

GEEK-PRESS

Unveiling the World of Tech Wizards

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Vol 2 , Issue 3

YEAR 2023-24



PROGRAM EDUCATIONAL OBJECTIVES (PEOS)

PEO1. Professional Practices

Apply engineering practices required for Software development, Hardware development and Embedded systems.

PEO2. Intrapreneurial Skills

Exhibit innovation, Self – confidence and teamwork skills in the organization and society.

PEO3. Lifelong Learning

Offer continuing education programmes in the emerging areas for the knowledge upgradation of stakeholders.

VISION OF THE DEPARTMENT

To produce globally competent and socially responsible Computer Science Engineers.

MISSION OF THE DEPARTMENT

M1: Professional Skills

Provide students with opportunities to become industry- ready professionals and entrepreneurs through analytical learning.

M2: Lifelong Learning

Maintain a lifelong learning attitude and stay current in their profession to foster personal and organizational development.

M3: Engage with Society

Encourage students to focus on sustainable solutions, to improve quality of life and social welfare.

PROGRAM SPECIFIC OUTCOMES (PSOS)

PSO1: Computer Science and Engineering students can analyse, design, develop, test and apply management principles, mathematical foundations in the development of computational solutions, making them experts in designing computer hardware and software.

PSO2: Develop their skills to solve problems in the broad area of programming concepts and appraise environmental and social issues with ethics and manage different projects in interdisciplinary fields.

PROGRAM OUTCOMES (POS)

Engineering Graduates will be able to:

PO1 Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2 Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3 Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4 Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5 Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6 The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7 Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8 Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9 Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10 Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11 Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12 Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

EVENTS

TECHFEST 2024



Hidden Gems(Treasure Hunt)



TeXplore



Cipher Up(Debugging)



Gaming

The Techfest, held as part of the technocultural fest Xtasy 2K24, was a remarkable success, spanning three exciting days from April 17th to April 19th, 2024. This event thrived with the unwavering support of the college authorities, teachers, students, and staff. Their collective efforts ensured that the Techfest was executed smoothly and with precision. Students enthusiastically participated in a variety of competitions and events, showcasing their technical expertise and problem-solving skills. The technical events, including the debugging competition, blind coding, idea selling competition, and debate, were instrumental in helping participants enhance their technical skills and knowledge. These events provided a valuable platform for students to test their abilities, engage in constructive challenges, and learn from each other. Gaming also played a significant role in the Techfest, adding an element of excitement and competition. Participants competed with great spirit and enthusiasm, earning activity points and prizes for each event they participated in. This not only motivated students to give their best but also fostered a sense of camaraderie and healthy competition.

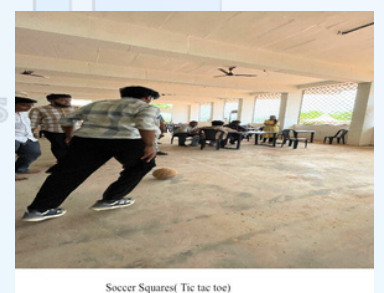


Sightless Script

One of the standout features of the Techfest was the Tech Expo, which focused on virtual reality. This expo offered students and teachers a unique opportunity to explore the virtual world, providing an immersive experience that was both educational and inspiring. The virtual reality demonstrations allowed attendees to witness the potential of cutting-edge technology and its applications. Overall, the Techfest was a grand success, highlighting the college's commitment to promoting technical excellence and cultural vibrancy. This memorable event will undoubtedly inspire future endeavors and continue to cultivate a thriving community of learners and innovators. The diverse range of activities and the enthusiastic participation of everyone involved made this Techfest a truly unforgettable experience.



Tech Expo(VR)



Soccer Squares(Tic tac toe)

"iTECH HACKFEST 2K24 - NATIONAL LEVEL HACKFEST REGIONAL ROUND"



iTech Hackfest, a national-level Hackathon was held at St.Thomas College of Engineering and Technology, Kannur on 17/04/2024, which is the Center for Regional Round (Kerala Region). iTech Hackfest Provides a platform to bring talented engineering graduates from diverse backgrounds together to collaborate and create innovative solutions to real-world problems. The academic partner is PSGiTech and the Industry Partner is SAP.

With SAP as the primary sponsor, participants will have the opportunity to interact with industry experts, mentors, and judges who will provide them with valuable insights and feedback on their projects. iTech Hackfest provides an excellent opportunity for participants to network and build lasting relationships with like-minded individuals, while creating innovative solutions. Participants can earn up to 30 activity points.

A Road Show was conducted by SAP for the Jury Members on 17/04/2024. It was about the evaluation criteria for the regional round. The Jury members and Coordinator were present.

During the regional round the Idea of the project and the plan for the implementation has to be presented. Teams were asked to present their ideas on topics from any one of the given below three themes:

- Crowd Sourced Disaster Management
- Green Credit Management
- Revolutionizing Tomorrow: Harnessing the Power of Renewable Energy

Each team had 3 to 4 members.



Geekzone
COMPUTER SCIENCE AND ENGINEERING ASSOCIATION

S8 TOPPERS



DEEPIKA MOHAN
SGPA:9.09



TYPHEL THOMAS
SGPA:8.79



ISHA SUDHIR
SGPA: 8.71



PUNNYA PRADEEP E
SGPA:8.68



AKARSH B
SGPA: 8.59



ANJEETHA SURESH
SGPA: 8.32



ASWANTH T K
SGPA: 8.29



AHILA SASEENDRAN
SGPA: 8.29



NYNIKA SANDEEP
SGPA: 8.29



NEHA FAZAL CK
SGPA: 8.21



ASHBIN SHAJEE
SGPA: 8.18



SHAHANA SHIRIN C P
SGPA: 8.06



GADHA KRISHNA CH
SGPA: 8.03

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NPTEL ACHIEVERS



SREEREJ M



**FATHIMA
ZUHARA PK**



A.K GOKUL



**NIHARIKA
PONNAMBATH**



ABHIRAM P



**FATHIMATHUL MISBA
SHAREEN V P**



**MOHAMMAD
NABIL K**



ANUJITH V K



**MUHAMMED
FAHAD V K P**



AKARSH B



A K RITHUL



SHEETAL MADHU



SANDRA C M



KIRAN DINESH



SHAHANA SHIRIN C P

STAFF ACHIEVEMENTS NPTEL Achievers



SREEREKHA K P



ANJU G



VAISHAKHI V K



JITHIN S



ANU C



REMYA PV



DINLA O K

HANDS-ON WORKSHOP ON “IMAGE ENHANCEMENT AND SEGMENTATION”

The hands-on workshop on Image Enhancement and Segmentation, conducted by the Department of Computer Science and Engineering on 09/05/2024, provided participants with valuable theoretical knowledge and practical experience in advanced image processing techniques. Through interactive sessions and practical demonstrations, students gained insights into various enhancement and segmentation methods, improving their ability to analyze and manipulate images effectively. The workshop successfully equipped participants with the necessary skills to apply these techniques in real-world applications, reinforcing their understanding of image processing concepts. The event concluded with positive feedback from attendees, highlighting the workshop's impact in enhancing their technical expertise and problem-solving abilities in this domain.



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