

FEBRUARY - 2021



PIXELS

News Letter



Department of Computer Science and Engineering

WEBINAR

"Get Ready To Get Hired"

The Department of Computer Science and Engineering organized a Webinar on the topic "Get Ready To Get Hired" on 23rd January 2021 at 11:00 AM via Google Meet. The webinar was handled by Ms. Saritha T P, Chief Officer of Product Design & Learning and Former SVP HR of Portea and GM HR of Vodafone Idea.

The session started with a welcome address from Prof. Anju Raveendran, Head of CSE Department, SNGIST.

The Webinar was attended by around 70 Students from CSE domain. It was really informative and the speaker could convey a clear picture about how to prepare a CV and how to get ready for an interview also. Interesting questionnaire sessions and doubts clearing made the webinar more interactive. The webinar was concluded with Vote of Thanks by Ms. Reshmi G Nair, Associate Professor of CSE Department.

SNGIST GROUP OF INSTITUTIONS
Department of Computer Science & Engineering
With **enable**
Finishing School For Fresh Graduates
Presents Online Webinar on
GET READY TO GET HIRED
By **SARITHA T P**
Chief Officer - Product Design & Learning
enable
Former SVP HR - Portea & GM HR - Vodafone Idea
On 23rd January | 11am to 1pm

TECH TALKS

On February 12th ,2021 Vedhik IAS Academy conducted a session for guiding and motivating the young aspirants of S3 CSE for attending competitive exams like UPSC, Civil service etc. Around 22 students attended the session.



Placements



Sreejitha M C
Jr. Software Engineer
ei digital in ovation



Nishana Nishad
Technical Support Engineer
enable



Sandra P S
Jr. System Engineer
supportscopes



Vidhumol P A
Jr. Software Developer
COT Networks

ALUMNI TALK -2

“Journey as a Front End Developer”



The Department of Computer Science and Engineering organized Alumni talk series - 2 with chief speaker Ms. Pooja Prakash, 2012-16 passout of CSE Department. She is one of the leading Software Engineers in FIS Global, Bangalore on the topic “Journey as a Front End Developer” on 29th November 2020 at 7PM via Google Meet.

The participants were the students from third, fifth and seventh semesters, the alumni and faculty members of CSE department of SNGIST Group of Institutions.

Advisory Committee Meeting

All students, faculties who handled the subject and parents attended the session. Each subject handling teachers gave their general feedback. After that each parent gets a time slot for discussing their feedback on first Internal results and academic related activities. S7 CSE(2017-2021) held on 08th January 2021, S5 CSE(2018-2022) held on 12th January 2021 and S3 CSE(2019-2023) held on 19th 22nd January 2021. Generally all parents and students are happy with the ongoing online classes.

ALUMNI TALK -3 “How to Become a Good Developer”



On 06th December 2020 Department of Computer Science and Engineering organized Alumni talk series - 3 on the topic “How to Become a Good Developer” , at 7PM via Google Meet platform. The students from third, fifth and seventh semesters, the alumni and faculty members of CSE department of SNGIST Group of Institutions were the participants. The session was handled by Mr. Ajmal Hassan, 2013-17 passout of

CSE Department. He is a Senior Product Engineer in ENTRI App, Cochin. It was an informative session and the speaker motivated the participants to become a good software developer.

Students Achievements

Mr. Rahul Krishna, 2016 - 2020 batch student of CSE, SNGIST Group of Institutions got Indian Book of Records 2022 titled “Maximum Birth stars carved on pencil leads” and Asian Book of Records 2022 titled “Grandmaster” for carving out the names of all birth stars in Astrology 2022 on the record. The department of CSE



SNGIST family congratulated Mr. Rahul Krishna for his effort and achievement.

Idea Club Competition “INGENIOUS-2020”

On behalf of the idea club, the CSE department of SNGIST Group of Institutions conducted an idea club competition “Ingenious-2020” for 11th Grade, 12th Grade, Diploma and UG students on 7th January 2021.



Out of 38 students registered, 15 students were selected based on their Innovative Ideas. Among 15 students, based on Power Point Presentation and Project Idea, only 9 students entered the final stage. Prince P K, SNIT, Adoor won first place, Revathy Jayakumar and Sivadarshana Unni,LBSITW, Trivandrum won second place and Hana Nazreen, CHSS, Chenthrapinny won third place as part of the innovative Idea. First Prize awarded with an E-certificate and ₹2000/-. Second prize awarded with an E-certificate and ₹1000/-. E- Certificate is provided to all the other final participants.

AUGMENTED REALITY AND IT'S USES: EDUCATION AND TRAINING



Silpa P S
S7 CSE (2017-2021)

There are many different ways for people to be educated and trained with regard to specific information and skills they need. These methods include classroom lectures with textbooks, computers, handheld devices, and other electronic appliances. But what if you consider augmented reality as one of them?

Augmented reality, while not necessarily a new technology, is becoming more well-known and gaining some momentum in medical education through Google Glass and Microsoft's HoloLens. Not only can augmented reality aid in student education, but it also can impact your business through its ability to enhance any kind of training.

This technology is able to promote 'active' training, both in the psychological and physical sense. It encourages the users to take on diverse thinking perspectives, which should prepare them better for their other day-to-day activities.

Prototypes, physical models, and detailed illustrations and posters are all extremely expensive. More often than not, schools do not have enough money to buy all the supplementary learning materials they would like. Further, these learning materials get worn down, lose their relevance, and get misplaced over time.

With Augmented Reality, you do not have to invest in physical materials. Students can access models from any device at any

time. Whether they are at home or in the classroom, your students can study and interact with the course materials.

In corporate venues, AR is a collaborative, skill-learning, explainable, and guidable tool for workers, managers, and customers. Also businesses have a better environment than those of educational settings regarding the ability to maintain the costs and support of AR applications. Many corporations are interested in employing AR for the design and the recognition of their products' physical parts.

It is now possible with advanced Augmented Reality Applications to provide more authentic learning and engage learners in ways that were never possible before. Each student can have their own unique discovery path through real-life immersive simulations, with no time pressure and no real consequences if mistakes are made during skills training.

AR can be integrated across a wide variety of employee roles particularly useful where simulation, training and skills development are required. Of particular interest is rapid take-up of mobile wearable technologies that complement or build upon information systems supporting augmented reality such as Google Glass

How can Augmented Reality benefit your business?

AR is of most benefit to an organization that is seeking:

- An enhancement of business process to gain maximum efficiency and productivity
- efficiency and productivity
- an engagement of employees directly with business information systems
- innovation to catalyze new processes and collaboration between business areas
- optimization of existing data for reuse in an effective manner
- simplification of otherwise process heavy current processes
- new methods to approach existing systems and solutions.

How can Augmented Reality benefit education?

Examples of AR in education & training settings include:

- Industry specific applications across the oil and gas sector.
- Operations management in the mining sector
- Training and development in the aviation sector
- Professional development and upskilling in the trades sector.

ALUMNI TALK -4 “A New Horizon - Life and Education Abroad”



The Department of Computer Science and Engineering organized an Alumni talk series - 4 on the topic “A New Horizon - Life and Education Abroad” on 17th January 2021 at 7PM via Google Meet platform. The participants were the students from third, fifth and seventh semesters, the alumni and faculty members of CSE department of SNGIST Group of Institutions.

Ms. Resmi G Nair, Asso. Professor of CSE department and chief coordinator of the session, welcomed the resource person, Mr. Vishnu Babu, 2011-15 passout of CSE Department, the audience. Mr. Vishnu Babu is an IT consultant at IWI Consulting Group INC Markham, Canada. All students, faculty members and Alumni actively participated in the session. The session concluded with a QA session and Vote of Thanks by Ms. Anju Raveendran, HoD of CSE Department.

Paper Publication



Ms. Gayathri Dili, Assistant Professor of CSE Dept. has published an International Journal on the topic “A study of sensors in semi-autonomous cars” on 20th February 2021, in the Volume-9 issue-1 January 2021 of IJIRCCCE.

Workshops



Ms. Reshmi G Nair, Associate professor of CSE Department attended 5 days FDP based on “AICTE Incorporating Universal Human Values in Education” on 14 Dec 2020 to 18 Dec 2020.