

Event Activity Report

Academic Year : 2025-26

School/Department Name : School of Science (SOS)

Event Title : Fusion-X 2K26

Theme : Academic Curricular Activity

Event Date : 06th and 07th March, 2026

Time : 10:00 AM to 5:00 PM

Duration in Days : Two Day

Mode of Conduction : Offline

Level of Program : School Level

Location : Seminar Hall, School of Science, Sandip University, Nashik

Chief Guest : Mr. Sachin Kokane, Associate Director, Accenture, Pune

Event Coordinator : Prof. (Dr.) Renu P. Pathak
Head Department of Mathematics
School of Science (SOS)

Sub Co-Ordinator Staff

- 1) Prof. Suraj A. Jadhav - Department of Mathematics, SOS
- 2) Prof. Afrin K. Arab - Department of Mathematics, SOS
- 3) Prof. Neha Nisal – Department of Mathematics, SOS

Participants : Graduate Students

Day-01

Introduction

The **Department of Mathematics, School of Science, Sandip University, Nashik**, successfully conducted the **first day of “Fusion X 2K26”** on **6th March 2026** at the **Seminar Hall, School of Science**.

The event was organized under the inspiring theme “**Fusion – X: The Future of Science and Data**”, with the objective of encouraging **creativity, innovation, analytical thinking, and teamwork** among students. The program created an engaging platform where students could explore their talents and participate in various academic and fun-filled activities.

Objective

The main objectives of organizing **Fusion X 2K26 – Day 1** were:

- To encourage students to explore innovative ideas in science and data.
- To promote creativity, analytical thinking, and teamwork through engaging activities.
- To provide students with opportunities to interact with industry experts.
- To create a dynamic environment that combines learning with fun and participation.

Inauguration and Guest Session

The program began with an **inauguration and felicitation ceremony**, welcoming the distinguished **Chief Guest, Mr. Sachin Kokane, Associate Director, Accenture, Pune**. During his session, he delivered an insightful and motivating talk on **emerging opportunities in science, data, and technology**. He encouraged students to develop innovative thinking, enhance their technical skills, and explore career opportunities in the rapidly growing fields of **data science, analytics, and technology**. His inspiring words motivated students to think creatively and pursue excellence in their academic and professional journeys.

Event Activities

1) Treasure Hunt

An exciting Treasure Hunt activity was organized where students participated in teams and solved a series of clues and challenges. The activity encouraged teamwork, problem-solving skills, and quick thinking, making it both educational and entertaining.

2) On-the-Spot Reel Making Competition (Science Tik-Tok)

The On-the-Spot Reel Making Competition, also called Science Tik-Tok, allowed students to create short and creative reels based on scientific concepts and campus experiences. Participants demonstrated impressive creativity, storytelling, and digital skills, making this activity one of the most engaging parts of the event.

3) Kahoot Quiz

An interactive Kahoot Quiz was conducted to test students' knowledge in science, data, and general awareness topics. The quiz created a competitive yet fun environment where students enthusiastically participated and showcased their knowledge and quick responses.

Impact and Response

The first day of **Fusion X 2K26** received an enthusiastic response from students and faculty members. The activities successfully encouraged active participation, teamwork, and creative thinking among students. Participants appreciated the opportunity to engage in interactive competitions and learn from the valuable insights shared by the chief guest

Acknowledgment

The **Department of Mathematics, School of Science**, expresses sincere gratitude to **Mr. Sachin Kokane, Associate Director, Accenture, Pune**, for his inspiring session and valuable insights. Special thanks are extended to **Dr. Nissar A. Reshi, Dean, School of Science**, for his continuous support and guidance. The cooperation of **faculty members and the enthusiastic participation of students** played a crucial role in making **Fusion X 2K26 – Day 1** a successful and memorable event.





Day-02

A vibrant academic and cultural event filled with enthusiasm, creativity, and active student participation. The program aimed to provide a platform for students to explore their intellectual abilities, creativity, and teamwork through a variety of engaging activities. The event included the exciting **X-Factor Zone**, where students enthusiastically participated in several intellectual and fun-based activities designed to enhance their analytical thinking and innovative skills.

The event brought together students and faculty members in an energetic and collaborative environment, making it a lively and memorable occasion.

Objective

The main objectives of organizing **Fusion X 2K26** were:

- To encourage students to showcase their creativity and talents.
- To promote analytical thinking and innovative ideas through engaging activities.
- To create a platform for students to participate in both academic and fun-based competitions.
- To foster teamwork, confidence, and active participation among students.

Guest Presence

The event was honored by the gracious presence of **Honourable Vice Chancellor Dr. Rajendra Sinha** and **Dean, School of Science, Dr. Nissar A. Reshi**. Their inspiring words encouraged students to explore their potential, develop new skills, and strive for excellence in both academic and extracurricular activities. Their presence added great value and motivation to the event.

Event Highlights

1) X-Factor Zone

One of the major attractions of Fusion X 2K26 was the X-Factor Zone, which included a variety of intellectual and entertaining activities. Students actively participated in these innovative games and challenges that tested their analytical abilities, creativity, and problem-solving skills. The activities were designed to make learning interactive and enjoyable, while also encouraging friendly competition among participants.

2) Talent Show

The event also featured an exciting Talent Show, where students showcased their diverse talents through performances such as dance, music, and other creative acts. The performances were energetic and captivating, creating a vibrant atmosphere and allowing students to express their artistic abilities.

3) Valedictory and Prize Distribution

The program concluded with the Valedictory Ceremony and Prize Distribution. Winners of various competitions were honored with prizes and certificates in recognition of their outstanding performances. Faculty members and guests congratulated the participants and appreciated their enthusiasm and dedication.

Impact and Response

Fusion-X 2K26 received an overwhelming response from students and faculty members. The event successfully created a platform where students could express their creativity, develop confidence, and engage in collaborative learning experiences. Participants enjoyed the activities and appreciated the opportunity to demonstrate their talents and abilities.





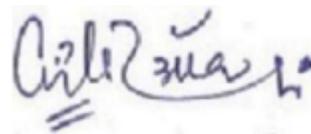
Conclusion

The Event of **Fusion X 2K26** was energetic, engaging, and highly successful. The combination of expert guidance, innovative activities, and enthusiastic participation made the event a memorable experience for everyone involved. The combination of **intellectual activities, creative competitions, and talent performances** made the event both educational and entertaining. The program celebrated the spirit of **talent, knowledge, innovation, and teamwork**, leaving a lasting impression on all participants.

The program effectively promoted the spirit of innovation, collaboration, and learning, aligning with the theme **“Fusion – X: The Future of Science and Data.”**



Event Coordinator
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Associate Dean
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