

## “Business Pitching Report”

### Introduction:

A **Business Pitching Competition** is a dynamic and skill-oriented event where participants develop and present innovative business ideas within a limited time. The competition encourages students to think creatively, identify real-world problems, and propose practical business solutions. It also helps participants improve their communication, presentation, and entrepreneurial skills.

Such competitions provide students with an opportunity to experience how entrepreneurs present their business ideas to investors and stakeholders. Participants are required to organize their ideas clearly, explain the value of their concept, and convince the audience about the potential success of their business model.

### Competition Details:

The **Business Pitching Competition** was conducted as part of **PRAVEGA '26** at ACE College of Engineering, Thiruvananthapuram. The competition was held over **three days, from February 2 to February 4**, and concluded at **12:00 PM on February 4**. The event was conducted by **Abhi Alif** and **Asish S George**, who served as the speakers and mentors for the competition. The event began with an introductory session where the theme, rules, and evaluation criteria were explained to all participants. During the introduction, the speakers emphasized creativity, innovation, and clarity of presentation as important judging factors.

Participants were encouraged to brainstorm innovative ideas and develop business concepts that could address real-world problems. Throughout the competition, teams worked together to structure their business ideas, identify their target audience, and design effective pitching strategies.

The speakers also guided participants on important elements of a successful business pitch, including **problem identification, solution development, market analysis, business model planning, and revenue strategies**. Participants prepared their presentations and practiced pitching their ideas confidently.

At the end of the competition, teams presented their business ideas before the mentors and judges. The evaluation was based on factors such as **creativity, feasibility of the idea, presentation skills, and clarity of the business model**.

The competition concluded successfully on **February 4 at 12:00 PM**, with all teams presenting their innovative ideas and gaining valuable feedback from the mentors.

### **Conclusion and Outcome:**

The Business Pitching Competition helped participants gain practical knowledge about developing and presenting business ideas effectively. Students learned how to identify real-world problems and create innovative solutions through structured business models. The competition also improved participants' **communication, presentation, and teamwork skills**. Through the event, students developed a better understanding of **entrepreneurship, market analysis, and pitching strategies** used in the startup ecosystem. The competition encouraged creative thinking, confidence in public speaking, and the ability to present ideas clearly and convincingly in front of an audience.

Overall, the event enhanced the participants' **entrepreneurial mindset and problem-solving abilities**, preparing them for future opportunities in innovation, startups, and business development.

### **Images:**



**Attendance Sheet:**

SI No:	NAME
1	<b>Athira K Sudheesh</b>
2	Sneha S Kumar
3	Anjana Vinod
4	Sreya Suresh
5	<b>Muhammed Mubarak N</b>
6	MUHAMMED ALI J
7	Elbin simon
8	Sangeetha R S
9	<b>Afreen Niyas</b>
10	Febi Fathima
11	K A Sheik Muhammed Althaf
13	<b>Sonal v Sunil</b>
14	Adhil Noushad
15	Sulthan N
16	Abhijith VS
17	<b>Shifana S</b>
18	ANNIE S R
19	ANASWARA A
20	SRAVAN SAJI

25	<b>Ashwin Sreekantan</b>
26	RASHIN PV
27	ADITHYAN S NAIR
28	ABHIRAM SR
29	<b>Parvathy B</b>
30	Ruksana. N
31	Jazmin.S.J
32	Fathima Beevi. N
33	<b>Muhammed Najad</b>
34	Muhammed Fayaz
35	Salman Saleem
36	Muhammed Hafiz
37	<b>Roisna Reejan</b>
38	Aarya Sunilraj
39	Narthana s Rajeev
40	Anjitha Anil
41	<b>lismon jose</b>
42	kovidh menon
43	Sriyesh Kumar
44	jabir jalal

45	<b>Muhammed Thanzeer TS</b>
46	Rishikesh Sreenivasan Kulkarni
47	Akhil S
48	Akshay GN
49	<b>SANJAY G</b>
50	Al Ameen S
51	R Selva Adithya
52	<b>Aleena</b>
53	<b>Shah</b>
54	Gokul RG
55	Farhan
56	Mohammed K
57	<b>ADITHYA S NAIR</b>
58	G Sree Gokul
59	Akshay S

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## “UI/UX Design Report”

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### **Introduction:**

The Student Development Program (SDP) on UI/UX Design was conducted as part of PRAVEGA '26 at ACE College of Engineering, Thiruvananthapuram. The objective of the program was to introduce students to the fundamental concepts of User Interface (UI) and User Experience (UX) design. The session focused on helping students understand how modern digital products such as websites and mobile applications are designed to be visually attractive, interactive, and easy to use. The program aimed to encourage creativity, design thinking, and problem-solving skills among students. Through the session, participants were able to gain a basic understanding of designing user-friendly digital interfaces and improving the overall user experience in modern applications.

### **Competition Details:**

The SDP on UI/UX Design was conducted by Fazil S, and the session was introduced by Abialif. The program was held from 10:00 AM to 4:00 PM and included interactive explanations, demonstrations, and discussions related to UI and UX design principles. During the session, the speaker explained the importance of UI and UX design in modern digital platforms. Students were introduced to the differences between UI Design and UX Design. UI design mainly focuses on the visual components such as layout, typography, color schemes, icons, and buttons. UX design focuses on the overall experience of the user while interacting with a product, ensuring usability, accessibility, and satisfaction. The session also included an introduction to modern design tools used by professionals, such as Figma, which helps designers create wireframes, design interfaces, and build interactive prototypes. Through examples and explanations, students learned how good design improves user engagement and usability in digital products. Participants actively engaged in the session, asking questions and exploring the design process involved in creating user-friendly applications.

### **Conclusion and Outcome:**

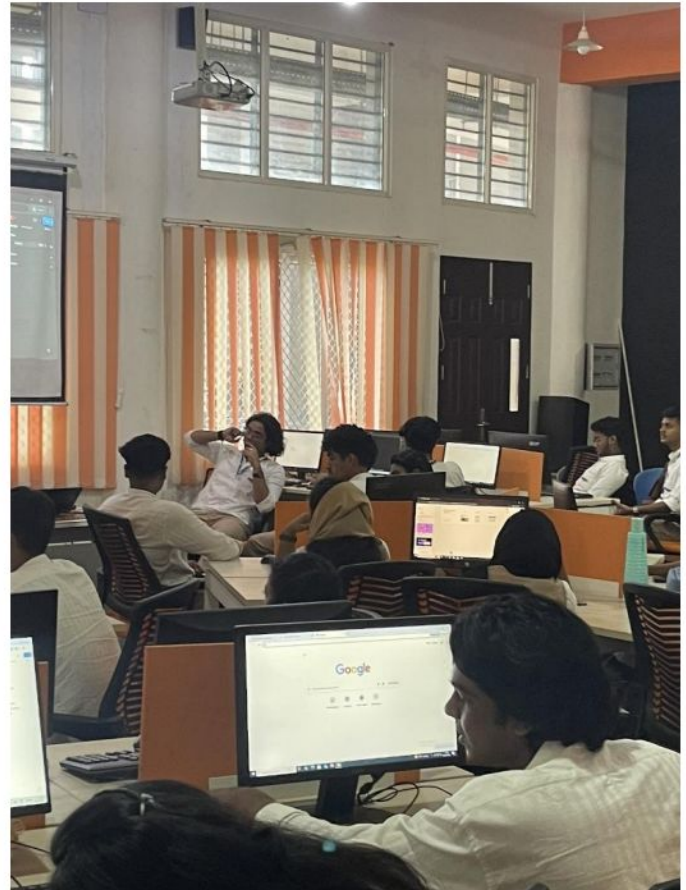
The SDP on UI/UX Design concluded successfully, providing students with valuable knowledge about modern interface design and user experience strategies. The session helped participants understand the importance of designing digital products that are both visually appealing and highly functional. The program inspired students to explore UI/UX design further and encouraged them to develop their creative and analytical skills in the field of digital design. Overall, the session served as an informative

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and engaging learning experience for all participants

**Images:**

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### Attendance Sheet:

	NAME	
1	Kiran M R	
2	Isha SM	
3	Alphin Zephania S	
4	Manasvi G R	
5	Mohammed Afsal M	
6	Abhiram Keshav AS	
7	Jobin T	
8	Beni G	
9	Adhipan S	
10	Asiga P	
11	Adarsh Jyothi	
12	CharuPriya	
13	Safa salim	
14	Akmal	
15	Suraj SR	
16	sreejith achu	
17	ANZILA M	
18	Prabina PB	
19	Joshna E R	
20	Noorul Iffa R S	
21	Alfidha S	
22	Naziha Fathima	
23	Jisna.s	
24	Nafin Sulaiman	
25	Vaiga S	
26	Saanvi	
27	Mohammed Safwan S	
28	Arathy Anna Rajesh	
29	Shahana	
30	Krishna V	
31	Rohit Amstrong S	
32	Anusha	
33	Sanoop	
34	Niranjana	
35	Parvathy	
36	Anugraha	
37	Rabiya	
38	MG sreelekshmi	
39	Devapriya. P	
40	DIYA MR	
41	Muhammed Ismail S	

42	Akash Sanjay	
43	Abhinav RS	
44	Anandh S	
45	Suparno Roy	
46	Sanjay Ram	
47	Muhammed Azeem	
48	Muhammed Sufian Makhdoomi	
49	Vismaya Raj	
50	Fathima Siyana	
51	Abhishek V	
52	Karthik	
53	Viishnu	
54	Sajna RS	

## “Code Debugging Competition Report”

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### Introduction:

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A one day Code Debugging Competition is a fast-paced and analytical event where participants identify and fix errors in pre-written code within a limited time of three hours. This competition tests participants' attention to detail, problem-solving ability, and understanding of programming concepts while working under time pressure..

### Competition Details:

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The Code Debugging Competition was conducted with the theme “Rescue the Broken Code.” The event officially started at 12:30 PM with an introductory session delivered by Abi Alif, who served as the speaker for the event. During the introduction, the theme, rules, and evaluation criteria were explained to all participants. Logical thinking, accuracy in identifying bugs, and the ability to fix errors efficiently were emphasized as the key judging factors.

Participants were given 10 minutes of analysis time to carefully review the provided

Code snippets and identify potential errors before starting the debugging process. The competition was held from 12:30 PM to 3:30 PM, during which teams worked intensively to detect, analyze, and fix bugs in the given programs based on the competition theme

The Faculty Coordinator for the event was Ms. ARATHY GANDHI., and the Student Coordinator was Ashok Raj.

At 3:30 PM, all teams successfully completed the competition and submitted their debugged code solutions1

### Conclusion and Outcome:

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The Code Debugging Competition concluded successfully at 3:30 PM, showcasing the logical thinking, programming knowledge, and problem-solving skills of all participating teams. The event provided an excellent platform for students to demonstrate their debugging abilities within a limited time frame. Participants efficiently identified and fixed errors in the given programs, highlighting their analytical thinking and attention to detail.

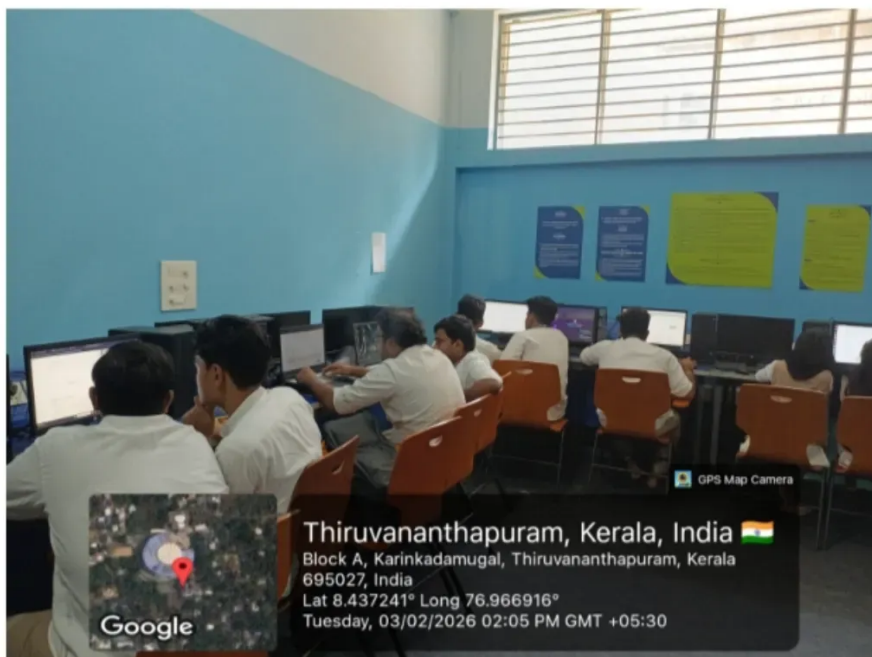
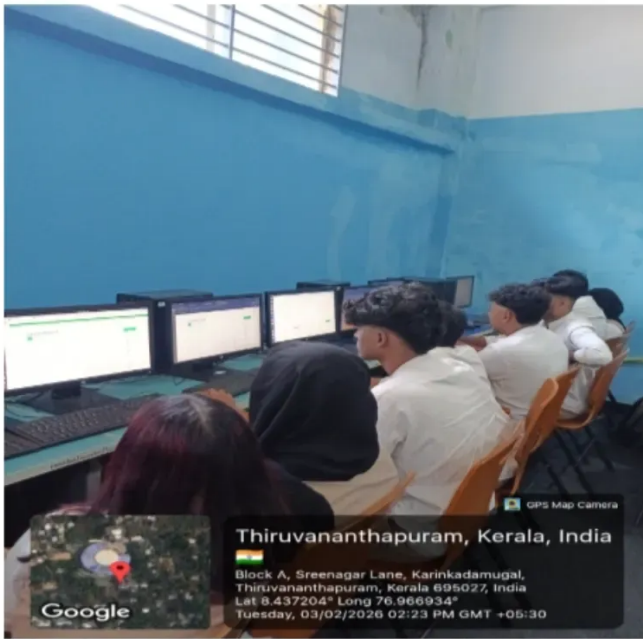
After careful evaluation of all submitted **debugged code solutions**, the winners were announced. The **First Prize** was awarded to **Akilesh Vijayakumar & Lekshmi P**, who received a cash prize of **3000**. The **Second Prize** was secured by **Aadhithyan S A & Aparna M S**, receiving a cash prize of **1500**. The **Third Prize** was won by **Shehzad**, who received a cash prize of **500**.

The competition ended on a positive note, encouraging participants to continue developing their problem-solving abilities and programming skills in code debugging. Overall, the event was a great success and a valuable learning experience for everyone involved.

### Images:

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**Attendance Sheet:**  

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<b>CODE DEBUGGING</b>	
<b>SL No:</b>	<b>NAME</b>
1	Nandhu U
2	Akhilesh MS
3	Rohan R Girish
4	Glida
5	Bhadra
6	Akshit
7	Aparna
8	Arif Tajudeen
9	Mohammed Aslam
10	Akhilesh Vijaya Kumar
11	Amina S
12	Abhishek JP
13	Madumida
14	Jagan PR
15	Safa
16	Sanoop
17	Shehzad
18	Akshay P
19	Indrajith

## “REPORT OF ROBOTICS WORKSHOP”

### Introduction:

As part of the Prestigious Event “PRAVEGA 26”. ACE College of Engineering hosted a Comprehensive Two day Robotics Workshop ,designed to immerse students in the Foundational aspects of Robotics and Automation.This initiative aims to bridge theoretical knowledge with practical application,Fostering a deeper understanding of robotics system and their operational Dynamics.

### SESSION DETAILS:

Day 1: 2nd February 2026

The first day of the Robotics Workshop consisted of one session that focused mainly on coding and the working of motors

The session was conducted by **Mr. Jezeil**, a Robotics Engineer. It commenced at 9:30 AM and concluded at 4:00 PM. The trainer introduced the basics of programming used in robotics and explained how code is used to control the movement of a robot. Students learned simple coding concepts such as logic, commands, and control statements. The trainer demonstrated how changes in code affect the speed and direction of the motor, helping students understand the relationship between software and hardware. The working principle of different types of motors used in robotics was explained, showing how motors convert electrical energy into mechanical energy and how they are connected to controllers and power supply. The session was interactive, and students were encouraged to ask questions.

Day 2 – 3 February 2026

On the second day of the robotics workshop, held on 3 February 2026, the session was mainly focused on programming and practical implementation. The participants learned how to write code for controlling two motors and understood how the motors respond to different commands, including forward, reverse, and differential speed settings for steering. The training emphasized dual-motor synchronization techniques and the use of H-bridge drivers to manage motor polarity and PWM signals for precise velocity control.

After programming, the motors were connected to the robotic setup and the code was tested step by

step. With proper guidance, the motors worked successfully as expected, demonstrating real-time response to command inputs and sensor feedback. The implementation included configuring encoder readings to monitor motor RPM and adjusting PID parameters for smoother motion. Later, the components were assembled and the robotic car was run, observing its movement and direction control through differential drive algorithms that calculate wheel velocities for turning radius and straight-line travel.

### **Conclusion and Outcome:**

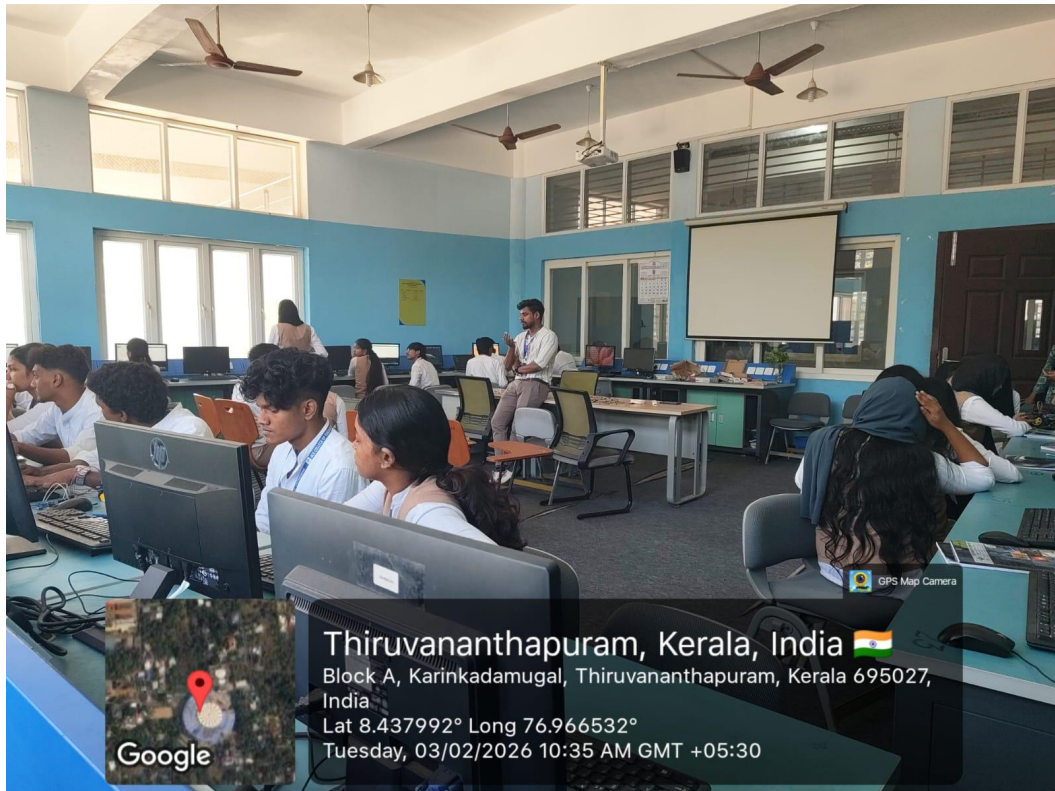
The workshop provided valuable practical knowledge about project scheduling and management along with hands-on robotics training. Students gained a clear understanding of how real-world construction and engineering projects are planned and monitored using professional tools, and also learned how to design, program, and control robotic systems for automation tasks. The session helped participants understand how proper scheduling, activity relationships, and resource allocation play a vital role in successful project execution, while also highlighting the importance of motor control, sensor integration, and algorithm implementation in robotics.

Overall, the robotics workshop conducted during the technical fest was highly informative and beneficial for students. The session successfully introduced participants to the fundamental features of project-management software and demonstrated how it can be used for effective project scheduling and management, alongside practical robotics demonstrations that showed motor programming, PID tuning, and differential-drive techniques. The interactive explanations and hands-on experiments helped students understand the importance of planning and controlling both engineering projects and robotic systems in professional environments

## Acknowledgement

We would like to express our sincere gratitude to **Jezeil Sir**, Robotics Engineer from Evolve Robotics, for conducting this informative and engaging workshop. We also extend our heartfelt thanks to the faculty coordinator, **Sara Miss**, for her guidance and support in organizing the session successfully. Special appreciation goes to the student coordinator, **Aiswarya S**, for her efforts in coordinating the event smoothly. Finally, we would like to acknowledge the valuable contributions of the volunteer **Rahna Ns** for her assistance in organizing and managing the workshop activities.

## Images:





### Attendance Sheet:

1	Bhiduna DB
2	Muhammad Yaseen
3	Muhammed Farhan A H
4	Anfal muhammed
5	Sahiya Fathima
6	Sahala EH
7	Nifa Jasmine MP
8	Fathimath fida
9	Ishrath S
10	Meharoon A Aeez
11	Anuja Anil.B
12	Athif Yoosuff Sherief
13	Abhishek Anil
14	Aashna Sulthana Ahammed
15	Abinaya VR
16	Aiswarya B
17	S Mymoona
18	Mohammed Ahad
19	Salwa. S
20	S.Abdullah
21	Safa mohammad
22	Noora.H
23	Advaith P Nair
24	Gopika S A
25	Azif mohammed
26	Abhishek GR
27	S.Sanjay
28	Suganya Sree.M
29	Amina Sudheer
30	Muhammed Ihsan

# Workshop Report on Primavera Project

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## Introduction:

A technical workshop on Primavera Project Management Software was conducted during the technical fest Primavera at ACE College of Engineering under the initiative of the IEDC Club. The session was handled by Sujin Sir from InterCAD Systems Pvt. Ltd.. The workshop aimed to introduce students to the fundamentals of project planning and scheduling using Primavera, one of the most widely used project management tools in the construction and engineering industries.

The primary objective of the workshop was to familiarize students with the basic concepts of project management using Primavera. The session focused on understanding how complex projects can be organized, scheduled, and monitored effectively. Students were introduced to the importance of managing time, resources, and cost, which are the key components of project management.

## Session Details:

Several important concepts related to project planning were explained during the workshop. The session started with an introduction to the Project Life Cycle, which includes initiation, planning, execution, monitoring, and closure phases. These stages help in systematically managing a project from beginning to completion. Students were also introduced to the concept of Organizational Breakdown Structure (OBS), which represents the management hierarchy responsible for different sections of a project. Another important concept discussed was the Work Breakdown Structure (WBS), which helps divide a large project into smaller and manageable activities. The trainer demonstrated how activities are created in Primavera by assigning activity IDs, activity names, activity types, durations, and start and finish dates. By organizing activities in this way, project planners can easily track and manage work progress. A major focus of the workshop was on project scheduling. Students learned how to create and manage project schedules using the Gantt Chart interface in Primavera. The trainer explained how activities can be connected using relationships such as predecessor and successor to define the logical order of tasks. Another key concept discussed was the Critical Path. The critical path represents the longest sequence of dependent activities in a project schedule and determines the minimum time required to complete the project. Understanding the critical path helps project managers identify which activities must be completed on time to avoid project delays.

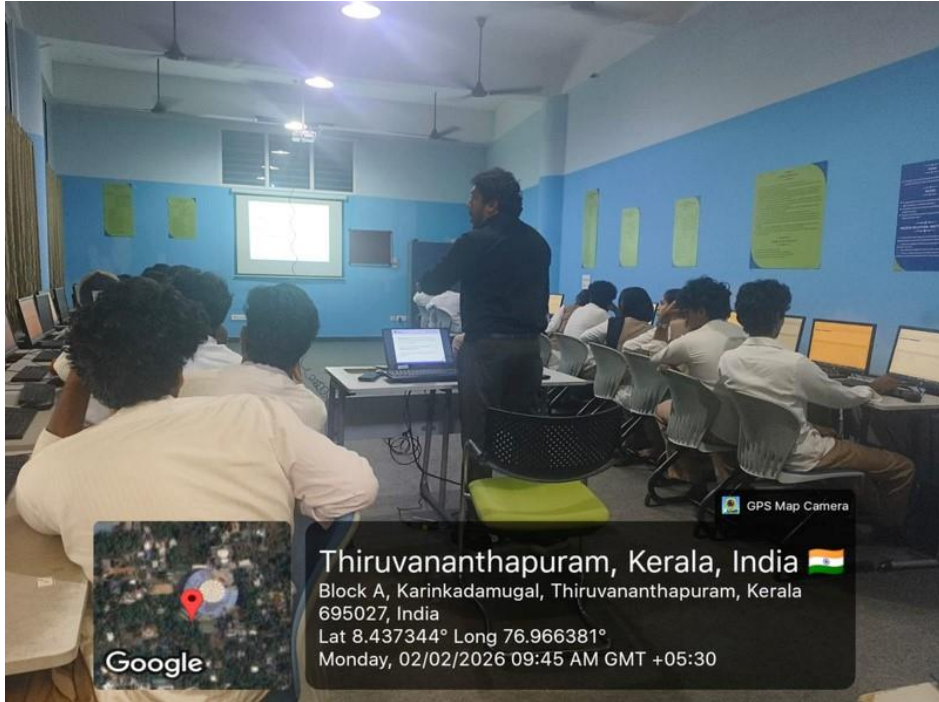
## **Conclusion and Outcome:**

The workshop provided valuable practical knowledge about project scheduling and management. Students gained a clear understanding of how real-world construction and engineering projects are planned and monitored using professional tools like Primavera. The session helped participants understand how proper scheduling, activity relationships, and resource allocation play a vital role in successful project execution.

Overall, the Primavera workshop conducted during the Primavera technical fest was highly informative and beneficial for students. The session successfully introduced participants to the fundamental features of Primavera software and demonstrated how it can be used for effective project scheduling and management. The interactive explanations and practical demonstrations helped students understand the importance of planning and controlling projects in professional engineering environments.

## **Acknowledgement :**

We would like to express our sincere gratitude to Sujin Sir from InterCAD Systems Pvt. Ltd. for conducting this informative and engaging workshop. We also extend our heartfelt thanks to the faculty coordinator, Amrutha Miss, for her guidance and support in organizing the session successfully. Special appreciation goes to the student coordinator, Lakshmi Karthikak, for her efforts in coordinating the event smoothly. Finally, we would like to acknowledge the valuable contributions of the volunteers Mohamed Swalih and Asiya Sajad for their assistance in organizing and managing the workshop activities.



**ATTENDANCE :**

- 1 Shebin Sheik
- 2 Adithya ram
- 3 Majith M
- 4 ALAADIL M
- 5 Akseeb B J
- 6 Aravind b biju
- 7 Fathima.H
- 8 Subin Sha. S
- 9 Gokul Anil
- 10 Abhed R B
- 11 Abhinav S Anil
- 12 Muhammed Farhan A S
- 13 Amith A V
- 14 Abhiram Krishnan R.S
- 15 GOKUL B
- 16 Bibisha B S
- 17 Abhinand A G
- 18 Ananthu krishnan
- 19 Afsal.S
- 20 Akshay R S
- 21 Riswana Fathima H S
- 22 Asiya Sajad
- 23 Mohamed swalih
- 24 Vaisakh SS
- 25 Malavika L
- 26 Vaishnavi SS
- 27 Fidha Fathima S
- 28 RUKSANA L
- 29 ANZIL K
- 30 G D ROHITH

## CIRCUIT DEBUGGING

### INTRODUCTION

A one-day circuit debugging competition was organized at Ace College of Engineering, designed to test the technical knowledge, analytical thinking, and practical problem-solving skills of the participants.

### DETAILS

The competition consisted of three different rounds, each focusing on different aspects of electronics and circuit analysis.

#### ROUND 1 (QUIZ)

The first round of the competition was a quiz round. In this round, participants were tested on their theoretical knowledge of basic electronics, circuit components, and troubleshooting concepts. The quiz included multiple-choice questions and conceptual problems related to electronic circuits, components, and common faults. This round served as a screening stage to evaluate the participants' foundational understanding and to shortlist the most knowledgeable teams for the subsequent rounds of the competition.

#### ROUND TWO (CIRCUIT DEBUGGING)

The teams that qualified in the quiz round advanced to the second round of the competition. In this round, participants were provided with faulty electronic circuits, specifically clipper and clamper circuits, which contained intentional errors or malfunctions.

The objective of this round was to evaluate the participants' practical knowledge of circuit analysis and debugging skills. Each team was required to carefully examine the given circuits, identify the faults present in the components or connections, and rectify them. After correcting the faults, the teams were expected to demonstrate the correct output waveforms of the circuits using appropriate testing instruments such as an oscilloscope.

This round aimed to assess the participants' hands-on ability to troubleshoot electronic circuits, understand waveform behavior, and apply theoretical concepts in a practical environment.

#### ROUND THREE (CIRCUIT CONSTRUCTION)

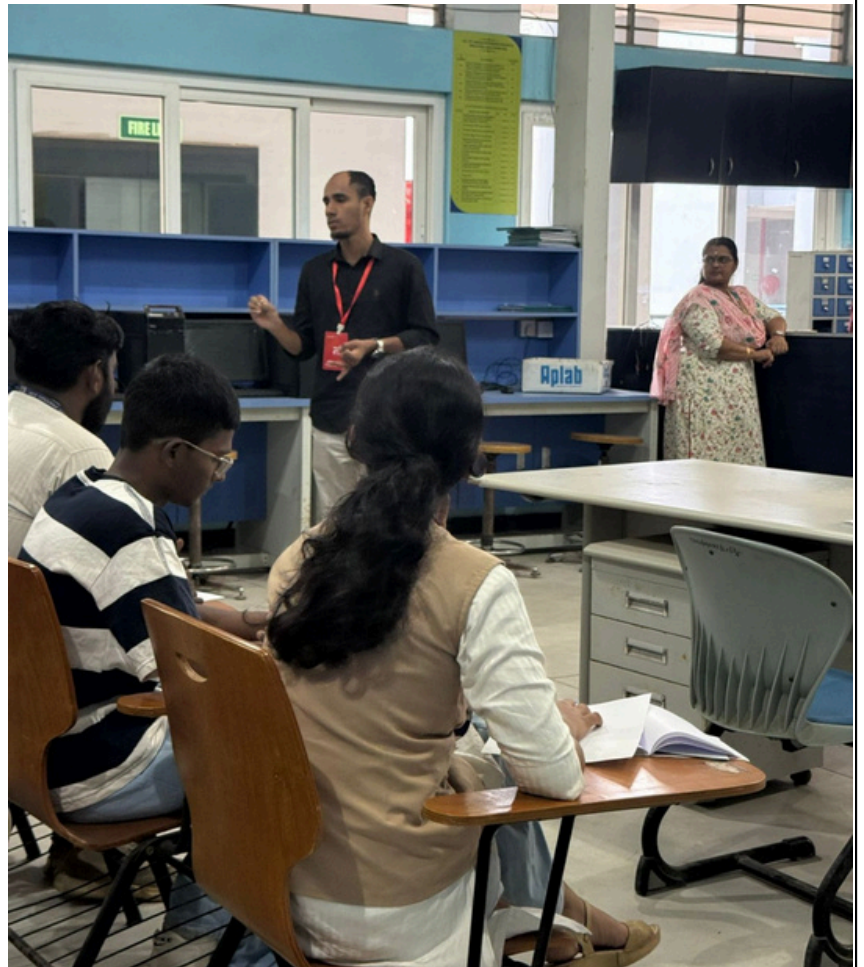
Five teams were selected to advance to the final round of the competition. In this round, the participants were provided with a set of resistors and were tasked with designing and constructing a circuit capable of producing a specified output voltage. The teams were required to analyze the problem, perform the necessary calculations, and determine the appropriate combination of resistors to achieve the desired voltage level.

### ROUND THREE CONTINUATION

Unlike the previous rounds, this stage emphasized the participants' analytical thinking, circuit design skills, and practical implementation abilities. After completing the calculations, each team independently assembled the circuit using the given components and demonstrated that their design produced the required voltage. This round tested the teams' understanding of voltage division, resistor networks, and practical circuit construction.

At the conclusion of the competition, the winners were announced based on their accuracy, **efficiency**, and successful completion of the task. Abhishek Rameshkumar and Athul Krishna from the Electronics and Communication Engineering (ECE) department secured the first position. Sreeram and Sreenath from the Electrical and Electronics Engineering (EEE) department achieved the second position, while Gouri Nandana and Hariprasad secured the third position.





Hariprasad K
Shincy S S
Athul Krishnan S
sojin
Amaan S
Leen S Krishna
K Adithyan
Hosanna
Amritha Sunil
Akash
Adithya Gireesh
souparnika
Mishab
Sreenath
Alan BS
Sreya
Lakshmi
Mridula
Anaswara
Aasiya
Salfiya
Fathima Noora
Febin
Sidharth

Gouri Nadana	
Sanooj S	
Abhishek R	
Adharsh	
Vaishnavi D S	
Muhammed Dilhad	
Surya	
Anusree	
Adwaith S	
Sajjad	
Aswathy S	
Nandana R S	
Naveen	
Sreeram	
Isha Dev	
Aarcha	
Raveena	
Akhil Shibukumar	
Hisana	
Suhana	
Meena	
Sahul	
Vignesh	
Devananda	
Adithyan	

## “AI Sprint&Competition Report”

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### Introduction:

The two day **AI Tool Workshop and AI Sprint Competition** was a skill-oriented technical event where participants learn and apply Artificial Intelligence tools to solve problems creatively. The event introduces students to modern AI technologies and encourages them to explore innovative ideas. Through hands-on activities and competitive challenges, participants improve their creativity, technical skills, and ability to work efficiently within a limited time.

### .Competition Details:

On the first day, a workshop session was conducted by Mr. Saravana Perumal from Edure Learning. During the session, he introduced participants to various existing AI software used for video generation and image generation. He also provided training on prompt writing techniques, explaining how effective prompts can help generate better results using AI tools. The session included demonstrations and practical examples to help participants understand the working of different AI platforms. A one hour break was given in between the sessions, and the workshop successfully concluded at 4:00 PM.

On the second day, the AI Sprint Competition was conducted. Participants were given the task to identify an existing problem in society and propose an AI-based solution. They were required to create a storyboard, vision board, and a video presentation using AI tools to demonstrate their solution. Participants worked creatively to develop their ideas and present innovative approaches to solving real-world problems. The competition concluded at 1:00 PM.

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The event was successfully organized under the guidance of Faculty Coordinator Ms. Fibina Maheen, and coordinated by Student Coordinator Gopika Gopakumar, ensuring smooth conduct of both the workshop and the competition.

### **Conclusion and Outcome:**

The **AI Tool Workshop and AI Sprint Competition** concluded successfully, showcasing the creativity, technical skills, and innovative thinking of all participating students. The event provided an excellent platform for participants to explore Artificial Intelligence tools and apply them to solve real-world societal problems. Participants identified existing issues and presented their AI-based solutions through storyboards, vision boards, and AI-generated videos, demonstrating their creativity and problem-solving abilities.

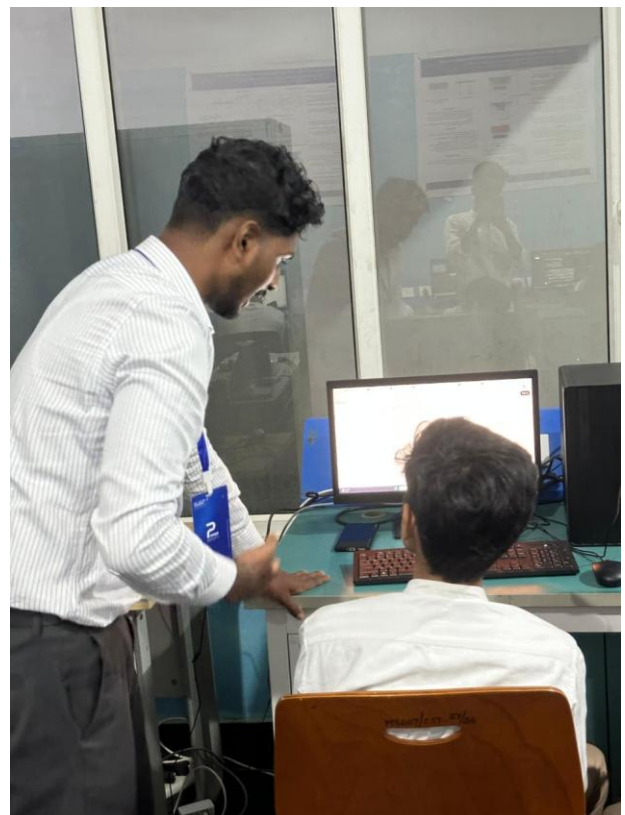
After careful evaluation of all the submitted solutions, the winners of the **AI Sprint Competition** were announced. The **First Prize** was awarded to **Panjami Suresh (S2 CSE)**, who received a cash prize of **₹3000**. The **Second Prize** was secured by **Kiran Raj (S2 ECE)**, receiving a cash prize of **₹1500**. The **Third Prize** was won by **Praveen JP (S2 ECE)**, who received a cash prize of **₹500**.

The competition ended on a positive note, encouraging participants to further explore Artificial Intelligence technologies and apply their knowledge creatively. Overall, the event was a great success and served as a valuable learning experience for everyone involved.

**Images:**

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### Attendance Sheet:

<b>AI TOOL AND AI SPRINT</b>	
<b>SL No:</b>	<b>NAME</b>
1	Niranjana S Rajeev
2	Jerin Jose
3	Aswanth MP
4	NIRANJAN M S
5	Sree Vishnu S L
6	Praveen JP
7	Niranjana A
8	Ammukrishna RS
9	Ayush Nair
10	Adithya Jayakumar
11	Anuja. S. V
12	Anakha A R
13	Varsha Vijay
14	Ananya SS
15	Manasi .M
16	Vinaya vinod L
17	Panjami Satheesh S
18	muhammad farzan
19	Arjun V
20	Hari Govind
21	Akshaynath S
22	Suryanath S M
23	Aadithyan S S
24	S Jovan bruno
25	Mohammed Ridha
26	Abhishekh S
27	Anushka sreekumar
28	Praveena P
29	Ahammed Jasim A
30	Kiran Raj
31	Prince
32	Anfal Muhammed
33	Shibily
34	Hamdan
35	Pranav PS
36	Nabeel
37	Naveen
38	Niranjana S Nair

## **“Drone Workshop Report”**

### **Introduction:**

A two-day drone workshop was conducted to provide students with both theoretical knowledge and practical exposure to drone technology. The workshop was interactive and informative, helping students understand the fundamentals and real-time operation of drones.

### **Session Details:**

#### Day 1 – Morning Session

The workshop commenced at 9:30 a.m. with an introductory session by Mr.Sahil. The instructor began by dividing the students into small groups to ensure better interaction and hands-on learning. He then explained the basic components of a drone, including the frame, motors, propellers, ESCs, battery, flight controller, and sensors. Each part was shown physically to the students, and its function was explained clearly. This session helped students gain a strong foundational understanding of drone construction and assembly.

#### Day 1 – Afternoon Session

In the afternoon session, students were introduced to the ArduPilot software. The instructor guided the students to download and install the application successfully. After installation, the calibration process of the drone was carried out, including sensor calibration and controller setup. Students learned the importance of calibration for stable and safe drone flight. This session enhanced their understanding of drone configuration and software integration.

#### Day 2 – Morning Session

The second day morning session focused on the working principle of drones. The instructor revised the previous day's topics and explained how the drone responds to control inputs. A demo flight was conducted inside the laboratory to show basic movements such as take-off, hovering, and landing. The instructor also explained the drone controller, its buttons, switches, and functions. Safety precautions while operating drones were also emphasized during this session.

#### Day 2 – Afternoon Session

During the final session, the drone was flown in an open space to provide real-time outdoor flight experience. Students were given the opportunity to control and operate the drone under the instructor's supervision. This hands-on practice boosted students' confidence and practical skills. The session concluded with interaction, clarification of doubts, and feedback from students.

## Conclusion and Outcome:

Overall, the drone workshop was a wonderful and enriching experience. It successfully combined theory and practical learning, helping students develop interest and basic skills in drone technology. The workshop enhanced teamwork, technical knowledge, and hands-on exposure, making it a valuable learning experience for all participants.

## Images:







# **“Website Development Competition Report”**

## **Introduction:**

A one day Website Development Competition is a fast-paced and skill-oriented event where participants design and develop a functional website within a limited time of three hours. This competition challenges participants to think creatively, manage time effectively, and apply their technical knowledge under pressure.

## **Competition Details:**

The Website Development Competition was conducted with the theme “Points Earner by Giving Gossips.” The event officially started at 10:00 AM with an introductory session delivered by Abi Alif, who served as the speaker for the event. During the introduction, the theme, rules, and evaluation criteria were explained to all participants. Creativity was emphasized as one of the key judging factors.

Participants were given 10 minutes of ideation time to plan their website concept and organize their ideas before beginning the development process. The competition was held from 10:00 AM to 1:00 PM, during which teams worked intensively to build a functional and creative website based on the given theme.

After the first two hours of the competition, a Google Form was shared with all teams to submit their GitHub repository links for evaluation. The Faculty Coordinator for the event was Ms. Bergin Shiny, and the Student Coordinator was Ananthu Krishna E.

At 1:00 PM, all teams successfully completed the competition and submitted their projects

## **Conclusion and Outcome:**

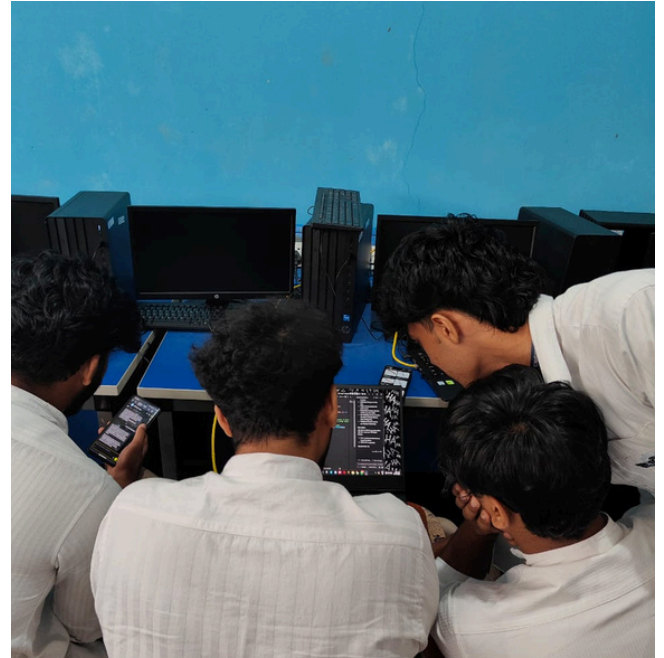
The Website Development Competition concluded successfully at 1:00 PM, showcasing the creativity, technical skills, and teamwork of all participating teams. The event provided an excellent platform for students to demonstrate their web development abilities within a limited time frame. Participants effectively transformed their ideas into functional websites based on the given theme, highlighting innovation and problem-solving skills.

After careful evaluation of all submitted projects, the winners were announced. The First Prize was awarded to Azif Rahiman and Mohammad Mishal, who received a cash prize of ₹3000. The Second Prize was secured by Akash Janardhanan and S Goutham Krishna, receiving a cash prize of ₹1500. The Third Prize was won by Sanju SM, who received a cash prize of ₹500.

The competition ended on a positive note, encouraging participants to continue developing their technical skills and creativity in the field of website development. Overall, the event was a great success and a valuable learning experience for everyone involved.

## **Images:**





**Attendance Sheet:**

WEB DEVELOPMENT		
SL No:	NAME	DEPARTMENT
1	Alfi Fathima	S4 CSE
2	Devika S G	S4 CSE
3	Sruthi Shaji	S4 CSE
4	Sanju SM	S4 MCT
5	Akash Janardhanan	S6 CSE
6	Asif Rahiman	S4 AIML
7	Muhammad Aslam	S4 AIML
8	Devanampriyan Vinod	S4 AIML
9	Adarsh	S4AIML
10	Abhishek JP	S6 AIML
11	Siva Deepak MB	S6 AIML
12	Al ameen	S6 CSE
13	Ammar Muhammad S	S4 CSE
14	M Arthra Shivani	S4 CSE
15	Abhinand V R	S4 CSE
16	Abhiraj R	S4 CSE
17	Abhinav krishna BI	S4 CSE
18	S Goudham Krishna	S6 CSE
19	Muhammad Mishal	S4 AIML
20	Arif	S4 AIML
21	Rohit Raj	S4 AIML
22	Archit Nair	S4 AIML
23	Anandhu A	S6 AIML
24	Vaishnav M	S6 AIML
25	Fariz Muhammad	S6 CSE
26	Mano Mohan	S4 CSE
27	Nandana Pratheeshan	S4 CSE
28	Asna S	S6 AIML
29	Fousiya Mariyam Farook	S6 AIML