Sarvajanik Education Society

Sarvajanik College of Engineering & Technology

Shri Sitaram Somani

Faculty of Instrumentation & Control Engineering

COIN 2K17 REPORT

Date of event: 14th & 15th September

Faculty coordinator: Prof.Bhavina Patel, Prof.Pankti Desai & Prof. Nidhi Bhatia

Student coordinator: K.V.Pooja & Ansar Saad

Instrumentation & Control had organized Coin 2K17 under the banner of 'Kshitij – Anant Gyan Ki Talash Mein', National Level Technical Festival. This techfest is conducted for students to improve their technical knowledge and explore their innovative and creative skills. This year COIN consisted of various technical and non technical events and had a participation of over 350 students of different branches and different year.

COIN 2K17 was divided into three main categories of events:

1. Abhivyakti – Technical Paper presentation

2. Aavishkar – Model Presentation

3. Abhisaar:

- Circuitrix
- Tehnohunt
- One minute games
- Engineer's Got Talent

About the Events:

The following were the events held and brief description about them:

• **Abhivyakti:**

This event was help to enhance the ideas of young mind and explore their thoughts. Certain topics were given beforehand and the participants had to choose from it and present in around 20 slides their ideas and views. There was overall participation of 17 teams in this event.

The key highlight of event was that it provided students a platform to showcase their soft skills. Also an opportunity to learn about use of voice modulation along with gestures to grab audience's attention. This event made them enthusiastic and confident about themselves. It provided them base to inculcate the technique of presentation with peer partner. During presentation, various groups presented on recent interesting topics such as:

- ✓ Recent trends in control engineering.
- ✓ Building Automation
- ✓ Modern Instrumentation
- ✓ Biomedical Instrumentation
- ✓ Recent trends in Embedded systems and Robotics

- **Aavishkar:**

AAVISHKAR provided a platform to showcase one's talent regarding electronics and talent of making working models. Total 14 teams containing 47 students had taken part in this event.
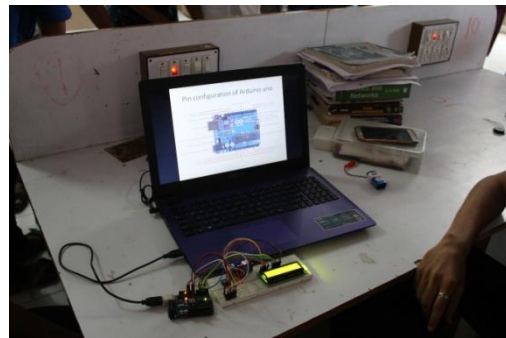
Various teams presented excellent models based on the latest technology including Rasberry Pi and Ardiuno.

Topics for Model Presentation:

- ✓ Electronic System
- ✓ Computer Aided Control & Data Acquisition
- ✓ Arduino & Raspberry pi Based Projects

- **Abhisaar**

1. Circuitrix:

It consists of three rounds were namely:

Round 1: Test your knowledge
The Round 1 consisted of quiz having 25 questions in context with electronics including laws, equivalent of circuits, resistor color coding etc. Qualifying participants were decided depending on time within which they submitted their paper as well as number of questions attempted correctly. Maximum time of 20 minutes was provided.

Round 2: Circuits and ladders
This Event consists of 2 members. One member had to throw dice and another member had to move forward on the ladder. At certain number, different technical as well as non-technical task were provided, which the participant had to solve, and then he/she will be able to move forward and thus move to the next step and reach the end of the game by giving all the answers properly.

Round 3: Play with circuits

In this round the teams were supposed to identify the errors in circuits and rectify them in time limit of 10 minutes. The team which solved the circuit fastest was declared as the winner.

2. Tehnohunt

This event was divided into three rounds as follows:

Round 1: WORDRUSH

In this the maximum number of words a team can form out of the given four letters wins the challenge. This game was based on an android application available to play the   same. The top 20 teams were qualified for the second round.

Round 2: SURPRISE ROUND

In this round a model house made up of ice cream sticks was presented and shown to the participants. They were provided with the material to duplicate it within given time limit. Only 10 teams were qualified for Round-3.

Round 3: TREASURE HUNT

This was the last round, in this the teams had to undergo virtual treasure hunt and series of hints were given and the team reaching the last destination through hints was declared as the winner.

3. Engineer's Got Talent (EGT)

This event provided a platform for the students to show their extra-curricular talents. Apart from technical skills the students have tremendous other specialty and this event aimed to showcase those. All the performances were mind blowing and the event as whole was enjoyable as a viewer.

Four categories in this event:-
(1) Dance
(2) Singing
(3) Acting
(4) Drama

• ONE MINUTE GAMES (OMG)

Three rounds were designed which were namely:

Round 1: Arrange SAGO from 1 bowl to another in 1 minute

Round 2: Balancing the coins on glass edge in 1 minute

Round 3: Throwing small plastic balls in glass in 1 minute

Participation summary:

Name of Event	Expected Number of Participants
ABHIYAKTI	34
AAVISHKAR	47
CIRCUITRIX	100
ENGINEER'S GOT TALENT	30
OMG(one minute game)	30
TECHNO-HUNT	110
Total	**351**

The event was concluded by valedictory function and Price Distribution. We acknowledge and thank SCET for providing the necessary funds and infrastructure for conducting the event.