MALLA REDDY UNIVERSITY

MAISAMMAGUDA, KOMPALLY, HYDERABAD - 500100, TELANGANA STATE, INDIA.

DEPARTMENT OF AI&ML

HUMAN × AI – THE INTELLIGENCE CHALLENGE

A Two-Day Microsoft-Powered Intelligence Challenge

Microsoft Campus Club, Department of AI & ML, Malla Reddy University

EVENT OVERVIEW



HUMAN × AI – The Intelligence Challenge was a two-day experiential competition organized by the Microsoft Campus Club, Department of AI & ML, at Malla Reddy University, on 13th and 14th October 2026. Conceived as a campus-scale intelligence experiment rather than a conventional hackathon, the event explored a central question: who solves better – humans, AI, or humans and AI working together? Teams first established a human-only baseline on Day 1 with AI offline, then tackled comparable challenges with approved AI assistance on Day 2, guided by the principle "AI can suggest. Humans must decide." The event was held at School of Engineering 2 (SOE 2), Malla Reddy University, Kompally, Hyderabad, from 9:30 AM to 4:00 PM on both days, and featured the Microsoft AI ecosystem, including Copilot, GitHub Copilot, Azure AI and Power BI / Microsoft Fabric.

BASIC INFORMATION

Type of Event: Technical Competition & Experiential Challenge
Venue: School of Engineering 2 (SOE 2), Malla Reddy University, Hyderabad
Collaborating Agency: Microsoft Campus Club (Microsoft Student Ambassadors)

OBJECTIVES OF THE EVENT

HUMAN × AI was structured around five core objectives that together aimed to combine problem-solving, responsible AI use and career readiness:

- To establish a human-only baseline of reasoning, coding and problem-solving skills without AI assistance.
- To give students structured, hands-on exposure to the Microsoft AI ecosystem, including Copilot, GitHub Copilot, Azure AI and Power BI / Microsoft Fabric.
- To train participants to treat AI as a collaborator whose output must always be understood, verified and, where necessary, corrected.
- To generate data-backed insight into how human reasoning and AI assistance complement one another.
- To provide an inclusive platform where students from every department and year can participate, collaborate and be recognized.

RESOURCE PERSONS

The event featured Mr. Bharath Reddy, a Tech Entrepreneur and Software Developer, and Mr. Dinesh Karthik, from the field of Software Development and Programming Education, who joined as guest speakers and technical evaluators. Their sessions gave students practical insight into the evolving tech industry, the role of AI in software development, and the importance of critical thinking and problem-solving.

TARGET AUDIENCE

The event was primarily designed for:

- Students pursuing Computer Science, Information Technology, Artificial Intelligence, Data Science and other technical courses.
- Students from all departments and all years with an interest in AI, emerging technologies and human-AI interaction.
- Faculty members, developers and technology enthusiasts interested in exploring new technologies.

NUMBER OF PARTICIPANTS

Participation across the two days of HUMAN × AI 2026 was recorded as follows:

Category	2nd Year	3rd Year	Total
HUMAN × AI 2026 Participants	35	27	**62**

EVENT DESCRIPTION

HUMAN × AI unfolded over two days, with each day designed around a distinct theme – human intelligence with AI offline on Day 1, and human and artificial intelligence working together with AI online on Day 2.

Day 1 (13th October 2026): Human Intelligence – AI Offline

- **Human Mind:** Teams analyzed a messy information pack and worked through Evidence → Pattern → Problem → Root Cause.
- **Human Code:** Teams solved a programming challenge without AI or internet search, evaluated on correctness, efficiency, code quality, edge cases and time.
- **Campus X-Ray:** Teams identified a campus problem and submitted Problem → Evidence → People Affected → Cause → Solution.
- **Human Arena:** Fast, low-stakes challenges such as Human Memory, Tech Charades and 30-Second Chaos earned teams Intelligence Points.
- **Microsoft Feature Session:** An interactive session, "From AI User to AI Builder", on AI and the future of work, with a live Microsoft AI demo and Q&A.
- **45-Minute Invention: Human Shadow:** Teams received a real-world campus problem and built a problem statement, solution, user journey, basic prototype and 2-minute pitch with AI switched off, followed by the Human Showdown pitches and the Human Scoreboard.

Day 2 (14th October 2026): Human × AI – AI Online

- **AI Speed Run:** Teams solved challenges comparable to Day 1 with AI assistance, establishing an AI-assisted performance baseline.
- **Broken AI:** Teams repaired a partially completed application with bugs and poor validation, documenting what AI generated versus what humans changed or rejected.
- **Find the AI Lie:** Teams received deliberately imperfect AI outputs and had to Find It → Prove It → Fix It.
- **AI Arena:** Light challenges such as Human or AI?, Prompt Battle and AI Comedy explored AI-generated content.
- **The Human × AI Grand Challenge:** The main event, in which teams worked through Human Think → AI Explore → Human Decide → AI Build → Human Verify → Improve while maintaining an AI Decision Log, followed by a surprise "Plot Twist" constraint and the Final Showdown presentations.
- **Final Reveal & Prize Distribution:** The event concluded with the reveal of overall results, comparing human-only and AI-assisted performance, and the presentation of trophies and prizes to the winning teams.

Taken together, the two days combined technical problem-solving, hands-on exposure to AI tools and healthy competition, giving students both the skills and the judgment to use AI responsibly and effectively.

OUTCOMES OF THE EVENT

- Strengthened problem-solving and coding skills among participants, first without and then with AI assistance.
- Improved understanding of how to use AI tools responsibly, with human verification of every AI output.
- Hands-on exposure to the Microsoft AI ecosystem, including Copilot, GitHub Copilot and Azure AI.
- Increased student engagement and participation across departments and years.
- Strengthened leadership and teamwork skills, particularly among students involved in organizing the event.

FEEDBACK ANALYSIS

Methodology: Google Form

Feedback was collected from participants through Google Forms following the event. The responses indicate that HUMAN × AI – The Intelligence Challenge was well received overall, with sessions rated Good to Excellent by attendees. Participants particularly appreciated the quality of the speakers, the organization of the event, and the overall arrangements made across both days.

A few minor suggestions were noted for future editions, primarily around improving sound quality and tightening time management between sessions. On the whole, the feedback reflected high satisfaction levels among participants in terms of organization, content quality, and learning outcomes – reinforcing HUMAN × AI as a valuable addition to the Microsoft Campus Club's event calendar.

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Group photo with organisers, faculty and participants



Memento presentation to the faculty guest



Event session in progress at SOE 2



Trophy and prize handover to the winning team



Memento presentation