MANAKULA VINAYAGAR
INSTITUTE OF TECHNOLOGY
Kalitheerthal kuppam, Puducherry – 605 107

DEPARTMENT OF INFORMATION TECHNOLOGY

2017-2018 - Volume 2

IT - *X tra* *in addition...*
MAGAZINE

MANAKULA VINAYAGAR
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Kalitheerthal kuppam, Puducherry – 605 107

DEPARTMENT OF INFORMATION TECHNOLOGY

VISION OF THE DEPARTMENT

To transform the individuals into globally proficient Information Technologists, to meet the challenges of the evolving society.

MISSION OF THE DEPARTMENT

Higher Order Thinking: To provide quality education in both theoretical and practical aspects in the field of Information Technology

Competency: To equip the students to cater the industrial demands through providing advance training.

Continuous Learning: To encourage and guide the students to participate in research oriented activities and pursue higher education.

Entrepreneurship: To inculcate the spirit of entrepreneurship among students to serve the nation.

★ Educate   ★ Expower   ★ Excel

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VISION OF THE INSTITUTION

To accomplish excellence in the field of technical education and scientific research on regional, national and international levels through committing to total quality for its faculty, providing excellent infrastructure, research facilities and conducive atmosphere that would motivate the students in the pursuit of knowledge in Engineering and Technology.

MISSION OF THE INSTITUTION

♦ To provide in depth knowledge in fundamentals to students to improve their learning and analytical skills.

♦ To provide our students with the most progressive, relevant and well rounded academic programs, supporting their learning through advanced and extensive resources.

♦ To promote interaction with industries and other institutes of higher learning to equip our students to face the challenges on real time problems.

♦ To develop the overall personality of the students to mould them into a good citizen with integrity and morality.

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To transform the individuals into globally proficient Information Technologists, to meet the challenges of the evolving society.

MISSION OF THE DEPARTMENT

M1 : Higher Order Thinking: To provide quality education in both theoretical and practical aspects in the field of Information Technology.

M2 : Competency: To equip the students to cater the industrial demands through providing advance training.

M3 : Continuous Learning: To encourage and guide the students to participate in research oriented activities and pursue higher education.

M4 : Entrepreneurship: To inculcate the spirit of entrepreneurship among students to serve the nation.

Program Educational Objectives (PEOs)

PEO1: Employability: Graduates apply the knowledge of computations, engineering and technology to pursue a good career in the Information Technology.

PEO2: Higher Education: Graduates will participate in life - long learning through the successful completion of advanced degrees, continuing education and other professional developments.

PEO3: Entrepreneurship: Graduates will have the ability to exhibit their leadership quality and enable them to become an entrepreneur.

PEO4: Ethics: Graduates cultivate professional and ethical attitudes with effective communication skills, team work and multi - disciplinary approach related to engineering issues.

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Program Outcomes (POs)

PO1: Engineering knowledge: Apply the knowledge of Mathematics, Science, Engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2: Problem analysis: Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3: Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4: Conduct investigations of complex problems: Use research - based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5: Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.

PO6: The Engineer and Society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7: Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8: Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9: Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10: Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11: Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a Member and leader in a team, to manage projects and in multidisciplinary environments

PO12: Life - long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

Program Specific Outcomes (PSOs)

PSO1: Products Development: Ability to apply mathemattical methodologies to solve computation task, Model real world problem using appropriate data structure and suitable algorithm.

PSO2: Design Thinking: Ability to use knowledge in various domains to identify research gaps and solve complex problems, using latest hardware and software tools, along with analytical skills to arrive cost effective and appropriate solutions.

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DEPARTMENT OF INFORMATION TECHNOLOGY

Management, Principal, HOD & Staff Members of MIT Congratulates !!!

Congratulations!

University Gold Medalist - 2016

GOMATHI .P

1st Rank - 9.32 (2016 Batch)

University Rank Holders

ESTHER.T
3rd Rank - 9.29 (2016 Batch)

MONICA.R
10th Rank - 9.14 (2016 Batch)

SARADHA.R
7th Rank - 9.11 (2015 Batch)

ANITHA.R
9th Rank - 9.11 (2015 Batch)

SRUTHI.T.C
9th Rank - 9.1 (2014 Batch)

RESHMA REWANKAR
8th Rank - 8.97 (2013 Batch)

Events of Xtra'18 by SAIT(Smart Association of Information Technology) on 21.04.18

Xtra *in addition...*

Choosing secretary for SAIT

Principal addressing the students

Distributing files to final year students

Culturals – Mime

Culturals– Boys dance

Culturals– Girls dance

WORKSHOPS

Innovation and Entrepreneurship Development Program (IEDP)on "Zero to One" on 22.07.17

Workshop on "English Language Communication Training" from 9.1.18 To 11.1.18

Internal workshop on "Applications using Arduino" on 05.08.17

One day workshop on " TQM and its Application" on 09.09.2017

One day Workshop on "PC Assembling & Trouble Shooting" on 12.08.17.

Guest lectures

Guest Lecture on"How to Excel in Engineering",by Mr.G.Arun on 07.07.17.

Guest Lecture on "E-Governance" Mr.R.Gopi swaminathan, on 17.3.18

Guest Lecture on "IT Infrastructure Management"by Mr.Venkatesh on18.08.17

Guest Lecture on "Internet of Things and its Applications"on 6.1.18

Guest Lecture on "A Step for Innovation" by Dr. U. Kumaran on 14.08.17

Guest Lecture on "Cyber Crime, Cyber Law and Security Issues" by Mr.Baskaran, on 7.2.18.

Co- Curricular activities

INDUSTRIAL VISITS

Won "Persistent Inspiration Award" at SMART INDIA HACKATHON' 2018 – Software Version by Govt. of India

INDUSTRIAL VISIT TO DELL COMPANY CHENNAI

Won 2nd prize in LEARNATHON 2K'18 by ICTACT, Puducherry

INDUSTRIAL VISIT to ISRO, Sriharikota

Won 2nd prize in "Big data Project contest "

INDUSTRIAL VISIT TO HP, Chennai

Co- Curricular activities

Won 2nd Prize at Neura'18- Project Competition held at Pondicherry Engineering College, Puducherry	**Won 1st prize in Tech Connexions event at Bancquest 2k18- National level technical symposium held at Pondicherry University**

Won 1st Prize in Code debug event on TekZion- Technical Symposium held at Alpha College of Engineering & Technology.	**Won Cash Award at Android Project Contest, held at Mailam Engineering College.**

Won 3rd place in Chess Tournament, held at Pondicherry University.

Events Organized

Independence Day Celebration Contest 2017 (ICC 17) on 10.08.18

Faculty Development Programme on "HadoopHortonworks" from 7.08.17 to 11.08.17.

Cloud computing project contest on 27.03.2018

Professional Development Workshop "TEACH – Transform, Empower and Change" from 3.07.17 to 5.07.17

National Level Technical symposium MITILENCE'18 on 09.02.18 and 10.02.18

National Science Day Celebrations- SCIMIT ' 18 on 28.02.18

STUDENTS CORNER

Harshini.V IIyr-IT-A

Priyadharshini.D IIyr-IT-B

Dhamini.T IIIyr-IT

Bhavani.V IVyr-IT

Mithra.R IVyr-IT

STUDENTS CORNER- Technical Articles

EXTENDED REALITY (XR)

Extended reality (*XR*) is a term referring to all real-and-virtual combined environments and human-machine interactions generated by computer technology and wearables. It includes representative forms such as augmented reality (AR), mixed reality (MR) and virtual reality (VR) and the areas interpolated among them. The levels of virtuality range from partially sensory inputs to immersive virtuality, also called VR.

An **alternate reality game** (**ARG**) is an interactive networked narrative that uses the real world as a platform and employs transmedia storytelling to deliver a story that may be altered by players' ideas or actions.

ARGs are growing in popularity, with new games appearing regularly and an increasing amount of experimentation with new models and subgenres. They tend to be free to play, with costs absorbed either through supporting products (e.g. collectible puzzle cards fund Perplex City) or through promotional relationships with existing products (for example, *I Love Bees* was a promotion for *Halo 2*, and the *Lost Experience* and *Find 815* promoted the television show *Lost*). However, pay-to-play models exist as well.

Vijayaram Abishek. R,
IIyr-IT-B

VIRTUAL REALITY (VR)

Virtual reality (**VR**) is a simulated experience that can be similar to or completely different from the real world. Applications of virtual reality can include entertainment (i.e. gaming) and educational purposes (i.e. medical or military training). Other, distinct types of VR style technology include augmented reality and mixed reality.

Currently standard virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. A person using virtual reality equipment is able to look around the artificial world, move around in it, and interact with virtual features or items.


The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video feedback, but may also allow other types of sensory and force feedback through haptic technology.

Durgadevi.G
IVyr-IT

ROBOTIC PROCESS AUTOMATION

Robotic process automation (or RPA) is an emerging form of business process automation technology based on the notion of metaphorical software robots (bots) or artificial intelligence (AI) workers.
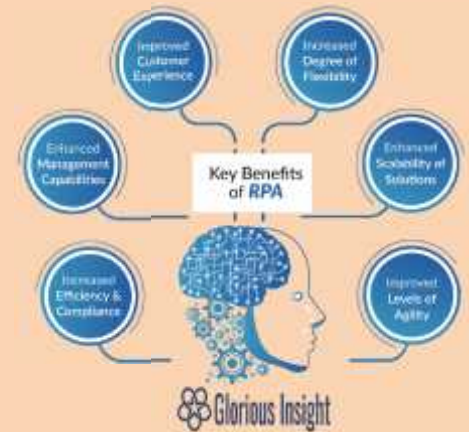
Traditional workflow automation tools, a software developer produces a list of actions to automate a task and interface to the back-end system using internal application programming interfaces (APIs) or dedicated scripting language. In contrast, RPA systems develop the action list by watching the user perform that task in the application's graphical user interface (GUI), and then perform the automation by repeating those tasks directly in the GUI. This can lower the barrier to use of automation in products that might not otherwise feature APIs for this purpose.

Dhamini.T
IIIyr-IT

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PLACED STUDENTS DETAILS (2014-2018)

SUTHERLAND

Justdial

SIVAPRIYA .A   RAKKITHALAKSHMI .K   BHAVANI .V   INDHIRA PRIYADHARSINI .M   SARATHKUMAR .A   ARUN .K   DANALATCHUMY .A   JAYAKUMAR .R

kotak Life Insurance

DURGA DEVI .O   JAYASREE .I   RAJESHKUMAR .K   SATHIYA GNANASAMBANDHY .J   VIKNESWARI .S

NAVEEN PRASANTH .B   MAHESWARI .M   KIRUBAKARAN .S   ARUNKUMAR .P   HEMALATHA .K

L S E

PAVITHRA .G   PRIYANKA .D   SANDEEP .N

SWATHI .R   THILAGAVATHY .S   PRIYANKA .D

DRH

DANALATCHUMY .A

SRI MANIMOYA VINAYAGAR SOFTWARE SOLUTIONS

ARJUNKUMAR .A

IDBI FEDERAL
IDBI Federal Life Insurance Co Ltd

HEMAVALAKSHMI   KAVIBHARATHY .U   KIRTHANA .J   MEENA .P   RAMYA .A   SANGEETHA .C

SIVASURIYA .S   NIRMAL SIVABALAN .A   NIVEDHA .J   THAMIZHSELVAN .T   THINESHKUMAR .N

VSS TECHNOLOGIES

MITHRA .R   SANKAVI .K   PREM RAJAN .R

virtusa

SOWMIYA .R

congratulations

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Thanks.....

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