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ROADSHOW

IEEE-VESIT in collaboration with Praxis'18 came up with three events this year, Roadshow being one of them. Roadshow was a technical prototype presentation event where each team had to identify a problem statement from one of the given domains, and come up with an innovative, authentic and implementable solution. The contest was aimed to provide the students an idea about real world problem solving skills, and an insight towards building a smart sustainable society for the future generations.

The participating teams had initially submitted an abstract of their topic, on the basis of which they were shortlisted to the finals, which was held on the 24th of September.

IEEE-VESIT had invited Mrs. Mukesh Yadav and Mr. Gaurav Tawde, both of whom are professors of VESIT, to judge the finale of this prestigious event, and impart their own knowledge of the subject to the students as well as test their prototypes based on an enthralling questionnaire session following the prototype presentation. The teams were assessed on the originality of their topic as well as a small intelligible construction of their prototypes.

It goes without saying that all of the teams had implemented a very creative and comprehensible prototype, and were able to provide a realistic and cost-cutting solution to the problems addressed by them. Out of the eight finalist teams, three best ones were declared as winners, and felicitated for the same in the college Auditorium.

Overall, the contest served as an educationally motivational event for students and provided a platform to diligent learners to exchange their knowledge and ideas in an open-minded environment. After witnessing the brilliant performance of the contestants, Mrs. Anjali Yeole, assistant professor and the Google Admin of VESIT, decided to conduct an exhibition of all the prototypes on the very next day, which only heightened the sheer success of this event.





FILM IT

IEEE-VESIT had organised 3 large scale events in Praxis 2018-2019, and this year the traditional short film event was the “FilmIt Workshop”, which was held on the 24th of September, with the aim to give interested students a peek into what goes into the making of any kind of video content, be it documentaries, feature/short films, music videos or advertisements.

IEEE-VESIT had collaborated with alumni Harsh Sunil Bhatia and Piyush Thoravat, both of whom have extensive experience in professionally making videos for all sorts of platforms from renowned media houses, and the former is an entrepreneur in the field. Adding onto their session was our very own IEEE-member, Suraj Bathija (D11B), who also creates videos professionally on a regular basis.

Harsh talked mainly about how he goes about creating a story. He took 5 suggestions each for Location, Profession, Action, Object and Emotion from the audience, and then he asked them to make a scene with one suggestion from each parameter and then to read it out. The session thus proved to be extremely interactive and even gave them an experience of Harsh's thinking process.

Next up, Piyush Thoravat gave us an insight into using lights practically, depending upon the mood of the film/frame, whether the lights are present or not! He did this while expertly taking his recently Vimeo-released short film “You And Me”, as an example, going through how he used the kind of lighting he did, and why. He also pointed out the good points and mistakes in his film, and gave us tips on how we could avoid those. The session was quite detailed and delved slightly deeper into the cinematography side of things.

Harsh and Piyush also took us into depth about various types of shots and transitions.

Suraj Bathija then went into the technical side of film-making i.e. Video Editing. All the attendees were given a free copy of the industry standard video editing software, Adobe Premiere Pro, and were asked to follow along to Suraj's instructions as he took us through the layout and the workflow of the software.

The session was overall extremely hands-on and a first of its kind workshop held in VESIT! We thank the speakers for taking out so much of their time for us and for sharing their valuable experience and knowledge!

CASE CLOSED

Praxis 18 was undoubtedly a resounding success. The ibid tech-fest was mandated to cohesively focus young technical minds to adapt themselves in a manner that algorithm would become an inseparable part of their analytical process and 'technical logic' should find a permanent flow in their veins. Amongst the many events that were executed, one that etched a permanent mark for all participants and spectators alike was an innovative and resplendently conducted game, which was christened 'Case Closed'.

Case Closed was conceptualized and organized by IEEE; and was physically conducted on 26 Sep 18. The theme was adapted from the famed flick 'Matrix' (Matrix is to Technical minds what Top Gun is to Fighter Pilots – akin to a treasure chest of desirable dreams). For this, the amphitheatre was rearranged to form a maze which depicted the arena, the simulated cyberworld – 'The Matrix', dominated by Cyphers and Smiths and capable of harvesting humans' bioelectric power.

Each team comprised of three members viz. Morpheus, Neo and Trinity. Event organizers also participated. Four played the role(s) of agents of the Matrix viz. Cyphers and Smiths, while others were present as friendly forces i.e. Crew members of Zion – the land of the free. Team member Morpheus was directed to stand at the end of the maze, depicting the leader of Zion being captured. He was given the codes to access the mainframe computers of Zion (by the organizers), and was mandated to evade divulging of the ibid codes to Cyphers and Smiths. Team members Neo and Trinity were tasked to set team member Morpheus free. The mission statement was to destroy The Matrix and rescue the "plugged" humans from there.

The agents were tasked to destroy the team members. On encountering an agent the team members had to understand the simulated reality which would enable them to bend its (the agent's) physical laws, granting the respective team member superhuman abilities to defeat the agent. This understanding was to be derived from analyzing the cryptic codes of the agents. Meanwhile, the crew from Zion (Organizers) were ambivalent and provided team member Neo and / or team member Trinity with a choice of red or blue pill. The Red pill was to help the respective team member to get closer to Morpheus and the Blue pill would deter the team from the pursuit. In the meanwhile, the erudite and cunning Morpheus, was to gather intel to destroy The Matrix. He had to solve four puzzles to find out the last piece of code. On defeating the agents, the trio of team members were to reunite and destroy The Matrix by analyzing and decoding the gathered information / data archived. All this was to be achieved before The Matrix could harvest Neo, Trinity and Morpheus' bio electricity completely, killing them all. The

more time spent in the Matrix by the team, would ensue that the more powerful the Matrix would get.

A total of 58 teams participated, which amounted to a resonating 175 people. There was a huge turnover of both, participants and spectators. This actually turned out to a mega event and the icing was that it commendably showcased the might of the technical mind, when unleashed into the analytical domain.

Case Closed was pitched at being 'just-the-beginning' of the marvelously enchanting and alluring world of coding and programming logic enmeshed within the adrenalin achieved by analyzing and successfully solving technical conundrums. The fantabulous turnout coupled with the reverberating success of the event, elevated the organizers on a cloud 9, from where satisfaction was simply a blissful entity.

A 'Kudos' to the organizers on behalf of the participants and spectators would be in place for the ingenuity in planning and the overall success of the game.



ANDROID WORKSHOP

INTRODUCTION:

IEEE VESIT held one of the most anticipated workshop in the odd semester i.e., the Android Workshop in the month of October. It was a two day workshop with the first day devoted to teaching the students about the installation of the softwares required and teaching them about the basics of the same. The second day was about further nurturing the students knowledge by teaching them all the required concepts for building an Android application.

DAY 1:

The students participated in a total of 52 groups with two to three students per team and the workshop was conducted in two separate labs on day one with Navjyot Singh and Jay Rajput as mentors. On the first day the students were provided proper guidance and help for installing Android Studio software and JDK. They were proffered pre-downloaded softwares which they just had to install and were also taught how to install all the components associated with Android Studio and also how and where to use them. Then they were told why Android Studio is better than other softwares when it comes to Android app development. After this they were made aware of the functions and features of Android Studio. They were further lectured on how to make the front end of an Android app and how to change different parameters, such as colour, size, etc of the same. Then they were shown how to make a simple calculator app and also how to write the code in Android Studio for the same.

DAY 2:

On the second day however they were to be taught the designing and programming part required for the backend of an app. For this Sarthak Dadhakar, who is an experienced person in the Android app development forte was invited. The students were brought together in a lab and were instructed on how to do the programming and how to use the Android studio app for the designing of a well-functioning back-end and stuff like changing the background colour of an app and also the dimensions and resolutions of the components used in the app. Then they were enquired for any queries and were provided the solutions for the same. It was made sure that every student's doubts were cleared. The sheer curiosity of students and experience of the mentors was enough to make the workshop the success that it was. The workshop for sure inculcated the

students with knowledge and a yearning to apply this knowledge in making their own apps and adding their innovative ideas to the same.

CONCLUSION AND ACKNOWLEDGEMENT:

At the end of the workshop feedback was taken from the students attending the workshop. All of the IEEE VESIT was grateful for the positive feedback and were also happy to learn from their mistakes and improving on the same.

The workshop was concluded by a vote of thanks to the mentors who provided the students with the privilege of their knowledge and experience and also played the most important part in making the Android Workshop what it was. The members of the IEEE council worked hard to maintain the order and grace of the workshop. The Junior council took care of all the technicalities and the discipline and assistance of the Coordinators was a much needed factor as well.



ASSERTIVENESS WORKSHOP FOR WOMEN

IEEE-VESIT in association with VES Leadership Academy and Research Centre(VESLARC) held a self awareness and confidence building workshop for women on the 18th of August, 2018.

This workshop was conducted under the flagship of the Women in Engineering initiative by IEEE.Ms. Piya Mukherjee,an esteemed corporate trainer and the director of VESLARC was the speaker for the afternoon.Around 40 girls from all the departments of VESIT participated in this workshop.

Ms. Mukherjee started of by urging the audience to write down three things that they love about themselves.This question surely provided a chance for the girls to think about themselves in a positive way.Some mentioned patience,kindness and confidence as their strong points while others talked about their hobbies. Ms Mukherjee interacted with the audience from time to time,thus demanding their whole hearted attention.

Since she has been training various corporate employees for the past two decades,Ms. Mukherjee taught the participants the nitty gritty of corporate behaviour.She pointed out some mistakes that women in positions of power usually make while presenting themselves. She urged the girls not to avoid eye contact and be confident while addressing a group of people.

Ms Mukherjee also conducted a fun exercise wherein the girls had to showcase a firm handshake.She truly taught everyone the importance of behavioral communication.

VESIT thanks IEEE and VESLARC for training the girls to be future CEOs,businesswomen and hold other positions of power in the corporate world.



QUIZZARD SE

About the Event

'Quizzard' was conducted by IEEE VESIT on 19th October 2018. This was the first technical event of the academic year 2018-19 solely conducted for the Second Year Students. The teams were chosen based on paper eliminations that were conducted during breaks on 19th October 2018. After the eliminations we were left with 8 teams who weren't just going to be tested based on technical knowledge but also questions which needed sharp wits and even more nerve.

Event Description

LEVEL 1:

A set of 10 questions was given to the contestants. Each team was given 10 minutes to complete the round. Only 7 teams were shortlisted for the next level which meant that one team was eliminated unfortunately. Teams were shortlisted on the basis of accuracy as well as time taken to complete the next round. However, accuracy was given preference over time.

LEVEL 2:

A Powerpoint presentation was presented to a single team in a 2x2 block form. Behind the 4 blocks, there was a face of a famous personality. Contestants got to choose which block to open. Upon opening a certain block, a question appeared. After answering the question, a part of the face of the hidden personality appeared. 5 points were awarded to the team if the answer was correct. If the team guessed the personality correctly after the first question, they were awarded 20 points. However, if the personality was guessed after the 2nd question, the team got 15 points. Similarly after 3rd and 4th question, 10 and 5 points were awarded respectively. The other teams also got a chance to guess the hidden personality. They were awarded 5 points for the correct guess and -5 points for the wrong ones. 2 teams were eliminated leaving 5 teams, shortlisted on the basis of points accumulated, to play the final level.

LEVEL 3:

In this level, a wheel was spun twice and a combination of two numbers was obtained. Ex. If the combination obtained was 6 and 3, it implied that the team was given 3rd question from the 6th file. The teams were given 30 seconds to answer the question. If answered correctly, they were awarded 30 points. However, 10 points were deducted if they answered incorrectly. They could pass the question if they weren't sure about it. If they passed the question, then there was a buzzer round. The first 2 teams to press the buzzer first were given the chance to answer. If the first team fails to answer, then the 2nd team was given 5 seconds to answer. 20 marks were awarded for the right answer and 10 marks were deducted if they answered incorrectly. A total of 3 rounds took place. Two teams with the highest points were chosen as the winners. If there was a

tie, then a question was given to the two teams and the first one to buzz was given the chance the answer. The buzzer was built using an Android app with a server devices keeping track of the order of the buzzer being pressed each time.

Conclusion

Only the teams with a plethora of knowledge and the nerve to back it managed to win IEEE's 'Quizzard' event. The difficulty of questions increased with every level. Adhering to that we heartily praise all the winners of "Quizzard" and appreciate their skill in facing the difficult questions put forth in front of them with a calm mind.



CLASH OF CONQUERORS

IEEE-VESIT conducted one of its most exciting events, Clash of Conquerors on 18th and 19th January 2019. The competition which once started out as a co-ord event, was then made open to all members due to its growing popularity. This was a card based strategic and adventure game where the participants had to battle it out for survival.

After an intense day of warfare, 9 teams made it to the semifinals and eventually, 4 finalists were selected. The four finalists played to battle to wits to win the top 3 positions.





QUIZZARD TE & BE

After the huge success of the Quizzard event held for the second year students, IEEE-VESIT conducted the second Quizzard of the academic year for the third year and fourth year students on 24th January 2019. The students were allowed to participate in groups of 2 or 3.

The first round was the elimination round, comprising of a series of questionnaires. The questionnaire consisted of political, general knowledge and technical questions. A total of 22 teams were selected for the second and the third round.

The second round consisted of a written answers round as well as a quiz round. The main objective of the second round was to guess the personality shown to the participants. In a slide of a PowerPoint presentation, there were four boxes consisting of four questions for 20, 15, 10 and 5 points. Once the participants guessed the answers correctly the box would reveal a part of the photo of the person. The person may be a notable personality from politics, sports, CEOs or the IT industry. The team would be awarded 20 points for a correct guess and the out of turn team would be awarded 5 points.

After an exhilarating second round, 6 teams qualified for the third round. The third round was even more exciting. It consisted of a buzzer which was exclusively designed by the council members of IEEE-VESIT. All the teams had to be extremely alert in the buzzer round. A question would be read out to the teams. After 30 seconds, each team would press their buzzer and the first one to do so would get to answer the question.

The third round truly challenged the participants. After totalling the points of all the teams, IEEE-VESIT found its top three winners.





ONLINE TREASURE HUNT

IEEE-VESIT conducted its open-for-all 24 hour online mega-event called “Online Treasure Hunt” on the 26th and 27th of January 2019. Every year, a large number of people log on to the themed website where the Web Developers of IEEE-VESIT weave together a storyline, to advance in which the player needs to solve puzzles using hints provided by the society regularly.

This year, the storyline revolved around a fictional world wherein a Nuclear World War had begun in the future. The Player was part of a secret team of scientists who had been assigned to create a time machine in order to go back into the past and prevent the World War. The game was divided into 3 parts for the 3 streams: Electronics, Electronics & Telecommunication and Computer Science. The Players were asked to select any one stream, and they were given questions relevant to that stream. This event is probably one of the most hectic & collaborative ones for the Society, with the Editorial Team writing the storyline, the Web Editors making the website from scratch, the Publicity Team and everyone else making sure that the hints are announced on time and also that they reach everyone, essentially taking up almost all the manpower that IEEE-VESIT has to offer.

Despite all the hurdles, OTH 2019 turned out to be the biggest one yet, with a record breaking 350+ unique users logging on in a matter of 24 hours.

The winners for the event were:

STREAM	ETRX	EXTC	CMPN
FIRST	Smruti Kshirsagar (D12A)	Prithvi Halder (D14B)	Raj Anchan (D13)
SECOND	Saswati Pradhan (D17C)	Adith Nair (D9B)	Aditya Kale (D13)
THIRD	Monil Shiv (D17C)	Rishav Roy (D13)	Siddhant Nashte (D11A)

IEEE-VESIT managed to surpass themselves again and also set a high benchmark for online events to be held in the college with the success of OTH.

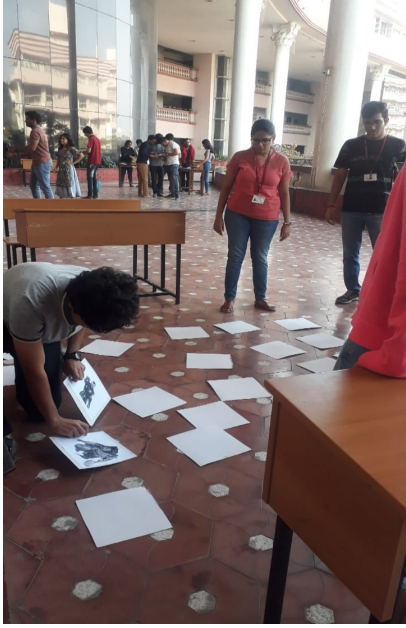
COM-FLICT

The superhero fever has laid upon the entire world. With the superhero universe getting multiple new additions this year, IEEE-VESIT presented one of its grandest events of this year, Comflict on the 28th of January, 2019. The game consisted of two of the most popular superhero universes, Marvel and DC. Heated debates are common amongst the supporters of these two universes, and IEEE-VESIT organized this event to give the fans a chance to battle it out.

The first day consisted of a series of mini games like Dog and the Bone, picture memory game and a ping pong ball game. The teams won points based on their performance in the respective games. The mini games were based on various abilities of the superheroes like strength, agility, speed and intelligence quotient. Each Marvel superhero had its DC counterpart. With the points that the teams won through the mini games, each team could buy a superhero from the two universes.

The second day consisted of a life sized version of a popular board game, Monopoly. Two hexagonal grids were created by the council. Popular places from superhero movies were marked on the grid. There were 6 teams in total in each grid, three from each universe. One team member had to go around the grid similar to a pawn in Monopoly. The teams could buy the places that they landed on. They could either build a Bat-Cave or a Watch Tower on the places that they bought.

Eventually, Marvel prevailed in this exhilarating game and the conflict between the two universes was settled once, and for all.



ANDROID WORKSHOP 2.0

The IT industry is becoming more versatile day by day with new upcoming innovations. It is extremely important for engineers to learn about various softwares and programming languages. IEEE-VESIT conducted a workshop on Android Studio with Firebase exclusively for its members. This was the second version of the first workshop which happened in the previous semester.

While the previous workshop focused mainly on learning Android Studio, this workshop emphasized on its application with Firebase, exploring the various aspects of configuring the same. Firebase is a NoSQL database platform used widely in Mobile/Web applications for real time updation of database on the cloud.

Sarthak Dadhakar from D17B, a self-learned expert in the subject, conducted this workshop for second and third year students.. He started by introducing the basics of Android Studio to the participants. He then started the Firebase part of the workshop,. He showed a couple of running projects on Android Studio and explained the working behind them in detail. The knowledge obtained from Day 1 of the workshop was implemented in creating a simple Notes App on Day 2, which turned out to be a great way of practical learning for the students.

“People were keen on learning about the syntax of a basic Android application.It was an amazing experience to teach them.”, said Sarthak Dadhakar who conducted the workshop.

“This workshop sparked an interest in me to learn more about Firebase and Android Studio. “, said Yajnesh Shetty from D9B.

The participants were emailed the source codes of the projects later by the council.



TECHNICAL PAPER PRESENTATION

IEEE-VESIT conducted a Technical Paper Presentation on 5th of February 2019. The event was mainly aimed for all the technocrats in the college to collate their innovative thoughts, and pen them down in the form of a Technical Presentation. The problem statement was to be chosen from the various domains provided, such as Hadoop, AI, Blockchain, IoT, Embedded systems and many other prominent ones. The participating teams were first supposed to make a proposal in the form of an IEEE paper as part of the first round, and a short demo of their proposal in the final round. The paper was judged on relevancy, depth, comprehensiveness of research, organization of material and clarity of subject.

It was certainly a knowledge empowering event for the students, in addition to that, they even got an insight on how a project proposal works in the professional environment, with the opportunity to write a research paper and providing a presentation to industry experts.



SAVE THE EARTH MUN

IEEE-VESIT conducted a Model United Nations centered around the topic of climate change on 11th of February 2019. The participating teams were provided with a problem statement, on which they were supposed to discuss, and ultimately propose a common solution on the issue. The problem provided was that a massive ecological imbalance was on the verge due to our socio-economic and urbanisation activities, and as a result the Earth was about to go extinct in approximately 10 years.

The MUN was divided into three rounds, the first round included setting the agenda, the second round included every country's introduction followed by a moderated caucus, and the final round was passing the bill.

The judging of the event was done by a Secretary General, and one's critical thinking, research and clarity in putting forward their argument was the key to scoring more points. The participating teams did justice to the topic, by providing facts and statements that actually posed true in our current scenario. The solutions proposed by each team were certainly something to ponder up and consider, should the same catastrophe hit our planet Earth, for real.

A positive feedback about the event was received, rendering it to be a huge success for IEEE-VESIT.



TROTA

Trota was a 2 day event conducted by IEEE VESIT in the academic year 2018-19. This fun event was basically a strategic game themed Game of Thrones.

Day 1:

The participants were be divided in three types of groups along the duration of the day. The 1st being teams consisting of 2 players and then Houses consisting of 12. And also pairs from each house who were to play the mini games.

The players participated as teams. Then quite randomly they were segregated in the 4 houses such that players from the same team might or might not be in the same house.

The houses were:

1. Lannister. (Red)
2. Targaryen. (Green)
3. Stark. (Blue)
4. Baratheon. (Yellow)

Further, every participant was asked to make an investment in any of the 4 houses, irrespective of whether they were a member of the said house or not.

Then every team divided its members into pairs 5 of which played mini games to collect coins and the remaining one sat at a table collecting them.

Winning in a game got the players 100 coins and loss in one got 40.

The members at the desk collected these to buy weapons which were crucial to the survival of a house.

The weaponries included:

- Attack:
 - o Capture: 100 Coins
 - o Conquer: 200 Coins
 - o Destroy: 300 Coins
- Special Powers:
 - o Shield: 300 Coins

o Sandwich : 300 Coins

After acquiring this then came the grid round. Here every House had to play in a 6×6 grid and attain the maximum number of blocks to win.

A house did so using the weapons in their armoury.

Conclusion of Day 1:

The house with the most number of blocks was the winning house, the second was the 1st runner up and so on. Based on the positions of these houses the investments in a particular house were multiplied.

- i. Position 1- Multiplier: x2
- ii. Position 2- Multiplier: x1.5
- iii. Position 3- Multiplier: x1
- iv. Position 4- Multiplier: x0.5.

The top 3 teams at the start of Day 1 were the leaders of the Cults for Day 2.

Day 2:

Day 2 started with the investments of each Team in any of the three Cults of the following:

The Cults:

- The Night's Watch. (Black)
- The Brotherhood without Banners. (Gold)
- The White Walkers. (White)

The leaders had to invest maximum amount in their own.

Then came the auction round. In this round the leaders bid on the remaining players to be in their Cult.

After the forming of each Cult, the cult itself was further divided into pairs. These pairs had to answer a set of 6 questions. 5 of which were location questions of which the pair had to take pictures and collect 300 coins for themselves.

Every cult was also given a particular duration of time to build a castle with the objects provided to them, before the question answer round started. The sixth question was the castle question which gave the pair answering it an opportunity to either mend those

own castle or destroy any other Cult's castle.

The number of pieces of the castle that remained standing at the end of the day gained the cult coins associated with them.

Also for the benefit of a cult a pair could inform the cult leader about the answer which the leaders could in turn inform the IEEE people about, gaining the house 300 coins. But unlike a pair giving this answer, if the answer proved to be wrong the cult lost 100 coins.

Again based on the coins a cult had at the end of day 2 they were positioned on the leaderboard and again based on these positions the investments were multiplied decision which Team was victorious

The multipliers were:

- i. Position 1- Multiplier: $\times 1.5$
- ii. Position 2- Multiplier: $\times 1$
- iii. Position 3- Multiplier: $\times 0.5$

Trota received abundant participation and was a huge success in both management and fun areas.





NOSTALGIA

Nostalgia was the co-ord event of the academic year 2018-19 and also the last fun event of IEEE VESIT of the same.

It's theme revolved around childhood games and cartoons. Nostalgia spanned over two days with the 1st day having a Dexter's Laboratory based storyline, while the second day was a scavenger hunt based on numerous cartoons.

Day 1:

Day 1 as mentioned above was all about Dexter's laboratory.

The players participated in teams of two.

There are a total of 5 games every team needed to play and win, against other teams, and collect coins.

Winning a game got a team 100 coins and losing got them none. In case of draw, each team got 50 coins.

DEXTER'S LAB:

This was a level-based storyline which was to be played simultaneously with the mini-games. The main motive of this game was to reach Dexter's Laboratory.

There were to be 6 levels in total to be reached to reach the LAB with the 6th being the LAB itself. There were 2 types of cards that were to be used in order to either help you keep your lab safe or attack someone else's lab. 9 teams were shortlisted for Day 2.

Cards:

1. Dee dee card: This card was the attack card that could be used to destroy someone else's laboratory. But one could only buy this card only after level 5.
2. Monkey card: This card was a defence card that could be bought only after level 4 and could be used to defend a lab against one attack.

For reaching day 2 a team must be able to reach their own lab and also destroy one other.

Day 2:

This was basically a scavenger hunt to acquire pieces of a puzzle that was a picture of any cartoon.

A team could choose any cartoon from the given one, based on their knowledge of it, but they were given the chance to choose according to the chronological order in which they had won the previous day. This gave the 1st winning team an advantage over the ones behind as one might of course code a cartoon they had sufficient knowledge of.

Then each team were given a set of 6 questions which were the location questions. Once a team had answered it and reached the location they had to answer a question which gave them access to a set of pieces which had 4 pieces each. This they had to answer 12 questions in total in the given duration of time to acquire all the pieces and then complete their puzzle and win the game.

The 1st team to complete their puzzles won.

The event saw a resounding participation along with a successful management. The coordinators were sound about the rules and explained them clearly to the participants. The event went on to be a smooth one with everyone enjoying every aspect of it.



ARTICLE WRITING

IEEE-VESIT conducted an Article Writing for its members, wherein the participants were required to write a factual article of as much as 500 words on the theme Neural Networks. Since the past few years, there has been a lot of demand for Artificial Intelligence in the technical world, hence, in the light of the subject, Neural Networks was chosen as the theme as it plays a significant role in the development of AI.

In layman terms, Neural Networks is a network consisting of artificial neurons designed to act like a biological neuron, which is basically designing an artificial brain.

The participants' articles were judged on the basis of the conciseness and conceptual knowledge of the subject, posed together in an understandable manner. The top three articles were the winners of the competition, and their articles were published in IEEE-VESIT's Annual Magazine, providing them the rightful recognition.

The competition really managed to be a great blend of technical and literature, exposing participants to both the sides.

MACHINE LEARNING WORKSHOP

Being one of the most trending topic in science at the moment, Machine Learning evolves from artificial intelligence and study of pattern recognition. With such a rapid growth and large scope, it would be suffice to conclude that this domain is the future of the world. Hence IEEE-VESIT in collaboration with CSI-VESIT conducted a Workshop of Machine learning, providing a platform for the students of our college to learn this subject.

The workshop was conducted for two days, on the 11th and 12th of March 2019. On the first day, the workshop mainly focused on Machine Learning basics, and why one should invest their career in it. A small insight on supervised and unsupervised learning methods was also given, so the students can be prepared for the next day. On the second day of the workshop, everyone was asked to test some binary classifier models on a certain dataset, and certain predictions were made. This really helped the students in understanding what goes around in the backend of a machine. Some insight on Deep Learning was also provided by the end of the workshop.

The workshop was a huge success, due to collaborative efforts of both the societies and received a lot of positive feedback from the participants. IEEE-VESIT hopes to conduct more such collaborative workshop for their members in the upcoming years.

