Section 1 - Member Information

- Total Number of Chapter Members - Student: 47
- Total Number of Chapter Members - Professional: 0

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: 4
- Next Election Date: 01-Jul-2024

Section 2- Meetings and Recent Activities

- Number of general meetings in the 2023-2024 program year - 2 5
- Average meeting attendance - 1 8

1) Annual ACM Symposium

- Number in Attendance: 150
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The Annual ACM Symposium was organized on 18 July to celebrate and honour the contributors of the ACM-DBIT website.
- The program aimed to recognize the achievements of previous ACM-DBIT core members and introduce the new ACM-DBIT core for the upcoming year.
- Leona, the ex-chairperson of ACM-DBIT introduced the event and its purpose.
- The dignitaries were introduced, including Fr. Charles Anthony, Assistant Director of DBIT, and Dr. S. Krishnamoorthy, Advisor, DBIT.
- Fr. Brian Moras encouraged students to join the student chapter and participate in activities.
- Fr. Charles Anthony encouraged the students of the computer department to master proficiency in various technical skills.
- Dr. Phiroz Sheikh addressed the audience, sharing insights and updates related to the department's activities and achievements.

- Prof. Imran Mirza shared his knowledge and experiences as the faculty coordinator of ACM.
- Fun games were organized with prizes for students and faculty.
- Grejo Joby and Hayden Cordeiro were felicitated for developing the award-winning website.
- Jovin Nicholas was felicitated for his contribution to Teknack 2023.
- The ACM-DBIT core teams were felicitated for their contributions and achievements. New core team members were inducted.
- A vote of thanks was given, followed by the introduction of upcoming fun events.
- A panel discussion with alumni covered college life, corporate life, placements, extracurricular activities, higher education, time management, and artificial intelligence.
- Mr. Leander Braganza, Chairperson of ACM-DBIT, delivered the final vote of thanks.

Start: 18-Jul-2023
End: 18-Jul-2023

2) Git and GitHub Workshop

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

Abstract:

- ACM-DBIT Student Chapter hosted a hands-on workshop on "Git and GitHub" on August 3rd, 2023, from 11 AM to 1 PM.
- The workshop aimed to educate students on Git, GitHub, and their functionalities.
- TE students guided attendees from across the department.
- Participants were encouraged to bring laptops for in-workshop activities.
- Mr. Yashas Khot, Technical Head of ACM, opened the session explaining Git, GitHub, version control, and their importance in software development.
- TE mentors guided students through Git installation step-by-step and assisted with queries.

- Students were shown how to set up a GitHub account (if they didn't have one already).
- Mr. Aarol D'Souza (Secretary of ACM) and Mr. Omesh Barhate taught Git fundamentals, including initializing a repository, making changes, and committing them.
- Throughout the workshop, students learned concepts like initializing repositories, collaborative development, pull requests, and push requests.
- A Git cheat sheet was provided for reference.
- Students practiced using the platform by creating their own repository.
- Attendees received certificates, additional resources, and a feedback form at the end.

Start: 03-Aug-2023
End: 03-Aug-2023

3) Adobe Illustrator Workshop

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

Abstract:

- Adobe Illustrator Workshop aimed to teach graphic design and Adobe Illustrator skills.
- The workshop was organized by ACM Student Chapter on August 10, 2023, at the Computer Center, from 11:15 AM to 1:15 PM.
- Speakers: Ms. Ananya Solanki and Ms. Srushti Kale. Assistants: Ms. Khushi Shetty and Ms. Annanya Zadbuke.
- Workshop covered foundational concepts to advanced design techniques.
- Ms. Ananya Solanki explained the importance of Adobe Illustrator and the difference between Illustrator and Photoshop.
- Explored Illustrator's applications in creating logos, posters, social media banners, and infographics.
- A step-by-step guide on installing the software was provided.
- Basics of Illustrator were covered, including Shape Builder tool, Pen tool, pencil tool, and managing colors.

- Ms. Srushti Kale covered advanced topics of Adobe Illustrator.
- A small assignment to design a poster using Adobe Illustrator was given to the students.
- Students received certificates for workshop completion.
- Instructors and volunteers were also felicitated with certificates.

Start: 10-Aug-2023
End: 10-Aug-2023

4) Web Development Workshop

- Number in Attendance: 52
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The Web Development Workshop, held on 12th and 13th September 2023, aimed to teach essential front-end web development skills.
- The workshop was organized by the ACM Student Chapter to empower students to create interactive web pages.
- Day 1 started at 2:00 PM with Mr. Manish Patil providing an introduction to HTML.
- He covered HTML basics, syntax, and various tags like paragraph, heading, span, anchor, and image tags.
- He explained the purpose and functionality of each tag and their importance in structuring web content.
- Participants practiced implementing HTML tags to solidify the concepts learned.
- Students also learned to create tables for organizing data on web pages.
- Ms. Nicole Saldanha then introduced Cascading Style Sheets (CSS).
- She explained how CSS enhances visual appeal and covered basic styling concepts.
- She also taught how to implement features like hover effects for interactivity.
- Day 1 concluded at 5:00 PM with a practical exercise where attendees created a "Travel package" webpage using HTML and CSS.

- Day 2 started at 2:00 PM with a brief review of the topics covered on Day 1.
- Ms. Siddhi Gadge then led a JavaScript session to equip participants with a foundation for adding interactivity to web applications.
- Participants built a registration form that checks if password and re-entered password match before submission.
- Attendees were engaged in building a travel package website with interactive elements like menus, sliders, and booking forms using JavaScript.

Start: 12-Sep-2023
End: 13-Sep-2023

5) GradMonk Study Abroad Session

- Number in Attendance: 75
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- On October 11, 2023, the ACM Student Chapter collaborated with GradMonk to host a study abroad session from 10 AM to 11 AM in the seminar hall.
- The session aimed to equip students with knowledge on opportunities and advantages of studying abroad, including academic programs, career prospects, and scholarships.
- Ms. Erica Prasad from GradMonk presented the objectives of the session and what attendees would learn.
- Mr. Prathamesh Gaitonde, co-founder of GradMonk, was the keynote speaker.
- He discussed the advantages of studying abroad, including career prospects, standard of living, and access to better healthcare and infrastructure.
- He highlighted the importance of standardized tests like IELTS, GRE, GMAT, and a strong academic record for admissions.
- He explained the varying weightage universities give to test scores depending on the program and country.

- He shared success stories of students who studied abroad and returned to India.
- He explained GradMonk's approach to helping students choose a college based on academic aspirations, career goals, and financial conditions.
- Students interacted with Mr. Gaitonde about challenges faced while studying abroad.
- GradMonk distributed pamphlets with QR codes for free consultations on studying abroad.
- Ms. Siddhi Gadge thanked attendees and the GradMonk team, who were felicitated by Ms. Susanne Lobo and Ms. Ria Dcosta.
- The session empowered students with knowledge and resources for their international education journey.

Start: 11-Oct-2023
End: 11-Oct-2023

6) Teknack Induction Meeting

- Number in Attendance: 77
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- On October 11th, 2023, the ACM student chapter conducted an online Teknack 2024 induction meeting.
- The meeting aimed to provide a comprehensive understanding of Teknack's framework, timelines, and requirements.
- The session began at 8 PM with Mr. Siddharth Dhaigude (Technical Advisor-ACM DBIT) outlining Teknack's roadmap.
- The roadmap consists of six phases: Training, Ideation, Initial Development, UI Enhancement, Final Development, and Deployment.
- Informative gaming workshops by The Game Institute of India are included in the training phase (October 13th and 14th).
- The ideation phase involves creating presentations with three gaming ideas for mentors.
- The chosen game idea will be developed from December to January.

- Unity game engine will be used for development during the initial development and UI enhancement phase.
- Mentors will be available to guide participants throughout the process.
- The final development phase focuses on polishing the game before deployment.
- Key dates include: ideation starting on October 29th, review meetings in mid-January, and deployment in early February.
- Mr. Sahil Shelke explained technical aspects including installing the Unity game engine and acquiring its license.
- An interactive Q&A session addressed any uncertainties and allowed for idea exchange.
- A recorded session was offered for those who missed the meeting or wanted to review the discussions.
- The Induction Meeting provided a foundation for Teknack 2024 game development, equipping participants with knowledge, timelines, and technical insights.

Start: 11-Oct-2023
End: 11-Oct-2023

7) Unity Engine Workshop

- Number in Attendance: 115
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The ACM Student Chapter of Don Bosco Institute of Technology hosted the "Unity Engine Workshop" on October 13 and 14, 2023, from 11 AM to 3 PM.
- The workshop aimed to teach participants how to design and develop games using the Unity Engine software.
- The workshop was available to both online and in-person participants.
- Day 1 began at 11 AM with Ms. Nicole Saldanha and Ms. Ria D'costa welcoming guest speakers Mr. Marmik Timbadiia and Mr. Aryan Sason from Game Institute India.

- The opening ceremony included Mr. Gopal Sharma (co-founder of Game Institute India), Dr. Sudhakar Mande (Principal of Don Bosco Institute of Technology), Dr. Phiroz Shaikh (HOD, Computer Department), Prof. Imran Mirza (faculty coordinator of ACM-DBIT), Mr. Shashank Rasal (business and media coordinator of Game Institute India), and Ms. Swapna Sali (Branch Manager of Game Institute India, Ghatkopar).
- An online option through Google Meet was available for the first day.
- Mr. Shashank Rasal began the workshop with an introduction to game development and the gaming industry.
- Mr. Marmik Timbadiia introduced the Unity Engine program to the participants.
- Step-by-step instructions on installing and using Unity were provided.
- Mentors were present to answer questions throughout the workshop.
- Concepts like creating 2D games with Unity were covered with demonstrations.
- The Unity Asset Store was used to showcase how to obtain sprites for games.
- Ms. Nicole Saldanha thanked the Game Institute India developers for their participation on the first day.
- Day 2 began at 11 AM on October 14 via a live YouTube stream. Mentors were available through a Discord call for questions.
- Attendees learned how to use the sprites downloaded in the previous session.
- Instructions were given on adding features to the sprites and implementing movements and effects in the game.
- Launching the game was also covered.
- Online recordings of the workshop were made available to the students.
- The ACM core team presented tokens of appreciation to Game Institute, India at their office after the workshop.

Start: 13-Oct-2023
End: 14-Oct-2023

8) Teknack Ideation Meeting

- Number in Attendance: 171
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The Ideation Meeting for Teknack'24 was held on November 11th, 2023, to kickstart game development.
- Teams 1 to 57 were divided into two batches for presentations.
- Each team had 10 minutes to present three game ideas to a panel of mentors.
- The mentor panel included experienced professionals like Mr. Siddhesh Madkaikar, Mr. Melwin Lewis, and Mr. Siddharth Dhaigude.
- Batch 1 (teams 1-25) presented from 9 AM to 1:30 PM.
- Batch 2 (teams 26-57) presented from 2 PM to 5:30 PM.
- Teams presented their ideas comprehensively within the allocated time.
- Presentations showcased creativity, innovation, and strategic thinking in game development.
- Mentors provided valuable feedback and recommendations to refine ideas.
- The panel selected one idea from each team's proposals for further development.
- Collaboration between teams and mentors was evident throughout the session.
- Mentor input helped choose the most viable and promising game concepts.
- The Ideation Meeting showcased innovative ideas and teamwork.
- The chosen ideas mark the beginning of the game development journey.

Start: 11-Nov-2023
End: 11-Nov-2023

9) Teknack 24 Pre event: Rob The Bank

- Number in Attendance: 60
- Cost of General Admission: 100.00
- Cost to Chapter: 1000.00

Abstract:

- Teknack 2024 kickstarted with an escape room game "Rob the Bank" organized by ACM DBIT Student Chapter.
- The game challenged participants' wit, coordination, and teamwork to accumulate money within a time limit.
- The event was meticulously planned by Joshua Menezes, Ria Dcosta, Tanisha Raorane, Kenneth Ornello, Rucha Tatkare, Sussane Lobo, and Erica Prasad.
- Registrations were open from February 9th to 15th, attracting 12 teams from various colleges and disciplines.
- Rules and schedules were communicated to participants beforehand.
- On February 16th, starting from 1 PM, the game commenced at the Physics Lab.
- Teknack 2024 kickstarted with an escape room game "Rob the Bank" organized by ACM DBIT Student Chapter.
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Start: 16-Feb-2024
End: 16-Feb-2024

10) Teknack 2024

- Number in Attendance: 1800
- Cost of General Admission: 0
- Cost to Chapter: 80000.00

Abstract:

- Teknack is an annual gaming festival at DBIT that celebrates innovation and creativity in game development.
- The journey of Teknack 2024 began in October with a series of events.
- A Unity workshop by Game Institute India provided participants with essential game development skills.
- This was followed by ideation sessions and mentor review meetings to refine game concepts.
- Pre-events like "Rob the Bank" added excitement in February.
- The main event, Teknack 2024, was held on February 22nd from 10 AM to 5 PM at DBIT.
- The event featured 16 games developed by 40 developers.
- An inauguration ceremony marked the beginning of the day's festivities.
- Dignitaries like Fr. Anthony Pinto, Rector Director, DBIT, and Dr. Sudhakar Mande, Principal, DBIT, attended the ceremony.
- Ms. Nicole Saldanha provided an overview of Teknack's history and its role in fostering innovation.
- Attendees explored an array of games throughout the day.
- A FIFA tournament was also conducted for students.
- A passport system allowed attendees to collect stamps and win prizes.
- Over 40 developers and 18 games were published on the Google Playstore.
- The ACM team involved over 28 members in organizing the event.
- Schools like St. Michael's and Mumbai Public participated in the event.
- The day concluded with a Felicitation Ceremony at 4 PM.
- Dr. Phiroz Shaikh, HOD of the Computer Department, was felicitated for his support.
- All participants were felicitated for their hard work and dedication.
- Awards were presented in four categories: Best Gameplay, Best UI, Best Game Concept, and People's Choice.
- Mr. Yashas Khot, Tech Head of ACM-DBIT, announced the winners.

- ACM advisors, core team members, and volunteers were also acknowledged for their contributions.
- Lucky draw winners were announced.
- Leander Braganza, Chairperson ACM-DBIT, delivered a vote of thanks.
- The event concluded with cherished memories and a spirit of camaraderie.

Start: 22-Feb-2024
End: 22-Feb-2024

11) Flutter Workshop

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

Abstract:

- A two-day Flutter workshop for mobile app development was organized by the ACM student chapter of DBIT on February 26th and 27th, 2024.
- The workshop was led by final-year Computer Engineering students Siddhesh Madkaikar and Alston Fernandes.
- The workshop aimed to introduce participants to the basics of Flutter, a UI toolkit for building mobile, web, and desktop apps. Manish Patil set the stage by outlining the workshop's objectives and introducing the speakers.
- Siddhesh Madkaikar started the session by discussing Flutter and its applications.He then explained Dart, the programming language used in Flutter, with demonstrations and encouraged participants to try DartPad online.
- Key programming concepts like print statements, conditional statements, loops, and object-oriented programming were covered.
- After lunch, Alston Fernandes guided participants through widgets, the building blocks of Flutter applications.
- Participants were informed they would build a payments app to apply the learned concepts.
- On the second day, the focus shifted to practical implementation by developing a money payments app using Flutter.

- Manish Patil concluded the workshop by thanking the organizers, speakers, and participants.
- The Flutter workshop provided a platform to bridge theory with practical application in mobile app development.

Start: 26-Feb-2024
End: 27-Feb-2024

12) FE Orientation 2024

- Number in Attendance: 50
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM-DBIT conducted an orientation program for first-year engineering students on March 20th, 2024.
- The event aimed to familiarize students with ACM and its role in their engineering journey.
- Susanne and Erica welcomed participants and introduced Leander Braganza (Chairperson).
- Leander spoke about ACM's history, its commitment to student welfare, and its role in equipping students for the industry.
- An interactive Pictionary game was organized by Kenneth, Tanisha, Ria, and Rucha.
- Yashas Khot discussed Teknack, ACM's flagship event for mobile game development using Unity Engine.
- Erica and Susanne conducted a Q&A session with prizes for showcasing ACM knowledge.
- Joshua, the vice chairperson, shared his transformative experience with ACM.
- A final game called "Grab it" was played with audience participation.
- The orientation program motivated new engineering students and fostered their interest in joining the ACM community.

Start: 20-Mar-2024
End: 20-Mar-2024

13) Arduino Workshop

- Number in Attendance: 28
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM student chapter at Don Bosco Institute of Technology organized a hands-on session on Arduino on March 28th, 2024.
- The session was for SE computer department students and was led by Ms. Sasha Rebello.
- Ms. Sasha provided a comprehensive briefing on microcontroller boards, focusing on Arduino Uno.
- She explained the construction, configuration, and components of microcontroller boards.
- She also showcased various microcontroller boards and their applications.
- Students were divided into groups of 4-5 and provided with Arduino Uno kits for hands-on learning.
- Mentors were assigned to each group to guide the students throughout the session.
- The Arduino Integrated Development Environment (IDE) software was installed on student laptops.
- Students were given code to conduct experiments on their Arduino kits.
- The first experiment involved blinking an LED using the provided code.
- The second experiment involved blinking an LED using wires and breadboards.
- The third experiment involved activating a buzzer using the provided components.
- The final experiment introduced students to using a potentiometer with Arduino.
- Students were encouraged to ask questions and seek clarification from mentors throughout the session.

Start: 28-Mar-2024
End: 28-Mar-2024

14) Campus Hero Webinar

- Number in Attendance: 50
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM-DBIT and Coding Ninjas collaborated on a webinar titled "Campus Hero Webinar" on June 5th.
- The speaker, Mr. Shaurya Pratap Singh (SDE-II at Salesforce), guided students on navigating tech companies.
- He explained the differences between product-based and service-based companies.
- Product-based companies offer challenging projects and better career growth, according to Mr. Singh.
- CGPA of 7.5-8 and 12th-grade marks of 65-75% are typical requirements for product-based companies.
- The rigorous selection process includes coding tests, aptitude tests, and interviews.
- Strong foundation in object-oriented programming languages is crucial, with Java recommended for beginners.
- Mr. Singh advised practicing problem-solving on LeetCode and HackerRank.
- Participating in coding competitions and developing projects (web development, AI/ML, blockchain, app development) were recommended.
- Creating a professional LinkedIn profile and connecting with coding platforms was suggested.
- A Q&A session addressed frequently asked DSA interview questions and advice on seeking referrals.
- A coding contest named "Code Clash" was held after the webinar to test students' coding skills.
- Narendra Dukhande (TE-IT), Jayesh Wani (SE-COMPS), and Andre Fernandes (SE-COMPS) won the contest.
- All attendees received certificates via email.
- The "Campus Hero Webinar" equipped students with knowledge and strategies for tech careers.

Start: 05-Jun-2024
End: 05-Jun-2024

Section 3 - Upcoming Activities

1) Git/GitHub Workshop

Abstract :
Hands-on Workshop on the fundamentals of Git and GitHub tools.

Start: 25-Jul-2024
End: 25-Jul-2024

Section 4 - Authorization & Signatures

Comments and Remarks - The 2024 Report has been finalized.

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: Leander Braganza - Chair

Section 5 - Finalize Report

The 2024 Report has been finalized