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# **BMSIT&M, IEEE ENGINEERING IN MEDICINE AND BIOLOGY SOCIETY (EMBS) STUDENT BRANCH CHAPTER SBC14611H**

## **ME-DIVERSE 2025**

### **FINAL REPORT**

# MEDIVERSE

Every Clue Brings It Closer....Or Ends it All  
**BMSITM Chapter Initiative approved Event**

## Event Summary

- **Date:** 15–16 November 2025
- **Venue:** APJ Abdul Kalam Lab, BMS Institute of Technology and Management
- **Duration:** 2 Days (24-hour overnight challenge)
- **Category:** Chapter Initiative (Competition oriented)

## Brief about the Event

MediVerse 2025 was a 24-hour puzzle-based tech event held as an all-India level competition run by the IEEE EMBS Student Branch Chapter at BMSITM. The event focused on biomedical technology and challenged teams to solve biotech-related puzzles. It brought together students, volunteers, and organizers for a hands-on learning experience that mixed technical thinking with teamwork.

**The event had two parts:**

1. **An online qualifier on Unstop.**
2. **A 24-hour onsite final for the top teams.**

MediVerse combined biomedical ideas with puzzle solving. Teams decoded ciphers, found patterns, and used logic to move forward through round stages.

**Prize Pool:** INR 50,000 + consolation prizes

**Number of Attendees:** 120 students + organising team

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### Technical Description

MediVerse 2025 used puzzles that connected real biomedical ideas with clear technical thinking. The puzzles were made so students could use engineering and biology knowledge together. Each puzzle asked teams to look closely, think step by step, and work together to reach the answer.

Key features:

- Puzzles were based on real topics like wearable health devices, medical signal patterns, and AI used to spot diseases.
- Problems mixed simple data, pictures, and short encoded messages. Teams needed to read the data, notice patterns, and apply basic decoding steps.
- Some puzzles showed how signals (like heart or brain patterns) change with time. Teams had to compare parts of the signal and pull out meaningful numbers or letters.
- A few puzzles used short ciphers (simple substitutions or shifts) that opened when teams found the right key.
- Visual puzzles used grids, shapes, or color patterns. Small changes in alignment or order gave important clues.
- Puzzles were layered: solving one gave a hint or key for the next. This encouraged careful work and team discussion.
- The goal was learning: every puzzle linked a technical idea to a clear task so students could practice problem solving used in biomedical engineering.

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### Outline of Topics

The puzzles were chosen to test technical skills and biomedical ideas.

Main topic areas included:

- **Wearable Health Technology:** Understanding simple sensor outputs, reading short streams of data, and finding small changes that matter.
- **Biomedical Signal Patterns:** Spotting patterns in time-based signals (like ECG or EEG style patterns) and using them to get answers.
- **AI in Disease Detection (Concepts):** Basic logic of how AI finds patterns — e.g., comparing examples, spotting features, and using those features to decide between options.
- **Pattern and Symbol Decoding:** Substitution ciphers, Caesar/shift ciphers, and small hybrid encodings that require step-by-step decoding.
- **Structured Data Reading:** Pulling useful values from simple tables or formatted text and using them to move to the next step.
- **Visual Logic Problems:** Using diagrams, grids, or color/shape hints to reveal hidden information.
- **Multi-stage Puzzles:** Chains of small tasks where each solved piece gives the next clue.
- **Team Strategy and Collaboration:** Working in groups, dividing tasks, checking each other's work, and combining results to solve bigger problems.

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## Event Timeline

Date & Time	Event Description
October 29 – November 8 (11:59 PM IST)	Registration window open on Unstop; teams (3–4 members) completed the online application process
November 9 (6:00 – 7:00 PM IST)	Qualification Round conducted online via Unstop; top 30 teams shortlisted for the onsite round
November 15 (9:00 – 10:00 AM)	Inauguration Ceremony held at BMSIT&M campus and Introduction and rules briefing for finalists, covering event flow, scoring criteria, and logistics
November 15, 10:00 AM → November 16, 10:00 AM	Final Round: MediVerse (On-Campus) – 24-hour puzzle decoding marathon.
November 16 (11:00 AM – 12:00 PM)	Closing Ceremony, announcements of results, and prize distribution

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## **Participant Feedback and Event Insights**

MediVerse received overwhelmingly positive feedback from participants across numerous institutions. Many attendees described it as a highly enjoyable and memorable experience, praising the atmosphere, organisers, and the well-structured flow of activities throughout the event. The blend of engaging challenges, hospitality, and late-night energy made MediVerse stand out as a signature IEEE EMBS BMSIT event.

### **Feedback Summary**

#### **1. Overall Difficulty of the Activities**

Most participants rated the event's problem-solving activities as challenging yet enjoyable, with a majority giving difficulty ratings of 4 or 5.

Participants appreciated the creativity and thought put into designing the tasks, noting that the problems encouraged teamwork, logical thinking, and exploration.

Some participants noted that certain activities felt more difficult than others, but overall the difficulty balance was well received.

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### **2. Organisation of the Event**

Event organisation—including check-in, time management, venue setup, and coordination—was widely praised.

Most ratings fell between 4 and 5, showing a strong appreciation for:

- Smooth flow of rounds
- Clear instructions
- Coordinated volunteering
- Well-handled logistics

Participants also highlighted the friendliness and enthusiasm of the organising team, especially during late-night hours.

### **3. Participant Enjoyment Highlights**

Attendees frequently mentioned enjoying:

- The campus-wide exploration elements
- The interactive and collaborative atmosphere
- The overall vibe, including music and socializing
- The food, snacks, and refreshments
- The energy maintained by volunteers and coordinators

Many participants remarked that they liked solving problems with friends and the sense of achievement that came with progressing through the rounds.



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### 4. Most Enjoyed Type of Challenge

Although individual responses varied, the most commonly appreciated aspects of the challenge system were:

- Creative problem-solving
- Searching for clues
- Decoding hidden information
- Logic-based tasks
- Team-based collaboration

Participants enjoyed tasks that made them think differently, explore the environment, and apply reasoning skills.

### 5. Hospitality and Event Energy

Hospitality was one of the highest-rated aspects of MediVerse.

Participants consistently praised the organisers and volunteers for:

- Their friendliness
- Late-night support
- Coordination during busy moments
- Positive attitude and energy

The overall environment—especially during the evening and night segments—was described as lively, energetic, and memorable.



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### **6. Facilities (Food, Venue, Rest Areas, Goodies)**

Facilities received strong ratings overall:

- Many participants gave 4 or 5 stars
- Food and refreshments received repeated praise
- Goodies and check-in kits were appreciated

A few suggestions were made for improving ventilation and rest area arrangements, but feedback remained positive overall.

### **7. Willingness to Participate Again**

Participants showed high enthusiasm for returning next year, with the majority stating they would “definitely participate again.”

Their reasons included:

- Enjoyable activities
- Great vibe
- Organized structure
- Friendly volunteers

### **8. Likelihood of Recommending MediVerse to Others**

Participants expressed a strong willingness to recommend the event to juniors and peers.

Many noted they had already encouraged classmates to join the next edition.

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### Constructive Suggestions for Improvement

Participants also shared valuable suggestions, including:

- Include more variety in technical or theme-based challenges
- Provide clearer hints for particularly difficult tasks
- Improve ventilation or seating in rest areas
- Add mini breaks or short activity gaps between rounds

These suggestions will help enhance future editions of MediVerse.

### Overall Satisfaction

MediVerse was rated “Excellent” by a large majority of participants.

Attendees enjoyed the perfect mix of:

- Learning
- Exploration
- Creativity
- Social bonding
- Fun challenges
- Late-night entertainment

The event built a strong sense of community and left participants excited for future EMBS initiatives.

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## **Outcome & Impact**

MediVerse generated several impactful outcomes for IEEE EMBS BMSIT & M:

### **1. Increased Visibility**

The event attracted numerous participants from different institutions, significantly increasing IEEE EMBS BMSIT's regional presence.

### **2. Skill Enhancement**

Students gained hands-on experience in reasoning, problem-solving, teamwork, and technical thinking—aligning well with IEEE EMBS's mission.

### **3. Stronger Community Bonding**

The event fostered camaraderie among students across branches and colleges, strengthening the EMBS community spirit.

### **4. Future Opportunities**

Positive feedback and growing interest set the stage for larger collaborations, scaling up participation, and more advanced EMBS initiatives.

### **5. Demonstrated Execution Capability**

Successful execution reinforced the chapter's ability to handle medium-to-large-scale events, boosting confidence for future funding proposals.

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### Conclusion

MediVerse emerged as a highly successful and memorable event for all participants. The feedback highlights a strong appreciation for the organisation, atmosphere, and thoughtfully designed activities. The event has set a benchmark for future SPS programs and contributed significantly to community building, visibility, and participant engagement.

MediVerse is not just an event — it is an experience participants wish to relive year after year.

### Event Snapshots





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