K.S. INSTITUTE OF TECHNOLOGY,BENGALURU-560 109
DEPARTMENT OF COMPUTER SCIENCE &DESIGN.

Club inaugural event - ADROIT

KSIT With the vision to impact quality technical education with ethical values, employable Skills and research to achieve excellence has come with new department, **computer science and design** in the year of 2020-2021 with the aim at achieving   interdisciplinary skill set that enables the graduates to endow themselves in various fields such as IT Industry, animation, virtual reality, multimedia, game development, entertainment, digital analytics and many more.

ADROIT:The club's name is Adroit which means skillful, resourceful in handling situations and clever.

ALCHEMY: The year 2023 started off with the very first event of the Computer Science and Design club-ALCHEMY.

The event started off on 2nd January 2023 with the banner launch and an exuberant and energetic flash mob performed by the CS&D Girls. This is how the club's logo launch was done successfully.

There were fun, exciting and exhilarating events and games lined up on the 3rd and 4th of January 2023. The first game was Free Fire held on 3rd January 2023 after the lunch break. Free Fire is one of the most popular video games i.e. Garena Free Fire.

It is a Battle Royale game developed and published by Garena. Free fire is played in third person perspective. As in other shooting games, the player can move their

character using a joystick and shoot and throw items with the fire button. In-game characters can jump, crawl, and lie down. When on the battlefield, players can use a grenade called a "Gloo Wall" as a cover to avoid damage. 15 teams of 4 each played in a battle of free fire with each other. The entry fee was Rs 200/- for a group of 4 and the prize pool was up to Rs1800/-.

04-01-2023: 4th Jan started off with the Inauguration of the CS&D club 'ADROIT'. A small video presentation on CS&D was shown. **CS&D Club 'ADROIT'**: The Club was formally inaugurated by the Principal Dr Dileep Kumar by lighting the lamp followed by the HOD of CS&D Dr Deepa S R with event co-ordinator Prof Sushma A and CS&D First year students.

The club head also talked about how CS&D plans on organising both technical and non technical events and give lots of importance to technical events and technical talks and workshops. The Principal further motivated the students of CS&D with his encouraging words.

Inauguration was also attended by HOD's of all departments Dr. Jalaja, Dr. Rekha, Dr. Sudha, Dr. Vaneeta,Dr. Umashankar,Dr. Chanda V Reddy,Dr. Harish and all the teaching and non teaching staff members.

Light not only symbolises knowledge which removes ignorance and is a lasting wealth by which lots could be achieved. It also signifies the enlightenment, experience, hope and positivity driving away all the negativity that darkens everything.. The event then took off with Cascade.

Cascade was a series of games with 3 levels which required the students to use their wit, knowledge and luck. Participants had to register in a team of 2 with and entry fee of Rs. 100/- and the prize pool upto Rs.1200/-. Level 1 was a series of minute to win it games. There were totally 41 teams who had registered to play Cascade.

LEVEL 1: SUPER MINUTE Super Minute included three rounds and best of three rounds was considered. Time limit for each round was one minute. Time was noted down for each round and finally added. Whoever completed all the three tasks in the least amount of time qualified to the next level.

ROUND 1: Obstacle straw cup Here the first team member had to blow the cup using a straw through the tape obstacles without touching it. Further the next team member had to blow the cup using the straw and bring it back to the start. **ROUND 2:** Yank the sheet One of the team participant had to keep the cup, place a piece of paper on top of it and place another cup and continue the same further till three cups are stacked one on top of the other. Then the piece of paper had to be pulled such that the topmost cup falls into the second cup and so on.

ROUND 3: Cup-a-flip One of the participants had to keep flipping the cup till it lands. Once the cup lands, his/her partner had to start stacking cups one above the other. The partner had to stack only one cup at a time. Again the

first member had to flip the cup and once that is done the other team member had to stack the cup. This round was completed once 3 cups were stacked one on top of the other.

LEVEL 2: RED LIGHT GREEN LIGHT This is one of the famous games shown in the T.V series 'Squid Game'.

It is similar to the game of statue. Since there were two participants, both of them were tied together and had to pass this level. All the teams started at the starting line, When Green Light was said, the teams had to move towards the finish line,

When Red Light was said, the teams had to immediately stop. If any one of the participants in the team moved when red light was said, he or she would be eliminated. Totally 6 teams passed this round. The final level was Trapped.

LEVEL 3:TRAPPED This was an escape room. The team was trapped in a murderer's studio apartment. The team had to escape this room within 15 minutes else they would be killed.

All information, clues and hints were placed in the entire room. One clue would lead to the next. Once all clues and puzzles were solved, the team found a key below the Illuminating painting using which they could leave the room. The team escaping this room the fastest was declared the winner of not only the Escape room but also CASCADE.

Students put in efforts and learnt how to manage time, organise and handle events , handle large crowds and uplift skills and interests of the students. With this the very first event came to an end successfully.

Prizes winners list :

Free Fire

1st prize	2nd prize
Shakthi Anbhazagam	Rakshith S
Chaitanya Krishna J	Yashas D Gowda
Chethan T	Preetham M
Akash M	Hari Dhanush

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CASCADE WINNERS(AIML)   Runner-up(CSE)

Rupa puthineedi	Shashikantha
Poornima M C	Vishal

Coordinator   HOD   Principal