Bhoj Reddy Engineering College for Women

Importance of Women Education

Women education is very important for the development of a country. Women play a vital role in the all progress of a country. Without educating the women of the country we can't hope for a developed country. If we want to make democracy successful, women must be educated.

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IMPORTANCE OF FEMALE EDUCATION
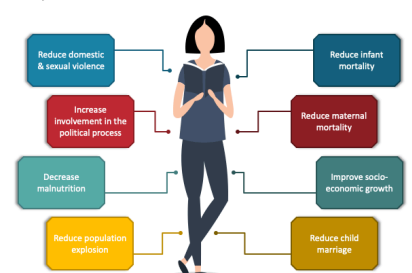Why is it Important to Literate a Woman?

Reduce domestic & sexual violence
Reduce infant mortality
Increase involvement in the political process
Reduce maternal mortality
Decrease malnutrition
Improve socio-economic growth
Reduce population explosion
Reduce child marriage

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Farewell Day-2024

BRECW organized "Farewell Day-2024" for all students on May 10, 2024, from 9:30 am to 4:30 pm for the IT department. The event was coordinated by C. Murugamani, Associate Professor, HOD-IT, and department cultural coordinators D. Navaneetha, Associate Professor (IT), along with staff and cultural coordinators from all classes. It was monitored by Dr. E. Madhusudana Reddy, Principal, and G. Dayakar Reddy, Vice Principal. All the students of I, II, III, and IV years of the IT department actively participated.

The farewell day celebration is a momentous event in the life of every graduating batch at an engineering college. It serves as an opportunity for students to bid farewell to their alma mater, reflect on their academic journey, and embark on a new chapter in their lives. The farewell day celebration at BRECW was organized by the student council, with support from the faculty and administration. The planning process commenced several weeks in advance, with a dedicated committee appointed to oversee various aspects of the event.

Farewell Day-2024
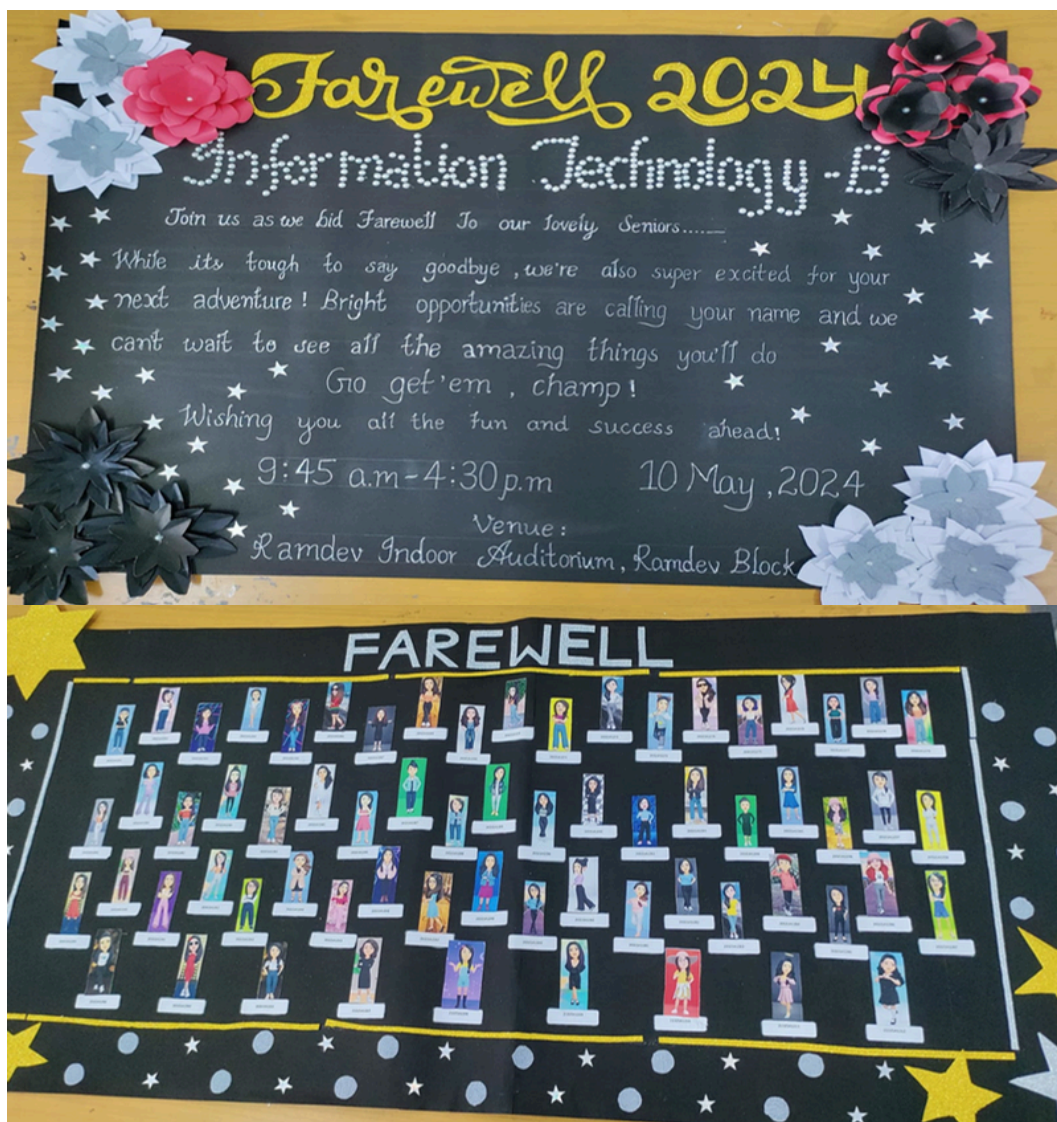
Cultural Performances: Students showcased their talents through various cultural performances, including solo songs, duet dances, group dances, and more. These performances added entertainment and emotional value to the event, allowing the students to express their creativity and bid farewell in an expressive manner. The event provided an opportunity for students to express their gratitude and bid farewell to their teachers, staff members, and peers. They could write personalized messages or record video messages, expressing their appreciation and sharing their hopes for the future. Certificates, trophies, and other tokens of appreciation were presented to deserving individuals.
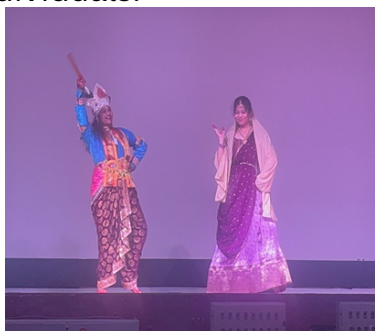
Farewell Day-2024

Vote of thanks:

Students were invited to deliver speeches, sharing their experiences, insights, and advice. They recalled fond memories, highlighted achievements, and acknowledged the challenges faced by the graduating batch.

The farewell day celebration was a memorable event, filled with emotions, celebrations, and reflections. Through its well-planned activities and thoughtful organization, the event provided a fitting tribute to the graduating. The Cultural program was completed around 16:30 pm with vote of thanks.
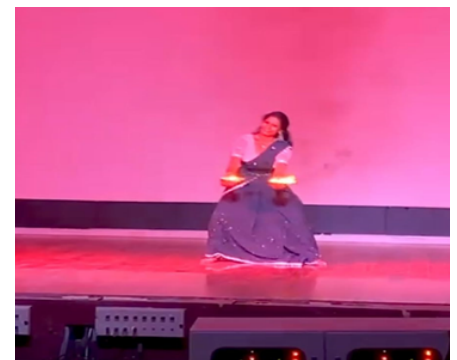
IV BTech students (20th batch) along with their titles
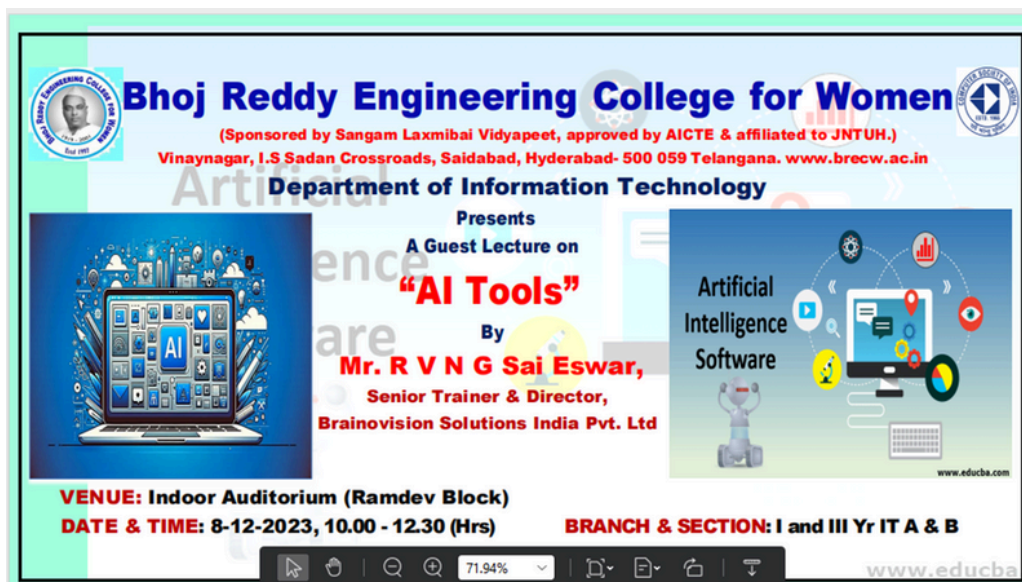
Date: December 8, 2023
Venue : RCC Auditorium, 10.00 to 12.30
Speaker: Mr. R V N G Sai Eswar

The guest lecture on "AI Tools" delivered by Mr. R V N G Sai Eswar was an enlightening session that provided attendees with valuable insights into the rapidly evolving world of Artificial Intelligence (AI) and its various applications.

Key Topics Covered:

Introduction to AI and its Importance:
- Definition and scope of AI.
- Historical evolution of AI.
- Current trends and future prospects.

Overview of Popular AI Tools:
- Tools for machine learning and deep learning.
- AI development frameworks such as TensorFlow, PyTorch, and Keras.
- Tools for natural language processing (NLP) like NLTK, spaCy, and GPT.

Applications of AI in Various Industries:

- Healthcare, finance, and education.
- AI in autonomous systems and robotics.
- Impact of AI on everyday life and future job markets

The lecture concluded with a vote of thanks to Mr. R V N G Sai Eswar for sharing his expertise and experiences.

Feedback:
Attendees found the lecture to be informative and valuable, particularly appreciating the practical demonstrations and real-world applications discussed.

WORKSHOP AND HACKATHON ON
"MACHINE LEARNING USING AI AND PYTHON"

The IT department conducted a one-week workshop and Hackathon on "Machine Learning and AI using Python" for III IT A and B students from January 6th to January 11th, 2023. A total of 141 students participated in this workshop, which was scheduled from 09:30 to 16:30 hrs each day. The workshop was conducted by Brainovision Solutions India Pvt. Ltd., an organization founded in 2014 that provides web solutions, software development, and tech education in the corporate field. Brainovision Solutions India is a resource for brands, students, and faculty to find solutions for web service requirements, workshops, internships, faculty development programs, and for organizations to hire skilled candidates. All the sessions in the workshop were hands-on.

The Objective of the Workshop:
 The main objective of conducting a Machine Learning (ML) and Artificial Intelligence (AI) workshop is to provide participants with a comprehensive understanding of these technologies and equip them with the necessary skills to apply ML and AI techniques in real-world scenarios.

- Introduction to Data Science (Machine Learning and AI concepts)
- Tools (Python, R programming, etc.)
- Data Exploration, Preprocessing, Statistical Analysis, and Inference
- Machine Learning Fundamentals and Data Visualization

Inaugural Session:
The inaugural function started with Ms. Yasaswi Surabhi, followed by Ratna Sekhar Garu, the executive member of the CSI Chapter-Hyderabad, at 10:00 AM in the Ramdev Convention Centre. The Principal, Dr. J. Madhavan, Vice Principal, G. Dayakar Reddy, Head of the IT Department, Dr. C. Murugamani, and Associate Professor of IT, Dr. M. Sandhya Rani, also delivered their respective keynotes to the students in the inaugural session.

WORKSHOP AND HACKATHON ON
"MACHINE LEARNING USING AI AND PYTHON"

Ms. Yasaswi Surabhi, Dr. J. Madhavan, Dr. C. Murugamani, and hosted by Sri Thanaya of III IT-B.

Students noting down the main aspects of hackathon regarding the stages of hackathon.
Workshop sessions(Day-wise):

DAY-1 (11 January 2024)

Ms Yasaswi Surabhi, the resource person from Brainovision Solutions India, Pvt. Ltd.along with Mr. Nagoor , Mr. Dilip and Mr. Sukumar, dealt with the first-day session of the hackathon

The following topics were covered on the day-1:

Stage 1: Approving of problem statement:

- Every team took a chit containing different domains on which we have to work on. Each team took a chit and started their first round of selection.Started research on different problems with cause and solution and the given condition is that it should not exist.
- The Problems which we face : Whatever the problem we are taking , the mentor is rejecting if its already existing.

Stage 2: Feature engineering:

- Described how to segregate the features of many features .

Stage 3: ML Algorithms deployment:

- We made attempts to know which type of project we were making(classification or regression) and deployed all the algorithms respected to it.

WORKSHOP AND HACKATHON ON
"MACHINE LEARNING USING AI AND PYTHON"
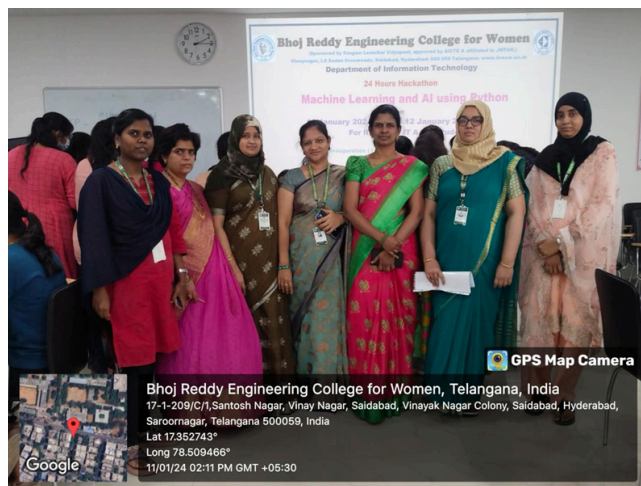
DAY-2 (12 January 2024)

The second day session of the hackathon was dealt by Ms Yasaswi Surabhi, the resource person from Brainovision Solutions India, Pvt. Ltd along with other mentors.

The following topics were covered on the day-2:

Stage 4: Evaluation metrics:

- Students are asked to do the work of different algorithms prior and also to do the confusion matrix on the day of presentation.

Stage 5: Final stage-Presentation:

- This is the final stage and 9 teams out of 23 teams got filtered.These teams are asked to prepare a report on their project and a power point presentation to present infront of the jury.
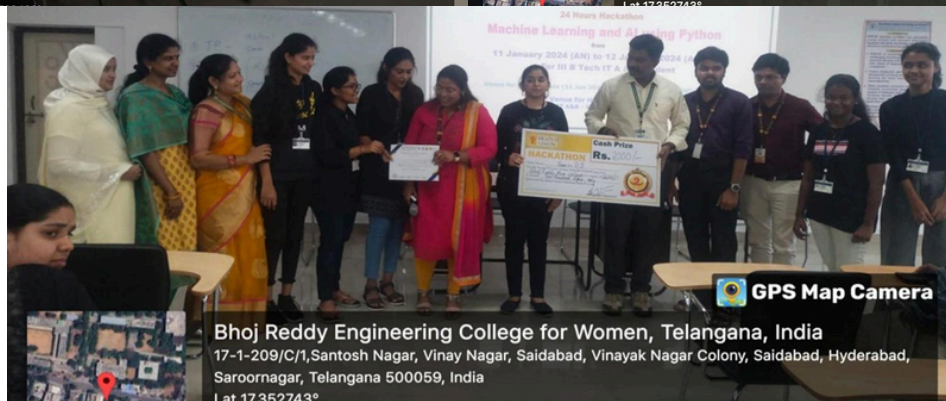
First prize Winners of the hackathon receiving their prize from the judges and staff.

WORKSHOP AND HACKATHON ON
"MACHINE LEARNING USING AI AND PYTHON"

Glimpse of the valedictory function:

- The valedictory function started with a welcome speech by Ms. T.Sri Thanaya of III B Tech IT B, followed by a Keynote address by Dr.
- J Madhavan, Principal, Chief Guest Ms Yasaswi surabhi, Dr. C Murugamani, HoD IT. During the valedictory function, students expressed their views and gave feedback about the workshop.
- Ms Manaswini of III IT A proposed the vote of thanks.
- All the participants were given participation certificates in the valedictory function. The Feedback from the students was collected.
- Overall it was a fruitful experience for all participants, coordinators, and volunteers.

JIJNASA – 2024

As a part of JIJNASA – 2024 of BRECW, IT department has organized three events for all UG and PG students on 01 April 2024 from 11:00 to 16:30 Hrs, 02 April 2024 from 9:00 to 1:00 Hrs in IT department.

Details of the events conducted are as follows:

1. Blind Coding - Dr M Sandhya Rani(coordinator) at IT Lab-I,II,III South Block on 01 April 2024 from 11:00-3:00Hrs
2. Poster Presentation - Dr C Murugamani (coordinator) at Room no-307, Drawing Hall, South Block on 01 April 2024 from 11:00-1:00Hrs.
3. Mobigame Expo - Ms Minhaj Begum (coordinator) at IT Lab-I,II,III, South Block on 02 April 2024 from 11:00-1:00Hrs

1. **BLIND CODING:**

Blind coding is a technique where programmers write code without using an integrated development environment (IDE) or any form of real-time syntax checking and debugging tools. This method is often used in educational settings to improve a programmer's understanding of syntax, logic, and problem-solving skills.

Blind Coding Round 1:
 All participants registered for the Blind Coding event are advised to report to their respective labs at 10:45 AM.

The event will be conducted in the IT labs. Round 1 will take place during the forenoon session from 11:00 AM to 12:00 PM.
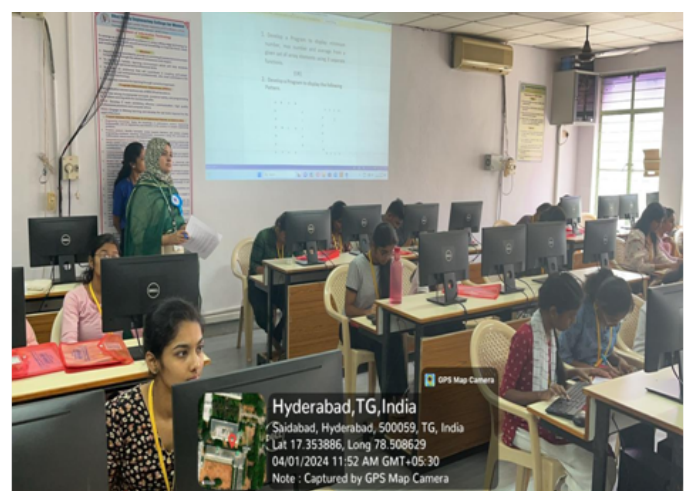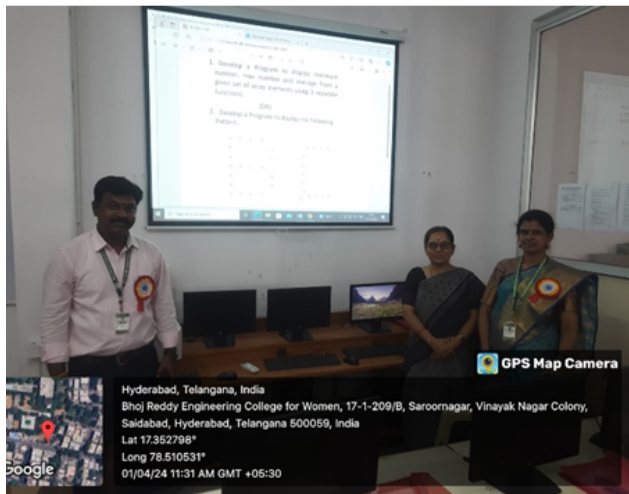
Blind Coding Round 2:

The 30 shortlisted participants from Round 1 reported at 1:50 PM for the next round. Round 2 was conducted in Lab 2 and Lab 3 of the IT Department. All Blind Coding Event Staff attended the event in these two labs.

Based on the timestamp of program execution by the participants in Round 2, three members were selected as winners.

Esteemed Guest, Dr. Jayasree, Professor in the Department of Information Technology at MVSR Engineering College, served as the Event Judge and distributed certificates to participants on April 1, 2024. The three winners were awarded cash prizes and certificates during the valedictory ceremony on the second day of JIJNASA-2k24, which was April 2, 2024, by the Chief Guest Dr. Shailaja, Additional Controller of Examinations at JNTUH, Hyderabad.

JIJNASA – 2024

COORDINATORS, VOLUNTEERS AND WINNERS OF BLIND CODING

2.POSTER PRESENTATION

"Poster Presentation was conducted as a part of JIJNASA-24, a National Level Technical Fest held at Bhoj Reddy Engineering College from 1st April 2024 to 2nd April 2024, from 9:30 AM to 4:30 PM. The Poster Presentation was scheduled on 1st April 2024. The event began with registrations followed by an inaugural session at the RAC Auditorium with invited guests. After the inaugural session, participants arranged their posters in the allocated spaces. We invited Dr. Jayasree Hanumantha Rao, Professor in IT at MVSR Engineering College, as an external judge. Additionally, Ms. Tasneem Rahath, Assistant Professor in IT, and Ms. V. Dhana Laxmi, Head of Faculty in MBA, both from Bhoj Reddy Engineering College for Women, were also judges.

A total of 82 students, grouped into 41 batches, participated in the event. The Poster Presentation was conducted in the Information Technology (IT) domains. The event started with presentations introducing various domains within Information Technology, including artificial intelligence, machine learning, cybersecurity, data science, software engineering, and computer networks."

JIJNASA – 2024

DISTRIBUTIONS OF KITS TO THE PARTICIPANTS AT REGISTRATIONS

The inauguration of the poster presentation event was done by the external judge, Dr. Jayasree from MVSR Engineering College.

POSTER PRESENTATION

JIJNASA – 2024

Visual Presentation: The posters were visually appealing and well-organized, with clear graphics, diagrams, and charts to illustrate key concepts and data. Color schemes and typography were chosen to enhance readability and attract attention.

Audience Engagement: The presenter actively engaged with the audience, inviting questions and discussions to foster interaction and deeper understanding. Technical concepts were explained clearly, and additional insights were provided in response to audience inquiries.

Selection of the Poster: The best posters were selected based on various parameters such as the title of the poster, quality of the topic, body language, presentation skills, ability to answer queries, and design of the poster. Inputs were taken from two assigned internal judges along with an external judge from another college. The combined results were then used to announce the winners and runners-up.

COORDINATOR,VOLUNTEERS AND EXTERNAL JUDGE

JIJNASA – 2024

3. Mobi Game Expo

The Mobi Game Expo, held under the auspices of JIJNASA 2024, took place on April 2, 2024. Organized by the Information Technology department, the event aimed to provide a platform for students to showcase their gaming creations and foster innovation in the field of mobile gaming. The event saw active participation from both students and faculty members.

The Mobi Game Expo unfolded across three rounds, each designed to evaluate different aspects of the participants' games. The event commenced with the registration phase, where 47 teams expressed their interest in showcasing their gaming projects. The deadline for registrations was set for March 25, 2024, signaling the enthusiastic response from students eager to exhibit their talents.

Round 1: Abstract Submission
- In the first round, participants were required to submit abstracts detailing their game concepts.
- This phase received a substantial response, with 44 abstracts submitted. The abstracts provided a glimpse into the diverse range of gaming ideas and innovations proposed by the participating teams.

Round 2: Demo Presentation
- The second round of the expo, held on March 30, 2024, involved participants presenting demos of their games through an online platform, specifically Google Meet.
- This virtual showcase allowed students to introduce their games to a wider audience and highlight the key features and mechanics of their projects.

The demo presentations provided valuable insights into the creativity and technical proficiency demonstrated by the teams.

JIJNASA – 2024

Round 3: On-Site Event Day

- The culminating round of the Mobi Game Expo took place on April 2, 2024, with the participation of 40 teams.
- The event commenced at 10:00 AM at IT LAB I, SB 216, where participants showcased their games in person. A panel of faculty coordinators, comprising Minhaj Begum, T. Sudha Rani, Saleha Farha, T. Santosh, G. Geetha Devi, and Mehveen M. K., evaluated the games based on various criteria, including gameplay, innovation, user experience, graphics and audio, and performance.

Additionally, an external evaluation was conducted by Dr. M. Krishna from Matrusri Engineering College, ensuring impartial judgment and adherence to rigorous standards.

DISTRIBUTIONS OF KITS TO THE PARTICIPANTS AT REGISTRATIONS

Inauguration of event:

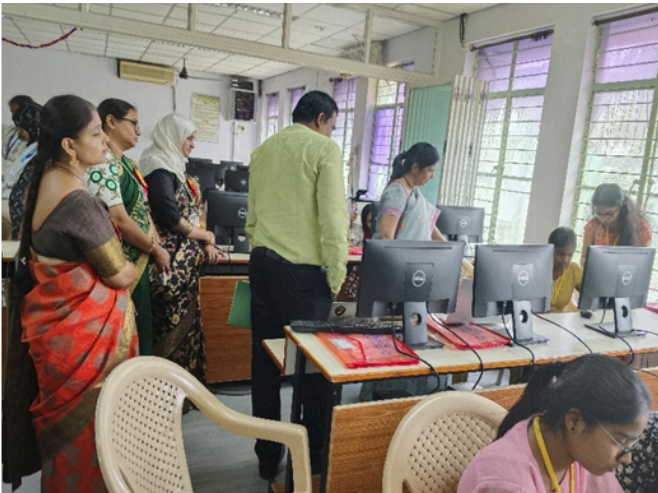Inauguration of Mobi Game Expo event was done by HOD Dr. C Murugamani & IT faculty.


INAUGURAL BY HOD-IT

JIJNASA – 2024

Audience Engagement: The presenter actively engaged with the audience, inviting questions and discussions to foster interaction and deeper understanding. Technical concepts were explained clearly, and additional insights were provided.
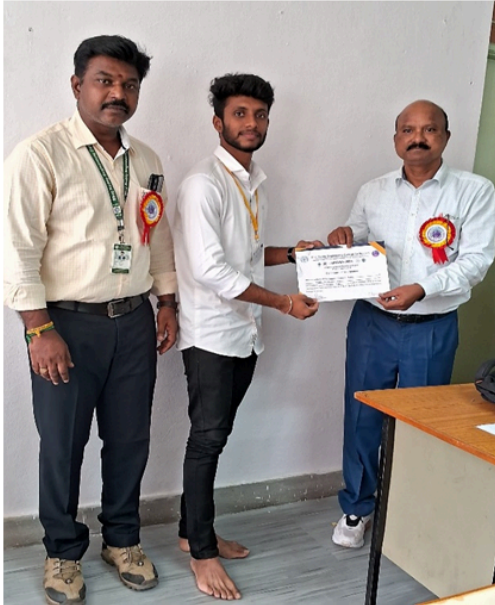

The games were judged based on several parameters, including gameplay, innovation, user experience, graphics, and audio performance.
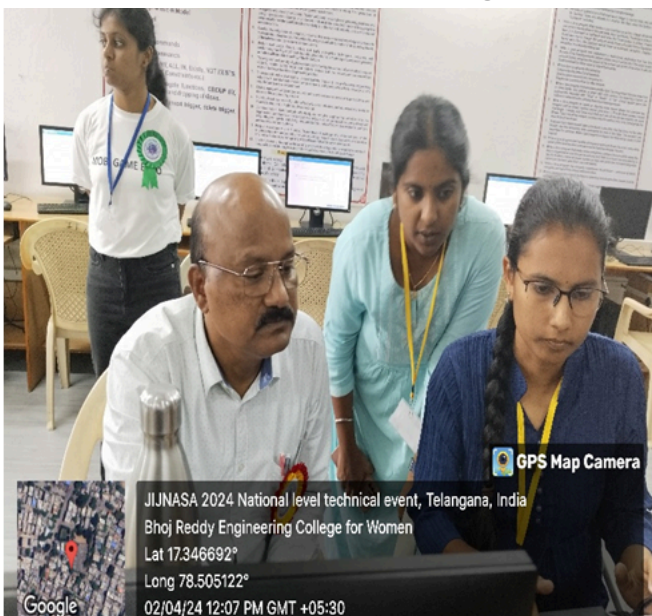
PRIZE DISTRIBUTION TO WINNERS

JIJNASA – 2024

PARTICIPATION CERTIFICATES BY EXTERNAL JUDGE

The event concluded at 01:00 PM with the announcement of winners and the distribution of volunteer and participation certificates. A valedictory function was held in the Indoor Auditorium, Ramdev Block, where winners were felicitated with prizes.

Outcomes:

Skill Development: Participants gained hands-on experience in various technical fields.
Networking: Students interacted with peers, experts, and industry professionals, expanding their professional network.
Innovation: The event sparked innovative ideas and solutions to real-world problems.
Recognition: Outstanding projects and participants were recognized and awarded, encouraging further pursuit of excellence.

Feedback:

- Participants: The majority of participants found the event well-organized and informative. They appreciated the diversity of activities and the opportunity to learn from experts.
- Speakers: Guest speakers and workshop leaders commended the enthusiasm and engagement of the students.
- Organizers: The organizing committee received positive feedback for their efforts in managing the event smoothly and effectively.

JIJNASA – 2024

JIJNASA was a resounding success, achieving its objectives of fostering innovation, skill development, and knowledge sharing among students. The event not only showcased the technical talents of participants but also provided valuable learning experiences through workshops and interactions with experts. Based on the positive feedback, it is recommended to continue organizing JIJNASA annually, with an emphasis on incorporating more diverse and cutting-edge topics in future editions.

Acknowledgements:
We extend our gratitude to all participants, speakers, sponsors, and volunteers who contributed to the success of JIJNASA. Special thanks to the organizing committee for their dedication and hard work.

COORDINATORS, VOLUNTEERS, AND HOD-IT

THANK YOU