Hope Foundation's
International Institute of Information Technology (I²IT)
Hinjawadi, Pune- 411057

INNOVATION & LEADERSHIP
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Department of Information Technology

Activity Report

ACM DAY

Academic Year: 2019-20

Semester: I

Name of Event: ACM DAY

Date of Conduction: 20th September 2019

Time: 9:00 AM to 5:30 PM

Targeted Audience: All students

Number of Participants: 100+

Venue: Convention Centre

Topic: Codestorm, Ethical Hacking & LAN Gaming

Resource Person: Chief Guest Neeran Karnik, Ajay Deshpande & Ashish Dhone

Coordinator: Prof. Manjusha Amritkar

Objectives:

1. To motivate students to participate in different technical activities.
2. To give awareness of the secure communication with outside world.

Outcomes:

1. Students will be able to apply the knowledge for safety and to handle legal consequences for societal benefit.
2. Students will be able to apply engineering knowledge to solve society problems.
3. Students will be able to demonstrate the knowledge of engineering and management in multidisciplinary environment.
4. Students will be able communicate effectively as an individual and in a team with society.

Activity Description:

We had the privilege to gain educational and technical knowledge from our dignitaries Mr Neeran Karnik researcher and software architect with interest in areas like distributed systems, cloud computing and security & Mr Ajay Deshpande eminent ACM speaker, not to mention their kind and motivational words for the students. After the inauguration, we commenced with our two events for the day- Ethical Hacking Workshop and Codestorm.

Ethical Hacking Workshop saw the maximum amount of participation by the students. It was conducted by one of the chief guests, Mr. Ashish Dhone Alumni of our college. All the students were taught basics of Ethical Hacking and the tools required for hacking. It was a three-hour workshop totally worth the student's time.

Codestorm was a technical event. There were total of five problem statements in this event. One by one the participants were supposed to solve them, with the level of difficulty of the problem statements increasing. It was a language independent competition. It was conducted in slots so that the students who were participating in the workshop can also participate in this event. After the two events, we took a break and then began with our next event, LAN gaming. LAN gaming consisted of two games

with immense popularity amongst students of young age- FIFA and Counter Strike.

FIFA was a solo player game whereas CS was played in a team of five members.

Event Photos: