

CYBER HEIST 2026

Event Report

Department: Engineering sciences and humanities

Date: 2nd and 3rd Feb 2026

Cyber Heist 2026 was a dynamic, multi-round technical event designed to test students analytical thinking, coding logic, debugging skills, teamwork, and problem-solving abilities under pressure. The event combined language fundamentals, logical debugging challenges, and an immersive treasure hunt experience to simulate a real-world cyber mission.

The event was designed around a fictional cyber crime [storyline](#).it depicted the bad effects of AI. Each round represented a stage in the mission:

- * Round 1: Intelligence Gathering (Language MCQs)
- * Round 2: Breaking the Code (Debugging)
- * Round 3: Mission Recovery (Treasure Hunt)

Round 1 – Language-Based MCQs

This round consisted of multiple-choice questions based on programming languages fundamentals such as:

- * Syntax
- * Operators
- * Output prediction
- * Basic concepts
- * Logical reasoning

Time Limit: 50 minutes

Total Questions: 60

Students gained:

- * Stronger conceptual clarity.
- * Quick decision-making ability.
- * Confidence in fundamentals.
- * Improved accuracy under time constraints.

Round 2 – Debugging Challenge

This was the most intellectually intense round.

Participants were given:

- * Code with syntax errors.
- * Logical errors.
- * Output mismatches.
- * Hidden tricky bugs.

They had to identify and correct errors within limited time.

Students expressed that this round felt like real-world coding challenges.

Students showed high engagement level

This round was widely regarded as the most “brainstorm-heavy” and rewarding phase of the event.

Round 3 – Cyber Treasure Hunt

Participants ran across locations solving puzzles, decoding hints, and racing against time. They were given clues and online and had to send the team photo at right location.

Participants appreciated:

- * Balanced difficulty level.
- * Clear and fair questions.
- * Competitive yet approachable structure.
- * Really good management

Learning Outcomes

- * Real-time decision-making.
- * Leadership within teams.
- * Strategy formation.
- * Stress management.
- * Application of technical knowledge practically.

Students described the treasure hunt as:

- * Thrilling
- * Best part of the event
- * Different from regular technical events
- * Fun + learning combined

The combination of physical movement and intellectual puzzles made it highly memorable.

Participation Statistics

- * Total Teams: 40

The organizing team too demonstrated leadership, responsibility, and commitment throughout the process. Challenges were successfully managed due to teamwork and quick decision making. It was an enriching experience for each person who was a part of it.

Cyber Heist proved that learning can be immersive, competitive, and deeply enjoyable.