

## Criteria 4.1.2

### Index for Cultural, Sports and Games facilities 2021-22

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### Infrastructure Cultural Activities

Sr No	Facility	Description	Area/Size (Sq.m)	Year of establishment	User Rate
1.	Field Marshall Manekshaw Hall	Air conditioning, PA system, dual projection system, internet connectivity	Seating Capacity - 330 Area: 420.0	2014	Thrice a week
2.	Gen. B C Joshi Hall	Air conditioning, PA system, projection system, internet connectivity	Hall Capacity -200 Area: 367.7	17 May 2002	Once a week
3.	Raman Theatre,	PA system, Wi-Fi, projection system	Capacity- 1200 Area: 1230	2004	Once a week(daily during festivals)
4.	Music Room	Synthesizer (02), tabla, kango, harmonium and band	Area: 48	2016	Twice a week
5.	Aryabhata centre Basement	Open space	Area: 220	2014	Once a fortnight
6.	Open Air Cafeteria	Open space	Area: 26	2000	Twice a semester
7.	Radio recording and broad casting room	PA system, Audio Mixer and 02 PC	Area: 27.88	2016	Daily
8.	Open air dance arena	Open space	Area: 1230	1998	Twice semester

### Details of Sport Facilities

Sr. No.	Sports Facility	Qty	Area/ Size	Type of Flooring	Outdoor/ Indoor/ Covered	Year Of Establishment	User Rate
1.	Cricket Ground	01	Standard Size 86m×70m	Grass	Outdoor	1994 re-laid 2021	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around 30-40 students make practice on cricket ground.
2.	Cricket Net Practice Pitch	02	Standard Size 50m×10m	Artificial Turf	Covered	2019	
3.	Football Ground	01	Standard Size 110m×60m	Grass	Outdoor	1994 re-laid 2019	Every day between 05.00 pm to 07.00 pm around 40-50 students make practice on football ground.
4.	Basketball Court	02	Standard Size 28m×15m	Star	Outdoor	1995 and 1997	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around 20-30 students make practice on Basketball Court.
5.	Basketball Court (Modified)	01	Modified	Cemented	Outdoor	2020 (for Girls)	
6.	Table Tennis and Carom	04+02	Standard Size	Cement	Indoor	1994,1996, 1998,2000	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around 10-15 students make practice on Table Tennis.
7.	Badminton Court (Indoor)	02	Standard Size 13.4m×6.1m	Synthetic	Indoor	2019 re-laid 2020	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around

<b>Sr. No.</b>	<b>Sports Facility</b>	<b>Qty</b>	<b>Area/ Size</b>	<b>Type of Flooring</b>	<b>Outdoor/ Indoor/ Covered</b>	<b>Year Of Establishment</b>	<b>User Rate</b>
8.	Badminton Court (Outdoor)	03	Standard Size 13.4m×6.1m	Cement	Outdoor	2019 and 2020	10-20 students make practice on Badminton Court.
9.	Lawn Tennis Court	01	Standard Size 23.77m×10.97 m	Star	Outdoor	2006	Every day between 05.00 pm to 07.00 pm around 10-12 students make practice on Lawn Tennis Court.
10.	Squash Court	02	Standard Size 9.75m×6.4m×4 .57m	Wooden	Indoor	1998	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around 10-12 students make practice on Squash Court.
11.	Volleyball Court	02	Standard Size 18m×9m	Mud	Outdoor	1998	Every day between 05.00 pm to 07.00 pm around 30-40 students make practice on Valley Ball Court
12.	Boxing & Fitness Hall	01	Well equipped	Rubber Mat	Indoor	2021	Every day between 05.00 pm to 07.00 pm around 10-20 students make practice on Valley Ball Court
13.	Gym for Boys	01	Well equipped 12.5m×6.8m	Rubber Mat	Indoor	2000	Everyday around 40-50 students come to gym for regular training. In both

<b>Sr. No.</b>	<b>Sports Facility</b>	<b>Qty</b>	<b>Area/ Size</b>	<b>Type of Flooring</b>	<b>Outdoor/ Indoor/ Covered</b>	<b>Year Of Establishment</b>	<b>User Rate</b>
14.	Gym for Girls	01	Well equipped	Rubber Mat	Indoor	2010	gyms regular training takes place in the evening under the guidance of gym trainers.
15.	Kabbadi Ground	02	Standard Size 13m×10m	Mud	Outdoor	2018	Every day between 06.00 am to 07.30 am and 05.00 pm to 07.00 pm around 30-40 students make practice on Kabbadi Ground.
16.	SSB Obstacles Court	01	650m <sup>2</sup>	Mud	Outdoor	2021	Every day between 06.00 am to 07.30 am and 05.00 pm to 06.30 pm around 30-40 students make practice on SSB Obstacle Ground.

### List of Clubs and events Organized

Sr No	Name of Club	Number of Events organized
1.	Engineering and Technical Board	<p><b>Intra college event: Tech Akriti</b></p> <p><b>Total: 19 sub events are organized</b></p> <p>1) <b>Code red:</b> Codered, as the name suggests is a coding competition wherein there are two rounds. The first round consists of basic programming questions from different languages. The second round is the coding round where participants have to write code to solve the given problem statements.</p> <p>2) <b>Reverse Code:</b> Reverse Code is a coding competition wherein there are two rounds. The first round consists of basic programming questions from different languages. In the second round, the participants are given input and output, and they have to build the logic for the same by reverse coding the problem.</p> <p>3) <b>Bug off:</b> Bugoff, is a coding competition wherein there are two rounds. The first round consists of basic programming questions from different languages. In the second round, the participants are given some problems which contain some bugs in it. The participants have to find and rectify the bugs in the program so that they get the desired output.</p> <p>4) <b>Impedance:</b> It is an electronics-related competition. It consists of two rounds. In the first round, there will be a quiz (Apti + Analog apti) round consisting of multiple-choice questions of 25 min. Problem statements will be given, and an individual team has to implement the circuit accordingly. Details about it will be given on the spot. The time will be of 90 min.</p> <p>5) <b>NandIT :</b> NandIT is an electronics-related competition. It consists of two rounds. In the first round, there is a written test of simple multiple-choice questions to assess participants' general aptitude and digital logic knowledge. In the second round, participants are provided with the problem statements that need to be solved on multisim or proteus.</p>

		<p>6) <b>Autocad:</b> It is a dual round competition wherein in the first round teams will be given a set of 30 MCQs. The MCQs would be based on the functionalities of this 2D and 3D CAD program. The second round is based on AUTOCAD, orthographic projections, isometric projections and 3D modelling.</p> <p>7) <b>Solid Works:</b> It is a dual round competition wherein in the first round teams will be given a set of 30 MCQs. The MCQs would be based on the functionalities of this 2D and 3D CAD program. The second round is on SOLIDWORKS and is based on orthographic projections, isometric projections and 3D modelling.</p> <p>8) <b>Tech matrix:</b> It consists of crosswords and Sudoku puzzles. Sudoku follows the normal pattern while the crossword has technical words as its answers.</p> <p>9) <b>Model making:</b> Here participants have to make a working/non-working model on the topic which will be given on the spot within 2 hours.</p> <p>10) <b>Contraption:</b> Participants have to create a model showing energy conversions taking place till they finally release the dart within 2 hours. It should end with a dart hitting the bullseye. The area given to make the model is 7X7sqft.</p> <p>11) <b>Placement apti:</b> It is a dual-round competition. In the first round, the teams are given MCQ aptitude questions to be solved. Round two is a short one-to-one interview. The primary objective is to educate students on the process of job interview placements</p> <p>12) <b>Sci Fi Writing:</b> Participants are given a topic on the spot and they have to create and write a sci-fi story on that topic. It is conducted to check and enhance the creativity of the students/participants.</p> <p>13) <b>BGMI:</b> It is a gaming competition wherein participating teams have to play a tournament based on fixtures created by the organizers. All games are played on a point system.</p>
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	<p>3) <b>Reverse Coding:</b> Reverse Code is a coding competition wherein there are two rounds. The first round consists of basic programming questions from different languages. In the second round, the participants are given input and output, and they have to build the logic for the same by reverse coding the problem.</p> <p>4) <b>Solid Works:</b> It is a dual-round competition wherein in the first-round teams will be given a set of 30 MCQs. The MCQs would be based on the functionalities of this 2D and 3D CAD program. The second round is on SOLIDWORKS and is based on orthographic projections and isometric projections and 3D modelling.</p> <p>5) <b>Nand IT:</b> NandIT is an electronics-related competition. It consists of two rounds. In the first round, there is a written test of simple multiple-choice questions to assess participants' general aptitude and digital logic knowledge. In the second round, participants are provided with the problem statements that need to be solved on multisim or proteus.</p> <p>6) <b>Pic and Place:</b> In this event, the participating teams have to create a small vehicle with a robotic arm which moves on a track designed and picks up the blocks and places the blocks into containers attached at the corners of the tracks.</p> <p>7) <b>RC Engine:</b> In this competition, the participating teams have to develop small remote-controlled racing cars. These cars are raced on a track designed by the organizers and the team which does it in the least time wins.</p> <p>8) <b>Placement apti:</b> It is a dual-round competition. In the first round, the teams are given MCQ aptitude questions to be solved. Round two is a short one-to-one interview. The primary objective is to educate students on the process of job interview placements.</p> <p>9) <b>Photography:</b> Participants have to click pictures from their surroundings based on the theme. The best photograph clicked wins.</p>
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	<p>10) <b>Stock simulation:</b> The stock market nowadays is gaining attraction from the youth. To make the students aware of the stock market, this competition is conducted. Here, a platform is chosen to stimulate buying and trading of stocks. The participant with the maximum gain percentage wins.</p> <p>11) <b>Tech matrix:</b> It consists of crosswords and Sudoku puzzles. Sudoku follows the normal pattern while the crossword has technical words as its answers.</p> <p>12) <b>Game Jam:</b> The participants have to develop a game on any gaming engine of their choice. This competition helps in improving the creative thinking and technical knowledge of the students. The best game developer wins.</p> <p>13) <b>Movie making:</b> Participating teams have to create a small movie on a theme given by the organizers. The best movie wins the competition.</p> <p>14) <b>Idea Presentation:</b> It is a dual-round competition wherein the first round is the idea submission, and the second round is the idea pitching and presentation. The teams are given time slots, and they have to finish the presentation within the time slot.</p> <p>15) <b>BGMI:</b> It is a gaming competition wherein participating teams have to play a tournament based on fixtures created by the organizers. All games are played on a point system.</p> <p>16) <b>Valorant:</b> It is a gaming competition wherein participating teams have to play a tournament based on fixtures created by the organizers. All games are played on a point system.</p> <p>17) <b>Clash Royale:</b> It is a gaming competition wherein participating teams have to play a tournament based on fixtures created by the organizers. All games are played on a point system.</p> <p>18) <b>Bypass CTF:</b> This is a Capture the Flag competition, which is organized to make the participants aware of data security and how people find data online. It is a point-based competition where the participant with the maximum points wins the</p>
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		<p>competition.</p> <p>19) <b>School Model making:</b> Here participants (school-going students) have to make a working/non-working model and present it to the judges.</p>
2.	Cultural and Musical Board	<p><b>Total: 05 sub events are organized</b></p> <p>1) 'Cultures of India' Quiz Competition</p> <p>2) Open Mic (Christmas Eve)</p> <p>3) New Year</p> <p>4) Fresher's Night</p> <p>5) Farewell</p>
3.	Debate, dramatics and Quiz club	<p><b>Total: 11 sub events are organized</b></p> <p>1) Tv quiz</p> <p>2) Movie quiz</p> <p>3) Gk quiz</p> <p>4) Sports quiz</p> <p>5) Anime quiz</p> <p>6) Music quiz</p> <p>7) Shower thoughts</p> <p>8) Mono acting</p> <p>9) Gen BC Joshi quiz</p> <p>10) Dais interdiction</p> <p>11) A minute to win it</p>
4.	Fine Arts Club	<p><b>Total: 05 sub events are organized</b></p> <p>1) FE Induction</p> <p>2) Kalakaari 2.0</p> <p>3) Grafitti</p> <p>4) Art Display</p> <p>5) Social Handles</p>
5.	Magazine Board	<p>Yearly magazine 'Srijna'</p> <p>Monthly magazine 'Silience'</p> <p>The board also spearheaded 'Glimpses'</p>

		<p><b>Total: 07 sub events are organized</b></p> <ol style="list-style-type: none"> <li>1) Talent Hunt</li> <li>2) Stack-em up</li> <li>3) What if</li> <li>4) Treasure Hunt</li> <li>5) Pandora</li> <li>6) Nerdicon</li> <li>7) Amethyst</li> </ol>
6.	Center of excellence for AI and Robotics	<p><b>Total: 07 sub events are organized</b></p> <ol style="list-style-type: none"> <li>1) Started a Robotex news letter of CEAR</li> <li>2) Train the trainer program</li> <li>3) Faculty Development Program on “Robotics”</li> <li>4) 10th edition of NES Innovation Awards</li> <li>5) LA FONDATION Farm Project</li> <li>6) Tech Solutions: Line Tracer, Robo Race, Pick and Place and IC Engine</li> <li>7) Tech Aakriti: Line Tracer, Robo Race, Pick and Place and IC Engine</li> <li>8) Use The PINS Wisely Workshop 5.0</li> <li>9) AI and Robotics Training to APS Teachers</li> </ol>
7.	Mathematics Club	<p><b>Total: 03 sub events are organized</b></p> <ol style="list-style-type: none"> <li>1) <b>Aptitude test (MELA):</b> (Contained questions based on aptitude and mathematics)</li> <li>2) <b>Finding JOJO:</b> It was a puzzle competition in which the key to enter the next round was hidden in a puzzle of the current round</li> <li>3) <b>Discussions with members:</b> Discussed various mathematical concepts</li> </ol>
8.	NSS Club	<p><b>Total: 05 sub events are organized</b></p> <ol style="list-style-type: none"> <li>1) <b>River Cleanliness Drive:</b> Indrayani river cleaning Alandi, Pune</li> <li>2) <b>Trekking :</b> Trekking to Malhar Gadh Fort near Saswad, Pune</li> <li>3) <b>Blind School Visit :</b> Visit to Mai Bal Bhavan ,Pune</li> </ol>

		<p>4) <b>Guest Lecture and Quiz:</b> Guest lecture by AIT Aluminee</p> <p>5) <b>Blood Donation Drive:</b> Blood Donation drive with help of AFMC, Pune</p>
9.	Sports Club	<p><b>Total: 04 sub events are organized</b></p> <p>1) <b>Sports Aakriti:</b> Intramural sports competition</p> <p>2) <b>Sppu Sports Competition:</b> Inter Collegiate, Zonals Competition</p> <p>3) <b>Yoga day:</b> Internation Yoga Day 2021-22</p> <p>4) <b>Ivitation competiti on :</b> Inter-Collegiate Invitaion Sports Competition</p> <p>5) <b>AICTE fit India run 2.0 :</b> Aicte Online Fitness Event</p>
10.	Open Source Software Club	<p><b>Total: 06 sub events are organized</b></p> <p>1) <b>DevLok :</b> Build to learn</p> <p>2) <b>Jumpstart with Web Interface (Spark)</b></p> <p>3) <b>Graphica</b></p> <p>4) <b>Session on SIH</b></p> <p>5) <b>Hackathon (Innerv6)</b></p> <p>6) <b>Other competition and training, workshop</b></p>
11.	Spiritual Club	<p><b>Total: 08 sub events are organized</b></p> <p>1) <b>Ganesh Festival Celebrations</b></p> <p>2) <b>Diwali Celebration</b></p> <p>3) <b>Gita Diwas Celebrations :</b> A session on Gita was conducted, followed by chanting.)</p> <p>4) <b>Gurunanak Jayanti</b></p> <p>5) <b>Christmas Celebrations</b></p> <p>6) <b>Spiritual Aakriti 2022:</b> 4 sessions of 1 hour each were conducted, discussing self realization, boosting confidence etc</p> <p>7) <b>Maha Shivratri Celebrations</b></p> <p>8) <b>Holika Dahan and Holi Celebrations</b></p>
12.	SAE-AIT Collegiate Club	SAEINDIA Efficycle Championship 2022: Eco Quad-Cycle Design Competition
13.	Nature Club	<p><b>Total: 02 sub events are organized</b></p> <p>1) <b>First Year Induction:</b> All Freshers were given the reason</p>

		and motivation for loving Nature by the members of AIT Nature Club 2) <b>Star Gazing</b>
14.	Radio Club	<b>Total: 05 sub events are organized</b> 1) RJ Hunt(Vibezz) 2) Fun Quest (Vibezz) 3) Prank Dial(Vibezz) 4) Photoshop 5) Audio Editing
15.	Competitive Coding Club	<b>Total: 04 sub events are organized</b> 1) CRACK 3.1 : Code solving contest to became leader in coding 2) CRACK 3.2 3) CRACK 3.3 4) CRACK 3.4
16.	Information Security and Digital Forensics Club	<b>Total: 04 sub events are organized</b> 1) <b>ByPass CTF:</b> This competition was organized for students to understand security aspects, solve clues, exploit vulnerabilities of the systems. 2) <b>Hide &amp; Seek CTF:</b> This competition was organized for students to understand security aspects, solve clues, exploit vulnerabilities of the systems. 3) <b>Cyber Heist Quiz:</b> The quiz has been conducted for the club students on cyber security topics. 4) <b>Shell Scripting and Basics of Networking:</b> ISDF club conducted the TH/PR classes on the on the mentioned topics to clear the fundamental concepts.
17.	Cycling Club	<b>Total: 09 sub events are organized</b> 1) AIT to Alandi Hills Cycling Expedition 2) AIT to Khadakwasla Dam Cycling Expedition 3) AIT to Torna Fort Cycling Expedition 4) AIT to Kasarsai Dam Cycling Expedition for Staff Members.

		<p>5) AIT to Tulapur Cycling Expedition</p> <p>6) AIT to Sinhagad Fort Cycling Expedition</p> <p>7) River Valley Cyclothan</p> <p>8) AIT – Goa Cycling Expedition</p> <p>9) AIT to Aurangabad Cycling Expeditio</p>
18.	AR/ VR club	<p><b>Total: 02 sub events are organized</b></p> <p>1) <b>Genesis Game Jam:</b> Genesis was a nationwide game jam which was part of Solution 22.</p> <p>2) <b>AIT Virtual Tour:</b> AIT Virtual Tour is a project which aims to provide a online tour of campus using 3D models of campus buildings.</p>
19.	Quantum Club	<p><b>Total: 05 sub events are organized</b></p> <p>1) On-Off/line Talk Shyam Dhamapurkar : Overview of Quantum Computing</p> <p>2) Online Talk by Amit Saxena, CDAC: Introduction to Quantum Computing</p> <p>3) DIAT Visit: Lecture and Visit to Quantum Tech Lab</p> <p>4) Symposium on Quantum Computing: On-Off/line Talk by Club members reviewed by external experts.</p> <p>5) Discussion/Reading sessions</p>