School of Computer, Information and Mathematical Sciences

DEPARTMENT OF INFORMATION TECHNOLOGY

Report on the National Level Technical Symposium-ICON 2023

10.05.2023

The Department of Information Technology organized a "National Level Technical Symposium", ICON-2023, on 05.05.2023 at the Convention Centre of B.S. Abdur Rahman Crescent Institute of Science and Technology. Over 150 students from various parts of the country registered and actively participated in a range of technical and non-technical events. The inauguration ceremony commenced at 10:00 am.

Dr.N.Prakash, Head of the Department welcomed the Chief Guest, Faculty members, Staff and the Students for National Level Technical Symposium. Mr.SanthoshRaj E, General Secretary, SIT presented the report on the department activities, various technical events organized and attended by staff & students and also mentioned about the staff and student achievements made during the academic year 2022-2023.

Dr. Sharmila Sankar, Dean/SCIMS delivered the Presidential address and appreciated the efforts of the faculty in organizing events for improving the students' knowledge in recent technologies. Dr.N.Prakash, HOD/IT, honoured the chief guest and delivered the felicitation address. Mr.Srihari Sridharan, Lead consultant, Thoughtworks, Chennai was the Chief Guest, he delivered a Keynote lecture on "The Future of work in IT".

The events of National Level Technical Symposium were conducted under two major categories: Technical events and Non-Technical events.

TECHNICAL EVENTS

1. **Paper Presentation**

   The Paper Presentation event enabled students to showcase their research and innovative ideas in various technological domains. Students from various institutions presented on emerging trends and challenges in computing and engineering.

2. **WebWiz Arts**

   The event that showcased the creative and technical skills of participants. Students designed visually appealing and user-friendly web pages based on given themes, focusing on layout, responsiveness, and user experience.

3. **Designer X**

   In the UI/UX design event where participants showcased their creativity in designing user-friendly and visually appealing interfaces. The event

emphasized design thinking, usability, and innovation using modern design tools.

4. **Techniq**

Technical quiz event that challenged participants on core concepts, current trends, and innovations in technology. The event tested their knowledge, speed, and problem-solving abilities through multiple engaging rounds.

5. **Query Crusade**

The database event that tested participants' proficiency in SQL and problem-solving with real-time data scenarios. The event focused on query writing, optimization, and database logic. Participants showcased their skills in efficient data handling and management.

6. **Coders Ville**

A coding competition that tested participants programming and problem-solving skills. Contestants tackled algorithmic challenges within a limited time. The event encouraged logical thinking and coding proficiency.

7. **Dev Duel**

An app and web development event where participants created innovative solutions based on given themes. The event highlighted their skills in coding, design, and problem-solving.

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NON-TECHNICAL EVENTS

1. **IPL Auction**

   IPL Auction was a fun-filled non-technical event that simulated the thrill of a real IPL team auction. Participants formed teams, strategized budgets, and bid on players to build their ultimate squad. The event combined sports enthusiasm with strategic planning and teamwork.

2. **Box Cricket**

   An exciting non-technical event that brought energy and team spirit to the symposium. Participants competed in short-format cricket matches, showcasing their coordination, sportsmanship, and enthusiasm.

3. **Talent Hunt**

   A vibrant non-technical event that provided a stage for students to showcase their artistic and creative abilities. Participants impressed the audience with performances in singing, dancing, mimicry, and more.
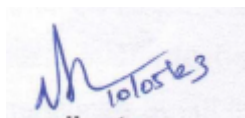
4. **AdZap**

   A fun-filled marketing event where participants created and performed spontaneous, creative advertisements for fictional products. The event tested

their imagination, humor, and presentation skills. It brought entertainment and energy, highlighting the art of persuasive communication.
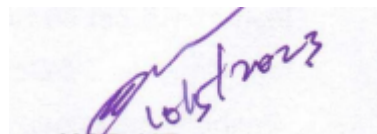
5. **Connections**

An interactive and entertaining event that challenged participants to identify links between images, words, or clues. It tested their logical thinking, creativity, and presence of mind. The event was a crowd favorite, filled with fun and excitement.

After the successful completion of all the events, the prize winners received their prizes and certificates from the dignitaries. Participation certificates were also distributed to all the participants. The event concluded with a valedictory address by Dr. N. Rajendran, Associate Professor/IT.

Coordinators   **HOD/IT**

Dr. N. Rajendran   Dr. N. Prakash