AARUPADAI VEEDU INSTITUTE OF TECHNOLOGY
VINAYAKA MISSIONS RESEARCH FOUNDATION
(DEEMED TO BE UNIVERSITY)

REPORT ON "CELEBRATING ENGINEERS: PIONEERING PROGRESS AND INNOVATION" -EVENT ON ENGINEER'S DAY

Date: 15/09/2023

The Institution of Engineers (India) Chapter of AVIT and Student Council of AVIT organized an event "Celebrating Engineers: Pioneering Progress and Innovation" on the occasion of Engineers' day on 15th September, 2023. Twelve technical events were conducted by the student council students from various departments showcasing the fundamentals concepts of the respective engineering branch.

Department of Computer Science and Engineering conducted three events namely, Code crafting, Bug hunter and Clue game in the IT Lab, CSE Department. The events concentrated on exploring the program knowledge of the students from various streams. 26 students participated in Code crafting, 32 students participated in Bug hunter and 49 students participated in Clue game. The students were from different departments. Time limit was taken as the important criteria in the three events to judge the winner.

Department of Pharmaceutical Engineering conducted an event titled Quantum Enigma, in Digital Classroom. The event focused on the escape room concept with the interrogations from the Pharmaceutical engineering stream. 42 students from different departments participated in that event. Students who completed the task in less time were the winners.

Department of Biotechnology conducted Ally the Apparatus event. It was about identifying the name of the displayed apparatus in the stipulated time. 57 students from various branches played the event. It was conducted in the Biotechnology Lab.

Department of Mechanical Engineering conducted an interesting event named, Fold and Fly. It was an event that focused on explaining the aerodynamic design. 102 students participated in that event. The students made paper planes and the one that travelled a longest distance selected as the winner. It was conducted in the spacious Drawing Halls in the Department of Mechanical Engineering.

Another event conducted by the Department of Mechanical Engineering was Scrap Sculpting. It was about creating mechanical stream related models from the scrap that was available with the students. 34 students actively participated in the event and was conducted in Drawing Hall in the Department of Mechanical Engineering.

The event conducted by Department of Electronics and Communication Engineering was Fun with Electronics. 123 students participated in the event that was held in the e-yantra Lab. Students were instructed to pass a coil from top of a cylindrical coil. If the coil touches the edges of the cylinder, the circuit will be closed and a beep sound is heard. Two chances were given to the students to try their luck, and the student who passed the coil without touching the cylinder was selected as winner.

Department of Biomedical Engineering conducted the event named Jumble-Crumble. It was a jigsaw puzzle event, which had pictures different bones of the human body given as pieces and the participants were asked to connect them together, similar to the reference image. 104 students participated and the evaluation was done on the basis of completing the task in the given time.

Department of Electrical and Electronics Engineering conducted two events – Expert Discourse and Mind-Bender. Technical debate topics were given to students in the Expert Discourse event and the student with good and valid points were selected as winners. 20 students from different departments participated in the event.

Mind-bender was a quiz event with multiple choice questions from basics of Electrical and Electronics Engineering. 33 students participated in the event. Two rounds were conducted. First round was conducted online with google forms. Top scorers from that round were selected for the second round which was an offline round. Winners were selected depending on their scores.

Department of Civil Engineering conducted Connections event. Pictures representing different Civil Engineering concepts were displayed and the participants need to find the connection between the pictures and identify the concept/equipment in the mentioned time limit. 91 students from different departments participated in the event.

Many students interestingly participated in the various events. The students enjoyed the organized events by understanding basic engineering concepts with the help of few simple practical visualization.

Code Crafting

Bug hunter
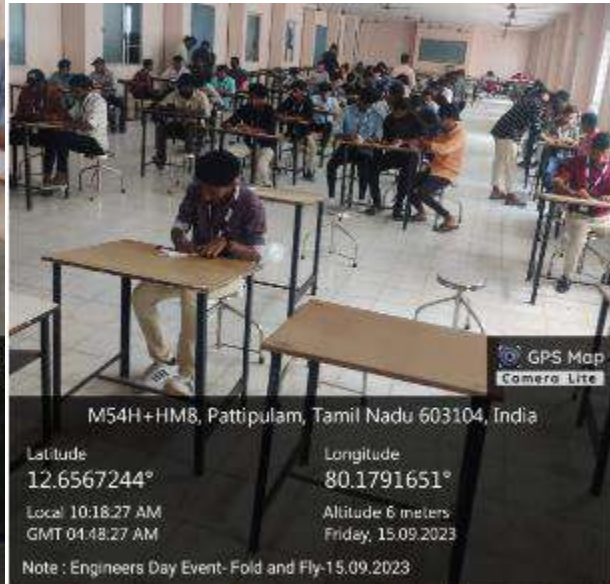
Clue game

Quantum enigma

Ally the apparatus

Fold and fly

Scrap Sculpting

Fun Electronics

Jumble Crumble

Expert Discourse

Mind-bender

Connections