



Academic Year 2020 - 21

From the chair

Dr. A. M. Bagade

I am delighted to present Newsletter collection of amazing contributions from the faculties and students of Information Technology Department. I feel it is a chance to thank all the contributors who directly or indirectly helped in the publication. Technology is a compendium of techniques, skills, methods and processes which assists in the overall advancement of the human race. In this ever-changing world, technology is growing at a remarkable pace which has led to revolutionary changes. It gives me immense pleasure to write for the issue of this year's annual newsletter. It aims at widening the technical domain of students and provides a chance for their ideas to grow and flourish.



Dr. A. M. Bagade
HOD IT Dept.

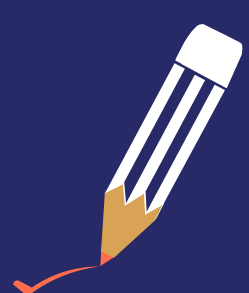
From the Editor's desk

Mrs. Priyanka Makkar

I am pleased to present this issue of newsletter with the insights in to the activities of faculties and students towards creating the effective learning & Professional development environment in this challenging times. Through this forum we are showcasing various activities carried out in Information Technology department. I would like to express my sincere thanks to our Head of Department Dr. A.M Bagade for entrusting me with the issue of this letter also I would also like to thank Mrs S.G Patil for working with me on this newsletter.



Mrs. P. R. Makkar



STUDENT EDITOR

Pratik Gadhave

FROM THE STUDENT'S CORNER

Game Development: Tool to realize your potentials

If there is any field which can lead you to realize your skills and potential in the digital industry then Game Development comes as a no-brainer!

This is the only field which incorporates not only the mundane programming but also the creative side of the human being. The above mentioned domain includes Storyboard Design, Graphics Design, Animation, Music Production, Programming and testing which thus brings forth the importance of design, creativity, appreciation of art and blends it with your skills in coding and usual data structures and algorithms.

But why should someone even bother to pursue this form of career if one is totally oriented toward Programming alone and nothing interests them better than coding? There are quite a few points to consider even if you are a hard-core programmer by heart.

First and the Foremost point is What You See Is What You Get. As the name suggests, in normal Competitive Programming, you might have to wait to test each case and subsequently check whether your code is working or not, but in the case of Game Coding, you can visually see with your own eyes what the piece of code you wrote is doing exactly! You can help sharpen your coding skills using this method.

Game Coding which we do, is basically more of a scripting thing than being a programming thing! So basically, no compilation time and stuff like that! Just save the file and you're good to go! Simply save and run is the mantra here! Games are pretty nostalgic too! For example, you might remember playing Mini Miltia with your squad in the parking or hostel rooms. Also, you may remember playing Pinball 3D, Super Mario, Road Rash and this definitely brings back our beloved childhood memories. So, what fancy software's are required for developing Games? Well, contrary to popular opinion, you don't need any big bulky fancy software's for making small arcade games. You just require a very light Game Engine, and a text editor like Atom to help you script the games. And that's just it! But this requirement changes according to the nature of the final outcome, that is, the game. If you want more powerful games, you definitely require some powerful software's to be able to do it. But however powerful the software suite or stack may be, it is after all composed of a game engine at its heart, with other tools for designing, scripting and modifying the behavior of objects. For 2D games, one can use open-source game engines like LOVE2D, CryEngine, Roblox, etc. and there are quite a few premium ones available in the market too. For 3D however, it is difficult to go with the scripting engines because you have to do all the work there. In that case, one might find engines like Unity, Unreal more comfortable to work with.

Game Development: Tool to realize your potentials

And of course, the term “Game Engine” itself might sound a bit fancy, but it is a framework which provides libraries for scripting the physics, graphics, input/output and the environment of the game along with providing a Game Loop. A Game Loop is a set of 3 components which are required to run the game. These are Load, Refresh and Render functions. The Load function loads the assets and initializes the variables at the start of the game, Refresh functions allows for the conditions to refresh the state of the Game while Render function pictures our imagined game onto the screen by drawing it or technically saying rendering it!

The stack on which we currently are working is LOVE2D, Atom, Blender for Game Engine, Scripting and Graphics Designing respectively. LOVE2D uses Lua as a scripting language. Lua has many advantages but most people do not know about this simple yet powerful scripting language. We started as a three-member squad who made games for fun! One who loves storytelling and the creative side of content, another who loves to code and see what magic his code brings to life and the third one exceptionally talented at designing 2D/3D models! In due time, we got recognition from our seniors and faculty and got support from them and so a community with the name GameDevUtopia was born last year in this college. It is a technical club for the people who are very passionate about developing games with the motto to make people aware about this wonderful domain and its importance along with helping each other to make fun games as a part of the community.

To all those who are interested in pursuing a career in Game Development, you have to first make sure which one thing from the above three you are most comfortable with, Stories, Graphics or Coding? Once you know which one, you have to gather tools in order to augment your skill with your team member’s. Form a squad, design a stack to use, and start developing some really cool arcade games! It is really fun, once you start doing it yourself!



Mihir Ranade,
Apurv Henkare,
Prajwal Pawar

Pune Institute Of Computer Technology

Collaboration /MoU with National / International Institute / Industry / Research Centre / Colleges

Faculty Name	Name of Institute / Company/ Industry/ Research centre	Collaboration/ MoU title	Date
Mr. V. V. Thamke	Xenstack Solutions Pvt. Ltd.	MOU with Xenstack Solution is to fulfill following purpose 1. Technical Workshops 2. Training in cutting edge technology 3. Internships for students	29/12/2020 to 28/12/2021
Mrs. A. V. Yenikar	US Technology International Private Limited	1. Industry project development 2. Training, any subject matter expert help 3. Offer for Internship at UST to best performing students 4. Exceptional performance students will be offered campus placement offers 5. Setting up a dedicated lab	13/4/2021 to 12/4/2022
Mrs. R. V. Kulkarni	AlgoAnalytics Pvt. Ltd. Pune	MoU between PICT and AlgoAnalytics	7/4/2021 to 6/4/2023

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STTP / FDP / Conference / Seminar / Guest lecture / Expert talks/Courses Organized

Faculty Name	Activity/Event	Title	Date
Mr. S. B. Deshmukh, Mr. V. V. Thamke	One Week STTP ON DevOps and Cloud Automation	One Week STTP ON DevOps and Cloud Automation	08/01/2021 to 14/01/2021
Mrs. P. R. Makkar	Certificate Course	Course on ADS & Competitive Programming	11/02/2021
Mrs. N. R. Sodha	Workshop	Hands-on sessions on various software development Tools-Technologies”	20/03/21 and 24/04/21
Mr. M. R. Khodaskar	Workshop	Emerging trends in blockchain technology	17/04/2021
Dr. K. A. Sultanpure	Seminar	The Anatomy of Hard Problems	04/11/2021
Mr. S. D. Shelke	Project Based Seminar Poster Presentaion	Project Based Seminar Poster Presentaion	22/05/2021
Ms. R.R.Chhajed Mr. A. C. Karve	One day Workshop	Live IoT project using Raspberry Pi and Python Coding: Case Study Approach”	28/05/2021
Mr. A.A. Bundele, Mr. H.J.Joshi, Mr. N.B. Gawade	Two Day Hands-on Workshop	Developing IoT Applications virtually using Raspberry Pi	22/05/2021 and 23/05/2021

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Faculty Name	Activity/Event	Title	Date
Mr. M. R. Khodaskar	Seminar	Yoga for Stress Relief through Asanas and Mindful breathing	19/06/2021
Mrs. S. A. Jakhete. Mrs. S. H. Chandak	Workshop	Workshop for SEIT Students on "Performance Tuning SQL injection and Role of DBMS in placement".	25/06/2021 and 26/06/2021
Dr. K.A. Sultanpure	Computer Graphics Laboratory	Online FOP on the new curriculum of SE IT (2019 Course) SEM-II	30/01/2021

Achievements/Awards/ Certificates of Staff

Faculty Name	Activity/Event
Mrs. N. R. Sodha	Completed 4 weeks coursera course on "Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning"
Dr. K. A. Sultanpure	Started game development club "GameDevUtopia" in the month of Feb 2021
Mr. M. R. Khodaskar	Reviwer for International Conference on Computing, Communication, and Intelligent Systems(ICCIS 21)
Mr. M. R. Khodaskar	External examiner for practical examination in Cummins college of engineering, pune autonomous institute course BE IT Information and Cyber System Laboratory (ICSL)
Mr. M. R. Khodaskar	6th International conference on Internet of things, Next generation networks and Cloud computing ICINC 2021 paper evaluated as a sub reiviwer
Mrs. K. Y. Digholkar	Evaluator for the Toycathon-2021 Grand Finale: Worked as mentor and evaluator for 2dyas. 22nd & 23 June 2021

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Faculty Name	Activity/Event
Mr. M.R. Khodaskar	Evaluator for the Toycathon-2021 Grand Finale: Worked as mentor and evaluator for 2 days. 22nd & 23 June 2021
Mr. M.R. Khodaskar	External examiner for practical examination in VIT, Pune autonomous institute course SE B Tech students Project examination for the subject Engineering Design & Innovation on 04/06/2021
Mr. M.R. Khodaskar	ICACC2021: 2nd International Conference on Automation, Computing and Communication Ramrao Adik Institute of Technology Navi Mumbai as a subreviewer
Mr. M.R. Khodaskar	External examiner for project examination in MIT academy of engg, Alandi, Pune autonomous institute course TY BE Tech Mini Project
Dr. K. A. Sultanpure	Reviewer of papers in the track Pervasive and Ubiquitous Computing for International Conference on Communication, Information and Computing Technology, 2021 ICCICT-2021, organized by Sardar Patel Institute of Technology, Mumbai, in association of IEEE Bombay Section
Dr. K. A. Sultanpure	Organized and Coordinated the Annual Event Xenia'21 of PICT Student Branch (PCSB) on 25th, 26th & 27th June 2021
Dr. K. A. Sultanpure	Mentor for one team in Toycathon 21. Team appeared in the winning list of digital edition

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Research Publication in National and International Journals/ Edited Books/ Proceedings / Conference

Author(s)	Title of Paper	Journal Name
Mrs. R. V. Kulkarni	A Novel Approach to Maximize G-mean in Nonstationary Data with Recurrent Imbalance Shifts	The International Arab Journal of Information Technology
Dr. S.C. Dharmadhikari	A smart grid incorporated with ML and IoT for a secure management system	Journal : ScienceDirect - Microprocessors and Microsystems
Mrs. J. B. Jagdale	Lower complex CNN model for fire detection in surveillance videos	4th International Conference On Innovative Computing
Mr. M.R. Khodaskar	A Novel Approach to Maximize G-mean in Nonstationary Data with Recurrent Imbalance Shifts	2021 International conference on emerging smart computing and informatics (ESCI)
Mr. V. R. Jaiswal	Real-time face recognition : A Survey	ICCIKE'2021 (International conference on computational intelligence and knowledge economy)
Mrs. J. B. Jagdale	Experimental Evaluation of Deep Learning Models for Marathi Text Classification	International Conference on Recent Trends in Machine Learning , IoT, Smart Cities & Applications –ICMISC 2021
Mrs. S. H. Chandak	Graph Based Transductive Label Propagation approach for Multi-Label Classification	CT4SD CONFERENCE Sixth International Conference on ICT for Sustainable Development
Mr. H. J. Joshi	Crop Prediction System, Crop Disease Identification and Its Solution	International Journal of Scientific Research in Engineering and Management (IJSREM) Vol-5 Issue-6 ISSN-2582-3930

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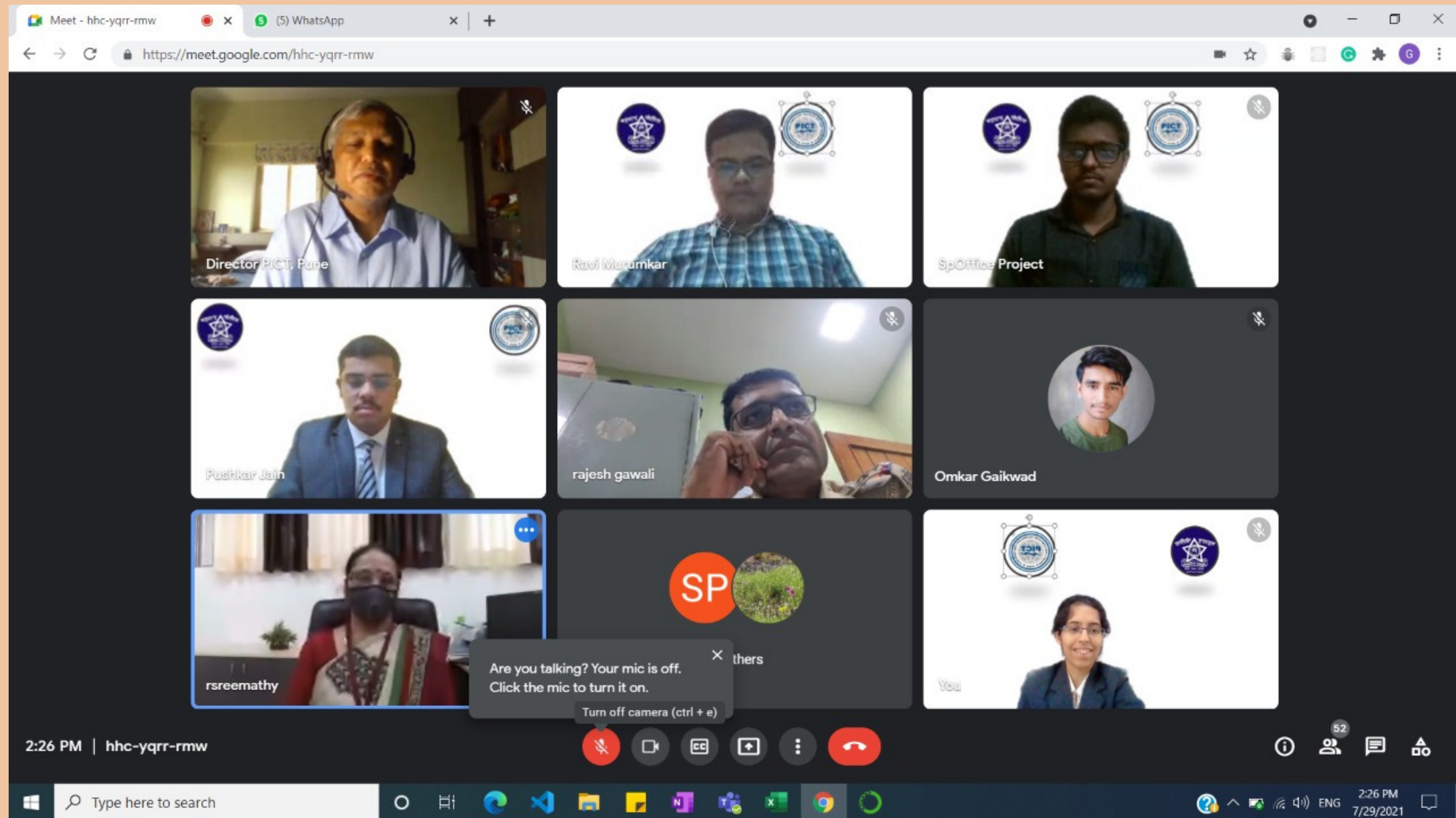
Achievements/Awards/ Certificates of Students

Student Name	Achievement	Organizer	Remark
Soumya Malgonde	Among top 100 in ACM National Student Coding Contest	ACM India	In top 100
Soumya Malgonde	Runner up in Clash event	Clash, Credenz, PISB, Pune	Rank 2
Aditya Khaire	2nd in All India Business Case Study competition	Data Science Summit'21, BIT Ranchi	Rank 2
Vaibhav Pallod	1st runner up in App Development Competition	App/Web Develpement, Pulzion,PASC,Pune	Rank 2
Rishikesh Shinde	1st in FCT Code Fest All India	FCT code Fest,Delhi	Rank 1
Someshwar Gaikwad	2nd Runner Up	PBS Poster Competition	Rank 2
Shreyas Kalrao	2nd Runner Up	PBS Poster Competition	Rank 2
Yash Rathi	2nd Runner Up	PBS Poster Competition	Rank 2
Sahil Milind Naphade	AIR 4864	GATE	Rank 491
Atharva Kulkarni, Meet Mandhane, Manali Likhitkar, Gayatri Kshirsagar	Paper published	The Workshop on Computational Approaches to Subjectivity, Sentiment and Social Media Analysis	International Journal
Vinay Nair	Paper published	2021 55th Annual Conference on Information Sciences and Systems (CISS)	International Journal

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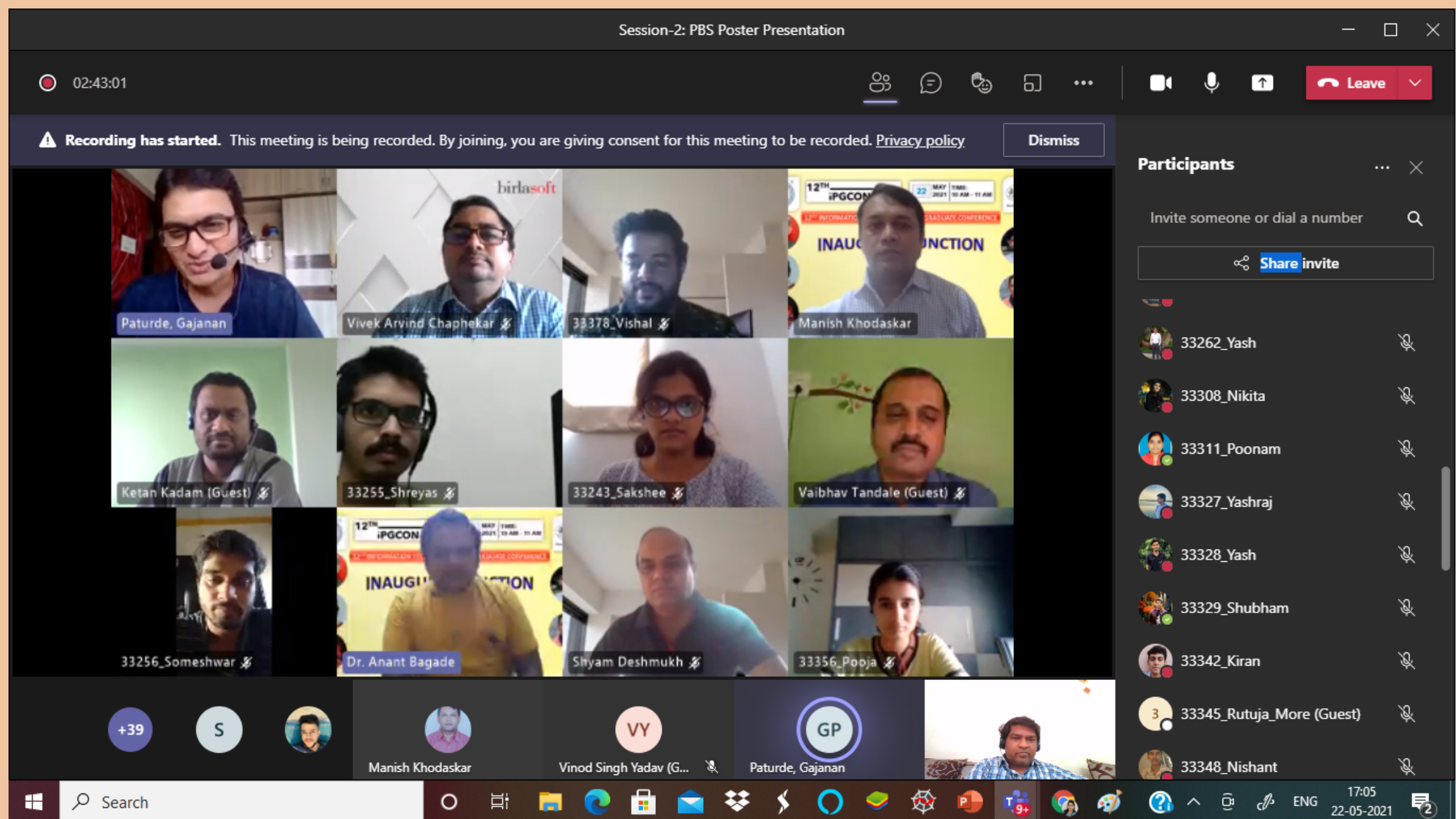
Student Name	Achievement	Organizer	Remark
Savani Suranglikar	Paper published	2021 55th Annual Conference on Information Sciences and Systems (CISS)	International Journal
Sourabh Deshmukh	Paper published	2021 55th Annual Conference on Information Sciences and Systems (CISS)	International Journal
Yashraj Gavhane	Paper published	2021 55th Annual Conference on Information Sciences and Systems (CISS)	International Journal

SOME GLIMPSSES

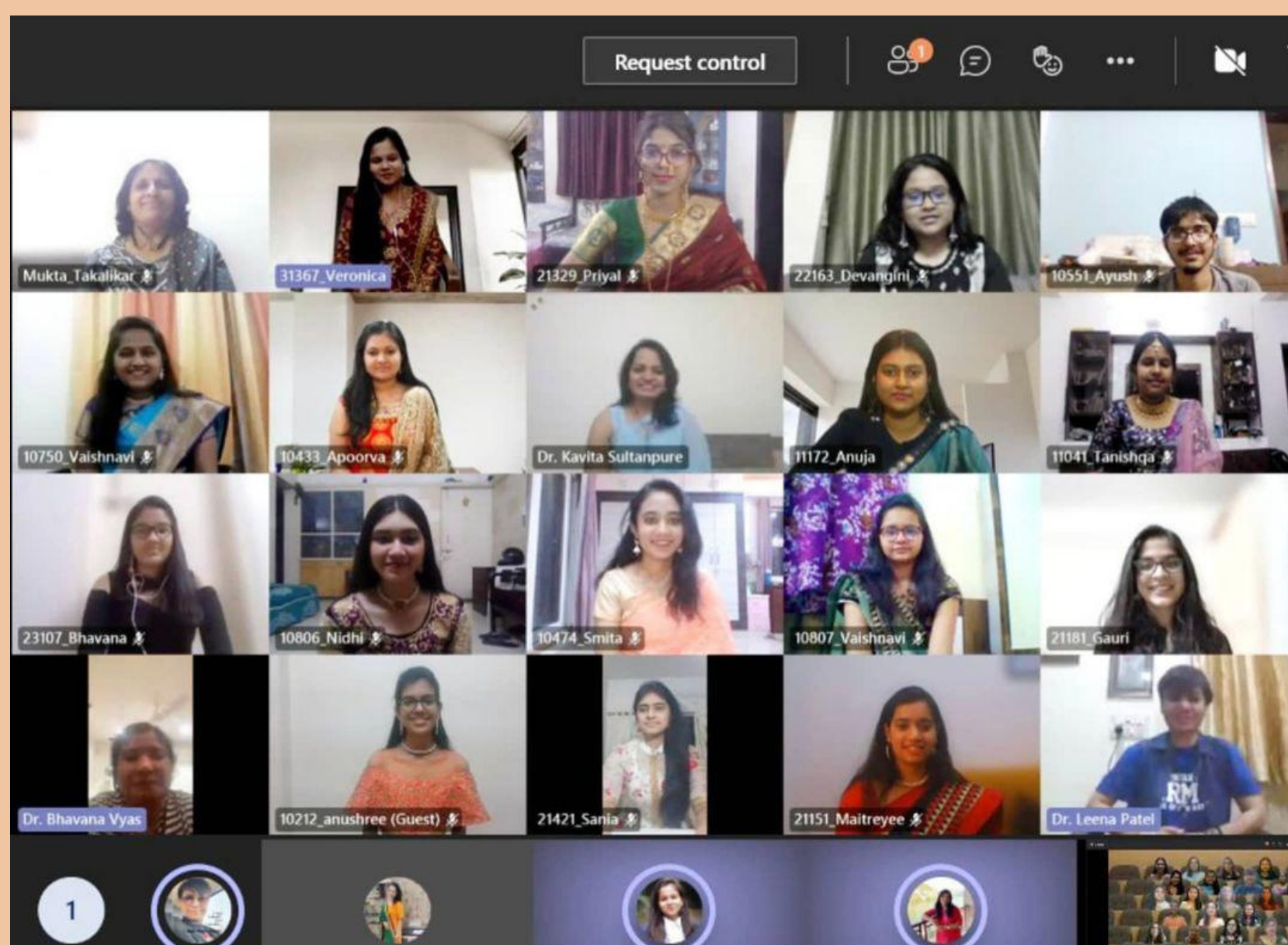


A web portal as per MoU under consultancy work as an extension work without charging any money.

SOME GLIMPSES



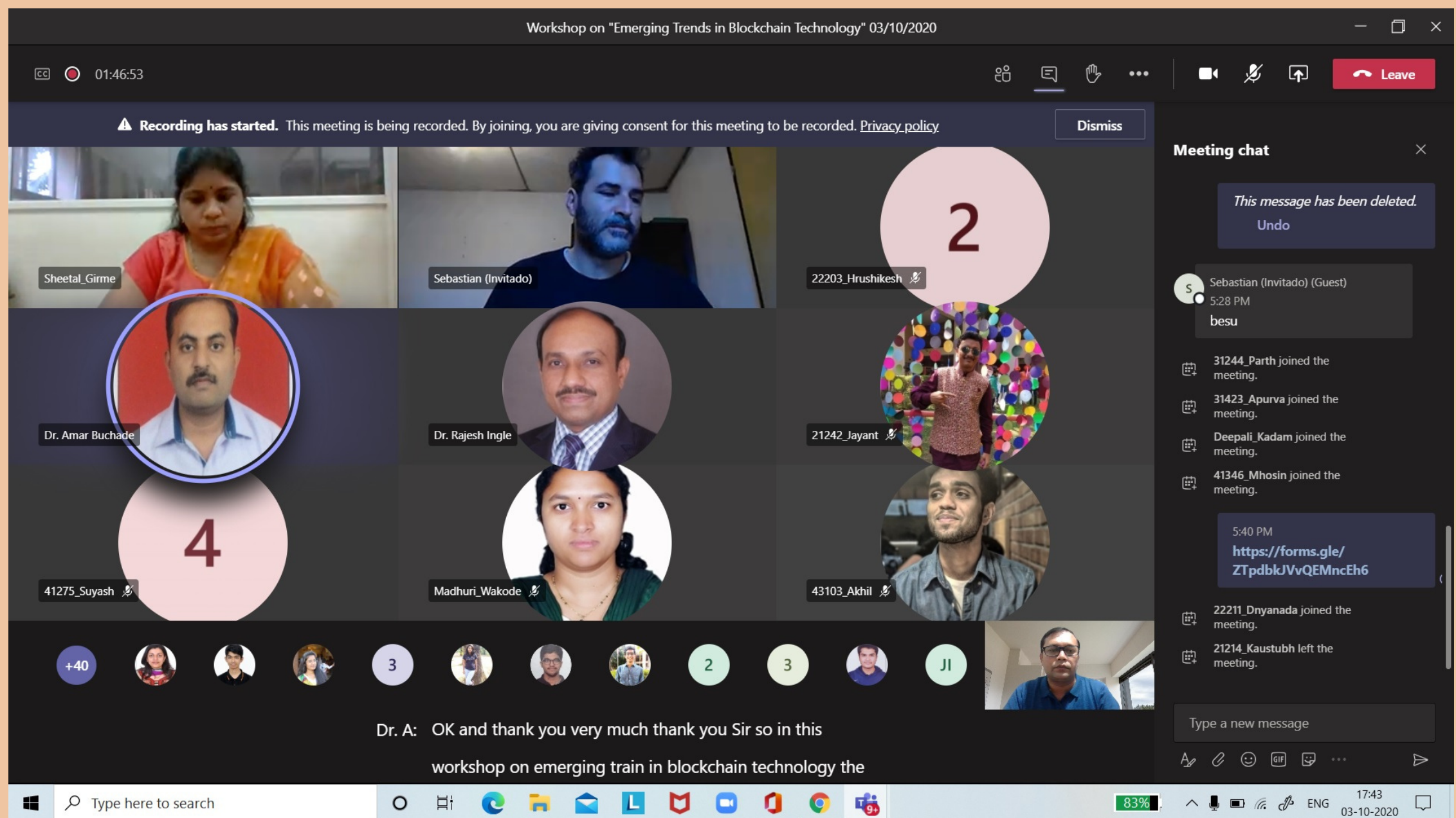
PBS Poster Presentation



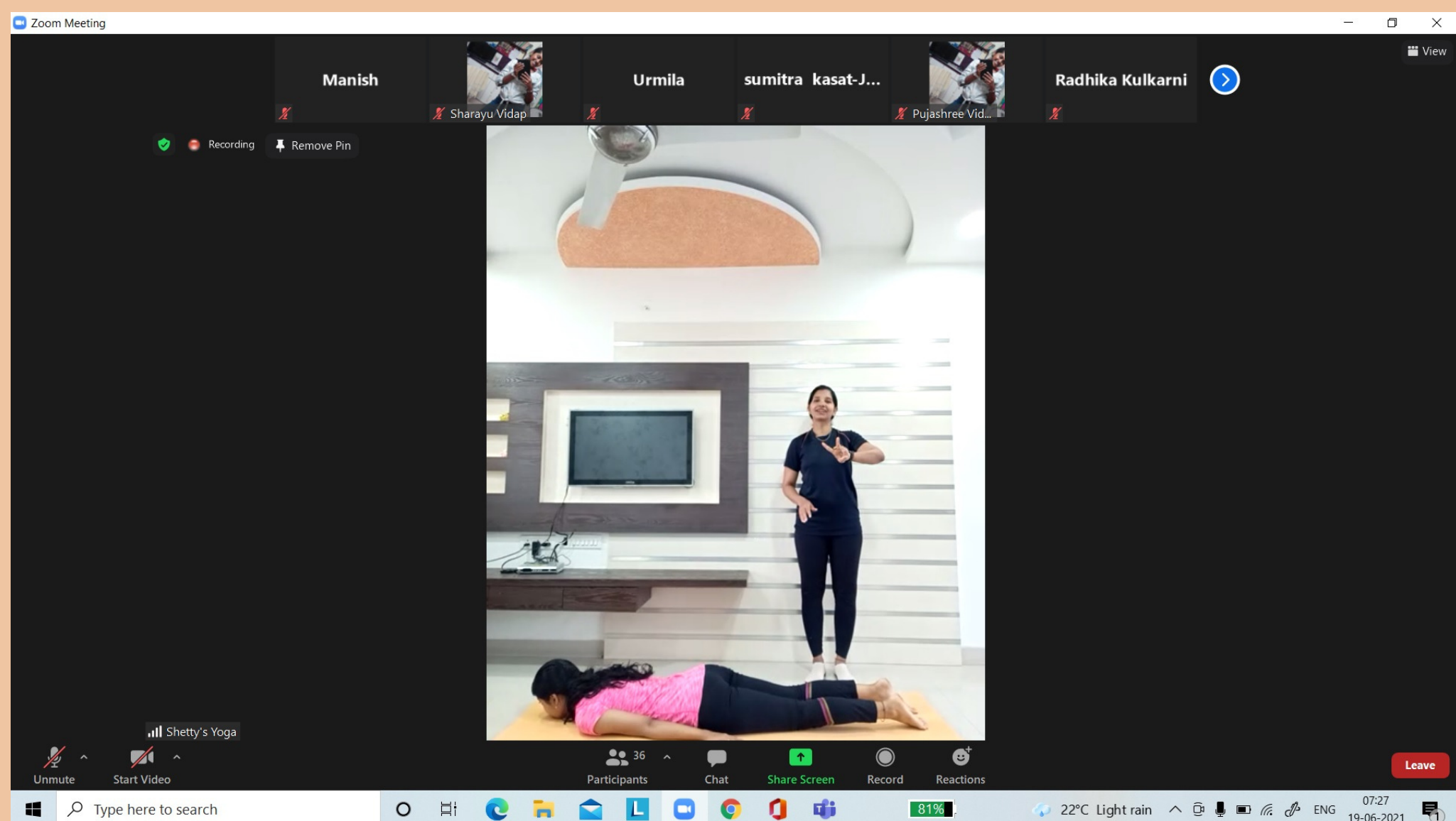
Women's Day Celebration by PCSB

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SOME GLIMPSES

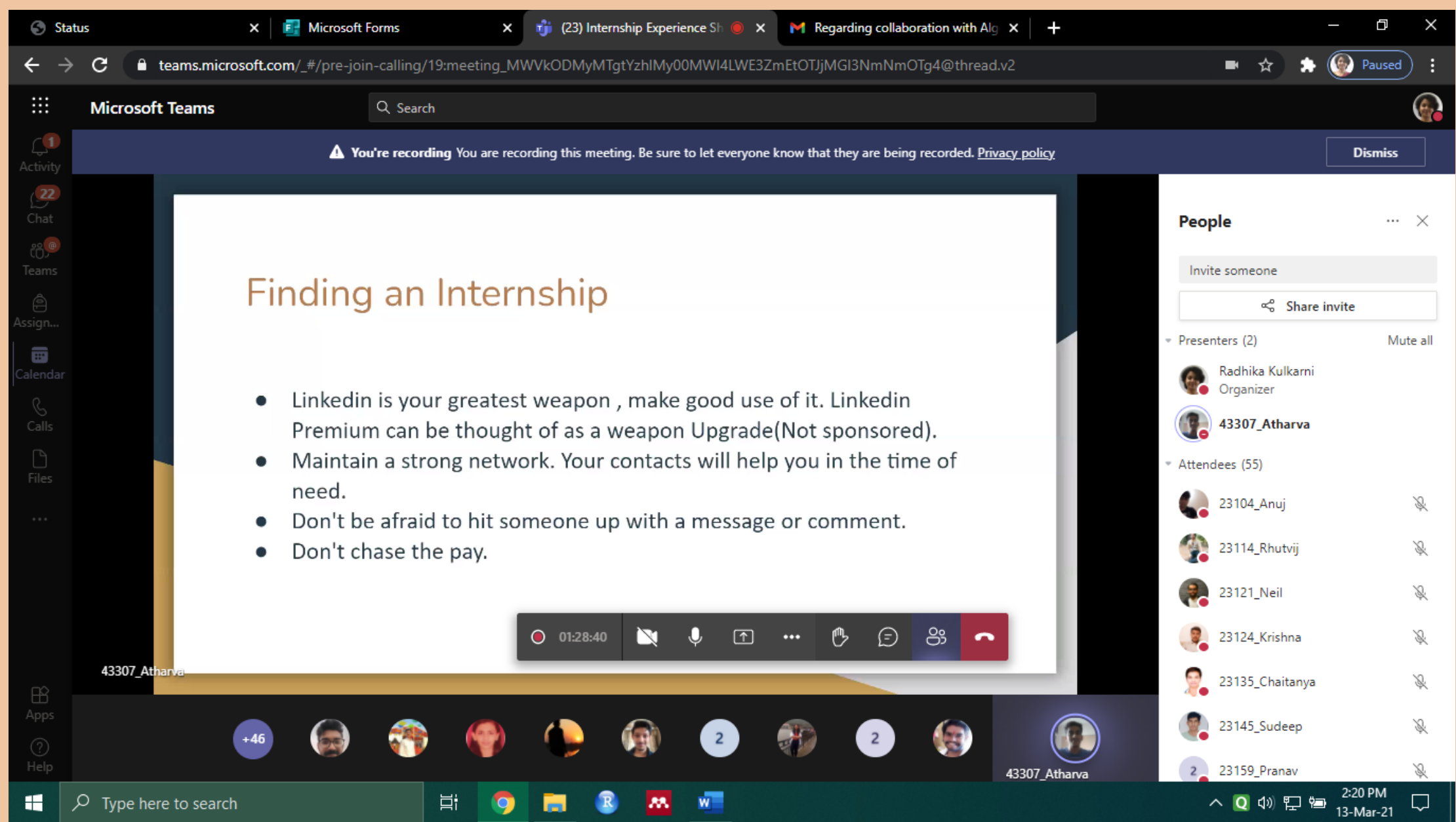


Workshop on Emerging trends in Blockchain Technology

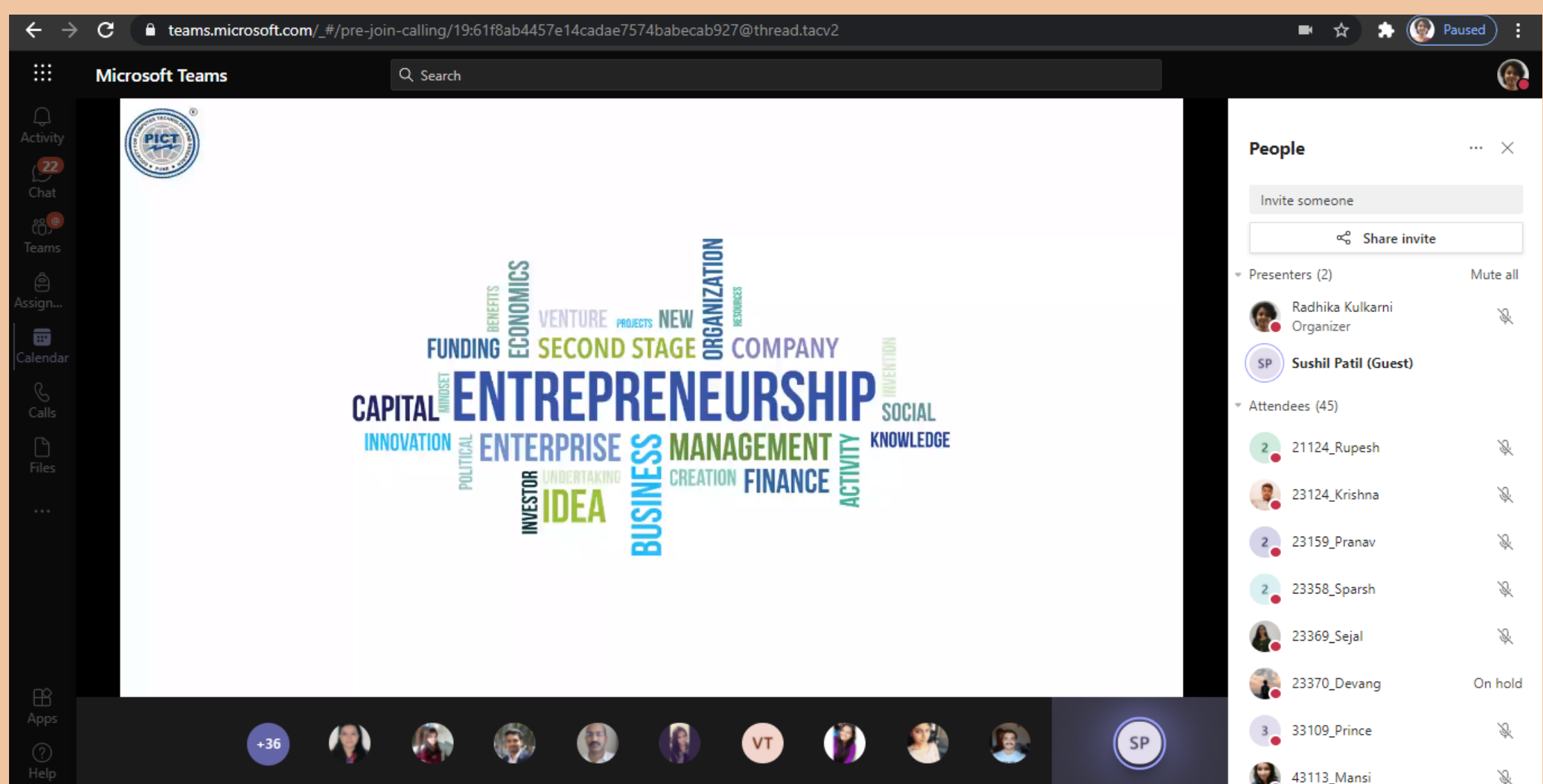


Yoga for Stress Relief through Asanas and Mindful breathing

SOME GLIMPSES



Internship Experience Sharing Session



A Guest lecture on Entrepreneurship Development

SOME GLIMPSSES

The screenshot shows a PowerPoint presentation with the following content:

- EXECUTIVE SUMMARY**
- MISSING VALUE TREATMENT**
- OUTLIER TREATMENT**
- DATA INSIGHTS**
- MODELLING TECHNIQUE**
- RECOMMENDATION & STRATEGY**

The presentation includes a flowchart of the customer journey, a data insights matrix, and a table of variables with their performance metrics.

VARIABLE	AVERAGE	SATISFIED AVERAGE	UNSATISFIED AVERAGE	RECOMMENDATION
Online boarding	3.263	4.007	2.657	Improve the online boarding platform
Inflight Entertainment	3.373	3.953	2.900	Improve inflight entertainment to add value
Inflight Wifi Service	2.748	3.174	2.401	Wifi service access to all type of travellers
Ease of Online Booking	2.760	3.030	2.540	
Leg Room Service	3.350	3.801	2.983	
Seat Comfort	3.452	3.941	3.053	
Total Count	94527	42445	52082	

The screenshot shows a Zoom meeting titled "AI Product Incubation at AlgoAnalytics". The meeting is recording and shows a large audience of participants in a virtual auditorium. The participants list on the right includes presenters and attendees.

Participants

- Presenters (4): Anir(Algo) (Guest), Anish Kulkarni (Guest), Prashant (AlgoAnalytics) (G...), Radhika Kulkarni (Organizer)
- Attendees (55): Pranjali_Joshi, 31138_Atharva, 31145_Jayesh, 31146_Ameya, 31151_Ajay, 31178_Ashwini, 31201_Abhishek, 31213_Naad, 31224_Vedant, 31229_Rutuja

A guest lecture on "Demystifying Analysis- A case study perspective"

SOME GLIMPSSES



iPGCON-2021 CONFERENCE