Report for AY 2024-25

Google Development Student Club

VISION

We are empowering engineers through emerging technologies, innovation, and collaboration.

MISSION

Build a strong and inclusive community of like-minded individuals who share a passion for technology through mentorship, networking events, projects, and implementing business solutions through Google technologies.

Name of faculty in charge	
1	**Dr. Rupali Bagate**
2	**Prof. Yuvraj Gholap**
3	**Prof Umkant Dhatrak**
Name of Student Secretaries	
1	**Sumit Kumar Nath TE E&TC**
2	**Arshia Thakur Garg TE E&TC**
Budget Allocated by Institute	**Rs 1.55 Lakhs**

Sponsorship received	

Name of activities/events conducted		
Sr No.	**Name of activity**	**Type** **(Inter college/ Intra college)**
1	**FE induction**	**Intra College**
2	**Cloud Community Day Visit**	**Intra College**
3	**In-Out App**	**Intra College**
4	**Hacktober Fest**	**Intra College**
5	**ML Classes**	**Intra College**
6	**Flutter Classes and Competition**	**Intra College**
7	**Enliven**	**Inter College**

Reports of FE Induction

Activity No 1

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	FE induction
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	9Aug2024
End Date	9Aug2024
Mode of event (offline/online)	offline
Number of Student Participants	480
Number of Faculty Participants	5
Number of External Participants, If any	-
Expenditure Amount, If any	-
Objectives of activity (min 2)	1. Introduction of the club to First Year students. 2. Encourage participation by explaining the benefits and opportunities

Description of activity(50-150 words)	The club's induction for first-year students introduced new students to the club's activities, goals, and opportunities. It started with a welcome speech and a brief presentation of the club's mission, achievements, and upcoming events. Fun ice-breakers and Q&A sessions were included to engage students and answer their queries. Students learned to join, participate in activities, and network with senior members. The induction concluded with an informal social session for networking.
Faculty Name (Faculty involved in organizing the event)	1. Prof. Komal Gill 2. Prof. Snehal More 3. Prof. Poonam Rayekar
Student Name (student involved in organizing the event)	1. Sumit Kumar Nath 2. Arshia Thakur Garg 3. Vignesh Pandi 4. Divyanshu Rai 5. Gaurav 6. Ayush Kumar 7. Ashutosh 8. Nishant Singh 9. Pavan 10. Arun Kumar Kushwaha 11. Sanshey 12. Sajal Jana 13. Rishabh
Video URL (optional)	-

Geotagged Photograph1 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	
Geotagged Photograph2 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	

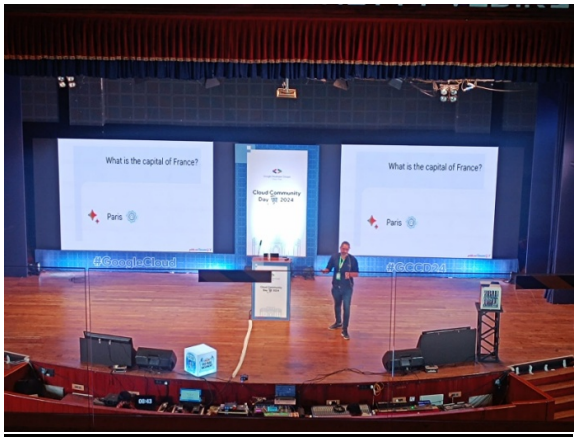
Session plan/Brochure/Document/overall report of the activity (JPEG or PDF Format max size 2 Mb)	• Team intro and major events • GSOC • DevFest • Hacktoberfest • Study Jams • App dev contest • Enliven • Achievement • Quiz

Reports of Cloud Community Visit

Activity No 2

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	Cloud Community Day Visit
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	22 September 2024
End Date	22 September 2024
Mode of event (offline/online)	offline
Number of Student Participants	23
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of activity (min 2)	1. Showcase new cloud solutions, innovations, and best practices for building and managing cloud infrastructures, applications, and services. 2. Promote understanding of cloud computing concepts, services (IaaS, PaaS, SaaS), and technologies like AI, machine learning, IoT, and big data. 3. Facilitate connections among cloud professionals, developers, vendors, and enterprises to foster partnerships, collaborations, and knowledge-sharing.
Description of activity(50-150 words)	Cloud Computing Day is an event or observance that raises awareness and understanding of cloud computing technologies. It typically involves workshops, discussions, and demonstrations of how cloud computing services like storage, networking, and processing power transform industries. The day celebrates innovations in cloud technology, encourages businesses to adopt cloud solutions, and highlights trends like AI integration, data security, and scalability
Faculty Name (Faculty involved in organizing the event)	-

Student Name (student involved in organizing the event)	1. Nikita 2. Sajal Kumar Jana 3. Sahil Kumar Singh 4. Sumit Kumar Nath 5. Nishant Singh 6. Sayan Chakraborty 7. Jagdish Singh 8. Ashish Bajpai 9. Bipasa Maji 10. Srijan Tripathi 11. Mohit Sharma 12. Ujjwal 13. Kaushal Vyas 14. Jyoti Mishra 15. Sohila Kaur 16. Goldi 17. Arun Kumar Kushwaha 18. Gulshan Kumar Singh 19. Mitesh Maity 20. Kumar Sunny 21. Shivani Rawat 22. Jatin Pandey 23. Prit Yadav
Video URL (optional)	-
Geotagged Photograph2 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	

Geotagged Photograph1 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	

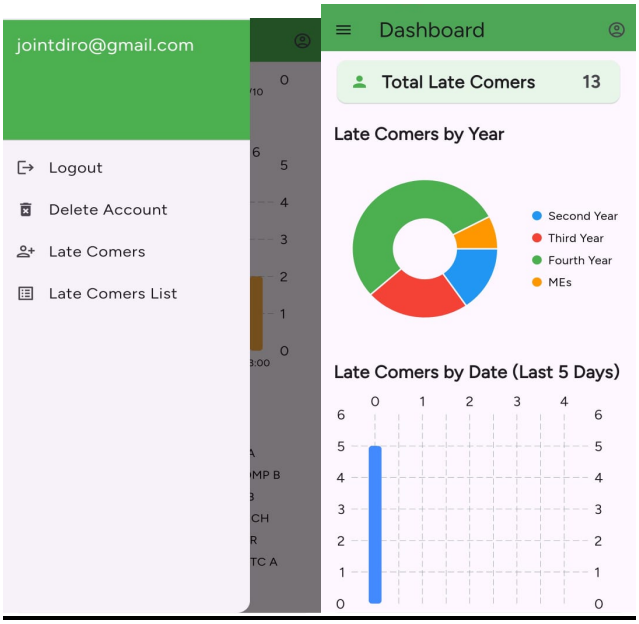
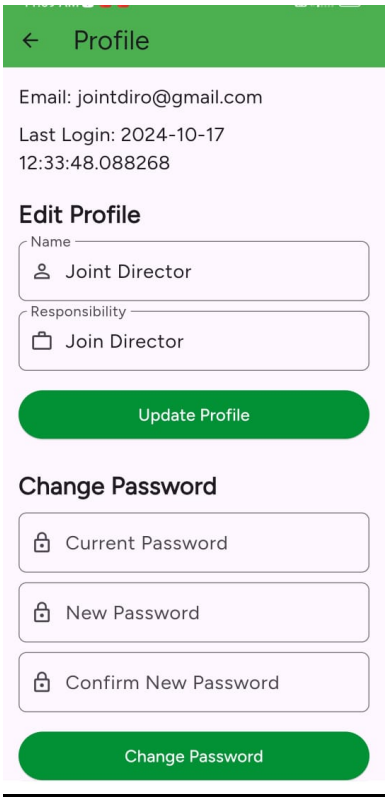
Session plan/Brochure/Document/overall report of the activity (JPEG or PDF Format max size 2 Mb)	Cloud Computing Day was successfully held on 22 Sep 2024 at Buntara Bhavana Banquet Hall and Auditorium in Pune, drawing enthusiastic participation from students, educators, and technology enthusiasts. The event featured a variety of industry experts and thought leaders in cloud computing, artificial intelligence, and emerging technologies such as Vijay Kumar Janganashetti, Arun Teja Godavarthi, Murari Ramuka, Yogesh Kulkarni and many more, with a special emphasis on Generative AI (GenAI) and its applications. The day-long event gave students a unique opportunity to gain insights into cutting-edge technological advancements and interact with industry professionals.

Reports of Android App

Activity No 3

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	In-Out Android App (E-Gaurd) under Smart AIT
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	26 August 2024
End Date	18 October 2024
Mode of event (offline/online)	offline
Number of Student Participants	4
Number of Faculty Participants	1
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of activity (min 2)	To develop an Android app that automates the student registration process at the college gate using face recognition technology. The app aims to replace the manual entry system with an efficient, secure, and contactless process. It will seamlessly capture and record student entry and exit times, retrieve relevant student information from the college database, and provide real-time data access to authorized staff, ensuring smooth gate operations and reducing crowding and delays during peak hours.
Description of activity(50-150 words)	This Android app streamlines students' entry and exit process at the college gate using advanced face recognition technology. By replacing the manual system, the app ensures a faster, more efficient, and more secure way of registering student movements. When students approach the gate, the app scans their faces, automatically verifies their identity by connecting to the college's database, and records the entry or exit time. Authorized staff can monitor real-time data through the app, reducing delays, eliminating false entries, and minimizing congestion during busy hours. This system enhances convenience, security, and operational efficiency for both students and staff.
Faculty Name (Faculty involved in organizing the event)	Dr. Rupali Bagate
Student Name (student involved in ganizing t the event)	Ankit Kumar Singh Gaurav Kumar Ayush Kumar Nitika
Video URL (optional)	-

Geotagged Photograph2 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	
Geotagged Photograph1 (JPEG Format max size 2 Mb which shows the strength of audience /participants with speaker)	

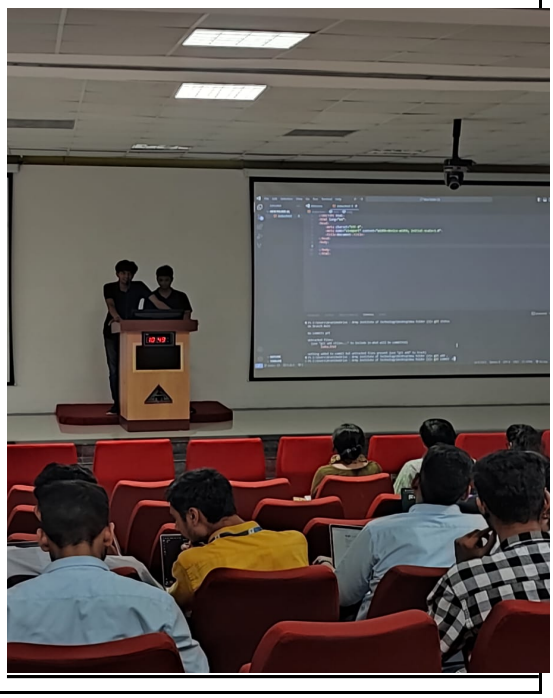
Session plan/Brochure/Document/overall report of the activity (JPEG or PDF Format max size 2 Mb)	• **Face Recognition**: Automatic student verification at the gate. • **Database Integration**: Fetch student details from the college database. • **Real-Time Data Logging**: Record and monitor entry/exit times. • **Peak Hour Optimization**: Quick processing to reduce gate crowding. • **Optional Attendance Tracking**: Automatic class attendance upon campus entry. • **Notification System**: Alerts for students and security personnel.

Reports of Hacktoberfest

Activity No 4

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	Hacktober fest
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	5 October 2024
End Date	5 October 2024
Mode of event (offline/online)	offline
Number of Student Participants	59
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-
Objectives of class	● Encourage open-source contributions ● Build a global developer community ● Improve open-source projects ● Introduce newcomers to open-source ● Reward participants with items like t-shirts or stickers for contributions

Description of activity(50-150 words)	Hacktoberfest is a month-long celebration of open-source software held every October. DigitalOcean organizes it in partnership with GitHub and GitLab. The event encourages developers of all levels to contribute to open-source projects by submitting pull requests. Participants who make a certain number of valid contributions are rewarded with items like t-shirts or stickers. Hacktoberfest aims to promote collaboration, improve open-source projects, and introduce newcomers to the open-source community. Open-source projects, maintained by community-minded coders, make the modern internet function. Supporting that essential work, and the folks behind it is what Hacktoberfest is all about.
Faculty Name (Faculty involved in organising the event)	Mr. Yuvraj Gholap
Student Name (student involved in organizing the event)	1. Sumit Kumar Nath 2. Arshia Thakur Garg 3. Gaurav 4. Nitika 5. Ayush Kumar 6. Nishant Singh 7. Pavan 8. Arun Kumar Kushwaha 9. Sanshey 10. Sajal Jana 11. Rishabh 12. Ashutosh

Video URL (optional)	-
Photograph 1	
Photograph 2	

Reports of ML classes

Activity No 5

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	ML study jam
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	10 October 2024
End Date	12 October 2024
Mode of event (offline/online)	offline
Number of Student Participants	51
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of class	1. **Understanding Core Concepts**: Introduce foundational principles like supervised, unsupervised, and reinforcement learning, as well as essential algorithms such as decision trees, neural networks, and support vector machines. 2. **Mathematical Foundations**: Teach mathematical concepts necessary for ML, including statistics, probability, linear algebra, and optimization, which are essential to understanding algorithm behavior. 3. **Model Development and Evaluation**: Guide students in developing, training, and evaluating machine learning models using real-world datasets. This includes understanding metrics like accuracy, precision, recall, and more.
Description of activity(50-150 words)	● students learned the core concepts and techniques of machine learning, including different types of algorithms like supervised and unsupervised learning. They gain hands-on experience using tools and programming languages like Python and libraries like TensorFlow or Scikit-learn. Topics include data preprocessing, model training, evaluation, and tuning. Additionally, students also explored real-world applications and addressed challenges like model bias and ethical considerations in AI development.
Faculty Name (Faculty involved in organising the event)	Dr. Rupali Bagate

Student Name (student involved in organizing the event)	Ayush Kumar Ashutosh Arshia Thakur Garg AI Titans
Video URL (optional)	-
Photograph 1	
Photograph 2	

Reports of Flutter Classes

Activity No 6

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/invites/contact/?igsh=7zj2zpub51ew&utm_content=j3aiu84
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	ML study jam
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	10 October 2024
End Date	12 October 2024
Mode of event (offline/online)	offline
Number of Student Participants	51
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of class	4. **Understanding Core Concepts**: Introduce foundational principles like supervised, unsupervised, and reinforcement learning, as well as essential algorithms such as decision trees, neural networks, and support vector machines. 5. **Mathematical Foundations**: Teach mathematical concepts necessary for ML, including statistics, probability, linear algebra, and optimization, which are essential to understanding algorithm behavior. 6. **Model Development and Evaluation**: Guide students in developing, training, and evaluating machine learning models using real-world datasets. This includes understanding metrics like accuracy, precision, recall, and more.
Description of activity(50-150 words)	● students learned the core concepts and techniques of machine learning, including different types of algorithms like supervised and unsupervised learning. They gain hands-on experience using tools and programming languages like Python and libraries like TensorFlow or Scikit-learn. Topics include data preprocessing, model training, evaluation, and tuning. Additionally, students also explored real-world applications and addressed challenges like model bias and ethical considerations in AI development.
Faculty Name (Faculty involved in organising the event)	Dr. Rupali Bagate

Student Name (student involved in organizing the event)	Ayush Kumar Ashutosh Arshia Thakur Garg AI Titans
Video URL (optional)	-
Photograph 1	
Photograph 2	

Reports of Flutter Competition

Activity No 7

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	://www.instagram.com/p/DFQRSnPKmEb/?igsh=dGhpcTMzbXAwd3Rmhttps
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	Flutter Forward
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Intra college
Start Date	27 January 2025
End Date	29 January 2025
Mode of event (offline/online)	Online
Number of Student Participants	300+
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of class	1. **Encouraging learning** – Introducing students to Flutter and Dart programming. 2. **Hands-on experience** – Providing an opportunity to develop functional mobile applications. 3. **Problem-solving skills** – Challenging students to create innovative and efficient solutions. 4. **Competitive spirit** – Motivating students to showcase their coding skills in a time-bound competition. 5. **Collaboration and teamwork** – Promoting peer learning through teamwork (1-2 members per team).
Description of activity(50-150 words)	The event was held from 27th January to 29th January, with participants forming teams of 1-2 members. Contestants were challenged to develop an innovative mobile application using Flutter and Dart, focusing on UI/UX design, functionality, and problem-solving skills. Throughout the competition, students received mentorship and guidance from experts to enhance their projects. With prizes worth ₹15,000+, certificates, and goodies, the competition encouraged active learning, teamwork, and creativity. The event successfully inspired students to explore Flutter development and gain hands-on experience in app building and software development.
Faculty Name (Faculty involved in organising the event)	Dr. Rupali Bagate

Student Name (student involved in organizing the event)	1. Arshia Thakur Garg 2. Sumit Kumar Nath 3. Vignesh Pandi 4. Gaurav Kumar 5. Arun Kumar
Video URL (optional)	-
Photograph 1	
Photograph 2	

Enliven

Activity No 8

Required Field	Information to be filled
Link for publicity on Social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/DF5y-91qWOi/
Academic Year	2024-25
Name of coordinator	Arshia Thakur Garg, Sumit Kumar Nath
Program/Activity/Name	Enliven
Select one of the Program Types (Workshop/FDP/Seminar/conference/intercollege event/intra-college event/ other)	Inter college
Start Date	1 March 2025
End Date	2 March 2025
Mode of event (offline/online)	online
Number of Student Participants	3000+
Number of Faculty Participants	-
Number of External Participants, If any	-
Expenditure Amount, If any	-

Objectives of class	Fostering innovation – Encouraging students to think creatively and develop innovative projects. Enhancing technical skills – Providing hands-on experience in coding, design, and development. Collaboration and teamwork – Promoting teamwork by enabling students to work in groups. Problem-solving approach – Challenging students to build solutions for real-world problems. Networking opportunities – Connecting participants with industry experts, mentors, and like-minded peers.

Description of activity(50-150 words)	1. Participants formed teams and worked collaboratively to design and implement their ideas within the given timeframe. 2. The hackathon featured multiple rounds of evaluation, where projects were judged based on creativity, technical complexity, feasibility, and impact. 3. Mentors and industry experts guided participants throughout the event, providing valuable insights and support. 4. The top-performing teams—Codex, Calenter, and Nectar—emerged as winners, showcasing outstanding technical and problem-solving skills. 5. The event successfully promoted learning, teamwork, and innovation, reinforcing the importance of technology-driven solutions in today's world.
Faculty Name (Faculty involved in organising the event)	Dr. Rupali Bagate

Student Name (student involved in organizing the event)	1. Sumit Kumar Nath 2. Arshia Thakur Garg 3. Gaurav 4. Vignesh Pandi 5. Divyanshu Rai 6. Ashutosh Singh 7. Aayush Kumar 8. Rishab 9. Arun Kumar 10. Nishant Singh 11. Pavan Kumar 12. Sanshey 13. Sahil Kumar Singh 14. Sajal Kumar Jana 15. Nitika
Video URL (optional)	-
Photograph 1	

Photograph 2