

Computer Science Department

Newsletter

2020-21



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OUR INSPIRATION



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(Principal)*

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Trends and Innovations in 2020

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Trends and Innovations in 2020

Big Data, Machine Learning, and the Internet of Things (IoT) were the biggest educational technology trends of 2020. However, distance learning has become the one trend that rules them all. The COVID-19 pandemic has drastically changed the way we teach and learn. Students and teachers connect, discuss, share their opinions, and act upon situations collaboratively. Now, they are constantly learning, unlearning and relearning (out of necessity if not desire). As a Computer Science student, if you wish to make the most of your time at home and are looking at upping your skills for future opportunities, here are top 8 new technology trends you should watch out for in 2021.

1. Gamification

If you are looking for a way to turn learning into a more fun and engaging process, gamification is the most suitable educational technology trend. There is no reason for students not to be actively involved in classroom games. Students can learn and practice while they are joining in on exciting game activities. Gaming elements help create a funny and positive learning environment for learners.

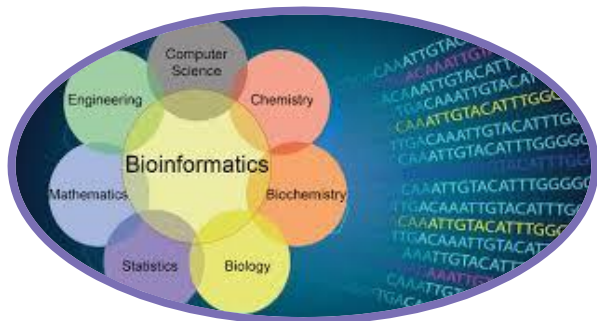
2. Learning analytics

The current landscape of learning analytics has dramatically expanded, especially for higher education. Learning analytics allows educators to measure and report student learning just by the web. From that, it is possible for them to better understand and optimize learning. When teachers read insights from students' learning processes, they can improve the knowledge and skill acquisition of their students accordingly. For instance, teachers can see what type of information (text, images, infographics, or videos) that students enjoy most and use it more in their following lessons. Also, teachers can notice what pieces of knowledge were not effectively delivered and enhance them next time.



**TOP
TECHNOLOGY
TRENDS**

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3. Off-The-Shelf E-Learning

Education has changed dramatically, with the distinctive rise of e-learning, whereby teaching is undertaken remotely and on digital platforms. Innovations like an online content library offers diverse benefits, ranging from know-the-basics to ready-to-use courses on diverse topics. Online learning has been shown to increase retention of information, and take less time, meaning the changes coronavirus have caused might be here to stay.



4. Bioinformatics

A fascinating application of big data, bioinformatics, or the use of programming and software development to build enormous datasets of biological information for research purposes, carries enormous potential. Linking big pharma companies with software companies, bioinformatics is growing in demand and offers good job prospects for computer science researchers and graduates interested in biology, medical technology, pharmaceuticals, and computer information science.

5. Cyber security

We live in a hyper-connected world, in which absolutely everything – from banking to dating to governmental infrastructure – is done online. In today's world, data protection is no longer optional, for either

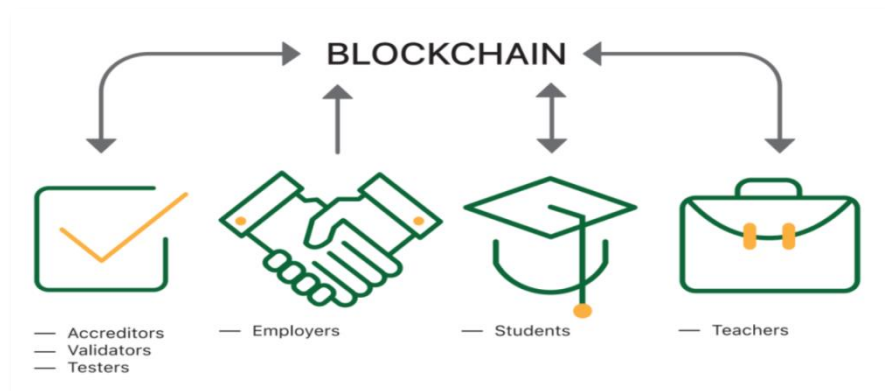
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individuals or nations, making this another growing strand of computer science research. Cyber Security teaches how to protect operating systems, networks and data from cyber-attacks. It helps to reduce risks and track all threats which might affect the system. This digital era shows that there are numerous opportunities that hackers might attack the systems and networks and one need to take extra measures to protect their data.



6. Blockchain technology

There are a lot of case studies emerging for the usage of blockchain in the higher education sector. Sharing of student data between multiple universities for a semester exchange, course exchange, student transfer, data exchange for a scholarship with authority, student academic data sharing with companies for recruitment are some of the cases where blockchain can be useful.

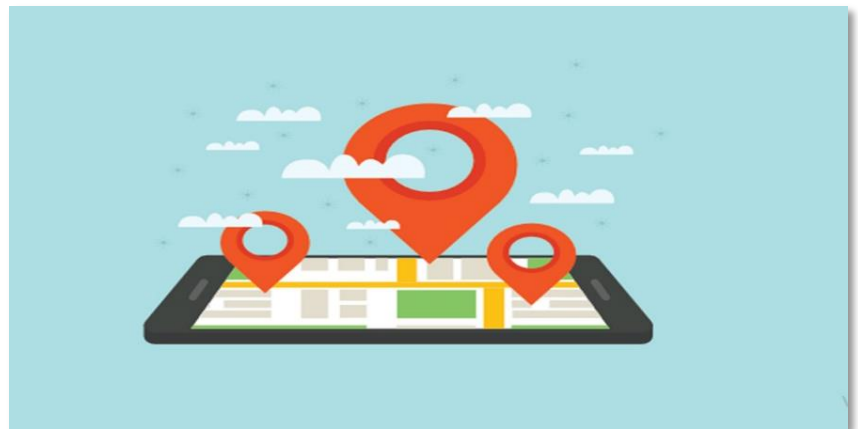


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7. Geofencing

Mostly used in marketing and retail, a geofence can be defined as an (electronic) borderline etched around a specific zone or area which organizations use to track the movement of its target customer base (in the set zone) to push offers and/or coupons. Organizations can use geofencing technology to deliver on-the-job training to their employees on their smartphones or other devices whenever they are at a specific job site or in the field.



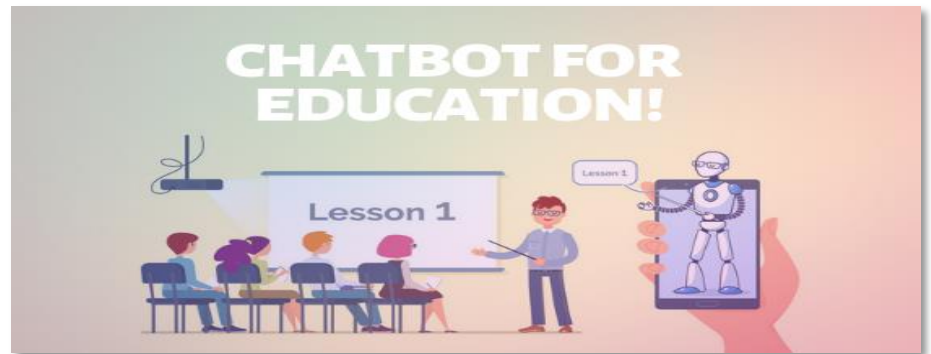
8. Chatbots

Many new and exciting technology providers have come up with simple, intuitive workflow based chatbot development where you can easily configure the machine to chat with real humans in a live chat environment. Chatbots can resolve queries of website, mobile app visitor on an instant basis. They are used in almost every application or website as a part of customer care or quick help. Chatbots are integrated with frequently asked questions, articles, and blogs relation to the education institution. It can help students resolve their typical queries on 24 X 7 bases.

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9. Podcasts

A podcast is an audio recording which can be downloaded and listened to using any device such as mobile phones, personal computers, etc. Podcasting is likely to be a new radio of Millennial. The podcasting industry is flourishing, and many new podcasting channels are coming up on various entities like Apple or Google podcasts. Many educational channels are also active on the podcast. It is becoming a new way of acquiring knowledge and learning.



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Student's Corner :Tech in Pandemic

01. Students' views and attitudes towards the communication code used in press articles about science
02. Data Science job opportunities continue to surge in 2020
03. It's time for class!
04. Tech in COVID
05. Technology triumphs amidst tumultuous times
06. What we do best



Student's Corner: Tech in Pandemic

1. Students' views and attitudes towards the communication code used in press articles about science

Shriyasti Shah, B.Sc. Physical Science (III year)

The present research was designed to investigate the reaction of secondary school students to the *communication* code that the press uses in science articles: it attempts to trace which communication techniques can be of potential use in science education. The sample of the research consists of 351 secondary school students. The research instrument is a questionnaire, which attempts to trace students' preferences regarding newspaper science articles, to explore students' attitudes towards the science articles published in the press and to investigate students' reactions towards four newspaper science articles. These articles deal with different aspects of science and reflect different communication strategies.

The results of the research reveal that secondary school students view the communication codes used in press science articles as being more interesting and comprehensible than those of their science textbooks. Predominantly, they do not select science articles that present their data in a scientific way (diagrams and abstract graphs). On the contrary, they do select science articles and passages in them, which use an emotional/'poetic' language with a lot of metaphors and analogies to introduce complex science concepts. It also seems that the narrative elements found in popularized science articles attract students' interest and motivate them towards further reading.

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2. Data science job opportunities continue to surge in 2020

Ananya Aggarwal, B.Sc. Physical Science (III year)

Data science has been a game-changer across every industry. With high-level digitization of processes, the generation of data is at peak and thus data science technology and tools are deployed to drive more productivity across organizations. This tech-field has a bunch of perks to provide including technologies for Big Data, Data Mining, Machine Learning, Data Analysis, and Data Analytics. As problem-solving lies at the core of service providers and businesses, data science has the ability to analyze heaps of data to resolve problems more quickly and efficiently than was previously possible with a purely engineered solution. Moreover, driven by the emergence of proficient ML algorithms and a shift from descriptive to predictive analytics, predictive maintenance has been steadily gaining ground in the industry and shows no sign of slowing down. The world is seeing a surge in demand for data science services in various fields with market researches estimating its potential growth in the near future. With increasing demand, the path gets open for new talents and job seekers to try their skills and hard work in this genre.

The plethora of data-technologies is creating a few job opportunities for budding data professionals to grab shortly. Moreover, in India, the data science jobs are expected to see 1.5 lakh new openings in 2020, which is an increase of about 62% as compared to 2019, according to a report by Great Learning. Currently, 70% of job postings in this sector are for Data Scientists with less than five years of work experience. Hari Krishnan Nair, co-founder, Great Learning said, “Organizations across domains are adopting emerging technologies at



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a fast pace in order to remain competitive and relevant in today's market. With vast quantities of data being generated, the Data Science vertical is key to mining

actionable insights for businesses. We are delighted to witness the growing demand for Data Analytics professionals in India. This has naturally resulted in professionals acknowledging the scope of this field is working towards upgrading their skills to meet the demand for Data Science professionals. 2020 is set to be a big year for Data Science in India.” Furthermore, BFSI, energy, pharma/healthcare, e-commerce, media, and retail are the sectors that are creating the greatest number of

jobs in this field with average salaries ranging from 10 to 14 LPA. The analysis by Great Learning also revealed that such sectors have been facing a massive skill shortage in the country. In 2019, as per a study, around 97,000 positions related to analytics and data were vacant due to the dearth of qualified talent. However, there has been an increase in the number of professionals up skilling in data science, but the no. of jobs created has outpaced the professionals' count. It is also expected that the perks of data science jobs may invite young talents to join the league to foster the technology advancements further soon. The report also presents with various career paths that are available for Data Science professionals today and the remuneration on offer across different roles – Data Scientist, Data Analyst, Data Engineer, and Business Intelligence Developer.



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3. It's Time for Class!

Ayushi Srivastava



In the blink of an eye Where did it go?
Click the link to join
In chats now they flow
Oh wakeup it's your name
These classes got my energy drained
Dark circles they gifted me
And headaches persisted in me
A wish arouse in my mind
To refrain from it all
To press leave after all
End the call
Sleep with peace after all
But my unflinching quest to learn
Didn't let me leave
Holding the laptop
Eyes wide open
I didn't sleep
Hit the press button Calculated in speed
The class was of finance after all
In the blink of an eye, things change To evaluate the profit,
Super, Normal Or a loss!
Huh! Laptop battery died
I missed my attendance again! What a real loss!
Getting online
attendance Is like a
puzzle game!



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4. TECH IN COVID

Jagriti Yadav, B.Sc. Computer Science (II year)

With the onset of globalization, industrialization and development, we have made tremendous progress in all walks of life. Almost that is! But we didn't have any idea about how this 2020 would be changing our lives drastically. Corona virus has undoubtedly accelerated the use of technology among the crowd. We all have witnessed the increased use of technology in healthcare, communications, online transactions etc. Although, technology cannot put the pandemic to an end, but it can surely control the spread of this deadly virus.

Let's see how technology has helped us through these difficult days.

1. Online learning

Educational institutions started providing online classes which has enabled many students to continue their studies despite of living in areas with poor services. Websites like EDX and Coursera have been offering paid courses for free which encouraged many of us to continue our education.

2. Robots in healthcare

Robots are heavily used during this time, be it a drone sanitizing places or offering a contactless delivery of the items.

3. Contact tracing applications

Apps like Aarogya Setu have assisted in tracing the spread of COVID-19

4. AI monitoring for symptoms

With the introduction of AI, it has been of great advantage to diagnose, treat and monitor various diseases.

5. Robotic delivery

The introduction of robotic deliveries has reduced manual work and efforts, thereby, giving us a full satisfaction with contactless delivery.

6. Social interaction

People living far away from each other has been using technology to meet their loved ones through video calling and social media.

7. Fitness applications

The optimal use of technology in fitness applications has made it easy to monitor our calories intake and health parameters.



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8. Work from home

With this technological advancement, people are working from home, thus, enabling them to continue their jobs with no offline work.

9. Entertainment

We all have been using televisions, mobile phones, laptops to entertain ourselves and spend quality time to establish peace within us.

10. Development of cheap life support systems

This technology has been promoting transformed quality products and assets for the welfare of the people.



Image By :-
Nikita Verma (20501005)

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5. Technology Triumphs Amidst Tumultuous Times

Shubhangi Bhatia, B.Sc. Computer Science (II year)

As the COVID 19 pandemic continues its relentless march around the globe, the lockdown was an overwhelming experience for all, those who spent most of their time out of the house as well as those confined to their homes. For those locked down at their homes, technology was a savior as people were able to do many things virtually as they stayed indoor to stay safe. With such unprecedented times, there were two choices: stay away or step in. And technology chose to step in. Step in and help in the cause of allowing children to continue their education, people to shop online and work from home and governments to continue to function.

Even after initial setbacks, mankind is putting up a brave fight and is using new- age technologies to restore some sanity. These technologies are not only helping fight the current health pandemic but will, in the future, change how we deal with recurrence of such health scares. One of the many technological solutions that have been adopted by various countries is WFH i.e. Work From Home. With the lockdown in place, more than 3 billion people, excluding the essential workers like defense and healthcare officials, have been pushed to work from home. Today, you only need a laptop and a good Internet connection to access your office server, work on your project and deliver the desired outcomes. Video conferencing apps and other online services like zoom, Skype and TeamViewer can now be found on almost every office worker's desktops/laptops/mobile.

Phones for remote access, desktop sharing, online meetings, web conferencing and file transfer between computer to avoid close gatherings at one place. WFH has many benefits which include employees being safe from getting infected, practicing, and maintaining social distancing with ease and being comfortable while working. It is also preferred as the virus can reappear in patients who made a full recovery.

In trying times like these, WFH is a savior for many companies that would have otherwise shut down and cost billions of professionals their jobs. Even leading PSUs and the government sector, that previously never accepted the idea of WFH have embraced it for the greater good.



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6. What we do best

Tanisha Lohchab, B.Sc. Mathematics (Hons.), II year



Such a trend was never foreseen,
What the pandemic bought us was a revolution in realm,
This Challenge to the human identity,
Made us do what we did best,
Coming together and making bond with the rest,
Virtual or physical it was strong,
Technology and humans were finally and truly getting along,
Smartphones made a great life savers,
And laptops formed the cubid of office workers,
People in homes were away from dear ones, shut and alone,
Then zoom and skype and whatsapp and what not brought a way to home,
Businesses were shut and alleys were at stay,
So amazon and flipkart and ajio.com build the gate and made way,
Infection rates were rising everyday,
doctors and nurses were suffering the more than the pay,
That is when we saw the bots nursing and hospitals turning,
Schools were shut and education centers in rots,
So teachers found google classroom and meet to teach the folks,
Theatres and cinema were on halt,
No travelling and it was no ones fault,
That is when we found flix and games and
online entertainment as our new muse,
With the restaurants no more and no stall for momos around,
People found zomato and ubereats to take rounds,



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Pandemic bought a dark period but we had the bulb upgraded just fine,
It was sad and slow but life made sense for the first time,
Pandemic bought recession but it gave google and facebook upturns,
And a significant rise of instagramers and tiktokers,
The only one thing I had missed in the pandemic,
Was the heat of summers and cold of winters,
Being a college student I had to be home longer than everyone else.



Image By :-
Nikita Verma (20501005)

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**Sattva :The Computer Science Society
Inter-College Fest**

1. [Technophilia](#)
2. [Technophilia 2.0](#)

**Event: Inauguration and
Webinar**

Date: 6th October, 2020

Time: 9:30 am - 11:30 am

Coordinator: Ms. Neha Singh, Dr.
Sushil Malik, Ms. Kanishka

No of students participated: 175

Students from Kalindi college:

174

Students from other colleges: 1

Sattva :The Computer Science Society

Inter-College Fest

1. Technophilia

Inaugural Function:

The inter college technical fest of Sattva, the Computer Science Society, Kalindi College, “Technophilia” 2020-21 was organized on 6th October 2020 by the convenor Dr.Nidhi Arora, Co Convenor Dr. Reena Jain & Ms. Arokia Ramya and student bearers. Due to the pandemic, our fest was held on virtual platform “Google Meet” which was a great experience for all of us. The ceremony started with the religious feeling of Saraswati Vandana. The convenor of our Society, Dr. Nidhi Arora encouraged and motivated us with her kind words. The previous society, Physcom memories were remembered which has being a very nostalgic ride and the co-worker were provided with an e-certificate as the token of appreciation. The oath ceremony was recited by the newly elected members of the Sattva, the Computer Science Society. The president of Sattva society, Ms. Ritika Tyagi enlightened us with her kind words. A hindi poem on college life was recited by Akansha of B.sc (H) computer science,3rd year. An English poem showing the “Negative side of technology” was recited by Rashmi of B.sc (H) computer science,3rd year. The event had a great audience consisting of both teachers and students of Kalindi College.

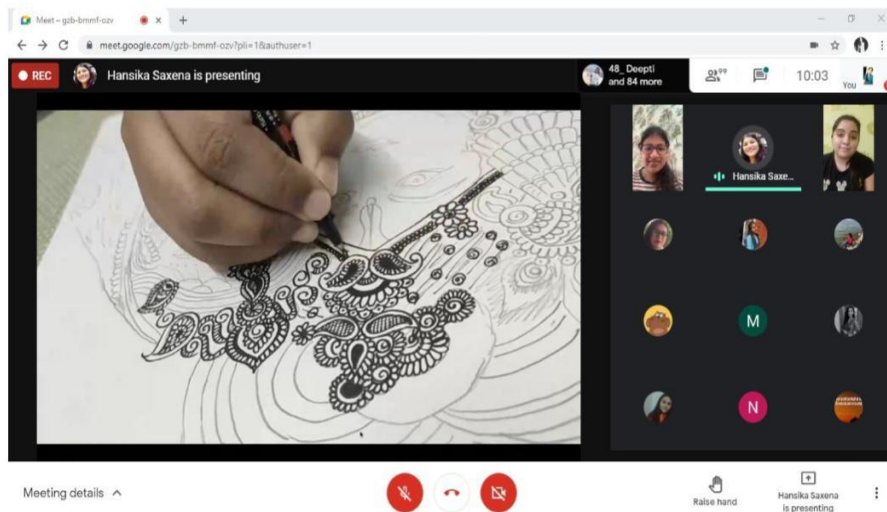
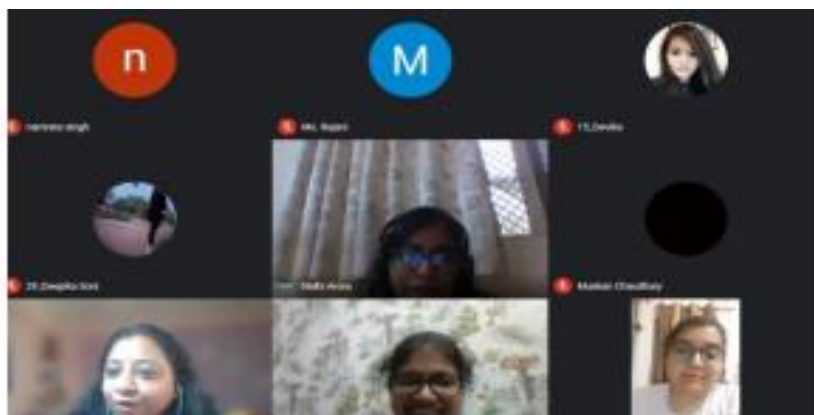
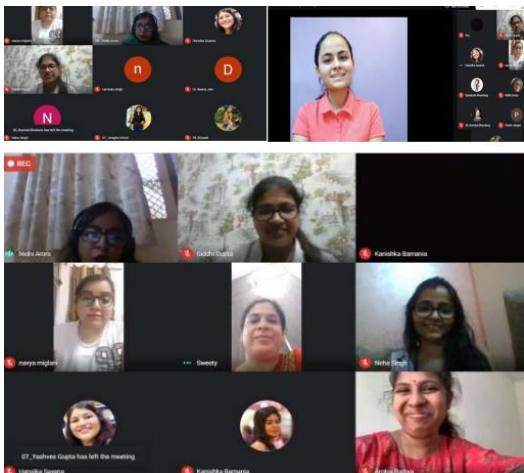
Webinar:

The webinar was organized by student bearers of Sattva, the Computer Science Society on “Machine Learning”. The audience comprised of students and teachers from department of Computer Science. It also attracted faculties from other department in the college. The speaker of the webinar, Dr. Shilpa Srivastava, Associate Professor at Christ University, Delhi NCR Campus was an alumini of the Kalindi College..



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Dr. Shilpa covered many topics in the webinar which included types of Machine learning and its application, algorithms used in Machine learning. She also discussed with us new things like why Machine learning is important and its real-world application. The students were highly impressed by the engaging session and expressed their thanks to the speaker. They were motivated to attend similar sessions in the future. The convenor of our society Dr.Nidhi Arora appreciated the efforts and the time taken out by Dr.Shilpa Srivastava for her encouraging and experiencing words for our students.



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Event: Paper Presentation

Date: 6th October, 2020 Tuesday

Time: 11:30 am - 12:45 pm

Coordinator: Dr. Reena Jain

No of students participated: 9

Students from Kalindi college:6

Students from other colleges:3

Judges: **Dr. Vandana Gupta and Ms.**

Shalini Sharma



Event Winners:

First prize : Jatin Dehmiwal, Dyal Singh College, Roll No. 18/94045, B.Sc(H) Computer Science (3rd year)

Second prize: Saloni, Kalindi College, Roll No. 19582065, B.Sc Physical Science (2nd year)

Third prize: Azfar Lari, Maharaja Agrasen College, Roll No. 18/820, BSc Physical Science (3rd year).

An inter-college competition "PAPER PRESENTATION" was conducted by Sattva, the Computer Science Society of Kalindi College on Google Meet platform as a part of the annual inter-college fest 'Technophilia 2020-21' between 11:30 am and 12:45 pm on 6th October 2020 in which undergraduate students from various college took part. The event was coordinated by Dr. Reena Jain. The judges were Dr. Vandana Gupta and Ms. Shalini Sharma. For the first time, this type of event was conducted on online platform. The theme of the event was "Impact of Artificial Intelligence in our daily lives". The event was conducted on Google meet. The registration and abstract submission (200 words) was mandatory for each participant. A Google class room was created 2 weeks before the event, where participants were supposed to submit their abstract. Only those participants were allowed to present their paper whose abstract fits to the theme. The total time allowed to present the paper was 8 minutes and to handle Question & Answer was 2 minutes. The confirmation mail was sent to the selected abstracts. The response of participants and audience proved that where there is a will, there is a way. The event lasted for two hours. All presentations were very good and imparted lot of knowledge to the audience.

The decision was not very easy for the judges because of close competition. There were 9 students presented the paper, out of which 3 students participated from different colleges other than Kalindi College namely Maharaja Agrasen College, Dyal Singh College from University of Delhi and Teerthanker Mahaveer University of Moradabad from Uttar Pradesh.

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Event: Black box (Coding)

Date: 6th October, 2020 Tuesday

Time: 12:45 pm - 2:00 pm

Coordinator: Arokia Ramya

No of students participated: 49

Students from Kalindi college: 29

Students from other colleges: 20

Judges: **Dr. Sushil Malik, Dr.**

Yogender Meena, Ms. Rajani

An inter-college competition "BLACKBOX" was conducted by Sattva, the Computer Science Society of Kalindi College on Google Meet platform as a part of the annual inter-college fest 'Technophilia 2020-21' between 12:45 pm and 2:00 pm on 6th October 2020 in which undergraduate students from various college took part. The event was coordinated by Ms. Arokia Ramya. The judges were Dr. Sushil Malik, Dr. Yogender Meena and Ms. Rajani. The competition was conducted in two rounds: 1. First round (Qualifying round) 2. Second round (Final round).

In the first round, the students were given 30 multiple choice questions based on coding which they had to complete in 15 minutes. The top 20 students were selected from the first round. In the second round, 4 questions were given to create the code within 1 hour in which sample input and output were given. The participants were allowed to choose one programming language among C++ , Java and Python for the second round of the competition. There were 105 students registered in the BlackBox coding event and 49 students participated in the first round of the BlackBox event. About 29 students participated from different colleges other than Kalindi College namely Maitreyi College, S.G.T.B Khalsa College, Shyama Prasad Mukherji College, Mata Sundri College for Women, Deen Dayal Upadhyaya college, P.G.D.A.V. College, Dyal Singh College and Maharaja Agrasen College from Delhi University, Delhi Technological University, Bhagwan Parshuram Institute of technology from IP University and Christ Deemed to be University-Delhi NCR. In the second round there were 8 students from Kalindi college and 12 students from other colleges namely Deen Dayal Upadhyaya College, Mata Sundri College for Women, P.G.D.A.V. College, SGTB Khalsa College and Shyama Prasad Mukherjee College from Delhi University, Delhi Technological University



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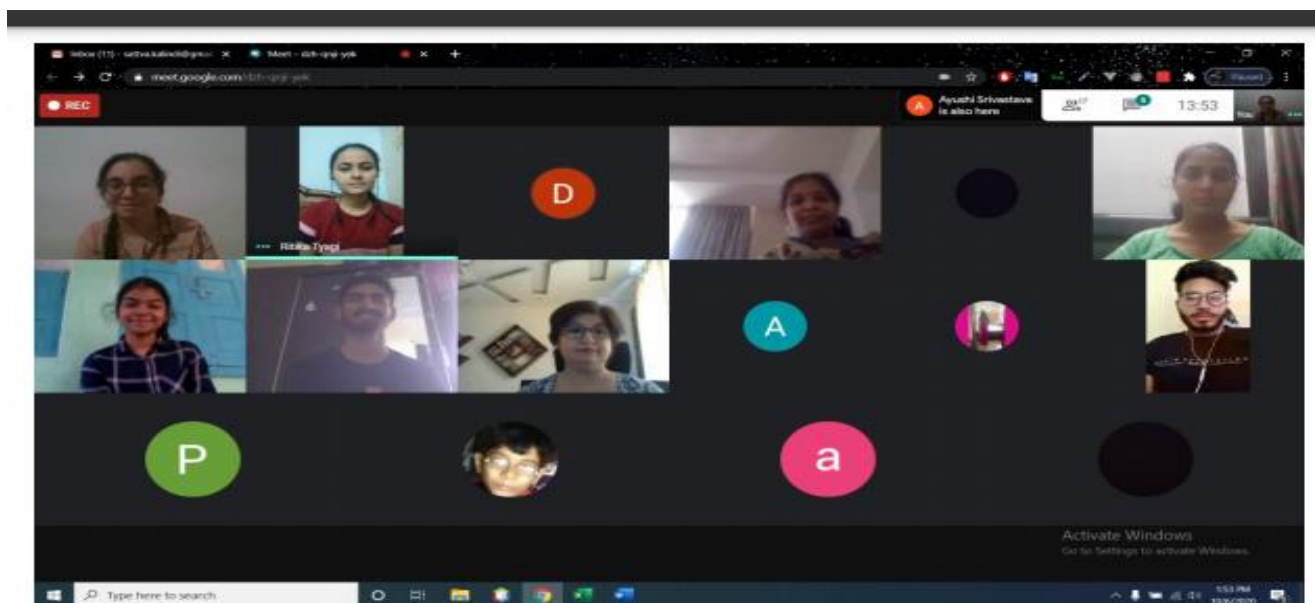
Event Winners:

First prize: Vaishnavi Jaiswal,
PGDAV College, Roll No. 8551
,B.Sc(H) Statistics (3rd year)

Second prize: Sarthak Jain, Bhagwan
Parshuram Institute of Technology,
Roll No. 04620802717, B.Tech
Computer Science Engineering (4th
year)

Third prize: Anushka Purwar, Mata
Sundari College for Women, Roll No.
CSC/19/33, B.Sc(H) Computer Science
(2nd year).

Bhagwan Parshuram Institute of technology from IP University and Christ Deemed to be University-Delhi NCR. The Token number 15,16, 18 and 19 didn't submitted their responses for round 2, so 4 students were disqualified in the second round of BlackBox event. The top 3 students from the remaining 16 participants of the second round were selected by the judges Dr. Sushil Malik, Dr. Yogender Meena and Ms. Rajani based on criteria such as Complexity and Accuracy of the code. The result of the competition is as follows: First prize: Vaishnavi Jaiswal, PGDAV College,Bsc(H) Statistics(3rd year, College roll no – 8551) Second prize: Sarthak Jain, Bhagwan Parshuram Institute of Technology, B.Tech CSE(4th year, College roll no – 4620802717) Third prize: Anushka Purwar, Mata Sundari College, Bsc(H) Computer Science(2nd year, College roll no –CSC/19/33) The winners were awarded with digital certificates and prize money of Rs. 700 for first position, Rs. 500 for second position and Rs. 300 for third position respectively. The winners were declared in the college website - <http://www.kalindicollege.in/KC/>



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Event: Screen Battles movie making competition

Date: 6th October, 2020 Tuesday

Time: 12:45 pm - 2:00 pm

Coordinator: Ms. Anshula Bardak

No of students participated: 14

Students from Kalindi college: 13

Students from other colleges: 1

Judges: **Dr. Nidhi Arora, Ms. Sweety**

An inter-college competition, “Screen Battles” was conducted by Sattva, the computer science society online through Google Meet platform on 6th October 2020 between 12:45 PM – 2:15 PM. The event was coordinated by Ms. Anshula Bardak. As judges, we had Dr. Nidhi Arora and Ms. Sweety. The event saw participation not only from different departments of Kalindi College but it also attracted students from other colleges of University of Delhi namely PGDAV College. The event was

divided into two parts:- participants making short videos in 1 hour from the materials provided by the team and showcasing their creativity to the judges and audiences in the other half an hour. The video had to be mingled with their creativity and the students crossed judges’ expectations. The participants also had to describe their viewpoint at the end of the showcase of their movies. The judging criteria included a lot of parameters including length of the video, editing and storyline. The students were given the freedom to choose software of their own choice. Many students wanted to promote indian editors and used VITA. Some other editors used were Filmora, Kinemaster, InShort etc. The most interesting part of the event was students describing their viewpoints in front of everyone. All the participants had something unique which made their individual videos stand out. The judges were very encouraging and opened up about the issue around Mental Health. A fruitful discussion was witnessed among us who entertained the audience to feel engaged to the event. The judges encouraged not only the winners but all those who participated to put their creativity out there and show it to the world around them. There were 14 students participated in this event The results, which are also published on the college website, of the competition are as follows: 1) On the first position, we have Prerna



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Event Winners:

First Prize: Prerna Tyagi of Kalindi College, Roll No. 19582016, B.Sc. Physical Science (2nd Year)

Second Prize: Vini Verma of Kalindi College, Roll No. 19582078, B.Sc. Physical Science (2nd Year)

Third Prize: Uma Kumari of Kalindi College, Roll No. 19520043, B.A. (H) Journalism (2nd Year).

Tyagi of B.Sc. Physical Science (2nd Year), Kalindi College 2) The second position was backed by Vini Verma of B.Sc. Physical Science (2nd Year), Kalindi College 3) Followed by Uma Kumari of B.A. (H) Journalism (2nd Year), Kalindi College who stood on third position The winners were awarded with digital certificates and prize money of Rs. 700 for first position, Rs. 500 for second position and Rs. 300 for third position respectively. The winners were declared in the college website - <http://www.kalindicollege.in/KC/>



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Event: Internet Scavenger hunt

Date: 6th October, 2020 Tuesday

Time: 2:15 – 3: 45 pm

Coordinator: Ms. Ms.Kanishka
Bamania

No of students participated: 39 Teams
(78)

Students from Kalindi college: 29(58)

Students from other colleges: 10 (20)

Judges: **Ms.Kanishka, Ms. Neha
Singh, Ms. Anshula**

Event Winners:

First prize: Abhishek Banerjee and
Tanushree Arora, Aryabhata College,
Roll No. CSC/19/53 & CSC/19/2,

B.Sc(H) Computer Science, 2nd year

Second prize: Bhargavi Bhatia and
Muskan Chaudhary, Kalindi College,
Roll No. 18570040 & 18570013,

B.Sc(H) Computer Science, 3rd year

Third prize: Nishtha Anand and
Aastha Mittal, Kalindi College, Roll
No. 19570061 & 19570094, B.Sc(H)
Computer Science, 2nd year.

An inter-college competition “INTERNET SCAVENGER HUNT” was conducted by Sattva, the Computer Science Society of Kalindi College on Google Meet platform as a part of the annual inter-college fest 'Technophilia 2020-21' between 02:15 pm and 03:45 pm on 6th October 2020 in which undergraduate students from various colleges took part. The event was coordinated by Ms.KanishkaBamania. The judges were Ms. Kanishka Bamania, Ms. Neha Singh and Ms. Anshula Bardak. The competition was conducted in two rounds: 1. First (Qualifying round) 2. Second (Final round).

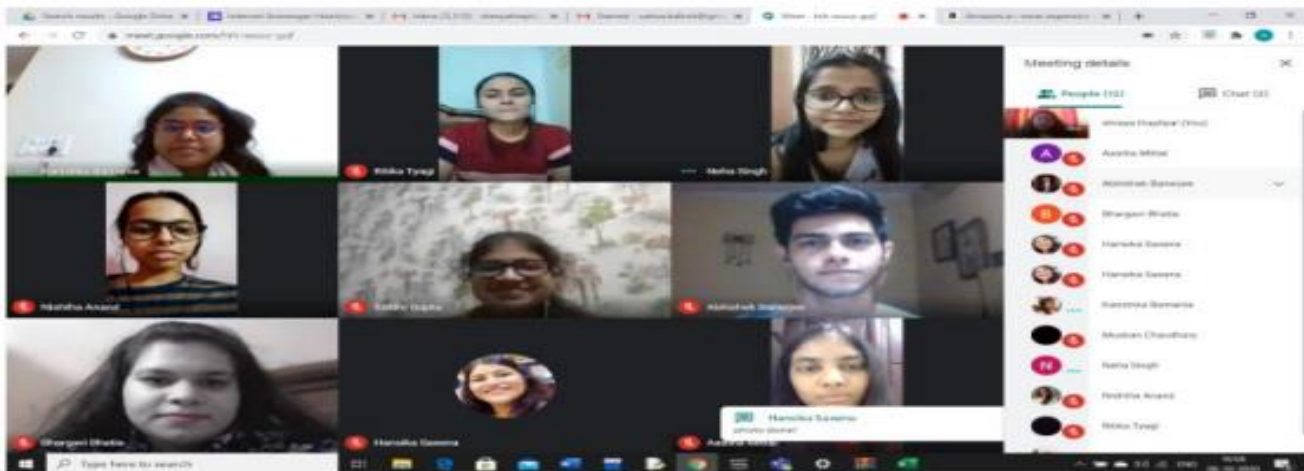
In the first-round, 39 teams participated in the event. Each team consists of two students. Out of which 58 students are belonged to Kalindi College and 20 students belong to other colleges. From these 39 teams, 20 teams made it to the next round. The students were given 15 questions which they have to complete within 15 minutes for qualifying the first round. In the second round, the selected participants were given six riddles and the top 3 teams were selected by the judges. There were 57 teams registered in the Internet Scavenger Hunt event and 39 teams participated in the first round of the Internet Scavenger Hunt event. About 20 students participated from different colleges other than Kalindi College namely Aryabhata College, Indraprastha College For Women, Zakir Husain Delhi College, Dyal Singh College, College of Vocational Studies and Atma Ram Sanatan Dharma College from Delhi University, Banasthali University from Rajasthan, Chhatrapati Shahu Ji Maharaj(CSJM) University of Kanpur from Uttar Pradesh, Teerthanker Mahaveer University of Moradabad from Uttar Pradesh, Invertis University of Barielly from Uttar Pradesh, Indira Gandhi National Open University(IGNOU) and Christ Deemed to be University- Delhi NCR. The results of the competition were: First prize: Abhishek Banerjee and Tanushree Arora, Aryabhata College,

Computer Science Newsletter



B.Sc Hons Computer Science(2nd year) Second prize: Bhargavi Bhatia and Muskan Chaudhary, Kalindi College, B.Sc Hons Computer Science(3rd year) Third prize: Nishtha Anand and Aastha Mittal, KalindiCollege, B.Sc Hons Computer Science(2nd year) The winners were awarded with digital certificates and prize money of Rs. 700 for first position, Rs. 500 for second position and Rs. 300 for third position respectively. The winners were declared in the college website

<http://www.kalindicollege.in/KC/>



Computer Science Newsletter

Event: SPEAK TO LEAD

Date: 26th February, 2021

Time: 11:00 AM to 12:00 PM

Teacher Coordinator: Dr. Sushil Malik,
Dr. Reena Jain

Student Coordinator : Preeti, Shreya
Thapliyal

Event Winners:

First Prize- Nikita Tyagi, Kalindi College, University of Delhi

Second Prize- Akshat Jain, Hansraj College, University of Delhi

Third Prize- Pratyaksha Dwivedi, Kalindi College, University of Delhi

Best Injectors

First Prize- Isha Sharma, Kalindi College, University of Delhi

Second Prize- Nikita Tyagi, Kalindi College, University of Delhi

2. Technophilia 2.0

E-learning can help eradicate illiteracy in India

The inter-college technical fest, TECHNOPHILIA 2.0 organized by Sattva, the Computer Science Society of Kalindi College consisted of two events. The first event was *Speak to Lead*. In this, participants were supposed to present their views on the topic **E-learning can help eradicate illiteracy in India**.

It was led by Dr. Sushil Malik and Dr. Reena Jain as Teacher Coordinators. The judges for the day were Rashmi Chaudhary and Anshu Chotani.

10 students participated and had a quite fruitful discussion. After every participant's turn non- participants were given chance to ask questions from participant. It created an interactive environment. The conclusion of the discussion was that e-learning has eradicated illiteracy to some extent. At the end of the event winners were awarded with E-certificates and cash prizes. The non-participants who asked the best question were awarded with best injector's position.



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Event: STEPPING STONES

Date: 26th February, 2021

Time: 12:15 pm to 1:45 PM

Platform : Google Meet

Teacher Coordinator: Ms Kanishka Bamanian, Ms. Rajni, Ms. Arokiya Ramya.

Student Coordinator : Ritika Tyagi, Yuthika Pant

Event Winners:

First Prize- Abhishek Banerjee, Aryabhatta College, University of Delhi.

Khushi Joshi, Aryabhatta College, University of Delhi.

Second Prize- Bhargavi Bhatia, Kalindi College, University of Delhi. Muskan Chaudhary, Kalindi College, University of Delhi.

Third Prize- Azfar Iari, Maharaja Agrasen College, University of Delhi. Arohi Singh, Kalindi College, University of Delhi.

STEPPING STONES

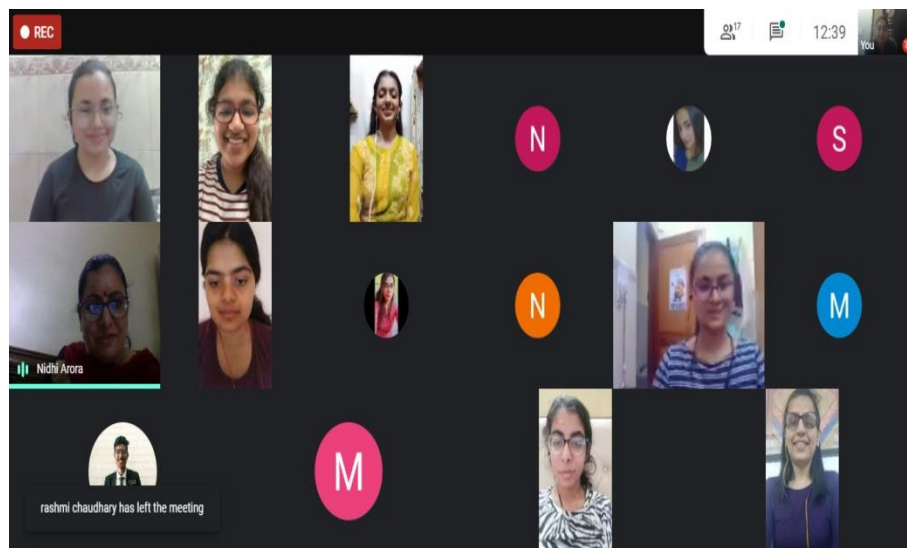
Crack the puzzle. Step on the next Stone!

The second event was Stepping Stones.

It was led by Ms. Kanishka Bamanian, Ms. Rajni, Ms. Arokiya Ramya as Teacher Coordinators.

The participants joined in a team of 2. The event had **2 rounds** out of which the first round was a reasoning-based quiz given through an online quiz app – **Quizizz**. There were total of **10 teams** selected out of 21 for round 2 for which the candidates had to join a Google Classroom to view the riddles for the competition. Participants had 10 minutes to solve each riddle and the motto was to solve most riddles with correct answers first.

The competitive event ended with the result declaration of top 3 winners along with a group photo taken on the virtual platform itself. All the participants got E-Certificates and the winners won cash prizes along with the certificates.



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**Chief Patron : Dr. Anjula Bansal,
Principal**

**Convener : Dr. Nidhi Arora &
Dr. Rakhee Chauhan**

**Members: Dr. Reena Jain, Ms.
Arokia Ramya**

**Department of Computer Science
And**

**Internal Quality Assurance Cell
(IQAC)**

Kalindi College organised

One week FDP (ONLINE)

On

**“Moving Towards New Normal
with Effective Online Teaching”**

From **1st December 2020 to 7th**

December 2020

In Collaboration with

Mahatma Hansraj

Faculty Development Centre

(MHRFDC)

(A Centre of MoE under

PMMNMTT Scheme)

Hansraj College

(NAAC A+ CGPA 3.62, NIRF

Rank #9) University of Delhi Delhi

-110007

FDP : “Moving Towards New Normal with Effective Online Teaching”

Introduction

The present scenarios of covid-19 has put forward various challenges in front of our teaching fraternity but on the other hand given us motivation as well as enthusiasm to upgrade our teaching pedagogies in order to cater to online teaching learning needs. The FDP “Moving Towards New Normal through Effective Online Teaching” is our endeavour in this direction. This FDP was aimed at helping our teaching fraternity for adapting to various technologies required for effective online teaching learning in a smooth manner. This event brought together distinguished speakers and faculties from different institutes. The FDP Programme included plenary lectures, contributed hand-on practice on various online teaching tools and developing attractive online e-content which is the need of the hour. This event provided an excellent forum to discover the cutting-edge directions of recent trends in E-Content development and also enable teachers to develop and propose MOOC courses with recognized educational bodies, which is essential part of career advancement of teachers in Universities across India.

Inaugural session

Date & Time: 1st December, 2020 Tuesday & 9:30 am - 10:00 am

Coordinator: Dr. Reena Jain & Ms. Arokia Ramya.

1st day 1st session

Topic name: **Building the Competencies of Teacher in Online Teaching**

Keynote Speaker: Prof K Srinivas, NIEPA, New Delhi

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1st Day 2nd Session

Topic name: **Getting acquainted with Google services -Google Drive, Google form, Google slide, Google website**

Keynote Speaker:Dr. Nidhi Arora, Assistant Professor,Department of Computer Science, Kalindi college

2nd day 1st session

Topic name: **Managing E- Content through Google Class Room**

Keynote Speaker: Dr Avneesh Mittal, Department of Electronics, Bhaskaracharya College of Applied Sciences, University of Delhi

2nd day 2nd session

Topic name: **Managing Assignment & Assessment through Google Class Room**

Keynote Speaker: Dr Avneesh Mittal, Department of Electronics, Bhaskaracharya College of Applied Sciences, University of Delhi

3rd day 1st session

Topic name: **Video Recording/Editing and Channel Maintenance for E-Content and Live Teaching**

Keynote Speaker: Mr. Ankur Anand, Department of Physics, Kalindi College, University of Delhi

3rd day 2nd session

Topic name: **White board teaching Tools**

Keynote Speaker: Mr. Ankur Anand, Department of Physics, Kalindi College, University of Delhi

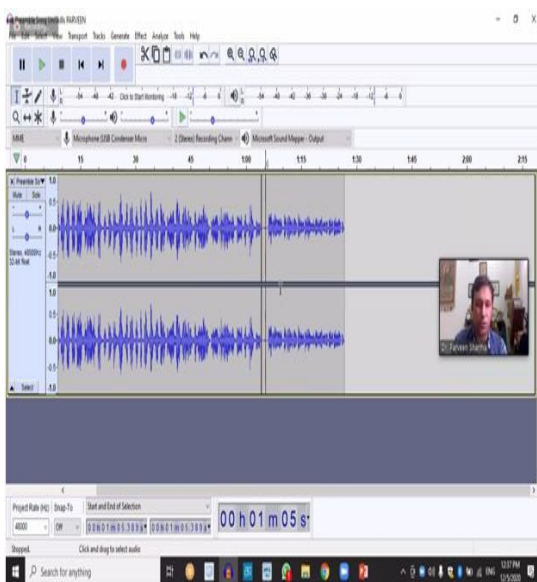
4th Day 1st Session

Topic name: **Live Streaming Tools**

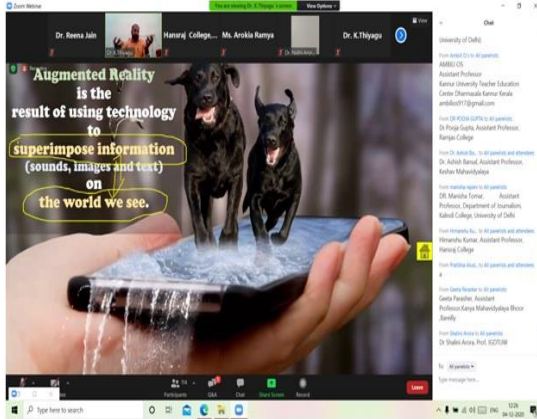
Keynote Speaker: Dr. K.Thiyagu, Department of Education, Central University of Kerala, Kasaragod

4th Day 2nd Session

Topic name: **Augmented Reality in Education**



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Keynote Speaker: Dr. K.Thiyagu, Department of Education, Central University of Kerala, Kasaragod

5th Day 1st Session

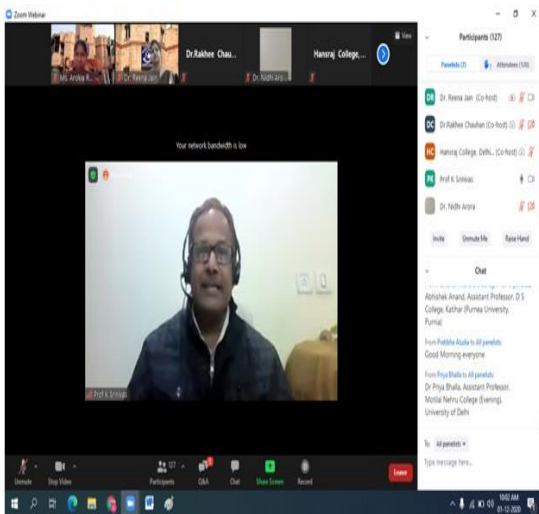
Topic name: **Making EduPodcasts for Audio E-content**

Keynote Speaker: Dr. Parveen Sharma, Educator and Trainer, Communication Skills and MOOC

5th Day 2nd Session

Topic name: **Editing Audio Using Audacity Software**

Keynote Speaker: Dr. Parveen Sharma, Educator and Trainer, Communication Skills and MOOC



6th Day 1st Session

Topic name: **Develop E-content using free open source software (ICT tool and technique)**

Keynote Speaker: Dr. Deepak Bishla, System Administrator - ICT, Dr. B. R. Ambedkar University Delhi

6th Day 2nd Session

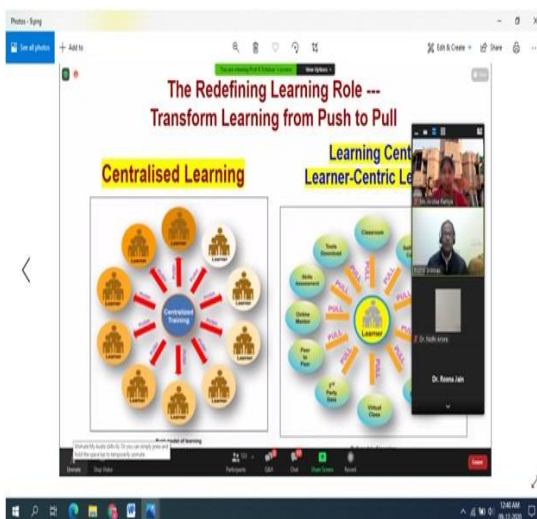
Topic name: **Identify and use MOOC and content delivery platforms**

Keynote Speaker: Dr. Deepak Bishla, System Administrator - ICT, Dr. B. R. Ambedkar University Delhi

Assessment and Valedictory Session

Date & Time: 7th December, 2020 Monday & 12:00 noon - 1:00 pm

The event ended with last day which was focused on Assessment and Interactions. Assessment was held through google form , feedbacks form was floated. Many participants volunteered and spoke about their takeaways from FDP. Principal Kalindi College, Dr. PunamSachdeva, congratulated all the participants for completing one week FDP. Conveners, Dr. Nidhi Arora and Dr. Rakhichauhan, thanks Hansraj college and Kalindi College for organizing teams for a well organised FDP. Conveners thanked participants for their active participation. The event ended successfully.



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Computer Science Prizes 2019-20			
Name of Prize	Awarded for	Name of Students	Roll No.
Indumati Mehra Prize- Rs. 150/-	Highest Marks in Comp. Sc in B.Sc PS Sem I & II	MANJAREE	19033582002
S.D. Mehra Memorial Prize-Rs. 150/-	Highest Marks in Comp. Appln. in B. A. (Prog) Sem I & II	BHAWANA ADITI SANCHI TAYAL	19033501190 19033501003 19033501192
Pragya Puruskar Memorial Prize –Rs. 150/-	Highest Marks in B. Sc (H) Comp. Sc Sem I & II	JANVI GAUTAM YASHIKA AGGARWAL MANSI DHYANI	19033570001 19033570002 19033570003
Students Union Prize for Standing	First in B. Sc. (H) Comp. Sc sem I and II Combined	JANVI GAUTAM YASHIKA AGGARWAL MANSI DHYANI	19033570001 19033570002 19033570003
Students Union Prize for Standing	Second in B. Sc. (H) Comp. Sc sem I and II Combined	NAVYA MIGLANI	19033570027
Students Union Prize for Standing	First in B. Sc. (H) Comp. Sc sem III and IV Combined	RITIKA TYAGI	18033570005
Students Union Prize for Standing	Second in B. Sc. (H) Comp. Sc sem III and IV Combined	YUTHIKA PANT	18033570008
Students Union Prize for Standing	First in B. Sc. (H) Comp. Sc sem V and VI Combined	KANIKA TYAGI	17033570033
Students Union Prize for Standing	Second in B. Sc. (H) Comp. Sc sem V and VI Combined	SWATI BASU	17033570008

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Students Union Prize for Standing	First in B.Sc. PS Sem V and VI	AYUSHI SHARMA	17033582040
Students Union Prize for Standing	Second in B. Sc. PS Sem V and VI	ANJALI KUMARI	17033582036
Students Union Prize for Standing	First in B. A. (Prog.) Computer AplSem I and II	BHAWANA ADITI SANCHI TAYAL	19033501190 19033501003 19033501192
Students Union Prize for Standing	Second in B. A. (Prog.) Computer AplSem I and II	MAHIMA PRERNA ANJALI SHAILJA	19033501019 190335011020 19033501132 19033501141
Students Union Prize for Standing	First in B. A. (Prog) Computer AplSem III & IV	VANDANA CHAUDHARY	18033501156
Students Union Prize for Standing	Second in B. A. (Prog) Computer AplSem III & IV	RACHNA KUNTAL PALLAVI TITHI NARAIN HARSHITA SYAL HIMANI AALIYA FATIMA NAZISH	18033501084 18033501095 18033501109 18033501120 18033501160 18033501162 18033501214
Students Union Prize for Standing	First in B. A. (Prog) Computer Apl. Sem V & VI	PRATIMA KUMARI	17033501145
Students Union Prize for Standing	Second in B. A. (Prog) Computer Apl. Sem V & VI	LIZA MEHAK DENDONA	17033501052 17033501186
ACADEMIC PRIZE	First in B. Sc. (H) Comp. Sc part 1	JANVI GAUTAM YASHIKA AGGARWAL MANSI DHYANI	19033570001 19033570002 19033570003

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ACADEMIC PRIZE	Second in B. Sc. (H) Comp. Sc part 1	NAVYA MIGLANI	19033570027
ACADEMIC PRIZE	First in B. Sc. (H) Comp. Sc part 2	RITIKA TYAGI	18033570005
ACADEMIC PRIZE	Second in B.Sc.(H) Comp. Sc part 2	YUTHIKA PANT	18033570008
ACADEMIC PRIZE	First in B. Sc. (H) Comp. Sc part 3	KANIKA TYAGI	17033570033
ACADEMIC PRIZE	Second in B.Sc.(H) Comp. Sc part 3	SWATI BASU	17033570008

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Disaster to Opportunity : Skill Development

Name	Course	Company/Place	Time	Nature of work
Yashika Aggarwal	BSC (H) computer science	The Rising People Welfare Society	July to September	NGO works for underprivileged children
Harshita Bajaj	Bsc(H) Computer Science	Unschool	August to September	Marketing
Hansika Saxena	B.Sc. (Hons.) Computer Science	Leads Flick	November to December 2020	Digital Marketing
Hansika Saxena	B.Sc. (Hons.) Computer Science	Zircog Solutions	January to March 2020	Digital Marketing
Hansika Saxena	B.Sc. (Hons.) Computer Science	Youth India Foundation	October to November 2020	Head of IT department
Sona Bhadana	B.Sc. (Hons.) Computer Science	1st Oct 2020 to 15 Oct 2020	Digital Marketing	
Kajal	Bsc Hons computer science	The brandiverse.in	March (2020)	Marketing
Preeti	B.Sc. (Hons.) Computer Science	Kollege connection	March 2021 to May 2021	Web Developer
Anubhuti pathak	Bsc. Computer science (H)	Unleash your passion.	August 2020	Mail handling
Lakita	B.Sc. Physical Sciences II Year		April-October 2020	Taught English Speaking Course online
Suguna PJ	B.Sc. Physical Sciences II Year	Yash Sewa samiti	Nov 2020	

