PRESSADISE LOST

ISSUE 2

Editorial

I spent the morning helping my mom clean the top shelves of the kitchen. While cleaning, we came across a trunk that my mom was gifted at her marriage—it was custom for the family of the groom to gift the bride a trunk with silverware and the like (Don't fact check this; I wasn't paying attention—I wanted to know what lay inside). We struggled with the rusted hinges for a while until it popped open, emmating dust and expectation. In the trunk lay three bags—the silverware my mom talked about, a Krishna idol, and a mini food processor. My mom had stashed the food processor in the trunk when we lived abroad and it had remained there ever since.

I wanted to make an editorial about change to logically conclude this loose narrative I've tried to spin in the editorials written thus far.
I think this trunk is the perfect metaphor for it.

It was once intended as a gift.

Over time, its value became more utilitarian.

And finally, it was discarded.

The life of this trunk does not end here. Fifteen years down the line, this trunk will be dug out like it was today. Its hinges would have long since fallen off and its paint might have almost entirely faded. Yet, we will marvel at it—a throwback to a time when we weren't forced to run the rat race. The trunk will now become a relic, meant to be treasured and displayed when guests come over. It will be celebrated for what it is—A mid-size trunk. As for what's inside? No one will bother to find out.

Change is a part of life. The journey we take to become who we are is long and impossible to predict. The only constant in the trunk's life was the trunk. It stayed true to itself, never changing itself to fit in. Eventually, it was accepted, and even celebrated. The only constant in your life is you. There's always a place for you in this world. It might not seem like it at times. There will be dark thoughts and questions asked. But eventually, the world will celebrate you too.

As we wrap up our first (and hopefully last) online fest, I sincerely hope this fest has managed to give you a two-day nostalgia trip as we come to terms with this new normal. I hope our issues have helped you connect to the fest and all the memories it has held for you. As for the first-yearites, I hope this fest has shown you how deep and entrenched the BITSian spirit is. As you navigate through our jumbo-sized issue, treasure the pixels you befriended along the way, and take a moment to appreciate the work done by a seemingly indefatigable workforce.

The Team

Relic

Rozmozchondroz, Puneri Paltan, Prakhar, 9'11", The Big Package, Main Bhi BOSM, Arnold Schwarzenegger, Fan, Bench Press

Maga-3, Paula Hawkins, Rocketman, Rho, George Savio Mangalyaan, Last Seen, Glow and Lovely, Boy on the Train, SSMS Ghosh Ray, Noida's Prince, Muesli

I'm Fine, Monké, AnuAni, RBD Shubham, Catto, Shinchan, Cribber-in-Chief, Oktoberfest, Puttar the Scavenger, Explosive Diarrhoea, Humanity, Dead, Ed, Sadanipur

Ma'am, BoCo-2, Nairobi, Masaan, BoCo-1, Proofreader, Egg, Pepperfry, Pressadise, Lost, Design 1, Design 2, Introduction, Clipboard, BoCo-3, SuKu

BPPD

The BITS Pilani Parliamentary Debate (BPPD) was the first event on Day 1 of APOGEE. This year, 64 teams registered for the online tournament. The event started on time with the first draws and motion out at 9:00 AM. The first motion was "The house believes that states should heavily invest in video games as a significant educational tool for the future."

The event was hosted on Discord and Zoom. Participants could communicate with their team members, other participants, and the organising committee on the Discord server. Once preparation time was over, participants with the assigned adjudicators and trainees joined their respective Zoom breakout rooms for each debate. The debate was held in the British Parliamentary format. After each round, open adjudication was done—the adjudicator would announce which teams won, elaborate on the standing arguments, and explain why each team placed at their respective positions. The chief adjudicators for this tournament included Estelle Florens, Revan TJ, Janko Djordjevic, Julia Ocoma, and Uphie Abdurrahman.

The first round concluded just before the lunch break at 11:30 AM. The Tabbycat website displayed rankings of every team in the tournament. In each round, 3 points were awarded to the team placing first, 2 points for second place and 1 for the team placing third. Draws and motion for the second round were out at 12:30 PM. The motion was "The house believes that leaders of minority religions in Europe should advocate for cultural assimilation over seclusion from the majority."

By 2:45 PM, all teams were done with the second debate along with adjudication. This left the organising committee with little time to set up the draws for the next round scheduled at 3:00 PM. The system used for scoring by DebSoc matched up teams with scores close to
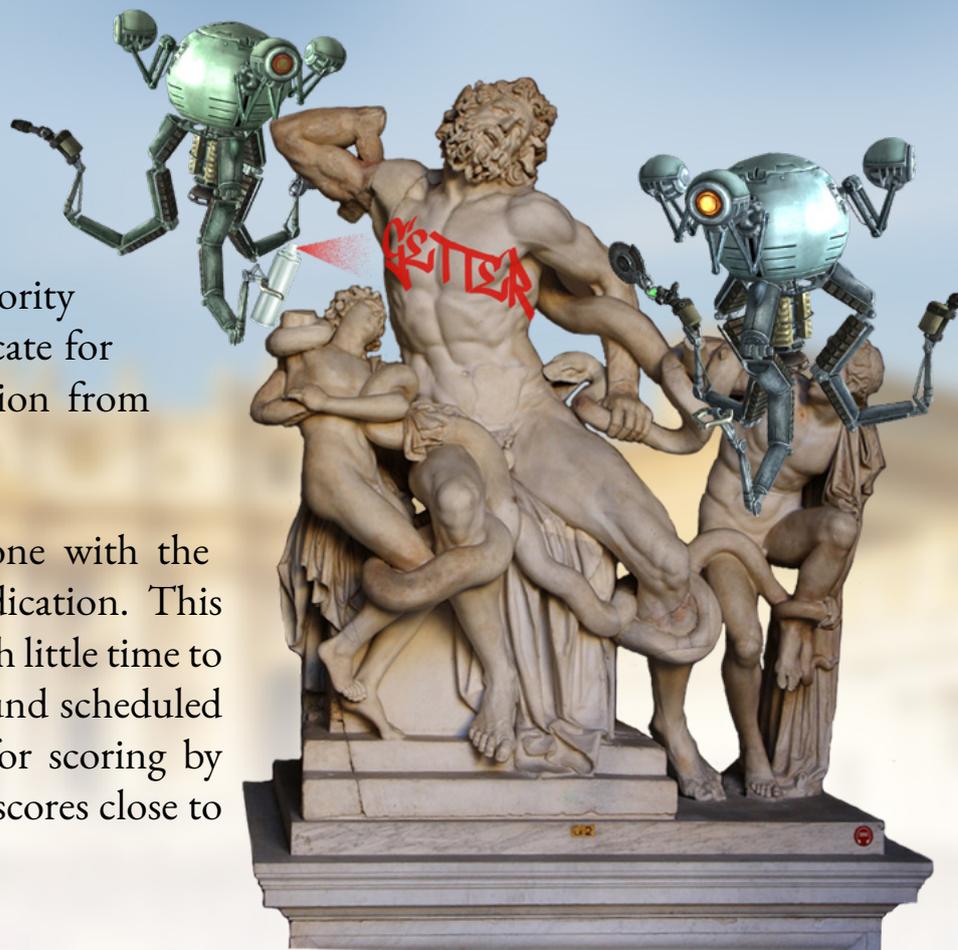
each other so that everyone stood a fair chance in their rounds. There was a delay in the release of the next motion and the confused participants had to wait till 3:45 PM for it to happen. The third round's debate was on the motion "The house, as the Biden Administration, would immediately engage in the Comprehensive and Progressive Agreement for Trans-Pacific Partnership (CPTPP)."

Technical issues on the ends of the drawing system led to delays; by the time the final motion was out, it was 6:48 PM. The final round's debate was on the motion, "The house believes that TikTok brings more harm than good." This round was held in silent adjudication which meant there was a direct release of the verdict of the breaks without any open discussion.

The first day of the tournament ended with teams BITSG3 at 11 points and BITSG4, UPD1, and Anita Cocktail tied at 10 points at the top of the open category. Teams UGM1, UPV1, and JGU1 were tied at 7 points at the top of the Novice category. The open breaks included the top sixteen teams and the novice breaks included the top eight teams in their category. The second day of this competition will include the elimination rounds up to the open and novice grand finals.

OHT

Overhead Transmission (OHT) is APOGEE's flagship general quiz. It is conducted by the English Language Activities Society (ELAS), BITS Pilani's quizzing club. The quiz began at 6:00 PM on March 20 with a preliminary round, followed by correction, validation, and the declaration of finalists. The prize pool for the quizzes was set at Rs 46,000.

The quiz was open to everyone, with non-college students being allowed for the first time. Cross-college teams were also accepted. It was hosted by Major Chandrakant Nair, an eminent quizmaster in the quizzing circuit. Team formation was done directly during the prelims.

The prelims consisted of 20 questions that covered a myriad of topics including cinema, architecture, history, and politics. They were also framed so as to prevent participants from searching for answers on the internet. Answers and explanations were discussed by the quizmaster after all the participants had submitted their forms. After a break for corrections, the scores and finalist teams were declared.

The top eight teams from the prelims qualified for the finals which began around 9:00 PM. The finals consisted of four rounds—two written rounds of four questions each, a clockwise round of ten questions, and an anticlockwise round of ten questions.

Round one began with questions pertaining to the chosen topic—Rain—with ten points allotted for every correct answer. The questions were themed around rain not just in a physical sense, but in a metaphorical one too. All teams were asked to type and send their answers on individual WhatsApp groups created solely for this purpose. Answers were revealed and points were allotted right after the round.

Round two was the clockwise round comprising ten questions. On the pounce, point allocations were +10, -5, while on the bounce, it was +10.

Round three proceeded in a similar format to round one, with each question being worth ten points. The topic for this round was "Letters of the English Alphabet". Round four, the anticlockwise round, followed the same format as round two for pouncing and bouncing. Its conclusion marked the end of the entire quiz. Jyotesh Singh and Pratyush Goel—members of Team Seven—were declared as the winners, having secured a total of 205 points.

Major Chandrakant Nair answered questions without giving too much away while still pinpointing specific clues and hints, specifying which aspects of the question to focus on, and handing out extra tips. He emphasised important phrases in the questions, clarified what exactly was being asked, and provided helpful background information.

As the questions seemed to grow increasingly long-winded and complex, there was a marked rise in the looks of confusion to be seen on the participants' faces. While a few teams emerged from the entire ordeal victorious, some walked away as defeated, fallen warriors to the cutthroat, elite, and high-stakes world of quizzing.

Aerostable Lynyrd Skynyrd

Aerostable Lynyrd Skynyrd was an aircraft design competition organised by the American Society of Mechanical Engineers (ASME), BITS Pilani in association with Autodesk. The event was in honour of the three members of the American band Lynyrd Skynyrd who lost their lives in an air crash in 1977. The event saw 60 teams participating from different colleges. The guidelines were provided two weeks prior to APOGEE.

The students of BITS Pilani planned the event and designed the problem statement. Autodesk made the final evaluations. While it was initially planned to consist of two rounds, it was later reduced to one round because of technical issues.

The teams were required to engineer a fixed-wing, non-VTOL (vertical take-off and landing) aircraft that would take off, transport, and land with a payload. In addition to this, the model also had to meet specified design constraints. They could incorporate aerodynamic designs and modifications like flaps and wing pods to control drag and lift forces. However, it was necessary to include a steel cube with sides of length 7 cm as a payload in the aircraft design.

Teams were required to use Autodesk Fusion 360 to make their design and present it with details of the entire timeline. Proper calculations showing the lift–drag properties and supported by appropriate simulations were asked for. Additionally, all teams had to produce a written report that included the basic designs of the aircraft, essential details, diagrams, and graphs. A Bill of Materials (BOM) also had to be provided.

The marking scheme detailed that evaluation would be out of a total of 100 points, with 40 points allotted for the CAD drawing. The models were judged on mechanical, environmental, and aesthetic factors and additional points were awarded for animations. As a result, the event saw a lot of aspiring aerospace engineers share unique thoughts and ideas.

Gambling Mathematics

Gambling Mathematics, conducted by the Mathematics Association, was held on March 20 and 21. It was a unique event combining mathematical problem-solving and gambling skills. The event had two rounds—the preliminary round held on Day 0 from 1 PM to 8:45 PM and the final round on Day 1 from 11 AM to 1:30 PM.

The event was held on Google Meet and saw a large number of enthusiastic students from various colleges, with over 125 teams consisting of 3–4 members each taking part in the preliminary round. There were initially supposed to be ten slots, each with a time range of approximately 40 minutes. However, due to technical glitches, one slot was cancelled and many teams were required to join the next slot instead. Because of this, some participants in this slot could not participate due to their commitment to other events of APOGEE.

Questions were selected from ten categories including complex numbers, algebra, probability and statistics, trigonometry, geometry, and calculus. They were of multiple-choice and numerical answer-type. Teams had to submit their responses through Google Forms. Each team started with a score of 1000 points. After the category was chosen, they had to place a bet of a minimum of 200 points on it before viewing the question. Correct solutions would result in addition of the points betted, while incorrect solutions would result in deduction of half the points. This process was repeated for nine more rounds.

Eventually, out of the 125 teams in the preliminaries, only the top 20 qualified for the final round held on Day 1. It used the same procedure, except that it was not compulsory for a team to place a bet as they could choose to close the deal without betting as well.

The winning team received a prize of ₹4800. Gambling Mathematics saw a positive response from participants, according to the organisers.

ROBOSOCCER

The Institute of Electrical and Electronics Engineers, Student Chapter BITS Pilani (IEEE-BPSC) hosted the final round of their flagship event, AI RoboSoccer, on March 20. This event is usually hardware-based—with physical robots being programmed by participants to play soccer—but it had to turn digital this time.

IEEE-BPSC relied on OpenAI Gym, a toolkit for developing and comparing reinforcement learning algorithms, where they had custom-built an environment for simulations using Pygame. A simulation has various assets like "defenders" and "attackers". Participants have to program their "agent" to be capable of autonomously scoring, as well as maximise the amount of points they score within a limited run-time of the simulation.

The agent must look through various actions, such as "KICK", "DASH", "TURN", "TO_BALL", "SHOOT_GOAL", "TURN_BALL", "DRIBBLE", "KICK_TO", and decide which action to take in any given situation without additional input from the users. The exact criteria for judgement was not disclosed during the event, but some example criteria mentioned were number of goals and ball possession time. Extra points will be awarded for a more creative model.

Participants were expected to submit their code before a certain deadline, but due to technical issues faced during code submission, the deadline was extended by one day. As a result, the final event was also postponed by one day. The final event is scheduled for 10:00 AM on March 21, 2021. Depending on the participation strength, it may also be livestreamed on YouTube.
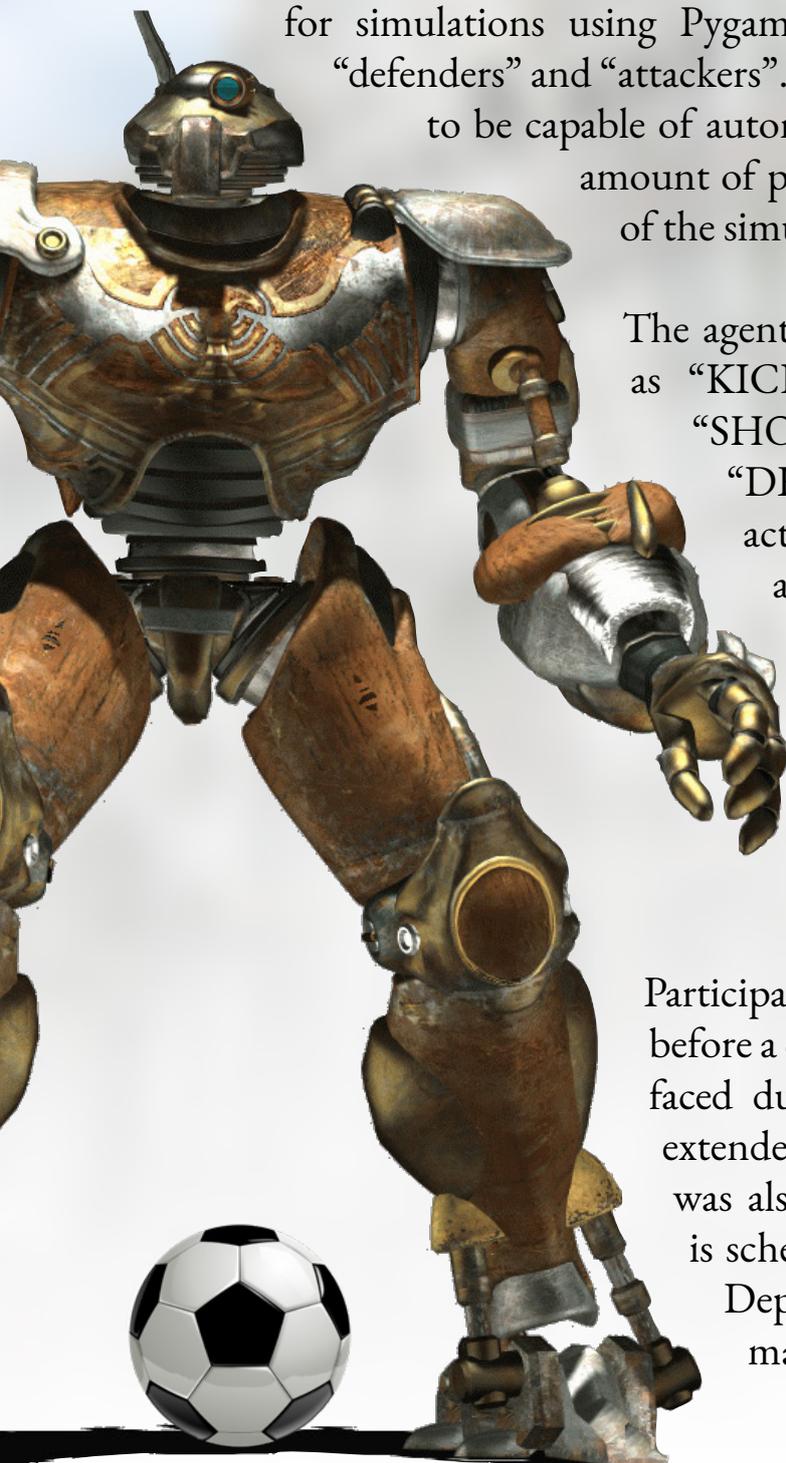
SRIKANT VISWESWARIAH ANALOG DESIGN CONTEST (SVADC)

The Srikant Visweswariah Analog Design Contest (SVADC) was jointly conducted by the Electrical and Electronics Engineers (EEE) Association and the Instrumentation Forum from March 20–21. Participants competed solo or in teams of two in the event. Round one began at noon on March 20 and was conducted over Google Forms. The participating teams had to solve 23 multiple-choice questions on electrical circuits and their components within the stipulated time of one hour. A total of nineteen teams took part in the first round, out of which eighteen qualified for round two.

The second round started at 4:00 PM on the same day. This round was two hours long, during which the participants were required to design a BJT-based amplifier based on the instructions provided by the organising committee. The participants' submissions were evaluated on parameters like gain, 3 dB frequency response, and power dissipation. Grading was non-binary and marks were awarded after taking into account several other factors.

Nine teams out of the initial nineteen participating teams qualified for the third round. The three-hour round began at noon on Day 2. This time around, participants had to design a MOSFET-based operational amplifier. Google Meet served as the communication medium between participants and organisers for the entirety of the contest. Out of these nine teams, the best four were awarded prizes sponsored by the BITS Pilani Alumni Association (BITSAA).

FD3 EPC Booth

This is written in memory of Eddy, a man who learnt the true meaning of a fest press while being bombarded with questions on the run. Eddy phased through doors with his friends into the press booth and he questioned everything. 'Who are you? What is this place? Where am I?' he asked, despite having entered the room himself. Knowing full well, mind you, that he was not supposed to be there.

Eddy, however, was inquisitive. Despite multiple tricks to acquire the private space that was the press's birthright, he stayed and he spoke. He seemed almost as if he had a dream.

Alas, he was brought crashing down to reality to face Ed's wrath. Ed used every bit of power at his disposal—he even called Eddy an extremely loud masculine domestic fowl with such power that it left his comrades cracking up on the floor of the 2D booth.

Eddy left, muttering away and plotting his revenge against Ed. But in his frustration, Eddy committed the blunder of leaving Jimmy with Ed and his platoon. Jimmy, a naive and pure soul, had fallen into the depths of the glitch repository, with his megabytes turning into mere bits. He was brave, however. He rose from the laggiest depths of his internet connection, leading a digitised renaissance against his glitched environment to make it to the virtual world. Alas, as fate would have it, his flight into the virtual world steered him directly to Ed.

Jimmy, however, was unfazed. With his childlike innocence, he let out his first words—'Hi bhaiya.' Ed's virtual world had turned topsy-turvy in the last week, but Jimmy's naivete melted his heart. Overwhelmed with brotherly emotions, Ed was about to wish Jimmy a safe trip to a world far away from the booth. Unfortunately, Eddy picked that moment to appear with his minions.

This time, though, Ed had learnt from Jimmy. With his newfound mellow heart, Ed terrified Eddy with his love. Using synchronized emotes, Ed attacked Eddy with a volley of emotions. Eddy fled with Jimmy in tow, and Ed and his platoon celebrated their victory in solitude. It was, indeed, me time.

WHODUNNIT

Whodunnit is a whirlwind murder mystery event, conducted by the Chemistry Association of BITS Pilani in partnership with Calmaro. Split into two rounds, Whodunnit was to be conducted over the course of two days—Round one at 4:00 pm on March 20, and Round two at 11:00 am on March 21.

Round One comprised a total of five sub-rounds, each lasting 15 to 20 minutes, with a small break between sub-rounds. The top ten teams with the highest scores qualified for Round Two of Whodunnit. The criterion for qualification was based on a relative marking scheme. While the use of the internet was allowed, it wasn't recommended. Ten seconds were provided to scan the given QR code, after which a timer was started.

In each sub-round, participating teams had to answer a series of short puzzles and brain teasers. The questions were varied and covered a wide purview of topics, from chemistry and math to pop culture, designed to confuse and make one think. With each sub-round taking the teams one step closer to Round Two and the murder mystery, hidden hints were slyly placed in between sub-rounds, which were clues to be used on the second day of Whodunnit. Several clues were reserved for the shortlisted teams in the second round—forensic reports, police reports, telephone records, and cryptic
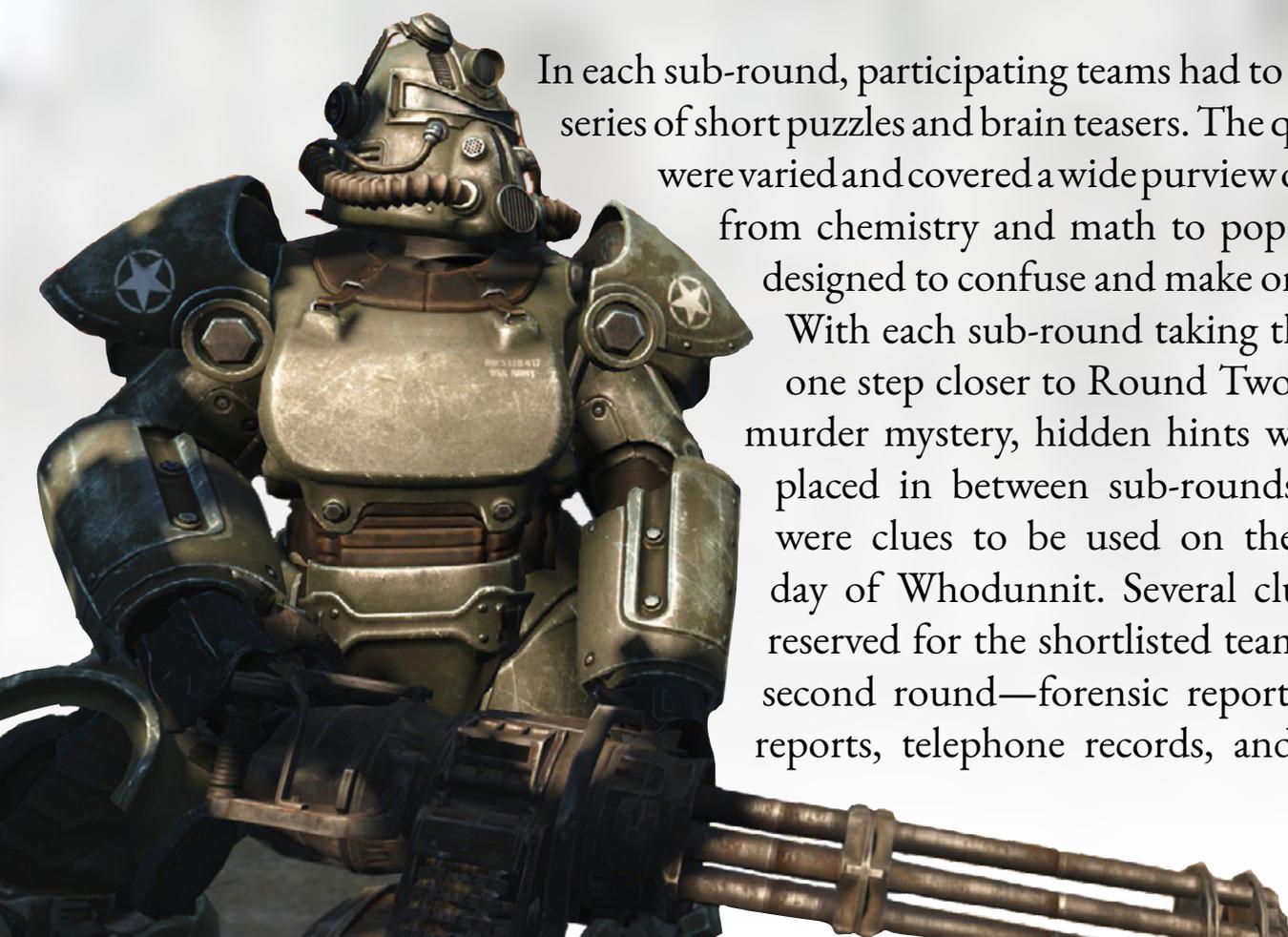
codes. Teams were shortlisted based on the total scores in each sub-round.

During Round Two the selected teams had to compete against each other to collect maximum clues and catch the culprit first. The event began with clues being provided to teams in the form of three document links. The first link consisted of the murder mystery itself, with several hints sprinkled in, the second link contained the location of the next clue, and the third link had a string of numbers, which were to be converted to ASCII, revealing the initials of the person who would have the next clue. In this manner, a chain of clues was hidden across the virtual campus, and similar to an actual murder, the teams had to investigate the crime scene, analyze evidence, and identify the killer. The earliest team to catch the murderer was declared the winner.

Informalz Treasure Hunt

The treasure hunt, conducted by the Department of Informalz, was one of the most exciting events of the first day of APOGEE. With over 800 students participating for more than four hours to solve a host of clues spread out over the entire virtual campus, it was the most-attended event of the day. It started at 6 PM and ended at 10 PM with seven of the 203 registered teams completing the hunt.

The treasure hunt consisted of four clues with multiple layers, both textual and visual, requiring teams to display a keen sense of logic, pattern recognition, and out-of-the-box thinking. Each clue took more than an hour to solve in its entirety with the volunteers routinely offering hints.
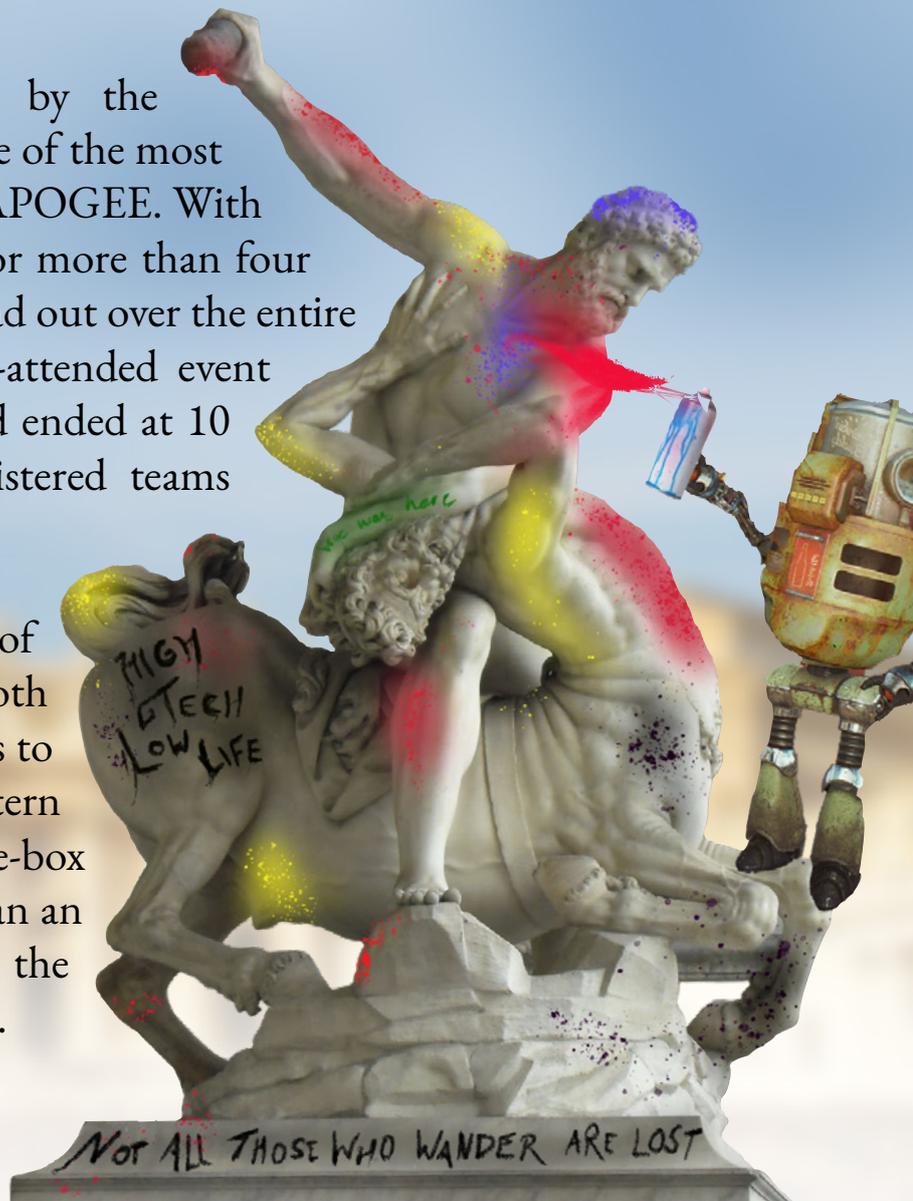
The first clue required the contestants to decrypt a cypher which led them to the location of a secret PDF that, once deciphered, pointed to the location of the next clue. The second, which ended up being the most difficult, involved recognising and decoding a binary sequence which led to three riddles. The answers to the riddles formed an Instagram ID. Looking through the posts of this Instagram account, they found a specific sequence of steps to reach a secret hidden room. Most teams were stuck on this clue for more than 90 minutes, needing multiple hints from volunteers. The third clue was video-based. A word was mentioned in a video and using the timestamp and an excel sheet, the fourth and final clue could be found. The last clue was a maze that existed on a separate webpage off the gather.town virtual campus. It also included a clue in the form of a poem that gave the final password that would decide the winners of the treasure hunt.

Overall, the hunt was extremely successful, as excited players on Google Meets rushed around the virtual campus looking for clues with their teammates. Most participants agreed that the challenging and complex treasure hunt made for a truly exciting evening.' Maybe the real treasure was the friends we made along the way,' one contented participant told the EPC.

Reinhold Messner

Reinhold Messner—an Italian mountaineer, explorer, and author—was the third speaker at the 'Think Again Conclave Series' organised by the Department of Paper Evaluation and Presentation on March 20, 2021.

Mr Messner started by recollecting his most memorable expedition experience—the Nanga Parbat tragedy in 1970. He recalled that the temperature was below -30ºC and trekking clothes at the time were not very effective at protecting against cold weather. Additionally, the untimely loss of his brother and several near-death experiences made it a harrowing expedition. He emphasised that mental preparedness is of paramount importance for alpinism. While carrying hefty equipment and facing extreme weather conditions, he focused more on the goal so that his motivation never wavered.

Talking about his childhood, Mr Messner said that mountaineering had not always been his ambition. His first serious mountaineering expedition was to the Andes in 1969, which ignited his interest in the field. After climbing the Kanchenjunga, Shishapangma, and Gashopam mountains in the '80s, he realised that he needed to set his sights on more ambitious goals. At this point, he decided to reach the summit of all the peaks over 8,000m.

When asked about his venture in 'horizontal adventures', Mr Messner mentioned that he had always been fascinated by stories of Antarctica and the Gobi Desert. According to him, Antarctica was less dangerous than the Himalayas as sturdier equipment was available. There is no visible sign of settlement in Antarctica, making one feel isolated and paranoid about every decision one takes, Mr Messner added.

On the subject of advancements in technology that made the scaling of all fourteen peaks over 8,000m possible in seven months, Mr Messner said that the task was gruelling even with these amenities. He mentioned that he had immense respect for Nirmal Purja—a mountaineer who achieved the same feat in approximately six months. Expressing his disdain for the commercialisation of mountaineering by western companies, he said that the Sherpas deserved more than labour wages. Calling himself a half-nomad, Mr Messner said that he travels from one place to another, making money for his next activity.

In 1968, Mr Messner received a letter from a 96-year-old woman which stated that his article, "The Murder of the Impossible," reminded her of her old paramour—a famous Jewish mountaineer living in Vienna who wrote philosophical literature about mountaineering. She gifted him a hammer and told him that he should give it to another mountaineer who has the same vigour as him or display it in a museum towards the end of his life. Carrying this inspiration forward, Mr Messner came up
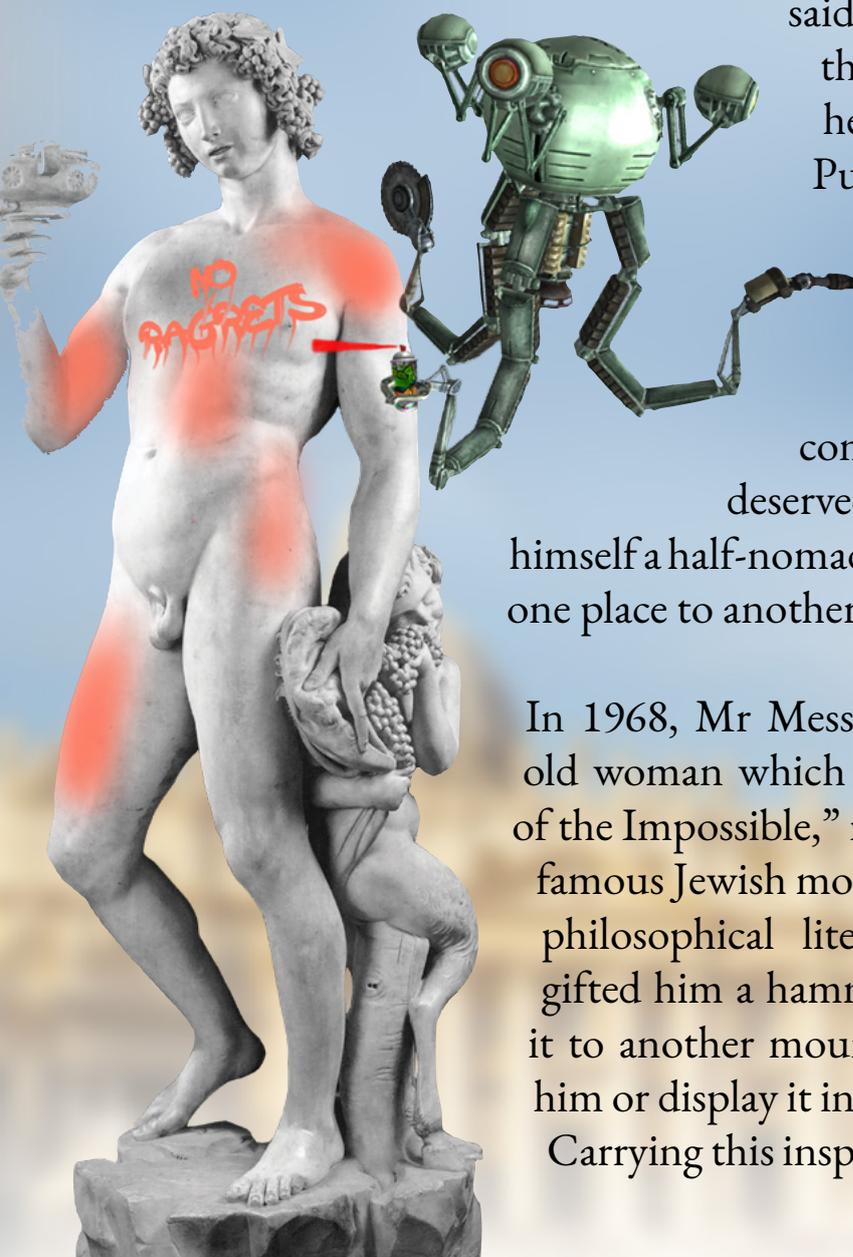
with the idea for the Messner Mountaineering Museums. One of these museums has the hammer as its main display.

In an interview with AEP, Mr Messner talked about how the tourism industry's western influence is noticeable in the villages he has visited. In East Africa, India, Pakistan, and Nepal, the natives have progressed beyond their traditional ways and have adapted to technology. When asked about the tragedy during the Nanga Parbat expedition, he narrated how his younger brother had disappeared under an avalanche. Mr Messner had also suffered from severe frostbites and had lost some of his toes and fingers.

As a message to students in BITS, Mr Messner urged young people not to follow in his footsteps and to find their own ways. He feels that today's climbers and mountaineers have different opportunities, which need to be explored through unorthodox methods.

H.C VERMA

The first speaker at the 'Think Again Conclave' on March 20, 2021 was Professor Harish Chandra Verma, the author of the physics book "Concepts of Physics" and a Padma Shri recipient. In his talk, he reflected upon his life journey and how it changed after the publication of his books.

The talk began with Prof. Verma talking about his decision to write a Physics textbook suited for an Indian student. While a professor at Patna Science College, even though he was regarded as a great professor, he could not see his enthusiasm for the wonderful world of physics reflected in his students despite various attempts to vary his teaching style. He realised that this was because the book he was using to teach (Fundamentals of Physics by Resnick and Halliday) was not relatable to Indian students. He felt that the examples used to explain the concepts were foreign to his students and he could not find any Indian authored books that did this either. Noting this, he embarked on the journey to write such a book himself. His goal was to write a page-turner with elements of the Indian lifestyle that resonated with his students while maintaining the accuracy and authenticity of reputed books like Fundamentals of Physics. After eight years of hard work, he created what is now popularly regarded as the Bible for JEE and NEET aspirants.
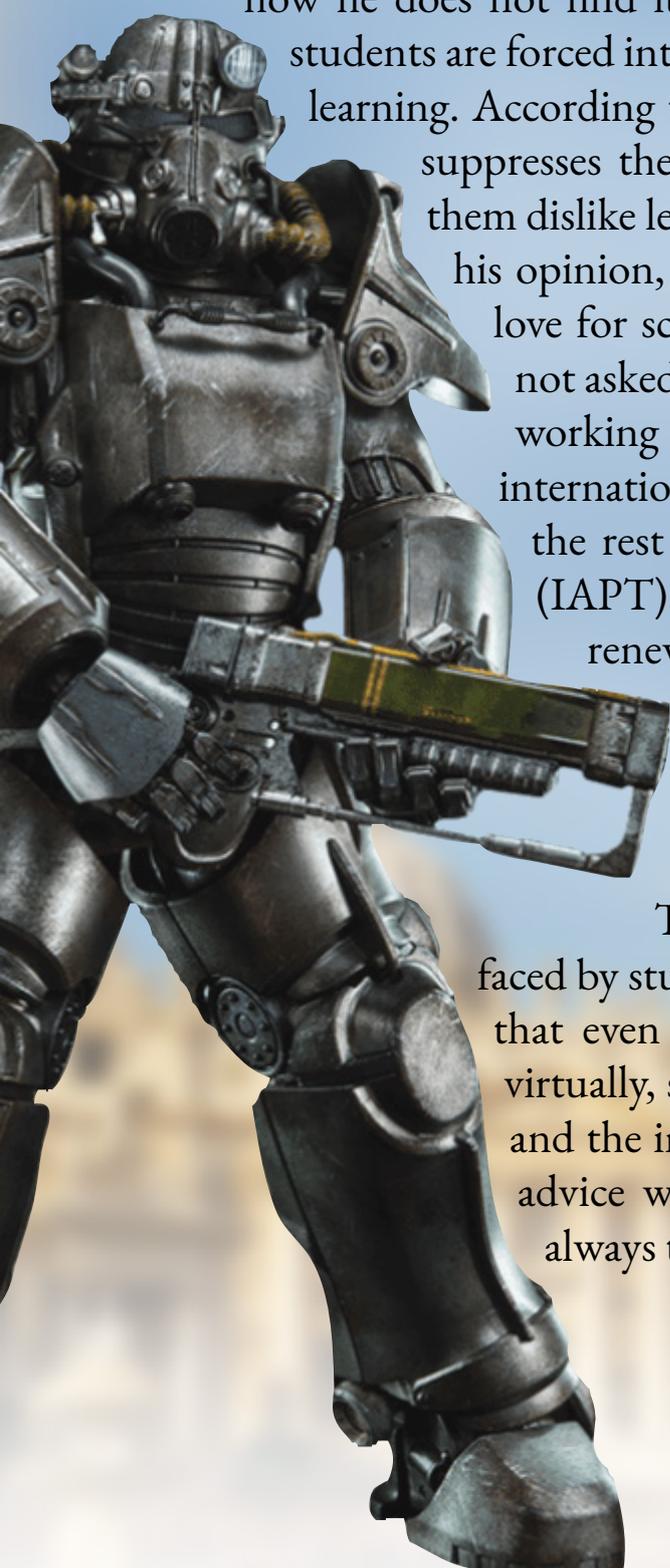
Talking about life before publishing the book, Prof. Verma mentioned that contrary to popular belief, his grades in school were not very good. He started schooling in 6th grade and even though his teachers and principal felt he was very bright, his grades did not reflect it. This trend continued throughout his school years. He learned a lot in school and performed well in oral tests, but his grades in exams were always subpar. This did not bother him much since he prioritised learning over grades, which is a belief he holds to date.

Prof. Verma went on to talk about the current system of education in India and how he does not find it to be satisfactory. He believes that currently, students are forced into a system that only values marks and not actual learning. According to him, this causes them unnecessary stress and suppresses their enthusiasm for learning, this in turn makes them dislike learning and acts as an inhibitor to innovation. In his opinion, the best students are those who, through their love for science and technology, try to do things that are not asked of them by the education system. This includes working on independent projects and participating in international competitions. To facilitate this, he and the rest of the Indian Association of Physics Teachers (IAPT) host many national competitions that aim to renew students' interest in science. They have also created several experiments that young minds can perform at home without specialised equipment or materials.

Towards the end, Prof. Verma addressed the issues faced by students with regards to online education. He said that even though proper teaching cannot be facilitated virtually, students can use the resources available at home and the internet to satiate their curiosity for science. His advice was, 'No matter what the situation is, you can always try to gain from it.'

Suresh Prabhu

Mr Suresh Prabhu, an esteemed politician and India's Sherpa to the international organisations—Group of Seven (G7) and Group of Twenty (G20)—graced the stage at APOGEE on March 21, 2021. It was a very inspiring talk by the former minister as he touched upon themes like self-belief and hard work.

Mr Prabhu began the talk by giving the only piece of advice he felt was worth listening to—'never listen to any advice.' He discussed how, nowadays, people try to copy others to improve themselves. He stated that what makes us different from one another makes us unique. He then spoke about how J Krishnamurthy's teachings had influenced his life.

Following this, Mr Prabhu talked about Swami Vivekananda's teachings and how it calls upon the youth across the world to awaken themselves. Mr Prabhu also quoted a passage from the Bhagavad Gita, 'Don't forget your swadharma.' He claimed that this shows that all people have their own destinies. All that one can do is work towards the right goal. He added that no job is evil or wrong, giving an example of a hangman who does his duty even if it means killing people.

Mr Prabhu then spoke about the comforts and challenges each generation faces, especially the current generation. He mentioned that although the ability to access large amounts of information at one's fingertips is 'terrific', one should not confuse information with knowledge. He quipped that his grandmother, though uneducated, had been more knowledgeable and enlightened than him.

He wrapped up his talk by commenting that a student's current life is a happy and romanticised version of real life. There would be some incredible challenges that students would face once they graduated. However, he reiterated that the potential to excel existed in every single person. He asserted that everyone would be able to access 'terrific' opportunities soon.

Despite being on a tight schedule, Mr Prabhu obliged the audience by answering some questions. To the query of how to improve the country's political system, he lamented that politicians are much maligned in contemporary media. At the same time, they are essential to the functioning of the government. He stated that the

only way to improve the situation is if the youth undertakes an active interest in politics.

He concluded the Q&A session by stating that the most important quality is honesty, particularly to oneself. He also said that one must always work hard and listen to one's inner voice.

DJ TERI MIKO

Professional shows are one of the major highlights of every APOGEE. This time, Ukrainian DJ Teri Miko entertained the audience with her high-energy musical performance. She is an electronic music producer who has performed in various global music fests such as Sunburn and Supersonic.

The event was held on Day 1 of APOGEE. The hour-long performance began at 8:30 PM and was streamed online on BookMyShow's website as part of the Sunburn Campus Festival. She started the show with self-composed songs accompanied with beat drops and EDM pieces. She then played remixes of songs by popular artists such as Green Day, Billie Eilish, and DJ Khaled. The vocals of these remixes added variety to the show, which was punctuated with eye-catching visual effects. In the final moments of the show, Miko once again played some of her songs. At the end of the show, she bid adieu with a namaste.

The DJ show uplifted the spirits of all the participants after a day of intense and brain-racking events. The viewers appreciated her charismatic performance despite the online environment. After the much-needed break, they will now look forward to tackling Day 2 of APOGEE with renewed energy.
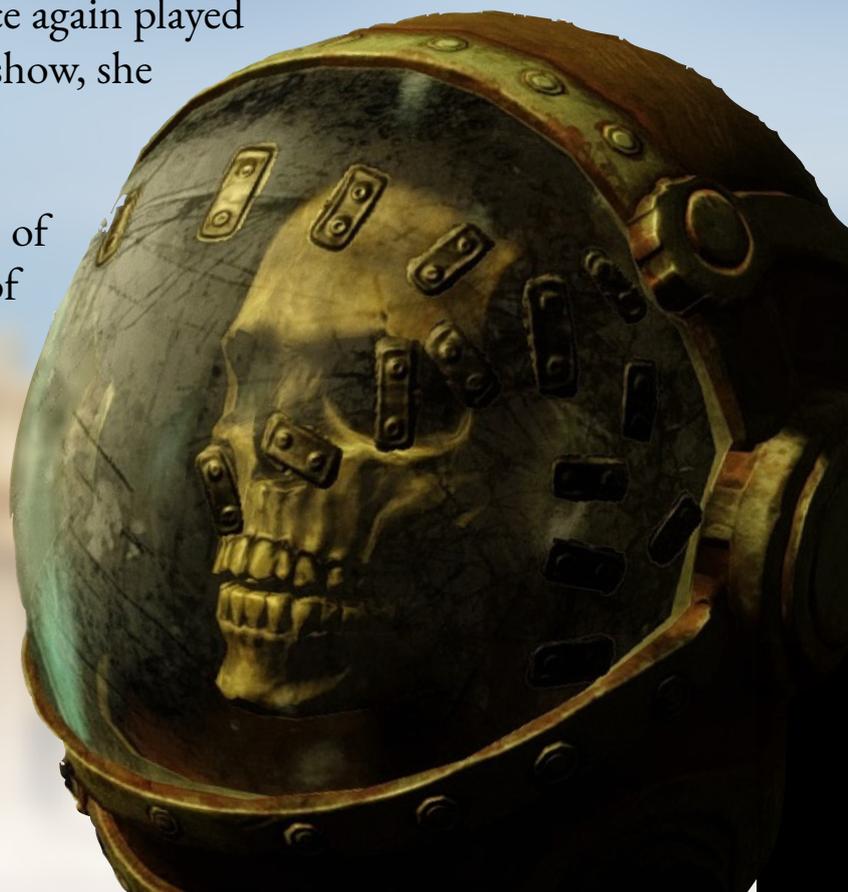
M Zee Bella

The Department of Live Events conducted their second prof show on Day 2 of APOGEE 2021. The star of the show was M Zee Bella, an Indian rapper who is well known in the Desi hip hop scene. He was the winner of the inaugural season of MTV Hustle, India's first rap reality show. The event started at 8:30 PM on March 21, 2021 and was held on Zoom. The event began with a question-and-answer session followed by a performance by M Zee Bella. He performed his most popular songs, including Chal Koi Baat Nhi. The event was surely an entertaining and enthralling one.

APOGEE 2019

THIS DOESN'T FEEL VERY 'REALITY ROULETTE' TO ME.

APOGEE 2020

ERROR 404

APOGEE 2021

This doesn't feel very 'Digitized Renaissance' to me.

BALENCIAGA

On the Morning of Christ's Nativity

Balenci', Balenci', Balenci', Balenci', Balenci'

Balenci', Balenci', Balenci', Balenci', Balenci'

Balenci', Balenci', Balenci', Balenci', Balenci'

I'm movin', I'm drippin', got sauce and I'm

swaggin'

-John Milton

SPONSORS

Brew House — TEA BREWING Co

CALMADO — TRAVEL AND TREKKING

BOUNCE INC — FREE SPIRITS UNLEASHED

ation auto

The Belgian Waffle Co — Because Batter Matters

STOCK EDGE

BYKOJOURNEYS

Walmart Global Tech India

wattpad

CASIO

CoinDCX — YOUR GATEWAY TO CRYPTO

WILLIAM O'NEIL INDIA

COINSWITCH KUBER

CODING BLOCKS — Code Your Way To Success

Qwerty Thoughts — Connecting People Over Books

VERZEO — learn here lead anywhere

DesignBoat UI/UX SCHOOL

Chulha Chauki da Dhaba

SKOLAR — be a step ahead

Squash CODE

SoundideaZ

EKeeda — Accelerating Careers

Pilot

simplilearn

Wrapanly

elearnmarkets

LEARNING WHILE TRAVELLING

Germentor

ML

POKERSTARS

PIED

INTERNSHALA

Expertrons

icogz

Marcella

iSchoolConnect — EXPLORE. APPLY. FLY

pepsi

FabLabs

PAXFUL

IRUSU

tinkerly

FLOWER VALLEY — RAW ORGANIC HONEY

GitHub

ation auto

infogain — Engineering Business Outcomes

ixigo

HelloSkills — Learn What Matters!

GAMERJI

GeeksforGeeks

SURAT DIAMON JEWELL