

# Innovate IoT



“Innovate IoT”, the first event of the year for both the Robotics Club and the Manthan Tech Club, was held on Wednesday, 13th September, 2023.

After a slight delay due to some technical issues, the event began with an introduction of the core members of both clubs. Manthan; headed by Vedangi Phapale and Aban Qureshi, with Swayam Singh, Saud Shaikh, Samruddhi Ambre, and Adarsh Singh as its core members; collaborated with the Robotics Club; headed by Haripriya Saraf and Nishant Dewulkar, with Navaneeth Krishnan and Parth Chikodi as its cores; for this event.

These introductions were followed by a brief overview of the event by Vedangi Phapale, the head of the Manthan Club. She encouraged the audience to visualize how advanced technology has become and how IoT, that is, the Internet of Things, has played an important role in bringing it where it stands today. She also threw light upon the functions of the Raspberry Pi, which is a series of small single-board computers developed in the United Kingdom and briefly explained the esp8266 device - a standalone wireless transceiver used to enable the internet connection to various applications of embedded systems. This was followed by a brief question and answer session.

Following this, the head of the Robotics Club, Haripriya Saraf, took over and instructed the students to make groups to perform the event activity which was to make an SSH (Secure Socket Shell) connection using Raspberry Pi, and gave them some pointers

required to operate the software. All the members of both clubs made sure of the smooth functioning of the event by actively engaging with the students and helping them out with any doubts or queries.

While the core members tackled most doubts effortlessly, there was an issue that was more of a curve ball than usual for them- a group was unable to complete the task and all the members racked their brains only to find out that the device had not been connected to the computer. After a short break, the audience was split into teams again for a game called "The Hunt". Five groups were made, and each group member had to find a paper with all the clues in it which was hidden near a computer marked with an 'X'. After finding the clue, every group had to follow the clues, find the WiFi password, and connect the PC to that network. The first team to finish would win the game and a certificate. After sharing a little information about devboards and their application, the event was concluded with a vote of thanks by the club heads.



In the end, the event not only weathered the storm caused by a few technical challenges but shone brightly through it. Despite the rocky start, both teams pulled together, navigated the challenges with grace, and delivered a seamlessly executed event.

