ADG
Institute of Professional Studies

THE ECE TELLER

JAN – APRIL 2025

OVERVIEW OF
THE WORKSHOP

The Department of Electronics and Communication Engineering conducted a workshop focused on Computer Vision and its career prospects. The session introduced students to the fundamentals of this AI domain, with emphasis on its relevance in the industry. Participants explored how Computer Vision is transforming sectors through applications like image recognition, object detection, and real-time video analysis.

KEY LEARNINGS AND
TECHNICAL INSIGHTS

Students were introduced to core concepts like Convolutional Neural Networks (CNNs), YOLO, and Python libraries such as OpenCV and PyTorch. Live demos on Google Colab showcased how to implement real-world Computer Vision tasks, sparking interest in AI-based programming.
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WORKSHOP ON
COMPUTER VISION
AND CAREER OPTIONS

6th Feb, 2025

A COMPETITIVE AND **COLLABORATIVE LEARNING EXPERIENCE**

The EcoWiz Quiz, organized by Assistant Professor Ishita Arora in collaboration with Ecotech and the ECE Department, aimed to engage students in the themes of sustainability, e-waste management, and green technology. Designed as an interactive and competitive quiz, the event combined environmental education with technical awareness, inspiring participants to think critically about eco-friendly innovations in the electronics sector.

ECOWIZ QUIZ:
BRIDGING TECHNOLOGY AND SUSTAINABILITY
19th Feb, 2025

TREASURE HUNT:
"CATCH THE CLUE"
19th Feb, 2025

DUAL-LEVEL FORMAT
DRIVES DEEPER ENGAGEMENT

As part of UTKARSH 2025, the ECE Department hosted Catch the Clue, an event designed to blend physical activity with mental challenge. With over 50 participants, the event kicked off with a thrilling team-based treasure hunt, where students solved clues spread across the venue, sharpening their collaboration and problem-solving skills in real time.

After decoding the final clue, participants transitioned to an online quiz that tested their logical reasoning and decision-making under pressure. The seamless two-level structure—physical and digital—not only maintained energy but also encouraged both teamwork and individual performance. Positive feedback highlighted its fun, challenging format and its role in improving quick thinking and communication

DUO SUBWAY SURFERS
GAMING MEETS TEAMWORK

20th Feb, 2025

A DYNAMIC GAMING EXPERIENCE
WITH A TECHNICAL TWIST

As part of UTKARSH 2025, the Department of Electronics and Communication Engineering organized Duo Subway Surfers, an interactive event that blended fun gameplay with learning. Held near the canteen area, the event featured student duos competing in a desktop version of the popular game, controlled using external hardware like buttons and motion sensors. This setup offered participants a chance to understand the practical applications of gaming technology while enjoying a high-energy challenge.

COLLABORATION, COMPETITION, AND SKILL BUILDING

Over 30 students participated in the Duo Subway Surfers event, forming pairs to compete in a series of gameplay rounds where their coordination, reflexes, and communication were put to the test. Without any time limits, the game continued until a player collided with an obstacle or was caught, pushing teams to beat high scores and outperform others in successive knockout-style rounds. This format encouraged strategic thinking and constant engagement.

Beyond the fun, the event offered real educational value. Participants gained exposure to the technical aspects of interactive gaming—such as game mechanics, user interface design, and hardware integration. Working with motion sensors and external controllers gave students a practical understanding of how electronics can enhance user experience. The event also promoted soft skills like collaboration, leadership, and performance under pressure.

CO-ORDINATOR   **DR RICHA MALHOTRA**

DEVELOPING WORKPLACE READINESS
THROUGH QUIZZING

The Department of Electronics and Communication Engineering organized The Sherlock Quest, a unique and interactive event conducted by Ms. Rohini Sharma. Designed to simulate a mystery-solving experience, the session blended fun with learning, aiming to enhance students' quiz-solving abilities and overall cognitive skills. With participation from over 200 enthusiastic students, the event created an intellectually stimulating atmosphere that encouraged active involvement. Through a series of carefully curated challenges and clues, students were pushed to think critically, make quick decisions, and work under pressure—skills that are essential in real-world professional scenarios. The event not only sharpened their analytical thinking but also offered a practical approach to problem-solving in a competitive setup.

BRIDGING SKILLS WITH
INDUSTRY NEEDS

Participants were guided through the essential do's and don'ts of workplace behavior and were introduced to the three key pillars of industrial success: discipline, skill-building, and adaptability. The event helped students understand how to align their academic growth with real-world industry expectations, fostering critical professional skills such as effective communication, collaboration, and a proactive attitude. It offered a clear and actionable roadmap for self-improvement, encouraging students to prepare themselves for future challenges and thrive in a competitive professional environment.

THE SHERLOCK QUEST
CRACKING CLUES & BUILDING CAREERS
20th Feb, 2025

Presented By-
The Electronics and Communication Engineering Department

Newsletter Coordinator-
Dr. Richa Malhotra