

TECHFEST - DESIGN THINKING WORKSHOP

REPORT

Date: July 30th, 2019

Time: 5:30 pm to 8 pm

Agenda: This hands-on workshop was conducted to give an insight to the students about the significance and applicability of design thinking in the corporate world

Summary: The Design thinking workshop or 'Thinking about design', should we call it, was delivered by Mr. Meherzad Karanjia, the Chief Learning Officer at Indian Institute of Digital Learning wherein he started off by carefully elaborating about the difference between Art and Design.

He then moved on to sharing some of the out-standing examples of design thinking when it comes to appealing to the target audience.

Furthermore, he explained what does being a 'designer' means and the kinds of designers required in today's environment. There are three types:

1. UI/UX designer
2. Brand Identity designer
3. Graphic designer

The audience was also informed about what exactly these designers are required to do, the area in which their work can be used and the average earnings for the same.

Next step was an interactive class activity where the audience was divided in three categories where they had assumed the part of the three types of designers stated above.

The image of the brand 'JustDial' was shown on the screen and all the teams were supposed to find all the good and bad in the brand's design.

He concluded with explaining about what IIDE does and how it aims to deliver it.

Attendance:

1. Participants:32
2. Members:13
3. Core: 4

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TECHFEST - ETHICAL HACKING WORKSHOP

REPORT

Date: July 30th, 2019

Time: 5:30 pm to 8 pm

Agenda: The workshop was conducted to give attendees a peek into the fascinating world of Ethical Hacking.

Summary: The workshop was conducted by a charismatic speaker, Mr. Rudraprasad Das, the Head of School of Code at the Indian Institute of Digital Education. He has trained over 500 students and excels in Software architecture and product development. Mr. Das started the session asking everyone to give a brief description about themselves and why they want to attend the workshop. He went on to give a brief introduction about himself and his billiondollar dream. He then introduced us to the world of computers, demystifying jargons and technical terms. The attendees got to learn how client-server interactions works on the internet and some vulnerabilities that crackers usually exploit.

The workshop proceeded with Mr. Das introducing us to 4 different methods of Hacking which were: - Keylogging

Brute Force

DDoS attacks

Phishing

Mr. Das also cleared many doubts that the attendees had regarding cyber rules and safety on the world wide web. He briefly touched on topics like cryptography and Social Engineering. He ended the session by sharing his vision of creating the next social networking site; his billion-dollar dream.

Attendance:

1. Participants:50
2. Members:29
3. Core: 4

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TECHFEST - ADOBE PHOTOSHOP WORKSHOP

REPORT

Date: July 31st, 2019

Time: 5:30 pm to 8 pm

Agenda: This practical workshop was conducted to equip students with necessary skills to function in the one of the most useful software out there – Adobe Photoshop.

Summary: The workshop was conducted by Mr. Pranay Prajapati who is a self-taught UI/UX freelance designer. Mr. Pranay has trained over 500+ students and college faculties for Graphic Designing since 2009 and has worked on projects with Hamleys, Aertrip.com and many more.

The session began with Mr. Pranay sharing his experience in the field of Design. He then showed us some of his work which were pieces of minimalistic beauty and immense creativity.

This was followed by an introduction to the Adobe Photoshop software. Mr. Pranay fascinated the students by editing a random picture from the internet on his own will on the spot. Adding a skyline, a UFO, duplicating people and removing unwanted objects were some of the many interesting things he did.

Mr. Pranay then went on to teach the attendees how to navigate in Photoshop and some key tools & concepts like-:

Colour correction - Skin Correction.

Adding/Removing objects in a picture. -Abstract Posters

Attendees then went on to create their very own Galactic wallpaper with stars and planets which they thoroughly enjoyed.

"Every image is made up of a dot, then a line and finally a curve". This quote is the reason why he named his company dotslinescurves.

The session ended with Mr. Pranay asking an abstract question to all the attendees. "If Black and White are colours then why is a Black & White TV not called a colour TV".

Attendance:

1. Participants:26
2. Members:16
3. Core: 4

[Click here for images](#)

TECHFEST - DIGITAL MARKETING WORKSHOP REPORT

Date: July 31st, 2019

Time: 5:30 pm to 8 pm

Agenda: This interactive workshop was conducted to familiarize students to the world of Digital Marketing via an industry expert.

Summary: The Digital Marketing workshop was organized by Mr. Pushpendra Singh Jadon, a Serial Entrepreneur, Digital & Inbound Marketing Expert, Public Speaker and Blogger. In the Digital marketing Workshop organized on the 31st of July, 2019 as a part of The TechFest organized by The Tech Club of NMIMS' ASMSOC, Mr Jadon shared detailed and real insights from the experience that he has gained over the years as a growth hacker & expert in inbound marketing. He shared his experiences from his entrepreneurial journey on how to get maximum output with minimum resources; be it in marketing, sales within a team. He shared a live demonstration on how he prepares a digital marketing campaign for his domestic and international customers on various Social Media platforms while taking in to account for the different aspects such as planning, marketing, identity building, and branding. The lively and energizing session was followed by an interactive question and answer session where Mr Jadon answered queries from the curious attendees of the workshop, ranging from dealing with customers, the intricacies of different social media platforms, understanding customer psychology and the changing trends in Digital Marketing. The session was capped off by an impressed Mr Jadon who decided to share his favourite books and online courses for all those who were interested in starting off their own journeys as Digital Marketers.

Attendance:

1. Participants:51
2. Members:21
3. Core: 4

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IMITATION GAME TECH TREASURE HUNT

REPORT

Date: August 20th , 2019

Time: 5:15 pm to 8 pm

Agenda: The motive behind having such an event is to make participants learn a thing or two while having fun.

Summary: The Tech Club's second event of the academic year was their flagship event – The Imitation Game. Much like the movie, the event requires participants to use their wit to crack down codes and riddles to reach a particular spot in the ASMSOC campus. Upon reaching, they are required to perform a Tech based activity on a laptop to proceed to the next spot. The 6th Imitation Game saw participants turn up in good numbers trying to win the lucrative prizes. The entire game was played on a dynamic real time web-based application designed by the programming team. The students navigated their way around software like Adobe Photoshop, Adobe Premier Pro and Microsoft Excel. The mentioned softwares were embedded into the game to provide a hands-on experience to the participants. The Tech club was delighted to collaborate with companies like Golds Gym & Zebronics who sent us goodies for the winners. Frapp and Finance Look up who provided paid internships to the winners. Starbucks and London Shakes who provided discount coupons for all participants. Finally, Market with Maddy who were kind enough to provide paid internships and coupons worth 5 lakhs to the all the winners. The 1st place teams and 2nd place teams were given cash prizes of 4000/- and 2000/- respectively.

Winners:

1st Place: Adit Firke & Sanskruti Shinde.

2nd Place: Anmol Gumber, Divya Gadia.

3rd Place: Priyank Agnihotri, Arnav Chaturvedi.

Attendance

Participants: 86 (43 teams)

Members: 50

Core: 9

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RESPAWN

Report

Date: 9-10th October

Club: Tech Club, ASMSOC.

Agenda: Research has proven games improves the brain's speed, hand-eye co-ordination and increases the social skills. Our initiative was to have a fun yet competitive gaming tournament for the students of ASMSOC.

Summary

9th Oct: Virtual Reality Games: VRGAMEZONE

At VRGAMEZONE, an exhilarating virtual cricket tournament, offering participants a unique and immersive gaming experience. The event spanned a total of 8 hours, and it required players to showcase their skills, strategic thinking, and decision-making abilities. virtual cricket tournament

Participants were thrust into the heart of the action, where they had to use their best judgment to score as many runs as possible within limited overs. The dynamic and realistic virtual cricket environment kept the players engaged throughout the tournament.

The virtual cricket tournament provided an incredibly immersive experience, allowing participants to feel like they were actually on the field. This level of realism added to the overall enjoyment of the game.

The competitive spirit was at its peak, as participants vied to score the highest runs.

Attendance

Participants: 78

Members: 15

Core: 8

Total : 101

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RESPAWN - 10th Oct: Counter Strike: 1.6

The event engaged the participants in an incredibly realistic brand of warfare with Counter Strike 1.6. It required the participants to assume the roles of members of combating teams of the governmental counter-terrorist forces and various factions opposing them. During each round of gameplay, the two teams were tasked with defeating the other. At the end of the round, the scoreboard displays team scores in addition to statistics for each player: name, kills and deaths. The entire game was played on PC to provide a real battleground experience to the participants with original model, sounds, sprites and design.

The game went on very smoothly without any disconnection issues or server machine freezes.

Winners:

1st Place: Harjas Anand

2nd Place: Yash Jhaveri

Attendance

Participants: 56

Members: 8

Core: 6

Total : 70

RESPAWN - 10th Oct: FIFA 20

FIFA 20, the much-awaited gaming title released in the last week of September 2019. The Tech Club grabbed the opportunity and organised a fun and competitive knockout tournament for the franchise's fans and enthusiasts. The participants played knockout games of 10 minutes progressed to the next challenge. Seven rounds of thrilling goals, mind blowing saves and heartbreaks brought us to the finals which did not disappoint. Everyone thoroughly enjoyed and requested the core to conduct another such tournament soon.

Winners:

1st Place: Prerak Surana (Cash prize of 3500)

2nd Place: Vijul Trehan (Cash prize of 1500)

Attendance

Participants: 82

Members: 5

Core: 2

Total: 89

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TECHWEEK 1.0 - VRGAMEZONE

REPORT

Date: 6th January 2020

Agenda: To engage students with the world of Virtual Reality Gaming.

Summary: The Tech Club partnered with India's first Virtual Reality gaming parlour – VRGAMEZONE to start the TechWeek 1.0. Participants and Tech Club members experienced hands-on top-notch Virtual Reality Gaming. With headgear and movement sensors, participants raced in Mario Karts and sliced fruits in Fruit Ninja. They entered the Brazilian favelas and eliminated terrorists, all in a virtual environment which was both fun and unique for the first timers. The participants also got to play the hour along feature game ZOMBIE ATTACK. An exciting adventure of survival in the world filled with zombies. Participants were equipped with armour, headgear and assault rifles to enhance the experience.

Attendance

Participants: 97

Members: 35

Core: 9

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TECHWEEK 1.0 - 3D Printing Workshop

REPORT

Date: 7th January 2020

Agenda: To introduce students to the 3D printing technology and industry.

Summary: For the second event of the TechWeek 1.0. We got Mr. Rahul Shah, founder of Time to 3D to walk us through the 3D printing industry. 3D printing is an upcoming industry which is predicted to hit 9.9 billion dollars by 2024. Companies are shifting towards 3D printing to save on costs and reduce turnaround time. The ability to digitally create a model and then produce it individually helps in updating and improving design.

Mr Shah threw some light on multiple industries like Healthcare, Automobile, Architecture, engineering etc. who are making significant investments in 3D printing. The workshop also had 3D sample of heads, Buildings, personalised jewellery etc. Participants got a chance to use the 3D printing pen and saw how a 3D printer worked.

Mr. Shah's experience and invaluable insight on the rise of 3D printing industry was well acknowledged by the participants.

Attendance

Participants: 45

Members: 20

Core: 8

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TECHWEEK 1.0 - Python Workshop

REPORT

Date: 8th January 2020

Agenda: To teach the students the most popular and effective programming language – Python.

Summary: The Python workshop was conducted by Mr Rudraprasad Das, the Head of Department at IIDE's School of Code. In this extremely interactive and engaging session, he led the 70 odd participants of the workshop on how to think algorithmically like a computer, with the help of programming games. This was followed by a crash course on Python's syntax and basic functionalities such as variables, functions and conditional statements. The session ended on a high note with the participants being introduced to the world of possibilities in programming as Mr Das demonstrated the use of recursion to compute the factorial of any given number.

Attendance

Participants: 70

Members: 25

Core: 8

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TECHWEEK 1.0 – SAS Workshop

REPORT

Date: 8th January 2020

Agenda: To teach the students the powerful Data analytics programming language – SAS

Summary: The workshop was centred on the SAS Enterprise Guide and covered substantial portion of the Base SAS Programming language. We learnt everything from importing data to the SAS work floor, executing basic and complex SQL Queries and basic statistical calculations using SAS procedures. At the end of the workshop, we knew enough about SAS to be able to learn new procedure and data commands by ourselves. The ease with which we could learn a tool as powerful as SAS is exactly the reason why 93 of top fortune 100 companies use SAS as its analytics tool.

Attendance

Participants: 40

Members: 5

Core: 8

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TECHWEEK 1.0 - Tech Talk on Cryptocurrency

REPORT

Date: 9th January 2020

Agenda: To introduce the students to the Cryptocurrency and Blockchain Industry.

Summary: The Tech Club invited Mr. Rudresh Solanki, Blockchain Developer at Xinfin Hybrid Blockchain to deliver a talk on Cryptocurrency and Blockchain. Mr. Rudresh simplified the term Blockchain for the participants and elucidated the various benefits of using Blockchain in Businesses. He talked about ease of financial inclusion and smart contracts which could drive the world in the coming years. The interactive workshop included a QnA session where the participants understood the underlying concepts of Blockchain and cryptocurrencies. The talk was graced by the presence of Mr. Aakash Kakkad, Managing Director of Tradechain Labs, a Singapore based Blockchain company assisting clients in implementing product and technology solutions using Hybrid Blockchain Technology. The session ended with a demonstration on Trading Cryptocurrencies.

Attendance

Participants: 40

Members: 18

Core: 8

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TECHWEEK 1.0 – Escape Room

REPORT

Date: 10th January 2020

Agenda: To have a fun activity which involves decision making in a time constraint and to think outside the box.

Summary: "War Drill" an escape room experience was organized on 10th Jan 2020. It followed a terrorist scheme which allowed the participants to diffuse an artificial bomb by solving multiple clues including hacking and audio decoding as well as testing the ability of the participants through laser room and buzz wire. A crowd of about 50 participants ended the day with 3 winning teams by being the swiftest and most perceptive of them all.

Attendance

Participants: 45

Members: 16

Core: 9

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TECHWEEK 1.0 - Grand Agent (Online Game)

REPORT

Date: 8th January 2020

Agenda: To engage the students in an online complicated mystery which requires wit to decipher the hidden clues.

Summary: Grand Agent was an online developed in house by the Programming team of Tech Club, ASMSOC. The goal was to find the culprits

There were 9 RAW agents 3 of whom were deployed as field agents in the sensitive areas of Pakistan and surrounding borders. Despite being in disguise There were some minor attacks on these agents in nearly the same time frame.

Though the agency found no cause for alarm, there was some information regarding the involvement of 2 officials inside the team leaking some vital information to the Major Threats.

The participants were given some information such as family background, call and bank details and some reports for the participants to analyse and file a complaint against the culprits to the higher authorities.

Attendance

Participants: 108

Members: 20

Core: -

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DISRUPT

REPORT

Date: 2nd-4th March, 2020

Time: 5:30 PM to 8 PM – 4th March

Agenda: To practice the skill of teamwork and critical thinking in a limited time while solving real life problems faced by certain companies.

Summary: The last event of the academic year for the Tech Club was an internal one called the “Disrupt”. On Day 1, five groups were formed randomly and were allotted companies. Nykaa, Urban Company, LetsTrack to name a few. Groups had a member from each of the 6 departments – Digital Marketing, Design, Video Editing, Special Operations, Programming and Data Analytics. The task was to collaboratively come up with a solution the company was facing in real life. Designing a new logo, coming up with a fresh marketing strategy, planning and budgeting for an offline event etc. were few tasks that were handed out to the members.

Day 2 was for the members to materialize their ideas into the physical form and prepare a presentation.

On Day 3, all team gathered at 5:30 and the presentations began. Each team was given 10-12 minutes to present their solution and were questioned by members and the core.

After the grueling presentation. It was unanimously decided that group 2 who presented on Nykaa were the winners.

The Tech Club had partnered with Learning while Travelling (LWT) to award the winners tickets to Singapore to attend a Startup Enrichment Tour.

Attendance:

Participants: 0

Members: 23

Core: 8

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The Tech Club 2020-21 – Event Details

1. Respawn 2.0

Respawn 2.0 is an innovative digital gaming platform that offers a nostalgic trip down memory lane, allowing users to relive their favorite arcade games from the past with modern convenience. This exciting platform provides a user-friendly experience, featuring a wide range of classic games accessible at the touch of a finger. Some of its unique features make gaming more thrilling than ever.

Date: 31st August 2020

Time: Online

Platform: Website



2. TECH TALKS '21

Tech Club proudly presents Tech Talks '20, a dynamic gathering of tech enthusiasts and industry experts where you can dive into a world of knowledge and innovation. From Digital Marketing to FinTech, our lineup of esteemed speakers is set to illuminate various facets of the tech universe. This is your chance to enhance your skills and broaden your horizons, all from the comfort of your own home.

EVENT SCHEDULE

Day 1:

Mr. Harshil Karia, Schbang Co-Founder

Date & Time: 6:00 pm, 28th October 2020

Topic: "Leveraging Technology to Grow Brands & Services that Cater to Brands"

Day 2:

Mr. Anand Dalmia, Co-Founder and CBO, Fisdrom

Date & Time: 6:00 pm, 29th October 2020

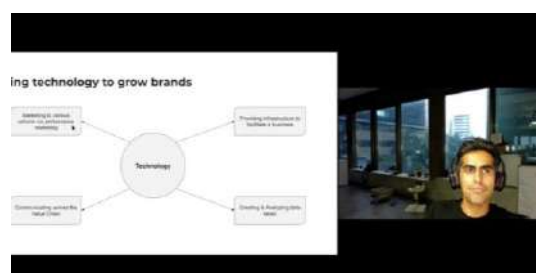
Topic: "How Fintech is Revolutionizing our Daily Lives"

Day 3:

Mr. Mohit Kanodia, Reliance Jio Leader

Date & Time: 6:00 pm, 30th October 2020

Topic: "Digitisation of Indian Retail"



3. Disrupt

Disrupt '21, a competition amongst the members of tech club, competing in teams to design new marketing strategies for existing companies.

Date: 3rd May, 2021

Time: All Day

Venue: Zoom

Team Size: 8 Members per Team



The Tech Club 2021-22 – Event Details

1. VIGILANCE AWARENESS WEEK

For Vigilance Awareness Week, we focused on Cyber Security practices at the workplace. With an emphasis on how to protect not only yourself but even your family and organisation.

For the speaker session on “Cyber Security at the Workplace and Beyond” we had Mr. Navaneetharangan Chakravarthy, Vice President, Cyber Security and Technology Controls at JP Morgan Chase & Co.

Date: 29th October 2021

Time: 5:30 pm

Platform: Zoom



2. TECH TALKS '21

The Tech Club conducted 'Tech Talks' to understand how technology is revolutionizing every single industry. The event was conducted on Zoom.

We provided an opportunity to the students to interact with industry experts and leaders and to expand their horizons.

EVENT SCHEDULE

Day 1:

Mr. Varun Khullar, Head of Business Development - Growth (APAC), LinkedIn

Date & Time: 6:00 pm, 17th November 2021

Topic: "Leveraging Technology to Grow Businesses & Generate Revenue"

Day 2:

Ms. Sowjanya Shetty, Director Retail & Sales, Microsoft

Date & Time: 6:00 pm, 18th November 2021

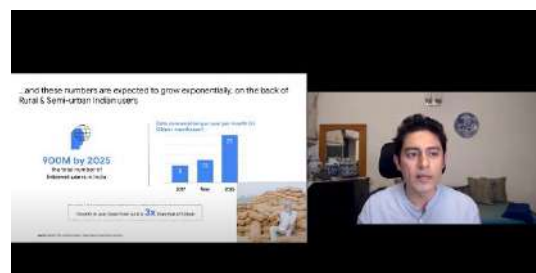
Topic: "Future of Consumer-Centric Business"

Day 3:

Mr. Dhruv Dhavan, Industry Lead - CPG, Google

Date & Time: 6:00 pm, 19th November 2021

Topic: "Digitisation of FMCG Enterprises"



3. MARKETRIX '21

The Tech Club conducted Marketrix, a marketing strategy event on 31st January 2022.

We gave the students an opportunity to put their technical and marketing skills to use and come up with strategies that can be used for better reach and growth of a business.

Date: 31st January 2022

Time: 6:00 pm

Venue: Zoom

Team Size: 2 members

4. TECH WEEK '22

The Tech Club had 4 events for its first OFFLINE event of the year, Tech Week '22.

1. Respawn

Date: 2nd March '22

Description: Offline FIFA gaming Tournament.



2. Tech Pitch Date: Date: 3rd March '22

Description: Shark Tank with an element of tech.



3. Imitation Games

Date: Date: 4th March '22

Description: Cryptic Treasure Hunt in which the participants complete tech related tasks.



4. Disrupt

Date: 5th March

Description: A member exclusive event where we test their technical skills that they have learnt throughout the year from the club.



THE TECH CLUB 2022-23 – REPORT

Executive Summary

The Tech Club has achieved significant milestones during the fiscal year, emphasizing its commitment to the three fundamental pillars of EDUCATE, ENGAGE, and EVOLVE. Through a series of meticulously planned events and workshops, the club has successfully provided its members with valuable opportunities for personal and professional growth. The following report outlines the key initiatives, events, and accomplishments that have marked the Tech Club's impactful journey over the past year.

Introduction

The Tech Club is dedicated to facilitating the continuous development and evolution of its members by fostering a dynamic environment conducive to learning, skill enhancement, and community engagement. Through strategic planning and thoughtful execution, the club has established itself as a catalyst for growth and innovation within the technological sphere.

Educational Initiatives and Events

Tech Talks with Mr. Gurmit Singh: The insightful speaker session focusing on Content Marketing provided members with invaluable insights and practical knowledge essential for navigating the complexities of the contemporary digital landscape.



Imitation Games: Tech Treasure Hunt: The intellectually stimulating and entertaining treasure hunt, "Imitation Games," proved to be a platform for testing the analytical and problem-solving skills of our members, fostering an atmosphere of healthy competition and camaraderie.



LinkedIn Workshop by Mrs. Roshni Chellani: The enriching workshop aimed at optimizing LinkedIn profiles and leveraging the platform for effective networking proved to be a transformative experience for our members, empowering them with vital networking strategies and digital branding techniques.



Flagship Event: Tech Fest

The pinnacle of the Tech Club's year was the highly successful Tech Fest, a four-day extravaganza that comprised a series of engaging and challenging competitions, including NFT Wars, Marketrix, Disrupt, and a Tech Summit. This flagship event not only showcased the club's commitment to fostering a culture of innovation but also provided a platform for participants to exhibit their technical prowess and entrepreneurial spirit.



Appreciation and Acknowledgments

The Tech Club extends its heartfelt gratitude to the esteemed faculty mentors, Kajori Ma'am, Pratik Sir, and Vandana Ma'am, for their invaluable guidance, mentorship, and unwavering support throughout the year. Additionally, the club acknowledges the indispensable role of the Dean in providing continuous support and encouragement for the successful execution of various events and initiatives.

Conclusion

The Tech Club's journey over the past year has been defined by its unwavering commitment to the holistic development and growth of its members. Through a diverse array of educational initiatives, engaging events, and a dynamic flagship Tech Fest, the club has cemented its position as a pivotal platform for fostering innovation, knowledge-sharing, and professional networking within the technological community. Looking ahead, the Tech Club remains steadfast in its dedication to nurturing a culture of continuous learning and technological advancement.