



# Department of IT

Digital Dispatch

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## Bhoj Reddy Engineering College for Women

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Workshop Details:

WORKSHOP

Date: 29th and 30th March 2019 (Thursday and Friday)  
Time: 09:30 to 16:30 Hrs (6 hours per day)  
Participants: III B Tech IT-A & B students  
Topic: Augmented Reality (AR) and Virtual Reality (VR)  
Resource Team: ArchiMaze, Hyderabad

Workshop Objectives:

Introduction to AR and VR: Providing participants with a comprehensive understanding of augmented reality and virtual reality technologies.

Hands-on Sessions: Engaging students in practical sessions to develop skills in creating AR and VR applications or experiences.

Applications in IT: Exploring the applications of AR and VR in various IT domains such as gaming, education, healthcare, architecture, etc.

Industry Insights: Sharing insights from industry experts (Archimaze) on current trends, challenges, and future prospects in AR and VR technologies.



Faculty and Student participation

## Benefits for Participants:

**Skill Development:** Enhancing technical skills related to AR and VR development.

**Career Opportunities:** Understanding career opportunities in the emerging field of AR and VR technology.

**Networking:** Interaction with experts from ArchiMaze and peers for knowledge exchange and networking.

**Resource Team - ArchiMaze:**

ArchiMaze, based in Hyderabad, is likely a specialized firm or team known for expertise in AR and VR technologies. They would have provided valuable insights, hands-on training, and industry perspectives during the workshop.

**Workshop Structure:**

**Day 1:** Introduction to AR and VR concepts, theoretical sessions, and initial hands-on exercises.

**Day 2:** Advanced topics, practical sessions, project demonstrations, and discussions on applications and future trends.

## Conclusion:

The workshop on Augmented Reality and Virtual Reality aimed to equip students with practical skills and knowledge essential for leveraging these technologies in various IT applications. It facilitated

hands-on learning under the guidance of experienced professionals, preparing students for future challenges and opportunities in the field of AR and VR.



Faculty and Student with Resource person



students at RCC



### Technical Event

IT Department conducted Annual Technical Events Day- 2019 on 8 March 2019 (Friday).

The events conducted were as follows:

- 1) Poster Presentation
- 2) Coding & Debugging
- 3) Just a Minute
- 4) Technical Treasure Hunt

That sounds like a fantastic lineup for the Annual Technical Events Day in 2019! Here's a brief overview of each event conducted:

**Poster Presentation:** Participants likely created posters to visually represent a technical concept, project, or idea. This event typically focuses on communication skills, creativity in design, and the ability to effectively convey technical information through visual means.

**Coding & Debugging:** This event would have tested participants' programming skills. It often involves solving coding problems, debugging existing code, and demonstrating proficiency in languages and algorithms. It's a hands-on challenge that evaluates problem-solving abilities under time constraints.

**Just a Minute (JAM):** JAM is a speaking competition where participants have to speak for a minute on a given topic. It tests their spontaneity, clarity of thought, and ability to articulate ideas concisely. In technical events, topics might relate to emerging technologies, industry trends, or even specific technical challenges.





### Technical Event

**Technical Treasure Hunt:** This event is likely a blend of technical knowledge and physical or virtual scavenger hunting. Participants would have had to solve clues, answer technical questions, or navigate through a series of challenges related to IT concepts or tools.

These events are not only fun and engaging but also serve to enhance participants' technical skills, teamwork, and presentation abilities. They provide a platform for networking and learning within the IT community.

Such events not only showcase technical prowess but also encourage creativity, critical thinking, and effective communication — essential skills in the field of IT and technology. They also provide opportunities for participants to interact with peers, industry experts, and potential employers, enhancing their overall experience and professional development. Events in the field of IT and technology, whether they are workshops, hackathons, conferences, or technical competitions, play a crucial role in developing a well-rounded skill set and fostering professional growth.



Students and Faculty at event



## SPORTS DAY

Physical Education is an integral part of the total education system. It helps in the attainment of the ultimate aim of education i.e. the achievement of holistic development. Sports play a vital role in the student's life. The sports develop discipline, the spirit of sportsmanship and inculcates the qualities of team spirit and leadership among the students.

BRECW conducted sports day on 25 February 2019. The Outdoor games include Basket Ball, Volley Ball, Throw Ball, Tennikoit and Badminton. The indoor games include Table Tennis, Carroms and Chess.

The sports day conducted by BRECW on 25 February 2019 sounds like a comprehensive and engaging event that encompassed a variety of sports, both indoor and outdoor. Here's a breakdown of the activities involved:

**Outdoor Games:**

**Basketball:** A team sport that promotes teamwork, coordination, and physical fitness.

**Volleyball:** Another team sport emphasizing communication, agility, and strategic play.

**Throw Ball:** A team sport similar to volleyball, focusing on throwing and catching skills.

**Tennikoit:** A game involving rings and throwing, enhancing hand-eye coordination and precision.

**Badminton:** A racquet sport known for its speed, agility, and quick reflexes.

**Indoor Games:**

**Table Tennis:** A fast-paced game requiring agility, precision, and strategic thinking.

**Carroms:** A board game that enhances concentration, aiming skills, and tactical planning.

**Chess:** A strategic board game promoting critical thinking, foresight, and decision-making skills.





## Unnat Bharat Abhiyan

The Mission of Unnat Bharat Abhiyan is to enable higher educational institutions to work with the people of rural India in identifying development challenges and evolving appropriate solutions for accelerating sustainable growth.

Implementation:

**Adoption of Villages:** HEIs adopt villages and collaborate closely with local bodies, NGOs, and government agencies to implement developmental projects.

**Multi-disciplinary Approach:** Projects under UBA involve multiple disciplines such as engineering, agriculture, health, education, and social sciences to address comprehensive development needs.

**Policy Support:** UBA is supported by various government policies and initiatives aimed at rural development, ensuring alignment with national priorities and goals.



The mission of Unnat Bharat Abhiyan (UBA) is focused on fostering collaboration between higher educational institutions and rural communities across India. Here's a breakdown of its mission statement:

**Collaboration:** Encouraging partnerships between universities, colleges, and rural communities to collectively address development challenges.

**Identification of Challenges:** Working closely with rural populations to identify and understand their specific development needs and challenges.

**Development of Solutions:** Engaging educational institutions in developing sustainable and contextually appropriate solutions to address these identified challenges.

**Accelerating Sustainable Growth:** The ultimate goal is to contribute to the sustainable growth and development of rural India by implementing these solutions effectively.



Village survey was conducted by coordinator along with members in September, December 2019 and Feb 2020. Village survey was done in villages-Anmaspally, Salarpur, Maktha Madaram.



### Impact:

UBA has facilitated significant positive impacts in rural areas across India, including improved access to basic amenities, enhanced agricultural productivity, better healthcare facilities, increased livelihood opportunities, and overall socio-economic empowerment of rural communities.

Overall, Unnat Bharat Abhiyan serves as a platform for HEIs to contribute meaningfully to rural development while providing students with practical exposure, fostering innovation, and promoting sustainable growth in rural India. It embodies the spirit of collaboration, innovation, and social responsibility in higher education.



**“If you educate a man, you educate an individual. But if you educate a woman, you educate a nation.”**

**AFRICAN PROVERB**