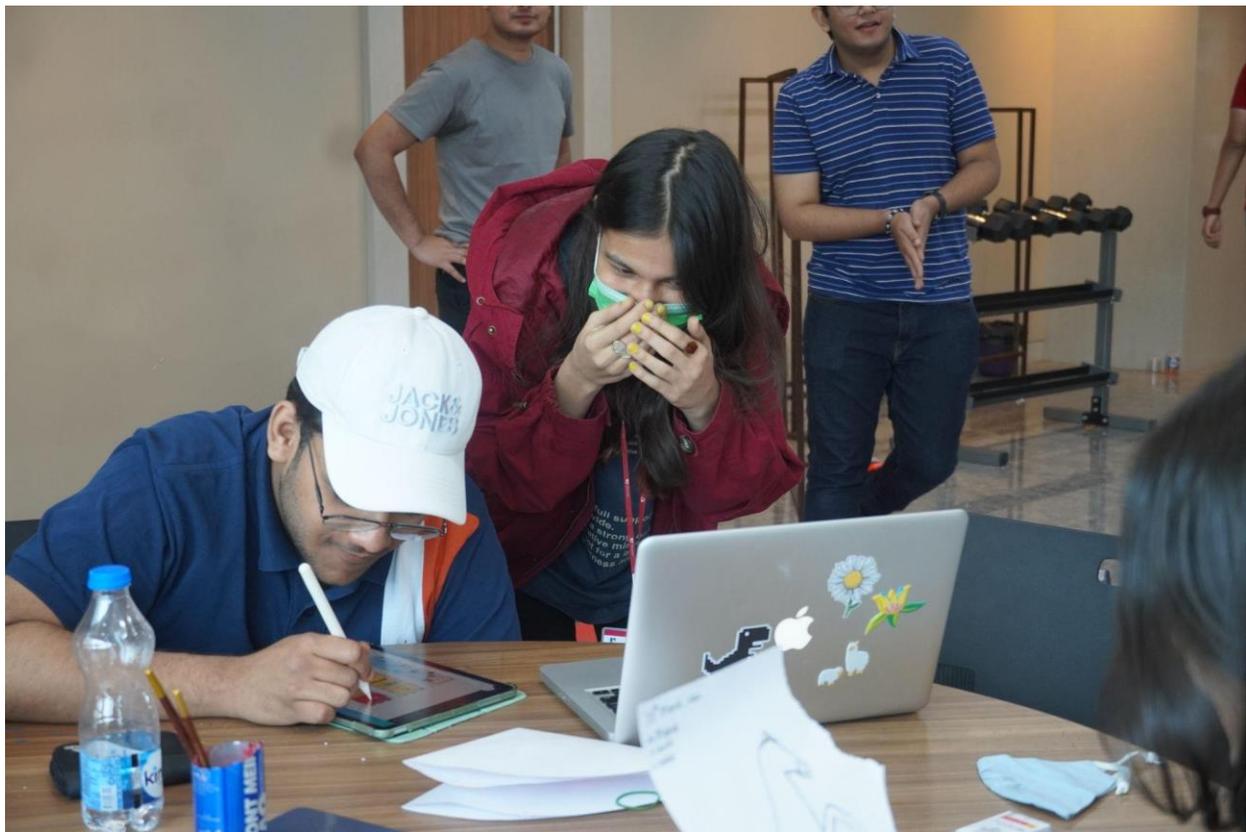
The Creatives event had two parts – a Meme war and Comic strip, headed by Vishwa Joshi and Meghna Panwar. It was an online event and some participants were accommodated in lab No-106. Round one started at 12:30 pm and some templates were shared with the participants on the WhatsApp group and they were given 60 minutes to create a meme using the templates.

The judge of the event was Prof. Moumita Pal and the participants were judged based on the humor and originality. The top ten participants were selected for the next round. The next round started at 12 pm where participants were asked to spectate other events and create a meme related to them. They shared some pictures and videos of the events from IGNITE and we received amazing

responses as it was a tough competition. The winners of the event were Himanshu Dhanania and the runner up was Aman Lambade.

The Comic Strip event was headed by Vishwa and Meghna and the event started at 12pm on 10th of March'22. The topic for the comic strip was shared through the official Instagram page of NMIMS. And the Final submissions were on 11th March'22 by 4 pm. The Topic was “Your phases of lockdown” and The Rules and Regulations were that the comic strip should be digitally made, no use of vulgar language, and that it should be original. The participants were encouraged to implement their sense of humor and be creative with it!

The Submissions were taken via Adrive link and the Winners were announced on 12th March'22. The Winner of the contest was Jyoti Rathee, and the 1st runner up was Kritika Kushwaha, judged by Prof. Moumita Pal.



FIFA 22 is a football simulation video game published by electronic arts and is the 29th instalment in the FIFA series. Players can compete with each other with football teams and are given complete freedom to decide and make use of their own kit customisations, field formations, skill moves and celebratory emotes. The Ignite Esports team of NMIMS Navi Mumbai, set up a wholesome FIFA '22 tournament and invited the FIFA fanatics out there to take a break from studies, to join the battle and flaunt their skills on the football field.

After rigorous efforts and days of practice, FIFA '22 participants showed up enthusiastically on the ground floor of NMIMS, Navi Mumbai, to compete on the football grounds. The event Participants contended head-on in an intense 2v2 tournament on 10th and 11th March. People poured in from many different schools and competed against each other in teams of two. A console and two controllers were arranged for the competing players. The event began at 12 pm on 10th March with a round of intense battles that was enjoyable for the players as the many spectators present in the classrooms.

After two days of intriguing, fun-filled matches, the FIFA '22 tournament concluded with the following winners:

First place – Team Indomitables

Second place – Team Logs

Glow Cricket

The sport of cricket has a known history beginning in the late 16th century. Cricket is the world's second most popular spectator sport after association football. What's a cricket game without twists and tales?

Over the last couple of decades, the game has taken major strides towards improvisation and making the action even more exciting. Considering this, a massively successful event was organized during the annual Techfest of STME, IGNITE 4.0. The event was headed by Varun Khadayate.

Glow Cricket was a two-day event where 40 teams of 4 members each competed in a slightly unconventional game of cricket for ₹5000. In this event the teams of participants were to play a 2 over match against each other in absolute darkness. Some of the more essential parts of the game such as the stumps, bat, ball, the pitch and the players (their T-Shirts) were illuminated with the use of neon glow strips.

The semi-finals and finals were played on 11th March, 2022. The four teams that made it to the semi-finals were Brain Freezers, M.A.S.S., Captain Gooner and Super 6. Out of these Super 6 and M.A.S.S. made it to the finals to have the concluding match of Glow Cricket.

In the final battle to victory Super 6 hammered M.A.S.S. by 3 wickets bringing the 2 day event to a phenomenal end.



Pitch It

Pitch It was a marketing event, that encouraged the most creative and open minded approaches blended with strong organizational and planning skills.

The event consisted of two phases:

Phase 1 took place from 1st March 2022 to 6th March 2022. All the students were asked to share their start-up ideas in the form of a video recorded presentation of maximum 10 minutes on the final day. They were required to explain what their start-up is and what is the product or service that they're selling. Out of these, top 3 ideas were selected for the event and these participants were required to present their ideas on the final day.

Phase 2 took place on the final day where in the 3 selected start-ups were revealed to the participants and they were encouraged to develop their best marketing strategy for that company. The winners were then selected by two judges.

Hackathon

A 32-hour Hackathon event was held at NMIMS Navi Mumbai to foster innovation and creativity through learning by doing, with some incredible prizes. While taking a break from studies, the event offered an opportunity for the participants to put on their developer and designer hats and propose innovative solutions to the problem statements provided.

Ignite 4.0 Hackathon took place from the morning of March 10th to the evening of March 11th, 2022 until 6:00 PM. Akshay Muddinagiri, Kushal Chinchankar and Nirja Joshi were the organizers of the event. The round was composed of two problems, namely:

1. Product Development.
2. Product Designing.

To maintain the smooth and organized conduct of the event, the rules and regulations were followed, such as the event was conducted online and participants were allowed to use their own laptops. The organizers were in touch with the participants through WhatsApp and had sent them the information and problems through links. The problem statement was to be solved by the participants, and they were not permitted to reuse previously developed software or designs. They were also required to give a three to five minute presentation on their findings.

Participants of the event were able to reconstitute the problem in a new way and were also given an understanding of how to make an application using technologies. Additionally, it helped to promote a sense of team spirit among the team members and created an interactive platform.

The winners of the Hackathon were announced at the end of the event by the judges: Vandana Wakhen and Moumita Pal. From a pair of problems, the winners were -

Product Development

- 1st Place: Farmingo - Ayan Ghosh
2nd Place: CerTube - Prakhar Ojha and Vanshika Goel

Product Design

- 1st Place: IRCTC App - Live Tracking - Hrithik Bokde

IPL AUCTION

For the Annual Technical Fest of The School of Technology Management and Engineering, IGNITE 4.0 2022 was held in the offline mode after 2 years! There was an air of preparation and enthusiasm among the people arranging it as well as participating in the fest. There were multiple events that were arranged for the students according to their interests. Not only were there technical events but there were Non-technical events as well. One of the events was the IPL Auction which was filled with enthusiasm and keenness.

The IPL Auction event was an attempt to emulate the actual IPL Auction which occurs every year. IPL Auction was a 2 day event. The students from all schools under SVKM NMIMS participated in this event. The event was organized by Aditi Datt and Kesha Joshi of MBA tech Computer Science 2nd year. The auctioneer for the event was Ashutosh Tripathy. There were 10 teams in each slot for the day.

There were 3 slots a day. Each and every team was provided with Bidding placards and list of players that were available for the auction along with the Base price, Points that the team would get if the team purchases the player being mentioned.

The rules for the event were as follows:

- There were 10 teams in each round.
- There were in total 6 slots with the final round included.
- To qualify for each round the players required the following:
- Each team needed 5 players to be bidded out of which 3 must be domestic and 2 must be foreign.
- The teams were provided a Purse Amount of 5000 lakhs/50 crores
- For the Final Round the Purse Amount was increased to 8000 lakhs/80 crores.
- Once a team has purchased 5 players the team cannot purchase any other players even if they are left with Purse Amount.
- In case of Tie among the teams the purse amount would be taken into consideration along with the points of that team.

After all the Qualifying Rounds, 1 final round was conducted and 1 team from each slot was selected. There were a lot of volunteers who were noting down the scores of the teams, also maintaining the account of the teams amount spent for the tally purposes. All the teams in the final round competed against each other and we got 3 winning teams along with all the other enthusiastic and appreciative teams.

Not only the students participated for the event but Faculties also did, Toral ma'am, Prof. Aditya Kasar and Sainath Sir took part in the event and enjoyed it alot.

At the end of the event we got our 3 winning teams which were:

Team Aces bagged the 1st Position.

Team Spartans bagged the 2nd Position.

Team Crazy rockers bagged the 3rd Position.

The winners will be awarded a prize amount by the sponsors of the ignite event. On an overall note the event was super fun and joyous with a lot of participation of the students and was a great success.



Technical Squid Games

With the kind of waves that it made last year, Squid Game was fresh in the minds of the organizers as they planned what would become the most popular event of I GNITE 2022.

The event was divided into technical and non-technical tracks. Both the tracks were divided into three rounds- Tug of War, followed by Red Light-Green Light and finally, Tempered Glass.

In the non technical track, the Tug of War was a literal one between teams, while in the technical round it was a round of a time constrained coding race, making for a much more metaphorical tug of war. Red Light-Green Light loosely followed the structure of the game from the show, except the people who moved were just eliminated instead of being shot. The technical round of Red Light-Green Light entailed teams working on a single code, but they would switch when the light changed. Tempered Glass loosely followed the structure from the show, where participants would answer questions while standing on a spot and the winner would be the participant who cleared the round in the least time. The only difference in the technical and non technical rounds was the questions being asked were algorithms and riddles respectively.

In the first round of Tug of War, the rope snapped in the middle, providing us with a hilarious blooper reel of people falling. After this, the training rope from the boys common room was used. In another interesting event, people turned up to the location of the Technical track of Squid Games, a computer lab, looking to participate in the Tug of War. A lot of students wanted to participate in another round of the event. So, Technical Squid games were brought back by popular demand, on the second day of Ignite 2022.

The winner of the technical track was Mayur Sharma while the runner up was Sairaj Patil. The winner of the non technical track was Veer Prakash and the runner up was Aditya Suri. The event was organized by the co-heads of the technical and non-technical tracks respectively- Palak Singh and Avantika Jalote, and Parth Agrawal and Kevin Lobo. It would be an understatement to say that Technical Squid Games turned out to be as much of a phenomenon as the show.



Think Type Toss

The annual tech fest of NMIMS Navi Mumbai kicked off with various exciting and brainstorming events. Hence, Think Type Toss, a coding and competing event to play in a team of 3 people in a super fun roller coaster of challenges. A super-exciting IGNITE 4.0 event with free registration and worthy cash prizes. Overall event was divided into 3 rounds where the 1st two rounds of the event took place on the 1st day followed by the last round on the consecutive day. The game started with Round 1 popularly called the trivia round.

The rules for round 1 were as follows:

There were 12 teams participating altogether. Each team had to answer a set of fun trivia questions which consisted of 25 normal levels and 5 bonus questions. Each type and level of questions were designated with individual points. To increase the difficulty level of this round wrong answers were awarded with negative points. They had to answer these 30 questions in a span of 20 minutes.

The game started with the teams being assigned respective PCs followed by electing one volunteer from each team. The timer started and gradually the teams started answering respective questions.

All the teams irrespective of their scores were promoted to round 2, the typing speed challenge. This round was performed on an online typing speed platform, Z type. Each member was given a time slot of 2 minutes where they had to accurately type the mentioned script appearing on the platform. The final scores of each member of the team were evaluated.

In Round three the teams were given 20 mins to write the code on paper. First team to complete 4 problem statements correctly got 180 points, Second team to complete 4 problems correctly got 160 points and Third team to complete 4 problems correctly got 130 points. If none of the teams were able to complete 4 problem statements in 90 mins, they would be judged on the number of problems they have solved. Each problem carried 20 points.

The Game started with the announcement of rules to all the team members. Every team was assigned a PC with 4 problem statements and a timer set for 20 mins. Team leaders were called for the tossing of dice. Team 3 started coding first followed by team 1 and other teams. Lastly, the decision was based on the team which finishes the code first and on the test basis of the code. Time duration and code concepts both validated for 50 percent and the winners announced:

Team 404 won the 1st prize worth Rs.5000 cash and Ignite gift hamper. Team Einsteins won the 2nd prize worth Rs. 3000 cash and Ignite gift hamper and Team Alpha won the 3rd prize getting IGNITE gift hamper.

Esports | Valorant

Valorant is a free to play first-person hero shooter developed and published by Riot Games. Players have 13 rounds to attack and defend their side using sharp gunplay and tactical abilities. And, with one life per-round, they will need to think faster than their opponent if they want to survive. More than guns and bullets, they must choose an Agent armed with adaptive, swift, and lethal abilities that create opportunities to let their gunplay shine. Each map is a playground to showcase creative thinking. Purpose-built for team strategies, spectacular plays, and clutch moments, and allows for the opportunity to have some memorable team moments and thrilling gameplay. For this very reason, the Ignite Esports team chose to hold a Valorant tournament that took place entirely online on a platform called Discord. Innumerable teams of five players joined the Discord server to compete against each other in the intense battles.

Games were hosted via Discord by moderators that spoke with the competing teams whose sides and choice of maps were decided with a coin toss. The players were then invited into the Valorant Lobby and the game begun by allowing the players to choose an agent to fight with. Moderators had a keen eye on the gamers during every single gameplay to make sure there was no foul play and tricks.

After some incredible gameplay, teamwork and sportsmanship displayed by the players of Valorant that joined from several different schools and colleges, the tournament was concluded, and the following winners were declared on the server:

First place: Team Knoobs

Second place: Team Sapnu Puas

Third place: Team Pankha Fast

Tech Trivia

STME's Infinix Club organized a fun yet informative “Technical Trivia” during IGNITE 4.0 to sharpen the participants' technical IQ, while maintaining the air of healthy competitive spirit which comes with the sport. The event featured four rounds, with each having a variety of tech-related topics with the goal of instilling a competitive spirit among the attendees.

Each of the eight participating teams brought a unique set of experience and knowledge to the table. There were four rounds in total, and with each passing round, the sense of fellowship and confidence grew stronger.

The first round was the “Elimination Round.” It was played on the website quizizz.com, where a series of multiple-choice questions were asked to test the speed with which they could be answered. The points were assigned in accordance with this. The teams were also given a variety of power-ups such as freeze time, double points, and so on. Throughout the round, team delta maintained a winning streak, with team sharks and team Garv vying for second place. The elimination round was qualified by four teams (Team Delta, Team Garv, Team Nakli engineers, and Team Sharks).

The following round was a “Picture-Trivia” with eight sub-rounds. Four pictures were displayed, and participants were asked to guess the word associated with each one. Among the sub-rounds, the 5th and 8th sub-rounds were dubbed as “the Challenge Rounds”, if the teams were unable to answer, they were given the opportunity to challenge any other team to do so, and if the challenged team answered the questions correctly, they received 5 points; otherwise, they received 0 points. Team Nakli Engineers struggled throughout the round and ended up with a number of negative points, which eventually led to their elimination, whereas team Garv flew through the round with

no negative points and maintained a first place. This round was qualified by four teams: Team Delta, Team Garv, and Team Sharks.

The third round was played with paper balls, which added to the fun. Participants in this round were given twenty-five paper balls with logical questions, funny quotes, and riddles written on them. Each team was given ninety seconds to open the paper balls and write the answers on the chit itself. With four and six correct answers, respectively, Team Shark and Team Delta qualified for the round.

“KBC and Buzzer round” was the fourth and final round. This round was divided into two parts. The first part was KBC, in which the teams were given a set of questions as well as three lifelines. This segment concluded with neither team using any of the provided lifelines and a tie between them. The final round continued with "the buzzer round." Each team was given a virtual buzzer, as the name implies. They came from an internet website, allowing the moderators to keep track of the fastest buzzer without making any mistakes. Both parts were conducted with great anticipation.

The finishing round concluded with team shark emerging victorious for a cash prize of 5000 rupees. As the runners-up, team delta received a cash prize of 3000 rupees.

All in all, the event was engrossing and entertaining with active audience participation, adding a lot more fun to this event! Tech Trivia, as correctly stated, was all about getting that adrenaline pumping and having a good time.



Closing ceremony

The infamous saying goes, “All good things must come to an end”, keeping this in mind, after the success of the Annual Technical Festival of NMIMS Navi Mumbai, IGNITE 2022 , the students geared up for one final evening filled with the festive pomp and joy! The efforts put by every single student brought us such a successful event and it seemed fitting to let the students enjoy the fruits of their labour!

The event started at 5PM with a “Back to your Childhood” corner, with the main foyer of the college boasting an impressive array of fun games like flip the bottle, live ludo, skateboard riding, etc. We had food stalls with delicacies from across the world. Besides, the event was illuminated with tremendous lighting that also played important roles while the loudspeakers delivered the blazing music which made the event more enjoyable for students.

To add more joy to the night, anchors of the ignite 4.0 initiated the event with great enthusiasm by introducing a Zumba workshop by decathlon. Students gathered near the stage and started Zumba dance with great energy and they were unstoppable. Coming next we had duo and single band performances by music committee of NMIMS Navi Mumbai with their melodious voice and instruments. After this we had the dance committee of NMIMS Navi Mumbai captivated attention of the audience by their dance moves.

We had a Guest performance by extremely talented and young musician, singer song writer Raman Sharma, and our next performer was Soham Sharma who is into the music since he started playing piano, at the age of 3, and also a singer and songwriter.

Performance by Avanti Nagral who is a pop singer and content creator on a mission to create songs, stories that challenge social norms. Her beautiful voice made the audience crazy.

We ended the night with the final performance by the infamous, Vasu Kainath, the young sensation who took instagram by storm when he started releasing his music on the social media site and quickly rose to 2.14 lakhs subscribers on Youtube. His quirky personality elevated the awe-inspiring bollywood mashups, in addition to his melodious voice.

To conclude the lively evening, we had live digital music hosted by Dhyan Mulrav, who kept the audience entertained, on their toes, grooving to the beats!

IGNITE 4.0 concluded on a fun note. The enthusiasm shown by students across the campus was unparalleled and we hope to continue this legacy for the years to come, here at NMIMS, Navi Mumbai, the place we call home!

