

# Report for AY 2022-23

## Open Source Software

### VISION

To promote the use of Open Source Systems and Application Software for Technical Developments among students and to establish de-facto standards for the same.

### MISSION

To create technically aware developers and a space where they can actively participate and contribute towards the Open source community while developing their individual skills.

<b>Name of faculty in-charges</b>		
1	Prof Vaishali Ingale	
2	Prof Gauri Doke	
3		
<b>Name of Student Secretaries</b>		
1	Anand Prakash Dwivedi	
2	Vidushi Singh	
<b>Budget Allocated by Institute</b>	Rs 2,49,000	
<b>Sponsorship received</b>	Rs 2,50,000	
<b>Name of activities/events conducted</b>		
<b>Sr No.</b>	<b>Name of activity</b>	<b>Type (Inter/Intra college)</b>
1.	Spark	Intra College
2.	Graphica	Intra-College
3.	DeVerse	Intra College
4.	Pre-Innerve Games	Inter College

5.	Innervate Hackathon	Inter College
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## Reports of all activities/events

### Activity No 1

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	<a href="https://www.instagram.com/p/Cj-ISaVBnou/">https://www.instagram.com/p/Cj-ISaVBnou/</a>
Academic Year	2022-23
Name of coordinator	Prof Vaishali Ingale
Program/Activity/Name	Spark
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Workshop
Start Date	21 October 2022
End Date	10 December 2022
Mode of event (offline/online)	Offline
Number of Student Participants	150+
Number of Faculty Participants	3
Number of External Participants, If any	0
Expenditure Amount, If any	₹ 21,280
Objectives of activity ( min 2)	<ol style="list-style-type: none"> <li>1.To make students learn Web Development skills.</li> <li>2.Provide Hands-On experience of Web Development</li> </ol>
Description of activity( 50-150 words)	<p>SPARK is a one-month-long event organised exclusively for the first-year engineering students at our college to introduce them to the field of web development. The motive of the event is to provide students with hands-on experience in web development under the guidance of experienced mentors and to get a chance to interact with industry professionals.</p>
Faculty Name (Faculty involved in organizing event)	Prof Vaishali Ingale
Student Name (student involved in organizing event)	Anand Dwivedi, Vidushi Singh
Video URL (optional)	

Geo tagged Photograph1  
**(JPEG Format max size 2 Mb which shows strength of audience /participants with speaker)**



Geo tagged Photograph2  
**(JPEG Format max size 2 Mb which shows strength of audience /participants with speaker)**



Session plan/Brochure/Document/overall report of the activity  
**(JPEG or PDF Format max size 2 Mb)**

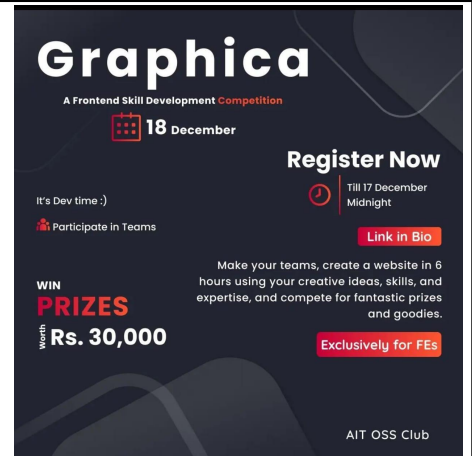
<https://spark2022.netlify.app/>

## Reports of all activities/events

### Activity No 2

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	<a href="https://www.instagram.com/p/Cj-I SaVBnou/">https://www.instagram.com/p/Cj-I SaVBnou/</a>
Academic Year	2022-23
Name of coordinator	Prof Vaishali Ingale
Program/Activity/Name	Graphica
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intra-College Event
Start Date	17 October 2022
End Date	18 December 2022
Mode of event (offline/online)	Offline
Number of Student Participants	40+
Number of Faculty Participants	3
Number of External Participants, If any	0
Expenditure Amount, If any	₹ 14,348
Objectives of activity ( min 2)	<ol style="list-style-type: none"> <li>1. To make students learn Web Development skills</li> <li>2. Provide Hands-On experience of Web Development by the competition</li> </ol>
Description of activity( 50-150 words)	<p>GRAPHICA is a mini hackathon organised only for the first year students where they use their knowledge of web-technologies to build software solutions for the problem statement of their own choice.</p> <p>OUTCOMES: &gt; Students were able to use their knowledge of web technologies to create a webpage using HTML, CSS and Bootstrap.</p>
Faculty Name (Faculty involved in organizing event)	Prof Vaishali Ingale
Student Name (student involved in organizing event)	Anand Dwivedi, Vidushi Singh
Video URL (optional)	

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Geo tagged Photograph2  
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Session plan/Brochure/Document/overall report of the activity  
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<https://drive.google.com/file/d/1U1mG3XfreHBwwqUXx-Rf4uvyYNEAtmit/view>

## Reports of all activities/events

### Activity No 3

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	<a href="https://www.instagram.com/p/CixgX_FBXjc/">https://www.instagram.com/p/CixgX_FBXjc/</a>
Academic Year	2022-23
Name of coordinator	Prof Vaishali Ingale
Program/Activity/Name	De'Verse
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Workshop
Start Date	24 September 2022
End Date	30 September 2022
Mode of event (offline/online)	Offline
Number of Student Participants	150+
Number of Faculty Participants	3
Number of External Participants, If any	0
Expenditure Amount, If any	₹ 50,176
Objectives of activity ( min 2)	<ol style="list-style-type: none"> <li>1.To make students learn new development skills</li> <li>2.Implementing the skills that they have acquired</li> </ol>
Description of activity( 50-150 words)	<p>Devlok is a 15 day event exclusively for SEs and TEs of AIT only. The Purpose for the event is to make students learn the new development skills and implement the same using our problem statement. The problem statements are given such that they could learn the basics of any tech-stack they choose to learn from basics. To monitor and enhance the learning journey they are learning under the mentors. This not only helps them to learn, but also builds team spirit. To make the whole journey for the student learnfull there will be 2 sessions by mentors. The whole event was created to make them learn along with projects which they could add in their resume.</p>
Faculty Name (Faculty involved in organizing event)	Prof Vaishali Ingale
Student Name (student involved in organizing event)	Anand Dwivedi, Vidushi Singh
Video URL (optional)	

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Session plan/Brochure/Document/overall report of the activity  
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<https://deverse.netlify.app/>



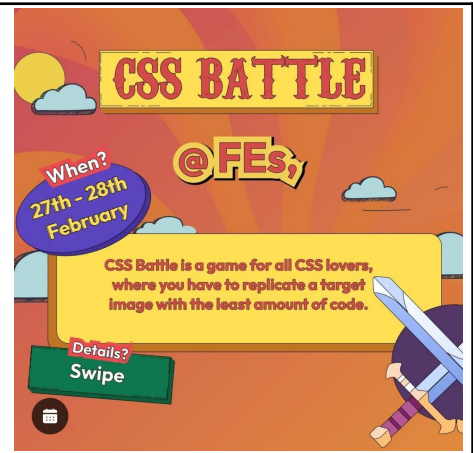
# Reports of all activities/events

## Activity No 4

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	<a href="https://www.instagram.com/p/CoruGisDyEU/">https://www.instagram.com/p/CoruGisDyEU/</a>
Academic Year	2022-23
Name of coordinator	Prof Vaishali Ingale
Program/Activity/Name	Pre-Innervate Games
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Workshop
Start Date	15 February 2023
End Date	28 February 2023
Mode of event (offline/online)	Offline
Number of Student Participants	150+
Number of Faculty Participants	3
Number of External Participants, If any	0
Expenditure Amount, If any	₹ 14,255
Objectives of activity ( min 2)	
Description of activity( 50-150 words)	
Faculty Name (Faculty involved in organizing event)	Prof Vaishali Ingale
Student Name (student involved in organizing event)	Anand Dwivedi, Vidushi Singh
Video URL (optional)	
Geo tagged Photograph1 <b>(JPEG Format max size 2 Mb which shows strength of audience /participants with speaker)</b>	 <p><b>MEME WAR</b></p> <p><b>hey Peeps,</b></p> <p>Make memes that are relevant to Innervate and publish them on Instagram, LinkedIn and other social media platforms and don't forget to spam our DM!!!</p> <p>The result will be entirely determined by the level of creativity, humor and originality. (Don't forget to use #NerveToInnovate)</p> <p><b>When?</b> 16th to 18th February</p> <p><b>For?</b> Open to all</p>

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**(JPEG Format max size 2 Mb which shows strength of audience /participants with speaker)**



Session plan/Brochure/Document/overall report of the activity

**(JPEG or PDF Format max size 2 Mb)**

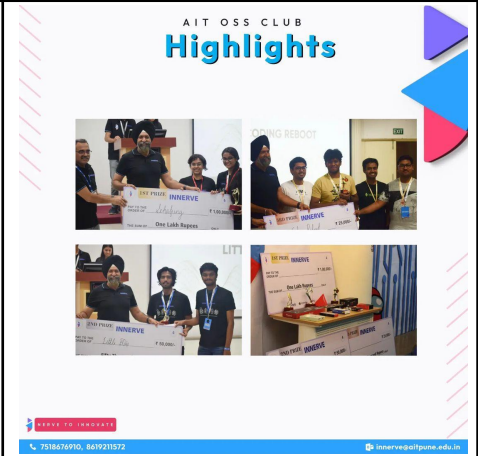
[https://www.instagram.com/p/CpDhU\\_uD\\_VO/](https://www.instagram.com/p/CpDhU_uD_VO/)

## Reports of all activities/events

### Activity No 5

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	<a href="https://www.instagram.com/p/CnmcqGzvOyl/">https://www.instagram.com/p/CnmcqGzvOyl/</a>
Academic Year	2022-23
Name of coordinator	Prof Vaishali Ingale
Program/Activity/Name	Innerve 7 Hackathon
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Inter - College Event
Start Date	20 January 2023
End Date	11 March 2023
Mode of event (offline/online)	Offline
Number of Student Participants	60 (2500+ registrations)
Number of Faculty Participants	3
Number of External Participants, If any	56
Expenditure Amount, If any	₹ 1,50,000
Objectives of activity ( min 2)	1. To promote Innovation and Entrepreneurship among students. 2.To Provide a stage for students to showcase their skills and ideas.
Description of activity( 50-150 words)	Innerve is India's largest student driven hackathon, which imparts a platform for students to present their adept ideas and technical skills at a renowned forum. This is the impeccable opportunity to get those magnificent ideas out of their steadfast minds onto the computer screens. Innerve is conducted in two phases - > Idea Submission and Presentation round > Prototype Making Round
Faculty Name (Faculty involved in organizing event)	Prof Vaishali Ingale
Student Name (student involved in organizing event)	Anand Dwivedi, Vidushi Singh
Video URL (optional)	

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Session plan/Brochure/Document/overall report of the activity  
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<https://innerve.tech/>