Report of STME Events

July - October

Coder's Cooking Frenzy (27th July 2022, 4 - 6 PM)

"Cooking is a caring and nurturing act. It's kind of the ultimate gift for someone, to cook for them."
The exhilarating journey of events for the year 2022-23 started with a cooking competition for coders. Coding and cooking are deeply related. The participants were expected to prepare their dish, which could either be an appetizer, dessert, sandwich, or a shake, in 45 minutes only. The winners were Zucchini Pasta in Garlic Sauce, Red Sauce Pasta with Garlic Bread & Oat-Chocolate Brownie, respectively.

Go with the Flow (3rd August 2022, 3:45 – 6:00 PM)

"Create a work of art is to create the world."
Painting is the expression of ideas and emotions, with the creation of certain aesthetic qualities, in a two-dimensional visual language. In this event, there were ten groups participating from different batches of STME. The event was judged by Moumita Mam and Toral mam. The winners of the competition were Team Splash, Team Ocean Four & Team Vimal arts, Team Vibgyor, respectively.

Code Mantra: Python (4th August 2022, 3:45 – 6:00 PM)

"Learning to write programs stretches your mind and helps you think better, creates a way of thinking about things that I think is helpful in all domains."

The event was conducted on 4th August 2022. Knowing the importance of Python in today's techy world Infinix Coding club of STME organized a coding workshop on intermediate-level programming in python. The session was on intermediate-level programming, the students were expected to have some knowledge on the basics of python. Throughout the event, assorted topics were discussed like Panda, NumPy, and Matplotlib in python.

Orientation Week (16th - 23rd August 2022)

"The start of something new brings the hope of something great, as rightly said trust the magic of new beginnings."
With this beautiful quote, Induction Program for the year 2022-2023 was commenced. The Program was conducted for 6 days filled with all the fun, interactive and inspiring events. It had various Guest Speaker Session, Interactive & Fun activities, Talent Hunt, Performances and to end it Official Prom (Official Fresher's party).

Teacher's Day (5th- 9th September 2022)

Kick off the Teacher's Appreciation Week in a grand way, the Student Council of STME planned a special event in collaboration with the Student Council of SOC (School of Commerce), Music Committee, Cultural Committee, and the Rotaract Club of NMIMS Sunrise on 5th September. A 5-mins long video was also made by the students of STME to highlight the importance of Teaches and thanking them. Later, as a part of the Appreciation Week, Roses were also distributed on 9th September as a token of Respect and Appreciation to all the Faculties.

Cyber Security Workshop (14th September 2022, 4:00 – 5:30 PM)

"Cyber-Security is not easy, but it comes down to three basic principles- PROTECT, DETECT and RESPOND."
Cybersecurity is the practice of protecting critical systems and sensitive information from digital attacks. The Techcider Club of STME organized an event on Cybersecurity to make the students understand various exciting and thrilling concepts of information technology security. They learned about how Ophcrack can be burned into removable drives and can be used to crack system passwords. Professor Yogesh Jadhav was the speaker in the workshop and gave a brief introduction about booting the system on Windows and Linux. Many different tools were highlighted such as OSINT tools, Open-Source Intelligence, google dorks which is used to find search strings and vulnerabilities, and last but not the least, the Shodan-search engine for Internet-connected devices.

Tech Trivia (17th September 2022, 4:00 – 6:00 PM)

"In this day and time, with no competition an individual is really walking a tightrope. Competition makes a person more confident and sets goals for himself to make himself better."

Coding is today's language of creativity. The INFINIX coding club of STME, arranged a tech trivia event for all the Technavio enthusiasts out there. The event comprised four teams with five members on each team. There were three rounds in this trivia. The first round i.e., the Team relay, comprised fifteen questions that were supposed to be completed in a span of 10 minutes. Round two i.e., the Photo Trivia round (non-technical). This round was a visual quiz round of guessing the word within 15 seconds by looking at a pack of four pictures pointing toward one word. Coming to round three, the Paper Balls round. In this round, each team was given a box that contained paper balls. The members of the winning team were: Jagrut Lade, Rhea Patel, Ved Datar, Om Sable & Bhargav Pandit.
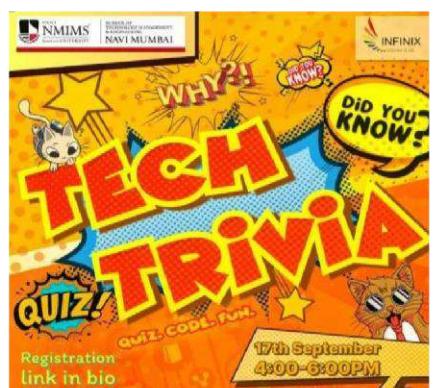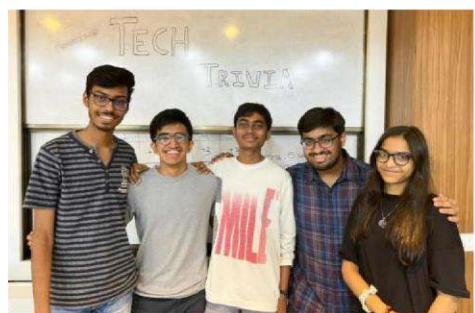
GDSC Compose Camp (23rd September 2022, 4:00 - 5:30 PM)

"Programming is like a game of golf. The point is not getting the ball in the hole but how many strokes it takes."

Understanding how crucial it is to keep up with the ever-growing technological advancements, especially alongside the university curriculum for students, the initiative to establish Google Developer Student's Club (GDSC) was taken. GDSC helps bridge the gap between theoretical and practical knowledge amongst students. The first Compose Camp (GDSC Event) focused on introducing students to the Android Operating System and Android App Development programs which are developed by Google and Open Handset Alliance (OHA). An informative quiz based on the knowledge imparted in the session had the following results: first - Aditya Narayan, second - Aban Qureshi & third – Sumukh Gour

GDSC Compose Camp (second – 6th October 2022, 4:30 - 5:30 PM)

"Technology is best when it brings people together."

Continuing the success of the first Compose Camp, the 2nd GDSC Compose Camp built on the foundational knowledge provided in the previous event, taking in idea submissions from students about the kind of Android Applications they wanted to build. The students were made to code the Snake game in Kotlin, thereby giving them an experience in the famous App Development language. The participants then got to know about Android's Modern Toolkit, which has made the process of building apps easier, faster, and more efficient.

Verticals Marathon (7th October 2022, 4:30 – 6:30 PM)

"It always seems impossible until it's done."

The STME Student Council organized the Verticals Marathon, a fun competition covering creative aspects like creative writing, designing, and creating marketing pitches. The event was a welcome change from the series of highly technical events that the students had been a part of, thereby leading to huge participation. While the event was indeed one that students enjoyed, it was aimed at making the right half of their brain work, so that they can put their creativity to work while understanding how product marketing works in an entertaining way.

The competition consisted of four rounds, each covering the essential creative arts of Photography, Digital Designing, Creative Writing and Marketing, respectively. The competition was won by the team led by Archit Sharma who were given the brand *Tupperware*, while the runner-up position was bagged by Team Lakshita Arora who were assigned *Bisleri* as their brand.

VR Workshop (13th October 2022, 3:30 - 6:30 PM)

"Virtual Reality is a way to escape the real world into something more fantastic. It has the potential to be the most social technology of all time"

Continuing its consistent attempts to assist the University in making students industry ready, the Student Council of STME organized a first-hand Virtual Reality (VR) workshop on October 13, 2022. Guest lecturer Mr. Subodh Deolekar started off the session covering the theoretical aspects of Virtual Reality, following which he introduced students to codespaces.edu, a free, online platform which can be used by students to create their own Virtual World.

Now that the students possessed theoretical knowledge and were well-versed with the tools of Virtual Reality, all that was left for them was to combine their thoughts and actions to produce their very first virtual world. The participants were given a time interval of 20 minutes, during which they were able to produce a lot of amazing Virtual Worlds.

Hello Arduino (14th October 2022, 4:30 – 6:30 PM)

"It is only when they go wrong that machines remind you how powerful they are."

Given the increasing use of Arduino boards in embedded systems and the request of students to work on Hardware devices, the MANTHAN Club of STME organized "Hello Arduino" - a hands on workshop on Arduino circuits, where the students not only learned about the importance of of Arduino, but they were also given the opportunity to create their own working Arduino projects right from scratch.

A quiz based on the topics taught in the session was also held in which the students were evaluated by having to answer questions on Kahoot. Winners for this quiz were: first - Atharva Karve, second - Aryan Kharate & third – Gayatri.

GDSC Inauguration Ceremony (18th October 2022, 3:30 – 5:00 PM)

"If future generations are to remember us more with gratitude than sorrow, we must achieve more than just the miracles of technology. We must also leave them a glimpse of the world as it was created, not just as it looked when we got through with it."

After the success of the first two Compose Camps, an official inauguration event for the Google Developer Student's Club (GDSC) was held on 18th October, which was graced by the presence of Campus Director Dr. P.N. Mukherjee. The objective of this Ceremony was to recognize the efforts put in by the Club members, along with spreading awareness about the inception and existence of this marvellous club, as it looks to expand by opening applications for new members soon.

The ceremony saw the GDSC Banner being revealed by Director sir, following which the students were given a basic idea of what the club is and how being a part of it would benefit them. This was followed by a fun ice-breaking session where the participants got to interact with GDSC Club members in a more informal way and establish rapport with them.

Reiki: The Beginning of a Spiritual Journey (19th October 2022, 3:30 – 5:00 PM)

"Don't search for anything except peace. Try to calm the mind. Everything else will come on its own."

Given how stressful college life can get at times not only for the students, but also for the faculties and non-academic staff, the Student Council of STME took the initiative of organizing a Reiki session for members of the NMIMS family. Reiki is a form of energy healing that originated in Japan in the 20th Century, which involves only transfer of energy from practitioner to the patient, leading to better energy flow and thus faster healing in patients. The event was graced by the presence of Mr Ajit Telang, who is the founder of Reiki Vidya Niketan. Mr Telang started the session with a basic introduction about Reiki and how this art can be used for public welfare. Sir also demonstrated the power of this technique of energy healing by making a flower bend in a particular direction using the positive vibrations of his heart.

AR Workshop (20th October 2022, 3:30 - 6:30 PM)

"Looking to the future, the next big step will be for the very concept of the 'device' to fade away, and AR will play a significant role in it" - Sundar Pichai

Continuing its consistent attempts to assist the University in making students industry ready, the Student Council of STME organized a direct Augmented Reality (AR) workshop on October 20, 2022. Given that the theoretical aspects of AR had already been covered in the course curriculum, guest lecturer Mr. Subodh Deolekar started off the session by giving the students an introduction to sites like free3d.com, Vuforia Developer Portal and Unity 3D Software, which are the essential tools to build an AR project.

After making sure that students were thorough with the tools, the speaker then explained how the students can create their own working model. The participants were encouraged to find the 3D models on their own and upload their own images to create a unique model for themselves. After an hour of challenging work, the working AR Models were ready, giving students an idea of how the theoretical concepts can be implemented practically using the Unity software.