



Adi Shankara
INSTITUTE OF ENGINEERING AND TECHNOLOGY



SAKSHIN

MONTHLY NEWSLETTER OF DEPARTMENT OF
CSE/CSE(AI)

VISION

Nurturing globally competent Computer Science and Engineering graduates capable of taking challenges in the Industry and Research & Development activities

MISSION

Imparting quality education to meet the needs of industry, and to achieve excellence in teaching and learning

Inculcating value-based, socially committed professionalism for development of society

Providing support to promote quality research

ABOUT ASIET

The Adi Shankara Institute of Engineering & Technology was established in Kalady with the goal of providing technical education that instills in students both professional excellence and strong ethical values. The institute is run by the Adi Shankara Trust, a well-respected educational organization that has been active for over 50 years.

Founded in 2001 and maintained by the Sringeri Mutt with the benign blessings of His Holiness Sri Sri Bharathi Tirtha Mahaswamiji, the college is dedicated to promoting the overall growth and development of its students.

ASIET is situated in a beautiful and inspiring location, reminiscent of the peaceful presence of Jagadguru Adi Shankaracharya. The college is affiliated with the A P J Abdul Kalam Technological University in Kerala, and is approved by the AICTE. It offers undergraduate, graduate, and PhD level courses, with four of its programs being NBA accredited (CSE, ECE, EEE & MECH) demonstrating its commitment to high-quality education.



NEWS CORNER



H.E. Sri. Alkesh Kumar Sharma IAS, Secretary, Ministry of Electronics and Information Technology (MeitY), Government of India, has visited the ASIET campus for announcing the Hackathon 2K23, an international technology ideation competition organized by Adi Shankara Institute of Engineering and Technology in collaboration with MeitY. He has appreciated the contributions of ASIET in offering various research, innovation, and entrepreneurship ecosystem development programs to the new generation. During his speech, he emphasized that the country is making great strides in the Digital India project, including becoming the world's second-largest exporter of mobile phones and having over 1.14 billion mobile phone users in the country. He also mentioned that the number of start-up companies in India has grown from 434 in 2015 to over 80,000, ranking the country third in this field. Additionally, India accounts for 46% of the world's digital transactions. Central Electronic and IT Ministry Group Co-ordinator Dr. Sunita Verma, Adi Shankara Trust Managing Trustee Sri K. Anand, Adi Shankara Trust Group COO Prof. C. P. Jayashankar, Principal Prof. K. T. Subramanian, Centre for Materials for Electronics Technology (C-MET) Director Dr. N. Raghu, Senior Associate Director Dr. Jacob George, and others participated in the function. Hackathon 2K23 will offer the highest prize pool among all the hackathons in the country.



12th March 2023: Adi Shankara Institute of Engineering and Technology, Kalady and TILTEDU Private Limited has signed an MoU to establish a Centre of Excellence and training program in the field of Immersive & interactive technologies.

Field of cooperation: The goal of this collaboration is to:

- Create awareness and interest in immersive & interactive technologies and encourage students to pursue diverse job opportunities in these fields.
- Enable students to learn and work on the latest and trending technologies, facilitating their knowledge advancement and employability.
- Provide employment opportunities to suitable candidates in immersive & interactive technologies.
- Provide exposure and industrial experience for faculty on state-of-the-art technology and best practices in the domain.
- Provide boot camps, gameathons, and educational courses to both internal and external students, enabling them to gain practical knowledge and hands-on experience.
- Provide necessary gadgets and hardware requirements for immersive and interactive technology, including Esports, virtual production, AR/VR, and web3 equipment.
- Offer internships with a nominal stipend to prepare students for real-world experience in immersive and interactive spaces of AR/VR, games, Metaverse, and WEB 3.0.
- Recognize outstanding performers during internships with a certificate and a PPO (Pre-Placement offers).



19th March 2023 - Launch of uFarms

uFarms.io, incubated at Adi Shankara TBI, has achieved a momentous milestone by launching Kerala's first and largest fully automated hydroponic farm located in Karamana, Trivandrum. The launch of the farm was graced by the esteemed presence of Sri. V. Sivankutty, Honorable Minister of General Education, who inaugurated the farm on 19th March 2023. The function was further adorned by the presence of Sri Ashok Panjikkaran, Head Business Linkages at KSUM. The fully automated farm spans an impressive 15000 square feet and has the capacity to produce 1.5 tons of vegetables per month.



7th, 8th, 9th March 2023

The ASIET student cricket team participated in a T-20 cricket tournament held at the Kerala Cricket Association ground in Thodupuzha. They emerged victorious in the match against Saintgits with Abhinav from S4 CSE being awarded the Man of the Match award.



08 March 2023 : Women's day celebration

The NSS cell of our college organized a special Women's Day program for our female students and faculty members. The event began by recognizing the dedicated and hardworking lady-traffic police of Mattoor, Kalady. The chief guest of the program was Mrs. Lekha Balachandran, Managing Partner of Resitech Electricals, who shared her valuable insights and experiences from her personal journey.

To conclude the program, a self-defense class was conducted by Mr. Praveen Kumar, a certified fitness trainer (Government of Kerala). The session focused on providing training to help women feel safe and protected through self-defense techniques. The event was a great success and provided an empowering and enriching experience for all those who attended.





14-March2023: The NSS and Bhoomithra Sena club of ASIET organized a two-day workshop on environmental audit, which was sponsored by the Directorate of Environment and Climate Change, Government of Kerala. The workshop saw participation from students of various colleges



The NSS unit of Adi Shankara Institute of Engineering and Technology received appreciation award for the project Ganitham program which is an initiative of NSS State cell and Insight foundation to give free online mathematics tuition to high school students. Our students adopted two schools in Thrithala assembly constituency and gave free online tuition. Anju M Kammath of S6 CS-AI received appreciation award for effective coordination of the program.



15-March-2023: During the annual meeting, a new IEEE Executive Committee of ASIET was formed comprising of both student and staff members. During this meeting, the activities of the previous year were evaluated and the longstanding members were acknowledged for their contributions. Furthermore, new committee has identified a set of fresh objectives and roles for their upcoming year-long activities.



IEEE EXCOM MEMBERS 2023

IEEE SB SIET

EXCOM

2023

Women in Engineering

Ms. Aswathy N
Chapter Advisor

Aswathy S
Chairperson

Ardhra K Shaji
Vice-chairperson

Arya N V
Secretary

Industry Applications Society

Dr. Deepa Shankar
Chapter Advisor

Aleena Maria Paul
Chairperson

Aasif Rafeeck
Vice-chairperson

Amaldev Suresh
Secretary

Communication Society

Ms. Neema M
Chapter Advisor

Soorya S Pai
Chairperson

Parvathy R Krishna
Vice-chairperson

Aisha Sahala P.K
Secretary

Aswathy V S
WIC Coordinator

Signal Processing Society

Ms. Jaimy James
Chapter Advisor

Rohini Prasad
Chairperson

Athulya Madhu
Vice-chairperson

Afna V N
Secretary

Adhithya K J
WIC Coordinator

Robotics and Automation Society

Ms. Anju Mary Joseph
Chapter Advisor

Azjun M
Chairperson

Athulkrishna N S
Vice-chairperson

Archa Ajayakumar
Secretary

A M Rahul
Council Coordinator

Power and Energy Society

Ms. Gomathy S
Chapter Advisor

Muhammed Fahad P S
Chairperson

Sanchu M
Vice-chairperson

Kochuthresia Anielta
Secretary

Anannya Ajit V A
WIP Coordinator

Computer Society

Ms. Savitha K K
Chapter Advisor

Gauri A
Chairperson

Melvin Mathew Jacob
Vice-chairperson

Anwesha Elna
Secretary

Keerthana Santhosh
WIC Coordinator

Adi Shankara
INSTITUTE OF ENGINEERING AND TECHNOLOGY

IEEE SB SIET

EXCOM

2023

Advisory Committee

Abhijith Surendran

Adith Menon

Samuel Sabu

Viswesh Parameswaran

Jeevan Nair P K

Electta Varghese

S Radhika Menon

Lekshmi Sharma

Core Team

Ms. Remya K P
Branch Counselor

Fathima Thasneem M
Chairperson

Anju M Kammath
Vice-Chairperson

Alen Biju
Secretary

Sam K Saju
Treasurer

Nandana
Joint Secretary

Aswathi T
MDC

Couri J Shenoi
Link Representative

Jonathan Jobby Pynadath
Design Lead

Alyn George
Content Lead

Arjun Bittaj
Technical Lead

U Hari Krishnan
ECC

Amal Mathew
SCT Lead

Aslaha Farha
SCT Lead

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INSTITUTE OF ENGINEERING AND TECHNOLOGY





SELECTED FINAL YEAR B.TECH PROJECTS FOR CENTRE FOR ENGINEERING RESEARCH AND DEVELOPMENT (CERD) FUNDING BY APJ-KTU

Project Title: Detection of DoS attacks towards WiFi and IoT networks

Abstract: The project aims to develop a lightweight and signature-based intrusion detection solution against modern DoS attacks like de-authentication and disassociation attacks. The devices using WPA/WPA2/WPA3 protocols are vulnerable to these attacks. The solution is a centralized plug and play system that can be implemented into any Wi-Fi based IoT environment without changing network settings, any firmware updates, or any other hardware integration. This system would offer continuous protection against contemporary DoS attacks, particularly in heterogeneous Wi-Fi and IoT networks.

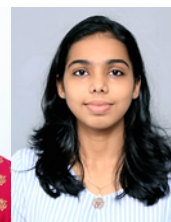
Students: CS Pooja, Dona Antony, Akshara S
Principal Investigator: Prof. Manesh T
(Associate Professor)



Prof. Manesh T



CS Pooja



Dona Antony



Akshara S

Project Title: Emergency Assistant for Paralyzed using Eye Blink Detection

Abstract: In this system, the main objective is to help paralyzed people who are completely paralyzed and can only move their eyes to communicate for emergency and basic needs. Image processing techniques have been used to identify eye blinks. The patient's needs will be determined based on the number of eye blinks, and a set of general needs, a few general phrases, controlling certain home appliances, etc. will be selected to communicate with the caretaker.

Students: Hamna Hassan, Abhishek Hareesan Menon, Alfiya MJ,
Principal Investigator: Prof. Simi MS (Assistant Professor), **Co-Investigator:** Prof. Gripsy Paul (Assistant Professor).



Prof. Simi MS



Prof. Gripsy Paul



Hamna Hassan



Abhishek Hareesan Menon



Alfiya MJ

**Prof. Sobha T****Prof. Prabhu M****Afsana Shahul****Akhil babu****Aiswarya Vijay**

Project Title: Counterfeit Drug Detection using Blockchain and Machine Learning

Abstract: Over the past ten years, pharmaceutical companies have had trouble tracking their products through the supply chain, which has made it possible for counterfeiters to market drugs. Counterfeit drugs have long been seen as posing a serious danger to the global pharmaceutical industry. Blockchain holds a lot of promise for efficiently controlling and tracking supply chain processes. The system that they suggest is made up of two crucial components: machine learning-powered consumer medicine recommendation systems and blockchain-based pharmaceutical supply chain management. The first module uses Hyperledger Fabric to provide the Pharmaceutical Supply Chain Management System, which can continuously monitor and manage the pharmaceutical dispensing process in the intelligent pharmaceutical business. The second module is a machine learning module, which suggests to customers the recommendation of drugs based on their data, making the system more economical. Finally, several tests are conducted to assess the usability and efficacy of their proposed approach.

Students: Afsana Shahul, Akhil Babu, Aiswarya Vijay

Principal Investigator: Prof. Prabhu M (Assistant Professor)

Co-Investigator: Prof. Sobha T (Associate Professor).



MARCH 23

Adi Shankara Gameathon 2K23



28-March-2023 :

“Coming together is the beginning, Keeping together is progress. Working together is success”.

Adi Shankara Gameathon, an exciting event that brought together bright and innovative minds in game development was held from March 28 to March 30, 2023. With over 150 delegates from across India participating in the competition, the event showcased the best and most creative ideas in the gaming industry. The gameathon was organized by Adi Shankara Institute of Engineering and Technology in collaboration with Tiltlabs, an international product realization company which provided valuable mentorship and guidance to participants, helping them refine their game development skills and create high-quality games. Participants had the opportunity to access the latest game development tools and technologies, which empowered them to build innovative, engaging, and visually stunning games.

The competition was judged by experts from TiltLabs and AIC-JIT, who evaluated the games based on a range of criteria including gameplay, graphics, user experience, and creativity. The judges' feedback aided participants in improving their games and advancing their game development skill. The winners of the competition, Srishti Sinha, Maaz Faizan, and Hemanth Vignesh from Jain University, developed an innovative game that stood out for its unique storyline and engaging gameplay. The game was widely appreciated by the judges and received high praise from the audience.



The first runners-up were a team of final-year computer science students from Adi Shankara college, Gokul Krishnan C M, Royal Babu, and Aman Umer, who developed a game that was highly appreciated for its creativity and technical expertise.

The winners were awarded a cash prize of one lakh rupees and certificates. The awards were presented by Padmasree Dr. V R Gowrishankar, Administrator and CEO of Sringeri Mutt & Its Properties, adding to the prestige of the occasion. Distinguished personalities such as Sri. K Anand, Managing Trustee of Adi Sankara Trust, and trust directors Sri. D Dasaratharaman, Sri. K S Neelakantan Iyer, Sri. V Ramalingam, Dr. Krishna Venkatesh, Prof. C P Jaisankar (COO, Adi Shankara Group of Institutions), Prof. K T Subramanian (Principal, ASIET), Dr. Jacob George C (Sr. Associate Director, Adi Shankara Group of Institutions), Prof. Dr. Manish T (HoD, Computer Science and Engineering), and Mr. Nikhil Chandran (Founder & CEO of TILTLABS) also graced the event with their presence.

Adi Shankara Gameathon was a first-of-its-kind event that aimed to encourage young game developers to showcase their skills and creativity. The competition provided a platform for participants to interact with industry experts and gain valuable insights into the gaming industry. Bringing together game developers and enthusiasts from different regions of India to showcase their skills in game development, the Adi Shankara Game Development Hackathon was a huge success, providing a platform for like-minded individuals to share their passion and create innovative games.





Day-1 (28th March 2023)



On March 28, 2023, the Gameathon event officially commenced, marking the beginning of an exciting and competitive gaming experience. Participants from across the country gathered to showcase their skills and compete with their peers in an immersive and exhilarating environment.

The registration process, which marked the beginning of the event, lasted for an hour, during which attendees eagerly awaited their official badges and event materials, adding to the sense of anticipation.

The inauguration event began with great pomp and ceremony, and kicked off the proceedings with a brief introduction and welcome speech. The rules and theme statement were then conveyed to the participants in a clear and concise manner to ensure a seamless and cohesive gaming experience. The first session of the day lasted for an impressive three hours, during which participants were fully immersed in the game, their competitive spirit driving them to excel. Refreshment breaks were provided to rejuvenate their energy levels, and attendees took advantage of the opportunity to network and forge new connections.

After an hour-long lunch break, the gameathon resumed at 2 o'clock, with participants eager to continue playing and push themselves to their limits. Organizers ensured that the intense gaming sessions were balanced with ample breaks to promote physical and mental well-being. Following dinner, the gameathon continued for another hour. Participants were given yet another opportunity to showcase their skills and compete with their peers, with the competition intensifying as the evening progressed. Day 1 drew to a close at 9 PM, with participants retiring to their accommodations, eager for what the following day would bring.

The Day-1 of the Gameathon event was a resounding success, with participants fully embracing the competitive spirit of the event and showcasing their skills in an immersive and exhilarating environment. The organizers ensured that the event ran smoothly, with ample breaks and opportunities for participants to network and engage in team-building activities. With much anticipation, participants looked forward to what the remaining days of the event would bring.



Day-2 (29th March 2023)



The second day of the highly-anticipated Gameathon event commenced on March 29, 2023, with participants returning to the gaming arena, brimming with enthusiasm and energy.

The day began with an exciting gameathon that lasted till midday, with participants showcasing their gaming prowess and competitive spirit. After a brief break, the activity resumed and continued with participants fully immersed in the game and pushing themselves to their limits.

The afternoon session kicked off after participants enjoyed a well-deserved lunch, with the competition continuing for an additional two hours. The organizers ensured that the event was balanced, allowing participants to network and forge new connections that could benefit them in their future endeavors.

The evening session was a highlight of the day, lasting until 8 o'clock, with participants putting their skills and strategic abilities to the test. The competition intensified as the day progressed, with participants displaying impressive teamwork and collaboration. The participants submitted their projects, showcasing their creativity and technical expertise. The submissions were accepted until 8.30 PM, with participants working tirelessly to impress the judges.

The Day-2 of the Gameathon event was a grand success, with participants demonstrating their skill, focus, and determination in the gaming arena. The organizers ensured that the event ran smoothly, with ample breaks and opportunities for participants to interact and engage in team-building activities. As the day drew to a close at 10 PM, participants retired to their accommodations, looking forward to what the final day of the event would have in store.



Day-3 (30th March 2023)



March 30, 2023 marked the culmination of the much-awaited Gameathon event, with participants eagerly anticipating the final day's proceedings. The participants had worked hard, investing countless hours into developing their games, honing their skills, and pushing the boundaries of creativity. The excitement and anticipation in the air were palpable, as participants eagerly waited for the day's proceedings to begin.

The day began early, with the jury's evaluation of each team's game presentation in front of an eager audience. Participants showcased their hard work and dedication, highlighting the key features of their games, and impressing the judges with their creativity and technical proficiency. The atmosphere was filled with a palpable sense of excitement and anticipation, as each team's presentation was analyzed and assessed by the panel of experts. The team members took pride in their achievements, and the audience applauded their efforts, as the Gameathon event drew to a close. A panel of judges comprising experts from TiltLabs and AIC-JIT assessed the competition based on a wide range of criteria, including game play, graphics, user experience, and creativity.

The valedictory ceremony commenced with participants and organizers congregating to celebrate the resounding success of the event. Winners of the Gameathon event were announced and felicitated in several categories.



MARCH 23

PRESENTATION CEREMONY



Winners: Srishti Sinha, Maaz Faizan, Hemanth Vignesh (Azim Premji University, Jain University, Bangalore)



Runners- Up: Gokul Krishnan C M, Royal Babu, Amaan Umer (Adi Shankara Institute of Engineering and Technology, Kalady)



Best Audio: Samarth K S, Ajith Narayana K, Siddhartha Mahesha Pundit, Srivathsa Nadig (Jyothi Institute of Technology, Bangalore)



MARCH 23

PRESENTATION CEREMONY



Best Visuals: Shreyas S, Tejas Raghavendra, Saatvik Shastry, Varun V (Jyothi Institute of Technology, Bangalore)



Most Innovative: Balakrishna K, Karthik V, Mohith G R, HC Prabal Holla (Jyothi Institute of Technology)



Most Creative Use of Theme: Srishti Sinha, Maaz Faizan, Hemanth Vignesh (Azim Premji University, Jain University)



MARCH 23

PRESENTATION CEREMONY



Jam Favorite: Sooraj K Tony,
Harikrishnan P, Biyas
Muhammed, Sooryakiran V
(Adi Shankara Institute of
Engineering and Technology,
Kalady)



Special Mention Narrative:
Akshay J, Anirudh S Bhat, Kishan
S, Mithun Chowda (Jyothi
Institute of Technology,
Bangalore)



Special Mention Technology:
Chinmayi Rajaram, Vismai
Kumar S, Sudhanva S P (Jyothi
Institute of Technology,
Bangalore)



MARCH 23

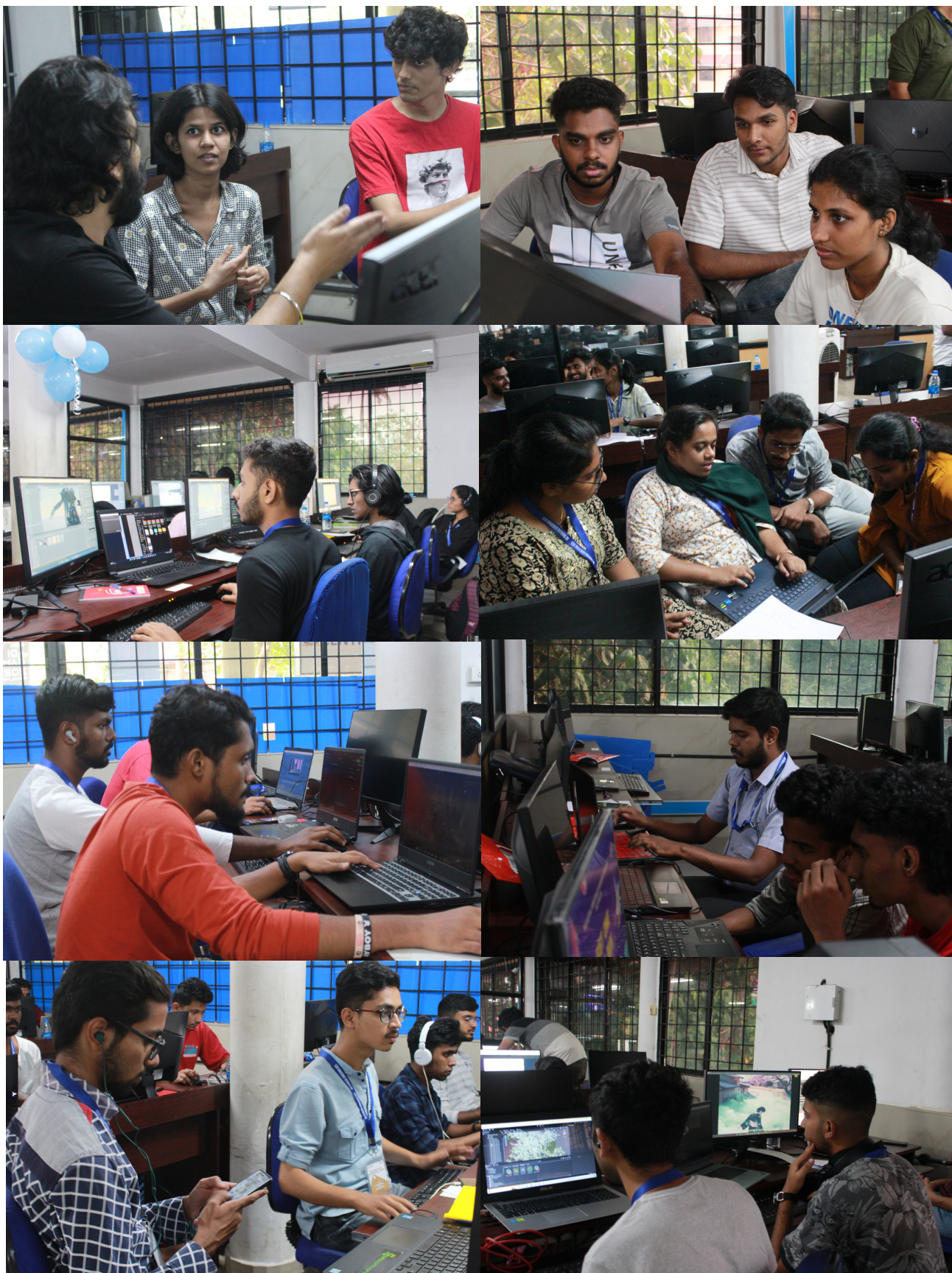
ADI SHANKARA GAMEATHON GALLERY





MARCH 23

GAMEATHON DAY - 1 GALLERY



[CLICK HERE TO DOWNLOAD MORE PHOTOS](#)



MARCH 23

GAMEATHON DAY - 2 GALLERY



[CLICK HERE TO DOWNLOAD MORE PHOTOS](#)



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ADI SHANKARA GAMEATHON GALLERY

STAFF AND STUDENT COORDINATORS



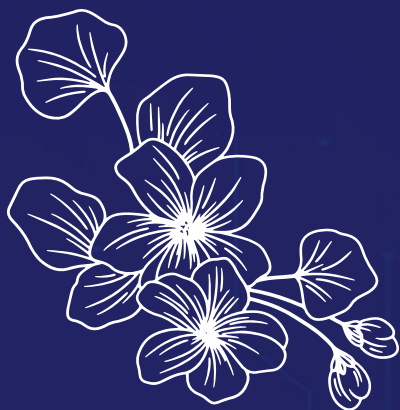
PARTICIPANTS



[Watch Walk-Through Video - Adi Shankara Gameathon 2K23](#)



WELCOME ABOARD



Prof. Sreedevi R Krishnan has recently joined the Department of Computer Science and Engineering as an Assistant Professor. Her area of expertise lies in Deep Learning and Artificial Intelligence, and she possesses extensive teaching and research experience. She holds a B.Tech degree in Computer Science and Engineering from MG University in Kerala, an ME degree in the same field from Vinayaka Mission University in Salem, Tamil Nadu, and a Computer Engineering Diploma from the Technical Education Board in Kerala. Currently, she is pursuing a PhD in Computer Science and Engineering from Avinashilingam Institute for Home Science and Higher Education for Women in Coimbatore.

In 2006, she began her teaching career as a Lecturer at Matha College of Technology in N. Paravur, and subsequently worked at Adi Shankara Institute of Engineering Technology in Kalady. She then moved on to work as an Assistant Professor for 15 years at SNM Institute of Management & Technology in Maliankara. During her tenure at SNM Institute of Management & Technology, she served as the Head of the Department for Computer Science and Engineering for 2.5 years, as well as the Coordinator for the Admission Cell.



FACULTY CORNER



0-March-2023 : Prof. Ajay Basil Varghese has delivered a session on "career guidance and innovation thinking" at Govt. Polytechnic College, Perumbavoor. Students from various departments have attended the same.



07-March-2023 : Prof. Ajay Basil Varghese was invited as a special guest to the inauguration of the National Entrepreneurship Conclave at the Lead College of Management. Sri Jiji Thomson IAS (former Chief Secretary, Govt. of Kerala), Dr Anuradha Shankar (CEO, Tech-in, IIT Palakkad), Dr Thomas George (Director, Lead College), Sri Karthik Parameswaran (Director, Kerala Startup Mission), and Master Anfal (Youngest Entrepreneur) were the other invited guests.

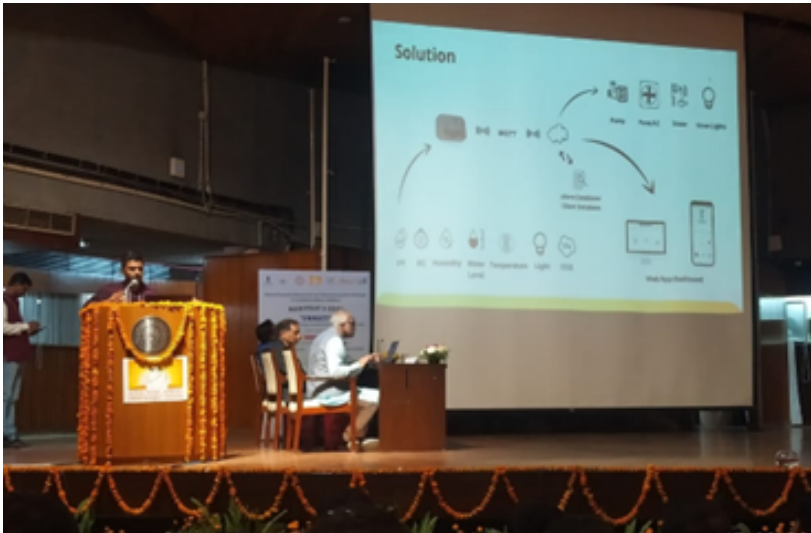
Prof. Ajay Basil Varghese has also delivered an interactive workshop on "Problem Model Canvas" to the aspiring entrepreneurs. Around 450 students from various states have attended this program.

14-March-2023 : Professor Ajay Basil Varghese presented a seminar entitled "Legal and Ethical Steps for Planning a Startup" at Union Christian College in Aluva. Approximately 120 students from various departments attended the session.





MARCH 23



17-March-2023 : Professor Ajay Basil Varghese recently showcased his product, uFarms, at a national-level event called MAHOTSAV & DEMO UNNATHI. This event was organized by Unnat Bharat Abhiyan, which is a government initiative under the Ministry of Education in India. The event took place at IIT Delhi on March 17th and 18th, 2023. uFarms was chosen as one of the 80 projects from National-Level.

19-March-2023 :



The staff cricket team of ASIET has achieved victory in the All Kerala Professors Cricket tournament, which was organized by Ilahia Engineering College. In the final match, they defeated the College of Engineering Thrissur and were crowned champions. This milestone was the result of their untiring efforts, despite facing few defeats in previous final matches. Mr. Joe Kurian received the Man of the Match and Man of the Series awards.





STUDENTS CORNER



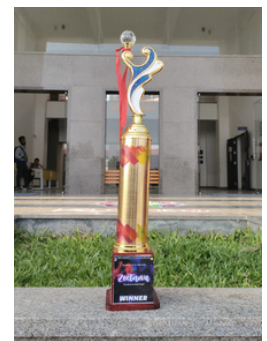
Sudeep of S6 CSE-B for securing the second prize in the Kavitha Parayanam event at Ragam 23, organized by NIT Calicut



Joseph Shal from of S6 CSE-B for winning the 4th prize in Fitness Tricks. This accomplishment is the result of his hard work and strict diet.



Rahul Mohan, Adithyan AJ, Aswin Deleep, and Sidharth J, who are S6 CSE-AI students at ASIET, emerged as the Overall Champions of ZESTNOVA tech fest held at Sree Saraswathi Thyagaraja College in Pollachi.





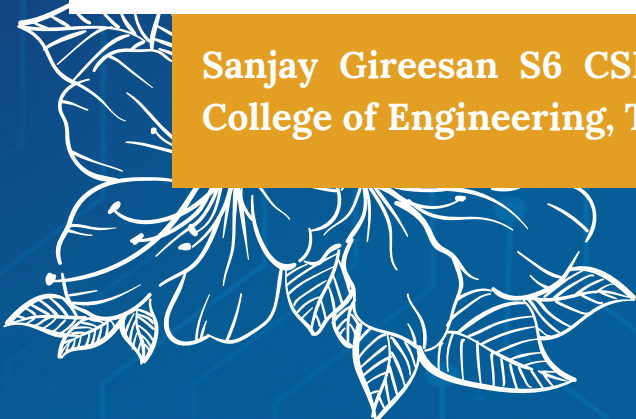
MARCH 23



Gouri A, an NSS volunteer from S6 CS-AI, took part in a 7-day National Integration Camp held in Wayanad.



Sanjay Gireesan S6 CSE B bagged 2nd prize for Tech Quiz at IES College of Engineering, Thrissur.





CAMPUS PLACEMENTS



Adi Shankara
INSTITUTE OF ENGINEERING AND TECHNOLOGY



Congratulations!

TO THE PLACED STUDENTS (2019-23)



Aiswarya K Shaji
S8 CSE
Mu Sigma
Maveric



Kevin Paul Babu
S8 CSE
Sutherland
Jobin & Jismi



Kishore Babu
S8 CSE
Sutherland
Nebula



Mridul Krishna P M
S8 CSE
Sutherland
Jobin & Jismi



N Niranjana
S8 CSE
EXPERION
Quest Global



Revathy Jess
S8 CSE
Mu Sigma, IBS



Seetha Lakshmi T S
S8 CSE
6d, Gadgeon



Sidharth K Ajith
S8 CSE
Mu Sigma, TCS



Sidharth Rajesh
S8 CSE
Sutherland
Jobin & Jismi



Sreeram B Kamath
S8 CSE
EXPERION, TCS



Swathy J Das
S8 CSE
Sutherland
Nebula



Abhijith V Manoj
S8 CSE
Sutherland
Nebula



Adith Menon
S8 CSE
EXPERION
Quest Global



Akhila R Nair
S8 CSE
Mu Sigma, 6d



Akshaya S P
S8 CSE
Sutherland
Nebula



Akshay P Raj
S8 CSE
Sutherland
Nebula



Alwin George
S8 CSE
IBS, 6d



Devika Krishnakumar
S8 CSE
Mu Sigma, 6d



Appu V A
S8 CSE
Speridian
Nebula



Arjun Ramesh
S8 CSE
IBS, 6d



Ashna Sajju
S8 CSE
EXPERION, IBS



Ashwin Sundar
S8 CSE
QBURST
Quest Global



Bhagya Lakshmi M S
S8 CSE
IBS, EY



Janet Elsa Santhosh
S8 CSE
Sutherland
Nebula

Department of Computer Science and Engineering



Adi Shankara
INSTITUTE OF ENGINEERING AND TECHNOLOGY



Congratulations!

TO THE PLACED STUDENTS (2019-23)



Shruti Aswal
S8 CSE
Mu Sigma, 6d
EXPERION, EY
Quest Global



Dona Antony
S8 CSE
Mu Sigma, 6d
Quest Global
EY, Gadgeon



Merin James
S8 CSE
Speridian, EXACORE
Jobin & Jismi
Gadgeon



Aadithyanarayanan
S8 CSE
IBS, 6d
Quest Global
EY



Ajay Antu
S8 CSE
EXPERION, QBURST
6d
Jobin & Jismi



Ankith S Bhaktha
S8 CSE
EXPERION, QBURST
Mu Sigma, 6d



Rahul A Nair
S8 CSE
Mu Sigma, 6d
EY



Jeswin James
S8 CSE
EXPERION, IBS
Quest Global



Lekshmi Sharma
S8 CSE
Mu Sigma, IBS
Quest Global



Musafir K Y
S8 CSE
EXPERION, QBURST
Quest Global



Abhijith Jaideep
S8 CSE
EXPERION, IBS
EY



Abhishek Hareesha
S8 CSE
EXPERION, IBS
EY



Aishwarya Baiju
S8 CSE
Mu Sigma, 6d
EY



Abhijith E S
S8 CSE
Quest Global
Suyati, Maveric



Jannath Parvin
S8 CSE
EXACORE, Maveric
Jobin & Jismi



Alfiya M J
S8 CSE
HSBC, Suyati
EY



Anusha P S
S8 CSE
IBS, TCS
Suyati



Ashiq Cherian
S8 CSE
EXPERION, IBS, 6d



Haritha M
S8 CSE
Mu Sigma, 6d
EY



Meenakshi Asokan
S8 CSE
Sutherland, Intellipaat



Joseph George
S8 CSE
EXPERION, Gadgeon



Vishnu Prasad
S8 CSE
IBS, Quest Global



Maskinder Singh
S8 CSE
Sutherland, Intellipaat



Aakash A Nair
S8 CSE
Mu Sigma, IBS

Department of Computer Science and Engineering



MARCH 23



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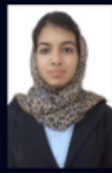
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ഹാക്കത്തോൺ പ്രഖ്യാപനം നടത്തി

[illegible]

Ernakulam Edition
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ഹാക്കത്തോൺ 2023 പ്രഖ്യാപനം നടത്തി

ഹാക്കത്തോൺ 2023 (പ്രഖ്യാപനം)

കാലടി: ആദിദശകം ഇൻസ്റ്റിറ്റ്യൂട്ട് ഓഫ് എൻ്റീനിയറിങ്ങ് ആന്റ് ടെക്നോളജി സംഘടിപ്പിക്കുന്ന അന്താരാഷ്ട്ര സാങ്കേതിക ആശയ മത്സരമായ ഹാക്കത്തോൺ- 2023 ന്റെ പ്രഖ്യാപനം കേന്ദ്ര ഇലക്ട്രോണിക്സ് ആന്റ് ഐ.ടി.ഡെവലപ്മെന്റ് കൗൺസിൽ വലിയ മിനിപവറിച്ചു. ഡിജിറ്റൽ ഇന്ത്യ പദ്ധതിയിൽ രാജ്യം വലിയ മുനേറ്റം നടത്തുകയാണെന്ന് അദ്ദേഹം അഭിപ്രായപ്പെട്ടു. ഡോ.സുനിതാ വർമ്മ, കെ.ആനന്ദ്, പ്രഫ.സി.പി.ജയശങ്കർ, പ്രിൻസിപ്പൽ പ്രഫ.കെ.ടി.സുബ്രഹ്മണ്യൻ, എൻ.ഐ. ഡോ.ജേക്കബ്

E-Paper (2023-03-06)

ശ്രീ. പ്രൊഫ. കെ. സി. സുബ്രഹ്മണ്യം
സീഷൻ പ്രൊഫ. കെ. സി. സുബ്രഹ്മണ്യം

Veekshanam : E-Paper (2023-03-06)

ഹാക്കിയർ - 2023

[illegible]

ആൻഡ് ഐ.ടി സെക്രട്ടറി അഡ്വക്കേറ്റ്
നിർവഹിക്കുന്നു

ആദിശങ്കര - ടിൻറ് എഡ്യു ധാരണാപത്രം ഒപ്പിട്ടു

യാരണാപത്രം ഒപ്പിടും

കാലടി: ആദിശങ്കര ഇൻസ്റ്റിറ്റ്യൂട്ട് ഓഫ് എഞ്ചിനീയറിംഗ് ആൻഡ് ടെക്നോളജി സോഫറ്റ് വെയർ കമ്പനിയായ ടിരുറ്റ് എഡ്യൂവേഴ്സിറ്റിയാരണാപത്രത്തിൽപ്പെടുത്തിയതിനുശേഷം ഇന്റർനെറ്റ് ആൻഡ് ഇന്റർനെറ്റ് ക്ലിപ് ടെക്നോളജിക്കായി സെന്റർ ഓഫ് എക്സലൻസ് ആദിശങ്കരയിൽ സ്ഥാപിക്കുന്നതിനായാണ് ഇത്. ആദിശങ്കര മാനേജിംഗ് ട്രസ്റ്റി കെ. ആനന്ദം ടിരുറ്റ് എഡ്യൂവേഴ്സിറ്റി നിലവിലുള്ള നാഷണൽ ഓരണാപത്രത്തിൽ ഒപ്പിടും. ആദിശങ്കര ചീഫ് ഓഫീസർ സി.പി. ജയറേറ്റിംഗ് ഓഫീസർ സി.പി. ജയശങ്കർ, പ്രിൻസിപ്പൽ കെ.ടി. സുബ്രഹ്മണ്യൻ, ആർ. രാജാറാം, അജയ് ബേസിൽ വർഗീസ്, പി.വി. രാജാറാമൻ തുടങ്ങിയവർ സന്നിഹിതരായിരുന്നു.

ജിംഗ്ക്വെ കെ. ആനന്ദം ടിങ്ക്
എഡ്യൂക്കേഷൻ നിലവിലുള്ള
നാലേറ്റിനാലാണുപത്രത്തിൽ
ഒപ്പിട്ടത്. ആദിമകൾ ചീഫ് ഓഫീ
റേറ്റിംഗ് ഓഫീസർ സി.പി. ജയ
ശങ്കർ, പ്രിൻസിപ്പൽ കെ.ടി. സു
ബ്രഹ്മണ്യൻ, ആർ. രാജാറാം, അ
ജയ് ബേസൽ വർഗീസ്, പി.വി.
രാജാരാജൻ തുടങ്ങിയവർ സന്നി
ഹിതരായിരുന്നു.

വാക്കിത്തോൺ-2023
(പ്രഖ്യാപിച്ചു)
കാലടി

കാലടി

ആദിശങ്കര ഇൻസ്റ്റിറ്റ്യൂട്ട് ഓഫ് എൻജിനീയറിങ് ആൻഡ് ടെക്നോളജി സംഘടിപ്പിക്കുന്ന ഹാക്കത്തോൺ-2023ന്റെ പ്രഖ്യാപനം കേന്ദ്ര ഇലക്ട്രോണിക്സ് ആൻഡ് ഐടി സെക്രട്ടറി അൽകേഷ് കുമാർ ശർമ നിർവഹിച്ചു. ഗ്രൂപ്പ് കോ-ഓർഡിനേറ്റർ ഡോ. സുനിത വർമ, ആദിശങ്കര എംഡി കെ ആനന്ദ്, സിഇഒ പ്രൊഫ. സി പി ജയശങ്കർ, പ്രിൻസിപ്പൽ പ്രൊഫ. കെ ടി സുബ്രഹ്മണ്യൻ, എൻ രഘു, ഡോ. ജേക്കബ് ജോർജ്ജ് എന്നിവർ സംസാരിച്ചു.

ആദിശങ്കര
എന്നു. കോളജ്
ജേതാക്കൾ
കാലടി •

കാലടി • അഖില കേരള എൻജിനീയറിങ് കോളജ് സ്റ്റാഫ് ക്രിക്കറ്റ് ടൂർണമെന്റിൽ കാലടി ആദിശങ്കര എൻജിനീയറിങ് കോളജ് ജേതാക്കളായി. തൃശ്ശൂർ ഗവ. എൻജിനീയറിങ് കോളജിനെയാണ് തോൽപ്പിച്ചത്. ആദിശങ്കര എൻജിനീയറിങ് കോളജിലെ ജോ കൂര്യനാണ് മാൻ ഓഫ് ദി സീരീസ്.



ഗെയിം ഡെവലപ്മെന്റ് ഇന്റസരം

[illegible]

ഗെയിമത്തോണ്ട് ജെയിൻ യൂണിവേഴ്സിറ്റി വിദ്യാർത്ഥികൾ ഒന്നാം സ്ഥാനം

[illegible]

ദേശീയ ഗെയിമത്തോൺ തുടങ്ങി

കാലടി
ആദിഗകര ഇൻസ്റ്റിറ്റ്യൂട്ട്
എൻജിനീയറിങ് ആൻഡ് ടെക്
നോളജിയിൽ ദേശീയ ഗെയിമി
ത്തോൺ ആരംഭിച്ചു. പ്രതിനി
പ്പൽ പ്രൊഫ. കെ ടി സുബ്രഹ്മ
ണ്യൻ ഉദ്ഘാടനം ചെയ്തു. ഇന്ത്യ
യിലെ വിവിധ കോളേജുകളിൽനി
ന്നായി ഉദ്യോഗം 120 ടീമുകൾ ഗെയി
മത്തോണിൽ പങ്കെടുക്കുന്നുണ്ട്.
മികച്ച ഗെയിമുകൾ വികസിപ്പിക്കു
ന്ന ടീമുകൾക്ക് സമാപനദിവസ
മായ 30ന് പുരസ്കാരങ്ങളും കൂടാ

[illegible][illegible]

ആദിക്ഷേപത്തിൽ ദേശീയ നെയിമത്തോണ്

കാലടി ആദിക്ഷേപ ഇൻസ്റ്റിറ്റ്യൂട്ട് ഓഫ് ഫുറേഷി
 റിമാന്റ് ആറ് കോർപ്പറേഷൻ ഓഫ് നെയിമത്തോണ്
 താമസം ആക്ഷേപം പ്രസിസ്റ്റാൻസ് ഓഫ് നെയിമത്തോണ്
 പുസ്തകത്തോണ് ഓഫ് നെയിമത്തോണ് ഓഫ് നെയിമത്തോണ്
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 ആറ് ഓഫ് നെയിമത്തോണ് ഓഫ് നെയിമത്തോണ്
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 ഓഫ് നെയിമത്തോണ് ഓഫ് നെയിമത്തോണ്

[illegible]

ആദിശങ്കര എൻജിനീയറിങ് കോളജിൽ ഗെയിമിത്താണ്

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പ്രൊഫ. കെ.ടി. സുബ്രഹ്മണ്യൻ
പ്രഭാലോകനം ചെയ്തു. ആദിശങ്കര
ന്റെ സ്തുതിപ്പുകൾക്ക് പീഠം ഓപ്പറേ
ഷൻ ഓഫീസർ പ്രൊഫ. പി.ജെ
കുമാർ, പ്രൊഫ. രാജരാജം,
പ്രൊഫ. മനീഷ്, പ്രൊഫ. വി.രാ
ജമണി, പ്രൊഫ. ജി.ആർ.കു
മാർ, നിഖിൽ ചന്ദ്രൻ എന്നിവർ



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TECH NEWS

- Government may require phone manufacturers to allow users to delete pre-installed apps
- Anthropic, founded by ex-OpenAI executives, launches ChatGPT competitor called Claude
- OpenAI, backed by Microsoft, announces plans for successor to ChatGPT called GPT-4
- Google introduces AI features similar to ChatGPT for Gmail and Docs.
- Apple has revealed designs for a potential future AirPods case that comes with a built-in touchscreen, according to a patent application published last week.
- AI could be dangerous, tech firms need to ensure safety: Biden
- Generative AI could impact 300 million jobs: Goldman Sachs
- Google claims their AI supercomputer to be faster & greener than Nvidia.
- Don't charge your phones at public charging points, warns FBI
- Chinese AI firm Sense Time unveils chatbot 'SenseChat'



BLOGGING CORNER

What is AI ? Artificial intelligence is defined as the simulation of human intelligence processes by machines, especially by computers. Simply the printing "hello world", a computer as a calculator also can be said to be part of AI. But they are actually considered as set of arithmetic rules, and conditions are set to be programmed into machines and machine behave it according to the rules. this is how the AI considered as long years ago.

But now, AI has changed to the concept of Machine learning. Machine learning is actually the subset of AI. It is the use of computer systems that are able to learn and adapt without following explicit instructions, but by using algorithms and statistical model to analyze and draw inferences from patterns in data. that means of just 'saying hai to public', suggesting' music recommendations based on emotions of users', prediction of happening next based on analyzing some results of data, classification of images from a dataset are included in the machine learning approach.

4 types of Machine learning are supervised learning, unsupervised learning, semi-supervised learning, and reinforcement learning. Supervised learning is used to train machines using labelled data. Unsupervised learning is based on unlabelled data machine will try to learn from this unordered data. Semi-supervised learning is the combination of both supervised and unsupervised learning. reinforced learning is actually setting some tasks for robots to do certain kinds of activities.

Today, ideas of Machine learning are reached in automatic language processing, traffic prediction, image processing, autoML as well as the arrival of chatGPT also. But the combined effect of intuitive physics, intuitive biology & intuitive psychology in the field of Machine learning can reach to super AI that is how actually a human behaves.



From the effect of deep learning the future will be in hands of Machine learning with self driving cars, High security of data by the combination of blockchain and machine learning, machine learning with quantum computing, and voice recognition by overcoming limitations of natural language processing and the creative thinking of AI as a human.



Anjana V Nair, S6
CSE-A

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CONTENT TEAM :

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