

# Electronics and Communication Engineering Department

Reaccredited by National Board of Accreditation, New-Delhi for 3 years, w.e.f. July 2019

## Sarvajanik College of Engineering and Technology, Surat



## A Report of Symposium 2019 under the banner of Kshitij 2019

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**Date: 6th-7th September, 2019**

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### Faculty Coordinators

- Prof.(Dr.) Nehal Shah
- Prof.(Dr.) Maulin Joshi

### Student Coordinators

- Mr. Raj Patel
- Ms. Pratiksha Kakadiya
- Mr. Himansh Mulchandani
- Ms. Mitalee Garg
- Mr. Parantap Vakharwala

## Symposium Poster

**5** SARVAJANI COLLEGE OF ENGINEERING AND TECHNOLOGY  
Electronics and Communication Engineering Department  
(Re-Accredited by NBA, New Delhi for 3 years, w.e.f July 2019)

**Symposium 2019**  
"Simplify, modify & rectify"

Tripple Trouble  
Maze hunter  
Youth Parliament  
Lazer Maze  
Mystery Rooms  
Gang of circuit  
Talent Hunt  
Tic-Tech Toe  
App khoj  
Pyberry  
Big Data  
Cloud computing

Student Coordinators  
Himansh Mulchandani  
Mitalee Garg  
Pratiksha Kakadiya  
Raj Patel  
Parantap Vakharwala  
Date: 6th-7th September

Faculty Coordinators  
Prof(Dr.) Nehal Shah  
Head of Department  
Prof(Dr.) Maulin Joshi

Registration link <https://tinyurl.com/y6y7l27p>

## Contents

1. Introduction of Symposium 2k19.....	4
2. Participation for different events of Symposium 2k19.....	6
3. Statistics showing participation in different events of Symposium 2019.....	7
4. Outcomes of Symposium 2k19.....	8
5. Glimpses of Symposium 2k19.....	9
6. Brief description of all events.....	11

## **1. Introduction and Objectives of Symposium 2019**

### **“Aspire, Innovate, Empower”**

Electronics and Communication Engineering Department, SCET organized departmental level techno festival “SYMPOSIUM 2019” under the banner of Kshitij-2019 on 6<sup>th</sup> and 7<sup>th</sup> September 2019. It incorporated a profusion of events for the students to shine out their identity in technical as well as non-technical domain!!!

SCET organizes the technical festival “Kshitij –Anant gyan Ki Talaash Mein” 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.

Symposium has been the flame of knowledge burning since 1999 with the pioneering idea of Prof (Dr) Niteen Patel. It also pertains to promote research culture among the upcoming engineers thereby bridging the gap between the academics and the practical world requirements. The main goal of Symposium 2019 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 junior 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.

Finance is the back-bone of any event for its smooth running. Worthy sponsor partners of Symposium 2019 includes Trans Globe, SAWC (Students Activity and Welfare Counsel SCET) , Surat People's Bank, IMS Surat, and Prof. Sarosh Dastoor.

Mr. Akshay Joshi, CEO of PICUSTECH, India was invited as a Chief Guest for valedictory function (on 7<sup>th</sup> September 2019) of Symposium 2019.

Right from team-formation, events selection, registration, finance collection, poster design, participation and so on, the entire team lived whole-heartedly the moments of Symposium 2019. The theme of Symposium 2019 was “*Simplify Modify Rectify.*”

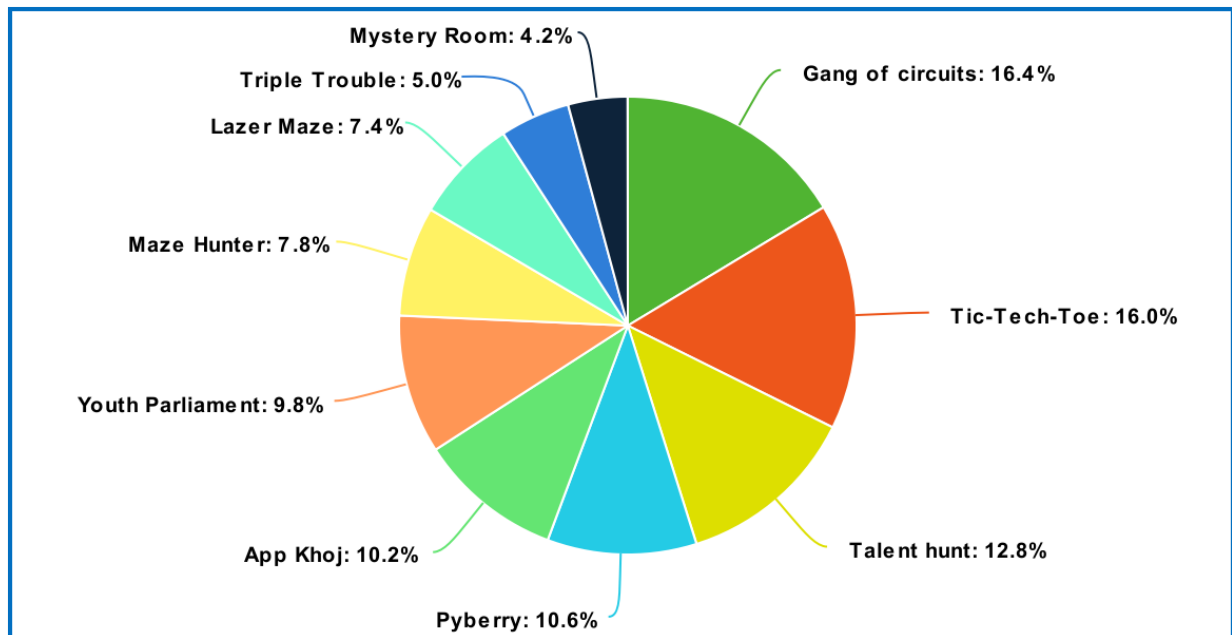
The enthusiastic participants and organizers were the aspirants who had innovative ideas for managing the events and participating for the same to justify the empowerment of brain amalgamated with the technology.

There were total 10 events including 5 technical and 5 non-technical events. The information about each event is given in the next section.

## 2. Participation for different Events of Symposium 2019

Sr No	Event	Participants
1.	Pi-Berry	52
2.	Gang-of-Circuit	175
3.	Tic-Tech-Toe	99
4.	App-Khoj	73
5.	Talent Hunt	133
6.	Laser Maze	102
7.	Maze Hunter	120
8.	Mystery Room	112
9.	Triple Trouble	99
10.	Youth Parliament	98
	<b>Total</b>	<b>1063</b>

3. **Statistics showing participation in different events of Symposium 2019**



meta-chart.com

#### **4. Outcomes of the Symposium 2019**

Students of final year ECC were filled with full zeal and enthusiasm and were able to put their 100% towards the success of the event.

**The outcomes are enlisted as:**

- Students will be able to work in a team, shouldering the responsibilities and managing the team in multidisciplinary environment.
- Students gained the horizon towards the requirement of industries and the market.
- Students will be able to understand professional engineering solutions liable for the real world applications.

It was a wonderful experience amalgamating the flavor of technology with the managing team of BE IV year and participation team of BE I, II and III year ECC students. Event heads, volunteers and participants show-cased their relevance in various events of Symposium and gained maximum yield from it.

It was an attempt towards progressive civilization....



## 5. Glimpses of Symposium 2019



*Inauguration*



*Maze Hunter*



*Triple Trouble*





*Youth Parliament*



*Lazer Maze*



*App Khoj*



*Valedictory*



*PyBerry*

## 7. Brief description of Symposium 2k19

### Gang-of-Circuit

**Description:** The event ‘Gang-of-Circuit’, is a combination of Logical Gates. The Event would eventually test logical and Boolean Expression knowledge as well as Fundamentals of Digital Circuit. This was a Technical Event.

It consisted of three rounds.

**Round 1:** In this round, the participants were given a Cross Word Puzzle.

**Round 2:** In this round, the participants were given a problem statement which they were supposed to implement the simulation on Logisim.

**Round 3:** In this round, the participants were given a problem statement which they were supposed to implement on Hardware.





## Pyberry

**Description:** The event ‘PyBerry’, is a combination of RaspberryPi, and Python. The event would eventually test programming knowledge as well as fundamentals of RaspberryPi. This was a technical event and first time a RaspberryPi was kept for Symposium.

It consisted of two rounds.

**Round 1:** In this round, the participants were given a problem statement which they were supposed to code in limited time. The accuracy of answer and algorithm were evaluated and on the basis of that, participants were shortlisted for the second round.

**Round 2:** In this round, participants were given a problem statement and they were supposed to interface the component and program the raspberryPi. Total time of 40 minutes was allotted and evaluation was done on the basis of final output.



## Youth parliament

**Description:** This was a new addition to the deck of Symposium, event which tests your knowledge of current affairs and Indian politics. This was a completely non-technical event, although the knowledge of current affairs is necessary for campus placement as well as many aptitude and entrance tests. It consisted of two rounds.

**Round 1:** Moodle test. 15 questions were given from a range of current affairs and Indian politics and participants. Time limit was 30 minutes and 20 participants were selected based on the score.

**Round 2:** In this round, participants were given a topic and were asked to instantaneously give a minute speech on the same. This was followed by debate. Evaluation was done on the basis of points said by participant, fluency, body language and confidence.



## Maze Hunter

**Description:** One of the most successful robotics event of GTU has been carried forward in Symposium. This event was loved and admired by all the robotics fans.

This year we presented this event on the symposium platform with a twist of maze solving,

**Round 1:** Registration were in a team of 2 player. One would be blind folded and other has to guide him/her to follow the right path to solve the maze.

**Final Round:** In this round 2 teams were having face of round. One team had a balloon mounted on the robot and the other team had needle on the robot. Both teams have to reach the centre of the maze by solving it and then needle robot team had to burst the balloon of the opponent.



## Talent hunt

**Description:** This event was intended to give a taste of how the actual placement drive looks. The entire placement was simulated in form of three rounds.

**Round 1:** Moodle based quiz. Quiz based on general knowledge and basics of programming were asked and evaluation was based on the number of correct answers.

**Round 2:** Group Discussion. Chief guest were invited and evaluation was based on the quality of points said, confidence and body language.

**Round 3:** Personal Interview. Jury from STPL(Sajanand Technolozer Pvt. Ltd) were invited for the final round to conduct personal interview.





## Triple Trouble

**Description:** This was a completely fun event based on one minute games. Three rounds were there taking participants to a completely different level of fun.

**Round 1: Drop-Flip-Win.** In this round, participants were expected to drop glasses with a balloon and had to arrange those glasses again by tapping on them. Points were given based on the number of glasses tossed.

**Round 2:** In this round, participants were asked to drop balls in glass, and points were allotted on the basis of same.

**Round 3:** This was a missiles round in which the participants were supposed to hit the target with darts.





## **Mystery room**

**Description:** The most interesting criminal case event ever! One of the best additions to the deck of symposium this year. This event makes you think and work like a detective, and puts your mind to a test by giving you a challenging case to solve.

**Round 1:** This was a treasure hunt round with a twist. One of the team member was asked to sit in the room and was given a riddle to solve, and the rest of the team were running in search for clues. Based on the number of correct answers of riddle, the time was deducted from the team's total time.

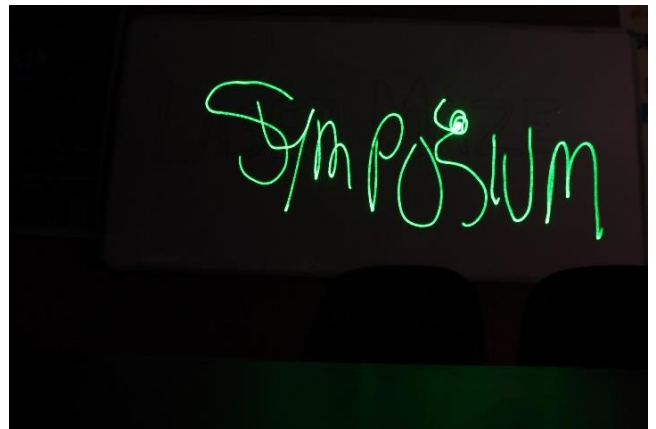
**Round 2:** In this round, the teams were given a case study, and after carefully reading the case study, they had to come up with the required solution. A crime scene was also created.

## Lazer maze

**Description:** An event that needs no introduction, perhaps the most interesting event of symposium. This was a completely non-technical event and consisted of two rounds.

**Round 1:** In this round, participants were given source and destination points and were supposed to connect these two points using lazer and mirror. The longest path were awarded points accordingly.

**Round 2:** This was a surprise round and in this round, a maze from lazars was created and participants had to cross the maze without touching the lazars. Winners were decided based on the time taken and penalties.



## App Khoj

### Round 1:

The first Round of the event was based on MIT App Inventor. It was an individual participation round. In this Round participant had to only design the application. They had to make their app more attractive. There were large number of participants among them 30 participant who had made most attractive application was selected for 2<sup>nd</sup> Round.

### Round 2:

In the Round 2 of App Khoj participant were given some block for certain application and they had to complete and run their application.

### Round 3:

In the 3<sup>rd</sup> Round 14 participants in the group of 2 was selected. In this round they had to design their whole application on given aim. Aim for the app was login page.



## Tic Tech Toe

### Round 1:

First round was buzz wire. There were 177 entries and 99 participations took place. Students were supposed to navigate through the zig zag and winding paths of wire using a ring. The only rule was to have minimum number of touches with the wire.

### Round 2:

Second round was named circuit work it. In this round 46 students participated in teams of 3. They were instructed to replicate O/P of simple circuit that was randomly given.

### Round 3:

Third round was very innovative. It had a unique twist of fun addend to it. Total 24 participants played in team of 3 a game of tic tac toe. The round had a set of questions which students have to answer if they correctly answer the question they are allowed to place their insignia on the tic tac toe mat. First to complete three in row wins the round.

