

VISHWAKARMA GOVERNMENT ENGINEERING COLLEGE

CHANDKHEDA, AHMEDABAD

EVENT SUMMARY REPORT

Entrepreneurship Day 2026: From Problem to Pitch - Campus Startup Challenge

Date 21 August 2026
Venue B103

Time
Faculty Coordinators

10:30 am to 1:00 pm
Prof. Rozina Surani
Prof. Chetna Chand

1. Executive Overview

On 21 August 2026, "Entrepreneurship Day 2026: From Problem to Pitch - Campus Startup Challenge" was conducted at 10:30 AM in B103. The activity provided a platform for student teams to present startup-oriented ideas by clearly defining a problem, proposing a solution, and communicating its value through a structured pitch. The event was coordinated by Prof. Rozina Surani and Prof. Chetna Chand. The participating teams were evaluated by Prof. Dipak Variya, Prof. Kalpesh Chaudhary, and Prof. Ujjwala, who interacted with the teams and provided constructive feedback on their ideas and presentations.

2. Key Components of the Campus Startup Challenge

- **Problem Identification:** Teams were encouraged to begin with a clear, relevant problem and explain why it deserves attention.
- **Solution & Value Proposition:** Students presented how their proposed product, service, or approach addresses the identified problem and creates value for intended users.
- **Pitch Presentation:** Teams communicated their ideas in a concise format, strengthening their ability to explain technical and entrepreneurial concepts to an evaluation panel.
- **Evaluation & Feedback:** The judging panel interacted with the teams and provided feedback on clarity, innovation, feasibility, and the overall strength of the proposed idea.

3. Key Outcomes & Impact

The challenge connected classroom learning with entrepreneurial practice and encouraged students to move from idea generation toward structured problem-solution thinking. Key outcomes included:

- **Entrepreneurial Thinking:** Students practiced identifying opportunities, framing problems, and viewing solutions from the perspective of potential users and real-world needs.
- **Pitching & Communication Skills:** The activity helped students improve presentation, persuasion, teamwork, and their ability to respond to questions from evaluators.
- **Idea Validation:** Feedback from the judges helped teams recognize strengths, gaps, and areas that require further refinement before prototype development.
- **Peer Learning & Engagement:** Observing different team pitches exposed participants to multiple problem domains, solution approaches, and ways of presenting a startup concept.

4. Conclusion & Recommended Follow-up

Entrepreneurship Day 2026 created an engaging environment for students to experience the early stages of the startup journey - from identifying a problem to presenting a solution. As a follow-up, promising teams may be encouraged to refine their problem statements, validate user needs, develop proof-of-concept prototypes, seek mentoring, and participate in future innovation and startup activities.

EVENT PHOTOGRAPHS

Entrepreneurship Day 2026: From Problem to Pitch - Campus Startup Challenge

