



Sarvajanik Education Society
**Sarvajanik College of
Engineering & Technology**
Shri Sitaram Somani
**Faculty of Instrumentation &
Control Engineering**



COIN 2K18 REPORT

SARVAJANIK EDUCATION SOCIETY
**Sarvajanik College Of
Engineering & Technology**
Faculty Of Instrumentation & Control Engineering

**COIN
2K18**

FACULTY CO-ORDINATOR
Prof. Jayana Rana
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STUDENT CO-ORDINATOR
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Aavishkar
Abhivaykti
Line Follower
Brain Feed
Virtual Placement
Maths Marathon
Kirchoff's Kitchen
Robo Race

Date of event: 14th & 15th September, 2018

Faculty coordinator: Prof. Jayana Rana & Prof. Nidhi Bhatia

Student coordinator: Chirag Vankawala & Parth Modi

Instrumentation & Control had organized Coin 2K18 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 **750** students of different branches and different year.

COIN 2K18 was divided into three main categories of events:

1. Abhivyakti – Technical Paper presentation

2. Aavishkar – Model Presentation

3. Abhisaar:

- Virtual placement
- Brain Feed
- Math Marathon
- Kirchoff Kitchen
- Line follower
- Robo Race



About the Events:

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

• **Abhivyakti:**

This event helped 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 15 slides their ideas and views.

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.



- **Aavishkar:**

AAVISHKAR provided a platform to showcase one's talent regarding electronics and talent of making working models. This hand on competition is best suited for students that want to invent or optimize technologies in order to solve market or societal problems.



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.VIRTUAL PLACEMENT

It consists of three rounds were namely:

Round 1: Aptitude Test

The Round 1 consisted of quiz having 30 questions in consisting Aptitude, general Knowledge and Technical Questions. Maximum time of 20 minutes was provided.

Round 2: Group Discussion

Topics for Group Discussions:

- Effect of Social Media on Youth
- Indian Goods versus Chinese Goods
- Army Jobs and preference of Indians towards it.



Round 3: Technical Interview & HR Interview

The qualifying students from Group discussion round had to go through 2 rounds of interview and the best of them won. Judges for technical round was Dr.Utpal Pandya and for HR interview Prof.Denish Jariwala.



2. BRAIN FEED

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 40 teams were qualified for the second round.

Round 2: MEMORIZE IT ALL

In this round Images were shown to the participants and from that they had to memorize and list the components.

Round 3: SURPRISE ROUND

Marketing round where the participants had given a product and they had to sell that product to the jury.



3. MATHS MARATHON

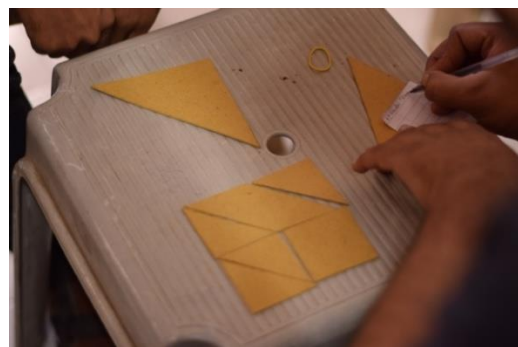
This event was based on the mathematical skills of the participants ,where they have to go through three rounds in order to win. This event had booming 260 students.

Round 1:Mathematical quiz round



Round 2: Surprise round

A simple Puzzle was given to all the participants and the participants were short listed based on time duration taken by them to solve the puzzle. The participants really enjoyed this round.



Round 3:Tic-Tac-Toe mathematics



4. KIRCHOFF KITCHEN

Three rounds were designed which were namely:

Round 1: In this round Images of symbols and components were shown to the participants and from that they had to memorize and list the components.

Round 2: Circuit implementation where team was given with a circuit where one of the member was blind folded and they had to translate the circuit and other had to implement it on board.

Round 3: Circuit implementation on turn bases was to be done and total 10 minute were given to solve the circuit.



5. ROBORACE

A track was made by stone, bricks, gravels with checkpoint present at some distance. Robot has to pass through different checkpoint and winner was filtered on the basis of time.



6. LINE FOLLOWER

In this event robo has to follow a black track (line) and complete the track with passing checkpoint. The winner was filter on the basis on time to complete the given track.



Participation summary:

Name of Event	Expected Number of Participants
Abhivaykti	46
Aavishkar	21
Maths Marathon	260
Virtual Placement	69
Brain Feed	128
Kirchoffs Kitchen	132
Robo Race	51
Line Follower Robot	18
	725



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.