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# ECE HERALD

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## VISION

To produce professionally competent, ethically sound and socially responsible Electronics and Communication Engineers.

## MISSION

M1: Provide excellent infrastructure and lab facilities for quality education.

M2: Promote industry-academic interactions to keep up with technological advancements.

M3: Develop interpersonal skills and social responsibility among students through project-based and team-based learning.

## PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

Exemplify technical competence in designing, analyzing, testing and fabricating electronic circuits.

Acquire leadership qualities, rapport, communication skills in the organization and adapt to changing professional and societal needs.

Work effectively as individuals and as team members in multidisciplinary projects

## PROGRAM SPECIFIC OUTCOMES (PSOs)

Define design implement model and test electronic circuits and systems that perform signal processing functions.

Segregate and select appropriate technologies for implementation of a modern communication system.

## PROGRAM OUTCOMES (POs)

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

**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.

**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.

**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.

**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.

**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.

**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.

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

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

**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

**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.

**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.

## **SKILL DEVELOPMENT SESSIONS**

### **SKILLFUSED**

This session equips the students with communication, teamwork, and problem-solving abilities essential for real-world career success. She stressed on the lack of soft skill development in new graduates which is a potential barrier to attaining employment. Session highlighted the Career Path and Work Culture in non tech companies.

### **UNLOCKING THE POTENTIALS OF GAMING INDUSTRY**

Students had the privilege of exploring gaming as a career through an insightful session by Akshay Nambiar. The session was enriching and equipped the students with invaluable knowledge. He gave an awareness about the wide range of career paths and exciting career opportunities in the gaming industry.

### **OVERSEAS EDUCATION**

The Training and Placement Department in association with CGP Career Avenues, organized a session on Dec 9, 2024 to brief about the GATE Exams and its benefits. The session helped the students to understand the best opportunities after clearing gate exam, Higher Education, PSU'S (Public sector undertakings), MNC'S after GATE. Session gave an insight about the job opportunities after GATE. Gave an idea about the opportunities in Oil and Natural Gas Corporation (ONGC), Steel Authority of India Limited (SAIL), Bharat Heavy Electricals Limited (BHEL), Indian Oil Corporation Limited (IOCL). Microsoft, Google, IBM, Amazon EMC, Oracle, CISCO, Adobe etc.

# STAFF ACHIEVEMENTS

## FACULTY DEVELOPMENT PROGRAMS

- ◆ Dr. Anetha Mary Soman, Ms. Sreetha Sreedhar K and Mr. Nithin C attended a 37-Day FDP on NBA Accreditation and Teaching and Learning in Engineering, organized by IIT Madras.
- ◆ Mr. Manu Thomas and Mr. Nithin attended a 7-Day FDP on ChatGPT and AI Tools, organized by Marian College, Kuttikkanam.

## PLACEMENTS



Arun P K  
(TCSL)



Aswin N R  
(Maverix Pro)



Muhammad Adil  
(Intellipaath)

**"EDUCATION IS NOT THE LEARNING OF  
FACTS, BUT THE TRAINING OF THE MIND  
TO THINK."**

**- ALBERT EINSTEIN**

# **EDITORIAL TEAM**

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MS. ANN MARY GEORGE**

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