



Department of Computer Science and Engineering

## AGREYA 2k21 VIRTUAL TECHNO-CULTURAL FEST

## IT QUIZ

The Department of Computer Science and Engineering (CSE) organized an IT QUIZ Contest on 7th, 8th and 9th June 2021. 71 students registered for the event and 26 among them participated. Ms. Gayathri Dili (Assistant Professor of CSE Department) was the faculty coordinator and Althiya T. S.(S8 CSE) and Naazila Shakir (S8 CSE) were the student coordinators. The First prize was secured jointly by Binil Tom Jose (Rajagiri School of Engineering and Technology) and Abhijith Vasanthakumar (Rajagiri School of Engineering and Technology).





## INNOVATIVE STARTUP IDEAS

The Department of CSE organized an INNOVATIVE STARTUP IDEAS on 6th June 2021. Out of 32 students registered, 19 participated. Ms. Anu Baby (Assistant Professor, CSE) was the faculty coordinator and Ameen Muhammed (S8 CSE) and Vyshnav Gireesh (S8 CSE) were the student coordinators. The judges of the event were Ms. Anju Raveendran (HOD, CSE), Ms. Reshmi G. Nair (Associate Professor, CSE) and Ms. Rema M. K. (Assistant Professor, CSE). The first prize was secured by Vishnu V. S. and Abhinav P. Kumar from Marian Engineering College, Thiruvananthapuram. Second Prize was secured by Nandhu Jayakumar, Vijayalakshmi Biju and Venkitesh Anil from Sree Narayana Gurukulam College of Engineering, Kadayiruppu.





## **POSTER MAKING**

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The Department of CSE organized a Poster Making Contest based on the theme "Food Scarcity" on 8th June 2021 to 9th June 2021. Out of 34 students registered, 8 participated. Ms. Anu Baby (Assistant Professor, CSE) was the faculty coordinator and Abhijith K. R. (S4 CSE) and K. S. Akshay (S4 CSE) were the student coordinators. The judges of the event were Ms. Gayathri Dili (Assistant Professor of CSE Department) and Mr. Lijin Anto Jose (Senior Software Engineer, Mariapps Marine Solutions). The first prize was secured by Joel P. Jacob (Union Christian College, Aluva).



## LOGO DESIGNING

The Department of CSE organized a Logo Designing competition based on the theme "Kerala Tourism" on 7th to 13th June 2021. 45 students registered for this event and 16 among them participated. Ms. Rema M. K. (Assistant Professor, CSE) was the faculty coordinator and Merin Benny (S6 CSE) and Sneha K. J. (S6 CSE) were the student coordinators. The judges of the event were Ms. Reshmi G. Nair (Associate Professor, CSE Department), Mr. Sandesh R. V. (Graphic Designer, International Skill Development Corporation, UK), Mr. Eldho K. Mathew (Graphical Designer Sign in ads, Kaloor). The first prize was secured by Ebin K. Joseph (Jyothi Nivas Public School, Aluva).





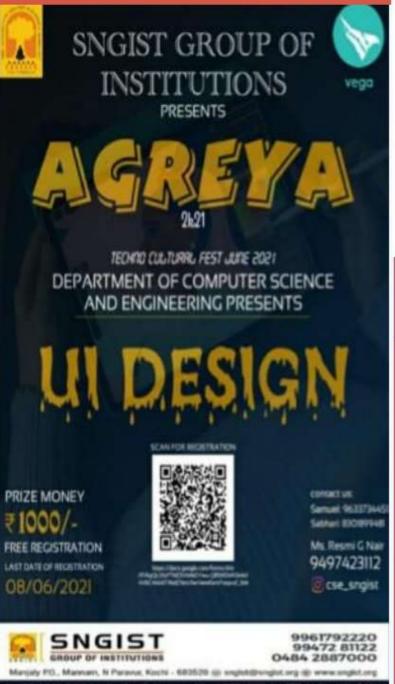
## VIRTUAL TREASURE HUNT

The Department of CSE organized a Virtual Treasure Hunt on 9th and 10th June 2021. Out of 79 students registered, 39 participated. Ms. Sreedevi K. M. (Assistant Professor, CSE) was the faculty coordinator and Adith K. D. (S8 CSE) and Neeraj P. S. (S8 CSE) were the student coordinators. The first prize was secured by Jenin Joseph (S2, Btech CSE, SNGIST)



## **VALORANT**

The Department of CSE organized a gaming event - Valorant from 9th to 11th June 2021. Out of 11 teams registered, 8 participated. Ms. Gayathri Dili (Assistant Professor, CSE) was the faculty coordinator and Vyshnav A. B. (S6 CSE) and Yadhu Krishna (S6 CSE) were the student coordinators. The first prize was secured by team HYPERION X from BMCA College ,Choondy.





# UI DESIGN

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The Department of CSE organized a UI DESIGN contest on 8th June 2021. Out of 39 students registered, 8 participated. Ms. Reshmi G. Nair (Associate Professor, CSE) was the faculty coordinator and Samuel Lester (S4 CSE) and Sabarinath S. (S4 CSE) were the student coordinators. The judges of the event were Ms. Anju Raveendran (HOD, CSE) and Mr. Abel Aby (Lead I/UX Engineer, Cochin). The first prize was secured by Abhijith Vasanthakumar (Rajagiri School of Engineering and Technology).



## STORY WRITING COMPETITION

The Department of CSE organized a Story Writing Competition based on the topic "Childhood Under Lockdown" on 8th June 2021. Out of 32 students registered, 11 participated. Ms. Rema M. K. (Assistant Professor, CSE) was the faculty coordinator and Sanal P. S. (S4 CSE), Akarsha Vinodan (S4 CSE) and M. Aisha Suraiya (S4 CSE) were the student coordinators. The judges of the event were Ms. Anju Prakash (Assistant Professor, BSH) and Ms. Vinaya K. S. (Assistant Professor, BSH). The first prize was secured by Riya Joseph (S8 EC, BTECH, SNGIST).





## CODE DEBUGGING

The Department of CSE organized a Code Debugging contest on 7th and 9th June 2021. Out of 34 students registered, 25 participated. Ms. Anisha Antu (Assistant Professor, CSE) was the faculty coordinator and Anakha Krishna C. R. (S6 CSE) and Anjali C. A. (S6 CSE) were the student coordinators. The event was judged by Ms. Gayathri Dili (Assistant Professor, CSE). The first prize was secured by Abhinav P. Kumar (Marian Engineering College, Thiruvananthapuram).



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### PICXELLENCE - PHOTOGRAPHY CONTEST

The Department of CSE organized a Pixcellence -Photography Contest on 8th June 2021. Out of 78 students registered, 40 participated. Ms. Reshmi G. Nair (Associate Professor, CSE) was the faculty coordinator and Rahul Ramachandran (S6 CSE) and Rakendhu Ravi (S6 CSE) were the student coordinators. The event was judged by Sony Seban (Cinematographer). The first prize was secured by Thejus Thampi (S8 ME, BTECH, SNGIST).

## PRIZE WINNING PHOTO





The Department of CSE organized a Digital Art Contest on 8th June 2021. Out of 33 students registered, 6 participated. Ms. Anisha Antu (Assistant Professor, CSE) was the faculty coordinator and Asmath Khalid (S8 CSE) and Ashija suresh (S8 CSE) were the student coordinators. The event was judged by Mr. Sandesh R. V. (Graphic Designer, International Skill Development Corporation, UK). The first prize was secured by Vishnu V. S. (Marian Engineering College, Thiruvananthapuram).





## REELS@HOME

The Department of CSE organized a REELS@HOME contest on 12th June 2021. Out of 21 students registered, 17 participated. Ms. Sreedevi K. M. (Assistant Professor, CSE) was the faculty coordinator and Azghar M. A. (S8 CSE), Aravind T. A. (S8 CSE), Sajith K. A. (S8 CSE) and Suhail T. S. (S8 CSE) were the student coordinators. The judges of the event were Ms. Gayathri Dili (Assistant Professor, CSE) and Ms. Sreedevi K. M. (Assistant Professor, CSE). The first prize was secured by Revathy A. S. (S8 CSE, SNGIST).







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## COD

The Department of CSE organized a gaming event - COD contest from 6th to 11th June 2021. Out of 28 students registered, 16 participated. Ms. Gayathri Dili (Assistant Professor, CSE) was the faculty coordinator and Allen Antony (S8 CSE) and Elvin Jacob (S6 CSE) were the student coordinators. The first prize was secured by Reuben Koshy (Amrita University).



## WEBINAR

The Department of Computer Science and Engineering organized a Webinar on the topic "Mental Health And Counselling in the Pandemic Context" at 11 am on 3rd June 2021 via Google meet. Dr. M. Sivanandan (Chairman, SNGIST) gave the Presidential Address. The introductory address was given by Prof. Dr. C. P. Sunil Kumar (Principal, SNGIST). The session was handled by Dr. Latha Raj P., former Principal, Maharaja's College, Ernakulam. Students from S8, S6, S4 CSE and faculty members attended the session.

## CLASS COMMITTEE

Class Committees of S8 CSE (2017 - 2021 batch), S6 CSE (2018 - 2022 batch) and S4 CSE (2019 - 2023 batch) were held on 21st June 2021, 26th June 2021 and 22nd June 2021 respectively. HoD (CSE), teachers handling each subject and corresponding student-class representatives attended the meeting. Progress of syllabus coverage, study material availability, attendance, assignment status, tutorial status (if applicable) and teaching-learning process were discussed one by one and Minutes were prepared by corresponding batch coordinators. Then each class representative was given a time slot for expressing and discussing their feedback on second internal examination results.

## Department of Computer Science & Engineering

## WEBINAR

# MENTAL HEALTH AND COUNSELING IN THE PANDEMIC CONTEXT

Date: 03/06/2021 (Thursday) | Time: 11.00 am | Google Meet

Presidential Address



Dr. M. Sivanandan Charman, SNG/ST



Prof. Dr. C. P. Sunil Kumar FIE Principal, SNG/ST



Resource Person

Dr. Latha Raj R Former Principal, Maharajurs College, Emakulain Secontary, Abbayam Charitable Foundation, Trichar.

Google Meet : https://meet.google.com/paw-wvwg-hcc



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## PTA MEETING

The Department of Computer Science and Engineering organized a PTA Meeting for S8 CSE (2017-2021) at 745 pm on 22nd June 2021 via Google meet. All students, faculty members who handled the subjects and parents attended the session. Teachers handling each subject gave their general feedback. Then each parent was given a time slot for expressing and discussing their feedback. In general, all parents and students were happy with the ongoing online classes.



## **MOCK INTERVIEW**

The Department of Computer Science and Engineering organized a Mock Interview for S8 CSE (2017-2021) at 2 pm on 7th June 2021 via Google meet. The session was handled by Dr. K. S. Divakaran Nair (Director, SNGIST), Prof. Dr. C. P. Sunil Kumar (Principal, SNGIST) and Ms. Anju Raveendran (HoD, CSE) also an another session for mock interview held on June 10th at 2pm by Prof John J Palakkappilly(HOD,ECE Department).

## TECH SAAVY



Anjaly C. A. (S6 CSE)

## EXTENDED REALITY: BLENDING THE PHYSICAL AND VIRTUAL WORLDS

The way we communicate continues to evolve with us. Imagine what it might be like to live and work in our world in 2030 and beyond. Perhaps, thanks to advancements in extended reality (XR), an umbrella term used to describe immersive technologies like augmented reality (AR), virtual reality (VR) and mixed reality (MR) plus those that are still to be created, that can merge the physical and virtual worlds.

In augmented reality, virtual information and objects are overlaid on the real world. We can access the experience through AR glasses or via screens, tablets, and smartphones. This means that users are not isolated from the real world and can still interact and see what's going on in front of them. Pokémon GO games that overlay digital creatures onto the real world or Snapchat filters that put digital objects such as hats or glasses onto your head are examples similar to us.

In virtual reality, the user is entirely in a virtual yet interactive environment that simulates a completely different reality than the one surrounding the user. Individuals put on a VR headset or head-mounted display to get a 360-degree view of an artificial world that fools their brain into believing they are walking on the moon or swimming under the ocean or stepping into whatever new world the VR developers created.

In mixed reality, digital and real-world objects co-exist and can interact with one another in real-time. This is the latest immersive technology and is sometimes referred to as hybrid reality. It requires an MR headset and a lot more processing power than VR or AR. Microsoft's HoloLens is a great example that allows you to place digital objects into the room you are standing in and give you the ability to spin it around or interact with the digital object in any way possible.

There are many practical applications of XR: XR gives customers the ability to try before they buy. Workers can connect to the home office or with professionals located around the world in a way that makes both sides feel like they are in the same room. In real estate, finding buyers or tenants might be easier if individuals can "walk through" spaces to decide if they want it even when they are in some other location. The entertainment industry will continue to find new ways of utilizing immersive technologies. Medical practitioners can benefit from digital information projected over real-life images used to prepare operations. XR technology has massive potential to change how education is delivered around the world.

XR can provide training tools that are hyper-realistic that will help soldiers, healthcare professionals, pilots/astronauts, chemists, and more figure out solutions to problems or learn how to respond. Extended reality has its own challenges: The spread of data presents a new layer of vulnerability for cyber attacks, while the high cost of implementation is a barrier to entry for many companies. But even these challenges can't slow the progress of XR. The future success of XR is indicated by the user experience. The display interface must develop richer visual content that allows a seamless switch between realities; virtual objects in augmented realities must be indistinguishable from real objects in the same view, with common illumination and intuitive tracking technology. As humanity's newest tool for storytelling, XR highlights the endless possibilities to reach each other. According to a report by Mordor Intelligence, the XR Market is valued at USD 26.05 Billion in 2020 and is expected to reach USD 463.7 billion in 2026, registering a healthy CAGR of over 62.67% during the forecast period (2021 - 2026). This tremendous growth could mean the realities of our future lives are beyond our imagination's ability to grasp.



