



K S INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE & DESIGN
REPORT ON WORKSHOP
"CYBER SAFETY"

Semester:	3 rd Semester
Event Type:	WORKSHOP
Event Name:	CYBER SAFETY
Date/Duration:	17-1-2023
Associated Professional Bodies	CySeck (CYBER SECURITY, KARNATAKA), ADROIT CLUB
No. of Students:	60
Speaker Details:	Mr. NITESH SINHA, FOUNDER & CEO, SACUMEN Mr. JEEVESHA, DIRECTOR OF HR & OPERATIONS, SACUMEN
Online link/Offline:	Offline

Event Objectives:

- To provide the basic understanding about Cyber Safety.
- To provide an understanding on Cyber threats.
- To provide knowledge on Cyber Hygiene.
- Outline the career option in the field of Cyber Security.

The poster is for a workshop titled "CYBER SAFETY" organized by the Department of Computer Science and Design at KSIT, in association with CySeck. The event is scheduled for January 17, 2023, from 1:15 PM to 4:00 PM at the Ground Floor Seminar Hall, NB. The resource persons are Nitesh Sinha (Founder & CEO of Sacumen) and Jeevesha (Director of HR & Operations at Sacumen). The poster features the KSIT logo, the CySeck logo, and a central illustration of a shield with a checkmark, surrounded by various icons representing cybersecurity concepts like a laptop, a smartphone, a padlock, and a document. At the bottom, the names and titles of the organizing faculty members are listed: Prof. Sumina A (President, Department of CS&D), Dr. Deepa S.R (Head, Dept of CS&D), Dr. D.P. Kumar K (Head, Dept of CS&D), and Dr. A.V.A. Rajan (Head, Dept of CS&D).

Event description with pictures:



Fig 1 Welcome address

The event started with the welcome address, Dr. K.V.A . Balaji, CEO, KSGI, Dr. Dilip Kumar, Principal, KSIT, Dr. Deepa, HOD-CSD, Dr. Rekha B Venkatapur, HOD -CSE graced the occasion. The speaker Mr.Nitesh Sinha, and his team member Mr Jeeveha from Sacumen, Mr. Abhishek Vijayagopal- Academic Programme, Programme Manager from CySeck, Karnataka were facilitated florally.

The HoD of Computer Science and Engineering Dr. Rekha Venkatapura, and HoD of CSD Dr.Deepa S R welcomed all the guests.

The Session started with an explanation of Cyber Security.



Fig 2 Mr. Nitesh Sinha explaining Cyber Security ecosystem

Topics covered:
Cyber security refers to the body of technologies, processes and products designed to protect.
What is cs
Confidentiality Integrity and Availability

Cyber Security Ecosystem
Identity-Device-Network-Application-Data
"There is nothing like 100% secure system"

Important terms of cyber security

Asset
Threat
Value abilities
Risk
Exploit
Malware
Virus
Ransom ware
Phishing
White hat- legal
Black hat- illegal

Why is it easy to commit cyber crime?
Anonymity-Gambling barrier-lack of jurisdiction-ease of laundries

Source of cyber security

Nation states
Corporation spies
Malicious insiders
Hacktivists
Terrorist group
Hackers
Criminal group

CYBER THREATS

Phishing
1. Pre email era
2. Email era
Nykaa loses 62lakh to cyber fraud

Ransomware

Is a type of malware attack in which the attacker locks and encrypts the victims data, important files

Cryptojacking

Why crypto?

1. crypto-meaning is lucrative
2. crypto-meaning needs huge resources

Cyber hygiene

CH is the CS to the concept of personal hygiene

SH problems
Loss of data
Misplaced data
Security breaks
Outdated software
Old security software
Poor or lack of vendor risk management

Multi Factor Authentication
Possession + knowledge + being
Something something something
You have you know you are

Digital citizenship – responsible use of technology
Value- be – keep – do not fall –privacy skeptical civil yourself for updated dist



Fig. 3 Mr. Jeevesha outlining the Cyber Security career path

Attributes of cs warriors

Like changes –analytical bent of mind -be ahead of the game -ability to work in teams –think out of box –curiosity

Avg salary: 5 13,169/year

Cs career path

Security analyst

Developer

Ethical hacker

Black hat hacker

Asset valid to you and should be protected always has value

Strength, opportunity, aspiration, result

Treat – company security

Vulnerability –weakness in system

Risk – how much threat can access vulnerability to harm the asset

Exploits malicious application

Malware –

Ransom are encrypt any data on system

Phishing used by hacker

White hack ethical hacking

Black hack illegal hacking

Why is it easy to commit cyber crime?

Anonymity –crumbling- lack of – ease of barriers jurisdiction lounding

Source of cyber security threats

Nation states

Corporate spies

Malicious insiders

Hackers etc

Good things take time to happen, avoid taking shortcuts for money



Fig. 4 Mr. Abhishek & Mrs Vanajakshi addressed the students about Cyber varthika newsletter and webinars conducted by CySeck



Fig 5 Students attending the workshop



Fig. 6 Students receiving prizes after assessment by the Resource person from Sacumen



Fig. 7 Handing over mementoes to the resource persons

EO#	EVENT OUTCOMES
EO1	Understand the basics of Cyber Safety.
EO2	Understand the Cyber-threats
EO3	Understand the importance of Cyber Hygiene.
EO4	Gain awareness on the career option in the field of Cyber Security.

EO-PO Mapping

EO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
EO1	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO2	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO3	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO4	2	2	2	-	-	2	2	-	2	-	-	2	1	1

3	Substantial (High) Correlation
2	Moderate (Medium) Correlation
1	Slight (Low) Correlation
-	No correlation.

PO's Attained: PO1, PO2, PO3, PO6, PO7, PO9, PO12

PSO's Attained: PSO1, PSO2

Event Coordinator

Deeka
HoD
 Head of the Department
 Computer Science & Design
 K.S. Institute of Technology
 Bengaluru - 560 109.

Shirina
Principal



K S Institute of Technology
Department of Computer Science & Design
Workshop On Cyber Safety

In association with CySeck , ADROIT CLUB
Date: 17-1-2023 Time: 1.30 - 4.00 AM

Feedback

- Q.1 Awareness gained on Cyber Safety
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.2 Rate the presentation skills and knowledge sharing skills of resource persons
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.3 Rate the information gained about the Security Professional Role in the software Industry
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.4 Rate the information gained about the trends in Cyber Security
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.5 Rate the overall conduction of Workshop
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.6 Would you like to attend the workshop on Cyber Forensics
A. Yes B. No
- Excellent= 5 Very Good=4 Good=3 Satisfactory=2

SL.N	Name of Participant	USN	Sem	Q.1	Q.2	Q.3	Q.4	Q.5	Q.6
1	A.S.N Sreeya	1KS21CG001	3	4	5	4	4	4	5 Yes
2	Abdus Salaam I	1KS21CG002	3	5	5	5	5	5	5 Yes
3	Abhilasha Patil	1KS21CG003	3	5	5	5	5	5	5 Yes
4	Anagha Shastry	1ks21cg004	3	5	5	5	5	5	5 Yes
5	Ankitha	1KS21CG005	3	4	5	5	4	5	5 Yes
6	Arpitha.G.R	1KS21CG006	3	3	3	3	3	3	3 Yes
7	Ruchira	1ks21cg007	3	4	4	4	4	4	4 No
8	Challa Deepika	1KS21CG011	3	4	3	4	3	4	4 Yes
9	Deepika S	1KS21CG013	3	5	5	5	5	5	5 Yes
10	Deepthi G B	1KS21CG014	3	4	3	3	4	4	4 Yes
11	Dhanush B K	1KS21CG015	3	4	4	4	4	4	4 No
12	Divya T	1KS21CG016	3	5	5	5	5	5	5 Yes
13	G PRADEEP	1KS21CG017	3	3	3	3	3	3	3 Yes
14	G Yogiram	1KS21CG018	3	4	4	3	3	4	4 Yes
15	Govind V Shetty	1ks21cg019	3	3	4	4	4	5	5 Yes
16	Hemanth M	1KS21CG020	3	5	4	4	4	5	5 Yes
17	Karthik es	1ks21cg021	3	5	5	5	5	5	5 Yes
18	Keerthana S	1KS21CG023	3	5	5	5	5	5	5 Yes
19	Kusum Pakira	1KS21CG026	3	4	5	4	5	4	4 Yes
20	Monisha M	1ks21cg027	3	5	5	5	5	5	5 Yes
21	Neha MR	1KS21CG028	3	4	4	4	4	4	4 Yes
22	Pavithraa G	1KS21CG030	3	5	5	4	5	5	5 Yes
23	Preetham hv	1KS21CG032	3	2	2	2	2	2	2 Yes
24	R.Sai Prakash	1KS21CG033	3	3	3	3	3	3	3 Yes
25	sanjana.v	1KS21CG036	3	5	5	4	5	5	5 Yes
26	Sanjay.P	1KS21CG037	3	2	3	3	3	4	4 Yes

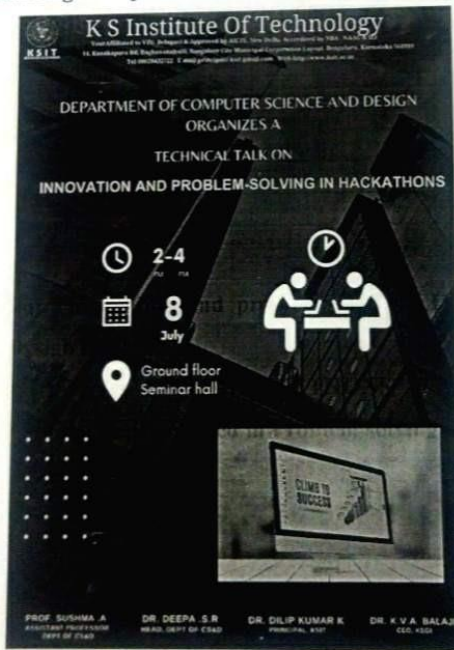


K S INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE & DESIGN
REPORT ON TECHNICAL TALK
"Innovation and Problem solving in Hackthons"

Semester:	3 rd Semester
Event Type:	Technical Talk
Event Name:	"Innovation and Problem solving in Hackthons"
Date/Duration:	26-07-2023
Associated Professional Bodies	IEI, Adroit Club
No. of Students:	67
Speaker Details:	
Online link/Offline:	Offline

Event Objectives:

- i) To provide deep insight about "Innovation and problem solving in Hackathons".
- ii) To provide insight about "Design thinking".
- iii) To Provide knowledge about "SMART INDIA HACKATHONS".
- iv) To Provide basic understanding of steps involved in Problem solving in Hackathons.



Event description with pictures:



Fig1. Principal welcoming Mr. Shashank Krishna

“Innovation and problem solving in hackathon” a Technical talk was organized by the Head , Dr Deepa S R of the Department of “Computer Science and Design” on 8 July 2023.

The event started with the welcome address by the Principal of KSIT Dr.Dilip Kumar K.



Fig:2 Welcome address

The two Hour session was led by renowned expert Mr Shashank Krishna, Sir is an evaluator and a mentor for “ Smart India Hackathons” and a Member of interpole world 2019 Drone working group.

He has received many awards for his contribution to the society, he was also a nominee for Padma Shri 2020 for his work in the field of Science and Engineering.

During this session speaker covered several topics starting with Design thinking.

Speaker explained students Design thinking is not just about having an idea about design and giving the solution to it but it should be done in a particular order where it satisfy the different design thinking steps that includes ,

- **Empathice** :where one needs to collect information about what exactly then need to find solution for.
- **Define** :Ease in which they need to define the problem statement clearly.
- **Ideate**: In which they need to figure about the different solutions that can help solve the problem and in that select the one which is more efficient.
- **Prototype**: Is to check if the solution is working out better or if there as to be any changes to be made and lastly ,
- **The Test** :where they get feedback for the solution found to see if it can be improved .

Speaker spoke about the Innovation. "Innovation is thinking out of the box". It is to make a particular thing innovative yet keeping Its functionality unaffected. He took the example of a phone case where it has a magnetic disc attached to it which helps to charge wirelessly also at the same time it protects the phone Speaker also mentioned the different criteria any innovation has to satisfy. Firstly it should be user friendly and Modifiable.

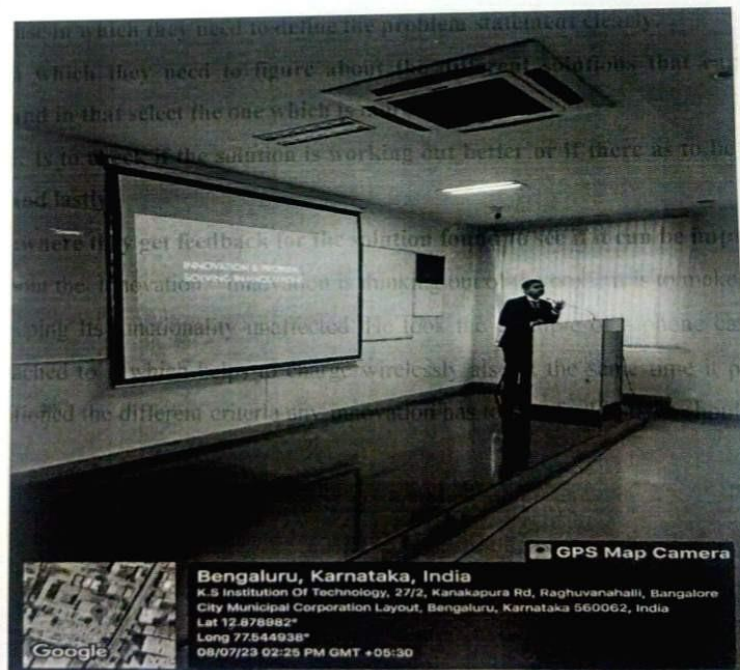


Fig3: Speaker Shashank Krishna

Hackathon is a social coding event that brings the computer programmers and other interested people together to improve upon and build a new software program and hardware components as well. In this way people solve and find solution to different problem statement which is more simple and efficient.

Speaker told the students the importance of why one must participate and how it is going to help one in different aspects like employment knowledge etc.



Fig 4: Students listening to the talk

Mr Shashank gave a deep insight about the different steps of Design thinking and the criterias of Innovation . He gave knowledge about the different rules one must follow during the Hackathon.

i. It could be one it could be one's behaviour, Team work ,The document submission which include simplest thing like mentioning the problem statement correctly, The knowledge about their work etc.

He told students one of the most important key is to keep the solution reality.

Then during the end of the session he briefed about the "Smart India Hackathon" throw a small video. Students were exposed to the working environment .

The Session ended by Q&A session by Speaker **Shashank Krishna** and Vote of thanks by the Department event co-ordinator **Prof Sushma A.**

EO#	EVENT OUTCOMES
EO1	Understand the basics of
EO2	Understand
EO3	Understand
EO4	Gain awar

EO-PO Mapping

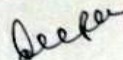
EO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
EO1	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO2	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO3	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO4	2	2	2	-	-	2	2	-	2	-	-	2	1	1
	2	2	2	-	-	2	2	-	2	-	-	2	1	1

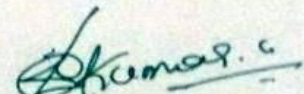
3	Substantial (High) Correlation
2	Moderate (Medium) Correlation
1	Slight (Low) Correlation
-	No correlation.

PO's Attained: PO1, PO2, P03, PO6, PO7, PO9, PO12

PSO's Attained: PSO1, PSO2


Event Coordinator


HoD


Principal



K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 109

DEPARTMENT OF COMPUTER SCIENCE AND DESIGN

Attendance & Feedback Details

Name of the Event: Innovation and problem solving in hackathons

Date: 26th Jul 2023

Total number Student Participants:

Sl. No	Name	Feedback about the event & learning quotient				Signature of the participant
		Very Good	Good	Satisfactory	Unsatisfactory	
01	Deepika S	✓				Deep
02	Keerthana S	✓				Keerthana S
03	Dhanu B.K	✓				Dhanu B.K
04	G. Vignesh	✓				G. Vignesh
5.	B.N. Ruchira		✓			B.N. Ruchira
06	Shubitha .D	✓				Shubitha .D
07	D. Ajith	✓				D. Ajith
08	Anagha	✓				Anagha
09	Aarthya G.R	✓				Aarthya G.R
10	Leestha	✓				Leestha
11	Harid	✓				Harid
12	ASN Sreeya	✓				ASN Sreeya
13	Pranav		✓			Pranav
14	Divya .T	✓				Divya .T
15	Deepthi .G.B	✓				Deepthi .G.B
16	Sanjana Sreenivas	✓				Sanjana Sreenivas
17	Sudarshan Babu	✓				Sudarshan Babu
18	Sonjay .P	✓				Sonjay .P
	Nishanth .G.K	✓				Nishanth .G.K
	Prateek .C.H	✓				Prateek .C.H
21	Pruthvi H.V.	✓				Pruthvi H.V.
22	Shreyas .G	✓				Shreyas .G
23	R Sai Prakasth		✓			R Sai Prakasth
24	Sanjana .V	✓				Sanjana .V
25.	Neha .M.R	✓				Neha .M.R
26	Sathya Sai Sri BS	✓				Sathya Sai Sri BS
27	Shruti K Raj	✓				Shruti K Raj



K S INSTITUTE OF TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE & DESIGN ENGINEERING
REPORT ON WORKSHOP ON

“BUILDING COMPUTER VISION AI MODEL”

Semester:	3 rd Semester
Event Type:	Workshop
Event Name:	BUILDING COMPUTER VISION AI MODEL
Date/Duration:	08-02-2023
Associated Professional Bodies	ISTE, CSD Adroit Club
No. of Students:	65
Speaker Details:	Mr. Varun Poladiya, Head Marketing, navan.ai , Bengaluru
Online link/Offline:	Offline

Event Objectives:

- Provide a platform to students for Experiential learning.
- To provide an opportunity for students to explore Computer Vision AI Models.
- Focus on identifying real-world problems and their solutions with no coding using Computer Vision AI Models

Event description with pictures:

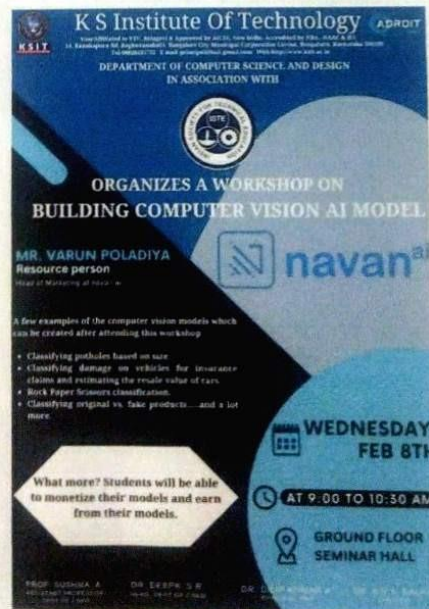


Fig. Workshop poster

The resource person was welcomed by the CEO Dr. KVA Balaji. The event started with the welcome address by the CEO Dr. KVA Balaji and Principal Dr. Dilip Kumar K. of KSIT. The speaker Mr. Varun Poladiya is from navan.ai were facilitated florally. The HoD of Computer Science and Engineering Dr. Rekha Venkatapura, HoD of AIML Dr. Vaneetha M and HoD of CSD Dr. Deepa S R welcomed the guests.



Fig. Workshop Inaugural



Fig. Lamp lighting at Workshop Inaugural



Fig. Welcoming Guest By CEO Dr. K. V. A Balaji

The workshop began with the resource person introducing us to what Artificial intelligence is and what Computer vision is. the theory and development of computer systems able to perform tasks normally requiring human intelligence, such as visual perception, speech recognition, decision-making, and translation between languages. Computer vision is a field of artificial intelligence (AI) enabling computers to derive information from images, videos and other inputs— and take actions or make recommendations based on that information



Fig. Workshop Session

The objective of the workshop was to bring students closer to a tool to be able to execute their ideas on AI and learn about how computer vision works.

The students were introduced to 'FLUTTER' where they are one step closer to building apps and integrate computer vision models built by them. Models built on Flutter works on both Android and IOS.



Fig. Resource person addressing students

The students were further given a hands-on experience of how to create models on computer vision. Each student was made to work on their laptop and create a computer vision model and test it. The students were first made to download a data set which they would use in their model. They were then instructed to use the EfficientNet B0 for Image Classification. They then uploaded about 100 images in each class and renamed their classes based on their data set.



Fig. Students attending the session



Fig. Hands on session

Speaker concluded the session by giving an insight in to the career options in the field of new ideas with AI and Computer Vision. This workshop was on opportunity for all the students to come together as a community to learn, share and explore new ideas with AI and Computer Vision.



Fig. Presenting Memento to Resource person

EO#	EVENT OUTCOMES
EO1	Identify Real-world Problems and applications of Computer Vision
EO2	Design and develop Computer Vision AI model-based solutions for problems in thrust areas.
EO3	Analyse the solution with the existing systems and demonstrate the result through no coding.

EO-PO Mapping

EO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
EO1	3	3	3	2	3	3	3	-	3	-	-	3	3	3
EO2	3	2	3	2	3	2	1	3	3	3	2	3	3	3
EO3	3	3	3	2	3	3	1	3	3	3	2	1.3	3	3
	3	2.6	3	2	3	2.6	1.6	2	3	2	1.3	3	3	3

3	Substantial (High) Correlation
2	Moderate (Medium) Correlation
1	Slight (Low) Correlation
-	No correlation.

PO's Attained: PO1, PO2, PO3, PO6, PO7, PO9, PO12

PSO's Attained: PSO1, PSO2

Event Coordinator

HoD

Principal



K S Institute of Technology
Department of Computer Science & Design
Hands-on Workshop on
" Building Computer Vision AI Model "
In association with ISTE, CSD Adroit Club
Date: 08-2-2023 Time: 9.30 - 11.00 AM

Feedback

- Q.1 Awareness gained on Computer Vision
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.2 Rate the presentation skills and knowledge sharing skills of resource persons
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.3 Rate the information gained about the Hands-on Session Building AI models
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.4 Rate the overall conduction of Workshop
A. Excellent B. Very Good C. Good D. Satisfactory
- Q.5 Are you interested in Building AI Computer vision Model ?
A. Yes B. No
- Excellent= 5 Very Good=4 Good=3 Satisfactory=2

SL.NO	Name of Participant	USN	Sem	Q.1	Q.2	Q.3	Q.4	Q.5
1	A S N Sreeya	1KS21CG001	3	4	5	5	5	4 Yes
2	Anagha Shastry	1KS21CG004	3	4	5	4	4	4 Yes
3	Ankitha Devlokam	1KS21CG005	3	4	4	4	4	4 Yes
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14	Kushal MJ	1KS21CG025	3	3	3	4	4	4 No
15	Kusum Pakira	1KS21CG026	3	3	3	3	4	4 Yes
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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.

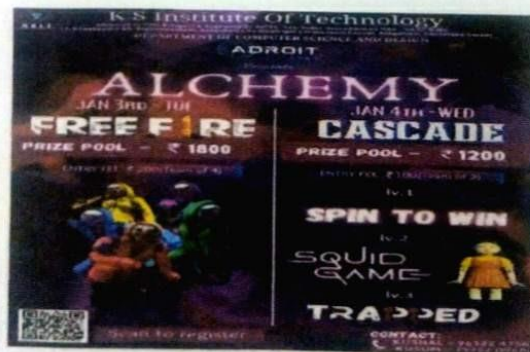
ALCHEMY: The year 2023 started off with the very first event of the Computer Science and Design club-ALCHEMY.



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.

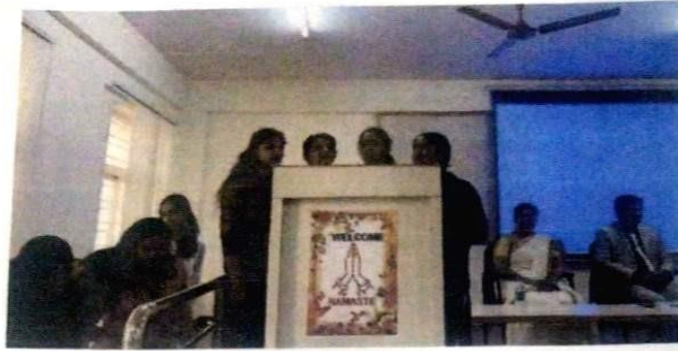


It is a Battle Royale game developed and published by Garena. Free fire is played in third person perspective. As in other shooting games, the player can move their

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.



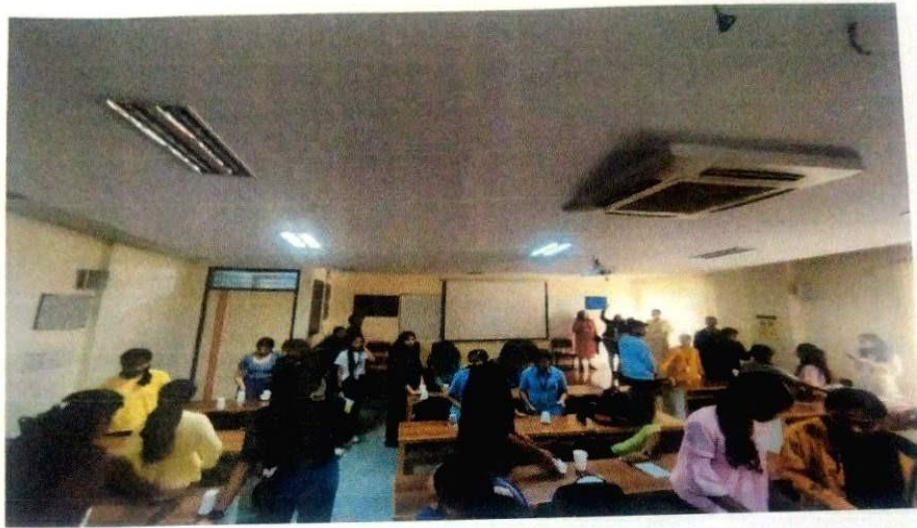
Inauguration was also attended by HOD's of all departments Dr. Jalaja, Dr. Rekha, Dr. Sudha, Dr. Vaneeta, Dr. Umashankar, Dr. Chanda V Reddy, Dr. Harish and all the teaching and non teaching staff members.



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 an entry fee of Rs. 100/- and the prize pool up to 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

+

CASCADE WINNERS(AIML)

Runner-up(CSE)

Rupa puthineedi	Shashikantha
Poornima M C	Vishal

Coordinator

Deepa

HOD

Head of the Department
Computer Science & Design
K.S. Institute of Technology
Bengaluru - 560 109.

Shubra

Principal



K.S. INSTITUTE OF TECHNOLOGY, BANGALORE - 109

DEPARTMENT OF COMPUTER SCIENCE AND DESIGN

Attendance & Feedback Details

Name of the Event: Club inaugural event-ADROIT

Date: 2nd Jan 2023

Total number Student Participants:

Sl. No	Name	Feedback about the event & learning quotient				Signature of the participant
		Very Good	Good	Satisfactory	Unsatisfactory	
01	Deepilca S	✓				Deepilca S
02	Keerthana S	✓				Keerthana S
03	Dhanesh B.K	✓				Dhanesh B.K
04	G. Yogiram	✓				G. Yogiram
5	B.M. Ruchira		✓			B.M. Ruchira
06	Ashiktha D	✓				Ashiktha D
07	D. Ajith	✓				D. Ajith
08	Ananya	✓				Ananya
09	Ashika G	✓				Ashika G
10	Karthik	✓				Karthik
11	Aashika	✓				Aashika
12	A.S.N. Sreeya	✓				A.S.N. Sreeya
13	Bhaskar M			✓		Bhaskar M
14	Divya T	✓				Divya T
15	Deepthi G.B	✓				Deepthi G.B
16	Sanjana Sreenivas	✓				Sanjana Sreenivas
17	Sudarshan Eabr	✓				Sudarshan Eabr
18	Sarjap	✓				Sarjap
	Nirharth G.K	✓				Nirharth G.K
	Prateek C.H	✓				Prateek C.H
21	Prutham H.V.	✓				Prutham H.V.
22	Shreyas G	✓				Shreyas G
23	R.Sai Prakash		✓			R.Sai Prakash
24	Sanjana V	✓				Sanjana V
25	Neha M.R	✓				Neha M.R
26	Sathya Sai Kiran	✓				Sathya Sai Kiran
27	Shrutika	✓				Shrutika
28	Vignesh K	✓				Vignesh K
29	Sumanth	✓				Sumanth
30	Vashika Sridhar	✓				Vashika Sridhar

