

## Report on Vadodara Toycathon 2025

ACTIVITY TYPE	Exhibition Demo Day		
DATE & TIME	1 <sup>st</sup> October 2025 to 4 <sup>th</sup> September- internal Round & final Exhibition 8 <sup>th</sup> October	Duration	5 Day
SEMESTER	All	No. of participants	408
COORDINATOR OF THE EVENT	Mr. Hutesh Baviskar- Manager, P.I.E.R.C		

### 1. Introduction

Vadodara Toycathon 2025, organized by **PIERC, Parul University**, was a pioneering initiative to foster **innovation, creativity, and cultural learning** among students. The event provided a platform for **school and university students** to develop and showcase educational toys, board games, and digital learning solutions.

With **798 participants across 176 teams**, the finale featured **70 teams** (38 from schools, 32 from universities), presenting their prototypes to **industry experts, faculty, parents, and peers**. The event emphasized **learning through play, technological innovation, cultural awareness, and entrepreneurship**, while connecting students with **industry mentors for potential commercialization and startup opportunities**.

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### 2. Objective

The primary objectives of Vadodara Toycathon 2025 were:

1. Encourage **creativity and innovation** in toy and game development.
2. Promote **learning through play**, combining education, technology, and culture.
3. Provide a **platform for interaction with industry experts and juries** for constructive feedback.

4. Enable **prototype development for real-world application** and commercial opportunities.
  5. Enhance **entrepreneurial thinking, problem-solving, and collaborative skills** among students.
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### 3. Learning Outcomes

Through participation in the Toycathon, students achieved the following outcomes:

- **Innovation & Creativity:** Students applied design thinking to create unique educational solutions.
  - **Technical Skills:** Development of prototypes using **board games, AR/VR, robotics, and web/mobile applications.**
  - **Cultural Awareness:** Projects incorporated **Bharatiya culture, heritage, and moral values**, instilling pride and knowledge among participants.
  - **Entrepreneurial Exposure:** Understanding of **prototype commercialization, mentorship, and startup opportunities.**
  - **Soft Skills:** Enhanced teamwork, communication, problem-solving, and presentation skills.
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### 4. Detailed Program / Event Description

#### 4.1 Event Overview

Vadodara Toycathon 2025, held at **Parul University's Central Reading Hall**, was a vibrant platform for students to showcase their creativity and innovation in toy and game development. The event featured **798 participants across 176 teams**, with **70 teams** selected for the finale (38 from schools, 32 from universities).

The Toycathon emphasized **holistic learning experiences**, where students presented their prototypes and engaged with **industry mentors, juries, and visitors**, receiving feedback to refine their ideas. Evaluation was based on **innovation, creativity, feasibility, scalability, educational value, and sustainability.**

#### Jury Members:

- **Mr. Purvang Panchal** – Founder, Kimochis Toys

- **Ashutosh Jani** – Director, Krida Naturals Pvt. Ltd
- **Ashish Karkar** – Owner, Archati Future

### **Visitor Engagement:**

- Over **2,500 visitors**, including teachers, faculty, parents, and students, actively explored prototypes and interacted with participants.
- The engagement helped students **validate ideas, receive feedback, and improve presentation skills.**

### **Prizes & Recognition:**

- Total cash prizes of **₹30,000** awarded to winners.
- Certificates of participation for all 70 finalist teams.
- Selected prototypes shortlisted for **manufacturing with royalty agreements, and six university teams exploring startup development** with mentor support.

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## **4.2 Event Flow and Activities**

### **1. Registration and Welcome:**

- Students, teachers, and parents received event kits and ID badges.
- The program began with a **welcome address** highlighting objectives, significance, and expected outcomes.

### **2. Prototype Exhibition:**

- Teams displayed their **prototypes at dedicated stalls**, demonstrating the concept, design, and educational impact.
- Visitors, including parents and faculty, interacted with students, giving feedback and encouragement.

### **3. Jury Evaluation:**

- The jury evaluated projects based on **innovation, creativity, usability, educational value, sustainability, and scalability.**
- Selected teams received **mentorship for industrial collaboration and prototype commercialization.**

#### 4. Student Presentations:

- Teams explained concepts, target audience, learning objectives, and future plans.
- Focus on **STEM integration, cultural learning, accessibility, and sustainability.**

#### 5. Visitor Engagement:

- **2,500+ attendees** explored interactive demonstrations.
- Visitors experienced **new-age educational toys, AR/VR games, robotics, and inclusive learning solutions.**

#### 6. Mentorship & Industry Interaction:

- Jury members provided one-on-one guidance.
- **7–8 prototypes** selected for manufacturing with royalty benefits.
- **Six university teams** planning to convert prototypes into startups with mentor guidance.

#### 7. Awards & Recognition:

- Cash prizes of **₹30,000** awarded.
- Certificates to all finalists.
- Industrial collaboration opportunities for selected prototypes.

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#### 4.3 Highlighted Student Projects

##### 1. Feeling Factory – Team Emotion Dice

A **cardboard board game** that teaches **emotional intelligence** using color-coded flashcards. Children act out emotions, improving empathy and social skills.

##### 2. Golden Grid – Golden Minds (Naman Kumar, Rudra Patel)

A **math board game** integrating **Fibonacci Sequence and Pascal's Triangle**, promoting pattern recognition, probability, and strategic thinking.

##### 3. Triangular Math Puzzle – Team Strick Nova

A **mathematical puzzle game** to solve equations, enhancing analytical thinking and problem-solving skills.

#### **4. Eco-Friendly Carrom Board – Jwal Kataria**

A sustainable **carrom board game** integrating math challenges, promoting numerical skills, focus, and environmental awareness.

#### **5. Dashavatara Combo Set – Team Avatar (Daivik Belligundu)**

multi-format set for **ages 1–5**, including puzzles, memory games, and board games, teaching **Indian heritage, culture, and moral values**.

#### **6. Hybrid AR/VR Board Game – Team Avatar**

An **interactive AR/VR game** where students roll dice and recite slokas, promoting cultural learning and memory skills.

#### **7. Enchanted Mind – Team 911**

An inclusive solution for **visually impaired children**, using finger gestures to interact, fostering independent learning and cognitive skills.

#### **8. SpellaBOT 1.0 – Anand Vidya Vihar (Stavya Bhatt, Bhavya Thakur, Shourya Joshi)**

An interactive spelling robot using speech recognition and animations, improving literacy, pronunciation, and engagement.

#### **9. EduCatch – Cipher Squad (Omprakash Meher)**

A mobile/web AI platform combining **physical activity with learning**, covering multiple subjects with gamification, promoting fitness, cognitive skills, and cultural awareness.

#### **10. The Exiled King: Rama – San Crafters (Shiva Shamsher, Kumar Shlok, Kaushal Harekant Jha)**

A digital game narrating Lord Rama's exile, teaching moral values, Dharma, and Indian mythology interactively.

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#### **4.4 Event Impact**

- **Skill Development:** Creativity, critical thinking, problem-solving, and presentation skills improved.
- **Cultural Awareness:** Students learned and showcased Indian culture, heritage, and moral values.
- **Entrepreneurial Exposure:** Mentorship and industry feedback enabled commercialization and startup potential.

- **Community Engagement:** Over **2,500** visitors actively interacted with students and prototypes.
- **Recognition & Motivation:** Cash prizes, certificates, and industrial collaboration encouraged students to continue innovating.

## 5. Conclusion

Vadodara Toycathon 2025 successfully **promoted innovation, creativity, cultural learning, and entrepreneurship** among students. The event **bridged academia and industry**, provided practical exposure to prototype development, and inspired young minds to **think creatively, learn through play, and explore startup opportunities**. Toycathon reinforced the importance of **holistic, experiential learning**, empowering students to contribute to the field of educational toys, games, and technology-driven learning solutions.

### Glimpses of the Program







