

A Report of

# SYMPOSIUM 2022





organize by

## ELECTRONICS AND COMMUNICATION DEPARTMENT

Under the banner of



30TH SEPTEMBER - 1ST OCTOBER, 2022

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## **KSHITIJ**

Within the boundaries of SCET, lies an entirely different world-youth, overloaded with talent and infinite imagination awaiting an opportunity to showcase their ideas and creativity to the world. To provide these innovative minds with a platform and keep them as enthusiastic and motivated, the SCET organizes a National Level Tech-Fest-"KSHITIJ". This has been transforming the society with breakthroughs in technological research and development since last 17 years.

The events organized under the banner of KSHITIJ 2022 are:

- **CHEMCLAVE** (Chemical Engineering Department)
- **COIN** (Instrumentation & Control Engineering Department)
- **CONVERSE** (Information& Technology Engineering Department)
- **NIRMAAN**(Civil Engineering Department)
- **PARIDHAN**(Textile Engineering Department)
- **SYMPOSIUM** (Electronics & Communication Engineering Department)
- **URJA**(Electrical Engineering Department)
- **UPDATES**(Computer Engineering Department)
- **VIVACITY**(Master of Computer Application Department)
- **MOMENTUM** (Mechanical Engineering Department)

## SYMPOSIUM 2022

Sarvajani College of Engineering and Technology organizes the technical festival, Kshitij "Anant Gyaan ki Talaash mei" annually since 2002. This techfest is conducted for the students to improve their technical knowledge, managerial skills, groom their personality and explore their innovative and creative abilities.

Electronics and Communication Engineering Department is organizing oldest Department techno festival entitled as "Symposium 2022" under the banner of Kshitij. Symposium is the annual festival of the Electronics and Communication Engineering department arranged since 1999. The main aim of the event is to make the students aware about technical and non-technical knowledge beyond the regular curriculum. These events are organized by the students, for the students and everyone gets to brush up their leadership and management skills.

Symposium has been the flame of knowledge burning with the pioneering idea to bridging the gap between the academics and the practical world requirements and also to promote research culture among the upcoming engineers. These events provide students an opportunity to showcase their technical and non-technical skills and talent.

The main goal of Symposium 2022 could be enlisted as:

- To bridge the gap between industry and academic.
- To squeeze out the inner potential and talent from the budding technocrats thereby providing a platform to reverberate their skills and ideas.
- To provide correct direction to the students of the department and the college for grooming themselves to be compatible with the market, industry and societal requirements.
- To mould the budding technocrats towards the improvement in building team-work, working in group and enhancing the timely managerial skills.

#### **TEAM SYMPOSIUM 2022**

**Head of department:** Prof.(Dr.)Nehal Shah Prof. Chhaya Suratwala

Student Coordinator: Mr. Abhi Goyal

Mr. Sanket Kanani Mr. Saqlain Shaikh Ms. Vaishvi Pandiya

SYMPOSIUM 2022 was organized via offline mode. All the events were organized which included Quizzes, various Coding challenges, Crossword puzzles, Riddles, Games, and what not. It was a complete package of fun and learning. People were filled with enthusiasm and had a great experience.

Right from team-formation, events selection, registration, poster design, participation and so on, the entire team lived whole-heartedly the moments of Symposium 2022. The theme of Symposium 2022 was "**Bolly Wood**".

Symposium 2022 includes total 10 events which are categorized as Technical and Non Technical. Technical category include five events named as Math Mania, Mysterious Circuit, La Eleno, Code Clue and Hiring Alert . Non-Technical Category includes five events named as Bolly Wolly, Brand surmise, Lazer maze, Da Vinchi Code, Game A Fair.

Symposium 2022 could successfully receive sponsorship from various Institutes. Peoples bank Surat , SAWC(SCET) and happy charitable trust provide financial sponsorship. Explore Game zone sponsors

vouchers for winners. IETE provide technical and financial sponsorship for Mysterious circuit's event. WISE club and ESRO club also sponsored various events.

Symposium 2022 is scheduled on 30th Sep and 1st October, 2022. Inauguration session of Symposium 2022 held on 30th September at 9:00 AM. Students/participants are highly motivated and nurtured with presence and words of motivation of our chief guest **Mr. Uchhcharang Jethwaji**. He is Sr Vice president, (Retired) from Reliance industries Limited, Head office, Navi Mumbai.

For more details on events you can visit the Symposium website –

https://symposium2k22.wixsite.com/symposium

#### GLIMPSE OF INAUGURATION SESSION











SYMPOSIUM

2022



## TECHNICAL EVENTS

#### **MATH MANIA**

The event is to test ability to solve basic mathematical problems logically. This is technical event with three rounds. Round one is about maths quiz containing basic linear, quadratic, cubic equation maths puzzle (find the missing) sums of fraction, rational numbered. Solving the secret code, Sums on volume, surface area, Pythagoras theorem, speed ,distance , time, etc. Based on marks and time taken by participants in first round team of 2 is formed . Round two is fun and learning based snake and ladder game two teams face off at a time and play snake ladder, on every move they have to solve equation in 30 seconds given in chit. Wrong answer makes them fall to previous position while right answer allows them to stay at that position. For fighting with snake or climbing the ladder they solved hard level chit questions. If they solved in 45 seconds then it is considered that they had successful snake fight and won't be bitten or climb the ladder , but if they fail they would be bitten or miss one chance respectively. Round three the contestant who had reached final round have to form a circle and play round BLOCK IT.

	200+ Participant	No of total Registration:
		(Offline +Online):
	2	Team of:
	3*2 =6	No of Winners:
	2	No of Event Head:
	2	No of Volunteers:
	3*2 =6 2 2	No of Event Head:

Event Head	
1 Chhavi Kothari	
2 Karina Agarval	

<b>Event Volunteer:</b>	
	1 Aniket Nihalani
	2 Rishi Patel

<b>Event Winners</b>		
	1 st	Hardik Suthar
	1	Harshit Patel
	and	Ishaq malam
2		Harsh Bhadani
	2rd	Dev Joshi
3	Vatsa Noticewala	

#### **MYSTERIOUS CIRCUIT**

This is core electronics based technical event. An Electronics Engineer is responsible for designing various electronics for industrial or commercial use. 'Mysterious circuit event is to check their core analogue electronics remembrance, understanding analysing and design skills. The event consists of three rounds. Round one is based on (Who AM I?) Component identification where tempered of various components, logic gates, PCB's etc. had shown on the screen for limited period. The participants have to guess the image and note it down. Round two (TECH GENIUS) in which two team had played head-on. Each team got a chance to ask a technical

question to the opposite team member. Team has to complete the tic- tac-toe game. Whoever gives the correct answer to the question got the chance. The first team to get 3 in a row horizontally, vertically or diagonally wins. Round three is circuit hunt in which team of three participants of 1st, 2nd & a 3rd year student is created or based on participant a optimal group is created. Each team got a paper in which they had to guess the components and find it somewhere in the department by looking at the clue given to them. After finding the circuit components they have to join the circuit According to the code given to them. Whichever team completed the task in minimum time will be the winner. We are pleased to have **Mr Ankit Chudasama**, hardware design engineer, eInfochips as a Jury for event to evaluate 3<sup>rd</sup> round.

N	24 T 72 D
_	24 Team 72 Participant
(Offline +Online):	
Team of:	3
No of Winners:	3*3 =9
No of Event Head:	2
No of Volunteers:	2
Event Head	
1	Brijal Randeri
2	Hardik Patel
Event Volunteer:	
1	Khushi Fatnani
2	Vastvik soni
<b>Event Winners</b>	
	Sarthak Bosamiya
1 <sup>st</sup>	Sarangi Kotadiya
	Dushyant Prajapati
	Meet Kathariya
2 <sup>nd</sup>	Jill Saliya
	Darshini Patel
	Nirav Patel
3 <sup>rd</sup>	Devansh Thakkar
	Khushvi Patel

#### LA ELENO

This ARDUINO based Technical event goals to create an accessible way for software developers to enter the world of microcontroller programming. 'LA ENENO' event is organized to prepare students for the embedded industry. The event consists of three rounds. Round one is based on quiz, Multi choice questions, fill in the blanks on topics related to arduino language robotics, sensor transducer, news related to robotics. Least time taking candidate can move to round two. Round two is an coding round based on robotics and arduino. In which topics like blinking of LED's in a sequence, working with sensors, printing on LCD display is provided. On the spot teams was formed between candidates from different years Participants were asked to pick up a chit on the spot and bedbug the fault in code

provided. It is 25 min coding round where students were given access only for pinout diagrams and basic help from Arduino IDE. Round three is hands on round in which hardware practical done by participants using their own code. The student with minimum time required and efficient code is considered as best. We are pleased to have **Mr Hiren Poriya**, **embedded software** design engineer, eInfochips as a Jury for event to evaluate 3<sup>rd</sup> round .

No of total Registration:	70 Participants
(Offline +Online):	
Team of:	3
No of Winners:	3*3 =9
No of Event Head:	2
No of Volunteers:	2

Event Head:	
1 Harshini Sistu	
2 Sejal Surekha	

Event Volunteer:	
1 Vatsal Patel	
2 Karan Soni	

<b>Event Winners:</b>	
	Aarya Shah
1 <sup>st</sup>	Dhruv Patel
	Tanisha Agarwal
	Sarangi Kotadiya
2 <sup>nd</sup>	Gohil Preet
	Akshay Santoki
	Meet Kathariya
3 <sup>rd</sup>	Tirth Patel
	Aarya Lokhandwala

#### **CODE CLUE**

The event is based on Python/ C/C++ language .the event has three rounds. It is team participation event. Teams are formed based on interest in python/C/C++. Round one is buzzer round, five teams of two participant compete at a same time, Questions based on Python/C/C++ syntax skills or theory are considered .The one who strikes the buzzer first will be given chance to speak the answer. Maximum scoring team promoted to round two. Round two based on debugging error in given python/C/C++ code. It is time contain round one with minimum time taking is promoted to next round. Round three is based on executing task in preferred language.

No of total Registration:	80+ Participant
(Offline +Online):	
Team of:	3
No of Winners:	3*2 =6
No of Event Head:	2

		Symposium 2022
No of Volunteers:	2	
Event Head		
1	Geet Bhat	
2	Harsh Desai	
Event Volunteer:		
1	Jeet Bari	
2	Sanket iyer	
Event Winners		
1 <sup>st</sup>	DEVANSH THAKKAR	
_	ABHISHEK SINGH	
	Deepak nair	
	Jeet Gandhi	
	Dev Patel	
3	Twinkle Jariwala	

#### HIRE ALERT

'HIRE ALERT' event is equivalent to training and placement cell that gives students the opportunity for improvement of skills explicit to their subject or industry of choice as well as the employability skills required for real work. 'HIRE ALERT' event is organised to test their knowledge of an industry which counties them make better well-versed decisions about future career choices. The event has three round.Round one is based on aptitude to check quantitative aptitude, logical reasoning and verbal ability. This is pre event scheduled on 29 Sept. short listed student move to round two .Round two is based on group discussion on current trending electronics, technology related topics. Round three is based on technical, managerial and HR interview. We are honoured to have **Mr. Urvish gohil** Software Engineer, Picustech to short list best candidate.

No of total Registration:	65 Participant
(Offline +Online):	
Team of:	3
No of Winners:	3*2 =6
No of Event Head:	2
No of Volunteers:	2

Event Head	
1	Samhitha Madali
2	Shradha Srivastav

<b>Event Volunteer:</b>	
	1 Yajur Tank
	2 piyush rathod

	Symposium 2022
<b>Event Winners</b>	
1St	Hema Sen
1	Mahendrasinh Jadeja
2 <sup>nd</sup>	Meet Kathariya Manasvi Mehta
	Manasvi Mehta
3 <sup>rd</sup>	Jill Saliya
	Jill Saliya Miqdad Indori

## NON – TECHNICAL EVENTS

#### **BOLLY WOLLY**

The "BOLLY WOLLY" non-technical round for movie lovers. The event is divided in three rounds. This round is initially solo, then groups are formed later on stages. Round one id for socio path where participants have to write full form of social media acronym given to them . This is solo participant round. Round two is movie lovers round where participants have to identify the name of the movie by looking poster/hints given to them on projector. Participants will be in a group of two. Round three is memes creation where some dialogues will be given to participants and they have to complete the rest dialogue with creativity.

No of total Registration:	110+ Participants
(Offline +Online):	
Team of:	3
No of Winners:	3*2 =6
No of Event Head:	2
No of Volunteers:	2

Event Head			
	1 Bhumi	Patel	
	2 Drasht	i Patel	

<b>Event Volunteer:</b>	
	1 Ankit Singh
	2 Mohit Dhabuwala

<b>Event Winners</b>		
1	1st	Hitaxi Lethwala
	1	Maitri Desai
		Devansh Thakkar
		Deep Patel
2rd		Abhishek Gandhi
	3	Ricky Vashi

#### LAZER MAZE

A typical laser maze is a rectangular room filled with a web of laser beams which players attempt to negotiate without "tripping" one of the beams. The maze uses mirrors, beam

splitters, little science and brain power to direct the lazer though series on mind challenging maze and light up target. Round one is a pattern reflector round where the team have to make pattern whichever assigned to them. I this round target will be fixed and using three movable mirrors have to make pattern. Round two is a lazer dash round. Winners will be decided in accordance with time at the conclusion.

No of total Registration:	127 Teams 254 Participants		
(Offline +Online):			
Team of:	3		
No of Winners:	3*2 =6		
No of Event Head:	2		
No of Volunteers:	4		

Event Head	
1 Rutvik Sojitra	
2 Dixit Boghara	

<b>Event Volunteer:</b>	
1 Nimesh Sarvaiya	
2 Hinali Kapadia	
3 Namrata Trivedi	
4 Priyanshi Gelani	

<b>Event Winners</b>	
1 <sup>st</sup>	Ansh Dobariya
	Ayush polra
and	Nishit Vataliya
4	Dhruvil Vaghani
3 <sup>rd</sup>	Zanshi Sarvaiya
	Dhruvi Ghodadara

#### **BRAND SURMISE**

The event finds a person's marketing skills and talents. Round one is logo hunt solo participation round where .A list of Taglines and Logos has to identify in the given time. Round two is duo participation where selected students were provided with buzzer. Brand based on emojis puzzles, participant have to guess the name of a brand in limited time. Round three is duo participation where selected students has created reels/stories with given restriction and rules and posted on social media like instagram, facebook and tag to EC Dept. Team with maximum likes and views is considered as

No of total Registration:	171 Participant
(Offline +Online):	
Team of:	3
No of Winners:	2*2 +1=5
No of Event Head:	2
No of Volunteers:	2

		Symposium 2022
<b>Event Head</b>		
	1 Hetav Raval	
	2 Priyanshi Varde	
<b>Event Volunteer:</b>		
	1 Shruti Vaghani	
	2 Drashti Virani	
<b>Event Winners</b>		
1	Harshil Navadiya	
21	Pratham Patel	
	Jeet Mehta	
3 <sup>rd</sup>	Jha Adityanarayan	
	Sayam Jain	

#### DA VINCI CODE

Murder mystery games are a genre of party games where one of the players is secretly playing a murderer, while the other players must determine who among them is the criminal.

No of total Registration: (Offline +Online):	160+ Participant
Team of:	3
No of Winners:	3*3 =9
No of Event Head:	2
No of Volunteers:	2

Event Head	
1	Kabir Pithadiya
2	Aks Patel

<b>Event Volunteer:</b>	
	1 Vishwa patel
	2 Disha diyora

<b>Event Winners</b>		
6	1 <sup>st</sup>	Vani Shekhadia
		Hema Sen
		Jimit Devani
		Pratham Patel
		Maitri Desai
		Hitaxi Lethwala
		Aastha Patel
3	3 <sup>rd</sup>	Khushboo Jha
		Krish Patel

#### **GAME-A FAIR**

It is event cum fun fair where all participant enjoy games. Games added are "7 UP", "FLIP the CUP" and TICH TAC TOE". "7UP" is the gambling game. "FLIP the CUP" where players must flip the cup and land it on the table. The player who flips first can pick a spot on the tic tac toe board. Once a player places a cup down it can't be moved. The participants have to make the pattern same as that of tic-tac-toe. First one to get 3 in a row wins. There is no winner in this game.

#### GLIMPSE OF TWO DAYS OF SYMPOSIUM 2022













Symposium 2022













## **ACKNOWLEDGEMENT**

As it has been the tradition since 1999 this year the oldest department techno festival entitled as "Symposium 2022" organized by Electronics and Communication Engineering Department under the banner of Kshitij at Sarvajanik College of Engineering and Technology, Surat, was organized on 30<sup>th</sup> Sepetembet and 1<sup>st</sup> October, 2022.

This event is annually organized by the Electronics Department. The main aim of the event was to make the students aware about technical and non-technical skills. It was a huge success everybody enjoyed the technical as well as non-technical events. There was great amount of enthusiasm delivered by the students

Success of this event was due to the team work of students of 4th year, the event heads and the volunteer and all follow students of the department. It could not have been such a resounding success without the guidance of the head of department Prof. (Dr.) Nehal Shah and also Faculty Coordinator Prof. Chhaya Suratwala and all other Faculties of our department who were always there to help and guide us at every step possible. We feel immense amount of gratitude towards everyone involved.

Student Coordinator Mr. Abhi Goyal Team 2022: Mr. Sanket Kanani

> Mr. Saqlain Shaikh Ms. Vaishvi Pandiya



















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