

IEEE VESIT ANNUAL REPORT

IEEE is the world's largest technical professional organization dedicated to advancing technology for the benefit of humanity. The IEEE Strategic Plan is a vital part of the ongoing evolution of IEEE. The Plan provides a clear picture of IEEE as an organization, the goals our community is pursuing, and the initiatives that will move IEEE forward in the coming years. IEEE VESIT, keeping this vision in mind, conducted the following events for the infotainment of its members:

The following events were held in the odd semester of 2017:

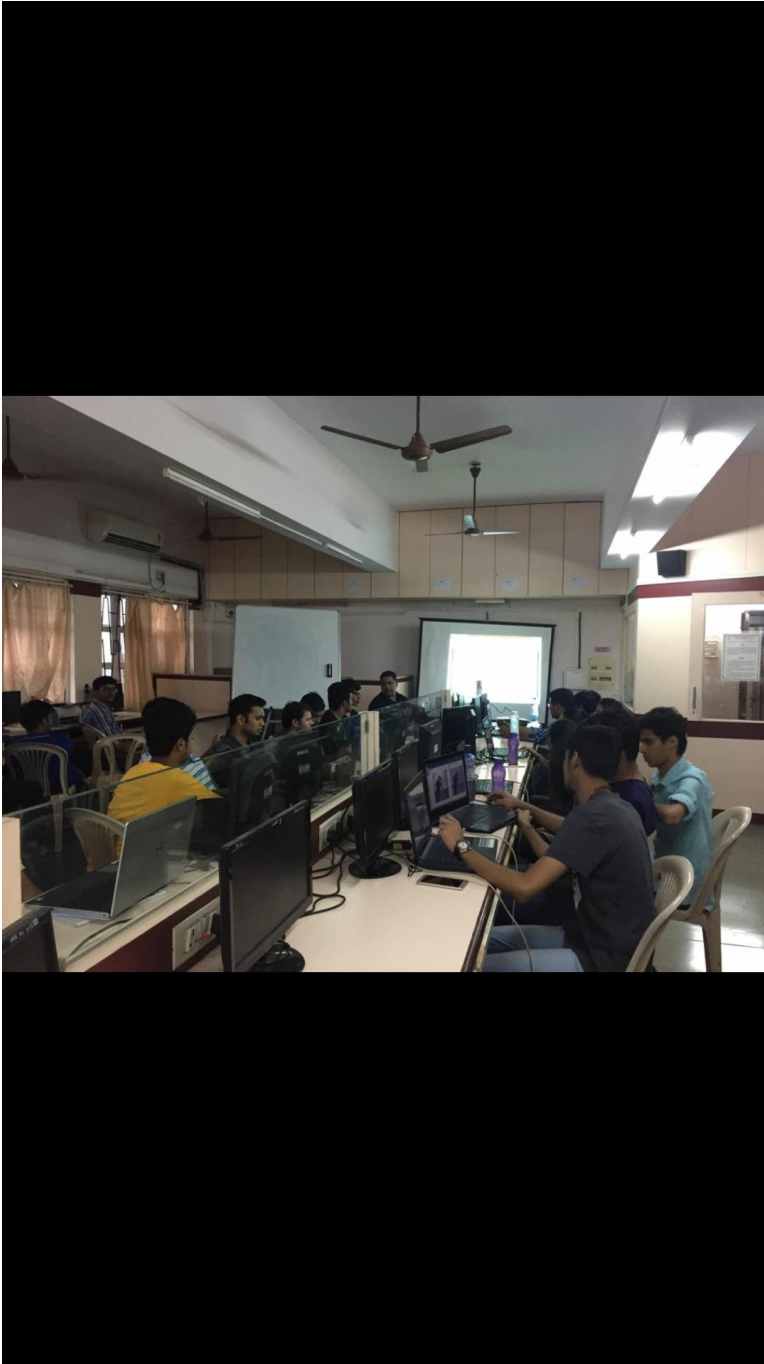
EVENT: Quizard

The first event of the year was Quizard, a quiz based competition where the general knowledge of the participating teams was tested. It was held on 21st September 2017.



EVENT: Android Workshop 1

Android Workshop 1 was held on 9th and 10th October by IEEE in collaboration with CSI, ISTE and ISA. The attendees learnt the basics of Android programming with Android Studio.



EVENT: PCB Workshop

PCB workshop was conducted by ISA in collaboration with IEEE, CSI and ISTE on 25th and 26th September.

EVENT: Image Processing Workshop

Image Processing workshop was conducted by ISTE in collaboration with IEEE, CSI and ISA.

EVENT: WordPress workshop

On 11th and 12th October, WordPress workshop was conducted by CSI in collaboration with IEEE, ISA and ISTE.

EVENT: Online Treasure Hunt 1

Capping off an eventful odd semester, Online Treasure Hunt 1 went live on the night of 29th September. OTH is a technical treasure hunt where participants race against each other to solve all the questions first.

The even semester set off to a lively start, with the following events:

EVENT: Clash of Conquerors

IEEE's first event of the even semester, Clash of Conquerors was conducted on 31st January and 1st February. It was a card based game where participants advanced with the help of some luck and strategic prowess.

EVENT: Android Workshop 2

Android Workshop 2.0 was held on 23rd and 24th February, where attendees created an Android app connected to Firebase on the backend.

EVENT: Cryptocurrency workshop

A workshop on Cryptocurrency was held on 7th February. Attendees learnt the intricacies and nitty-gritties of various cryptocurrencies and their implications on the economy

EVENT: Model United Nations

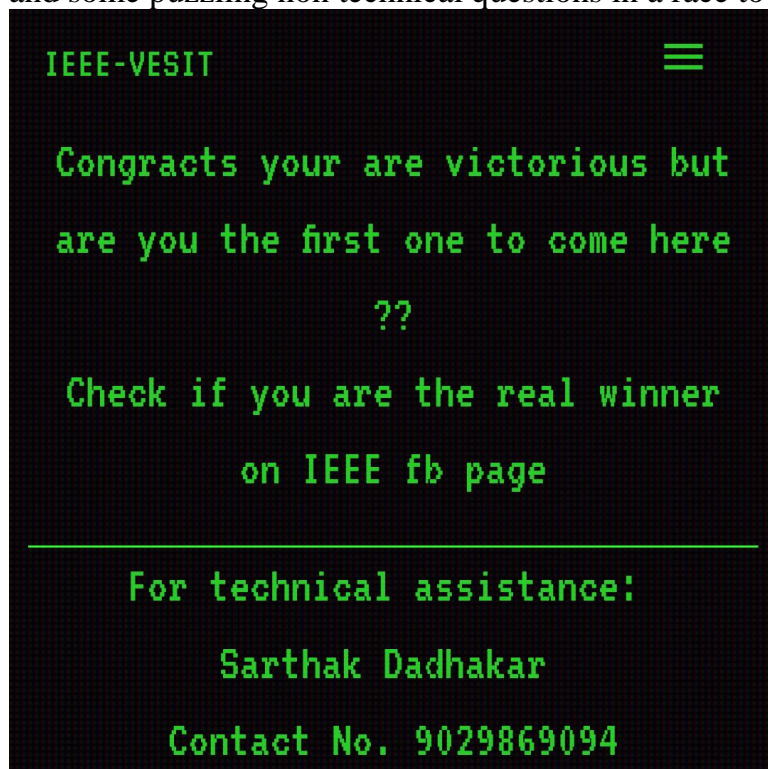
IEEE next held a Model United Nations, on 1st March, giving participants a taste of how it is to be a UN ambassador rallying for their country's rights.

EVENT: Technical Paper Presentation

The final round of Technical Paper Presentation was held on 3rd March, where the selected contestants presented their research in front of a panel of judges.

EVENT: Online Treasure Hunt 2

On the night of 3rd March, OTH 2 went live. Participants solved tricky technical questions and some puzzling non technical questions in a race to emerge as the winner.



EVENT: TROTA

TROTA, a mega fun event was conducted on 5th and 6th March, where teams played a live mega-board game to emerge as the ultimate winner.

EVENT: What Do You MEME

The IEEE Coordinators event 'What Do You MEME' was conducted on 9th and 10th March for all second years. Participants played meme-based fun games to win the event.

EVENT: Article Writing

Article writing was conducted where participants submitted articles on the theme of Cryptocurrency, and winning entries were published in the annual IEEE Magazine 'Spectrum'.

A memorable year was given an apt closure with the IEEE annual symposium 'Melange 2018', held on 2nd April, where the prize distribution of all the winners was conducted.