Don Bosco Inst of Tech ACM Student Chapter - Reporting Year 2018

Section 1 - Member Information

Total Number of Chapter Members - Student	5 6
Total Number of Chapter Members - Professional	0

Currency: *(Use this currency for all financial figures)*	Indian Rupee
Student Chapter Member Fee:	450.00
Professional Chapter Member Fee:	450.00

Number who are ACM Members:	3

Next Election Date:	01-Jul-2021

Section 2 - Meetings and Recent Activities

Number of general meetings in the 2017-2018 program year	3
Average meeting attendance	2 5

1. PhotoShop Workshop

Number in Attendance: 20

Cost of General Admission: 35.00

Cost to Chapter: 100.00

Abstract: 1. Mr. Glen Martin addressed the group and introduced the people who will be conducting the workshop. 2. Number of students present -20 3. workshop began at 5.20 4. Mr. Amey More (Design Head) started the session and introduced some of the basics of photoshop.He started with setting default values for the application and also introduced the concept of layers. 5. Mr. Agin Jose introduced the concept of vectors and the students were taught about the uses of shapes, gradient, etc. 6. Mr. Amey More then continued introducing some of the basic tools to use in PhotoShop - the use of shortcuts, Pencil tools, paint tools,etc. and then proceeded with explaining in detail the use of layers. 7. Mr. Glen Martin then introduced the use of pen tools, duplicate tool, clone tool, filters and its use,etc. 8. Mr. Amey concluded day 1 of the workshop and encouraged those interested to continue working with photoshop

Start: 24-Jul-2017

End: 24-Jul-2017

2. Github Workshop

Number in Attendance: 28

Cost of General Admission: 30.00

Cost to Chapter: 250.00

Abstract: Mr.Gary gave a brief introduction about Github to all the students before starting. Mr.Vineeth also explained the pre-requisites of the workshop. Two modes of Github, namely offline and online were explained by Mr.Gary. Various commands used for offline working of github were displayed and explained. It was made sure that every student was able to execute the commands on terminal/cmd prompt. The online mode of Github was elaborated using the GUI of the Github website. The students found the online mode much simpler than the offline mode. Different assignments were assigned to students to make sure they understood the workshop. Eg) Commit, push, pull, add, update, merge etc.

Start: 05-Sep-2017

End: 05-Sep-2017

3. Semicode Competition

Number in Attendance: 84

Cost of General Admission: 50.00

Cost to Chapter: 2000.00

Abstract: Mr.Vineeth gave a brief explanation to all the students before starting. Mr.Vineeth also explained the rules of the competition. Some doubts were asked by the students which were cleared by the members immediately. There were 84 students (42 teams) present. The test was conducted on the Codechef portal. This competition was in collaboration with ACM NMIMS and ACM SNDT. Top 5 teams of this competition would advance to the next round of Semicode held in NMIMS. The competition went on for 2 hours and top 5 teams were selected for the next edition of Semicode.

Start: 08-Sep-2017

End: 08-Sep-2017

4. Game Development Workshop

Number in Attendance: 25

Cost of General Admission: 200.00

Cost to Chapter: 3500.00

Abstract: Teknique is a game development workshop conducted by DBIT ACM. Rudraprasad conducted the workshop and the students had hands on experience wiht game development.A competion was help for the best games.

Start: 30-Sep-2017

End: 02-Oct-2017

5. Web Development Workshop

Number in Attendance: 50

Cost of General Admission: 40.00

Cost to Chapter: 750.00

Abstract: The session was conducted by Mr. Akash Garule and Mr. Anto Christopher who explained the use of HTML language and its applications. The volunteers ensured that queries from students were answered satisfactorily. All the advance concepts of web development was covered.

Start: 04-Jan-2018

End: 02-Feb-2018

6. Teknack 2018

Number in Attendance: 3000

Cost of General Admission: 40.00

Cost to Chapter: 30000.00

Abstract: Don Bosco Institute of Technology (DBIT), Kurla launched its annual technical fest ?Teknack? on the 24th and 25th of February, 2018. The fest which is an online event, had the theme ?Around the World?.Teknack ?18 was a tremendous success on many levels. We got participation from over 40 colleges in the city with students in the age group of 16-25 from more than 20 colleges across over 10 states. There were about 600 visitors who spent an average of 15 minutes per login this year (source: Google analytics).Teknack provided a platform for the up and coming programmers and designers from DBIT to put their best foot forward. We spent hours trying to formulate new and innovative ideas so that the users got a new adventure altogether. We thank your company for the sponsorship provided to our team. We would love to know what you?ll thought about Teknack ?18 and hope your company?s relationship with our team will be long lasting.

Start: 24-Feb-2018

End: 25-Feb-2018

7. Arduino Workshop

Number in Attendance: 32

Cost of General Admission: 35.00

Cost to Chapter: 500.00

Abstract: Mr.Nathaneal gave a brief introduction about Arduino to all the students. Mr.Royston explained the pre-requisites of the workshop. The students were divided into groups of 4 to work on Arduino. The main aim of this workshop was to give a headstart to all the SE COMPS students for their Arduino mini-project Basic functions and features of Arduino were explained by Mr.Royston and Mr.Nathaneal with the help of a presentation. After basic functions were explained, each group was assigned a volunteer. All the groups started working on their Arduino. They programmed the Arduino such that they

could light LED bulbs in different manners or the desired output. Mr.Nathaneal concluded the workshop with some more extra information about the Arduino

Start: 16-Mar-2018

End: 16-Mar-2018

Section 3 - Upcoming Activities

1. Annual Meeting

Abstract: The agenda and events to be conducted this academic year will be discussed.

Start: 06-Aug-2018

End: 06-Aug-2018

2. Web Development

Abstract: 1. The objective was to provide a basic understanding of the prerequisites required for React JS 2. The workshop was conducted by Raj Tiwary and Janhavi Patil. 3. The workshop was divided into three parts, it started with Janhavi Patil introducing HTML to the students. She listed the various tags used in HTML and also demonstrated the working of those tags. 4. The 2nd part was taken by David Varghese & Atharva Deshmukh. They explained the need of using CSS, after which they went on to demonstrating and explaining the various tags and properties to the students, after which the students were given time to experiment with both the acquired skills. 5. The 3rd part was taken by Raj Tiwary. He concluded the workshop by explaining the basics of programming and the went on to explain the basic concepts of JS by demonstrating examples and exercises.

Start: 09-Aug-2018

End: 09-Aug-2018

3. CODE IT OUT

Abstract: 1. Objective is to make students evaluate their technical aptitude through a competitive environment. 2. The purpose of the competition was to make students evaluate their technical aptitude through a competitive environment and also give them an idea of how actual competitive Coding events occur. 3. The questions of the competition were compiled into an easily accessible website which was hosted locally and was accessed through the LAN using the local server?s IP address. 4. A total of 3 students were able to solve at least one problem out of the 4 given problems with the highest no. of problems solved, being 4. The competition was a good learning experience for the

students.

Start: 13-Aug-2018
End: 13-Aug-2018

4. Photoshop and design workshop

Abstract: 1. Ms Sherin Palamattam and Mr Clifford Fernandes trained the design team on the basics of Photoshop on 21st August '18 2. The purpose of the workshop was to impart knowledge of Photoshop to the ACM design team who would in turn use that knowledge to create posters for various events throughout the year. 3. It was divided into 2 sessions. The first session focused on the various tools used in Photoshop and their purpose. 4. The second session on the other hand, Was on how a poster is made from scratch. 5. Then on 24th August ?18 the workshop was conducted for the students. This workshop was conducted by the whole Design team of ACM Don Bosco. 6.In the first session, the use of various Photoshop tools and how they are unique were demonstrated. Efforts were made to demonstrate the process in such a way that it would be easy to comprehend. 7.The second session focused on making a poster. A poster was made using the bottom up approach in which all the layers and their functionalities were explained in explicit detail.

Start: 21-Aug-2018
End: 21-Aug-2018

5. MongoDB

Abstract: 1. The MongoDB workshop was conducted by ACM for the students of T.E Comps on 07th September 2018. 2. The workshop started with Glady Thomas introducing MongoDB to the students. She listed the various pros and cons of using MongoDB and also about the current usage of MongoDB and why it is essential to know how it works. 3. The various operations which can be performed on a database were demonstrated by Welisa Lewis & Jaffrey Joy. Welisa Lewis demonstrated instructions used to CREATE a Database and the remaining instructions such as READ, DELETE, and UPDATE were demonstrated by Jaffrey Joy and students were instructed to try the same on their computers. 4. This workshop aimed to provide an opportunity for students to connect the theoretical knowledge of DBMS with a practical application of MongoDB as well as giving the student an opportunity to level up their software development skills.

Start: 07-Sep-2018
End: 07-Sep-2018

6. Unity (Preparation for TEKNACK)

Abstract: 1. The Unity Workshop was organized by the ACM and held on 25th September 2018. 2.The workshop was taken by Mr. Srijan Ramavat. It was divided into 2 sessions. The first session focused on 2D game development and Canvas understanding. 3.The second session was on developing a 3D android game with GameObjects, Scripts, Materials, and Physics in virtual environment. 4.In the first session, Srijan presented how a basic 2D text manipulation game works with the Arrow key controls. With this students understood the basic canvas nature suited for the android mobile window and how canvas works and introduced the students with the assets, they can use for developing Games in unity. Unity is a platform that provides its own assets to help users develop games at a faster rate. 5.In the second session, he taught the students how to Develop a 3D zigzag game which is available on the play store which was modified as our own custom games. This will enable students to visualize more and more possibility of the Unity environment to develop the games.

Start: 25-Sep-2018

End: 26-Sep-2018

7. Resume Workshop

Abstract: 1. The purpose of the workshop was to help the students to make their CV and Resume easily and also provide them with an idea of how to convert their Resume to a successful Job opportunity. 2.The workshop was taken by Mr. Cherag Bachhawat, founder & CEO of cvDragon. It was divided into 2 sessions. 3. The first session focused on the tips & tricks for resume creation. Mr. Cherag presented the perspectives of both sides: Employer & Employee. He allowed the students to see how, even the minutest changes made to the Resume, affect the overall thought process of a Recruiter. He also introduced the students to cvDragon. cvDragon is an online platform that helps a person to create his/her resume quickly and professionally. Students were allowed to use the internet and make use of this tool to create their very own resume. 4. The second session on the other hand explored the importance of ?LinkedIn? in a professional?s career, regardless of their age, experience and domain. He taught the students how to utilise Linked In as a tool to expand their professional network. Not only would it help them secure their jobs, but also with their higher studies.

Start: 03-Oct-2018

End: 04-Oct-2018

8. Resume Workshop

Abstract: 1. The purpose of the workshop was to help the students to make their CV and Resume easily and also provide them with an idea of how to convert their Resume to a successful Job opportunity. 2.The workshop was taken by Mr. Cherag Bachhawat, founder & CEO of cvDragon. It was divided into 2 sessions. 3. The first session focused on the tips & tricks for resume creation. Mr. Cherag presented the perspectives of both sides: Employer & Employee. He allowed the students to see how, even the minutest changes made to the Resume, affect the overall thought process of a Recruiter. He also introduced the students to cvDragon. cvDragon is an online platform that helps a person to create his/her resume quickly and professionally. Students were allowed to use the internet and make use of this tool to create their very own resume. 4. The second session on the other hand explored the importance of ?LinkedIn? in a professional?s career, regardless of their age, experience and domain. He taught the students how to utilise Linked In as a tool to expand their professional network. Not only would it help them secure their jobs, but also with their higher studies.

Start: 03-Oct-2018
End: 04-Oct-2018

9. Refractus

Abstract: 1. The Refractus Leadership Program was organized by the Association for Computing Machinery (ACM) which was held over a span of three days starting from the 20th January 2019 right up to the 22nd January 2019. It involved an enthusiastic participation from both, the students from the Edith Cowan University (Australia) along with the students of Don Bosco Institute of Technology (Kurla). The three day program started with a very interesting visit to the Dharavi slums which happens to be one of the Asia?s largest slum, which involved a 2 straight hours walking tour where the students were exposed to all the small scale industries and the slums in Dharavi, this session was quite an insightful and an inspiring visit for all the students who were a part of this program. 2. The second day, was scheduled for an intensive Leadership Program which was conducted at the Don Bosco Institute of Technology by Mr. Venkatesh a well known Entrepreneur. This Leadership program consisted of highly interactive sessions where the ECU students and ACM members of DBIT and various other colleges from Mumbai participated. The event also witnessed speeches given by Dr. Krishnamoorthy, Dr. Amiya Tripathi and Dr. Lisa Armstrong, who happen to be the finest of speakers one can come across. The students also were divided further into small groups, every group was given a task to come up with a business model proposing a solution for any of the problems that an individual faces in their daily lives. After a short break, Mr. Venkatesh shared his personal experience in leadership and continued with the session helping the students understand the intricacies of setting up a business in the real world, understanding the role of an entrepreneur, how a business is run and thus in turn gaining the skills required

to be a leader resulted in the success of this event. 3. The third and the final day, was a visit to the Reliance Corporate Park, Ghansoli. This visit comprised of a guided tour of one of the largest corporate parks in Maharashtra and also giving the students a once in a lifetime opportunity to learn and understand the various products and services offered by the Reliance Group, ending with a presentation of the stellar amount of work done by the Reliance Group in the educational sector along with the corporate sector, the milestones achieved and the future milestones which the company plans to achieve in the coming time.

Start: 20-Jan-2019
End: 22-Jan-2019

10. TEKNACK

Abstract: 1. Teknack is an annual two day online inter-college festival organized by the Association of Computer Machinery (ACM) Student Chapter of Don Bosco Institute of Technology, Kurla. 2. But this year Teknack was bigger than ever, the game was developed using the game development platform, Unity and the games developed were published on Google Play Store and Apple App Store. 3. This changed the face of teknack, from a simple gaming fest to Mumbai?s first in-house college game development studio. 4. The event encourages undergraduate students to tap into their technical and creative genius by providing them with a common platform to exhibit their talents in a competitive environment. 5. An inaugural event was hosted for the launch of teknack, this event was hosted in the campus where multiple gaming booths were setup and the students were invited to play the games for FREE, and the winner or the person that reached the highest score was awarded with goodies and gifts. 6. The entire event was ingeniously managed, programmed and published by the students of ACM-DBIT. 7. About 3 months were given to develop the games and from march, 3 games were published at a time strategically on Play Store and App Store. 8. There were 9 games developed in Teknack 19. 9. This year Teknack gave importance to Marketing. Each game was promoted by making a video, posting these videos on every group, social media platforms, etc. All the games were a big success with hundreds of downloads in a day or two. Teknack provided a platform for the up and coming programmers and designers from DBIT to put their best hand forward. We spent hours trying to formulate new and innovative ideas so that the users got a new adventure altogether. The budget for teknack was estimated at a lower limit of Rs. 1,65,500 to an Upper limit of Rs. 1,98,500.

Start: 06-Feb-2019
End: 07-Feb-2019

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: Mr Dion George - Chair

Section 5 - Finalize Report

The 2018 Report has been finalized.