

THE EDGE TELLER



WORKSHOP ON
COMPUTER
VISION
AND
CAREER OPTIONS



Proposal for Establishing a College Society SPARK – Society for Progress in AI, Robotics & Knowledge

OVERVIEW OF THE WORKSHOP

TSPARK – ECE Student Society

SPARK is a student-led ECE society focused on innovation in Electronics, AI, Robotics, Automation, and Software. In collaboration with Hack with India, it will host ECE-focused hackathons, industry sessions, and provide internship and national event opportunities. The society aims to promote ECE through hands-on projects, workshops, competitions, industry interaction, and career development. Key activities include an annual hackathon, technical workshops, industrial visits, expert talks, and collaborations with other societies.



KEY LEARNINGS AND TECHNICAL INSIGHTS

- Greater student participation in national hackathons.
- Stronger visibility of the ECE branch.
- Improved industry-academia collaboration.
- Development of technical, leadership, and teamwork skills.
- A vibrant, innovation-driven community.

CORE TEAM

Yo Samyak Verma
President

- Dhruv Sharma – Vice
President

- Raghav Saini – Social
Media Lead

- Somya – Graphics & Social
Media

- Krish Saini – Student
Management

- Rohit Pal – LinkedIn &
Social Media

- Rishabh Lakhanpal –
Treasurer



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



TREASURE HUNT: "CATCH THE CLUE"



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.

ALUMNI TALK

- Event Name: Alumni Talk
- Date: 14th Oct, 2025
- Time: 12:00 PM to 2:00 PM
- Venue: Smart Class Room, Block 2



OVERVIEW

The Alumni Talk by Mr. Akash Dahiya was an inspiring session that connected ECE students with real-world experience. His journey as a TRAI consultant and professional model highlighted the balance of passion and discipline. The department sincerely thanks Mr. Dahiya, along with the faculty, organizers, and volunteers, for making the event impactful and successful.



Electro Quest, held during Techno Utsav 2025, was an engaging ECE event that tested electronics knowledge and problem-solving skills. It encouraged teamwork and practical learning with active participation from students across branches.

**FASTER INNOVATION, CRITICAL THINKING
AND COLLABORATIVE PROBLEM SOLVING**



OVERVIEW

Hosted at the Microsoft Office,

**offering participants a corporate
tech environment.**

**Live mentoring and real-time
coding experience.**

**Participation from diverse
backgrounds, fostering cross-
functional collaboration.**

**Dr. Surender Dhiman and Dr. Pratul
Arvind invited as the judges for the
event.**



LAN GAMING

**The LAN Gaming
Competition at Techno
Utsav 2025, organized by
the ECE Department,
combined fun with learning
by showcasing teamwork,
strategy, and quick
decision-making. The event
offered hands-on exposure
to LAN networking, real-
time communication, and
highlighted the role of
network technologies in
multiplayer gaming.**



CO-ORDINATOR

DR RICHA MALHOTRA