



Vivekanand Education Society's Institute of Technology

(Affiliated to University of Mumbai, Approved by AICTE & Recognized by Govt. of Maharashtra)

PROBLEM SOLVING METHODOLOGIES

Technical Event- PRAXIS

2020-21

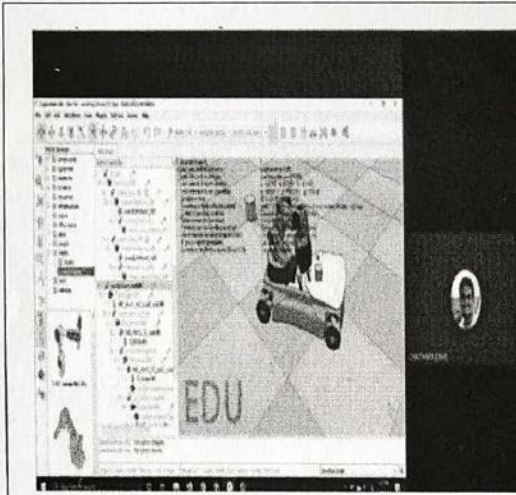
Name of the Event	e-PRAXIS 2021	
Event Co-ordinated by	VESIT RENAISSANCE CELL (VRC)	
Date of the Event organized	21st and 22nd April, 2021	
Number of Participants	1439	
List of events organized under e-PRAXIS 2021		
Sr. No.	Name of Event	Name of Coordinator
1	VESIT Hacks	Mr.Amit Singh
2	e-VES Robotics challenge	Mr.abhishek and Mr.Mrugendra
3	AD venture	Mrs. Monali and Mrs.Amudha
4	Brain game, Creative thinking, current Trends crosswords	Dr.Anjali Yeole and Mrs.Abha Tiwari
E-cell		
1	VESIT HACKS	Mr.Amit Singh
CSI		
1	Code Knights	Mrs.Mona Deshmukh
2	Sherlock and watson	
3	I-Quarateen	
IEEE		
1	Mastermind	Dr.Gresha Bhatia
2	Case closed	
ISTE		
1	Meetrix	VRC
2	Trading Workshop	
3	Data street	
ISA		
1	Leaflet.js	Mr.Gopalkrishnan
2	hardware Auction	
3	Filter it Out	



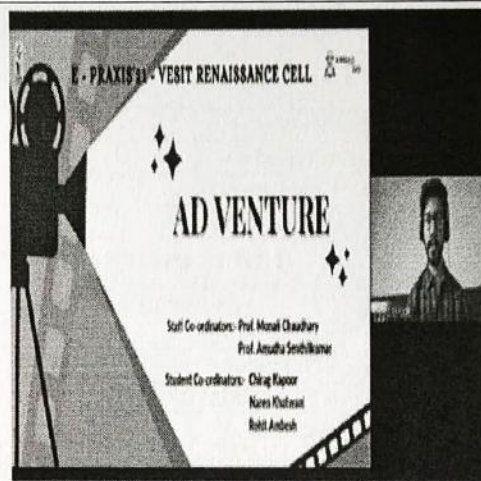


Vivekanand Education Society's Institute of Technology

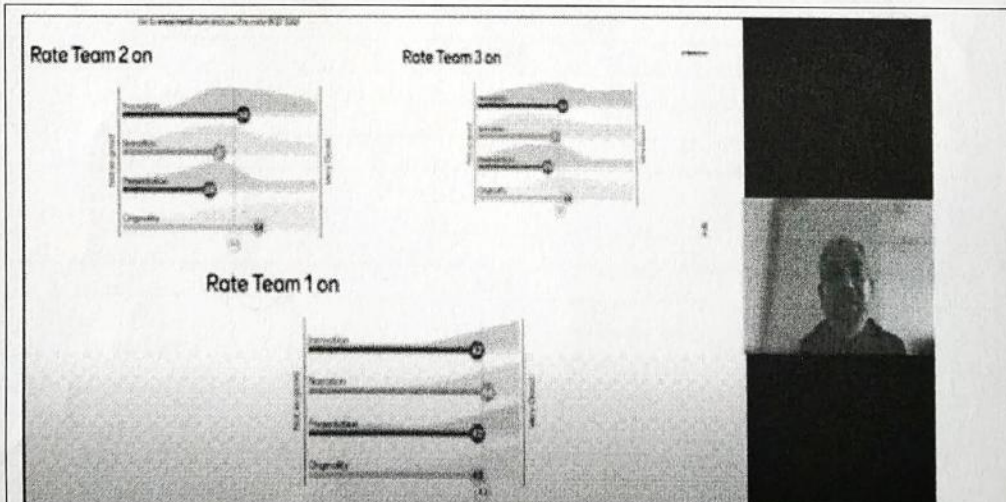
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Robotic workshop "Simulation and coding of manual Robot"



Event on "AD VENTURE"



Mr. Shrikant Shiralkar focussing on the importance of creative learning through results

Dr. Anjali Yeale



e-Praxis 2021

Greetings from VESIT Renaissance Cell (VRC) !!

VESIT Renaissance Cell (VRC) in association with VESIT -IIC and VESIT-IQAC conducted e-Praxis'21. While executing Praxis since past four years, we learnt that it is a great platform, which may help us in achieving our own objective of 'Skill Enhancement' within VESIT, while immensely benefiting VESITians and VESIT as a whole. e-Praxis'21. This year, due to Covid'19 Pandemic we switched from Praxis to e- Praxis. All the technical events were held online. e-Praxis'21 was held on 21st and 22nd April 2021, with the Pre e-Praxis'21 events were held on 17th and 18th Apr 2021. This year again we presented a plethora of events, to help enhance VESITian's technical skills, while needing them to invest very little of their precious time. Praxis is expected to be a TechFest, and we have taken very sincere efforts to make sure that it remains 'Technical' and 'Festival'. To deliver the best to you, this time as well we are working hand in hand, with the Technical Societies within VESIT viz. IEEE-VESIT, ISTE-VESIT, CSI-VESIT and ISA-VESIT and E-cell.

Schedule

Pre-e-Praxis'21 Events												
Sr. No	Date	Event Name	Timing									
			10-12	12-2	2-4	4-6	6-7	7-12	12-7			
1	2nd - 4th Apr 2021	E-cell & VRC : VESIT HACKS	Whole day									
2	17th - 18th April 2021	CSI : CodeKnights								17th-Turn to 18th-Turn		
3	17th April 2021	ISTE : Meetrix					3PM to 5:30PM					
4	18th April 2021	ISTE : Trading workshop	11.30 - 1.00									
5	17th April 2021	ISA : Leaflet.js	10.30 - 12.00	1.00 - 2.30								
e-Praxis'21												
e-Praxis'21 Events : Day 1												
Sr. No	Date	Event Name	Timing									
			9-10	10-11	11-12	12-1	1-2	2-3	3-4	4-5	5-6	6-7
0	21st Apr 2021	Inauguration	9 - 9:30									
1	21st Apr 2021	VRC : e-VES Robotics Challenge	9.30 am - 12.30 pm									
2	21st Apr 2021	VRC : AD Venture	11.00am - 12.30 pm									
3	21st Apr 2021	CSI : Sherlock & Watson					12.30 pm - 2.30 pm					
4	21st Apr 2021	CSI : Quaranteen					12.30 pm - 1.30 pm					
5	21st Apr 2021	IEEE : Mastermind							1.30 pm - 6.30 pm			
6	21st Apr 2021	IEEE : Case Closed							1.30 pm - 6.30 pm			
e-Praxis'21												
e-Praxis'21 Events : Day 2												
Sr. No	Date	Event Name	Timing									
			8.30 - 10.30	10.30 - 11.30	11.30 - 12.30	12.30 - 1.30	1.30 - 2.30	2.30 - 3.30	3.30 - 4.30	4.30 - 5.30	5.30 - 6.30	
1	22nd Apr 2021	VRC : e-VES Robotics Challenge finals	9.30 am - 12.30 pm									
2	22nd Apr 2021	VRC : Brain Game : Spin-a-Yarn, Workshop on Creative Thinking, Software Treasure Hunt	10.30 am - 12.30 pm									
3	22nd Apr 2021	ISA : Hardware Auction					12.30 pm - 1.30 pm					
4	22nd Apr 2021	ISA : Filter It Out					12.30 pm - 1.30 pm					
5	22nd Apr 2021	ISTE : Dalal Street							5.30 pm - 6.30 pm			
e-Praxis'21												

Participation details



Pre-e-Praxis'21 Events				
Sr. No	Date	Event Name	Timing	participation details (count)
1	2nd - 4th Apr 2021	e-cell & VRC : VESIT HACKS	whole day	108
2	17th April 2021 - 18th April 2021	CSI : CodeKnights	17th April 2021 - 7pm to 18th April 2021 - 7am	132
3	17th April 2021	ISTE : Meetrix	3PM to 5:30PM	82
4	18th April 2021	ISTE : Trading workshop	11.30am to 1.00 pm	174
5	17th April 2021	ISA : Leaflet js	10:30am - 12pm & 1pm - 2:30pm	66
e-Praxis'21 Events :Day 1				
Sr. No	Date	Event Name	Timing	participation details (count)
1	21st Apr 2021	VRC : e-VES Robotics Challer	9 30 am - 12 30 pm	52
2	21st Apr 2021	VRC : AD Venture	11.30 am -12.30 pm	11
3	21st Apr 2021	CSI : Sherlock & Watson	12.30 pm - 3.30 pm	58
4	21st Apr 2021	CSI : IQuaranteen	12.30 pm - 3.30 pm	80
5	21st Apr 2021	IEEE : Mastermind	3.30 pm - 6.30 pm	161
6	21st Apr 2021	IEEE : Case Closed	3.30 pm - 6.30 pm	96
e-Praxis'21 Events :Day 2				
Sr. No	Date	Event Name	Timing	participation details (count)
1	22nd Apr 2021	VRC : e-VES Robotics Challer	9 30 am - 12 30 pm	52
2	22nd Apr 2021	VRC : Brain Game : Spin-A-Yarn : Creative thinking, Current Trends Crossword	10.30 am -12.30 pm	88
3	22nd Apr 2021	ISA : Hardware Auction	12 30 pm - 3 30 pm	22
4	22nd Apr 2021	ISA : Filter It Out	12 30 pm - 3 30 pm	32
5	22nd Apr 2021	ISTE : Dalal Street	3 30 pm - 6 30 pm	225
Total				1439

Winners

Ecell event

Event Name	No. of Participants	Winners		
		Name	Class	Position
VESIT Hacks	135	Sparsh Prabhakar Shubham Darekar Anshul Chaudhary Jatin Acharya	D20	Winner- Seniors
		Paras Gurnani Divesh Hariani Mohit Balani Karan Kalani	D12A	1st Runner up - Seniors
		Prathamesh Pawar Kedar Kharde Sanket Jangale Siddhesh Bhare	D12B	2nd Runner up- Seniors
		Praveen Mirchandani Aakash Vanjani Bhavika Mulwani Sakshi Lalchandani	D12A	2nd Runner up- Seniors
		Nihar Kenny Abinash Behera	D7A	Winner - Juniors

		Soham Ambre Meet Patel		
		Shubhangi Zope Hrithika Singh Vishesh Mittal Paras Patil	D7B	1st Runner up- Juniors
		Sakshi Gattani Sidhi Mudras Shilpa Tholar	D10A	2nd Runner up- Seniors

VRC event

Event Name	No. of Participants	Winners		
		Name	Class	Position
AD Venture	7	Anupama Ravindran	D9A	First
AD Venture		Garv Jhangiani & Muskan Hassandani	D7A	Second
AD Venture		Shreyas Pore & Rutwik Pendse	D13	Third
Brain Game	88	Sejal Budhani	D12A	First
Brain Game		Sahana Shetty	D10A	First
Brain Game		Yash Raje	D10A	First
Brain Game		Janhavi Mhatre	D10A	First
Brain Game		Aaditya Moykhede	D10A	First
Brain Game		Rakshita Danee	D10A	First
Robotics	52	Amey Advirkar	D11A	First
Robotics		Nishant Suryawanshi	D11A	First
Robotics		Vivek Palande	D11A	First
Robotics		Akshay Patil	D11A	Second
Robotics		Samruddha Kalke	D11A	Second
Robotics		Abhijit Kale	D11A	Second
Robotics		Dixita Patil	D14B	Third
Robotics		HARSHALA DALAL	D14B	Third
Robotics		SAMEER NIMSE	D14B	Third

CSI events

Event Name	No. of Participants	Winners		
		Name	Class	Position
Code Knights	132	Pratik Aswani	D7B	Winner
		Anurag Dash	D15	Winner
		Jatin Gogia	D10B	1st Runner Up
		Rohit Vinod	D17C	1st Runner Up
		Shravan Bhat	D17A	2nd Runner Up
Sherlock and Watson	29	Shubhangi Zope & Samita Kanojia	D7B	Winner
			D7B	

IEEE events

Event Name	No. of Participants	Winners		
		Name	Class	Position
	161	Shravan Bhat	D17A	1st
MasterMind		Vinayak Baranwal	D12C	2nd
		Praneel Rastogi	D12C	3rd
Case Closed	96	Siddhesh Bhare	D12B	1st in Group 1
		Shreyas Udupa	D12B	
		Kunal Kotkar	D12B	
		Dhiren Soneji	D12A	1st in Group 2
		Advait Naik	D12A	
		Krish Amesur	D12A	
		Aman Kadam	D14B	1st in Group 3
		Pranav Pawar	D14B	
		Mayur Shinde	D14B	
		Vinayak Baranwal	D12C	1st in Group 4
		Chinmay Waykole	D12C	
		Praneel Rastogi	D12C	
		Varnit Batheja	D7A	1st in Group 5
		Muskan Hassanandani	D7A	

		Sahil Deshmukh	D7A	
		Anuj Sanjay Patil	D10A	1st in Group 6
		Prasanna Sridharan	D10A	
		Neel Gupta	D10A	

ISA events

Event Name	No. of Participants	Winners		
		Name	Class	Position
Hardware Auction	22	Sudhanshu Mishra	D11A	1st
		Surabhi Byju	D6	1st
		Rajesh Muni	D6	2nd
		Aditya Singh	D6	2nd
		Vignesh Poojary	D9A	3rd
		Paarth Rane	D9A	3rd
Filter it out	32	Shruti Parab	D11A	1st
		Sudhanshu Mishra	D11A	2nd
		Aniket Pawar	D12A	3rd

ISTE events

Event Name	No. of Participants	Winners		
		Name	Class	Position
Meetrix	82	Manasvi Patwa Bhavika Chattani Jasmine Sawara	D7C	1st
		Jayesh Mahajan Nikhil Joshi	D11B	2nd
		Yogesh Inamdar Aryan Gupta Aaron Arimpur	D9B	3rd
Dalal Street	213	Jatin Acharya Anish Chhabria	D20	1st
		Madhav Bhatuda	D7C	2nd
		Bhajan Watwani	D7C	3rd

Youtube links for few events

BrainGame Link: <https://youtu.be/UGHmHUeOgPA>

Robotic : <https://youtu.be/Bx7eugci2Dg>

<https://youtu.be/PoNYL6CTHGQ>

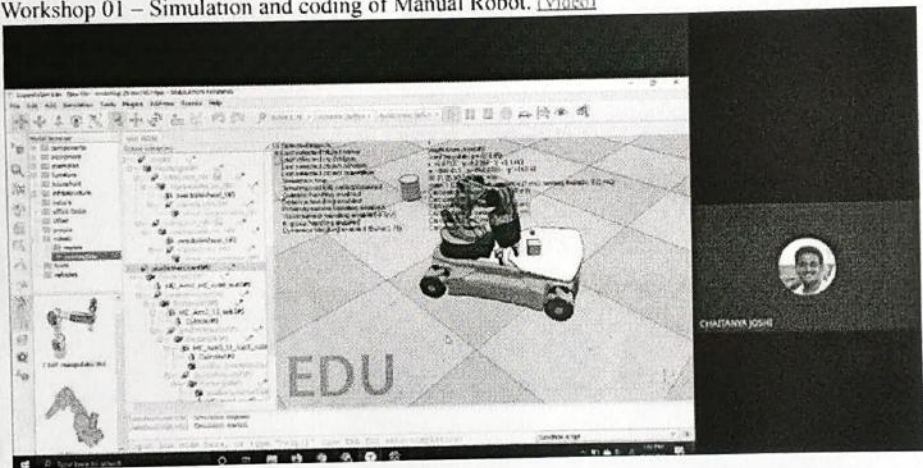
AD venture <https://youtu.be/UYQP0gh5OK>

Dalat Streate https://youtu.be/r9l8glijN_Y

Photos

Robotic

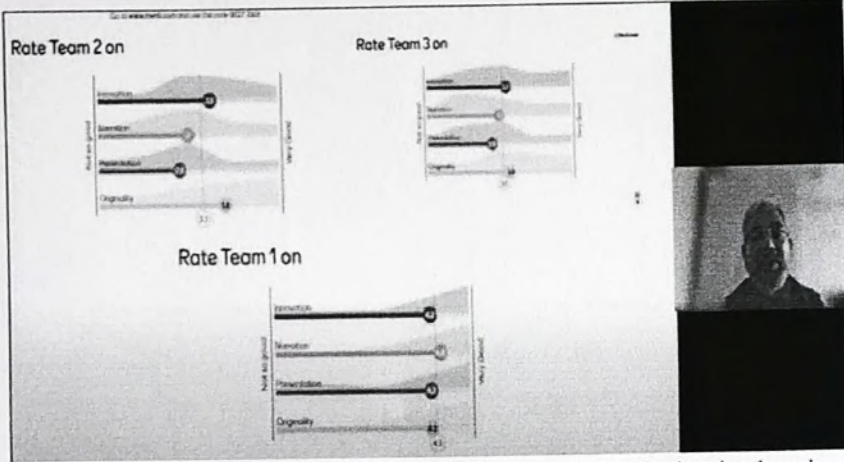
Workshop 01 – Simulation and coding of Manual Robot. [\(Video\)](#)



AD venture



BrainGame



Caption : Mr Shreekant Shiralkar focussing on the importance of creative learning through results

For more details visit website

<https://sites.google.com/ves.ac.in/e-praxis-21/home>

Dr. Anjali Yele





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PROBLEM SOLVING METHODOLOGIES

Technical Event- PRAXIS

2019-20

Name of Event	PRAXIS 2019	
Event Co-ordinated by	VESIT RENAISSANCE CELL (VRC)	
Date of the Event organized	27th and 28th September, 2019	
Number of Participants	2775	
List of events organized under PRAXIS 2019		
Sr. No.	Name of Event	Name of Coordinator
1	Bridge The Gap	Mrs. Rohini Temkar & Mrs. Monali C
2	The Super Trio	Dr. Keya Doshi
3	Robosoccer	Mr. Abhishek Chaudhari
4	Weave the Web	Dr. Anjali Yeole & Mrs. Abha Tiwari
5	Hardware Treasure Hunt	Mr. Mrugendra Vasmatkar
6	Brain Game 2.0 (<i>Experiential Learning</i>)	Dr. Anjali Yeole & Mrs. Abha Tiwari
7	VES Robotic Competition	Mr. Abhishek Chaudhari
8	Codeo	Mr. Mrugendra Vasmatkar
9	Robo Track	Mr. Abhishek Chaudhari
10	Mind Triathlon	Mrs. Indira & Dr. Keya Doshi
11	Sketch the thought	Mrs. Amudha & Mrs. Indira
12	BIG BOSS Engineer	Mr. Abhijit Shete
13	Model Making	Mrs. Monali Chaudhari & Mr. Abhijit
E-Cell		
1	VESIT HACKS	Mr. Amit Singh
2	Make in VESIT	
3	VAR	
CSI		
1	Code Knights	Mrs. Mona Deshmukh & Mrs. Charusheela
2	Sherlock & Watson	
3	The Amazing Race	
IEEE		
1	Praxis Roadshow	Dr. Gresha Bhatia
2	Case Closed	
3	Mastermind	
4	Film It	
ISTE		
1	Workshop - Instagram using Python and Python tinker	Dr. Asawari Dudwadkar
2	Dalal Street	
3	Technical debate	



[Signature]
Dr. Anjali Yeole



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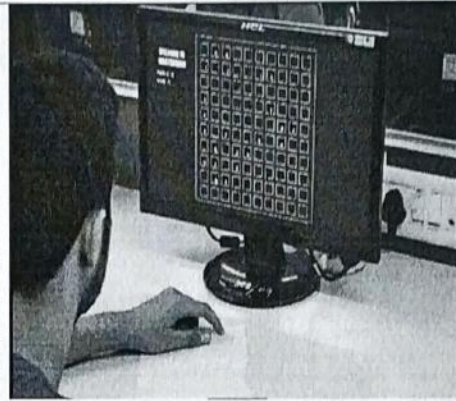
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ISA	
1	Crack the Code
2	Build and hit
3	Bluetooth Communication

Mr.Gopalkrishnan



“VES Robotics competition: Robo Track”



Student during “Mastermind Event”



Students during “Brain Game 2.0” event



Expert Lecture on “Skills to Survive & Thrive”





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Praxis'19 report

Praxis'19 was held on 27th and 28th September 2019. Praxis - From Theory to Practice, has been recognized as a platform for the exchange of ideas and innovation.

In Praxis'19 all classes were supposed to participate as it was inter-class festival (**Juniors group: - FE + SE and seniors group: - TE+BE+MCA**). With every participation and win, students earned points for their class, thereby contributing their bit towards bringing laurels to their class!

1 point for participation

2 points for 3rd prize

3 points for 2nd prize

4 points for 1st prize

-1 points for No show (candidate registered for event and did not participate)

Winner and first runner up of Praxis'19 in respective group will get trophy!!!!!!!

Praxis Website: <https://sites.google.com/ves.ac.in/praxis19>

Prize distribution will be held on annual day.

List of events in the praxis are as follows.

Total Events

VRC	17
E-cell	3
CSI	3
IEEE	4
ISA	3
ISTE	3
Total	33

Total events =17



**PRAXIS'19, VESIT
VRC**



Sr. No	NAME	DESCRIPTION
1	Bridge The Gap Rohini Temkar Monali C	An intellectual is a person who has the capability to exhibit a combination of practical as well as theoretical knowledge in one place. Strength of materials, trusses, adhesive ...etc, have always been the 'most seen topics' in your textbooks, time to apply the concept! Engineers are born to create and this is what you have to prove in your task. All you have to do is, construct a sturdy miniature bridge with the assistance of ice-cream sticks and gum. After the completion of the structure, weights are hung on the bridge to see how much load it can withstand. The substantial increase in the weights for each level will be determined by the event head. The team which is able to create a structure that can bear maximum weight wins the event! You have to get your material : ice cream sticks , glue
2	The Super Trio Keya	A quiz based on Physics, Chemistry and Mathematics for FE's and SE's. The trio has always been amazing in its own way, Enthralling for some, while a nightmare for others. The quiz has three levels which will be testing your knowledge, speed and Coordination
3	Robosoccer Abhishek c	Two bots battle it out to score the maximum goals within a time limit. The field is perched on top of a see-saw. In the qualifying rounds the participants must score as many points to qualify to the next round. The final round is a knockout stage between the qualified teams.
4	WEAVE THE WEB Anjali Yeole , Abha	Team size - 4 Time limit - 4 hours Design a website based on a given theme. Participants will be judged on creativity and originality of the design of the web pages. Any CSS and Javascript frameworks can be used. Database and back end scripting need NOT be used for making the website for jounior group. senior group need complete website with database connectivity
5	Hardware Treasure Hunt Mrugendra Vasmatkar	Hardware treasure hunt is a technical fun event which comprises of 5 to 6 rounds. The rounds includes hardware implementation, assembling and fault finding as well as circuit simualtion with eagle or pspice. Team size of Minimum 4 & Max of 5 members in group are allowed. This competition is open for FE to BE. It is suggested that team should have atleast 1 member each from EXTC, ETRX and INST. It is not a mandetory condition but following the above rule while making team will help in moving ahead in competition. The winner of the competition is decided by elimination in each round. The winners for this competition will be awarded with certificate and prize
6	Brain Game 2.0 (Experiential Learning) Anjali Yeole, Abha	Experiential learning is the practice of learning through doing. It encourages the student to have first-hand experiences with the materials, rather than learning through someone else's experiences in textbook or lecture. We are going to have very well know speaker from well know organization. Limited seats 60. FCFS . Do register fast.

E- cell

1	VESIT HACKS	Software Hackathon Event On Day 1 the teams may Work from Home. On Day 2 teams should report to the venue in VESIT by 9 AM. All the participants must join a Google Classroom created for this event. Problem Statement and other instructions will be posted in the Google Classroom to all the participants at 8.00 AM on Day 1.
2	Make in VESIT	Wantrepreneurs (Entrepreneurship Enthusiasts) should develop any sellable Hardware or Software product with an intention of selling it. 2-3 minutes advertisement/presentation video of the product should be uploaded on YouTube and a link of the same shall be made available, which will be publicised on Praxis website.



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7	VES ROBOTIC COMPETITION	Abhishek	<p>The event will be consisting of one Autobot and one Manual bot. The initial task would be to place the objects on the Autobot using the Manual bot in the specified arena. Participants will be given an example code of the autobot and the track would be disclosed 2-3 days in advance. Participants have to get their code on the day of event and it would be uploaded on the Autobot. The code is needed in order to be uploaded on to the Autobot which needs to clear a maze course while the manual bot performs certain tasks The participants have the choice to get their own Manual bots or use the bots provided by the event.</p>
8	Codeo	Mrugendra Vasmatkar	<p>Programming competition for MATLAB/Scilab/Python/C/C++. This is offline programming competition open for all branches using mentioned software.</p>
9	Robo Track	Abhishek	<p>The first round of event is based on a COLLEGE LIFE theme .The first round of event is based on a COLLEGE LIFE theme. The track comprises of various hurdles and obstacles. In this track there are various checkpoints and on clearing them points will be awarded to the participants. Participant progressing to round 2 which has a theme of CHANDRAYAN will be facing a much more challenging and new task.</p>
10	Mind Triathlon	Indira Keya	<p>The events will be of three rounds. 1) Ride The Riddle Participants will have to answers some tricky questions to remain in the game. 2) Whispering Challenge This will be a bonus round. Points will be given for the same. 3) Sudoku Participants will be given a Sudoku puzzle to solve and time to solve the puzzle will be noted. Points earned in Round-2 will help you in Round -3.</p>
11	Sketch the thought	Amudha Indira	<p>Technical theme will be given need draw picture for it on atiorawing sheet in 2 hrs duration</p>
12	BIG BOSS Engineer	Abhijit Shete	<p>This is a team event. (Group of 3 members)2. 3 Exciting Elimination Rounds . (Basic Engineering , Knowledge & Logical Events . All with adose of fun)3. Event open for everyone.4. Entry Fees : Rs.75 per teamOn the spot: Rs.100 per team5. Exciting Cash Prizes are waiting for the Winners.(Both 1 st & 2 nd Position)</p>
13	Model Making	Monali C, Abhijit S.	<p>Model presentation (for non working models only) is an effective way of representing and describing an innovative idea.. Model presentation is a unique competition where students are encouraged to convert their ideas into models (non working) & also understand the difficulties which arrive during its practical implementation. Also by interacting with students of different institutes they will understand many different prospective. This is a chance to apply all the theoretical engineering knowledge that has been taught in the class rooms. So, we are providing a platform to demonstrate model making talent for students. This competition is useful for UG/PG students of various streams. Team Size :3 , Time limit : 5 hrs, Design a model based on the given theme. required material will be given whereas some cutting material tool need to bring by students.</p>



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1	Drone workshop	Abhishek, Abhijeet	
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Non Teaching staff

1	Techniques of stress management	Anjali	Conducted by Dr.Geeta Ajit for all non teaching staffs
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Teaching staff

1	Lateral Thinking	Anjali, Abha	conducted by Gaurav Ghelani Academic Relationship Manager - India West Tata Consultancy Services
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Lab Visit for all students

1	Process Instrumentation Lab Visit (101 / 102 / 103)	Prasad Godse	visit was sheduled on day 2 from 9.30-12.30
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			The video must mention selling price of the product and how to avail it. (contact of developers) VESITians may buy the product if they find it or they may further promote the YouTube link on their social handles.
3	VAR		Visual Arts (VA) War. Participants will need to make a Visual Art (Video) on the given theme in a span of 1 week. Topic and other instructions will be posted on this page on Friday, 20th September, 2019 at 12:00 PM. Submission links will be made available to registered candidates.

CSI

Sr No	Event Name	Description
1	Code Knights	Coding Event organized on Hackerrank, where participant will be given 4-5 problem statements to be solved.
2	Sherlock & Watson	It is a simple yet interesting coding game in which a team of two players are given two separate problem statements. Each team player has to write the code for his individual problem statement. The members are not allowed to tell their problem statements to each other. The twist in the game is that after certain minutes, the two team players will swap places with each other and now they have to complete their teammate's code by collecting hints left by their teammate in the code.



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3	The Amazing Race	Event will be conducted in the entire college premises. Teams will race around the college for becoming the ultimate champion. In the entire race each team has to perform tasks showing their technical superiority competing with other teams. At every checkpoint the team reaching last will be eliminated. The team reaching the finish line first will be the ultimate champion.
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IEEE

Sr No	Event Name	Description
1	Praxis Roadshow	A list of various technical topics ranging from smart agriculture to website interfacing will be provided to all the groups that register for the event. The Groups need to present an idea along with an overview of the prototype design which will be a solution to the problem statement, keeping in mind the practicality of that solution. The submitted ideas will be judged on the grounds of creativity, feasibility and ease of implementation. The groups, whose submitted ideas meet the requirements, shall qualify for the next level.
2	Case Closed	The event involves a team of 3 people completing a maze. The team leader is taken to the end of the maze, where he/she solves a set of riddles. Meanwhile, the remaining team members enter the maze, where their aim is to find all the checkpoints. At each checkpoint, they may get a technical riddle or a penalty. If they get a riddle and solve it, a piece of code is unlocked. In this manner, all the code pieces need to be unlocked, after which the team members search for the end of the maze, and on reaching it, enter the code on a machine to complete the game. Both the team leader and the other members need to complete their respective tasks in 20 minutes in order to finish the game.
3	Mastermind	Mastermind is a software game based on the memory and logical skill of the participant. A 10x10 grid of tiles are presented to the participants, face side up for a brief moment and then the faces will be turned down. He/she has to turn the tiles, one at a time, to reveal the face of the tile and has to match the faces of the consecutive tiles. Getting these right will either help the players to simply gain or lose points, if they match the "Points" tiles. Or else they are required them to answer a question to gain points if they match the "Question" tiles and answer correctly else they lose points. The participant can either answer the question or pass it on. The duration of the game is 15 minutes.
4	Film It	Film It is a Pre-Praxis Video Editing workshop where students will learn the art and skill of creating short films, from scratch using industry level software, directly from professionals. Participants have to shoot videos and edit the videos. Topic and one task will be given to them at the end of the workshop. Any type of device can be used for shooting. Also any kind of software can be used for editing as well.



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ISTE

Sr No	Event Name	Description
1	Workshop - Instagram using python and python tkinter	This workshop will let the students understand the basics of python and help them code in it in future. This workshop will also enable students to get familiar with the actual coding which had to be done in real world.
2	Dalal Street	Dalal street can be considered as virtual stock market. The event will be held in amphitheatre where the teams will purchase and sell the stocks based on displayed rates. There will be no elimination. The top 3 teams with maximum bank routine at the end of the event will be declared as winners.
3	Technical debate	A technical topic will be given. At a time, one group speaks for the view and the other group speaks in opposition of the view. The group which is for the view will speak first for 2 minutes then the group which is in opposition of the view will speak for 2 minutes. The rebuttal round will be for 3 minutes followed by conclusion for 1 minute for each group.

ISA

Sr No	Event Name	Description
1	CRACK THE CODE	Round 1- Students will have to decode and decipher a first hint , which will lead to the second hint and so on. Round 2- This will be based on finding error in the code. Round 3 - Hardware sensor interfacing on Arduino or RPi
2	BUILD AND HIT	Students will have to first assemble the given bot and later hit the target using laser.
3	BLUETOOTH COMMUNICATION	Pre Praxis Workshop will be conducted on bluetooth communication with Arduino



[Signature]
Dr. Anjali Yedle



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2018-19

Name of the Event organized	PRAXIS 2018
Event Co-ordinated by	VESIT RENAISSANCE CELL (VRC)
Date of the Event organized	26th and 27th of September, 2018
Number of Participants	1200

List of events organized under PRAXIS 2018

Sr. No.	Name of Event	Name of Coordinator
1	Hardware Treasure Hunt	Mr. Mrugendra Vasmatkar
2	VESIT HACKs	Mr. Amit Singh
3	VES Robotics Competition	Mr. Abhishek Chaudhari
4	Robo Soccer	Mr. Abhishek Chaudhari
5	Robo Track	Mr. Abhishek Chaudhari
6	Bridge The Gap	Mrs. Rohini Temkar & Mrs. Monali C.
7	Science Quiz	Dr. Keya Doshi
8	Weave The Web	Mrs. Anjali Yeole
9	Tech Talks	Mrs. Anjali Yeole
10	20 Seconds to Go	Dr. Keya Doshi & Mrs. Indira Bhattachariya
11	Sketch the Thought	Mrs. Amudha & Mrs. Indira
12	G-Suite Basics Workshop	
13	Flim It	Dr. Gresha Bhatia
14	PRAXIS Roadshow	Dr. Gresha Bhatia
15	Case Closed	Dr. Gresha Bhatia
16	Crack the Code	Mr. Gopalakrishnan
17	Hardware Auction	Mr. Gopalakrishnan





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18	Automation in IT	Mr. Gopalakrishnan
19	Technical Debate	Dr.Geeta Ajit
20	Math and Logic	Mrs.Pooja Shetty
21	Photoshop Workshop	Mr.Richard Joseph
22	Code Knights	Mr.Amit Singh
23	Sherlock & Watson	Mr.Richard Joseph
24	The Amazing Race	Mr.Richard Joseph
25	IOT workshop	Mrs.Indira Bhattachariya



Students during "Crack the code event"



Student during "Robocar-Track" event



Anjali Yole



Report: Praxis 2018

Praxis is the annual techfest of Vivekanand Education Society's Institute of Technology, and its 2018 edition was conducted on the 26th and 27th of September at the VESIT campus. Everything about the event was laudably well thought and conducted within the arena of extreme professionalism and precise end-states.

Every year, *Praxis* boasts of a plethora of events astutely placed for its conduction. These were aesthetically spread out over a defined timeline in order to optimize the learning value embedded within the entertaining nature of the events. Following is the elucidation on the events in a crisp and concise etching. VESIT Hacks- A 2-day Hackathon, VESRC- a RoboCoding tournament, Science Quiz, 20 Seconds To Go! A Micro Presentation Challenge, "Weave The Web", Determining the best Web Developer, Hardware Treasure Hunt, IoT Workshop, "RoadShow" by IEEE-VESIT Technical problem solving and Prototyping, Technical Debate by ISTE-VESIT, Code Knights by CSI-VESIT A hacker-rank based Coding Event...and many many more were the technical events! The Techfest was officially inaugurated on 26th September, 2018 in the Auditorium at 10:00AM. TechTalk was a major event that raised the bars of Praxis'18. Sandeep Rathi and Pallavi S. Pawar were the speakers for the same and they spoke about Skill development for engineers while studying 4yrs engineering and Yoga: for Inner Engineering respectively.

This year's edition was organized by the VESIT Renaissance Cell (VRC) in collaboration with all the technical societies in VESIT. The aim of Praxis 18 was successfully achieved. Technical skills were honed, minds were intrigued, questions were answered and an overall coherency of technical thoughts was cohesively attained. Thus, the desired end-state of providing a launch pad for futuristic thought was implanted into those minds that were seeking unadulterated processing.

Sketch the Thought. This arena for innovative thought was provided on 26 Sep 18 where participants were encouraged to play with their innovations. Surely it makes sense that the more ideas we have, the better our innovation track record will be. Each group of 3 to 4 participants





were subjected to a litmus test for two rounds culminating in a presentation (of maximum six slides) that showcased their innovations.

VESRC. This event was inceptioned with the aim of venturing into the inevitably intangible world of mechanised culture for the benefit of humankind. Each team of four would produce one Autobot and one Manual Bot. The initial task comprised of controlling the manual bot to place determined objects on the autobot on a specified track that was disclosed to the respective team(s) a couple of days in advance. Autobots and manual bots were provided and the choice of getting their own bots was left to the discretion of the respective teams.

Robosoccer. This event was strategically induced to satisfy the raging football fever that is sweeping the globe. Teams controlled their respective bots to score maximum goals against the other, in an arena that was perched on a see-saw. The final knockout followed the victorious path against the initial 12 qualifying teams displaying exceptional psychomotor skills in controlling bots.

Track o Mania The perennial child within was satisfied by this age-old event, suitably metamorphosed by time. Obstacles were placed on the track where races were conducted within a stipulated period of time. It was a sight for the participants as well as the onlookers, for whom, '*Fast and Furious*' simply degenerated into an etching of the past.

Bridge the Gap This was an event exclusively for FE with 2 to 3 members in each team, from the same class. The aim was to construct a sturdy miniature bridge from ice cream sticks and glue. The load bearing capacity was checked at the end which determined the best bridge amongst all.

Science Quiz Now, what is a fest without a quiz, right? It is a staple ingredient to quench the thirst which is inherent in all evolving minds. Each team comprised of 3 to 4 members. Each team was subjected to three levels where knowledge, memory and speed were subjected to rigorous tests. There was a 'Final Problem' to segregate the developed minds from the developing minds.



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20 Seconds to Go This event was incepted with the sole quest for the best individual in analytical and reasoning capabilities encapsulated within a logical presentation of thought. Each participant was given a topic on-the-spot with half an hour to fabricate a presentation on the topic. The type / modality of presentation was left to the prerogative of the participant.

Weave the Web. In this competition, each team of three members was directed to weave a web within a period of 4 hours. The theme was 'Smart Services' for participants of SE, TE, BE and MCA.

Hardware Treasure Hunt. This team event, with 4 to 5 members per team was aimed at SE, TE and Final Year students, where, a hardware based treasure hunt was conducted to test the entire gambit of technical skills. It included five elimination rounds inclusive of puzzles, hardware implementation and simulation.

Road Show. This was a team event which was conducted in two rounds. It commenced at selection of a technical issue from a predetermined list of problems. Each team was given four days to submit their respective ideas. Based on the results, teams were selected for round II, where fabrication of prototypes for optimal solution of their respective topic(s) was desired within three days. Creativity and efficiency was the discerning factor where an implementable prototype was chosen over the aesthetically pleasing one.

Film It. This event was aimed at honing skills of participants for making of short films. Each team comprised of two members. The event was spread over two phases viz. Workshop and application. The first phase included a video editing workshop from scratch, to familiarize the participants with the available software.

Case Closed. With the mandated employment of software and technology for solving crimes in today's world, this event was aimed at systemic-analysis-and-problem-solving. Each team comprised of three members. *Morpheus* was made to stand at the end of a maze, while *Neo* and *Trinity* entered the maze. *Morpheus* solved a set of riddles, while *Neo* and *Trinity* collected clues



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to get to *Morpheus*. The final answer emerged on merging of both the parts. The team that finished first, was rightfully declared victorious.

The aim of Praxis 18 was successfully achieved. Technical skills were honed, minds were intrigued, questions were answered and an overall coherency of technical thoughts was cohesively attained. Thus, the desired end-state of providing a launch pad for futuristic thought was implanted into those minds that were seeking unadulterated processing.

These time we had few paid events , 5/- from each participants fee was donated to Sahyog

Details for the same are given below.

Total Money to Sahyog= 855/- + 460/- + 495/- + 275/- + 1150/- = 3235/-

Remaining money from VRC from PRAXIS-2018 = 6445/- (handed over to Vinayak)

VRC paid events details			
Event name	No. of Participation	Total fees	Money to sahyog (Rs.5 per team)
	(teams)		
Track-o-Mania	70 teams (50)	3500/-	350/-
Robosocer	36 teams (50)	1800/-	180/-
VECRC	19 teams (50)	950/-	95/-
Hardware treasure hunt	12(50) +8(40)	600+320= 920 =refunded amount = 390/- 920-390=530/-	100/-
Science quiz(elimination round)	26 teams (20)	520/-	130/-
	Total	7300/-	855/-
Society Paid events details			
Event name	No. of Participation (teams)	Total fees	Money to sahyog (Rs.5 per team)
Track-o-Mania	70 teams (50)	3500/-	350/-
Robosocer	36 teams (50)	1800/-	180/-
VECRC	19 teams (50)	950/-	95/-
Hardware treasure hunt	12(50) +8(40)	600+320= 920 =refunded amount = 390/- 920-390=530/-	100/-
Science quiz(elimination round)	26 teams (20)	520/-	130/-
	Total	7300/-	855/-

Dr. Anjali Yeole



2017-18

Name of the Event organized	PRAXIS 2018
Event Co-ordinated by	VESIT RENAISSANCE CELL (VRC)
Date of the Event organized	22nd and 23rd of September,2017
Number of Participants	1476

List of events organized under PRAXIS 2017

Sr. No.	Name of Event	Name of Coordinator
1	Hackathon	Mr. Amit Singh
2	Tech Talks (Following are suggestions) - AI and ML - Automative Electronics - Finance	Mrs. Anjali Yeole
3	Technical Paper Presentation	Mrs. Monali Chaudhary
4	Tech Quiz	Mrs. Monali Chaudhary
5	IOT Innovation	Mrs. Anjali Yeole
6	Emotix	Mrs. Amudha Senthilkumar
7	The Third Eye / The Silent Observer / The RAW Bet	Mr. Amit Singh
8	Robotics Event 1 : THE THIRD EYE	Mr. Abhishek Chaudhari
9	Robotics Event 2 : Line Following Robot	Mr. Abhishek Chaudhari
10	Hardware Treasure Hunt	Mr. Mrugendra Vasmatkar
11	C/C++ Programming Coding Competition	Mrs. Manisha Gahirwal

Beo





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12	Technical Debate	Mrs. Manisha Gahirwal
13	Product Demonstration	Mrs. Indira Bhattachariya
14	Game Development	Mrs. Indira Bhattachariya
15	Design Thinking	Mrs. Anjali Yeole
16	Workshop 2	Mrs. Anjali Yeole
	Workshop 3	Mrs. Indira Bhattachariya
	Workshop 4	Mrs. Rohini Temkar
17	Code For Good Experience Sharing	Mr. Amit Singh
18	Weave The Web	Mr. Amit Singh
19	Cross Connect	Mr. Abhijit Shete
20	Live Wire	Mr. Abhijit Shete
21	PCM quiz	Mr. Abhijit Shete
22	Factomania	Mr. Amit Singh
23	Bridge the GAP	Mrs. Rohini Temkar
24	Video Making	Mr. Mrugendra Vasmatkar
25	LAN Building	Mrs. Manisha Gahirwal
26	Ideate	Mrs. Amudha Senthilkumar
27	Blindfold / Joker Event	Mr. Amit Singh
28	Blindfold Coding	Mr. Abhijit Shete
29	Sketch the Thoughts	Mr. Mrugendra Vasmatkar
30	Gone in 15 Seconds	Mrs. Rohini Temkar



Technical talk during PRAXIS



Dr. Anjali Yeole



V.E.S.
Since 1962

Vivekanand Education Society's
Institute of Technology



PRA~~X~~IS

MINDSPACE

CHRONOVUS

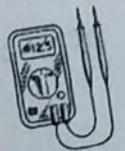
Seek new horizons



Anjali Yelke



Abhishek Kamble
D13



Event List

1

VESIT Hacks

We call out all the hackers of VESIT to come forth, compile their minds and execute their idea in a competitive environment. The Hackathon will run for 7 hours which offers students the chance to work in groups, brainstorm ideas, and build a working prototype before the time limit! Whether it's your 1st hackathon or your 50th, we would love to see all the hackers to come and show their creativity, collaboration and coding.

2

Tech Talks

Tech Talk is totally devoted to all the patient listeners who wish to acquire knowledge from the learned speakers who will be spreading their ideas in the form of short and powerful talks.

3

Technical Paper Presentation

Your group must prepare a presentation on the technical topic given.
RECENT RESEARCH TRENDS IN ELECTRONICS AND COMMUNICATION (for EXTC/ETRX/INST)

4

Tech Quiz

This is a Technical Quiz based on following Topics:
Technical subjects, Present trends in technology, Current affairs, Discoveries, Scientists and scientific Innovations, Sports, General Issues.

5

IoT Innovation Idea Presentation

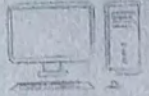
Connected Cars, Smart Homes, Security and Safety, Smart campus, Smart building.
Suggest some pioneering ideas on any one of the above topics.
Poster needs to be made of A5 size, Selected posters will be presented in exhibition.



6

Emotix

EMOTIX EVENT is demonstration of emotionally intelligent robot "MIKO -My Companion" by Emotix company.



7

The Raw Bet

An excellent betting event to test your analyzing skills. This event is a great opportunity to double your points by betting.

8

Robotics Event 1: Robosoccer

Two bots battle it out to score the maximum goals within a time limit. The field is perched on top of a see-saw. In the qualifying rounds the participants must score as many points to qualify to the next round.

9

Robotics Event 2 : Trackomania

The event includes a track which will be designed along with the obstacles and the participants will have to complete the track as well as few tasks within the given period of time. The event qualifying is point based and each obstacle cleared is worth points.

10

Robotics Event 3 : VESRC

The event will be consisting of one Autobot and one Manual bot. The initial task would be to place the objects on the Autobot using the Manual bot in the specified arena. Participants will be given an example code of the autobot and the track would be disclosed 2-3 days in advance.



11

Robotics Event 4: Aquabot

Put as many balls into the basket while dealing with the obstacle course in a water arena. Use the provided BOT to put balls into a designated area/ basket.

12

Hardware Treasure Hunt

We are glad to bring to you Hardware Treasure Hunt, one of the most awaited mega events. Come test your hardware knowledge against the tasks that we've handpicked for you hardware enthusiasts out there.

A team can have 4-6 members each, who may be from different departments. The levels will be time-bound and will test your aptitude, hardware logic and circuit simulation. Obviously, presence of mind and quick thinking counts as well. Teams will be eliminated in every round.

13

When Coders meet Avengers

Always wanted to be a Superhero and save the Planet Earth from Aliens ?? Well, your fantasies can come true as Praxis 2k17 brings you coding contest where the participants showcase their skills and help the superheroes save our planet, because with great power comes great responsibility!! The superheroes will have to cross two hurdles.

14

Technical Debate

A technical topic will be given. At a time, one group speaks for the view and the other group speaks in opposition of their view. The proposition speaks for 2 minutes followed by the opposition speaking for 2 minutes. Consequently, the rebuttal round will be for 3 minutes followed by the conclusion of 1 minute by each group.

15

Project Expo!

Praxis presents you a stage where you can showcase your project which you have developed with your heart and soul.

Get a experience to present your Technical skills, get feedback from audience. So any student out there having a project can come up and showcase their product, don't miss this chance hold it up before its too late to participate.



16

Frame the Game

For all you budding gaming fanatics, here's a chance to not only play games but also devise one. We will be giving you a platform to innovate and create your own game. Groups will be judged on the basis of innovation, feasibility, originality and the game's technical aspects. You can also give your ideas to modify current games and make them better.

17

Code for Good: Experience Sharing

Code for Good Competition is JPMorgan Chase's platform for students who want to use their technical skills to contribute to the local community by solving real-world problems and a way to get recruited to this company for Final Year Students.

This experience sharing event is a 1 Hour panel discussion with the students who participated in "Code for Good 2017" to get all your queries sorted.

JPMC employees will also be invited for the same.

18

Weave The Web

Ever wanted to express your mad web designing skills? Your search stops here.

We invite our fellow web developers of VESIT to challenge their creativity and programming skills to weave the web with their brilliant designs.

19

Live Wire

In this event your technical knowledge will be tested.

LIVE WIRE event is a TEAM EVENT where there can be maximum 5 members in one team.

By taking part in this event you will know where you stand in terms of technical knowledge and where you need to improve.

20

CROSS CONNECT

It consists of total 3 rounds, participants have to go through paper elims.

Round 2 consists of circuit mounting and providing a title for circuit. For 3rd round 6 teams will be selected from juniors and seniors(based on cumulative scores of 1 & 2)



21

PCM quiz

A quiz based on Concepts of Physics, Chemistry and Mathematics for FE Students.

22

Factomania

Factomania is all about knowing the facts behind various instruments. Test your knowledge and presentation skills in this event. Competition is high because the time limit is only 3 minutes. This event is all about what the fact is.

23

Bridge The Gap

Participants have to construct a sturdy miniature bridge with the assistance of ice-cream sticks and gum. After the completion of the structure, weight are hung on the bridge to see how much load it can withstand. The substantial increase in weights for each level will be decided by team event head. The team whose bridge can hold maximum weight will win

24

Film It

Participants have to shoot videos on both praxis days and edit the video in the given time.
Topic and one task will be given to them on first day i.e. 22/9/17.
Any type of device can be used for shooting. Any kind of software can be used for editing.

25

LAN Building

Is networking your domain ?
LAN building event is the place where you should be. Even though your LAN and networking skills are not good your analytical and logical skills may make you the winner.

26

Ideate

It is said that a great idea can create a huge impact. Each idea has the potential to become the reason for a change and crusader of cause. The Motto of Ideate is to ignite new ideas. So come in and bring in your innovative ideas and imagination which can improve the lives of millions.



27

Wildcard Event

Every Class is supposed to send 2 members which they feel are fit for "Any" challenge. Challenge will be given on the spot.

28

Blindfold Coding

A programming challenge will be given and the participant has to complete the task (compile and run the code successfully in C, C++ or Java) within the stipulated amount of time. The catch is that the monitor will be turned to the other side.

29

Sketch The Thoughts

Let your imagination run wild as you express your most innovative ideas! Display your thoughts through your posters and sketches.

30

20 Seconds Affair

A real life problem statement will be provided and you are supposed to find a solution to these problem statements that involves usage of modern technologies with a 7 minutes long presentation wherein each slide could be displayed just for 20 seconds except for 3 WILDCARD slides that could be displayed for 25 seconds.

31

IoT Innovation Project Exhibition

For all those who want to learn about IoT through live demonstrations and projects... Welcome to the IoT Innovative Project Exhibition. Projects based on Innovative IoT ideas are exhibited. All FE students are requested to visit the exhibition for demonstration of IoT for them



Workshops

32

Design Thinking

The workshop is presented by Indian School of Design and Thinking (ISDI) on career paths within Design and Innovation, Media, and Communication, Management and Entrepreneurship.

33

Pentaho Data Integration

With visual tools to eliminate coding and complexity, Pentaho puts all data sources and the best quality data at the fingertips of business and IT users.

34

Video Editing

Learn the latest tips and tricks in this workshop. PRAXIS-2017 presents "Video Editing Workshop." Get ready with your team and do attend!

35

Robotics Process Automation

This session intends to cover: RPA Introduction, RPA Tool "WinAutomation" Overview, Hands-on using WinAutomation, Is Software robots transforming IT services industry?, Case Study

