



THIAGARAJAR COLLEGE OF ENGINEERING

IEEE STUDENT BRANCHIEEE



Report for the Year 2022-2023

IEEE STUDENT'S COUNSELLOR: Dr G Ananthi

IEEE is a professional association that promotes technology for the benefit of humanity. With over 400,000 members in 160+ countries, it provides students with access to research, networking opportunities, career development resources, scholarships, and student communities. These resources can help students succeed in their academic and professional lives.

DEPARTMENT: ELECTRONICS AND COMMUNICATION ENGINEERING

S.NO	EVENTS	DATES
1	IEEE XTREME	22.10.22
2	PLENARY TALKS	11.11.22
4.	MASTER MIND	18.1.23
5	GROUP DISCUSSION	28.2.23
6	WAR TECH	6.3.23
7	LET'S BUG	17.3.23
8	TECH UTOPIA	27.3.23
9	TECH VISIONARIES	4.4.23
10	QUANTUM	15.4.23

IEEEXtreme:

IEEEXtreme is an annual programming competition organized by the Institute of Electrical and Electronics Engineers (IEEE) for its student members across the globe. The competition is designed to provide a platform for students to showcase their programming skills and knowledge, and to promote collaboration and creativity in problem-solving.

During the IEEEXtreme competition, teams of IEEE student members, guided by an IEEE member as an advisor and proctor, compete against each other in a 24-hour time span to solve a set of challenging programming problems. The competition challenges participants to think critically, work under pressure, and develop effective solutions to complex problems.

Participating teams are given access to a programming environment and a set of problems that they must solve within the 24-hour time limit. The problems are designed to test the teams' knowledge and understanding of various programming languages, algorithms, data structures, and problem-solving techniques.

The IEEEXtreme competition attracts a large number of participants from around the world, making it a truly global event. The competition provides an opportunity for students to network with other like-minded individuals, gain valuable experience, and enhance their programming skills.

In the context of the given scenario, it is mentioned that two teams participated in the IEEEXtreme competition.

PLENARY TALKS:

Plenary talks at events are usually delivered by experts in their fields to inspire and motivate the audience and provide valuable insights. For student events like IEEEExtreme, these talks offer an opportunity to learn from experienced professionals, gain insights into their fields, and improve communication and public speaking skills. Plenary talks also provide valuable perspectives on the latest advancements in a field, giving students a competitive edge and inspiring them to pursue their goals with renewed dedication.

WINNER:

VISHNU PRIYA S



MASTERMIND:

The Mastermind event for second and third-year students focused on testing their knowledge in digital electronics, a specialized field of study dealing with digital circuits and systems. Likely structured as a quiz or test, the competition allowed participants to showcase their skills and compete in a supportive environment. The event helped students identify areas for improvement and inspired them to pursue further studies or careers in the field.

WINNER:

Bairavi N



Group discussion

The Group discussion event was conducted. This event helped the students to improve the professional communication skill of the students. This also helped the students to prepare for their placements where group discussion plays a major role.



WINNER:

SHREYA R

WAR TECH:

The War Tech event tested students' knowledge of IEEE standards and networking, and celebrated the contributions of IEEE to technology. Participants likely competed in a quiz or competition, showcasing their understanding of technical standards and networking. The event also helped raise awareness of IEEE's mission to advance technology for the benefit of humanity.

WINNER:

LAKSHITA M



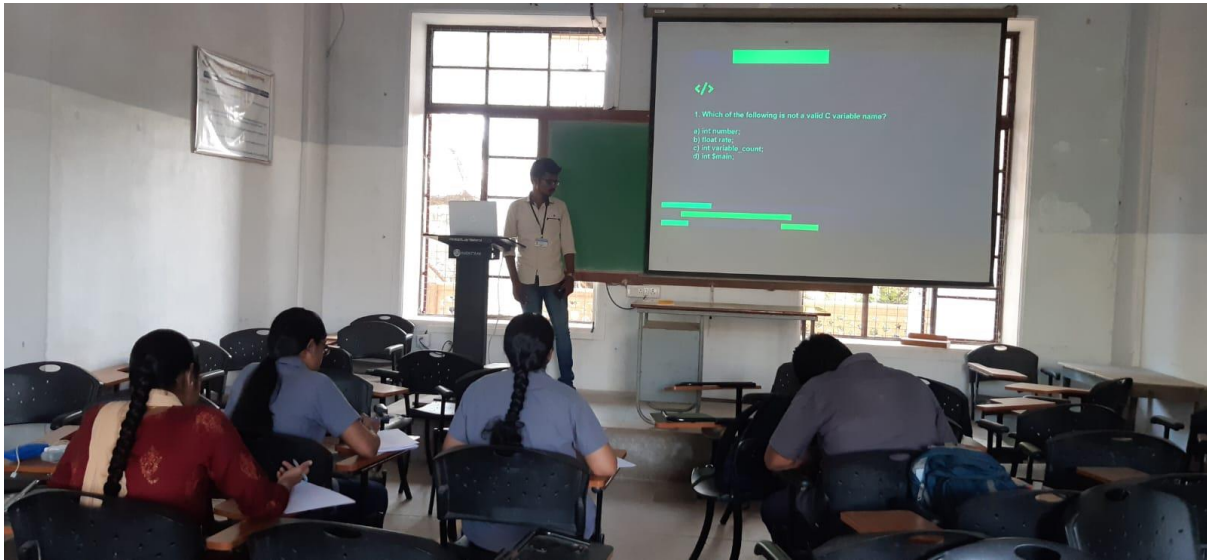
LET'S BUG:

The Let's Bug event aimed to improve the programming skills of students in the C programming language. Students were given code snippets to predict the output, which required a good understanding of syntax and the ability to debug code. The event was likely structured as a competition, providing a fun and engaging learning experience for participants and a chance to demonstrate their skills.

Improving programming skills is crucial in today's digital age, and participating in events like Let's Bug can give students a competitive edge in their future careers. Additionally, the event may have fostered a sense of community among participants who shared their knowledge and experience, gaining insights into different approaches and techniques for programming in C.

WINNER:

HEMANTH PANDIAN D R



TECH UTOPIA:

The Tech Utopia event tested students' technical knowledge in different domains and introduced them to interesting facts and concepts related to future technology. The event likely included technical questions on computer programming, data structures, algorithms, database management, and networking, as well as topics such as artificial intelligence, virtual reality, augmented reality, blockchain, and IoT. The event was likely structured as a competition or quiz, providing a fun and engaging way for students to test their knowledge, learn about new technologies, and develop their problem-solving and critical thinking skills.

WINNER:

HARISH S



TECH VISIONARIES:

The Tech Visionaries event aimed to improve students' understanding of analog electronics, a fundamental subject in Electronics and Communication Engineering. The event likely included lectures, workshops, and practical sessions that covered circuit analysis, design, and applications of analog electronics. By participating in this event, students would have gained practical experience in working with electronic circuits and devices, and would have been better equipped to apply their knowledge in their academic and professional pursuits.

WINNER:

VISHWADHIKA R



QUANTUM:

The goal of the quantum event was probably to aid students in honing their problem-solving techniques and getting ready for quantum computing placement interviews. The test may have asked about fundamental aptitude and reasoning skills as well as specialised quantum computing concepts like quantum gates, algorithms, and error correction. Students could assess their knowledge of these subjects and sharpen their problem-solving abilities in a competitive setting by responding to these questions. The event would have helped students prepare for employment interviews by giving them practise in answering interview questions and enhancing their communication and presentation skills, in addition to improving their knowledge of quantum computing. Overall, the Quantum event offered kids interested in a future in science a wonderful learning opportunity.

WINNER:

KARTHIKA S



Thiagarajar College of Engineering, Madurai-625015
Department of Electronics and Communication Engineering
IEEE KRETA 2023 17th April 2023



 THIAGARAJAR COLLEGE OF ENGINEERING, MADURAI 15
(A GOVT. AIDED AUTONOMOUS INSTITUTION, AFFILIATED TO ANNA UNIVERSITY)
THIRUPARANKUNDRAM, MADURAI - 625015

DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING
TCE IEEE STUDENT BRANCH CHAPTER
PROUDLY PRESENTS
A NATIONAL LEVEL TECHNICAL SYMPOSIUM

KRETA'

23



TECH EVENTS

1. HANDS ON RUCKUS
2. MYSTERY MANSION
3. CODER'S DEN
4. TECHNO TRIATHLON


Registration Link

FEE FOR TECH EVENTS

IEEE MEMBER -200/- PER HEAD
NON IEEE MEMBER -250/- PER HEAD

WIN EXCITING PRIZES

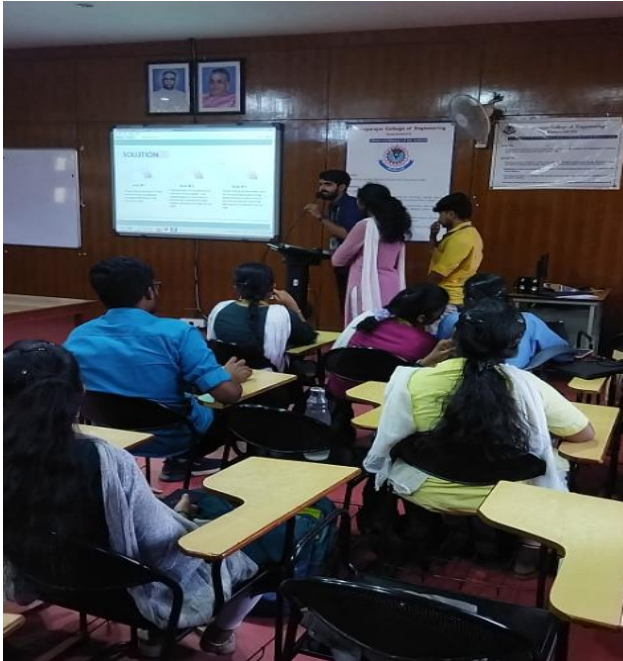
ON BOARD ON 17 APRIL 2023
SPOT REGISTRATION IS ALSO AVAILABLE

FOR MORE DEATILS:
ABHIRAMI S (IEEE CHAIR) -9123509891
SHANMUHAM S (IEI CHAIR) -7010842322

The event aimed to provide a platform for students from various colleges to showcase their skills and knowledge in various fields. KRETA23 witnessed a massive turnout, with more than 230 participants from various engineering colleges. The event garnered tremendous success and appreciation from all

participants and attendees. It comprised four distinct competitions designed to challenge and engage the participants.

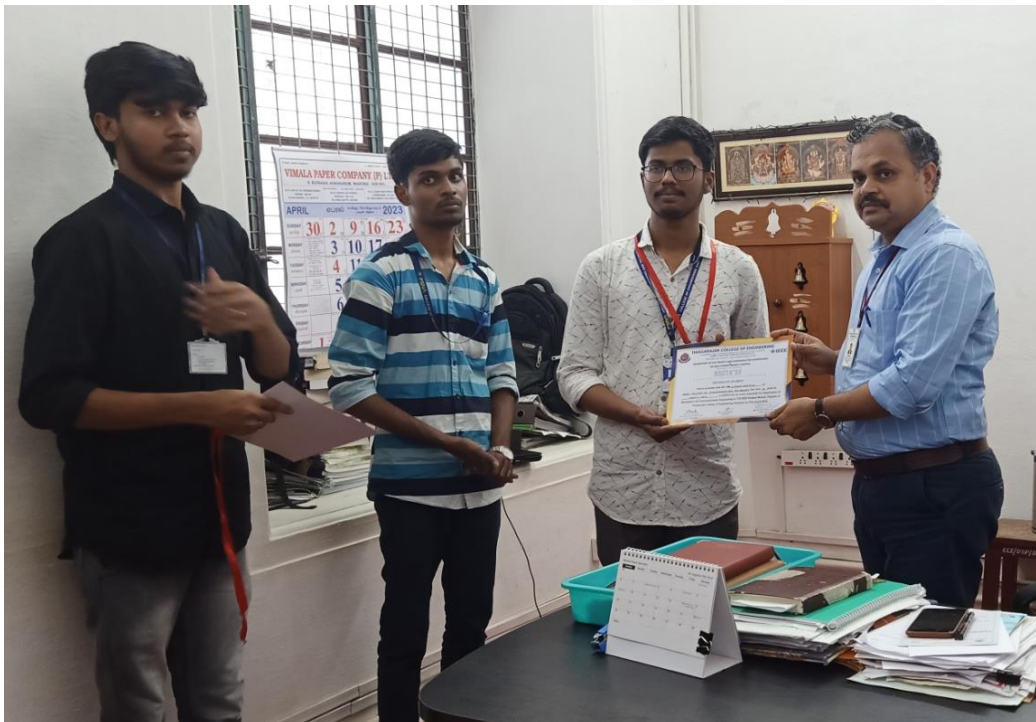
1. Techno Triathlon: This competition focused on paper presentations, where students were required to present their research papers in the format specified by IEEE. Participants were encouraged to demonstrate their in-depth understanding of various topics .



2. Hands-On Ruckus: This event aimed to test the participants' practical skills in circuit-related problem-solving. Students were presented with various real-life scenarios involving circuits, and they were expected to troubleshoot and find solutions to these problems within a given time frame. This competition provided an opportunity for students to apply their theoretical knowledge and technical expertise in a practical setting.



3. Coders Den: The Coders Den challenged participants' programming skills by presenting them with a series of programming questions of varying difficulty levels. Students were required to write efficient and accurate code to solve these problems within a specified time limit. This competition provided a platform for participants to showcase their programming prowess and logical thinking abilities.



4. Mystery Mansion: The Mystery Mansion competition consisted of a quiz format where participants were asked a series of questions related to electronics and communication. This event tested the participants' knowledge, critical thinking, and problem-solving abilities in a competitive and engaging manner.



KRETA23 not only fostered a sense of unity within the ECE department but also provided a valuable opportunity for students to interact, learn, and showcase their skills to a wider audience. The success of this event served as a testament to the dedication and enthusiasm of the participants, organizers, and the combined efforts of the professional societies involved.



Reported by Dr.G.Ananthi,APECE,TCE,Madurai