

DON BOSCO INSTITUTE OF TECHNOLOGY

ACM STUDENT CHAPTER

REPORTING YEAR 2020

Section 1: Member Information -

1. Total Number of Chapter Members - Student: 43
2. Total Number of Chapter Members - Professional: 2 (Sana Mam and Amiya Sir)
3. Account Balance: 22057
4. Student Chapter Member Fee: 500

Section 2 - Meetings and Recent Activities

1. Number of general meetings in the 2019-2020 program year: 9
2. Average meeting attendance: 15

First meeting (online) held on 4th June, 2020.

An online meeting was held on 4th June at 6:00 pm on Google Meet platform.

The following things were discussed in the meeting:

- i) The first event was decided to be a fun event.
- ii) Target audience would be teachers and students of all the branches.
- iii) Two ideas were discussed, Treasure Hunt and Skribbl out of which Treasure Hunt was finalized.
- iv) This being the first event, it was decided to be kept free for everyone.
- v) Target Audience: 100+ people

- vi) The method of conducting this Treasure Hunt would be hiding clues in a pdf format document and that clue is the password of the next pdf document. The team of 5 who reaches the last clue first, wins.
- vii) It was made clear that everyone knows their responsibilities.

EVENTS

Event 1 - Murder Mystery

Date: 13th June, 2020

Time: 5:00 PM to 6:00 PM

Venue: WhatsApp Messaging Service

Participants: 155

Resource Person: Manasi Anantpurkar, Hayden Cordeiro, Agnel Salve, Denzita D'souza, Ruvim Rodrigues and Joel Parakal

Abstract:

- Murder Mystery was organized by ACM DBIT on 13th June 2020. It was a game played among the teachers and students of DBIT. The purpose of this event was to bring enjoyment during the tough times of self-quarantine.
- The core team decided to not wait for the college re-opening and start of this year with some fun events. After going through a lot of meetings and discussions and guidance from Sana Mam and the faculty, a Murder Mystery game was finalized.
- A team was made of 6 people which included Manasi Anantpurkar, Hayden Cordeiro, Agnel Salve, Denzita Dsouza, Ruvim Rodrigues and Joel Parakal.
- After lots of brainstorming the event was ready and the day was finalized to be on 13th June, 2020.
- A total of 155 participants registered which included teachers as well as students. There were 32 teams which had 3-5 members in each team. The event started at 5 PM and WhatsApp was fixed as the medium of sending the clues.
- There were 9 stages in all and the ones who finished all the 9 stages the fastest were the winners. 6 teams won the top 5 positions.
- All the participants enjoyed it and gave reviews for the same.

Event 2 - Domain DNS and Web Hosting workshop

Date: 19th June, 2020

Time: 4PM to 6:15 PM

Venue: Zoom Meeting

Participants: 55

Registered: 90

Abstract:

- The first technical workshop to be held in the year 2020 was decided to be of 'Domain DNS and Web Hosting'. Mr. Noble Mavelly was invited to head the event.
- Mr. Noble is currently the Co-founder and Head of product at QuezX.com and has an experience over 9+ years in the industry of product technology.
- There was a total of 90 registrations. The time for the same was decided to be 4 PM and the medium of teaching as ZOOM conference video call.
- The workshop started off with Amiya Sir welcoming everyone. A total of 55 students attended the session. Mr. Noble gave a basic overview about Domains and DNS. After which he also gave a live demonstration as to how to host a website online.
- A question-and-answer round was put up and the doubts were clarified. The workshop spanned for a time of 2 hour 15 minutes.
- The workshop ended with Sana Ma'am giving a vote of thanks.

Event 3 - Git and GitHub workshop

Date: 22nd June, 2020

Time: 4PM to 5:30 PM

Venue: Zoom Meeting

Participants: 50

Registered: 90

Abstract:

- This event was hosted on 22nd June 2020 from 4pm to 5:30pm. The workshop was an introductory course to Git, GitHub and Git-pages giving the students a hands-on experience on the above mentioned.
- It was hosted by Grejo Joby, although conducted online due to the recent pandemic 50 students attended the workshop, making it a success.
- Started off by Manasi, giving a short welcome speech and Sana ma'am officially welcomed everyone. Grejo explained the difference between Git and GitHub as that's a common doubt and explained the concepts and terminologies in Git.
- He explained using Visual Studio and Ubuntu's terminal. All examples and scenarios were covered i.e., Making a new repository, Public and Private repositories, forking repositories, making changes in forked repositories, pulling/pushing the changes on/to local remote/GitHub.
- On Git-Pages, they were taught how to host a static web-page on git-hub server using git pages and were shown practically by hosting a sample website. It was an interactive session; all doubts were cleared patiently.

Event 4 - Illustrator workshop

Date: 25th June, 2020

Time: 11 AM - 1 PM

Venue: Zoom (Online)

Participants: 65+ students

Registered: 76 Students

Abstract:

- For the second technical workshop of this year, Illustrator Workshop was decided to be conducted on 25th June, 2020. It was decided on the basis of votes which was taken from the students of our college.
- Slade Ferrao and Hariharan Iyer (both COMPS students) were leading the session.
- The event was hosted by Athira followed by a brief introduction on what was going to be taught in the workshop by Hariharan. The first phase after the introduction was conducted by Slade about the most basic tools, colours and patterns in illustrator.
- Once that was completed Hariharan went through with the procedure of logo designing. Four different logos were made and the procedure shown for complete understanding of the process by Hariharan.
- The logo drawings used in the illustrator was made by Sneha Satish (COMPS student). The workshop ended with a vote of thanks by Athira.

Event 5 - COD-IT

Date: 4th July, 2020.

Time: 3 PM to 5 PM

Venue: hackerank.com

Abstract:

- The coding competition called COD-IT was conducted by ACM as an opportunity for the brilliant minds to brush up their coding skills in this sluggish time of Quarantine COVID -19. The competition was organized by ACM DBIT under the leadership of Grejo Joby - Vice Chairperson ACM DBIT and Hayden Cordeiro - Technical Head ACM DBIT.
- Hackerank was chosen as the platform as it is coped up with all the technicalities to host a coding competition. A super response of 293 participants of which 171 students participated.
- First there were questions made by Hayden and Grejo which was put into the competition and all the participants had two hours to submit the answers. The scores were calculated according to Hackerank according to the time the person takes and the answer he/she submitted.

Event 6 - Macromedia Flash Workshop

Date: 30th July, 2020.

Time: 11:15 AM to 1:15 PM

Venue: Zoom Meeting (Online)

Abstract:

- In order to strengthen the designing and animation skills of our students, a Flash Workshop was scheduled on 30th July 2020. Mr. Hariharan Iyer was selected as the mentor for this workshop due to his Designing skills.
- The workshop started off with Ms. Mayura giving a small message. Grejo Joby then took over the platform and introduced the basic things related to Flash, its history in the animation field and the ups and downs its facing.
- He ended with clearing out the question which was in everyone's mind 'Why to learn Flash when there is better software?'
- Once the students were accustomed to knowing about Flash and its advantages Mr. Hariharan took the lead and started off with the Practical session.
- In the beginning he went over the basic tools and functions of Flash. As he advanced in the topic, methods such as animation effect, motion effects, shape effects, motion twins, etc. were taught to the student.
- Once everyone had an idea on how to proceed in an animation world, Mr. Hariharan gave an example of one of his projects.
- A doubt session was put up for all those who had a question to ask of.
- Ms. Mayura ended the workshop asking for a feedback for the workshop and a message.

Event 7 - Web Development Cheat Sheet

Title: Web Development Cheat sheet

Date: 17th and 18th August, 2020

Time: 7 pm

Venue: Google Meet

Participants: 29

Registered: 50

Abstract:

Day 1:

- The web development cheat sheet was a 2-day workshop covering the missed-out concepts and tips related to web development. The session was led by Grejo Joby and Hayden Cordeiro. The session started with an introduction to the naming standards in a website and the structure followed in every website.
- While talking about the errors while developing, the speaker told us about rubber duck- a duck toy which helps to rethink about the code in different perspective.
- Following this, he talked about the most common error “It works in my browser”. He told us different ways to deal with the same. Then he spoke about different technologies like Xampp and PHP.
- Following the same, there was a brief discussion about Visual Studio Code editor. The git support, formatting and live server features of VS were discussed.
- To add to this discussion, the speakers told us about different methods in which the developments can be done smartly instead of the same traditional methods.
- Giving examples for the same, he told us about various extensions in VS Code and different technologies like Figma, etc.

Day 2:

- The discussion continued with the ways to make development smarter. The tools provided by Git, free for students were told. This was followed by an important principle of never assume anything while working on a project.
- We also discussed about the importance of using Google, stack overflow while we are stuck somewhere. How documentations could be helpful was also told. The need of proper planning was talked upon.
- Concluding the session on that note, the meeting was then made open to discussions where each participant shared their tricks and experiences with other. In this way, the two-day session came to an end.

Event 8 - C++ crash course workshop

Date: 03rd September, 2020

Time: 11 AM to 4 PM

Venue: Microsoft Teams Meeting

No. Of Participants: 80

Registered: 90

Abstract:

- In an attempt of increasing the knowledge of our college students, ACM DBIT organized the C++ workshop, which was held on 03rd September, 2020 from 11AM to 4PM.
- The main aim of this workshop was to brush up the C++ language coding of the students and also to make them ready for the future competitive environments and interviews.
- The workshop started off with Manasi Anantpurkar giving a brief about the importance of C++ language in today's world, its use in interviews as a base for coders to get into jobs and also its application in various things.
- Followed by Hayden Cordeiro who started off with basic C++ syntax, which IDEs are preferred for both Windows and Linux. As time went complexity of the language increased.
- The participants were given an open for all chat box, wherein at any point of time they could stop the mentor and ask a doubt.
- Later, Pakshal Ranawat took the next phase of the workshop and taught the remaining parts of C++ language which was the more advanced use of it.
- Then came the theory part which was handled by Grejo Joby, followed by Hayden Cordeiro who explained the code of a sample project and explained the proper application of this language with the help of the examples.
- Pakshal Ranawat explained different output questions which are usually asked in exams and interviews.
- A last and final doubt session was conducted wherein all the participants enthusiastically came up with doubts and problems and our group of resource persons handled them in a proper manner.
- The participants were asked to fill out feedback forms.

Event 9 - FE Orientation

Date: 15th February, 2021

Time: 9:30 am- 10 am

Venue: Zoom

Participants :153

Target audience: All First-year students

Abstract:

- A session was conducted by ACM for the first-year students. The main motive of the session was to introduce the students to the student chapter, inform them about various events that happen in the chapter and the benefits of joining ACM.
- The session started with an icebreaker session by clearing some of the doubts of the freshers. Mr. Dheeraj James, introduced all the volunteers and spoke about the student chapter.
- Then Mr. Grejo Joby explained what exactly ACM is. He also spoke about his experience in the chapter and about personality development, improvement in technical skills and gaining leadership qualities by being a part of the team.
- After his experience, the upcoming event “Teknack” was introduced to the students along with other events like FlockFlair, Competitions, etc.
- Mr. Agnel Salve continued the session by telling the students about his experience in the chapter. He also spoke about how ACM helped him shape his personality over the years.
- The session concluded with a question and answers round where all the doubts were answered by the volunteers. Ms. Sana Shaikh, the faculty coordinator encouraged students to join the chapter and ended the session on a good note.

Event 10 - Scholarship test and Study abroad webinar

Date: 26th February, 2021.

Time: 4:00 PM - 5:30 PM

Venue: Gotomeeting.com - online meet

Participants: 85 students

Registered: 102 students

Abstract:

- This Scholarship test and Abroad Studies Webinar was conducted by ACM student chapter of Don Bosco Institute of Technology in association with Imperial Overseas Education. A total of 85 students attended this seminar, The seminar started at 4:00 PM and a brief summary of GRE exams were given.
- The method of exam and the curriculum was briefed. Questions based on Verbal, Quantitative and Essays were explained.
- At 4:15 PM a test was conducted based on the questions which are commonly asked in GRE. At 4:30, the test concluded. Only 10 questions were asked, 5 of quantitative and 5 verbal-based questions.
- After the test, the solutions for all the questions were explained one by one. Again, the students were asked to be active in answering the questions on the chat box while the questions were being solved.
- Once all the questions were solved in front of the students, the results were announced in which the 1st place with the highest score of 6 was shared between Sneha Satish from TE COMPS and Reeya Gupta from TE COMPS.
- A total discount of 25% percent was provided based on their score for GRE coaching. A message was conveyed by Imperial Overseas Education to our students and the seminar ended adding to our student's knowledge and clearing their doubts.

Event 11 - Teknack: Valorant Tournament

Date: 05th, 06th and 08th April, 2021.

Time: 03:00 PM - 08:00 PM

Venue: Valorant gaming software and YouTube for streaming



Participants: 96

Registered: 96

Viewers on YouTube: 209 views

Abstract:

- The first event of Teknack 2021 gaming was decided to be Valorant Tournament, starting from 5th April. Registration forms, posters and introductory message were made and supplied and students from all colleges and degrees were reached out for participating in this tournament.
- Moderators for the tournament were selected for monitoring the games and managing the tournament and a team of 5 students were brought together for this tournament of which three were from our ACM DBIT Student Chapter - Joel Shaji Parakal (Administration Head, ACM DBIT), Rahul Pudurkar (Technical head, ACM DBIT), Sneha Satish (Treasurer, ACM DBIT).
- First 16 teams were then allowed to participate in the tournament after which the registrations were closed and the schedule for the tournament was set to be from 5th April to 8th April. Rules and regulations were set by the organizer and the schedule was supplied to the participants.
- The first day started with the knockout phase, a clash of 8 teams with 8 teams. Batches of 4 matches were made to be played per hour. This went on for 2 hours straight without any break from 4 PM to 6 PM.
- The top 8 teams were then told their match-ups for Quarter Finals and after 30 minutes break time, the Quarter Finals was conducted.

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- The remaining 4 victors of the first day proceeded to play in the second day of Teknack Valorant Tournament 2021.
 - The second day was kept solely for the Semi-Finals and the decision match for 3rd place. For the entertainment of the non-participating students all matches from day 2 were streamed Live on YouTube for which the links are provided in the EXCERPT section above.
 - Two commentators were chosen of which one is a Twitch streamer - Arin Parab and other a Valorant Gamer - Kaushal Patil. One by one the two semifinals match were conducted with the help of our moderators, streaming team and commentators.
 - All the 4 teams tried their best to be crowned the victors of this tournament. Team Vardan (TE IT) and Team Jairaj won the Semi-Finals and were given a day to rest for the upcoming fight in the finals of this tournament.
 - The teams which were defeated were told to come for their next match after a 30 minutes break. Team Lav (TE COMPS) secured the third place. With that the day was concluded and all were eager for the finals match on 8th April.
 - On the last day, a best of 3 final was decided. In which the first to win two matches will be crowned the ultimate winner of the tournament. Team Jairaj won two consecutive matches and won the tournament, with which the second place was secured by Team Vardan.
 - Both the matches were thrilling and exciting wherein both teams were trying their best to win and trick the opponent. The second match was so close that the viewers have an impression that Team Vardan will return back to the lead but to no avail Team Jairaj defeated Team Vardan.
 - Both the finalists were applauded for their effort. And with this the tournament came to an end, a tournament filled with excitement, thrill, team-work, tactics and enjoyment.
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Event 12 - Teknack: Housie Night

Date: 7th April, 2021.

Time: 5:45 PM - 6:30 PM

Venue: Zoom Meet.

Participants: 62

Registered: 71

Abstract:

- The second event in the gaming week of Teknack - HOUSIE started off with Grejo Joby (ACM DBIT, Vice - Chairperson) explaining the rules, the prizes and the method in which the event was going to be conducted.
- One by one the numbers were called out and the participants were eager to call out their prices as and when they get lucky.
- Once all prices were filled by the participants the game was continued till the last number was called out which was surprisingly the first number in the number scale, i.e., '1'.
- In the end everyone went back to their own chores with smiles on their faces and an event to remember.

Also, one noteworthy thing is that the platform on which the numbers were displayed during the Housie event was made by our ACM Core Team members Grejo Joby (Vice - Chairperson ACM DBIT) and Hayden Cordeiro (Technical Head).

Event 13 - Teknack

Abstract:

Due to the pandemic Teknack 2021 was restricted to online only platform. But our students were ready for some brand-new amazing things to be showcased this year as well.

We had in total 16 game development teams coordinated by the best in our ACM team. A wide variety of games were displayed from intellectual games to shooting games. A total of 15 Unity games were made as part of the Teknack Game Development.

We got download numbers ranging from 50-415 and excellent play store ratings as well in the early phases of deployment. Another step towards the expansion of Teknack 2021 that was taken this year was to not just deploy our games on Google Play store but also, we deployed our games on Itch.io.

Itch.io is a popular platform for developers to publish their games. By publishing our games on Itch, we have increased the reach of our games much more and this has led to an increased number of downloads for our games.

We used Itch.io as an extra platform on which a total 686 views and 192 downloads were achieved initially.

Teknack Gaming Studio was launched in the year 2018 and the games were built using Unity Engine. To take Teknack to further heights, this year, an initiative was taken to expand the technological domain of Teknack further ahead from just Unity. Therefore, this year a game was developed on the Unreal Engine. This marks the expansion of Teknack and this has proven to be a success and it has now opened a new path for Teknack developers. With this idea the game KUROKAMI emerged which got 74 downloads in the initial deployment phase 478 social media likes and 141 Instagram likes.

Awards were given based on BEST GAME UI, BEST GAME DESIGN, BEST GAME CONCEPT, PEOPLE'S CHOICE AWARD. The winners for the 3 Best Game awards are decided based on the marks awarded to each game by the jury. The jury awards the marks to each game based on 4 criteria - UI, gameplay, concept and overall appeal.

All in all, the final statistics were 45 developers spread in 16 groups. Our games had a download count of 2337, 5385 Instagram Likes, 2808 LinkedIn Impressions. (As of May 2021)



Section 3 - 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, Vice Chairperson

Report Prepared by: Joel Parakal, Administration Head

Approved By: Ms. Sana Shaikh, Faculty In charge, ACM & HOD, Computer Department

Section 4 - Finalize Report

The annual report of the year 2020 – 2021 has been finalized.

