Report on – Brainwave Roulette – CSI DBIT

Title: Brainwave Roulette (as part of *TechQuest*)
Date: 17th September 2025
Time: 11:15 AM – 01:15 PM
Venue: IT Lab 06
Target Audience: Second Year and Third Year students of all departments (part of *TechQuest*)
No. of Groups: 13 (4 members per group)
Total Participants: 52

Organizing Authority: Council DBIT (*all student chapter clubs participated*)
Organizing Committee for this Event: Computer Society of India (CSI-DBIT Student Chapter), Department of Information Technology
Faculty Coordinator: Prof. Udaychandra Nayak, Student Branch Counselor

Objectives:

- ❖ To engage students in fast-paced, fun, and intellectually stimulating challenges.
- ❖ To encourage creativity, problem-solving, and teamwork under time constraints.
- ❖ To blend technical, analytical, and creative thinking through interactive mini-games.

Outcomes:

- ❖ Students learned to think quickly and adapt to unexpected tasks.
- ❖ Teams practiced collaboration and communication under pressure.
- ❖ Participants applied innovative and critical thinking across diverse challenges.
- ❖ The event boosted enthusiasm and teamwork spirit among *TechQuest* participants.

Detailed Report:

The Brainwave Roulette event, organized by CSI-DBIT as part of *TechQuest 2025*, was held on 17th September 2025 (Wednesday) from 11:15 AM to 01:15 PM in Don Bosco Institute of Technology (DBIT), Kurla.
The overarching *TechQuest* event began at Mondini Hall, where teams received their first clue and embarked on a treasure hunt, navigating through venues, solving puzzles, and completing challenges at each stage.

At IT Lab 06, CSI-DBIT hosted Brainwave Roulette, a fast-paced game designed to test creativity, communication, and technical imagination.

Event Highlights – Brainwave Roulette

A giant digital/physical wheel was spun by each team to randomly select a challenge. Every challenge lasted 10-15 minutes, requiring quick thinking, active teamwork, and creativity.
The challenges included:

1. **Jenga** – Classic tower-building under pressure.
2. **Paper Bridge Wars** – Build the strongest/longest paper bridge using only paper & tape.
3. **Tech Sketch** – A "draw-on-the-back" relay using tech terms (e.g., cloud, tree).
4. **Innovation Pitch Madness** – Teams pitched inventions by combining random objects + tech terms (e.g., *Spoon* + *Headphones* + *Blockchain* → Blockchain-powered spoon).
5. **Mystery Spin** (Judge's choice with 3 surprise tasks):
    - Guess the logo.
    - Lip-sync guessing game (one with headphones, others act dialogues).
    - Catch & toss with paper cups.
6. **Emoji Challenge** – Guess tech terms, phrases, or sentences using emoji clues.
7. **Code the Future (No Code!)** – Teams sketched futuristic solutions to prompts like *"Education in 2050"* or *"Future of Transport."*

The atmosphere was energetic and engaging, with participants enjoying the blend of fun and skill-based activities. The event encouraged laughter, teamwork, and out-of-the-box thinking, making it one of the most memorable stops in the *TechQuest* treasure hunt.

Winners:
First Prize (₹2000): Gold diggers
Second Prize (₹1000): Play crew
Third Prize (₹500): Sherlock homie

Sample photos of the Event:

17 Sept 2025 2:04:06 pm
19.081875N 72.888341666666668E
Don Bosco Institute of Technology,Mumbai
17 Sept 2025 2:08:11 pm
19.081853333333335N 72.888336666666666E
Don Bosco Institute of Technology,Mumbai

17 Sept 2025 2:00:55 pm
19.081793333333334N 72.88832166666666E
Don Bosco Institute of Technology,Mumbai
17 Sept 2025 2:01:19 pm
19.081735N 72.88828833333334E
Don Bosco Institute of Technology,Mumbai
17 Sept 2025 2:02:23 pm
19.081796666666666N 72.88832333333333E
Don Bosco Institute of Technology,Mumbai

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Report Approved By:

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