



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 activity 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.

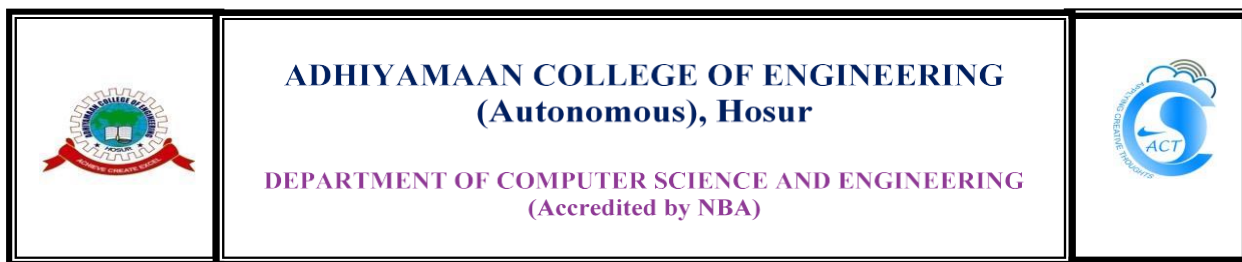
1. BEST BUDDIES CLUB
2. COMPUTER LITERACY CLUB
3. INNOVATION CLUB
4. SKILL DEVELOPMENT CLUB
5. R & D CLUB
6. CODERS CLUB

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.

Club Activities:

- Organizing Alumni Lecture Series to share their success stories.
- Conducting Classes for slow learners using active learners so that it will help students to clear their exams easily.
- To create platforms for students to engage in debates of discussions on current events, Academics.

Student Members:

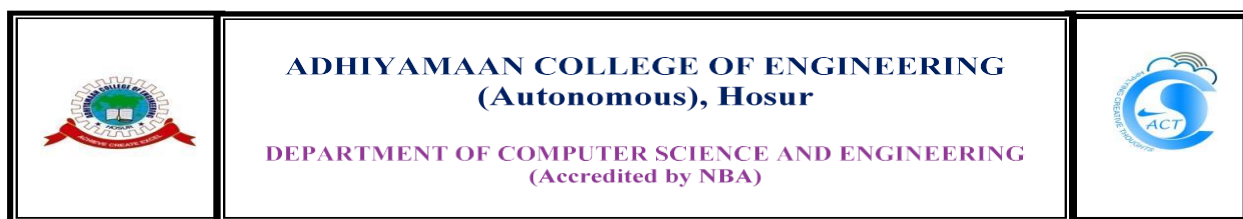
Category	Name of the Student	Class
President	Kevin Sinclair Crasta	III CSE - B
Vice-President	Sai Kiran K	IV CSE - B
Secretary	Monesh S	III CSE - B
Joint Secretary	Mohana Priya K	IV CSE - B
Executive Member	Karthikeyan M	III CSE - B
Executive Member	Sonha P	II CSE - C

BEST BUDDIES CLUB COORDINATOR

Mrs. D.M. VIJAYA LAKSHMI

Assistant Professor





CODERS CLUB

Objectives:

- **Skill Development:** Enhance coding skills among members through hands-on practice, coding challenges, and collaborative projects.
- **Learning and Education:** Provide opportunities for members to learn new programming languages, tools, and technologies through workshops, tutorials, and guest lectures.
- **Collaboration:** Encourage teamwork on coding projects, hackathons, and other collaborative efforts to build real-world experience and problem-solving skills.
- **Problem-Solving:** Develop critical thinking and problem-solving abilities through coding challenges, competitive programming, and project-based learning.

Club Activities:

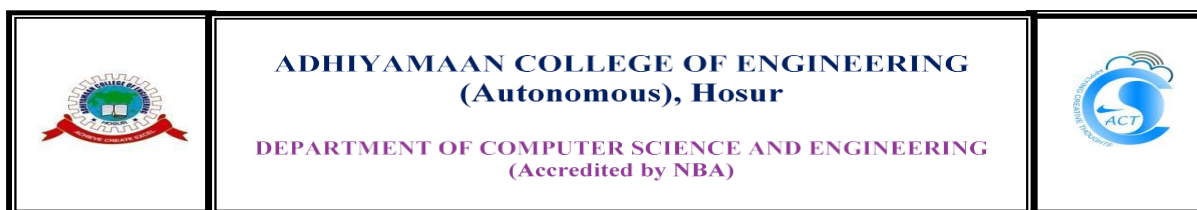
- **Coding Challenges and Competitions:** Organizing coding challenges, hackathons, or coding competitions to encourage problem-solving and creativity.
- **Project Collaboration:** Facilitate group projects where members can work together to build software, apps, or other coding-related projects.
- **Code Reviews:** Host code review sessions where members can present their code, receive feedback, and discuss best practices.

Student Members:

Category	Name of the Student	Class
President	GOKULRAJ S	III - A
Vice-President	DEEPAN PRASATH C	III - A
Secretary	VASANTH S	III - C
Joint Secretary	ROHITH N	III - C
Executive Member	DIVYA SRI J	III - A
Executive Member	DIVYA DHARSHINI V	III - A

<i>CODERS CLUB COORDINATORS</i>
Mrs. R.DHANA LAKSHMI
Assistant Professor





INNOVATION CLUB

“There’s a way to do it better. Find it - Thomas Edison .

OBJECTIVE:

1. **Encourage Creative Thinking:** Promote an environment where members can freely brainstorm and explore new ideas without fear of judgment.
2. **Drive Projects and Initiatives:** Develop and implement projects that address real-world challenges or capitalize on emerging opportunities. This could include product development, process improvements, or social impact initiatives.
3. **Promote Knowledge Sharing:** Create opportunities for members to learn from each other, as well as from external experts through guest lectures, case studies, and industry insights.
 - Encourage students to participate in Smart India Hackathon.
 - Conducting Innovation and Startup competitions.
 - Intra College Competition - Project work On Trending Topics .
 - Poster Presentations - Creating posters and prototypes for significant problem statements.

Student Members:

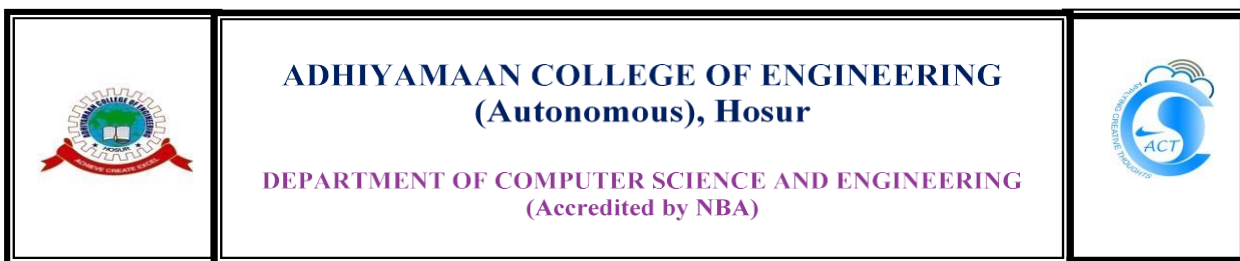
Category	Name of the Student	Class
President	Sabin Rahul I	II CSE - C
Vice-President	Soundhranayaki V	II CSE - C
Secretary	Siva Sakthipandiyam M	III CSE - C
Joint Secretary	Deepika B	IV CSE - A
Executive Member	Nivethidha S	IV CSE - B
Executive Member	Purushothaman S	III CSE - C

INNOVATION CLUB COORDINATOR

Mrs . MEENA V

Assistant Professor





R&D Club

Objectives:

- **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.

Club Activities:

- FDP/Workshops and Skill-Building on research and development
- Research Paper Discussion and Publications
- Research Proposal: Guide members through the process of creating research proposals, including formulating research questions, designing methodologies, and writing project plans.

Student Members:

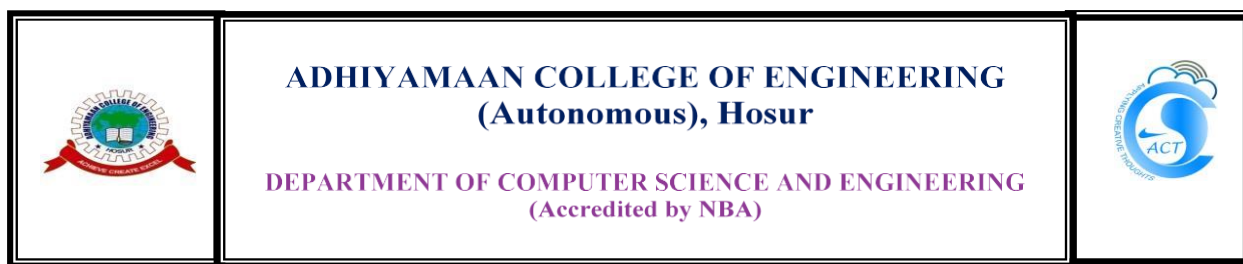
Category	Name of the Student	Class
President	Ms. B. Deepesha	IV CSE A
Vice-President	Mr. Ajay Kanna	III CSE A
Secretary	Ms. J. Jersline Rose	IV CSE A
Joint Secretary	Ms. Harini N	III CSE A
Executive Member	Mr. Dinesh K P	II CSE A
Executive Member	Mr. Dhanush Kumar G	II CSE A

R & D CLUB COORDINATOR

Mrs.J.K.JAYAKUMARI

Assistant Professor





SKILL DEVELOPMENT CLUB

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

Objectives:

- **Enhance Practical Skills:** To develop the skills of young minds that will enable them to become the driving force behind technological and economic growth
- **Promote Lifelong Learning:** Encourage a culture of continuous learning and self-improvement among members, keeping them updated with the latest trends and technologies.
- **Promote Personal Development:** The club can help students in developing a growth mindset, setting personal goals, and building confidence.

Club Activities:

- Addressing Career related challenges and way to overcome those challenges.
- Organizing events like Seminar, Training, Workshops etc.,
- Organizing Skill development Competitions like Project Expo, Technical Quiz etc.,
- Provide training in a various areas with high social and professional needs.

Student Members:

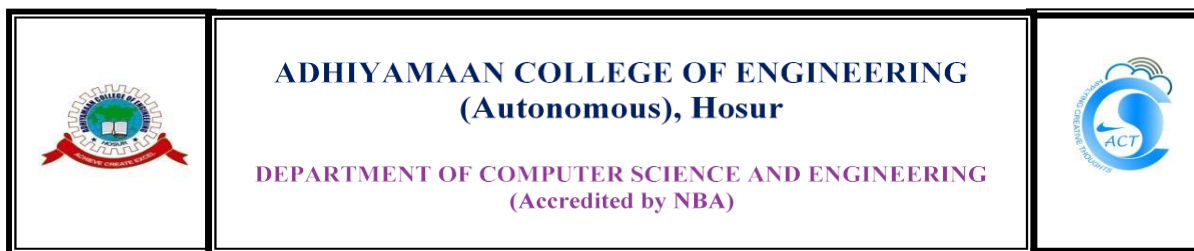
Category	Name of the Student	Class
President	Gowtham. S	IV – A
Vice-President	Sooriasri. K	III – C
Secretary	Sarath. S	IV - C
Joint Secretary	Pushpalatha. B	III – C
Executive Member	Bhujasri. S	II – A
Executive Member	Ganesh. C	II- A

SKILL DEVELOPMENT CLUB COORDINATOR

Mrs. V.KALAIVANI

Assistant Professor





COMPUTER LITERACY CLUB

“Computing is not about computers anymore. It is about living.” – Nicholas Negroponte¹

Objectives:

Setting clear objectives for a computer literacy club can help guide its activities and measure its success for non-technical users and School students. Here are some potential objectives:

1. **Enhance Digital Skills:** Provide training sessions on essential software and tools, such as word processors, spreadsheets, and presentation software.
2. **Promote Coding and Programming:** Offer workshops and courses on various programming languages and development tools.
3. **Increase Cybersecurity Awareness:** Educate members about online safety, data protection, and best practices for secure computing.
4. **Stay Updated with Technology Trends:** Organize seminars and guest lectures from industry professionals to keep members informed about the latest advancements in technology.
5. **Support Career Development:** Provide resources and guidance for students interested in pursuing careers in technology, including resume building, interview preparation, and networking opportunities.
6. **Encourage Problem-Solving and Critical Thinking:** Develop activities that challenge members to think critically and solve complex problems using technology.
7. **Promote Digital Literacy in the Community:** Extend the club's activities to the broader community by offering workshops and training sessions to help others improve their digital skills.

Club Activities:

Here are some engaging activities for a computer literacy club:

1. **Workshops, awareness programs and Training Sessions :** Regularly conduct awareness programs, workshops on topics like basic computer skills, coding, web development, and software usage.
2. **Guest Lectures and Seminars:** Invite industry experts to speak about the latest trends in technology, cybersecurity, and career opportunities.
3. **Tech Talks:** Arrange informal sessions where members can discuss new technologies, share knowledge, and present their projects.
4. **Community Outreach:** Offer free computer literacy classes to the local community, helping others improve their digital skills.
5. **Study Groups:** Form study groups for members to learn new programming languages or prepare for certifications together.

6. **Tech Quizzes and Games:** Organize fun quizzes and games related to technology to make learning enjoyable.
7. **Field Trips:** Plan visits to tech companies, startups, or tech events to give members exposure to the industry.

Student Members:

Category	Name of the Student	Class
President	DHANUSH H	III A
Vice-President	JAYASRI R	III B
Secretary	KARNIKA N	IV B
Joint Secretary	SIVARANJANI K	II C
Executive Member	ANANTHA KUMAR C	III A
Executive Member	SHABARINATH M	II C

COMPUTER LITERACY CLUB COORDINATOR

Mrs. S.R SATHYAPRIYA

Assistant Professor



