J.B. INSTITUTE OF ENGINEERING AND TECHNOLOGY
(UGC AUTONOMOUS)
Approved by AICTE & Permanently affiliated to JNTUH

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

&

DEPARTMENT OF CSE (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)

ACT. DRAW. DECODE

ORGANISED

BY

MACHINE LEARNING MAVERICKS CLUB

JB INSTITUTE OF ENGINEERING & TECHNOLOGY

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ACT.DRAW.DECODE

A PICTIONA V CHALLENGE!

VENUE:
ROOM NO: 235

TIMING: 10:30 AM

DATE: 27TH FEBRUARY

SOLO REGISTRATION f49

STUDENT COORDINATORS

Jagadish: 9347596753

Sreeja : 7799466070

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FACULTY COORDINATORS

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Report on the Event: Act. Draw. Decode 2025

The **Act.Draw.Decode 2025** event was successfully organized by the *Machine Learning Mavericks Club* of the Department of Artificial Intelligence and Machine Learning at **J.B. Institute of Engineering & Technology (JBIET), Hyderabad** on **27th February 2026**. The event was conducted in **Room 218, Main Block**, from **11:00 AM to 4:00 PM**, under the guidance of faculty coordinators **Mr. S. Sathish Kumar** and **Mr. Chandrashekhar**. The event aimed to provide an engaging platform where students could demonstrate creativity, quick thinking, teamwork, and communication skills in a competitive yet enjoyable environment.

Introduction

In today's rapidly evolving technological landscape, engineering education emphasizes not only technical knowledge but also the development of soft skills such as communication, creativity, and teamwork. Keeping this perspective in mind, the Machine Learning Mavericks Club Organized **Act.Draw.Decode**, a unique competition designed to test participants' ability to interpret and communicate ideas through drawing, acting, and decoding visual clues.

Unlike traditional technical competitions that focus solely on coding or problem-solving, this event incorporated elements of fun and creativity. Participants were challenged to convey complex technical concepts, general terms, and movie titles through drawings, gestures, and visual puzzles. The event successfully created a lively atmosphere where students could learn while enjoying the competitive spirit.

The event received an enthusiastic response from students, with **approximately 43 participants** taking part. The venue was filled with excitement as students engaged in brainstorming, artistic representation, and dramatic performances while attempting to guess the correct answers within limited time frames.

Objectives of the Event

The primary objective of the event was to encourage students to apply their knowledge in creative ways while improving their communication and teamwork skills. The competition aimed to:

- Promote **creative thinking and knowledge application** through interactive activities.
- Enhance **non-verbal communication skills** by encouraging students to express ideas through drawing and acting.
- Improve **team coordination and collaborative problem solving**.
- Encourage **quick decision-making and analytical thinking** under time constraints.
- Provide a **fun and stress-relieving environment** that allows students to take a break from their regular academic schedule while still engaging in intellectually stimulating activities.

Event Details

- **Event Name:** Act.Draw.Decode 2025
- **Date:** 27 February 2026
- **Time:** 11:00 AM – 4:00 PM
- **Venue:** Room 218, Main Block, JBIET
- **Mode:** Offline
- **Organized By:** Machine Learning Mavericks Club, Department of AI & ML
- **Participants:** Approximately 43 students from AIML and related departments.

Participants were randomly divided into teams in order to encourage collaboration among students from different groups and backgrounds. This approach ensured fairness and helped students interact with new peers while solving challenges collectively.

Event Structure

The competition was designed in a **multi-round elimination format**, where participants had to demonstrate different skill sets in each round.

Round 1: Draw Challenge

The first round tested the participants' ability to represent words or technical terms through drawings. One member from each team picked a prompt from a chit bowl and illustrated it on the board while the remaining team members attempted to guess the correct answer within **90 seconds**.

The prompts included a mix of **technical terms and humorous words**, making the round both challenging and entertaining. Each correct answer earned **one point**, and teams with the highest scores progressed to the next round.

Due to close competition among teams, a **tie-breaker drawing challenge** was conducted to finalize the teams advancing to the next stage.

Round 2: Act Challenge

The second round focused on **non-verbal communication through acting**. Participants had to act out movie names without speaking, lip-syncing, or pointing at objects. Their teammates attempted to guess the correct answer based solely on gestures and expressions.

This round required creativity, quick thinking, and strong team coordination. Each correct guess earned **ten points**, making the competition more intense and exciting. Based on the performance in this round, the **top seven performers** were selected for the final stage.

Round 3: Decode Challenge (Final Round)

The final round transformed the event into an individual competition. The seven finalists competed in a **visual decoding challenge** where movie names were displayed using **emoji combinations**. Participants had **45 seconds** to identify the correct answer.

After this stage, only the **top three contestants** progressed to the final showdown. The final round followed a **"Fastest Finger First" buzzer format**, where the quickest correct answer determined the winner.

Results and Winners

After a highly competitive final round, the winners of the event were announced and awarded during a short felicitation ceremony.

Rank	Name	Score	Prize
Winner	Deeshmitha	40 Points	₹750 Cash Prize + Certificate
Runner-up	Srikanth	20 Points	₹250 Cash Prize + Certificate

The **College Principal** attended the concluding ceremony and appreciated the efforts of the organizers and participants. Certificates and prizes were distributed to the winners in recognition of their outstanding performance.

Outcomes and Highlights

The event produced several positive outcomes for both students and the department:

- The competition successfully combined **technical learning with entertainment**, making the event highly engaging.
- Students developed **creative thinking and quick decision-making skills**.
- The event strengthened **teamwork and collaboration** among participants.
- The organizing committee demonstrated excellent **event management and coordination skills**.
- The presence of the Principal added **institutional recognition and encouragement** for student-led initiatives.

Participants appreciated the innovative format of the competition and the opportunity to express technical ideas through creative mediums. Faculty members also commended the smooth organization and enthusiastic participation of students.

Conclusion

The **Act.Draw.Decode 2025** event was a remarkable success, providing a platform where creativity, technical knowledge, and teamwork converged in an exciting format. The event not only enhanced students' communication and analytical skills but also fostered a spirit of healthy competition and collaboration.

Through innovative activities such as drawing, acting, and decoding visual clues, the competition demonstrated that technical learning can be both engaging and enjoyable. The success of this event further highlights the active role of the **Machine Learning Mavericks Club** in promoting holistic student development within the Department of Artificial Intelligence and Machine Learning.

The organizers look forward to conducting more such interactive and intellectually stimulating events in the future to continue nurturing creativity, innovation, and teamwork among students.

EVENT PHOTO GALLERY


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