

***DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING***

***DATA FOR WEBSITE***

**STUDENTS TECHNICAL CLUB DETAILS**

<b>S.No</b>	<b>Name of the Clubs</b>	<b>Objectives of the Clubs</b>	<b>Outcome</b>
1	<b>SLUG &amp; PLUG</b>	<p>To build the best learning experience for the aspiring students inside and out by Investing more time on strategies that can shape their thinking abilities.</p> <p>To deliver programs that build connections for the entire community.</p> <p>To Learn professional technology on the go. From technical progress to personality development, we as a family look into everything and make sure the team manages to happily work together in order to create a better tomorrow for themselves and the world of IT.</p>	Helpful for Placement Drives
2	<b>SKETCH</b>	An unique club which is focusing on technical design. Technical design has a number of applications and is a very popular occupation. The club is training the students who are interested in artistic ability.	Designers and Developers
3	<b>TECH-WIZ</b>	The main objective of the club is to motivate the students in developing technical related real time applications	Real time Application Developers
4	<b>ANDROPEDIA</b>	To enhance the students to develop Android applications and participate in software testing applications	APP Develppers
5	<b>CODE-CHEF</b>	To enhance the students to design the code for the industrial software and develop some applications based on recent development	Web Developers
6	<b>CHIPSET</b>	To develop the industry related applications and enhance the students to develop industry related project work, especially in hacking & Robotics	Making White hackers
7	<b>LOGICPLAY</b>	The main objective of this club is to increase the creative and logical thinking of students by organizing various events such as seminars, technical talks and guest lectures, etc. It also hosts educational workshops in various domains. Students are encouraged to take part in these events to increase their academic skills	Entrepreneurship Skill development

8	<b>INTELLECTS</b>	The Objective of the Intellects club is to conduct events on various technologies where the topics are beyond the scope of the Curriculum. To have a better understanding about the topic hands-on session on various technologies such as JavaScript for Gaming Application, Android and iOS Development, Internet of Things etc. The technologies were delivered to the participants from scratch to get familiarized with all fundamentals and advanced topics.	Software Developers and Project Managers
9	<b>SYNERGIES</b>	To motivate the students in enhancing their knowledge in multiple disciplines and develop real time projects	Multidisciplinary Design and Development
10	<b>TECHPRO</b>	A place where technology meets the common. An organization that makes the student ready for his future. From entrepreneurship to the latest trends in technology. It stands as the best platform to learn and grow.	Managerial Skills and Organization capability
11	<b>GAMECOM</b>	The Objective of the Gamecom club is to train students in various aspects of game engineering like "Game Development, Animation and Multimedia". Our vision is to transform GameCom into a globally recognized community and to empower content creators across the world.	Multimedia, Game & Fx Designers
12	<b>TECHVAYUNA</b>	The club is a culinary dish, of ingredients like entrepreneurship, technology and internships.	Motivates towards Internships / Placements
13	<b>CYBORG</b>	Our objective is to make every individual provide innovative ideas and acquire some fruitful knowledge on latest technologies like machine learning and artificial intelligence	Creates innovations and discovery
14	<b>DEVELOPER STUDENTS CLUB</b>	To enhance Students technical skill by incorporating Various building blocks from Google Developers Community	Joins with Developers Community
15	<b>CODEZILLA</b>	To create and develop the robots in various models and according to the users requirements,	Robotics application Designers and Developers
16	<b>JOURNAL CLUB</b>	To enrich the knowledge of Students by latest Journal publications and innovative project management	Makes Researchers

**COORDINATOR**

**HOD/CSE**

**DEAN**