



Section 1 - Member Information

- Total Number of Chapter Members - Student: 53
- 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-2023

Section 2 - Meetings and Recent Activities:

- Number of general meetings in the 2022-2023 program year- 21
- Average meeting attendance- 14

1) Effective Communication for Personal and Professional Development

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

Abstract:

- The very first event organized by ACM for the academic year 2022 - 2023 was Effective Communication for Personal and Professional Development which took place on 25th of July, 2022 from 11 am to 12 pm in the seminar hall of Don Bosco Institute of Technology.
- This session was conducted for third year students of the computer and IT department.
- As these students would be sitting for their placement process in the coming months, this session mainly focused on the communication skills that are required for any placement interview as well as for their future career.
- The host for the session was Mr. Siddhesh Madkaikar (ACM Technical Head) who started the session by giving a brief introduction about the speaker.
- The speaker for the session was Dr. Silpy Gupta who is a PhD holder in the area of Organizational Behavior and Human Resource Management. Dr. Prasanna Nambiar (Principal of DBIT), Dr. Phiroj Shaikh (HOD of Computer Department) and Mr. Imran Mirza (Faculty coordinator of ACM) were present at the session.
- Dr. Silpy Gupta started off the session by mainly focusing on the skills which are necessary for the professional career of students. She explained about the two types of skills that are required for employment - hard skills and soft skills.



- Later she highlighted the prominence of a psychometric test which measures traits such as intelligence levels, values and behaviors. She explained the need and importance of these skills in any students' career.
- Further, she focused on the significance of the non - verbal communication skills like facial expression, eye contact, posture, etc. She then continued by explaining the abilities an interviewer is looking for which include leadership qualities, politeness, problem solving techniques, teamwork skills, etc. She gave the key aspects of preparation for facing interviews, developing habits which lead to improving interactive skills.
- Later, Mr. Pratik Shah described the IBS company and scholarships provided by the company.
- Dr. Silpy Gupta made sure that the students had the best experience.
- Moreover, the session was informative and interactive. Ms. Grace Lewis (ACM Secretary) felicitated Dr. Silpy Gupta with a gift hamper. Mr. Pratik Shah was also honored with a bouquet by Ms. Sasha Rebello (ACM Sponsorship head). Mr. Siddhesh Madkaikar concluded the session with a vote of thanks.
- 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: 25-Jul-2022

End: 25-Jul-2022

2) Membership Drive Event

- Number in Attendance: 25
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM conducted a Membership Drive Event on 4th of August, 2022 from 4 pm to 5pm. This event was conducted in the seminar hall of DBIT. The major goal of the event was to promote ACM and its events to all the students of SE Computer Department. The entire event was handled in a very fun manner in order to connect with the students of the SE Computer Department.
- The event began with a brief introduction of ACM by Ms. Smriti Sunil (PR Head ACM), Ms. Sasha Rebello (Sponsorship Head ACM) and Mr. Siddharth Dhaigude (ACM Vice Chairperson). They gave an overview of the activities that ACM would be organizing this year.
- A trivia game of 4 rounds was played with the students after that. Some amusing and intriguing questions were asked to each group.



- First round was based on some general knowledge questions. There were some easy technical questions in the second round. The third round included some tricky riddles and in the final round, groups had to guess the brand name based on a tagline that had been displayed to them.
- Then, they participated in a technical game called "Find the Bug". In this game, students had to find and fix errors in a piece of code that had been displayed to them. Followed by this, names of the winners of all the games were announced and as a prize they had to pick a chit from a box that contained multiple membership offers.
- Then the event was wrapped up with an announcement regarding the group offer for membership. In this way, the whole event was very well conducted and many students showed their interest by taking membership in ACM.

Start: 04-Aug-2022

End: 04-Aug-2022

3) Adobe Illustrator Workshop

- Number in Attendance: 16
- Cost of General Admission: 50.00
- Cost to Chapter: 0

Abstract:

- The ACM's Adobe Illustrator Workshop was conducted in the DBIT computer lab on August 5, 2022, from 2 to 4 p.m. This practical workshop's main goals were to teach students a new skill and direct their existing creativity in the right directions.
- The workshop was run by examining the steadily increasing demand for design-related jobs.
- The workshop was kept open for all the SE students from all branches with a minimal fee of Rs.50.
- Before the workshop, all of the students were instructed to download the Adobe Illustrator software.
- The workshop started off with the host Ms. Likla Sinha (Design Head-ACM DBIT) giving a quick overview of the Adobe Illustrator software along with the various applications of it. She then focused on Adobe Illustrator's fundamental functions, demonstrating how to make different shapes and add colors.
- She continued by describing how to use the blend tool to create new items by mixing the shapes and colors of two or more existing ones.
- Later, she gave a demonstration of how to utilize various Illustrator tools, including the text tool, gradient tool, and direct selection tool. She also explained how one can create the illusion of motion by using the envelope distort tool.



- She then concentrated on some vital tools of Adobe Illustrator by demonstrating their uses, including the anchor tool and line tool.
- During the entire session, she demonstrated a number of tips and methods that can be used when using the Illustrator.
- The participants asked various doubts during the session which were answered by Ms. Likla Sinha. At the end of the session, an announcement regarding the ACM's design team selection was made for which all the students were given an assignment of creating any design of their choice.
- Lastly, all the participants were asked to fill the feedback form which was put up on the WhatsApp group. All the participants were provided with a certificate of participation.

Start: 05-Aug-2022

End: 05-Aug-2022

4) Battle Code

- Number in Attendance: 15
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM conducted the first competitive coding competition Battle Code for the academic year 2022 - 2023 on 9th August, 2022 at 12 pm. The main motive of the competition was to provide a platform for the students where they can solve challenging problems and get the experience of competitive coding in order to improve their logical thinking and coding skills.
- The competition was held on the hackerrank platform. The competition started off sharp at 12:00 pm on hackerrank.
- The participants were given 5 questions to solve. There was a balanced mix of easy as well as medium questions in the problems.
- In addition to the Hackerrank leaderboard, the participants' thinking, reasoning, problem-solving, analysis of test cases, and effort to attempt the questions were also taken into consideration when evaluating them.
- The questions were designed and reviewed by Mr. Siddharth Dhaigude (ACM Vice Chairperson) and Mr. Siddhesh Madkaikar (ACM Technical Head). Participants were requested to complete a feedback form after the competition. Also, the selected candidates were given a chance to be a part of the technical team of ACM for the academic year 2022 - 2023.

Start: 09-Aug-2022

End: 09-Aug-2022



5) Git and GitHub Workshop

- Number in Attendance: 25
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- ACM organized a Git and GitHub Workshop on 30th of August 2022 at the computer centre of DBIT.
- The main objective behind this workshop was to familiarize the students with Git, a Version Control System and GitHub, a Development Platform.
- The hands-on workshop was specially organized for the students of SE computer department in order to introduce them to the fundamentals, functionalities and various tools of this platform as it will be useful for them while working on their mini projects and various future projects too.
- Beginning the session, Mr. Siddhesh Madkaikar provided a brief overview of git, github, and the advantages of using these platforms.
- Then he showed how to install and configure git, as well as how to create a github account. He then went over how to set up a local repository.
- Later, he went into detail about git's architecture. Then, he used the command prompt to show how to use GitHub and went over the fundamental techniques and commands needed to carry out tasks like clone, push, pull, and commit into the repository.
- In addition, he demonstrated and discussed the use of each of the various git commands, such as git add, git commit, git checkout, git revert, and git reset. He also spoke about the readme.md file which is used in github. He also demonstrated how to add different collaborators to one's repositories.
- Finally, he gave a brief explanation of the branching concept. Mr. Siddhesh Madkaikar answered the questions and queries that the participants had during the session.
- He saw to it that the students had the best possible time. The workshop was well-run and very interactive.
- Students were asked to complete a feedback form at the end of the session to make sure that it had been effective and up to par.

Start: 30-Aug-2022

End: 30-Aug-2022



6) Unity Engine Workshop

- Number in Attendance: 60
- Cost of General Admission: 150.00
- Cost to Chapter: 0

Abstract:

- The ACM's Unity Engine Workshop was conducted in the Computer Center of DBIT on October 7th and 8th, 2022, from 2 pm to 4 pm and 10 am to 1 pm respectively.
- The main goal of conducting this workshop was to teach students a new skill of game development using Unity Engine and direct their existing creativity in the right direction.
- This workshop was run by analyzing the increasing demand for game developers across the globe. The workshop was kept open not only for the students in college but also other colleges.
- The installation procedure of Unity Engine was shared a day prior to the workshop and all the participants were allotted a mentor for further guidance.
- The workshop was kick started by Mr. Siddhesh Madkaikar giving a brief introduction about the workshop.
- Further, Mr. Sahil Shelke gave a quick overview of the Unity engine along with how it works. He covered all the basic concepts related to the Unity engine like use of camera, canvas, game mode and edit mode. He then went forward by giving demonstration of how to use various tools of the engine. He further explained the concept of sprites and how to import various sprites into the game. He also gave a brief explanation of the importance of 2D physics and how it is applied in a game.
- While giving the demonstration he also encouraged the participants to try on their own for better understanding.
- Later, Mr. Gaurav Samanta explained the concept of scripts and how character movement is done with the help of scripting.
- During the workshop the mentors were also present to guide every participant and to clear their queries or doubts. During the 2nd day the Alumni of DBIT Mr. Grejo Joby began the workshop by telling every participant of some do's and don'ts while using Unity.
- He further conducted the workshop by picking up from where the 1st day of the workshop had ended and demonstrated the complete process of developing a game by creating various scenes, adding sprites, concepts of 2D physics and scripts into the game.
- He also briefed the students on the concept of layering and prefab. While explaining and guiding the participants he also shared various free resources for downloading assets.
- Following that the participants were asked if they had any queries or if they wanted any concepts to be repeated too.



- Mr. Grejo Joby answered the questions and queries that the participants had during the session.
- At the end of the 2 days workshop the Vice Chairperson of ACM Mr. Siddharth Dhaigude presented Mr. Grejo Joby, Mr. Sahil Shelke and Mr. Gaurav Samanta with a token of Appreciation.
- 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: 07-Oct-2022

End: 08-Oct-2022

7) React JS Workshop

Number in Attendance: 10

Cost of General Admission: 0

Cost to Chapter: 0

Abstract:

- ACM organized a React Workshop on 14th October, 2022 from 11:15 am to 1:15 pm at the Computer Center. The main objective of this workshop was to make students familiar with the concepts of React which is a part of the Internet Programming (IP) subject in the curriculum of Mumbai University and gain knowledge on the same.
- Mr. Siddharth Dhaigude started off with the workshop by giving a brief introduction about ReactJS which is a JavaScript library for building user interfaces. Followed by that, he also explained various basic concepts of ReactJS.
- Then how a React App (CRA) is created was also demonstrated by him by running commands like npx. Then he moved towards explaining about components which are similar to JavaScript functions and the advantages of using it.
- Along with the component, the concept of Props and State was also covered during the workshop.
- After explaining all the concepts, how a button component is created and how the box is customized with props was also demonstrated by him.
- After this, Mr. Siddharth Dhaigude moved towards explaining the structure of a React web app.
- At the end of the session Mr. Siddharth cleared all the doubts and queries of various students.

Start: 14-Oct-2022

End: 14-Oct-2022



8) FE ACM Orientation

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

Abstract:

- ACM Student Chapter of DBIT conducted an orientation program for FE students on 16th of January, 2023 from 4pm to 5pm.
- This event was conducted in the Mondini hall of DBIT. The major goal of this event was to promote ACM and its events to all the students of FE DBIT.
- The event not only had students from the Computer department but also had IT, Mechanical and EXTC.
- The event began with a brief introduction of ACM by Mr. Siddharth Dhaigude (ACM Vice Chairperson) which was further continued by Ms.Smriti Sunil (PR head ACM) and Ms. Grace Lewis (Secretary ACM).
- They further gave an overview of the activities that ACM would be conducting for the year ahead.
- A trivia game session was also held for the students by Mr. Manuel Ferreira (Asst. Publicity head) and Mr. Joshua Menezes (Asst. Social Media head) along with Ms.Smriti Sunil and Ms.Grace Lewis and the rest of the ACM to connect with them and make the event more lively.
- There were also some guessing games and various riddles asked during this session.
- There was also a round of pick the chit with the students which contained some membership offers.
- There were also games conducted where one student would draw something and the rest would guess what it was. The event was then wrapped up with an announcement regarding group offers for membership.
- In this way the event was conducted many students showed their interest by taking membership in ACM.

Start: 16-Jan-2023

End: 16-Jan-2023



9) Cyber Security

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

Abstract:

- The ACM student chapter of DBIT organized a seminar on 'Cyber Security' on 7th of February 2023, from 11am to 1pm. The event was conducted in the seminar hall of DBIT. The major goal of this event was to introduce students to what Cyber Security means and what people do when taking this as a career.
- The event had students from TE and SE of the Computer Department in attendance. The event began with a briefing given by Ms. Grace Lewis (Secretary of ACM) about the Speaker Mr.Pravin Nagare (CEO of Mrwebsecurity).
- The session was then continued by the speaker by giving a briefing of how he took up CyberSecurity as a career.
- The event was divided into 3 parts. In the first part of the event the students were given a briefing about career opportunities available in this scope. If there are any career risks ,what parameters are taken to ensure site security. The demand the security researchers have in the tech industries. Places where people can work as a cyberSecurity person if they can do any freelancing.
- The second part of the event consisted of giving the students a demonstration of what the hackers use to create viruses for various types of operating systems. They were also given a demo of what happens if a file from some unknown source is downloaded then what risks it causes to the electronic devices.
- The third part of the session was about Phishing that has been going on nowadays. The students were shown how the hackers work behind the screen . They were also shown how these hackers are able to get links to various things and how they get access to the activities of our digital devices.
- The session was then brought to a conclusion by the speaker who made sure that the students had the best experience. Moreover, the session was informative and interactive.

Start: 07-Feb-2023

End: 07-Feb-2023



10) Teknack 23 Pre Event: Valorant Gaming Tournament

- Number in Attendance: 50
- Cost of General Admission: 40.00
- Cost to Chapter: 2000.00

Abstract:

- The ACM student chapter of DBIT organized a Valorant Gaming Tournament took on the 22nd of February, 2023, in an online format. The event saw the participation of 10 teams, all vying for the championship title.
- The registration cost for each team was set at Rs. 200, with a team composition of 5 players and 1 substitute. The teams that registered for the tournament were as follows: Xoxo, Tsatchelout, NHK, Skill Issue, The Keres, TeamR, The InstaLockers, MERIPHONEGAYI, (MGY) V2, Aimbot.exe The tournament began at 7 PM on the 22nd of February and concluded at 11 PM on the same day.
- The event was coordinated by Pratik Daga(Treasurer-ACM DBIT), along with the organizing team comprising Joshua Menezes, Manuel Ferreira, and Saurav Sushil. The matches were conducted in a bracket-style format, with each bracket producing a winner to progress to the next stage.
- The winners of each bracket were as follows: Bracket 1 winner: Aimbot.exe Bracket 2 winner: V2 Bracket 3 winner: Tsatchelout Bracket 4 winner: Skill Issue Bracket 5 winner: Aimbot.exe Bracket 6 winner: The InstaLockers In the semifinals, two thrilling matches were witnessed. The first semifinal took place at 9:00 PM between Aimbot.exe and Tsatchelout, with Joshua acting as the spectator.
- The second semifinal featured Skill Issue against The InstaLockers, with Saurav as the spectator. Both matches were intense, showcasing the skills and strategies of the participating teams.
- The grand finale of the tournament showcased the clash between Aimbot.exe and The InstaLockers.
- The match was highly competitive, with both teams giving their best to secure victory.
- In the end, Aimbot.exe emerged as the champions, displaying exceptional gameplay and teamwork.
- The InstaLockers secured the second place, having shown great determination throughout the tournament. Skill Issue secured the third place, demonstrating their abilities in the game.
- The final results of the tournament were as follows: 1st Place: Aimbot.exe 2nd Place: The InstaLockers 3rd Place: Skill Issue. The Valorant Gaming Tournament proved to be a thrilling and well-organized event, with all participating teams showcasing their gaming prowess.



- The event provided an opportunity for players to demonstrate their skills, fostering a competitive and enjoyable gaming environment.
- It served as a platform to bring together gaming enthusiasts and promote the spirit of healthy competition.
- Overall, the Valorant Gaming Tournament was a resounding success, leaving participants and spectators eagerly awaiting future gaming events of similar caliber.

Start: 22-Feb-2023

End: 22-Feb-2023

11) Teknack 2023

- Number in Attendance: 1350
- Cost of General Admission: 0
- Cost to Chapter: 80000.00

Abstract:

- The ACM student chapter of DBIT conducted its flagship event Teknack 2023, an event for launching the fun games that are created by the student developers on 24th February 2023 from 9 am to 5pm.
- The event was held on the grounds of Don Bosco Institute of Technology. The event brought together students from various departments of the institute who are interested in the game development process.
- The main agenda of the event was to provide students a platform where they can develop and showcase their games to a wider audience.
- The inauguration ceremony of Teknack 2023 was conducted in the presence of all the Fathers, faculty members and students of DBIT. The guests, faculty and students were then allowed to visit all the game stalls.
- Students and teachers from other schools were also invited this year for Teknack.
- Apart from the stalls of games developed by the students, some fun games including Table Tennis, PS5, 7 up 7 down, football and knock the cans were also conducted for the students. Stumble guys tournament was also conducted for the students at 2 pm.
- The event was then continued by giving the developers a platform to explain their journey of game development. Then the event was brought to a close by felicitation and prize distribution ceremony.
- The event ended with a vote of thanks by the Chairperson Ms. Leona Varghese and Faculty coordinator of ACM, Mr. Imran Ali Mirza.
- This year to take Teknack 23 to new heights and to encourage participation and engagement from attendees a new initiative was taken.



- A concept of "Passport" was introduced this year. The passport offered participants a truly immersive and engaging experience. It was a guide that detailed all the games developed by the various game developers present at the event.
- It had details about the name of the game and a short description about it. The passport was also a key to unlock exciting electronic prizes. Participants were encouraged to collect stamps from all the games listed in the passport.
- Those who collected all the stamps were eligible to spin the wheel and win amazing electronic prizes worth Rs.25k.

Start: 24-Feb-2023

End: 24-Feb-2023

12) Database linking to Flask workshop

- Number in Attendance: 54
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The ACM student chapter of DBIT organized a workshop on Database linking to flask workshop on 21st of March 2023, from 9 am to 11 am. The event was conducted in the Computer center of DBIT.
- The major goal of this event was to explain to the students how database can be linked to flask.
- The event had students from TE as mentors and SE of the Computer Department in attendance. The students were also allowed to bring their laptops if they wished to do the activities conducted in the workshop on their laptop.
- The workshop began by Mr. Siddharth Daigude giving the students a briefing of what flask was and how it is used. The students were then guided step by step on how to install a flask in a virtual environment by the TE mentors , who helped everyone with any doubts or problems that they had.
- Every student was provided with a link to the Github repository where they were provided with materials required to install a virtual environment and install and run flask on their respective devices. The mentors helped the students by giving them guidance on every step.
- Once the students were done with the installation and running flask . They were then taught how flask works and how to use it in the virtual environment . They were then given a step by step explanation of how to code a web application using python in flask.
- The workshop was brought to an end by students being able to execute the web application successfully. The students were even able to create a web page using their own ideas.



Start: 21-Mar-2023

End: 21-Mar-2023

13) Arduino Workshop

- Number in Attendance: 32
- Cost of General Admission: 0
- Cost to Chapter: 0

Abstract:

- The workshop was organized by Ms. Sejal Chopra. ACM's hands-on ARDUINO workshop was held on the 24th of March, 2023 from 03:00 pm to 05:00 pm in the Computer Centre.
- 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 opensource users across the world. Learning this platform will help students in rapid prototype development of their future projects.
- Based on these facts the content of the workshop was designed. The workshop was held exclusively for the second-year students of the computer engineering department.
- Ms. Sasha Rebello conducted the workshop. Throughout the workshop she made sure all the students got a clear understanding of what she was teaching.
- She commenced the workshop by giving a general introduction on Arduino, she informed the students that Arduino consists of both a physical programmable circuit board or micro controller 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.
- She first explained the hardware aspects of the Arduino, followed by a crash course on programming. She started by explaining the components of Arduino uno and its key parts with the help of a detailed power-point presentation.
- Followed by that, she discussed its various functions. She explained setup n loop functions. Further On, she spoke about its applications.
- Later, she explained the interfacing of an ultrasonic sensor with Arduino. Advancing, she began with the hand-on workshop. Students were divided into groups of six and each group was provided with a volunteer from the third year to help them out when needed and solve their queries and doubts.
- Ms. Sasha 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 she 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.
- A total of 32 SE students attended the session.

Start: 24-Mar-2023

End: 24-Mar-2023

Section 3 - Upcoming Activities

1) Django Workshop

Abstract: Hands-on Workshop on Python & Django Web Frameworks

Start: 17-Jul-2023

End: 18-Jul-2023

Section 4 - Authorization & Signatures

Comments and Remarks: The 2023 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: Leona Jolly Varghese - Chair

Section 5 - Finalize Report

The 2023 Report has been finalized.