



ADHIYAMAAN COLLEGE OF ENGINEERING (Autonomous), Hosur



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
(Accredited by NBA)

CSE CLUBS

We are very happy to introduce our latest and greatest addition to our CSE Department, the CSE CLUBS. The value this club brings to our department is unparalleled. The CSE Club is an initiative taken to encourage and master the students of our department in the various CSE domains. The main objective is to develop new skills and help students to gain knowledge, and also work on various CSE domains. This Clubs create revolution among students. By this kind club activities among students have ability to achieve things in an appropriate and innovative ways.

The CSE CLUB comprises of the following clubs based on the different trending domains.

1. BEST BUDDIES CLUB
2. LANGUAGE CLUB
3. COMPUTER LITERACY CLUB
4. INNOVATION CLUB
5. SKILL DEVELOPMENT CLUB
6. R & D CLUB
7. EXTRA VAGANZA CLUB

CLUBS CONVENOR

Dr. G.FATHIMA

Professor and Head



BEST BUDDIES CLUB

Alone we can do so Little; Together we can do so much.” – Helen Keller

Objectives:

- The mission of Best Buddies is to establish a global volunteer movement that creates opportunities for one-to-one friendships, integrated employment, leadership development, and inclusive living for bloomers.
- Creates self-motivation and bonding among students to learn new things from their friends and colleagues.
- Empower the special abilities of people by helping them in forming meaningful friendships with their peers, secure successful jobs, live independently, improve public speaking, self-advocacy and communication skills, and feel valued by society.
- Educates and empowers people to be leaders, public speakers and advocates.
- Builds friendships between people by offering social mentoring for improving the quality of life and level of inclusion.

Activities:

- Conducting Classes for slow learners using active learners so that it will help students to clear their exams easily.
- Organizing a Self-motivation classes for the depressed students by their seniors.
- Organizing a Group Activity among students to share views and ideas about current trends.
- Organizing Career & Job related events for exposure among students.
- Addressing School Students about career related challenges and way to overcome those challenges.

BEST BUDDIES CLUB COORDINATOR

Mrs. D.M. VIJAYA LAKSHMI

Assistant Professor



LANGUAGE CLUB

A LANGUAGE CLUB IS A PLACE FOR LANGUAGE LEARNERS TO USE LANGUAGE IN A CASUAL SETTING

Objectives:

- To encourage students become orators to display their intellectual and independent thinking skills and imbibe a sense of confidence.
- To promote communication skills of students and help in team work, ability to speak and emote before an audience thereby increasing the emotional quotient of the students.
- To promote the ability to organize and analyse the available resources and adopt technological advancements to present ideas, creativity and artistically.
- To help the students cultivate the habit of facing computer based competitive exams such as GRE, TOEFL, GMAT, IELTS, etc.

Activities:

- **Language immersion through gaming**
Dig into Among Us, Minecraft, or any other multi-player computer game!
- **Kahoot!**
Quiz students on history, food, pop music, or anything else.... in the target language.
- **Movie Day**
Grab a movie in the target language and turn on a chat-room!
- **Creative Coffee Convos**
Language exchanges are an awesome weekly or monthly activity to get students to take their language skills to a new level.
- **Pictionary Telephone**
The idea is that students will alternate reading/drawing and guessing/writing. This is a great vocabulary challenge and can get super creative.
- **One-word short story builder**
Start each student with their own piece of lined paper.
- **Karaoke (and a group Spotify playlist)**
Set rules to make the whole experience an immersive language-exchange by forbidding English. That way, students who don't want to sing can still come and socialize.
- **Polyglot guest speakers**
Target language by inviting a polyglot to chat

LANGUAGE CLUB COORDINATOR

Mrs. K.S. VEERADANYA

Assistant Professor



COMPUTER LITERACY CLUB

Objectives:

- To provide students a platform where they gain knowledge about the Anatomy of the Computer.
- To provide students a platform where they can share their knowledge on current trends in Information Technology.
- To make students aware of the evolving technologies by organizing Seminars, Workshops & Guest Lecturers.
- To help students in enhancing their presentation and organizational skills.
- To provide a forum for the open discussion of all matters of public interest that includes everything related to computer technology.

Activities:

- Organize Hands on Training and Workshops.
- Conducting various Technical events.
- Provide awareness to Govt. Schools Students about Computer Literacy.
- Organize Corporate Training programs.
- Organize Seminars & Guest Lecturers.

COMPUTER LITERACY CLUB COORDINATOR

Mr. A. HARISHANKAR

Assistant Professor



INNOVATION CLUB

Objectives:

- To create awareness, educate, nurture and inculcate a culture of innovation amongst the engineering student.
- To enable them to generate new ideas and become more innovative.
- To organize Interdisciplinary project exhibition
- To organize seminar, conferences, workshops, exhibitions relating to innovations.
- To develop an innovative and entrepreneurial mindset.
- To use creative thinking tools and to develop Out of the Box Ideas.

Activities:

- Enrolment of students as Innovation club member and allow them to work on innovative project.
- To organize Various Workshops for recent trends
- Various Competitions to keep the spark of creativity, innovation, design alive and thriving in students.
- Guidance for the development of innovative scientific solutions to solve everyday problems.
- To provide technical support in the form of basic tool, equipment, raw materials and project manual/report.
- Understanding robotics systems in depth and its applications.
- To organize an initiative called 'Something for My College'. The initiative aims to encourage and motivate students and faculties to contribute any items for enhancing the quality of the college. The main idea is to give back something to the college.
- Innovation ideas for Real time application using AI
- Projects for “Industry 4.0”

INNOVATION CLUB COORDINATOR

Dr. N. MORATANCH

Associate Professor



SKILL DEVELOPMENT CLUB

“Without sharpen your weapon; standing on the battlefield would not increase your chance of winning.” - Ankit Sahay

Objectives:

- To develop the skills of young minds that will enable them to become the driving force behind technological innovation and economic growth.
- Discovering students’ interests, aptitudes and potentials.
- Build competence and increase self-confidence.
- Building a Positive Mental Attitude.
- To enhance the employability of the students graduating from regular academic courses by introducing various additional skill acquisition programmes along with the regular studies.

Activities:

- Organizing Seminar - Providing a platform for experts to share their knowledge and insights.
- Organizing workshops - Enabling participants to gain practical skills and experience through guided exercises and activities.
- Organizing webinar - Sharing insights about recent technologies by offering flexibility for participants to attend from their own locations.
- Conducting various Skills Development Competitions.
- Provide training in a various areas with high social and professional needs.
- Organizing Project Expo.
- Building a Positive Mental Attitude by organizing soft skill programs.

SKILL DEVELOPMENT CLUB COORDINATOR

Mrs. V. KALAIVANI

Assistant Professor



R & D CLUB

Objectives:

- **Promote Innovation:** One of the primary objectives of an R&D club is to foster innovation and creativity. Club members can collaborate on projects and ideas that push the boundaries of existing knowledge and technologies.
- **Knowledge Sharing:** The club can serve as a platform for members to share their expertise, experiences, and insights. This can be done through presentations, workshops, seminars, and discussions on various topics related to research and development.
- **Project Collaboration:** Members can collaborate on research projects, experiments, and prototypes. These projects can be in various fields such as technology, science, engineering, social sciences, and more.
- **Publication and Presentation:** The club can encourage members to publish their research findings in journals, present at conferences, and participate in exhibitions to showcase their work to a broader audience.

Activities:

- Workshops and Skill-Building on emerging trends, cutting-edge technologies, and their experiences in research and development on research
- Research Paper Discussion and Publications
- Organize hackathons, coding challenges, or design competitions to encourage members to collaborate on real-world problems and come up with innovative solutions.
- Research Proposal: Guide members through the process of creating research proposals, including formulating research questions, designing methodologies, and writing project plans.
- Organize Research Symposium or Conference

R & D CLUB COORDINATOR

Dr. M. LILLY FLORENCE

Professor



EXTRA VAGANZA CLUB

Objectives:

- To Expose the in-built talents of students and give students an equal opportunity to familiarize themselves with an art and culture.
- To learn from one another and share their prowess in different aspects of culture and art.
- Promote the shaping of skills of the Student and make them to be ready for the real time challenges.
- Promote opportunities for everyone to experience culture, participate in cultural programs and develop their creative ability.
- To fine-tune the interactions with their peers and with faculty members, and to have the opportunity to connect with other students who share similar interests.
- To bring together diverse cultures and participate in the festivities with established mutual respect, teamwork and collaboration.

Activities:

- Organizing Instrumental Competition for Students.
- Encourage the Students to participate in Singing Competition.
- Organizing Classical Dance Competition and Fusion Dance Competition.
- Providing Students to expose talents in Just-A-Minute.
- Encourage the Students to participate in Color-O-Mate (Face Painting).
- Expressing their talents in Fashion Show.
- Showcase their expertise in Debate.

EXTRA VAGANZA CLUB COORDINATOR

Dr. B. GOPINATHAN

Associate Professor

