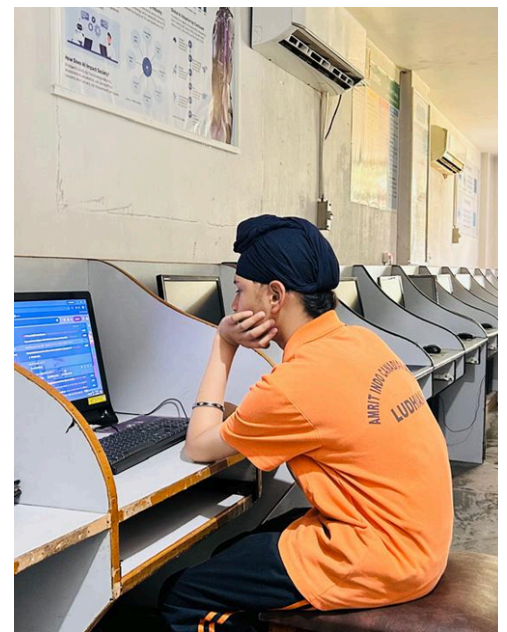
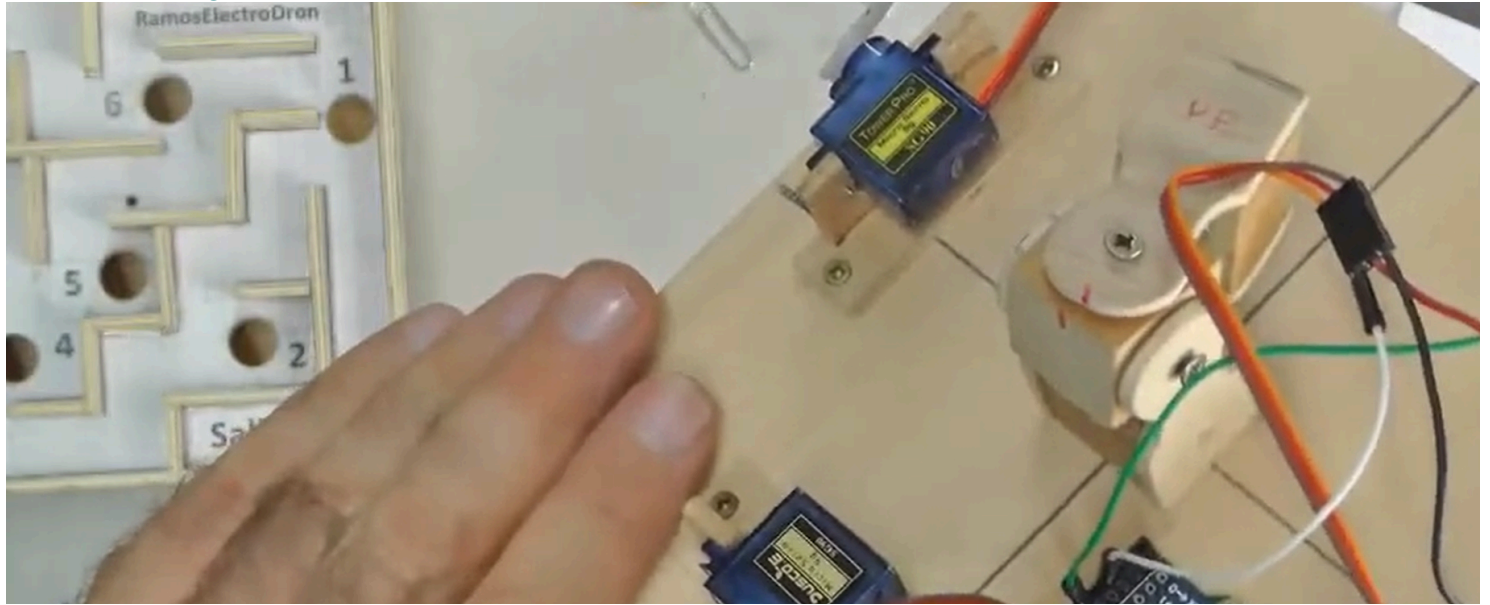


## Club project spotlights :

Technoverse Club students are building a next-gen focus game using Arduino, joystick, and servo motors. Blending creativity with electronics, they're turning ideas into interactive reality.

Where learning meets innovation.



## Student Voices :

Working on the Technoverse focus game has been an exciting experience for us. We started with basic ideas but gradually learned how Arduino, joystick inputs, and servo motors work together to create real movement. There were challenges along the way, especially in coding and connections, but solving them made us more confident. Seeing our game respond in real time felt like a big achievement. This project helped us improve our focus, teamwork, and problem-solving skills. It also showed us that learning electronics and coding can be creative and fun.

# Project Report and Skill Development

Technoverse

10/05/2026



**Project Goals:** The goal of this project is to design an interactive mind-focus game using Arduino, joystick, and servo motors. It aims to enhance students' concentration, problem-solving skills, and understanding of real-world electronics through hands-on learning.

**Process/ Steps:** Students designed the circuit by connecting the Arduino, joystick, and servo motors, then programmed it to respond to user input.

**Skills Learned :** Students developed skills in Arduino programming, circuit design, and integrating sensors with actuators.

They also improved problem-solving, logical thinking, teamwork, and hands-on prototyping skills through testing and debugging.

**Challenges and solutions :**

Students faced issues with wiring errors and unstable servo movement, which they solved through careful debugging, proper connections, and code optimization.



## Meet the Team :



**Navneet Singh**  
Class - X -D



**Paramveer Singh**  
Class - X-D



**Jugraj Singh**  
Class - VIII-G



**Ekampreet Singh**  
Class - VIII