

# **IEEE Annual Report 2016-17**

**CONDUCTED BY:  
IEEE-VESIT**

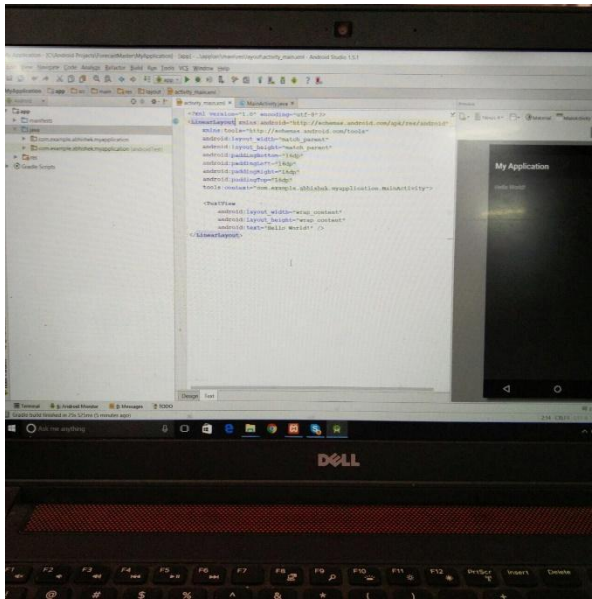
**A Report By:  
IEEE-VESIT STUDENTS' COUNCIL**

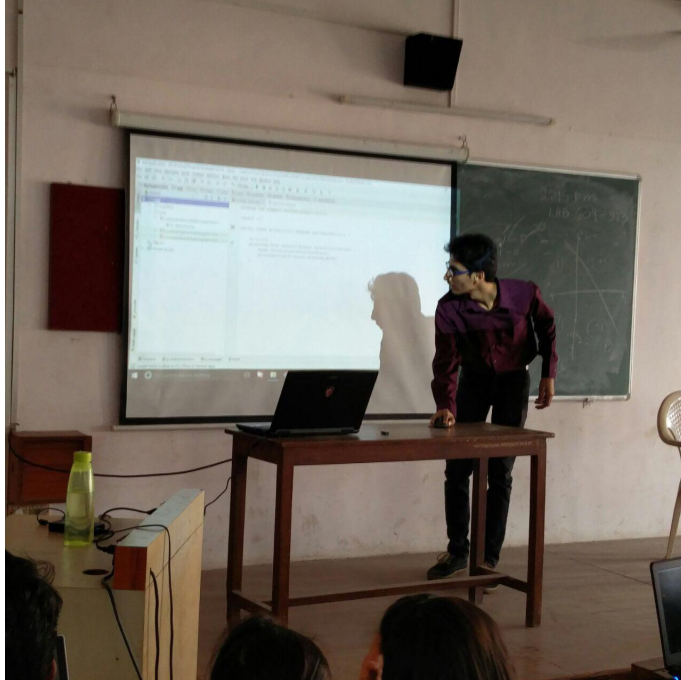
## Android Workshop:

### 1. About the event

The nuances of the most sought after language in the IT industry were explained and participants were enabled to use the acquired skills to produce a tangible product. The workshop was conducted by our Junior Web Editor, Tejas Ingale and co-ordinator Sarthak Dadhakar. The agenda of the workshop was to ensure that the participants are able to deploy their own Android app and provided with all code and study material required for advanced Android knowledge.

### 2. Pictures of the Event





### **3. Event Description**

This workshop was held on 26th January 2017. The workshop intended to ensure that all the participants are able build their own working Android Application. The workshop was conducted in the college lab for participants without their own laptops and in a classroom for the participants with laptops. The app in picture was a basic calculator app wherein the user can take

2 numbers as an input and perform any intended basic operation on it. The topics covered in the workshop were:

Topics to be covered in the workshop:

1. Basics of Android Programming.
2. Introduction to UI Components.
3. Making a simple calculator app.
4. Navigating within the app
5. Debugging the app.
7. Creating an apk of the app.

The participants made this app successfully and they were also provided with the original app's source code and general Android reference documents by our tech team.

### **3.1. Event Conductors**

The execution of the event was done by our senior web editor, Tejas Ingale and co-ordinator Sarthak Dadhakar.

## **Article Writing**

### **1. About the event**

In order to let our members illustrate their imagination, the hunt for novelty began with the Article Writing competition of IEEE VESIT.

The theme for the same was Time Travel. Participants were supposed to drop their entries in our mail before the deadline.

### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by the Junior and Senior Council members.

#### **3.2. Event Schedule and Participation**

The participants were supposed to mail their articles to the council before 16<sup>th</sup> February 2017, 9 pm.

The word limit was 1000 words. A lot of budding writers among our members sent their entries.

## **4.WINNERS:**

NAME	CLASS	ROLL.NO	POSITION
Yogita Balani	D7B	6	first
Sakshi Patil	D9B	46	second

Ajit Krishnamoorthy	D14A	3	first
Rohit Sreedhar	D14A	53	second
Shrikumar Patil	D19A		first
Sagar Brijwani	D19A		second

## Clash of Conquerors

### 1. About the event

To fulfil the endeavour of coming back with a new zeal, IEEE VESIT decided to hold a mega event for all its members. BEClash Of Conquerors is the trademark strategy card game of IEEE and was thoroughly enjoyed by all the participating members. It tested the ability of the members to balance the duo of strategy and tactics.

The difference between COC, a previous event, and BE COC was first and foremost that it was exclusively for the Bes only. Another major difference being that of Pandora's Box being introduced which added to the difficulty and layers of strategic gameplay.

The event consisted of the first round(for everyone), the semi final round and the final round. All the rounds were conducted over the college campus.

### 2. Pictures of the Event





### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all the coordinators , Junior Council members and a few Senior Council members.

#### **3.2. Event Schedule and Participation**

##### **ELIMINATIONS:**

- Conducted on 28<sup>th</sup> Feb. At 8 a.m.
- Out of the participating BEs, 8 teams qualified for the Semi Final Round.
- The response was huge.

##### **SEMI FINAL ROUND:**

- It was held on 22ndFeb, 2016 at 8:10 a.m.
- In this round, 8 teams participated. The team size was 2-3.
- A total of 4 teams from these 8 qualified for the Semi-Finals.

- The response was again overwhelming.

### FINAL ROUND:

- This round was conducted on 22<sup>nd</sup> Feb at 2:45 p.m.
- After a long and interesting game, the winners were declared.

## **Bewitch**

### **1. About the event**

IEEE VESIT hosted it's coord event, a mega event, Bewitch. It was based on testing the participants' abilities, character and weaknesses.

### **2. Pictures of the Event**





### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by the co-ordinators.

#### **3.2. Event Schedule and Participation**

##### ROUND 1:

- Round 1 was conducted on 14<sup>th</sup> February, 2017.
- It was a paper-based elimination round which required a riddle to be solved. Students were asked to attempt the paper in teams of three.
- The maximum duration was 20 minutes.
- The underlying theme of the riddle for the elimination was related to the Harry Potter series.

##### ROUND 2:

- The Round 2 was held on 15<sup>th</sup> February, 2017.
- 28 teams were shortlisted for this round.
- There were 5 minigames.

##### Phase 1:

- 28 teams had to play each minigame and collect mastery points which they gained after winning them. The teams with the most mastery points was selected.

##### Phase 2

- 18 teams were selected. They had to buy various spells and potions using the mastery points they had gained in the previous round.

##### ROUND 3:

- Round 3 was held on the same day.

- 3 grids of 6 teams each were formed. The grid contained dueling tiles. When two teams reached the corresponding tiles, they dualed against each other using the various spells and potions in their possession.
- The 6 teams which were leading were shortlisted for the last round.

#### ROUND 4:

- The 6 teams had to play on a grid of tic tac toe and dual against each other to put their (Xs or Os) on the board.
- The 3 teams which won the tic-tac-toe were declared as the winners.

### **4.WINNERS:**

Name	Class	Roll No	Position
Pooja Vazirani	D7B		first
Madhuresh Pandey	D7B		first
Anirudh Roy	D7B		first
Pradeep Gurbani	D9B		second
Archit Bhandarkar	D9B		second
Manasi Berde	D9B		second
Shubham Gaikwad	D7A		third
Ashish Chandwani	D7A		third
Sagar Raisinghani	D7A		third

### **Bluffmaster**

#### **1. About the event**

A platform where gratification and laurels showered upon those who unsuspectingly made their way through to the zeniths of the crowd. Leaving behind the bluffing trails, some teams managed to deviate the opponents from the path that lead them to earn 'The BluffMaster' title.

The event consisted of three rounds, first paper-based eliminations and then based on the score of the first round; students were short-listed for Round 2. Various fun games awaited the participants in Round 2 and Round 3.

#### **2. Pictures of the Event**









### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators and a few Junior Council members.

### **4.WINNERS:**

#### **Seniors:**

Name	Class	Roll Nos	Position
Ilesha Garg	D20	48	First
Nikita Thakur	D17A	60	First

Tanaya Seth	D17A	41	First
Chirag Kriplani	D17B	50	Second
Kevin Shah	D17B	72	Second
Vipul Samala	D19C	73	Second
Aditi Chaskar	D19C	69	Third
Priyanaka Patil	D19C	59	Third
Namrata Mehta	D19C	35	Third

### **Juniors:**

Name	Class	Roll Nos	Position
Ankit Panvalkar	D6B	48	First
Rushabh Shah	D6B	60	First
Rituparna Mukherjee	D6B	41	First
Sanika Pathare	D6B	50	Second
Rasika Wagh	D6B	72	Second
Tanvi Wagh	D6B	73	Second
Rohit Kane	D6B	28	Third
Takshan Shetty	D6B	65	Third
Madhav Agarwal	D6B	2	Third

### **Conflict**

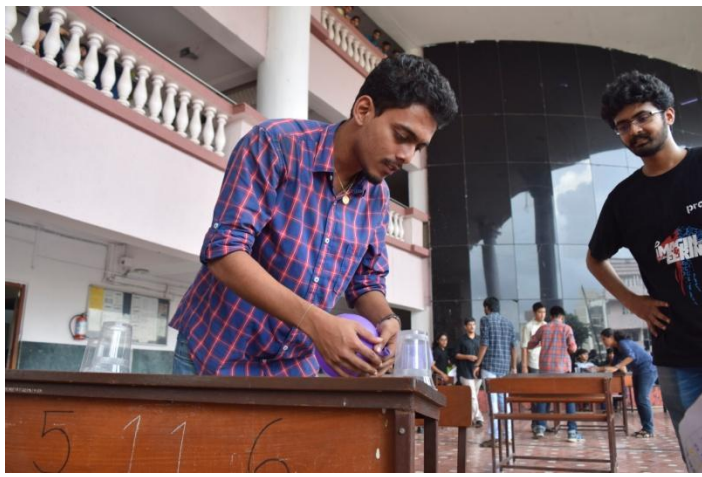
#### **1. About the event**

After Quizzard, IEEE VESIT decided to hold a fun event for all its members. Com-Flict was a light event which was enjoyed by all members. It tested the ability of the members to think out of the box as well as their physical abilities, with the innovative yet engrossing mini games.

The event consisted of three rounds, first paper-based eliminations and then based on the score of the first round; students were short-listed for Round 2. Various fun games awaited the participants in Round 2 and Round 3.

#### **2. Pictures of the Event**



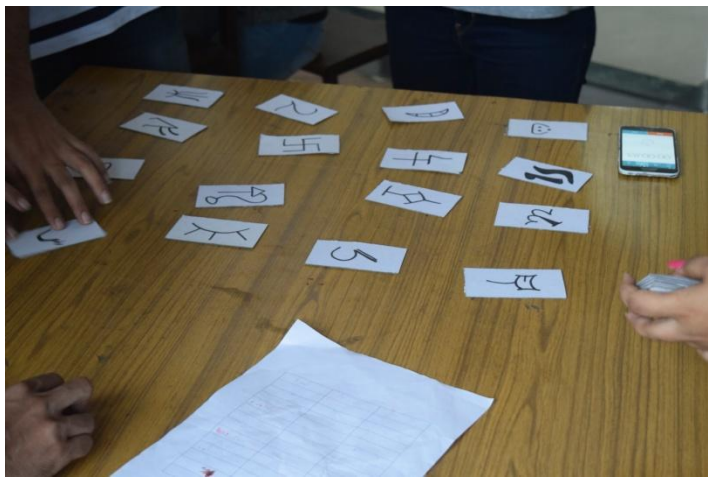


















### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators and a few Junior Council members.

#### **3.2. Event Schedule and Participation**

##### ROUND 1:

- Round 1 was conducted on 3<sup>rd</sup> October, 2016.
- It was a paper-based elimination round. Students were asked to attempt the paper in teams of three.
- The maximum duration was 20 minutes.
- Questions were based on various comics and hypothetical questions regarding various comic characters.
- Round 1 saw a great response.

##### ROUND 2:

- The Round 2 was held on 4<sup>th</sup> October, 2016.

- 30 teams were shortlisted for this round.
- There were 8 minigames and 2 phases.
- Phase 1:  
30 teams had to play each minigame and collect different abilities which they did after winning the mini game. The teams with most abilities were selected.
- Phase 2:  
21 teams were selected and they had to collect any one of the 16 superheros by acquiring more abilities by winning the mini games. The Superhero they collected would be either Marvel or DC.

#### ROUND 3:

- Round 3 was held on 5<sup>th</sup> October, 2016.
- 16 teams were shortlisted for this round.
- There were 8 different mini games. This time, the teams had to play against each other.
- A DC Superhero team could only play against Marvel Superhero team and vice versa.
- Points were given at the end of the game and the team with most points won the event.

## **Deep Web**

### **1. About the event**

The Deep Web workshop was held on 2nd March 2017. The purpose was to give an insight on how cyberpsychology affects today's world, especially the youth. The concepts of the surface web, deep web and dark web were explained along with their distinguishing factors. Working of usual search engines with the assistance of web crawlers was discussed. The idea of bitcoins using block chaining was explained as well. The Onion Router and it's functions as a browser intended to dive into the deep web was also a matter of discussion.

### **2. Pictures of the Events**

### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators and a few Junior Council members.

#### **3.2. Event Schedule and Participation**

The event took place in room number 516. Around 2.45 onwards the registration desks were set up for the workshop intake.

## **FPGA-Workshop**

## **About the event**

We aim to make this reconfigurable technology accessible to everyone, including software programmers. FPGA has emerged quickly as one of the most wide avenues in embedded systems. We seek to familiarise the people with the basics of FPGA.

The Workshop was open for all the members as well as non members.

## **Event Description**

### **Event Conductors**

The execution of the event was done by all coordinators and a few Junior and Senior Council members.

### **Event Schedule and Participation**

FPGA Workshop was open for all the members and non members. It was conducted on 7th October 2016, at 3.00 PM. Aim was to make this reconfigurable technology accessible to everyone, including, software programmers. FPGA has emerged quickly as one of the most wide avenues in embedded systems. IEEE VESIT seeked to familiarise the people with the basics of FPGA.

## **FVPL**

### **1. About the event**

VPL - FVPL had people devising strategies and making gameplay plans for victory by the use of the best footballers in VESIT.


It was an online event which went parallel along with the VESIT PREMIER LEAGUE. Scores were updated after each round of VPL.

### **2. Pictures of the Event**

ieeevesit.org/fvpl/

# FANTASY VESIT PREMIER LEAGUE

Premier League About FVPL Gallery Help Rules About IEEE



## Sign In.

Email

Password

[Reset Password](#)

Sign Up


ieeevesit.org/fvpl/#

# FANTASY VESIT PREMIER LEAGUE

Squad Selection Statistics Leaderboard Upcomings About FVPL Gallery **Help** Rules About IEEE Logout

## Help :

- **Start Playing**
  - Step 1 : Sign Up(Premier League)
  - Step 2 : Log In(Premier League)
- **Select your team(Squad Selection)**
  - Step 1 : Select Squad by clicking players in 'Player Selection' list.You can remove players by clicking selected player or can reset whole team by clicking reset.
  - Step 2 : Click on "".
  - Step 3 : Enter "Team Name"
  - Step 4 : Click on "".



The screenshot shows the Fantasy VESIT Premier League website. The main header features the logo and the text "FANTASY VESIT PREMIER LEAGUE". Below the header is a navigation menu with options: Squad Selection, Statistics, Leaderboard, Upcomings, About FVPL, Gallery, Help, Rules, About IEEE, and Logout.

The "Squad Selection" section includes a "DeadLine : 2017-03-06 (2:00 pm)" banner, a "Reset" button, and displays "Players : 0/15" and "Money : 100". A green dashed box contains the instruction: "Click on players to select in player selection box." Below this are two tables for selecting players:

Goalkeepers	Team	BasePrice
Select Goalkeeper		
Select Goalkeeper		

Defenders	Team	BasePrice
Select Defender		

The "Player Selection" section on the right has a "View" dropdown set to "All Players" and a "Team" dropdown. A green dashed box contains the instruction: "Click on players to select." Below this is a table of available players:

All Players	Team	Position	Baseprice
Sunmay Agharkar	Whites	Midfielder	5
Farhan Khan	Whites	Midfielder	5
Prateek Kak	Whites	Midfielder	5
Kshitij Sutar	Whites	Goalkeeper	5
Aditya Gurtal	Whites	Midfielder	5

### 3. Event Description

#### 3.1. Event Conductors

The execution of the event was done by the Web editors and some coordinators.

#### 3.2. Event Schedule and Participation

This online event was launched on 29th January 2017, 8pm. The first gameday began at 10am the following day. Each gameday was synonymous to a day when at least one or at the most three on ground VESIT Cricket League (VCL). There were in all 8 such gamedays. The event ended on 9th March 2017 and the winner was declared.

### **FVCL**

#### 1. About the event

FVCL - Setting up a Cricket Fantasy League for one's own Cricket club was surely an event of more fun, enthusiasm and competitiveness. The constant flip between being a coach and captain was indeed the highlight of FVCL.

It was an online event which went parallel along with the VESIT CRICKET LEAGUE. Scores were updated after each round of VCL.

#### 2. Pictures of the Event



# FANTASY VESIT CRICKET LEAGUE

brought to you by IEEE-VEST

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[ieee\\_superuser](#) [My Team](#) [Logout](#)

## MAXIMUM RUNS

Name	Runs	Info
Saurabh Mahawadiwar	81	<a href="#">i</a>
Anant Gupta	75	<a href="#">i</a>
Avishkar Chawla	73	<a href="#">i</a>
Ganesh Anbhule	63	<a href="#">i</a>
Gaurav Duseja	62	<a href="#">i</a>

## MAXIMUM WICKETS

Name	Wickets	Info
Sandeep Bind	8	<a href="#">i</a>
Sahil Jethwani	8	<a href="#">i</a>
Ashish Mishra	8	<a href="#">i</a>
Neeraj Keswani	8	<a href="#">i</a>
Lakhan Modani	7	<a href="#">i</a>

## MAXIMUM SIXES

Name	Sixes	Info
Avishkar Chawla	6	<a href="#">i</a>
Saurabh Mahawadiwar	5	<a href="#">i</a>
Akshay Auti	5	<a href="#">i</a>
Juber Shaikh	4	<a href="#">i</a>
Gaurav Duseja	4	<a href="#">i</a>

Connect with us:

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## LEADERBOARD

Rank	User name	Points
1	Bhadka hua Aashiq	4221
2	anant_04	4207
3	juber	3974
4	halfblood	3963
5	lamnachiket	3924
6	kd1510	3903
7	.	3695
8	sapphire	3623
9	pathanprajapati	3581
10	mrunmayee28	3538
11	neeraj_keswani	3526
12	prajapati	3386
13	Kurhe	3182
14	keyur.daswani@ves.ac.in	3099
15	Pandey XI	2967



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## FVCL 2017 HAS ENDED

### CONGRATULATIONS

#### WINNERS

Avishkar Chawla(1st)  
Anant Gupta(2nd)

#### WINNER FROM GIRLS' CATEGORY

Shraddha Bhalerao

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### FVCL RULESHEET

1. Sign up and Login.
2. Go to 'Select Squad' option in navigation bar.
3. There, you have to choose 8 Batsman, 4 Bowlers, 3 All Rounders and 1 Real captain.
4. After choosing all the players in required quantity, 'Make Team' button will appear.
5. Once that button is hit, your team of 11 will be generated consisting 5 Batsmen, 3 Bowlers, 2 All-rounders and 1 Real Captain.
6. Initially, any random player is assigned as a captain of your fantasy team. You can change the captain by pressing copyright symbol button.
7. Captain you choose need not to be the one in real. Captain's score is added to your score with 2X multiplier.
8. Before gameday begins, you can make 11 substitutions in your team and can transfer maximum of 6 players.
9. Once gameday starts you cannot do transfers and only 3 substitutions are allowed. You cannot make team when gameday begins.
10. Once gameday is over, points are allotted to the players involved in the game day and subsequently points are allotted to you users depending on your team composition.

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### ABOUT FVCL

Fantasy VESIT Cricket League is a sport team manager game in which player form his/her own fantasy team by picking the players actually playing in VCL.

Your performance in this game depends completely upon your knowledge of match schedules, players and presence of mind.

All The Best!

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## 3. Event Description

### 3.1. Event Conductors

The execution of the event was done by all the web editors and a few other members.

### **3.2. Event Schedule and Participation**

This online event was launched on 29th January 2017, 8pm. The first gameday began at 10am the following day. Each gameday was synonymous to a day when at least one or at the most three on ground VESIT Cricket League (VCL). There were in all 8 such gamedays. The event ended on 9th March 2017 and the winner was declared.

#### **Matlab and Labview Workshop**

##### **1. About the event**

With a view of broadening the knowledge base of our members, the IEEE council arranged a workshop on 3<sup>rd</sup> September 2016 to throw light on programming based applications, namely MATLAB and LABVIEW. Mr. Kiran Parte, an EXTC Third Year student at VESIT, conducted the workshop and tactfully managed the time in hand to cover the basics of both topics. The workshop was conducted in collaboration with the Tinkerer's Lab, which is a student development oriented body of the EXTC department of VESIT and works towards inculcating practical knowledge in students.

##### **2. Pictures of the Event**



### **3. Event Description**

### **3.1. Event Conductors**

The execution of the event was done by all coordinators with the assistance of a few Junior Council members.

### **3.2. Event Schedule and Participation**

The event was scheduled at 3pm in room no. 402  
Care was taken that enough computers be provided for the participants and that each machine had the required application pre-installed. The participants were an enthusiastic bunch of second and third year students who quickly grasped everything that was being taught in the session.

Briefly, MATLAB (Matrix Laboratory) taught the students to make use of specialized datatypes, matrices in particular for mathematical operations.

LABVIEW(Laboratory Virtual Engineering Workbench), imparted knowledge on graphical notation.

## **Online Treasure Hunt**

### **1. About the event**

The storyline behind this online treasure hunt revolved around the British TV Series Game of Thrones. The protagonist of the show namely Jon Snow is the lead of the game as well. The game begins with Jon Snow escaping the clutches of White Walkers. With each question, the protagonist gathers his army to fight the White Walkers and an OTH player wins when all questions are answered correctly

### **2. Pictures of the Event**



### **3. Event Description**

The Online Treasure Hunt began on 3rd October 2016 at 8pm. The flow of the game began with the players answering three common questions in the beginning to make Jon Snow get away from the White Walkers.

The players now have a choice to choose between three candidate routes to take where Jon will gather his army. These paths had their difficulty level and length in inverse proportion. The gathered army now faces three common questions again which represent the final war. We had all our winners recorded by the following noon.

#### **3.1. Event Conductors**

The execution of the event was done by our junior web editor, Abhishek Kuvar and other co-ordinators.

### **Quizard**

#### **1. About the event**

Being a technical society in a prestigious institute like VESIT, we were compelled by our inner desire to learn to set up a traditional quiz event that tread along the lines of trivia, opinions and other walks of life.

## 2.Pictures of the Event







### **3. Event Description**

Quizard is an event that takes a regular quiz contest and gives it a more compelling twist. The event comprised of 3 rounds and was held over a period of 2 days.

### **3.1. Event Conductors**

The event was executed by the SE coordinators and the Junior Council.

### **3.2. Event Schedule and Participation**

#### ROUND 1:

- Round 1 was conducted on 3<sup>rd</sup> February, 2015.
- It was a paper-based elimination round. Students were asked a few questions.
- The maximum duration was 20 minutes.
- Questions were based on general knowledge and other trivia.
- Round 1 saw a great response.

#### ROUND 2:

- The Round 2 was held on 5<sup>th</sup> February, 2015.
- 20 teams were shortlisted for this round. 10 teams from the second year. 10 teams from the third and fourth year.
- Questions were fired at the contestants and they were asked to fill in the answers into a crossword.
- This round was used to clear out all but the top 7 teams of each category.

#### ROUND 3:

- Round 3 was held on
- The teams had to pick their categories from which a set of questions was asked to them.
- The top 6 teams moved on to the final round.
- In the finals, the teams faced a buzzer round and 30 questions were fired at them. The team with the maximum points at the end of the round took away the spoils.

## **The Rise of the Alliances**

### **About the event**

By recreating history with a strong base of strategy teams manage to have a concrete establishment in the game. An insidious mind game of politics and war based on worldly events in historical chronology is the concept around which TROTA revolves.

The event consisted of three rounds, first paper-based eliminations and then based on the score of the first round; students were short-listed for Round 2. Various fun games awaited the participants in Round 2 and Round 3.

## **Event Description**

### **Event Conductors**

The execution of the event was done by all coordinators and a few Junior Council members.

### **Event Schedule and Participation**

Round 1:

In the stone age, the first round involved collecting resources like wood, gold, food and knowledge associated with the continents America, Africa, Asia and Europe respectively by playing mini games. The teams build their houses, granaries or storage according to the resources they earned. In the metal age, the teams built their artillery playing the same mini games.

Round 2:

In the industrial age, the first world war began on day 2 where the teams used their artillery strategically for attack and defence. The League of Nations was formed and three teams are chosen as super powers who made their economy points by playing taboo.

Round 3:

The teams start building the arms for the war and made sure they were allied with the intended teams. The League passes a bill for disarmament and it is decided by majority vote whether a war will occur or not. The bill is not passed and the war takes place based on the arms the teams earned via the quiz and counterintelligence. The teams with the highest economy points win, 3 for each, BE/TE and SE.

## **Robocup**

### **1. About the event**

IEEE VESIT conducted one of its most awaited event Robocup on 30<sup>th</sup> January. In this event, IEEE VESIT made several level 1 robots. The participants had to use these bots in various games to complete certain tasks.

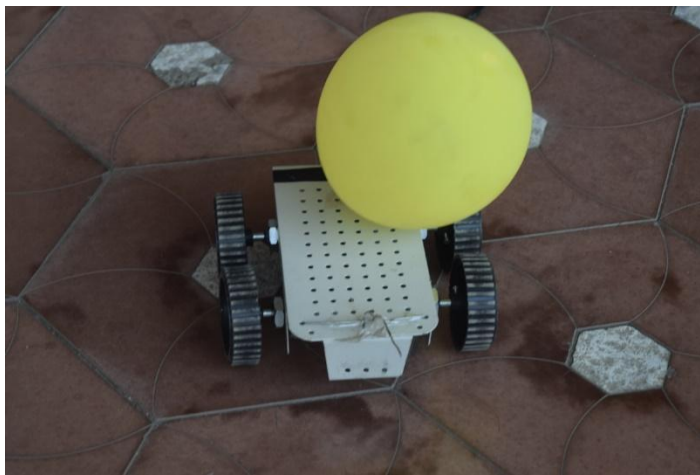
On day 1, the teams had to play the games multiple times to gain maximum points. Top teams were selected for day 2. On the second day, the teams had to work against each other, trying to protect their own ballon while destroying others.

### **2. Pictures of the Event**









**3. Event Description**

### **3.1. Event Conductors**

The execution of the event was done by all Council members.

### **3.2. Event Schedule and Participation**

#### ROUND 1:

- Round 1 was conducted on 30<sup>rd</sup> January, 2017.
- The round 1 consisted of 4 different games to be played by the participants.
- Each game involved using the level 1 bot provided by IEEE vesit.
- The following were games and the rules of games:

#### Blind Race

One player will control the bot while he is blindfolded. Second player will handle the wires between the driver and the bot. The third player will give direction on to the first player.

#### Mismatch

Two players, each player gets a switch, have to control a bot. Third player will handle the wires between the two players.

#### Penalty Shootout

The arena consist of two parallel lines. First player will use the bot to pass the ball through The set of parallel line. Second player must capture a picture using the camera when the ball is between the two parallel lines.

#### ROUND 2:

- The Round 2 was held on 31<sup>th</sup> January, 2017.
- 8 teams were shortlisted for this round.
- Each team was given a bot on which a needle was placed in the front along with a balloon at the back.
- Phase1:  
4 teams fought against each other trying to burst other teams balloon while protecting their own. Several checkpoints were present, which the participants needed to clear for getting extra points. This phase lasted for 10 minutes.

#### Phase2:

4 teams were selected and they had again burst as many balloons as possible. The team which succeeded in bursting maximum balloons won the game.

## **SMILEOKBAPPA**

### **1. About the event**

During the holiday period given mid semester, IEEE VESIT came up with this event that brought out the hidden photographer within its members.

### **2.Pictures of the Event**



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Sahyadri Krida Mandal, Tilak Nagar

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### **3. Event Description**

The event ran on IEEE VESIT's social media accounts of facebook,, Snapchat and Instagram. During the holidays a few tasks were put up on the Snapchat account and the contestants were asked to capture the festivities from the closest celebrations around them and post it onto the social media accounts of their choice. Photographs were selected in the basis of the completion of tasks and use of innovative ways to capture the essence of the Ganesh festival. A hashtag was also used for the segregation of images from the rest on social media: - ieeebappamorya. The event ran on for the length of the vacations from 5<sup>th</sup> September -18<sup>th</sup> September 2016. Below are the winners of the event along with their images.

### **Technical Paper Presentation:**

#### **1. About the event**

Technical Paper Presentation is the time to contemplate and channelize your thoughts for a scientific and high-tech purpose problem resolution technique which is to be presented at a quorum with the assistance

of digital media and oral explanation.

Convincing upshots with a base of concrete assertiveness is always appreciated.

## **2. Pictures of the Event**







- Radio Frequency Identification
- RFID is a technology that uses radio waves to communicate between an electronic tag and a reader to track and identify an object



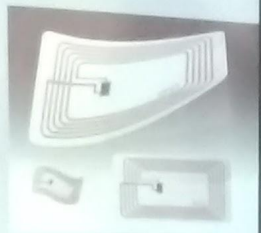


# Transponders

- Active transponder

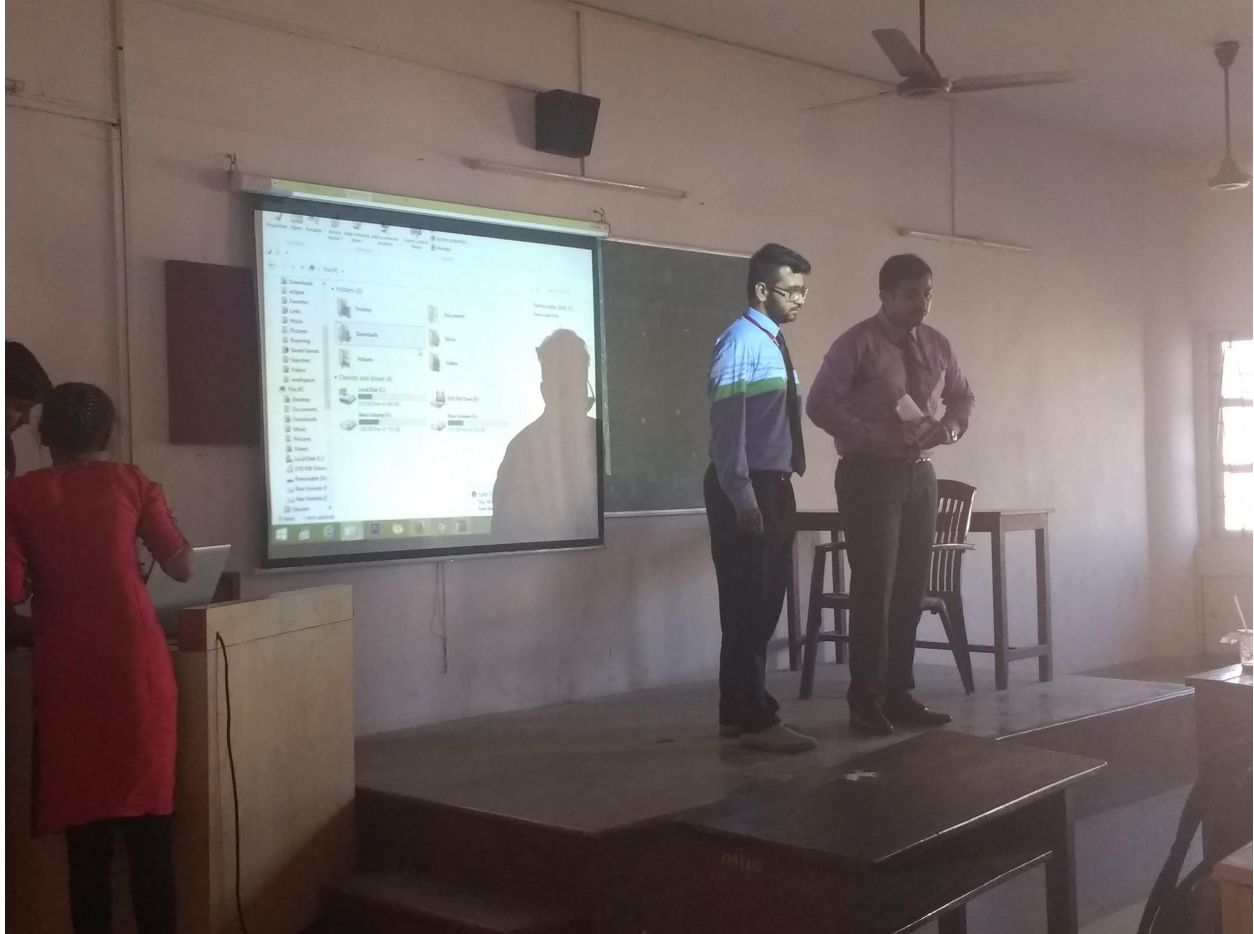


- Passive transponder









### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators and a few Junior Council members.

#### **3.2. Event Schedule and Participation**

1. The event was conducted on 22nd February in a classroom. All the chosen teams assembled at the pre-stated venue by 2.45pm.
2. All the participants were requested to submit an abstract prior to the commencement of the event for documentation purposes.
3. With the assistance of digital media and examples all the teams delivered their presentation and the best of the lot was chosen.

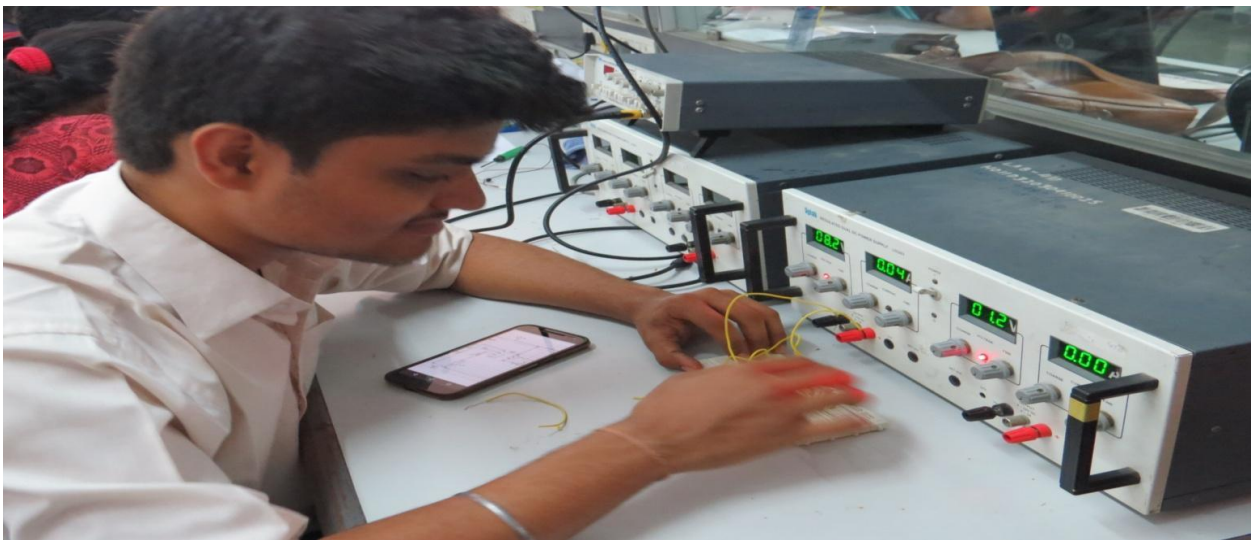
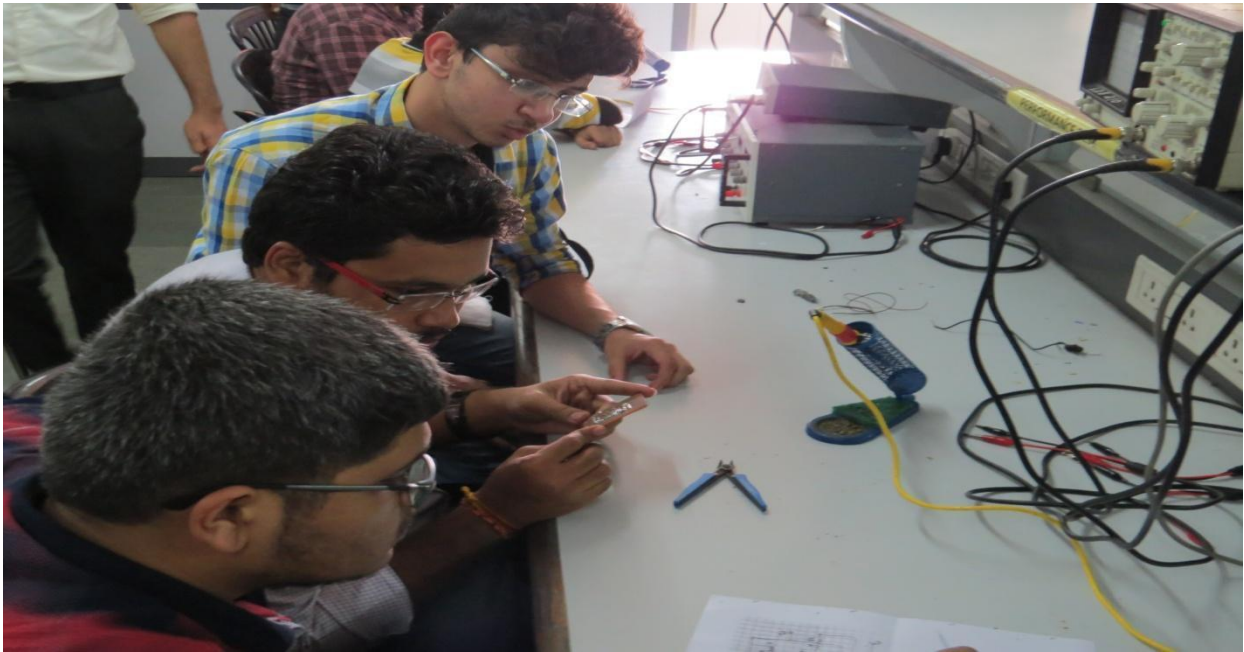
### **Tech Lego**

#### **1. About the event**

IEEE Vesit had once conducted an Android workshop which helped to enhance software skills and to continue further development steps of an able engineer; we decided to organize a workshop on basic circuit building: TECH LEGO.

We had an intriguing crowd helped by the head conductor-Pujan Sanura to indulge in working on two projects i.e Continuity Tester and Sound Sensor.

## 2. Pictures of the Event









### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators assisting the head speaker and instructor CEO of IEEE VESIT Pujan Sanura.

#### **3.2. Event Schedule**

This was a two day event with respective two projects.

DAY 1: On 3<sup>rd</sup> February, in one of the labs; participants got a brief introduction on basic circuit building. Later that day they learned to work on Continuity Tester. We provided them with materials and the final project was worked on, with the help of few council members on trouble shooting. The project was successfully done and executed efficiently.

DAY 2: On 4<sup>th</sup> February, participants were enlightened with tricks to perform circuit connection efficiently. Later that day participants worked on Sound Sensor whose requirements were again provided by IEEE VESIT.

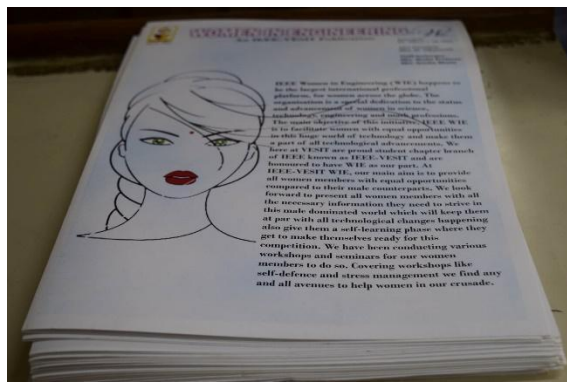
The project was successfully done and executed efficiently.

### **WIE Workshop**

#### **1. About the event**

IEEE VESIT hosted a panel discussion on how women affect the society in the technical department.

#### **2. Pictures of the Event**



### **3. Event Description**

#### **3.1. Event Conductors**

The execution of the event was done by all coordinators, Junior Council and Senior Council members.

#### **3.2. Event Schedule and Participation**

The guest panel invited included:

- Mrs Manisha Hira (former senior scientist, SASMIRA professor (VJTI))
- Mrs Aarti Karande (professor (SPIT))
- Dr Mrs Rajani Mangala (professor (SPIT))
- Dr Mrs Shalu Chopra (HOD IT (VESIT))