KMCLU

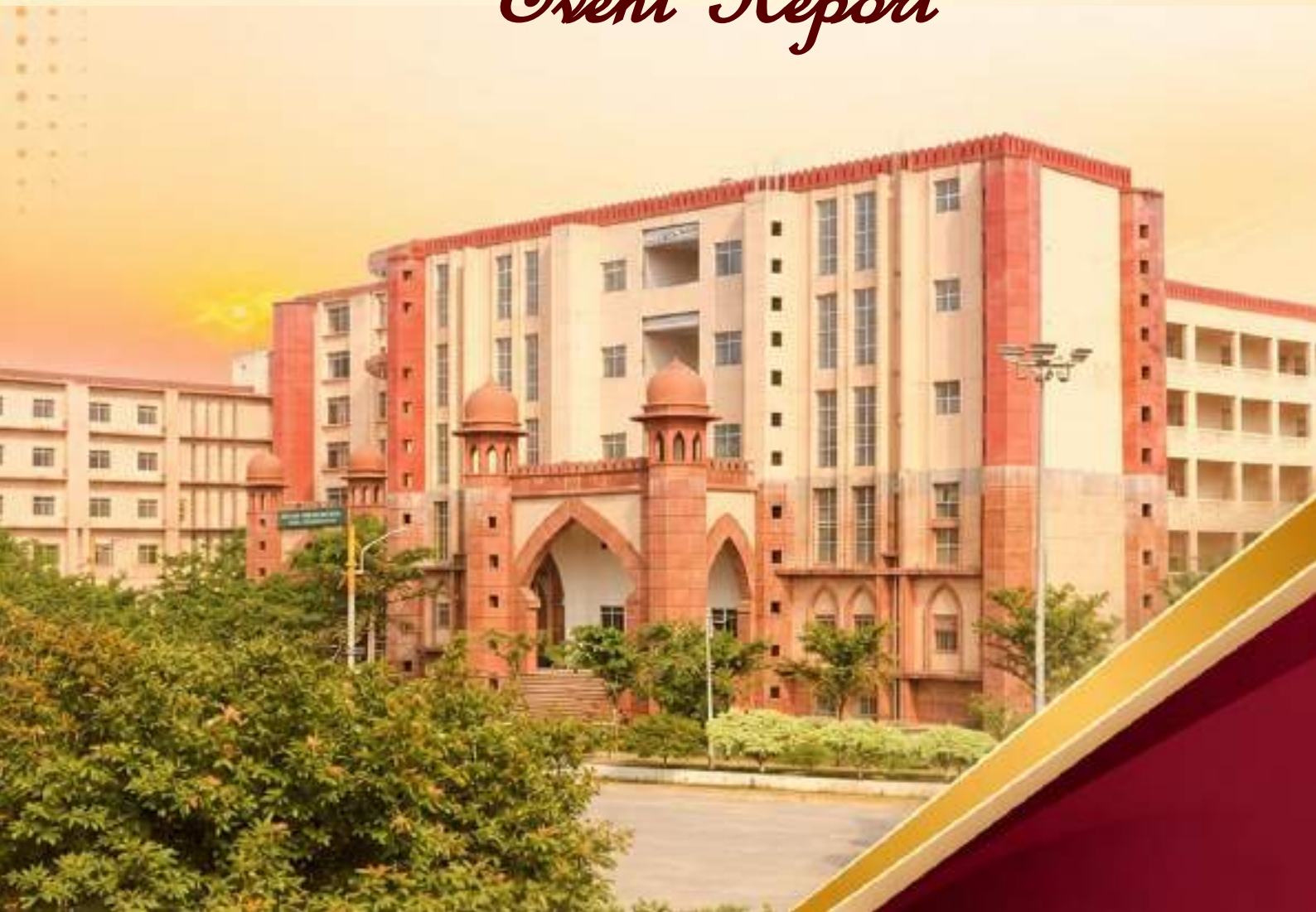
AI MANTHAN 1.0 – 2026

ख्वाजा मुईनुद्दीन चिश्ती भाषा विश्वविद्यालय

KHWAJA MOINUDDIN CHISHTI LANGUAGE UNIVERSITY

SITAPUR-HARDOI BYPASS ROAD, LUCKNOW – 226013

Event Report



1. Introduction

1.1 Background and Introduction of AI MANTHAN 1.0

Khwaja Moinuddin Chishti Language University (KMCLU), located in Lucknow, Uttar Pradesh, organized **AI MANTHAN 1.0 – 2026** to promote Innovation, Creativity, Entrepreneurship, and Practical Learning among students. The event provided a platform for students to showcase their ideas, technical skills, and innovative projects.



KMCLU Campus

The event featured three major categories: **AI Based Hardware Projects, AI Based Software Projects, , and AI Based Business Projects**. Students from different departments participated and presented projects based on innovative ideas and real-world problems. The main objective was to encourage students to apply their academic knowledge and develop practical solutions.

Over a period of more than two months, the students carried out research, problem identification, design, prototype development, testing, and presentation preparation. Before the final event, an internal screening process was conducted to evaluate and shortlist the projects. Participating teams presented their ideas and demonstrated their project models before the evaluation committee. Projects were assessed based on innovation, creativity, technical implementation, problem-solving ability, practical usefulness, and real-world applicability. Selected teams also received feedback and suggestions to improve their projects.



Official Event Poster

1.2 Event Name, Date, and Venue

The official event was named **KMCLU AI MANTHAN 1.0 – 2026**, Organized at Khwaja Moinuddin Chishti Language University (KMCLU), Lucknow, Uttar Pradesh. The selected teams presented and demonstrated their projects on **1 October 2026** as part of the University's 17th **Foundation Day Celebrations**. The event featured three major categories: Hardware Projects, Software Projects , and Business Projects.

The basic details of the event are presented below:

Particulars	Details
Event Name	**KMCLU AI MANTHAN 1.0 – 2026**
Institution	**Khwaja Moinuddin Chishti Language University**
Venue	**Abul Kalam Azad Academic Building, Lucknow, Uttar Pradesh**
Event Date	**1 October 2026**
Occasion	**University Foundation Day Celebrations**
Categories	**Hardware, Software, and Business Projects**

Table: Event Name, Date, and Venue

1.3 Participants and Registration Details

S. No.	Particulars	Total
1	**Total Registered Students**	**326**
2	**Total Registered Teams**	**88**
3	**Selected Teams**	**52**
4	**Teams Presented Projects**	**46**

Table : Overall Registration and Participation Statistics

Category	Total Registered Teams	Selected Teams	Teams Presented Projects
Hardware Projects	**39**	**26**	**24**
Software Projects	**39**	**19**	**17**
Business Projects	**10**	**7**	**5**
Total	**88**	**52**	**46**

Table : Registration and Participation Details

1.4 Need for Organizing a University-Level Project Exhibition

A University-level Project Exhibition connects theoretical knowledge with practical application. It helps students develop problem-solving skills, creativity, teamwork, and confidence. It also provides opportunities to interact with faculty members and evaluators, receive feedback, and improve their projects. Such exhibitions encourage students to explore innovative ideas and develop practical solutions.

1.4 Vision and Purpose of the Event

The vision of KMCLU AI MANTHAN 1.0 – 2026 was to promote innovation, creativity, and practical learning. The event encouraged teamwork, entrepreneurship, and problem-solving through three categories: Hardware, Software, and Business, helping students develop ideas into practical solutions.

Glimpse of KMCLU AI MANTHAN 1.0 – 2026






































Lucknow, Uttar Pradesh, India
Google










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Project Presentation by Participating Teams

2. Objectives and Expected Outcomes

2.1 Objectives of KMCLU AI MANTHAN 1.0 – 2026

The primary objective of **KMCLU AI MANTHAN 1.0 – 2026** was to foster innovation, creativity, and practical learning among students. The key objectives of the event were:

1. To provide a platform for students to present innovative ideas and projects, and to promote software development, IoT-based applications, and business innovation.
2. To encourage teamwork, critical thinking, and problem-solving abilities among students.
3. To enhance students' presentation, communication, and project demonstration skills.
4. To motivate students to apply academic knowledge to real-world challenges, while developing entrepreneurial thinking and an understanding of project feasibility and practical applications.



Student Project Exhibition and Innovation Showcase at Atal Hall Ground.



Networking Lab Project Presentation



Hybrid Hall Project Presentation

2.2 Outcomes of the Event

KMCLU AI MANTHAN 1.0 – 2026 gave students a chance to take an idea out of their notebooks and turn it into a working project, and to present it on a university-level platform. For many participants, this was the first time they had taken a project through every stage: planning, development, testing, and presenting it to an audience. Along the way, they built technical knowledge, creativity, problem-solving ability, communication skills, and, just as importantly, the habit of working well in a team.

The event pushed students to look beyond textbooks and ask how their academic knowledge could solve real problems. Working under deadlines, fixing things that did not work the first time, and explaining their choices to others taught them lessons that a classroom alone cannot. Many students discovered that building something is very different from studying it, and that the difference is where much of the learning happens.

Interaction with judges, faculty members, and fellow participants added a great deal of value. The feedback gave students an honest view of their strengths and of the areas that needed more work. Questions from the judges made them think harder about their own projects, and conversations with other teams exposed them to new ideas and different ways of approaching the same problem. With each presentation, students became more confident in speaking about their work.

The event also fostered an entrepreneurial mindset, peer learning, and a healthy spirit of competition. Students cheered on one another, shared ideas, and learned from the teams around them. Seeing what their peers had built encouraged participants to explore new technologies, to keep refining their solutions, and to consider future paths in research, entrepreneurship, and professional development.

In essence, AI MANTHAN was more than a showcase of projects. It was a learning experience that gave students confidence, direction, and motivation to keep innovating, and it laid a strong foundation for future editions of the event.

3. Event Overview

3.1 Introduction

KMCLU AI MANTHAN 1.0 – 2026 was organized at Khwaja Moinuddin Chishti Language University (KMCLU), Lucknow, Uttar Pradesh, with the aim of encouraging innovation, creativity, practical learning, and entrepreneurship among students. The event provided a common platform for students from different departments to present their projects, demonstrate their technical abilities, and share innovative ideas. It also encouraged students to apply their academic knowledge to practical situations and explore solutions to real-world problems.

3.2 Nodal Officer and Convenor

The Nodal Officer and Convenor played an important role in the planning, coordination, and overall management of **KMCLU AI MANTHAN 1.0 – 2026**. They provided necessary guidance and support to the organizing team and helped coordinate various activities related to the event. Their involvement ensured proper communication, effective coordination, and smooth execution of the planned activities. Their valuable contribution supported the successful organization of the event.



Nodal Officer AI
Dr. Hemant Kumar Singh
(Associate Professor)



Convenor
Dr. Saima Aleem
(Associate Professor)

Nodal Officer and Convenor

3.3 Faculty Committee Members

The faculty coordinators contributed to the planning, coordination, and management of KMCLU AI MANTHAN 1.0 – 2026 as per their assigned responsibilities. They guided the organizing team, coordinated students and arrangements, and supported project presentations.

The following name of the faculty committee members involved in the event.

- ***Dr. Abhay Krishna***
- ***Dr. Raj Kr. Singh***
- ***Mrs. Ankita Agarwal***
- ***Dr. Ratnesh Kr. Singh***
- ***Dr. Hinadi Akbar***
- ***Mrs. Shagufta Khan***
- ***Mr. Rakesh Kr. Gautam***
- ***Dr. Iffat Azim***
- ***Mrs. Kanchan Saini***
- ***Ms. Shriyanshi Gupta***
- ***Ms. Muskan Chaudhary***







Faculty Committee Members

3.4 Student Volunteer Teams and Roles

The event involved various teams responsible for technical support, communication, participant coordination, photography, and documentation. Each team contributed to the smooth organization of KMCLU AI MANTHAN 1.0 – 2026.

Table 3.1: Organizing Teams and Responsibilities

S. No.	Team Name	Team Leader	Key Responsibility
1	Event Documentation Team	Bushra Khalique	Collecting event records and preparing report material
2	Student Convenor	Mohammad Faraz	Designing posters, banners, and Managing Registration
3	Student Coordinator	Shadma Bano	Verify the Registration Team
4	Technical Support Team	Mohd Qamar Jameel	Managing technical arrangements and presentation support
5	Attendance Team	Khan Imaam Kalamuddin	Maintaining attendance records of participants
6	Social Media Team	Osama Imran	Sharing event updates and online publicity
7	WhatsApp Handling Team	Nikhil Sharma	Sharing announcements and instructions through WhatsApp
8	Graphic Designing Team	Hassan Ahmed	digital creatives
9	Photography Team	Uzair Akhtar	Capturing photographs of event activities
10	Point of Contact Team	Ali Mehdi	Coordinating participant communication and assistance









3.5 Judges and Evaluation Panel

The judges and evaluation panel assessed the projects based on innovation, creativity, technical implementation, and practical applicability. They interacted with participants, reviewed their projects, and provided valuable feedback to ensure a fair evaluation. The names of the judges and panel members are listed in the following table.

Table 3.2: Judges and Evaluation Panel

S. No.	Judge Name	Department/Organization
1	**Dr. Alka Singh** (Joint Director)	Regional Centre for Urban and Environmental Studies
2	**Dr. Anuj Sharma** (Associate Dean Innovation and Incubation)	Dr. A.P.J. Abdul Kalam Technical University
3	**Mr. Nripen Bhat** **(**Director and Founder**)**	Rafts and Rivers LLC

4	**Adv. Rubina Afzal**	Founder and Intellectual Property (IP) Attorney of Ingenious IP LLP

3.7 Category-wise Winners and Award Details

The teams presented their projects in three categories: Software, Hardware, and Business. Based on innovation, creativity, technical skills, and practical applicability, judges selected the top three teams in each category.

Table 3.3: Category-Wise Details of Winning Teams

Category	Position	Project Title	Team Name
Hardware	1st	AI-Enabled Smart Intravenous (IV) Monitoring and Flow Regulation	IVision
Hardware	2nd	Smart weather station	SkyMetrics
Hardware	3rd	Drishti: SROM	Drishti
Software	1st	Solvexa	Solvexa
Software	2nd	The3	The 3
Software	3rd	KageForge	KageForge
Business	1st	HAR portal	Ai Volve
Business	2nd	Ai Multi Agent Travel planner	Tesseract
Business	3rd	NyayaCore	The Legal Alchemists









Award Ceremony and Winning Teams

4. Conclusion

KMCLU AI MANTHAN 1.0 – 2026 was successfully organized by the Faculty of KMCLU, Lucknow. The event provided a valuable platform for students to showcase their innovative ideas and projects across Hardware, Software, and Business categories.

With 326 students, 88 registered teams, and 46 teams presenting their projects, the event encouraged creativity, teamwork, technical skills, and entrepreneurial thinking. The participation and project demonstrations reflected the students' dedication and enthusiasm towards innovation.

The event was a meaningful step towards promoting practical learning, problem-solving, and innovation among students. It also inspired participants to transform their ideas into practical solutions and explore future opportunities in technology and entrepreneurship.