



### **Section 1 - Member Information:**

- Total Number of Chapter Members- Student: 51
- Total Number of Chapter Members- Professional: 2

Currency: Indian Rupee (Use this currency for all financial figures)

- Student Chapter Member Fee: 200.00
- Professional Chapter Member Fee: 0
- Number who are ACM Members: 5
- Next Election Date: 01-Jul-2022

### **Section 2 - Meetings and Recent Activities:**

- Number of general meetings in the 2021-2022 program year-18
- Average meeting attendance-17

#### **Event 1: Codemaster-101 Hacks to Code**

- Number in Attendance: 55
- Cost of General Admission: 0
- Cost to Chapter: 0

#### **Abstract:**

- ACM started off the academic year 2021-2022 with their first event Codemaster- 101 hacks to code which took place on the 3rd July, 2021 from 11:00 am to 1:30 pm.
- This event aimed to explain and clarify all the misconceptions, frequent errors and most in demand hacks pertaining to programming and utilizing various terminals, editors and IDEs effectively with the help of 101 hacks.
- This event was mainly focused towards the First-year students, keeping in mind as they are quite new at programming, it was aimed to lead them on the right track in regards with coding.



- The event started off with the hosts Ms. Chryselle Fernandes(ACM Admin Head) and Mr. Jivin Varghese(ACM Secretary) giving a brief introduction about Codemaster and how it is really important to have a strong foundation in regards with the basics of any programming language.
- Followed by that, the HOD of the Computer department and faculty coordinator of ACM, Ms. Sana Shaikh gave a crisp welcome address highlighting the purpose and significance of ACM and its events. Thereafter, the hosts gave a gist related to the flow of the event.
- The Session was divided into two segments, wherein at the end of each segment there would be a quiz and doubt solving session, the winners of the quiz would get a cash prize after the event.
- The first segment of the session thus began with Mr. Grejo Joby (ACM Chairperson) explaining various concepts related to programming and the dos and don'ts related to it. He then continued by demonstrating the use of Visual Studio by taking them through the installation process as also on how to compile and run various types of codes and files in it. At the end of the first part, a short quiz was taken on google forms followed by a doubt solving session.
- Thereafter the second phase of the session was taken over by Mr. Ruvin Rodrigues(ACM Technical Head), wherein he explained various techniques useful to know while coding. He also brushed over various basic as well as intermediate programming concepts and coding facts through a few programming examples.
- At the end of the second part, another short quiz was taken on google forms followed by a doubt solving segment, where many of our participants got their doubts clarified.
- Thereafter Mr. Jivin Varghese(ACM Secretary) presented the vote of thanks and lastly Ms. Chryselle Fernandes(ACM Admin Head) declared the winners of the quizzes. The participants were asked to fill the feedback form which was circulated on the WhatsApp group, marking the end of the event.

**Start:** 03-Jul-2021

**End:** 03-Jul-2021



## Event 2: UI/UX Workshop

- Number in Attendance: 88
- Cost of General Admission: 0
- Cost to Chapter: 0

### Abstract:

- ACM's UI UX Design Workshop was held over a duration of 2 consecutive days dating 13th-14th August 2021 from 4:00 pm to 6:00 pm.
- The main objective of this hands-on workshop was to help students gain a new skill and guide their existing creativity in a proper direction. Looking at the steady rise and demand in design related opportunities, the workshop was open for all the branches and all engineering colleges, with an aim to help educate a larger crowd about UI UX.
- The workshop started off with the host Ms. Pradnya Tendolkar (Treasurer-ACM) giving a brief introduction about the workshop and the flow of it.
- Followed by that, the HOD of the Computer department and faculty coordinator of ACM, Ms. Sana Shaikh gave her welcome address in which she stressed over how much this workshop will benefit our students and how in today's world with all the cutting edge technology it is really important to pay attention to the aesthetic look of things along with the technical part of it.
- The session began with Mr. Grejo Joby( Chairperson-ACM) introducing the concept of UI , UX and what is the primary difference between them.
- Further on Mr. Hariharan Iyer (Design Head-ACM), took over the workshop by teaching the functionalities of various basic tools present in Figma an online design creation platform. Later on Mr.Grejo Joby, spoke a little on the lines of what role does color psychology and typography play while creating a UI design.
- Followed by that, Mr. Hariharan Iyer explained the usefulness of a Moodboard and then demonstrated how one can create moodboards with simple Figma tools and plugins. Several participants were invited to share their mood boards during the session and Mr. Hariharan Iyer gave them detailed feedback on their creation and how they could improve it.



- At the end of the session for the first day the participants were assigned a task wherein they were told to prepare their moodboard on the theme of sports. Lastly Ms. Pradnya Tendolkar gave the vote of thanks marking the end of the first phase of the workshop.
- The Second Day of the workshop began with Mr. Grejo Joby discussing some of the UI UX use cases, in addition to that he also shared a number of resources related to UI UX designing.
- Following that, Mr. Hariharan Iyer started demonstrating mockup designs revolving around the theme of Olympics. He displayed various techniques and short cuts to create a mockup.
- Towards the end of the workshop the participants asked various doubts, which were clarified by Mr. Hariharan Iyer and Mr. Grejo Joby.
- Announcement of the Design Competition and the Deadline were declared and the top 3 winners would get a chance to get featured on the official ACM Instagram handle.
- Lastly the participants were asked to fill the feedback form which was put up in the google meet chat box as well as circulated on the WhatsApp group.
- Many of our participants submitted their entries by uploading them on the google drive link.
- Out of those entries the top 3 mockup designs were declared as the winners and they were featured on the official ACM Instagram and LinkedIn page.
- The winners of the UI UX Design Competition were:
  1. Deepankar Gupta - BE Comps
  2. Priyal Vaz - BE Comps
  3. Likla Sinha - FE IT

**Start:** 13-Aug-2021

**End:** 14-Aug-2021



### **Event 3: BattleCode- Where tab meets spaces**

- Number in Attendance: 27
- Cost of General Admission: 0
- Cost to Chapter: 0

#### **Abstract:**

- ACM held its first competitive coding competition BattleCode - where tab meets spaces for the academic year 2021-2022 on 4th September from 11:00 am to 12:30 pm.
- The main objective of this competition was to help students get a feel of the competitive coding environment and sharpen their algorithm design, coding skills and logical thinking ability.
- The competition was open for all the branches and all engineering colleges, with an aim to acquaint more people with competitive coding problems and familiarize them with Hackerrank as a coding platform.
- The competition started off sharp at 11:00 am where the participants had to log into Hackerrank and click the competition link provided to them.
- The participants were given 5 questions to solve in a duration of 90 mins. The problems were created having an equal mixture of easy and medium questions and one question of the difficulty level-hard. The participants were evaluated on the basis of their thinking skills, logical abilities, problem solving, evaluation of test cases and efforts to attempt the questions and not solely on the leader board of Hackerrank.
- Reviewing of the code and scoring was done personally by Mr. Grejo Joby (Chairperson-ACM) and Mr. Ruvim Rodrigues (Technical Head-ACM) to give all the participants a fair chance by expanding the judging criteria over a broader horizon rather than sticking to the predefined leader board. At the end of the competition all the participants were provided with an e- certificate and the candidates shortlisted after the evaluation process would get a chance to be a part of ACM's Technical Team.

**Start:** 04-Sep-2021

**End:** 04-Sep-2021



#### **Event 4: Photoshop Workshop**

- Number in Attendance: 27
- Cost of General Admission: 30
- Cost to Chapter: 0

#### **Abstract:**

- ACM's Photoshop Workshop was held on 9th September 2021 from 5:00 to 7:00 pm.
- The main agenda behind this workshop was to get more people understand and get a hands-on experience on Photoshop.
- As Photoshop is the most in demand software, the workshop was kept open for all the branches and all engineering colleges for a minimal fee of Rs.10 for ACM members and Rs.30 for the rest.
- A day prior to the workshop, the participants were given the link to download the software and all the assets which would be required for the duration of the session.
- The workshop started off with the Mr. Hariharan Iyer (Design Head-ACM) giving a concise introduction about photoshop and how students learning web design can manipulate and rework images for a number of purposes with the help of photoshop.
- Followed by that, he began the hands-on workshop by going through the basic functionalities of photoshop and explaining various short keys, default configurations, file formats and color schemes.
- He then explained 5 different ways to select a subject and what is the significance of each of the method. Later on, he demonstrated various important techniques like grouping of layers, duplicating them and positioning the layers. He also displayed how one can use various masking techniques and how they differ from one another.
- At the end of the workshop, he demonstrated the creation and design of a movie poster by using all the tricks and tips he gave throughout the duration of the workshop. He also shared various resources and tips which would help the participants enhance their skill in the coming future.



- The announcement of the Design Competition and the Deadline were declared, also the contestants would be scheduled to give an interview to be a part of ACM's Design team. The topic for the competition was to create and design a movie poster using Photoshop.
- Lastly the participants were asked to fill the feedback form which was put up in the google meet chat box as well as circulated on the WhatsApp group. All the participants were provided with an e-certificate of participation.

**Start:** 09-Sep-2021

**End:** 09-Sep-2021

### **Event 5: GitHub**

- Number in Attendance: 56
- Cost of General Admission: 0
- Cost to Chapter: 0

### **Abstract:**

- ACM organized a session on Git and GitHub on the 18th of September 2021, from 11:00 am to 12:00 pm. This session was held exclusively for the second-year computer engineering students on the platform of google meet.
- The primary objective behind this session was to introduce the basics of the Version Control System - Git and the development platform - GitHub, also to demonstrate various functionalities of the interface and familiarize the students with the platform as they will require it while implementing their mini project as well as while working on future projects.
- Students were informed to download the required software (Git) via a link that was provided a day prior to the session. Mr. Grejo Joby (Chairperson-ACM) began the session fervently.
- Throughout the session, he made sure that all the students got a clear idea regarding what he was explaining.
- He commenced the session by giving a brief introduction on GitHub, he explained what GitHub is and the benefits of using this platform.



- He then went ahead and showed how to install and setup git and how to create a local repository.
- Followed by that he explained in detail and demonstrated how various commands like git init, git status, git add, git commit, git push and git log function. He also showed how to track files using git.
- Further on, he showed how to create an account on GitHub and explained the process of setting up a repository, he then demonstrated the use of GitHub through the command prompt and explained the basic methods and commands to perform various operations like clone, push, pull, and commit into the repository and view the history.
- The benefits of using a text editor like Visual Studio Code were also discussed as well as demonstrated.
- Proceeding, he explained the concept of branching in brief by teaching how to create a branch and merge the commit by sending a pull request. He also gave a concise explanation on git pages, as servers are expensive GitHub can be used instead as it allows us to create static websites for free.
- He then went on and showed how to create a basic website and get the URL. Following that, he also spoke about gitignore and readme.md. He displayed the conversion of text to markdown and explained its use which is to create hidden files that won't be tracked.
- Lastly, he displayed how to create a GitHub profile.
- Towards the end of the session there was a QnA session, Mr. Grejo Joby clarified all the doubts and looked after the quires that the students had. He made sure that the students had the best experience.
- At the end of the session students were asked to fill a feedback form to ensure that the session was helpful and up to the mark.

**Start:** 18-Sep-2021

**End:** 18-Sep-2021





## Event 6: WordPress

- Number in Attendance: 44
- Cost of General Admission: 30
- Cost to Chapter: 0

### Abstract:

- WordPress Workshop was ACM's first collaborative event with IETE for the academic year 2021-2022. The workshop was held on the 20th of September, 2021 at 5:00 pm. The hands-on workshop was kept free for ACM and IETE members whereas non-members had to register for a minimal amount of Rs.30/-.
- The primary focus behind this workshop was to educate the second year students of various departments on the attributes of WordPress and how can one create state of the art webpages as also potent blogs without making use of a single line of code with the assistance of WordPress.
- The workshop started off with Mr. Grejo Joby(Chairperson-ACM) briefing the audience on the fundamentals of WordPress and displayed the installation of Xampp and WordPress 5.8.1, which was simultaneously done by the participants as well. After the installation, he then dived into creating a rudimentary website in order to demonstrate various tools and techniques present in WordPress,
- He then gave a rundown on the installation of some templates, plugins, extensions, activation of themes and how these are published. Further on he explained, if a website has a requirement of having a database, then how Xampp can be used to help make a proper connection between the front end and back end of a website built on WordPress.
- In addition to that Mr. Hayden Cordeiro(Vice Chairperson-ACM) informed our participants of the various free resources, themes and features available on WordPress, He also demonstrated designing dynamic blogs with the help of WordPress. He then spoke about the different features of a dashboard and how can one customize it.



- Further on, he discussed the functioning of the publish button and how often one can utilize it.
- The participants were also brought up to date with a variety of projects that can be created with the assistance of WordPress and Xampp and also how diversity can be achieved by playing around with the tools and features made available in WordPress.
- Participants were asked to share their creation at the end of the workshop.
- Lastly there was a doubt solving session wherein Mr. Grejo Joby and Mr. Hayden Cordeiro addressed all the doubts with scrupulous attention to detail.
- The participants were then asked to fill the feedback form which was put up in the chatbox, also on filling the feedback form the participants would be provided with an e-certificate of participation, marking the end of the workshop.

**Start:** 20-Sep-2021

**End:** 20-Sep-2021

### **Event 7: Technical Job Interview Crash Course**

- Number in Attendance: 31
- Cost of General Admission: 0
- Cost to Chapter: 0

### **Abstract:**

- ACM organised a technical job interview crash course session, which was conducted on the 24th of September 2021 from 11:00 am to 01:00 pm on the platform of zoom.
- The main motive behind this session was to prepare the BE students of the EXTC branch for technical interviews by brushing up on the basics of object-oriented programming (OOPS) and programming concepts.
- Mr. Grejo Joby along with Mr. Hayden Cordeiro addressed this session expeditiously.



- Mr. Grejo Joby (Chairperson - ACM) commenced this session by discussing about the most commonly asked interview questions, and the important topics in accordance with their priority.
- Following that, he taught the basic syntax of the general-purpose programming language C++ along with sample codes.
- Further on, he gave a brief detailed explanation on C++ functions and structures and their various types.
- Mr. Hayden Cordeiro (Vice Chairperson - ACM) then took over, he began by giving an introduction on C++ OOPS and spoke about its advantages.
- Proceeding, he taught about its various functionalities (classes and objects, constructors, destructors, access specifiers).
- He then informed them about the main features of OOPS and explained concepts such as encapsulation, inheritance, polymorphism and abstraction.
- Nearing the end of the crash course Mr. Hayden Cordeiro asked the students questions regarding the concepts that he covered and provided them with an overview of the content that he taught. He made sure that the concepts were clear.
- He also advised them to practice code output questions as they hold importance.
- At the end of the session, Mr Grejo and Mr Hayden answered all the questions and cleared the doubts that were asked by the students.
- All the students were requested to fill a feedback form before leaving which was provided to them to via the zoom chat box.

**Start:** 20-Sep-2021

**End:** 20-Sep-2021



## Event 8: Unity Engine Workshop

- Number in Attendance: 40
- Cost of General Admission: 100
- Cost to Chapter: 0

### Abstract:

- ACM's Unity Workshop was held over a duration of 2 consecutive days dating 16th to 17th October, 2021 from 2:00 pm to 5:00 pm.
- The key intention of this workshop was to help the participants get acquainted with the basic features and functionalities of Unity Engine which would further on help them during their game development process.
- The first day of the workshop started with Mr. Grejo Joby (Chairperson-ACM) listing down the benefits of unity engine and how unity is a game development engine which can be deployed on various platforms. He also elaborated on the proceedings of the hands-on workshop.
- He then asked the participants to start their unity hub for which the installation procedure was shared a day prior to the workshop and create a new 2D project.
- Further on he explained the basic functionalities of unity which are frequently used along with the build settings and preferences. He also gave a comparison between the game mode and the edit mode and how during the process of debugging one should always be in the edit mode to save the changes made.
- In addition to that he then explained the character movement scripting by giving the example of a simple character, that is sprites which he installed from the asset store and showed the participants how they could import the necessary assets for their games.
- Prior to that he also demonstrated how to connect Unity Engine with vs code instead of using visual studio.
- Following that he briefed the participants on various UI elements like the font, text, buttons and other supporting elements present in a canvas.



- He then elucidated features such as object collision, point incrementation and destroy on collision.
- At the end of the session of the first day Mr. Ruvin Rodrigues(Technical Head-ACM) displayed the game which he had made during previous years Teknack and informed the participants that he would demonstrate the working and scripting of the game on the second day of the workshop.
- The second day of the workshop began with Mr. Ruvin Rodrigues recreating the game which he displayed in the previous session and also added more features to it in terms of different colliders, physics, camera and creating game objects.
- He also explained the importance of the inspector panel in unity engine. He demonstrated the scripting of camera following the player and also showed how to add new scenes.
- Further on, he shared various free resources for downloading assets and also shared a few YouTube scripting videos to help them in their game development process.
- Following that the participants were asked if they had any queries or if they wanted them to explain some other concepts too. Both Mr. Grejo Joby and Mr. Ruvin Rodrigues handled the questions with utter diligence and precision.
- The participants were then asked to think of at least 3 game ideas in the increasing order of their priority.
- Lastly the participants were requested to fill the feedback form which was circulated on the WhatsApp group marking the end of the hands-on workshop.

**Start:** 16-Oct-2021

**End:** 17-Oct-2021



## Event 9: Unreal Engine Workshop

- Number in Attendance: 13
- Cost of General Admission: 100
- Cost to Chapter: 0

### Abstract:

- ACM's Unreal Engine Workshop was held over a duration of 2 consecutive days dating 16th to 17th October, 2021 from 2:00 to 5:00pm.
- The focal point of the workshop was to make the participants familiar with Unreal Engines game development tools and functionalities.
- The workshop also aimed to instruct the participants on the tricks and tips which would make their further on game development process much more simplistic.
- The first day of the workshop began with Mr. Amish Parambil demonstrating the flow of the overall workshop through crisp presentation.
- He then shared a couple of benefits pertaining to the Unreal Engine, it being free and the most powerful 3d game development platform around. Also, it is mostly used for PC and PS5 games and it provides a high level of optimization compared to other engines.
- Further on, he displayed a demo project which he had built during Teknack 2021. He also went through a handful of blueprints and functionalities which he made use of in his game. He later on said he would be sharing the files of the game he implemented which could be useful if any participant wanted to work on similar scene or a gameplay which requires comparable mechanism in their game.
- He then explained the creation of a simple project, by starting unreal engine and going through the start-up page and its features and selecting the third person template to begin with the creation of a demo game for the workshop.
- Mr. Amish then shared that Unreal allows users to select whether they want to code in C++ or if they want to make use of blueprints, so in this workshop he would made use of the latter.



- He then explained about shadow maps, and how to resolve it using lighting. He also briefed the participants on world outlier which is used to get a list of all the assets present in the geometry, how materials can be customized using blueprints and what is the objective of shaders.
- At the end of the first session, he informed the participants that he would be sharing a template folder with them so as to demonstrate how to build a primitive game using blueprints.
- The second day of the workshop began with Mr. Amish opening a simple open world game template provided by epic games and demonstrated how to make use of the blueprint layout to create simple character movements.
- He later on went about explaining the how is the gameplay scripting done and how to create elementary animation and UI components for a game. He explained how the camera angle is placed in the scene.
- He then demonstrated how on clicking a few hotkeys one can save a lot of unnecessary efforts. For example, by pressing Escape the player will come back to its original position, moving the objects (press w), resizing the objects (press r), rotating the object (press E).
- Further on, he explained how the objects are rendered and how with the help of lit and unlit one can see the objects in their original form also, how brush wire frame shows what are the elements made of. He then proceeded to demonstrate functioning of various physics components and camera speed.
- He also illustrated how to create a terrain by creating small ridges, how to flatten those ridges, and also how to create craters.
- Lastly, he shared important tips and tricks which would assist the participant greatly during their game development process.
- The workshop concluded with Mr. Amish answering queries in regards to the gameplay and blueprint scripting. Also, the participants were asked to fill the feedback form pertaining to the workshop.

**Start:** 16-Oct-2021

**End:** 17-Oct-2021



## Event 10: Web Development

- Number in Attendance: 45
- Cost of General Admission: 0
- Cost to Chapter: 0

### Abstract:

- ACM's Web Development Workshop was held on the 15th and 16th of January, 2022 from 10:00 am to 12:00 pm.
- The main agenda behind this workshop was to get more people acquainted with web development and gain hands-on experience.
- The workshop was free and kept open for students from all branches of all engineering colleges.
- Day 1 of the hands-on workshop began with an introduction given by Mr. Siddharth Dhaigude (Asst Tech Head - ACM). He started by giving an overview of HTML. A presentation was made by the speaker to explain and increase the efficiency of understanding the topic.
- Topics like HTML, CSS, JavaScript were explained in an organised flow. The Speaker created basic layouts and styles and kept improvising to keep the students engaged.
- Doubts by the students were actively solved by the speaker. Many shortcuts and tricks were introduced. Speaker demonstrated how to make a basic website interactive. He also encouraged students to explore further by recommending useful websites.
- The session was concluded with a Q&A session wherein he answered and cleared doubts of students.
- Day 2 of the workshop started with an introduction to bootstrap. The basic web page created by the speaker on day 1 was improved.
- Students were taught how to style their website using bootstrap and CSS. Doubts by the students were actively solved by the speaker during the session. Many shortcuts and tricks were introduced.





- Speaker demonstrated how to make a basic website interactive. He also encouraged students to explore further by recommending useful websites.
- The session was concluded with a Q&A session wherein he answered and cleared doubts of students. Lastly the participants were asked to fill the feedback form which was put up in the google meet chat box as well as circulated on the WhatsApp group.

**Start:** 15-Jan-2022

**End:** 16-Jan-2022

### **Event 11: Advanced Web Development**

- Number in Attendance: 66
- Cost of General Admission: 50.00
- Cost to Chapter: 0

### **Abstract :**

- ACM's Advanced Web Development Workshop was held on 18th January 2022 from 6:00 pm to 9:00 pm.
- The primary intent of this hands-on workshop was to help students get acquainted with and gain knowledge on backend development. The workshop was open for all branches of all engineering colleges.
- Mr Grejo Joby (Chairperson - ACM) commenced this session by giving a brief overview of the topics that would be covered in the session. Throughout the session, he made sure that all the students got a clear idea regarding what he was explaining.



- The session was very interactive, doubts brought up by the participants were actively solved. Mr Grejo began by explaining the difference between a static and a dynamic website.
- He then demonstrated how to host a static website. Further on, he proceeded to the topic of domains, he defined domain and subdomain in detail. He showed how to purchase and configure a domain.
- He also covered topics like DNS(Domain Name System) configuration. He shared knowledge about what a name server, a dns zone and what dns entries are.
- Proceeding, he informed them about web servers. He mentioned a few free, paid and cloud servers and suggested affordable ones.
- After which he moved on to the final topic which was Flask API. He started by describing what an API(Application Programming Interface)is and what Flask is. Following, he showed them how to install Flask and the needed libraries.
- He shared information about CRUD( Create, Read, Update, Delete), the four basic operations that can be performed on data. He demonstrated how a REST API is made using flask.
- Mr Grejo displayed a website which he made that stores book details and includes the basic CRUD operations. He explained the code of the website in detail.
- Lastly a Q&A session was held, Mr Grejo cleared all the doubts and looked after the queries. He also suggested youtube courses and encouraged the students to explore further.
- At the end the participants were asked to fill the feedback form which was put up in the google meet chat box as well as circulated on the whatsapp group.

**Start:** 18-Jan-2022

**End:** 18-Jan-2022



### **Event 12: COD-IT**

- Number in Attendance: 42
- Cost of General Admission: 0
- Cost to Chapter: 0

### **Abstract:**

- ACM organised COD-IT on the 23rd of February, 2022 from 02:00 pm to 03:00 pm.
- The purpose behind this competition was to create a competitive environment, help students gain knowledge of a coding competition and to test and enhance their analytic, rational thinking and problem-solving skills.
- This competition was held exclusively for second year computer engineering students. Mr Grejo Joby (ACM - Chairperson) and Mr Ruvin Rodrigues (ACM - Tech Head) monitored this competition.
- Students were seated in COMP LAB 7 & 8. They were each provided with individual desktops. They were told to sign up on HackerRank, a competitive coding platform by using the link that was provided to them.
- Four problem statements of medium difficulty level were formed by Mr Ruvin Rodrigues. The questions were designed to challenge the students and promote logical thinking, analytical thinking, and problem solving skills.
- Students were allotted a time duration of one hour to solve them. They were allowed to use google to search certain syntax if required.
- They were scored based on the amount of problems solved and the amount of time taken. Top Three students who scored the highest points were awarded with certificates.
- A feedback form was circulated on whatsapp after the completion of the session to gain a better understanding of their experience.

**Start:** 23-Feb-2022

**End:** 23-Feb-2022



### Event 13: Digital Poster Making Competition

- Number in Attendance: 11
- Cost of General Admission: 0
- Cost to Chapter: 0

#### Abstract:

- ACM organised a Digital Poster Making Competition with an intention of promoting ACM's technical flagship event Teknack 2022 as well as to provide a platform for students to showcase their talents and creative ideas.
- The opening date of the competition was 22nd March, 2022 and the closing date was announced as 27th March 2022.
- Students from all over DBCL were eligible to participate in this competition.
- Registration for this competition was free of cost so as to gain a maximum amount of participation. A total of 11 students participated.
- Participants were expected to design the poster in an A4 size format.
- Topics for the competition were :
  1. Teknack/Gaming
  2. Technological Innovation
  3. Sports
  4. Awareness
- The criteria for judging was based on Concept & Content, Creativity, Theme, and Neatness & Perfection.
- The jury members for this competition were Mr Hariharan Iyer(ACM - Design Head), Mr Surya Venkat and Mr Philcy Philip.
- Participants were asked to submit their furnished posters on a google form link which was provided to them.
- Winners were awarded with cash prizes to appreciate their creativity and efforts. The break-up of the prizes were as follows, the first place winner was awarded with a cash prize of Rs 300, second with Rs 200 and the third with Rs 100 respectively. All the participants were provided with an e-certificate of participation.



- Participants' Posters were displayed on the computer department notice board. A post featuring the winners was put up on the official ACM Instagram handle felicitating their work.

**Start:** 27-Feb-2022

**End:** 27-Feb-2022

### **Event 14: Housie Night**

- Number in Attendance: 48
- Cost of General Admission: 10.00
- Cost to Chapter: 0

### **Abstract:**

- ACM organised HOUSIE NIGHT on the 12th of March 2022, from 07:00 pm to 08:00 pm with a goal of promoting Teknack as well as just for students to enjoy a Saturday night with their peers and family members.
- The event was held on the platform of google meet and was open for all students including their friends and family.
- Registration for the event started a week prior. Also taking into consideration the convenience factor of the participants the payment method included both online as well as offline modes. A minimal fee of Rs 10 was charged per ticket.
- Participants were provided with an e ticket in pdf format on whatsapp prior to the event.



- This fun night began with Mr Pakshal Ranawat (Advisor - ACM) explaining and clearing the basic rules of housie and listing the winning pattern in order namely,
  1. Fastest 5 : The ticket with the first five numbers dabbed.
  2. Top Line: The ticket with all the numbers of the top row dabbed fastest.
  3. Middle Line: The ticket with all the numbers of the middle row dabbed fastest.
  4. Bottom Line: The ticket with the numbers of the bottom row dabbed fastest.
  5. Full House: The ticket with all the 15 numbers marked first.
- He then went on to mention the detailed breakup of the cash prizes that were awarded to the winners.
- The game was conducted using a website designed especially for teknack housie, numbers from 1 to 100 were displayed on the screen and a random number generator would pick out a number. The game was set in motion by Mr Pakshal calling out numbers one by one.
- As required to ensure fair play, the participants' tickets were immediately cross checked once they asserted to have all their numbers ticked pertaining to the prize they were claiming.
- The event ran smoothly. All the participants were eager and excited to claim the prizes awarded to them. The event was a success and ended with cheers.
- A story was put up on ACM's official Instagram page felicitating the winners.

Start: 12-Mar-2022

End: 12-Mar-2022



## Event 15: Teknack 2022

- Number in Attendance: 1200
- Cost of General Admission: 100.00
- Cost to Chapter: 25000.00

### Abstract:

- Teknack is ACM DBITs annual intercollegiate technical flagship event.
- Teknack aims at encouraging budding developers to tap into their technical and creative genius by providing them with a platform to exhibit their talents and creative ideas in a competitive environment.
- It provides an amazing battlefield for students to boost up their skills by amalgamating with newer ideas to build games that give the player an enjoyable experience.
- Over the years Teknack has produced some value-enhancing games. The Teknack team has always focused on expanding their reach. And as a result of the hard work and efforts of the team, they have grown bigger this year and have managed to attract more aspiring developers, students, and gaming enthusiasts.
- A total of 15 games were developed this year. All the games were published on Google Play Store as well as Itch.io to increase the reach. The statistics as of April 2022: Number of Groups - 15 Total Downloads - 2225 Total Instagram Likes - 2583
- Teknack's induction meeting was held on the 8th of October 2021 where developers were briefed on Teknack. Unity and Unreal Engine training workshops were held on the 16th and 17th of October with an intention to help the participants get acquainted with the basic features and functionalities of the engine which would further on help them during their game development process.
- The initial planning and game designing phase began in the month of November 2021 and the development process continued till February 2022.



- Each team was provided with experienced mentors to guide them during their game development process.
- On March 2nd 2022, the four major award categories were declared. Namely, Best Game UI - Awarded to the game with the best overall ui, consistent interface , and an environment that is appealing to the end user.  
Best Game Play - Awarded to the game with least glitches, smooth gameplay and animations, Fluid navigations between scenes and button clicks, proper gameplay mechanics and controls, and overall execution.  
Best Game Concept - Awarded to the game with the best concept which is unique but at the same time should be designed and planned well with best execution.  
People's Choice Award - Winner to this award is chosen by the audience. This award is decided by a 50-50 rule. 50% Downloads on Play Store. 50% Likes on Instagram.
- This year few pre-events were held over the duration of three consecutive days dating 8th - 10th March 2022 with an objective of promoting Teknack on campus.
- Games developed by the developers were available to be played by everyone. The player who beat the high score was awarded with exciting cash prizes.
- Housie Night was organised on the 12th of March with the same goal of promoting Teknack as well as just for students to enjoy a saturday night with their peers and family. All the participants were eager and excited to claim the prizes awarded to them.
- The event was a success and ended with cheers. The main Teknack event was held on the 17th of March 2022.
- An inauguration ceremony was conducted which marked the official opening of the event, Fr. McEnroe Lopes (Administrator - DBIT) did the honours by cutting the ribbon.
- A game exhibition was arranged which was a great success. The developers had their games on display for people to play. Teachers, Students as well as people from outside DBIT were intrigued and enjoyed playing the games.





- Fun events like 7 up 7 down and drop the coin were organised. A refreshment stall and a merchandise booth were set up as well.
- Later, a felicitation ceremony was held wherein the winners of the four major categories were awarded with a plaque as well as a certificate. The developers, mentors and organisers were felicitated with certificates as well.
- The entire event was ingeniously managed and programmed by the ACM-DBIT team.
- **WINNERS :**
  - Best Game UI - Sky Gliders
  - Best Game Play - Dawn of Survival
  - Best Game Concept - RescueBud
  - People's Choice - Perilous Ways

**Start:** 17-Mar-2022

**End:** 17-Jun-2022

### **Event 16: Database Linking to Flask**

- Number in Attendance: 69
- Cost of General Admission: 0
- Cost to Chapter: 0

### **Abstract:**

- ACM organised a hands-on workshop on Database Linking on the 28th of March 2022 from 03:00 pm to 05:00 pm in the Computer Center.
- The primary objective of this workshop was to enable students to develop web applications through flask web framework and link it to a database. This workshop was held exclusively for the second year students of the computer engineering department.
- Mr Grejo Joby(Chairperson-ACM DBIT) commenced this workshop by giving a brief introduction to the Flask python web framework. Moving on, he educated the students on the usage of the terminal and the command prompt.



- He then taught and demonstrated the initial setup of the python environment along with the installation of the needed flask libraries and dependencies. Following, he taught database configuration, installation and its connection to flask.
- He shared information about CRUD( Create, Read, Update, Delete), the four basic operations that can be performed on data. He described what an API(Application Programming Interface) is and demonstrated how a basic REST API is made using flask.
- He informed them about SQLAlchemy, a Python SQL toolkit which is a fantastic package for loading and querying databases. Later, Mr Grejo displayed a website which he made that stores the user's name and email address and includes the basic CRUD operations. He explained the code of the website in detail.
- Lastly a Q&A session was held, Mr Grejo cleared all the doubts and looked after the queries. Students were asked to fill the feedback form which was circulated on the whatsapp group.

Start: 28-Mar-2022

End: 28-Mar-2022

### **Event 17: Arduino Workshop**

- Number in Attendance: 69
- Cost of General Admission: 0
- Cost to Chapter: 0

### **Abstract:**

- ACM's hands-on ARDUINO workshop was held on the 29th of March, 2022 from 03:00 pm to 05:00 pm in the IBM lab.
- The primary purpose of this workshop was to provide students with the fundamental knowledge of the Arduino processor along with hands-on practice.



- Arduino is an open source development board used by developers and hobbyists for creating projects and prototypes. It has a vast collection of supporting libraries developed by open source users across the world. Learning this platform will help students in rapid prototype development of their future projects. On the basis of these facts the content of the workshop was designed.
- The workshop was held exclusively for the second-year students of the computer engineering department. Mr Grejo Joby (ACM - Chairperson) conducted the workshop.
- Throughout the workshop he made sure all the students got a clear understanding of what he was teaching. He commenced the workshop by giving a general introduction on Arduino, he informed the students that Arduino consists of both a physical programmable circuit board or microcontroller and a software, IDE (Integrated Development Environment) that runs on the computer and that it is used to write and upload computer code to the physical board.
- He first explained the hardware aspects of the Arduino, followed by a crash course on programming. He started by explaining the components of Arduino uno and its key parts with the help of a detailed powerpoint presentation.
- Followed by that, he discussed its various functions. He explained setup n loop functions. Further On, he spoke about its applications. Later, he explained the interfacing of an ultrasonic sensor with Arduino. Advancing, he began with the hands-on part of the workshop.
- Students were divided into groups of six and each group was provided with a volunteer from the final year to help them out when needed and solve their queries and doubts.
- Mr Grejo gave a detailed explanation and demonstrated the basic working of a blinking LED, the Hello World of microcontrollers and told students to experiment themselves. After which he displayed how to interface an ultrasonic sensor with Arduino and view the distance on the serial monitor by uploading code to the Arduino.
- Students were told to experiment this as well.



- Towards the end of the workshop there was a Q&A session, wherein all the doubts and queries put forth by the students were clarified.
- Lastly the participants were requested to fill the feedback form which was circulated on the WhatsApp group to ensure that the session was helpful marking the end of the hands-on workshop.

**Start:** 29-Mar-2022

**End:** 29-Mar-2022

### **Section 3 - Upcoming Activities:**

- 1. Web Dev Workshop Abstract: Web Development Workshop for Students  
Start: 13-Oct-2022  
End: 28-Oct-2022

### **Section 4 - Authorization & Signatures**

- Comments and Remarks: No comments or remarks
- I hereby certify that the above information has been examined by me and to the best of my knowledge I believe that it is true, correct, and complete, and made in good faith for the fiscal year stated.
- Authorizing Officer: Grejo Joby - Chairperson

- Ms. Sana Shaikh - Faculty Coordinator

### **Section 5 - Finalize Report**

The 2022 Report has been finalized.