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**TECHKRIYA 2K25**

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# TECHKRIYA 2K25

As part of **TECHKRIYA 2K25**, the **Innovation & Entrepreneurship Cell (I&E Cell)** of NIT Andhra Pradesh successfully organized a series of innovative and engaging events that promoted creativity, startup culture, and entrepreneurial spirit among students.

## THE EVENTS CONDUCTED WERE:

- IPL AUCTION
- STARTUP KOMBAT
- THE VENTURE VAULT

Each event was uniquely designed to encourage participants to think innovatively, develop problem-solving and business skills, and experience the excitement of entrepreneurship through fun and interactive formats. The events received an overwhelming response, marking the **I&E Cell's** contribution to making **TECHKRIYA 2K25** a grand success.

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# STARTUP KOMBAT

**Event Date:** 10<sup>th</sup> October 2025

**Event Time:** 10:00 AM – 5:00 PM IST

**Venue:** MMM019

## INTRODUCTION :

Startup Kombat, organized by the I&E Cell during Techkriya 2k25, was a fun and interactive entrepreneurship event designed to blend creativity, strategy, and startup spirit. Participants engaged in multiple rounds like Idea Toss, Startup Tambola, Investor Rapid Fire, and Startup Ad-Madness, where they brainstormed, pitched, and performed their way through innovative and entertaining challenges. The event successfully brought out the entrepreneurial energy of students in a playful yet impactful way.

## EVENT FORMAT:

Startup Kombat was structured as a multi-round interactive competition combining creativity, strategy, and entrepreneurial thinking. Each round focused on a different aspect of the startup journey — from ideation to pitching and marketing.

### Round 1: Idea Toss

- Teams picked three random chits labeled Problem, User, and Technology.
- They had 5 minutes to brainstorm and 1 minute to pitch an innovative startup idea connecting all three.
- Judging Criteria: Creativity, feasibility, and clarity of concept.

### Round 2: Startup Tambola

- Each participant received a bingo sheet filled with startup buzzwords instead of numbers (e.g., Unicorn, Pivot, CAC, IPO).
- Words were called out randomly, and participants marked them on their sheets.
- Winners were awarded for completing rows or full bingo patterns.

### Round 3: Investor Rapid Fire

- Selected teams faced quick, thought-provoking questions simulating investor dilemmas.

- Teams had to respond instantly, showcasing confidence and decision-making under pressure.

## Round 4: Startup Ad-Madness

- Teams received a funny fictional startup name (like Toothflix or Uber for Plants).
- They had 2 minutes to prepare and 1 minute to perform a creative advertisement or jingle.
- Judging Criteria: Creativity, humor, presentation, and audience engagement.

The event concluded with enthusiastic performances, laughter, and applause — perfectly capturing the fusion of innovation and entertainment that Startup Kombat stands for.

## **ORGANIZING TEAM :**

The event Startup Kombat was organized by the Innovation & Entrepreneurship (I&E) Cell, NIT Andhra Pradesh as part of Techkriya 2k25

Dr. Sri Phani Krishna Karri – Faculty Coordinator I&E Cell  
Vipul Yadav – Secretary  
Tejendra Vijayvargiya – Co Secretary

Vedant – Team Lead  
Shriya Rathaur – Senior Executive  
Pulipati Pardhiv – Senior Executive  
Anand Pal – Executive  
Shravan Shetty – Executive  
Raj Pandey – Executive  
Nachikethus V K – Executive  
Kshirja Challa – Executive  
Sandeep Kumar Saini – Executive  
Januja M – Executive  
Sankisa Sai Haasini – Executive  
Srikari Obulsetty – Team Lead

## **Startup Kombat – Winner List**

- 1.M S Vyshnavi – 522158 – EEE
- 2.Anirudh – 724124 – Mechanical
- 3.Parimala Praseedha – 125018 – Biotech
- 4.Rithika – 525072 – EEE
- 5.Sajjan – 325037 – Civil
- 6.Pradeep Saran – 725037 – Mechanical
- 7.Shaik Shahul – 322233 – Civil
- 8.Allam Jithendra Nayud – 322107 – Civil
- 9.Syed Mohammed Waseem – 422258 – CSE
- 10.Durgi Vijayendra – 622139 – ECE

## OUTCOMES :

- Promotion of Entrepreneurial Spirit :

The event successfully sparked interest in entrepreneurship among students, motivating them to think creatively about real-world problems and innovative solutions.

- Hands-on Startup Learning :

Participants gained a practical understanding of key startup concepts such as ideation, pitching, marketing, and investor decision-making in an engaging format.

- Teamwork and Collaboration :

Working in groups encouraged effective communication, coordination, and idea-sharing — essential skills for any startup environment.

- Confidence and Public Speaking Skills :

Pitching and performing in front of judges and peers helped participants build confidence and enhance their presentation and communication abilities.

- Creative Thinking Under Pressure :

Timed rounds like Idea Toss and Investor Rapid Fire pushed participants to think quickly and make decisions efficiently, improving their problem-solving mindset





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# THE VENTURE VAULT

**Event Date:** 11<sup>th</sup> October 2025

**Event Time:** 10:00 AM – 5:00 PM IST

**Venue:** MMM019

## INTRODUCTION :

The Venture Vault was an innovative and interactive startup-themed treasure hunt conducted by the I&E Cell. The event combined problem-solving, financial analysis, creativity, and pitching skills through a series of exciting rounds. Participants acted as startup founders, solving clues, decoding business puzzles, and pitching their ideas to unlock the final “venture vault.” The activity aimed to bring entrepreneurship concepts to life in a fun, engaging, and competitive way.

## EVENT FORMAT:

The Venture Vault was designed as an interactive startup-themed treasure hunt with five sequential rounds. Each round tested different entrepreneurial skills like observation, financial understanding, problem-solving, and pitching.

### •Round 1 – Decode the Mails:

Teams were provided with sheets containing 6–7 simulated company emails. Each email had a recurring keyword, which participants had to identify. The keyword served as a password to unlock the company roadmap PDF on the sheet. This round focused on attention to detail, observation, and information decoding.

### •Round 2 – Burn Rate Challenge:

Teams received a mock profit & loss statement of a startup and had to calculate the monthly burn rate accurately. The burn rate served as a numeric code to unlock a box containing the founder’s diary, which included crucial feedback previously ignored. This round emphasized financial literacy, numerical reasoning, and analytical thinking.

### •Round 3 – Failed Model Fix:

A pre-drawn failed company model was displayed on a whiteboard. Based on insights from Rounds 1 and 2, teams analyzed the mistakes, such as flawed revenue streams or poor market fit, and corrected the model. This round encouraged strategic thinking, problem-solving, and team discussion.

### •Round 4 – Hidden Message Hunt:

A secret message was written in invisible ink on the whiteboard and in the room. Teams were provided UV torches to find the message, which instructed them to locate a highlighted key term in the mock statement and prepare a 30-second pitch. This round tested attention to detail, observation, and teamwork under pressure.

### •Round 5 – Pitch Round:

Teams presented a 30-second pitch based on the clues and key term identified in Round 4. While pitching, a pre-recorded voice revealed the final numeric code. Teams used this code to open the final box and claim the prize inside, which included the founder's diary and a reward. This round evaluated communication skills, creativity, confidence, and quick thinking.

## **ORGANIZING TEAM :**

The event The Venture Vault was organized by the Innovation & Entrepreneurship (I&E) Cell, NIT Andhra Pradesh as part of Techkriya 2k25

Dr. Sri Phani Krishna Karri – Faculty Coordinator I&E Cell  
Vipul Yadav – Secretary  
Tejendra Vijayvargiya – Co Secretary  
Akshatha M – Senior Executive  
Manoj Kumar Sunda – Executive  
Lokesh Aloriya – Executive

## **WINNERS:**

- 1.Neeharika – 524132
- 2.Anshu – 524134
- 3.Januja – 524130
- 4.Nikhil – 624158
- 5.Saanvi Suresh – 624168
- 6.Bhargavi – 525068

## **OUTCOMES :**

### **•Entrepreneurial Learning:**

Participants gained hands-on experience with startup concepts such as burn rate, roadmap analysis, business model evaluation, and product-market fit. They understood how strategic decisions impact a company's growth and survival.

### **•Analytical & Strategic Thinking:**

The financial and whiteboard rounds encouraged critical analysis, logical reasoning, and problem-solving. Participants identified mistakes in a failed company model and developed strategies to correct them.

### **•Team Collaboration & Leadership:**

Teams worked together to decode clues, solve financial puzzles, and pitch ideas. This promoted effective communication, role delegation, leadership, and collaboration under time pressure.

### **•Creativity & Communication:**

The micro-pitch round encouraged participants to think creatively, design innovative solutions, and present them confidently. Their communication, persuasion, and presentation skills were enhanced through real-time feedback.

### **•Time Management & Engagement:**

The event's time-bound rounds trained participants to prioritize tasks efficiently and perform under pressure. The gamified format kept participants highly motivated, engaged, and enthusiastic throughout the event.





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# IPL AUCTION

## INTRODUCTION :

The IPL Auction was one of the most engaging and interactive events organized under Techkriya 2025, the annual techfest of NIT Andhra Pradesh. The event was designed to combine analytical thinking, strategic planning, and cricket enthusiasm in a fun, competitive format.

The primary objective was to simulate the real IPL auction experience, allowing participants to test their decision-making, budgeting, and teamwork skills while building a virtual IPL team using given constraints.

## EVENT FORMAT :

A total of 50 cricket players were shortlisted for the auction, each assigned a rating and a base price based on their real-world performance statistics. Out of these, 11 players were classified as premium players, having ratings of 9 or above.

Each participating team consisted of 2 to 4 members, and every team was provided with ₹50 crores of virtual currency to bid for players strategically during multiple auction rounds.

To ensure balanced team composition and fairness, the following rules were implemented:

- Each team had to purchase a minimum of 5 players and a maximum of 7 players.
- Every team must include at least one batsman, one bowler, one wicketkeeper, and one all-rounder.
- Bidding started from the player's base price and continued until the highest bidder was finalised.

The auction was conducted in multiple rounds, maintaining excitement and competitiveness throughout. The event management team handled player presentations, bid tracking, and fund monitoring using digital tools to ensure transparency and efficiency.

## ORGANIZING TEAM :

The IPL Auction was organized by the INE Cell , NIT Andhra Pradesh.

Faculty Coordinator: Dr. Sri Phani Krishna Karri

Student Organizing Team:

- Aadesh Sharma
- Mann Gupta

- Shivam Mishra
- Abhijeet
- Sampat
- Chiranth
- Manoj Sunda

## IPL Auction – Winner Teams

### 1. TEAM RCB:

- Ankush
- Arvind
- Mukesh

### 2. TEAM Mech Boys:

- Bharat
- G. Bharath
- A. Rajkshith
- T. Deepak

### 3. TEAM CSK:

- Akshat
- Srujan
- Varshit Rajat

### 4. TEAM KMD:

- Suhani Singh
- Suruchi
- Kusum

### 5. TEAM JSK

- T. Rahul
- N. Sathya
- K. Deega Prasanth

## OUTCOMES :

- Strategic & Analytical Thinking:

Participants learned how to evaluate player performance, analyze team composition, and make data-driven decisions under pressure. The auction setup required balancing financial resources with skill selection, enhancing analytical and strategic abilities.

- Financial Management:

Teams had to manage virtual funds efficiently while planning bids and purchases. This improved their budgeting, prioritization, and negotiation skills.

- **Teamwork & Collaboration:**

Participants coordinated and discussed strategies during bidding, fostering teamwork, communication, and leadership within their groups.

- **Decision-Making Under Pressure:**

The fast-paced auction rounds encouraged participants to make quick yet informed decisions, simulating real-world management situations.

- **Engagement & Fun Learning:**

The event seamlessly blended sports analytics with strategy, making it both educational and entertaining. It stood out as one of the most crowd-pulling and appreciated events of Techkriya 2025.



