



# KCG

COLLEGE OF TECHNOLOGY

Affiliated to Anna University

AUTONOMOUS



Vol. No.2 | Issue No. 5 | May 2023

# Campus Diary 2023

## EDITORS' NOTE

The month of May this year is a milestone in the history of KCG College of Technology. The college has been conferred with the most coveted Fresh Autonomous Status by University Grants Commission, New Delhi & Anna University Chennai.

The current issue highlights the pride of securing academic freedom along with our students' accomplishments in project competitions, higher education qualifying examination & most importantly the book publication by our student author. A great way to end an academic year & we have done it in style. The issue also presents the programmes organised on campus.

We are overwhelmed by the positive feedback we receive from students & faculty about the news reported in the Campus Diary & big thank you to those who reached us.

Keep supporting and Enjoy reading!

### EDITORS:

**Dr. R. Jaya**

Associate Professor,  
Department of English

**Ms. Tephilla Joice P**

Assistant Professor,  
Department of Mathematics

Happy to announce that our institution has been granted

# AUTONOMOUS STATUS

From the Academic Year 2022 - 2023

Our sincere gratitude to all our stakeholders and well-wishers for supporting us in achieving this momentous milestone.



## Rankings and Recognitions



# CAREERS360

KCG Tech continues its proud legacy of being consistently ranked amongst the best Technical Institutions nationwide by leading publications & governing authorities in the country.

We are **ranked 27** among the **Top Private Engineering Colleges in India** by **Education World for Higher Education**.

We are **ranked 6<sup>th</sup> in India, 2<sup>nd</sup> in Tamilnadu & 2<sup>nd</sup> in Chennai** in **Best Academia Industry Alliance** by **Education World Grand Jury India Higher Education Rankings 2023 – 24**.

**Ranked AAA + Category** by **Careers 360** among the **India's Best Engineering Colleges**.

These prestigious rankings are a reflection of the truly world-class education we impart to our students, enabling them to achieve their dreams of becoming successful engineers and effective leaders.



## GATE Exam Qualified

Three students from the Department of Aeronautical & Aerospace Engineering have qualified GATE 2023 Exam.



**Keshav Kumar A B**



**Chrysolin D**



**Sai Vishnu Prasath R**

## Excellence in Innovation

**Doreen Belinta A, Kavya T & Kavipriya M** of Final year, ECE, Team Mystic Technocrats have won second place with a cash prize of Rs.2500 in Medcuore Tech Innovation Challenge conducted at Indian Institute of Technology Madras Research Park. It is notable that Team Mystic Technocrats emerged winners amongst several teams which consisted of research scholars, startup founders as well as post graduate students.



**Kavipriya M**



**Doreen Belinta A**



**Kavya T**

## IITM Paradox'23



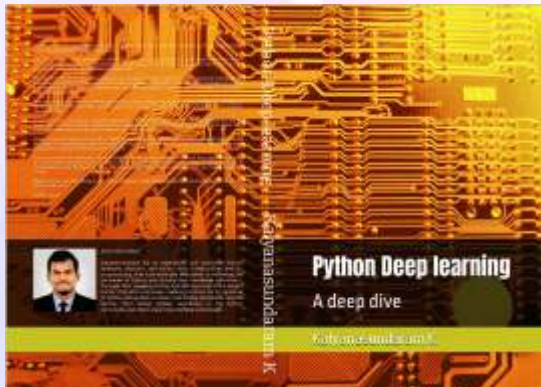
**Mazin Md. Iqbal** of Third year, CSE emerged as the winner in Abhivyakti at IIT Madras Paradox'23

### IEEE Students Project Fund Scheme

**Harish Chensudar, Abhishek & Lokesh** of Final year ECE have won First Runner – Up with a cash prize of Rs.7500 in the IEEE Students Project Fund Scheme conducted by IEEE.



### Book Publication



**Kalyanasundaram K**, Second year, CSE has published a book titled “Python Deep Learning, A Deep Dive” on Amazon.

### Emergency Rapid Deflation Device

**Hariharan, Logeshwaran, Jayashree & Jeiya vidushaa** of Third year Aerospace Engineering has secured fifth position for their project titled Emergency Rapid Deflation Device (ERDD) competing with the finest aerostats in the Emergency Rapid Deflation Device Competition conducted by IIT BOMBAY.





## Adieu to the Dean Student Affairs

Farewell to **Dr. Anita Manuel**, Dean of Student Affairs, was held on 31<sup>st</sup> May 2023 at KCG College of Technology upon her retirement. We wish her good luck on all her endeavors.



## Welcome to the New Vice- Principal



We are pleased to welcome **Dr. Muthukannan** who joined the portals of KCG Tech on 5<sup>th</sup> May 2023 as Vice Principal. We wish him all success for a long and wonderful career with us.

## Memorandum of Understanding

KCG College of Technology signed a Memorandum of Understanding with IITM Pravartak on 17<sup>th</sup> May 2023. This prestigious MoU will enable technology transfer, licensing & other instruments for technologies & solutions developed by our institute and promoted by Pravartak.



**Dr. Annie Jacob**, Director, KCG College of Technology delivered the Welcome Address . **Dr. M J Shankar Raman**, CEO, Pravartak elaborated on the value this partnership would bring towards catalyzing the development of new and innovative technologies developed by students and faculty members. **Dr. Sivathanu Pillai**, renowned nuclear physicist & former Honorary Distinguished Professor, Indian Space Research Organisation lauded the collaboration, which would leverage the complementary strengths & capabilities of KCG Tech & IITM Pravartak to develop exciting new ideas & solutions. **Dr. Anand Jacob Verghese**, Chairman, Hindustan Group of Institutions concluded the event with an inspiring speech regarding the importance of promoting science, research and development at the grassroots level & leading the charge on innovation.

## Nodal Centre

# Nodal Centre for the ISRO Space science & Technology AwaReness Training ( START) Program



KCG College of Technology has been approved as a Nodal Centre for the ISRO Space science & Technology AwaReness Training (START) Program. The START Program is part of ISRO's efforts to enable Indian students to become professionals in space science & technology, as the organization's space science exploration program continues to expand into new domains. The program is intended to provide students with an introductory-level training in space science & technology, giving them an overview of different facets of the field, research opportunities, & career options. The programme will cover various domains of space science, including Astronomy & Astrophysics, Heliophysics & Sun-Earth interaction, Instrumentation, & Aeronomy. The training will also emphasize the cross-disciplinary nature of space science, giving students insights into how their individual aptitudes can be applied to the field.

We are proud to be associated with the START Program & look forward to collaborating with a premier organization such as ISRO in fostering an ecosystem to facilitate the active participation of our students in space science & technology research.



## The Office of Industry Partnership & Corporate Affairs Employee Readiness Program

Training wing in association with Sethu Foundation conducted an Employee Readiness Program for students from 11<sup>th</sup> April to 6<sup>th</sup> May 2023. The session provided students with practical job readiness skills & the skills for navigating the workplace with success.



## Knowledge Session on Project Management Fundamentals

As part of IBM DigitAll Marathon & Empowering the YOUth Series(Series 8) a knowledge session on Project Management Fundamentals was organized in association with Aspire for Her on 20<sup>th</sup> May 2023.





# The Centre for Transformational Leadership

## Session on Effective Communication in Leadership

The Centre for Transformational Leadership organized a session on Effective Communication in Leadership led by **TM Priya Ganesh**, Corporate & Soft Skills Trainer on 20<sup>th</sup> May 2023. This insightful session helped students to learn strategies to create space for transparent & authentic communication.



## IGEN Energathon 2023

### Department of Electrical and Electronics Engineering

Institution of Green Engineers (IGEN), an UNDESA NGO, 12A, 80G, CSR, and NITI Aayog accredited institution, conducted the EarthDay Indexed Non-Stop Eighteen Hour Energy Conference “**IGEN ENERGATHON 2023**” to set a New World Record for the Longest Conference on SDG 7 - Affordable & Clean Energy towards Sustainability on 27<sup>th</sup> May 2023 in digital platform. The marathon lasted for 18 hours – 16 sessions – 20 countries – 10 superstar speakers – 75 Energy experts – 50 organizers & 30 Academic, Industry and NGO partners. Department of EEE of the college played the following roles in Energathon -2023.

**Dr. Karthikeyan & Ms. Brindha Sakthi** presented the “Best Practices followed in KCG Campus” in association with KCG CoE in Renewable Energy.

**Dr. T. Anuradha** presented an executive summary on “Global Green Skills Report 2022” published by LinkedIn Economic Graph at Global Energy Reports Presentation Session.





### NESAVU

NESAVU, an initiative by the School of Fashion Technology & Office of Student Affairs at KCG College of Technology donated preloved clothes to NOOL as part of their clothing drive. Nool an NGO instituted by The International Foundation for Crime Prevention and Victim Care (PCVC), extends support services for women & queer individuals affected by domestic & interpersonal violence.



## Events

### Teacher Induction Program

Hindustan International School conducted Teacher Induction Program on 27<sup>th</sup> May 2023 at Hindustan Auditorium, Guindy. **Dr. Anand Jacob Verghese**, Chairman, Hindustan Group of Institutions chaired the program & **Dr. Deiva Sundari P**, Principal, KCG College of Technology presented a session on Team Building for the newly recruited school teachers of Hindustan International School.





## Mobile App Club

Students developed Mobile App Projects. Students were split into batches & were given Mobile App to develop projects like Counter App, Calculator App, Display Quotes App, Password Generator App.



## Robotics Club

Students were educated on robotic programming in C language with the introduction to C programming, the difference between code writing in C and Python programming, libraries, call functions & subroutines in robotics program writing. The essentials of networking including IoT was also explained.



## Drone Club

Students were introduced to the concept of gliders. The basic flying principle and the components contributing to flight movements were discussed. Students were split into teams & a basic template designing of gliders was sketched.



## Space Exploration Club

Students visited Periyar Science & Technology Centre located in Kotturpuram.



### Math Club

Introductory Session on Application of Mathematics in Aerospace Engineering & Project Review & Plan was organised. **Ida Mary** of Third Year Aerospace Engineering gave a brief Introduction about the Applications of Mathematics in Aerospace Engineering.



### IoT Club

Students were taught to write program in the cisco packet tracer. Demo on how to simulate the program was illustrated. Hands on experiences were provided to the students.



### AR Club

A session on Introduction to Augmentation, UNITY Engine Installation and Task for Building app were handled by **Mr. Hariharan, & Mr. Sabeesh**, Space Zee.



### Programming Club

An introduction session on Python & the procedure of UI development was handled by **Praveen Kumar**, Final Year of CSC student. Students were provided with the hands on tutorial session about the installation procedure of Python on Windows machines & installation of the Kivy module, which is a UI development kit in python & Writing scripts in python using the Kivy module was also taught.



## Dance Club



Students were provided myriad platforms to explore & utilize their known or unknown freestyle & to facilitate progress in their artistic journey. 25 students of various departments were mentored by **Mr.Surendar**, Choreographer to enhance their dance talent.

## Heritage Club



A display of Chettinad Heritage through Art was organized. Students displayed Chettinad architecture, handloom paintings & wall painting through sketches.

## Eco Club



Students visited ADYAR ECO PARK in view of educating the pupils about the need of conserving & restoring water resource.

## Music Club



A session on Open Mic Day was organised.



### English Literary Club

Bookathon- a chain book reading by the students was conducted. Students were allocated chapters in a particular book & were asked to summarize each chapter in their own words. A thorough analysis was done on the theme of the book and the comparatively difficult words were discussed with students to make them understand the meaning.



### Film Appreciation Club

**K.Sujith Rahul** of First Year, CSE (B5) & **S.Arya Dutta** of First Year, AERO(B1) presented a PPT on “How to make a SHOTS”. They gave a brief idea about the shots, the varieties of shots & their uses. Students were split into groups and enacted the skit



### Fine Arts Club

A session on basic techniques of nail and string art was organised. Thermocol boards, black chart paper & nails were supplied to the students & were taught step by step procedure to prepare the boards. Once the basic guidelines were explained & demonstrated, the students started with simple geometrical designs, planned the pattern of placing nails on the designs, & also planned the way to wind strings on the nails. Students were taught various basic techniques of winding the strings around the nails. All of them presented their artwork, so all were able to get more ideas from each other. This art is an easy way to learn geometry with fun, create 3 dimensional art forms with thread & can create magic with simple resources.



### Quiz Club

Session on KING QUIZIEE was conducted. **Rama Vidhun Ragav**, First Year Mechatronics, **Mr. P. S. Kaushik Kailash R**, First Year Mechatronics & **Mr. Mohd Abdullah**, First year Aeronautical Engineering handled the session. 5 rounds of quiz on diverse themes were conducted. The rounds were as follows: Round 1 - Identifying the famous company name with the tagline. Round 2 - Identifying the tagline from the given picture. Round 3 - Identifying the famous company name from its logo. Rounds 4 and 5 - Sports-related questions. Prizes will be given to the winner, first runner-up, & second runner-up in the Fifth Quiz Club session. Students eagerly participated, enjoyed, & learned from the quiz rounds.



## KCG NCC Company

The Passing out Parade and Farewell of Senior NCC Cadets of 2022-2023 batch was conducted successfully on 21<sup>st</sup> May 2023. The new Ranks were given to the Next Batch of 2023 - 2024, NCC cadets.

Roles & Responsibilities of the Ex-NCC Cadets will be carried on by the 2023-24 batch cadets from various Academic Departments.



## Research Activities

### Research Summary May 2023

## Journal Papers Published in SCI/Annexure 1

Authors	Journal Name	Article Title	Impact Factor	ISSN	Indexing
<b>Dr. R. Dhaya,</b> Professor and Head, Department of Information Technology	Journal of Signal Processing Systems, Springer	A New Ontology Convolutional Neural Network for Extorting Essential Elements in Video Mining	1.813	1939- 8018	SCI, Anna University Annexure 1, WoS , Scopus , Q1 Journal



# Rise of gamification has increased the demand for CSE HCI experts

To develop an attractive and intriguing game, students must learn to enhance their creativity and imagination along with the assessment of interactive systems

c-Nafisa.Khatoun  
@timesgroup.com

**H**uman-computer Interaction (HCI) is the study of the interaction of industrial design, and interaction algorithms through technology to accentuate user experience for products. The stream is based on a perfect combination of creative imagination and cutting-edge engineering work. The technology has applications in the gaming sector and with increasing digital connectivity and availability of smartphones, the demand for HCI professionals equipped to handle advanced tasks will also expand.

The demand-supply curve has to be balanced by producing graduates with BTech (CSE) with a specialisation in HCI and Gaming Technology. The freshers should be qualified to cater to the need of gamers more realistically by using their conceptual thinking as well as technological skills.

## HCI vs Animation

"Understanding the course basically deals with three components, Human: understand people; Computer: understand computers; Interaction: make them work together effectively. As the course name is self-explanatory, the students will be trained to solve human problems through software for several sectors," says Jitendra V Tembhumne, assistant professor, Computer Science and Engineering Department, Indian Institute of Information Technology (IIIT), Nagpur.

"Face of the gaming industry is changing in terms of how people based on their choices are using digital platforms and drawing gratification from the services. The transformation requires students to be skilled to add or modify realism to games at any stage of the game product development process. Consequently, pursuing an academic degree at the undergraduate level is the best way to gain knowledge of computer sci-



## Career prospects

In India, gaming is a multibillion-dollar industry that is set to grow by 50% over the next few years. The boom will be driven by the evolving nature of the industry as it finds relevance in



the entertainment, educational, and medical segments also. "One can be hired for job roles such as factors engineer, accessibility engineer, cognitive systems engineer, creative game designer/tester, game animator, game audio engineer, game programmer, QA game tester, usability tester, game system designer, localisation specialist and UI/UX designer. Salaries can range from Rs 3-8 lakh for freshers and upwards of Rs 25 lakh for experienced professionals," says Jaideep Kewalramani, COO as well as head of employability, TeamLease EdTech.

## The course modules include core courses in Computer Science and Engineering (CSE)

ence, design and behavioural sciences," says Tembhumne.

Online gaming has also emerged as a distressing activity for the youngsters. Besides this, gamification is now being used in various fields including education, while gaming-based technologies are used in several industries. P Deivasundari, principal of KCG College of Technology,

Chennai, says "The regular gaming and animation courses, deal with just creative ways of developing games. Whereas a BTech (CSE) with specialisation in Gaming Technology course teaches how to develop games and the logic behind the functioning of these

games." While the course often overlaps with the animation programme, it has some significant differences. "HCI imparts training in how people use technology and how these can be modified to make them more user-friendly. Students understand the ways to

enhance the design aspect, implementation, application, analysis, and assessment of interactive systems, from engineering, psychology, linguistics, and social science perspectives. Whereas, the standalone course in animation is just a minor subset of the former discipline and animators have limited skillsets," says Tembhumne.

## Entry option and course module

Several IITs and IIITs offer admission to this programme based on JEE Advanced score. Many state and private universities conduct their entrance examination for students having an Intermediate in Mathematics.

The course module has to be effective enough to enable students to convert their idea into technically viable and interactive apps. Sundari says, "A carefully designed course components

will allow students to graduate with a portfolio for both creative and technical work. The key component of course should integrate core syllabus of CSE focussing on Maths, Physics are linked with interactions taking place during gameplay."

THE TIMES OF INDIA, CHENNAI  
WEDNESDAY, MAY 10, 2023

TIMES CITY

# CSE management quota seats big draw in engg colleges

Rupa Ramani  
@timesgroup.com

Chennai: Engineering colleges are being flooded with queries about management quota seats in computer related courses including computer science engineering, AI and data science and IT courses.

The trend is like last year, with fewer students keen on courses such as ECE, EEE and mechanical engineering.

After surrendering 65% of seats for counselling, colleges can admit students for remaining 35% under management quota.

Minority institutions can fill up to 30% seats.

"We are receiving more queries compared to last year for management quota seats. But most are for computer science and related courses," said R M Kishore, vice-chairman of RMK Engineering College.

Colleges expect the demand for ECE to pick up as it gives opportunity to work in core industry and computer related jobs.

"Students doing core engineering with minor degrees in any emerging area will also have better opportunities," he added.

Courses such as AI and

## 6,899 SCORE ABOVE 190 CUT-OFF

Performance of class XII state board students

Cut-off marks	Number of students
200 out of 200	114 (132) *
195 and above	3,058 (3,038)
190 and above	6,899 (6,299)
185 and above	11,890 (14,425)
180 and above	18,051 (20,376)

data science, cyber security, IT also have high demand, while those like ECE have less demand.

"It is hard to convince stu-

dents who want to study computer related courses to take up other courses, who want to join computer science engineering don't opt to join

BTech information technology even after knowing that there is not a big difference in curriculum," said KCG College of Technology principal P Deiva Sundari.

Others said the dip in Class XII math scores is a major reason for increase in queries.

Colleges have allotted only 8,000 seats in computer science related courses for 2023-24. So, more students will get admissions in these courses through engineering counselling and the cut-off will not vary much," career consultant Jayasurakash Gandhi said.

He also warned of the job

market being flooded with computer science graduates after four years.

"Colleges are offering more than 10 courses in computer science. It is better to go for core engineering courses with computational knowledge."

The Class XII state board results in maths, physics and chemistry show 6,899 students scored above 190 cut-off marks for engineering admissions, close to last year. In TNQA 2022 rank list including all boards like CBSE, ISC, 8,299 students scored above 190 cut-off, 18,051 got above 190 cut-off and 20,376 above 180.



# CAMPUS FACILITIES



**DST Supported FIST Lab**



**Car Simulator**



**Gymnasium**



**Aero Hangar**



**Link Flight Simulator**



**Bosch Certified Training Centre**



**NCC**



**Horse Riding**



**Inferno Racing**