April 2022 | Volume 3
IEDC NEWS

IEDC SUMMIT 2022

IEDC Summit 2022 inauguration

Asia's largest student Summit was on 5th March 2022 at St. Josephh's college of Engineering. Palai.

IEDC Summit 2022, the annual get together was organised by KSUM and hosted by of St. Joseph's College of Engineering and Technology, Palai. More than 5000 students and 1000 officials participated in the programme which was inaugurated by Sri Saji Cheriyan, Hon. Minister, Govt. of Kerala. Palai Bishop Father Joseph Kallarangatt presided over the function.

The Summit witnessed a series of technology tracks, brainstorming sessions, interactive community meet ups and product exhibitions. Student innovators from various IEDCs exhibited their innovations at the Summit. Also, knowledge and skill development sessions were integral part of the summit and the presence of corporate leaders provided students a deeper insight about latest technology trends.

The student representatives of SNGIST IEDC participated in various events at the venue.

IEDC SUMMIT 2022

GENERAL SCIENCE QUIZ

An online general science quiz for higher secondary students was organised.

The programme was launched on 03/03/2022. Students of higher secondary schools from all over Kerala are participated in the online quiz programme conducted on 12/03/2022, Friday @ 6.30 pm.

MEMBERSHIP CAMPAIGNING

A membership campaigning was launched for Polytechnic students of SNGIST on 22/03/2022.

The Diploma students could join the IEDC as associate members by submitting the registration form.

PROJECT COMPETITIONS

The annual project competitions for SNGIST students were launched on 23/03/22.

The competitions for polytechnic students of SNGIST were in single category and for B. Tech, MCA and MBA in three categories: IT, non – IT and Business model.

IDEA FEST

The annual idea pitching competition organised by KSUM for the college students of Kerala were invited on 08/04/2022.

The last date for application was on April 30 2022. This year the KSUM launched the programme with # 'Let 1000 flowers bloom'. Final selection will be for 1000 ideas and up to 2 lakhs will be funded for 100 ideas

PRIZE DISTRIBUTION

The winner of online general science quiz competition was announced. **Ms. Anzeena S**, a plus one student of SNHSSS, Pullukulam, North Paravur, bagged the prize. It was distributed by Honourable Chairman of SNGIST on 22/04/22 at the seminar hall. The manager of SNGIST, member of Karumallur Grama Panchayath Mr. Joseph, Principal, SNGIST participated in the function.

TRAINING FOR STARTUP DEVELOPMENT TEAM

'Earn while learning'
The SNGIST IEDC is developing a team of experts in different areas of information/ technology and communication.

In view of this the IEDC invited interested students for the first phase of traing in 'digital marketing'. This certificate course of 40 hr duration started on 01/03/22 with a batch of 20 students from SNGIST.

GOING TO FUTURE



What is the metaverse, and how does it work?

The concept of a metaverse isn't new. It was initially detailed in the

novel Snow Crash, published in 1992. Several firms launched online communities based on the concept afterwards, the most famous of which was Second Life, which was introduced in 2003.

Avatars are used in the metaverse to represent oneself, communicate with one another, and virtually establish a community. Digital cash is used in the metaverse to

purchase clothing, weapons, and shielding in video games, among other things. Users can also use a virtual reality headset and controllers to journey through the metaverse for leisure with no specific objective in mind.

Another novel that popularised the concept of the metaverse was Ernest Cline's Ready Player One. Steven Spielberg directed a film adaptation of the book. People escape the issues facing Earth in a virtual environment called The Oasis in the year 2045, according to the 2011 dystopian sci-fi novel. Users interact with the world through a virtual reality helmet and haptic gloves, which allow them to grip and touch virtual items.
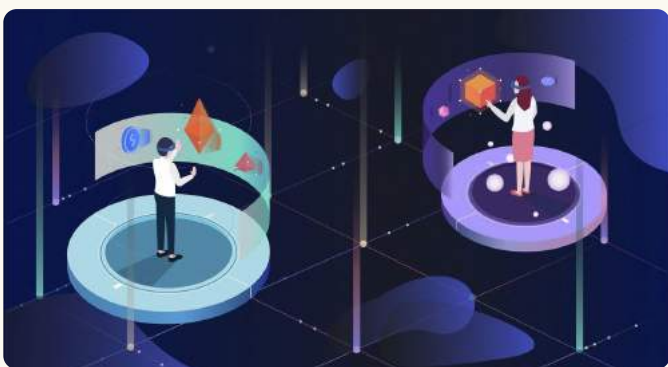
What makes the internet different from the metaverse?
The internet is a vast network of computers, servers, and other electronic devices that connect billions of people across the world. Users can chat with one another, see and engage with websites, and purchase and sell products and services once they are online.

The metaverse complements rather than competes with the internet. Users in the metaverse use virtual reality (VR), augmented reality (AR), artificial intelligence (AI), social media, and digital currency to navigate a virtual world that mimics aspects of the physical world. The internet is a place where people go to "browse." People can, nevertheless, "live" in the metaverse to some extent.

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