



# GOVERNMENT COLLEGE OF ENGINEERING, KARAD

## THE TECHNICAL MAGAZINE OF DEPARTMENT OF INFORMATION TECHNOLOGY

In Association with

# ITSA



## AGENDA

Sr. No.	TOPIC
1.	Events
2.	International Conference on Machine Intelligence and Smart Computing
3.	Industrial Visit

## EVENTS

<b>Sr. No.</b>	<b>Event Name</b>
<b>1.</b>	<b>Ideathon</b>
<b>2.</b>	<b>TechITSA</b>
<b>3.</b>	<b>Codigo</b>
<b>4.</b>	<b>Techno-philia</b>
<b>5.</b>	<b>The MixUP</b>

# IDEATHON

The college fest Aavishkar - A National Level Technical Symposium started by GCEK students in 1993 has come a long way continuing its legacy. This year we have organized Aavishkar'20 with new and interesting ideas on 29<sup>th</sup> February 2020 - 1<sup>st</sup> March 2020. The event was divided into 3 main aspects covering 3 different events – Ideathon, Main day event and Dhishan.

The **Ideathon** was a **Hackathon** where students from various colleges will be working for continuous 36hrs on a problem statement to provide a unique and creative solution to it. The **main** idea behind an **Ideathon** was to identify a problem and work collaboratively to create technologies that solve that problem. At the end of the **Ideathon**, companies find that they have one or more prototypes, which could become new products. Students had to work on real industry problems with their amazing ideas and brainstorm, create and implement them. There were **Two rounds** in this competition i.e., PPT submission and actual Hackathon.

## **Round 1:**

In round 1 students had to submit PPT within given deadline. Students were provided with different industrial problem statements related with different Domains.

- HEALTHCARE
- DISEASE PREDICTION
- WEB/MOB APP DEVELOPMENT
- AGRICULTURAL AND RURAL DEVELOPMENT
- SMART CITY
- SECURITY AND SURVEILLANCE
- SMART COMMUNICATION
- STRUCTURAL HEALTH MONITORING

PPT submission deadline was 22 Feb and declaration of selected students was on 24 Feb 2020.

## **Round 2:**

Second round was actual hackathon of 36 hrs. The fees for round was Rs.400 per team. The event started on 27<sup>th</sup> February 2020 at 8 pm with the inauguration ceremony with the felicitation of our principal Dr. A. T. Pise and our chief guests. After the inauguration, the students were instructed to sit in their allotted classrooms and start working on their problem statements. All the requirements of each participant were taken care of along with their refreshments because as the saying goes “You cannot learn with an empty stomach” we provided them with 5 teatimes, 4 snacks time, one lunch and one dinner to remove all the obstacles in their path.



There were four evaluations of project by Industrial experts within different slots where students had to present their project in front of them. And at the end there was final evaluation.

A new section had been added in IDEATHON, named “**Student Innovation**” section. **Student innovation** is a section in which students can bring their own problem statements i.e. the problems statements which are not mentioned in Ideathon problem statement list. PPT submission round was same as normal for this section. Prizes were worth **₹5000** for student innovation section.



After the continuous 36hrs efforts of students which included 4 in between evaluations and one final evaluation, the event ended successfully on 29<sup>th</sup> February 2020 at 9 am. After this started the inauguration of yet another and successful event Aavishkar’20 with

our chief guest Chairman and BOM of Shreem Electrics, and our principal inaugurating the event and with the speech of Aavishkar Secretary Mr. Musharraf Shaikh.

After the inauguration, the prize distribution of ideathon was held and the winners of the competition were awarded with prizes and certificates. There were prizes worth more than Rs.25000

Prize Money	I - Rs.12000/-
	II- Rs.6000/-
	III - Rs.3000/-

# TechITSA

TechITSA was the technical event organized by members of technical committee of ITSA (Information Technology Students' Association). The event was held on 15th October, 2019.

This event was in the form of competition. The entry fees for the event was Twenty Rupees only. The total participants for the competition was 86. The event consists of three rounds as Aptitude Round, Coding Round and Surprise Round.

The main aim of our event is to improve fundamental programming skills. It will provide platform for publicly demonstrating skills and for brain exercises. This competition provides built-in motivation. It is necessary to encourage consistent practice.

## **ROUNDS:**

### **1] APTITUDE ROUND:**

The participants of the competition were gathered in the classroom No.1 of the IT department at 5.00 pm. The event started with the brief introduction of TechITSA event and instructions about the rounds.

First round of the event is Aptitude Round. The questions asked for the test were based not only on the technical knowledge. The test paper contains logical thinking, competitive thinking and some questions related to basic programming language C.

The time given for the test was 30 minutes. Total 25 questions were asked in the question paper. Each question carries two marks and there were no negative marking. There were 86 participants in the aptitude round. After the Aptitude round, all the participants were gathered in the laboratories for next round.





## **2] CODING ROUND:**

Second round of the event is Coding Round. The coding round consists of 5 questions on coding. The test was prepared on online portal Hackerrank . The time given for the round was 45 minutes. Each question carries 10 or 15 marks as per the difficulty level of question. The test was submitted by the participants within time. After submission of test, participants were provided refreshments.

There were 86 participants in the coding round. Based on the aptitude round and coding round, 15 participants were shortlisted for the surprise round.

## **3] SURPRISE ROUND-INTERVIEW ROUND:**

The third round of the TechITSA event is surprise round. All shortlisted candidates gathered on the next day at 10.00 am in the IT Department. The coordinators of our committee explained the surprise round which was the interview round.

The participants were given 15 minutes time for preparation. There were only 15 participants shortlisted for this interview round. This participants were divided into group of 3.

Then, the interview session started with one group. The questions asked in this round is based on strengths, achievements, goals, dreams, skills, thoughts, etc. The marking scheme is based on the following points: 1] Clarity of Voice 2] Eye contact 3] Problem solving 4] Knowledge 5] Social Aspect 6] Overall Appearance.



### **Winners:**

- 1] Gaurav Pagare**
- 2] Shankar Waghmode**
- 3] Rutuja Kadam**

### **Special Prizes:**

- 1] Mayur Mohite**
- 2] Kanishk Katole**



# CODIGO

Codigo was a technical event organized under the college fest Aavishkar'20 on 29<sup>th</sup> February 2020. This was an event where students from various colleges participate to solve the given problem statement in a technical manner. This event was basically in the form of competition with three rounds. Single participant or group of two participants could only participate in this event. The entry fees for single participant was 80 rupees only and for group of two participants was 120 rupees only. Codigo held with number participants in which single and group both are included. The event consisted of three rounds in which first round was the technical aptitude round, second was the problem statement solving round and the third and last round was the surprise round which was based on a particular task and was given in the last round itself. The main motive of Codigo event was to explore all the technical skills of students which mainly includes fundamental programming skills and to encourage students to improve their skills as well. This event was provided a platform where students can solve so many interesting coding challenges which can encourage them for consistent practice of programming.

## **ROUNDS**

### **1] TECHNICAL APPTITUDE**

As the participants of the competition reached at computer labs in IT department at 11 am, the competition was started. Initially, the brief introduction of Codigo event and basic instructions about the rounds of the event were told. First round was the technical aptitude round where students had to answer questions related to c programming language and it was held on hackerearth platform on computer. Every single and group participant were given one computer each to solve the technical aptitude. The time given to solve the questions was minutes. Total 35 questions were asked in the question paper. Each question carried 1 mark and there was no negative marking. There were about 80 participants in the first round and every single and group participants had availability of computer to solve the aptitude. After the time finished for the first round all participants were told to take a break of 15 minutes. In that 15 minutes the result of first round was displayed.

### **2] PROBLEM STATEMENT SOLVING ROUND**

The participants who appeared for second round were allotted computers for second round and the participants who were not appeared for the second round were given the certificate of participation. The second round was the problem statement solving round where the problem statements were given and participants had to solve it by coding. This round consisted problem statement. The test prepared on the online portal hackerearth. The total time given for this round was minutes. The marking system was according to the difficulty level of the problem statement. Participants completed the round within time. There were participants in the second round. After completing this round, the participants were given break of 15 minutes in that the result of the second round was displayed.

### **3] SURPRISE ROUND**

The third round was the surprise round where a particular task was being assigned at that time and participants had to complete that within time. There were 16 participants shortlisted for this round. Every single and group participant was given a computer to perform the task. 60 minutes were given to this round. As the round started, the participants were given some problem statements which were ranging in between average to difficult. Participants whose score will be high in this round was supposed to be the winners. This round also completed in time and given a break of 15 minutes. The result of this competition was prepared in this time and displayed on the notice board. The participants who failed to win this competition were given a certificate of participation.

**WINNER: PRAGATI SHARMA**

**RUNNER UP: 1. DIPEN PALWANKAR**

**2. ALOK SINGH**

# The MIXUP

The mixup was the technical event organized by members of non-technical committee of ITSA (Information Technology Students' Association).The event was held on 10<sup>th</sup> November, 2019.

This event was in the form of competition. The entry fees for the event was Twenty Rupees only. The total participants for the competition was 55.The event consists of three rounds as Aptitude Round, Treasure hunt and Surprise Round.

The main aim of our event is to improve the team coordination as well as to boost individual confidence. It will provide platform for publicly demonstrating skills and for brain exercises. This competition provides built-in motivation.

## **ROUNDS:**

### **1] APTITUDE ROUND:**

The participants of the competition were gathered in the classroom No.1 of the IT department and classroom no.2 of MCA department at 11.00 pm. The event started with the brief introduction of The Mixup event and instructions about the rounds.

First round of the event is Aptitude Round. The questions asked for the test were based not only on the non-technical knowledge. The test paper contains logical thinking, competitive thinking and some questions related to basic science.



The time given for the test was 30 minutes. Total 20 questions were asked in the question paper. Each question carries one marks and there were no negative marking.

There were 55 participants in the aptitude round. After the Aptitude round, all the participants were gathered in classroom for next round. Refreshments were distributed after 1<sup>st</sup> round. Total 40 students were shortlisted for next round.

## **2] TREASURE HUNT:**

Second round of the event is Treasure hunt. The time given for the round was 45 minutes. The shortlisted candidates from 1<sup>st</sup> round were distributed in 8 teams consisting of 5 members each. 8 coordinators were allotted to respective teams. Each team was given a starting clue which would lead the teams to further clues. A clue was allotted 20 marks and if hint was taken the marks were deducted by 10. The teams were judged on basis of marks as well as total time taken. There were 40 participants in the TREASURE HUNT. Based on the results 3 teams i.e. 15 students were passed into the next round

## **3] SURPRISE ROUND-MARKETING ROUND:**

The third round was kept surprise and was a marketing round. The 15 candidates from the previous round were each given an item which they should advertise to convince the judges to buy them.

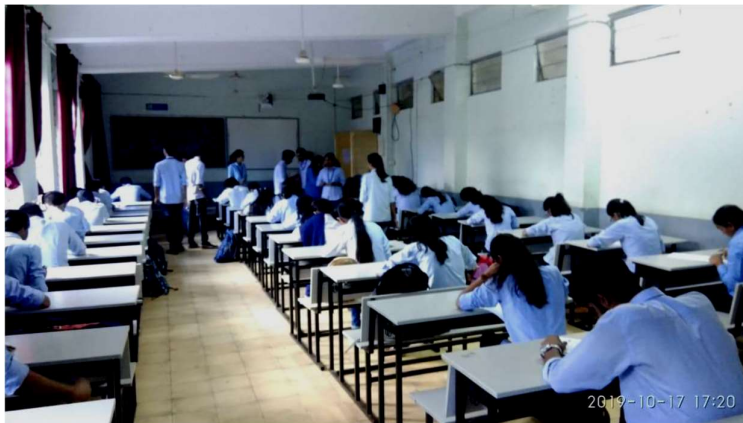
The main aim was to boost the confidence of students as well as to develop soft skill, stage daring, and creativity. The candidates as expected performed extremely well showing the potential they had. The round was judged by ITSA secretary Mr. Mushraf Shaikh and other 3 coordinators. The candidates were judged on basis of body language, confidence and content.

Each candidate was given a total of 3 minutes to advertise. This was the last round and top 3 candidates were declared as winners are Avishkar Ghadge, Vishal and Onkar Deshmukh respectively.



# TECHNO-PHILIA

The second year IT students conducted an event named Techno-philía. This event was in the form of competition. The event was conducted by the ITSA (Information Technology Students Association) committee members such as library, finance, notice board, public relations, etc. The competition was divided in three rounds. First round was aptitude test. The content for the aptitude test was about basic technical knowledge. The second round was quiz. The third round was surprise round which was rapid-fire round. The total participants for the competition were 35.



## **APTITUDE TEST**

The time given for the test was 30 minutes. Total 20 questions were asked in the question paper. The format of the question paper was kept simple and the questions asked for the test were based on basic technical knowledge. For the second-round top 21 participants were selected. The second round for Techno-philía was quiz. The filtered 21 participants from first round were asked to sit in a semicircle. A table was placed between the students. 6 bowls were placed on the table, each bowl contained chits of questions, the bowls were labelled from one to six. A dice was given to the students who were asked to come one by one. The number which the dice showed after rolling, student will pick up a chit from the same numbered bowl.



## **QUIZ**

The third round was rapid-fire round. This round was a non-technical round. The questions asked in this round were based on general knowledge, entertainment related such as movies and songs etc. The students were asked to press the bell, given to them. For the last round only nine participants were selected.

### **Winners:**

- 1] Abhiram Deshpande**
- 2] Rutuja Kadam**
- 3] Aman Nadaf**

# INTERNATIONAL CONFERENCE ON MACHINE INTELLIGENCE AND SMART COMPUTING

Two days International Web Conference on Machine Intelligence and Smart Computing was organized by Department of Information Technology, Government College of Engineering, Vidya Nagar, Karad-415124, Maharashtra and Rajkiya Engineering College, Azamgarh(U.P) was held on 21st and 22nd May 2020.

The two-day International conference is set to provide a forum for researchers, academicians and Industrialists to share recent research results on the conversions of Artificial Intelligence and Machine Learning. It includes overviews, proof of concept case studies, applications. Moreover, research on other aspects inherently present in ai based systems like conversions of ai with IoT, safety and HealthCare Systems, Artificial Intelligence tools and applications, smart cities, machine learning and ai in robotics. It will also provide a platform to students, scientists, faculty members and research professionals to interact, present and get reflections on their work.

The Conference started with a welcome note by Prof. Dr. Sanjeev J. Wagh, Head of IT Department along with Prof. Dr. A.T. Pise. He welcomed all the delegates contributing in this Conference from different corners and also briefed about the objectives of the conference and the vision.

In his keynote address, Mr. Anuj Kunderap, IT Lead, GBM Data and Analytics, HSBC London discussed on Practical Hurdle for Global Big Data, Machine Learning and AI applications. Another keynote by Dr. M Shamim Kaiser from Jahangirpur University, Savar, Dhaka enlightened on the topic of IoHT using ML and 5G Network and Distributed Security. Another keynote speakers Dr. Parikshit Mahalle, Dr. Nilanjan Dey and Mr. Sudarshan Deshmukh discussed on the topics Data Management in IoT, Deep CAD and Computer Vision and Future Applications respectively.

The conference was based on four different tracks namely Artificial Intelligence Systems, Robotics and Automation and Machine Learning Systems and Smart Computing Systems. Each track was conducting two technical sessions. Fifty-five papers were presented by the delegates in this conference. Each session contains one internal session chair and external session chair. The delegates from different regions participated in this Conference. Among all deliberations, two papers were awarded as best paper (one from for each session).

The Conference concluded with Valedictory function. Dr. Sanjeev J Wagh, General Chair – ICMISC-2020, proposed a vote of thanks to all delegates, Organizing and Technical Committees for smooth conduct and huge success of ICMISC2020.

All accepted papers (oral / poster presentations) in ICMISC20 were published in UGC care/Scopus Indexed journals.

The two day proceedings of the Conference was nicely and successfully managed by an active organizing committee members.



# INDUSTRIAL VISIT

## ACTIVITY REPORT

1. **Department:** Department of Information Technology
2. **Company Name and Address:** IMMO Information Technology Pvt. Ltd.,  
Renovadi, Mercedes, Goa.
3. **Visit Date:** 23rd September 2019
4. **Visitors Details:** 43 SY students and 3 faculty members
5. **Purpose of Visit:** To understand working of real estate  
Software solution using ML and AI.
6. **Summary of Visit:** In time 4.00pm and Out time 6.00 pm.

### Details:

The conference was based on four different tracks namely Artificial Intelligence Systems, Robotics and Automation and Machine Learning Systems and Smart Computing. The visit started with general introduction to **IMMO Information Technology Pvt. Ltd.** **Mr. Nimish Shikerkar**, CIO of Company presented a PowerPoint presentation on aims, vision, mission and evolution of company. He also debriefed us on current projects handled by their company. He motivated the students to select domain and area of interest. He also guided students to select areas like web development, data mining, data management, Mobile app development, Machine Learning, GIS integration. The session concluded with the question-answer Session.

### Outcomes:

- How to select area of interest and field of domain.
- To experience real working environment.
- Internship Opportunities at IMMO Information Technology Pvt. Ltd.

## ABOUT INDUSTRY:

The As a team of software experts, they empower enterprises with their custom software solutions, which are tailored to their specific requirements. They help us go beyond off-the-shelf software solutions and speeding up business processes. Improving operational efficiencies, reducing the time to market and establishing program/PLM processes are a few aspects that their software services cover.

They at **IMMO Infotech** are a team of software experts who have been providing specialised IT services for over a decade now. Comprising of more than forty software engineers, their team is a highly diverse one and knows everything there is to know about software development. They are one-stop solution for all software development requirements.



(Mr.Nimish Shikerkar, CIO of company giving presentation to students about aims, vision, Mission and evolution of company.)



(Students standing outside IMMO information Technology Pvt. Ltd. with their CIO and our College faculties)