EVENT 1: IDEATHON : X-CHANGE

Industry collaboration
DESCRIPTION

It is an intensive brainstorming events where individuals from different backgrounds, skills and interests converge to diagnose predefined problems, identify the best opportunities and ideate the most viable solution. An ideathon may require ideas, a solution, a prototype, a roadmap or an actionable plan.

RULES OF THE EVENT

1. Team event (max 2-3).)

2. Time slot : 10-15 min (each)

3. Ideas must be original and creative.

4. All ideas are welcome, but must address, in some shape or form, (1) one of the challenges below or (2) a pressing issue in one of the tracks above.

5. Resource can/cannot be used during the event (will be decided by the industry representative on the day itself).

6. Set of problems will be given before hand by the industry representative

Mode of Conduction: online

EVENT 1 OUTCOMES

EVENT OUTCOMES

1. Promote internship/jobs/mentorring
2. Extend industrial contacts.
3. Improve problem solving skills
4. project opportunities

RESOURCE : Ajay Narayan (GE HEALTHCARE)

Expected duration of the event: 3-4 hours

Estimated no. of participants: 25

Registration fees : Rs.100

Prize money: 1st prize -1000, 2nd prize -500

EVENT2 : MATTERMIND

DESCRIPTION
An online event where a specific problem will be given based on our theme by an industry representative, following to it participant's will have to come up with onspot innovative solutions, for which participants who provide with the best suitable solution will be rewarded.

RULES OF THE EVENT
1. Team event. (2-3 in a team)
2. Time slot : 15-20 min (each)
3. Problems will not be passed on, if one does not answer.
4. Resources can/cannot be used during the event (will be decided by the industry representative on the day itself).
5. Flash card will include multidisciplinary topics (like innovation through AI).

WORKSHOP OUTCOMES

1. Acquire employment contacts leading to a full/part time internship following graduation from college.

2. Build record of work experience.

3. Integrate theory and practice.

EVENT 2 OUTCOMES

Resource person: Rameshwara (AgEYE Tech)

Mode of Conduction: Online

Expected duration of the workshop: 3-4 hours

Estimated no. of participants: 25

Registration fees (if any): Rs 100/-

Prize money: 1000,500

EVENT 3 : MENTOR-MENTEE

WORKSHOP

DESCRIPTION

It is an influence, guidance or direction given. It influences personal and professional growth of the mentee. Mostly, related to career/jobs/internships. Bending more towards industry. Preparing students to deal with difficult circumstances.

OUTCOMES

1. Career growth and development
2. Support and reward internships/jobs.
3. Development of professional relationships.
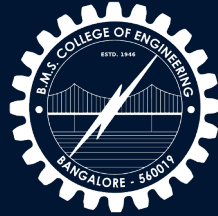4. Recognition and rewards for participation

WORKSHOP OUTCOMES

Resource : Suresh (Robert Bosch, Bangalore,R&D)

Mode of Conduction: Online

Expected duration of the workshop: 3-4 Hours

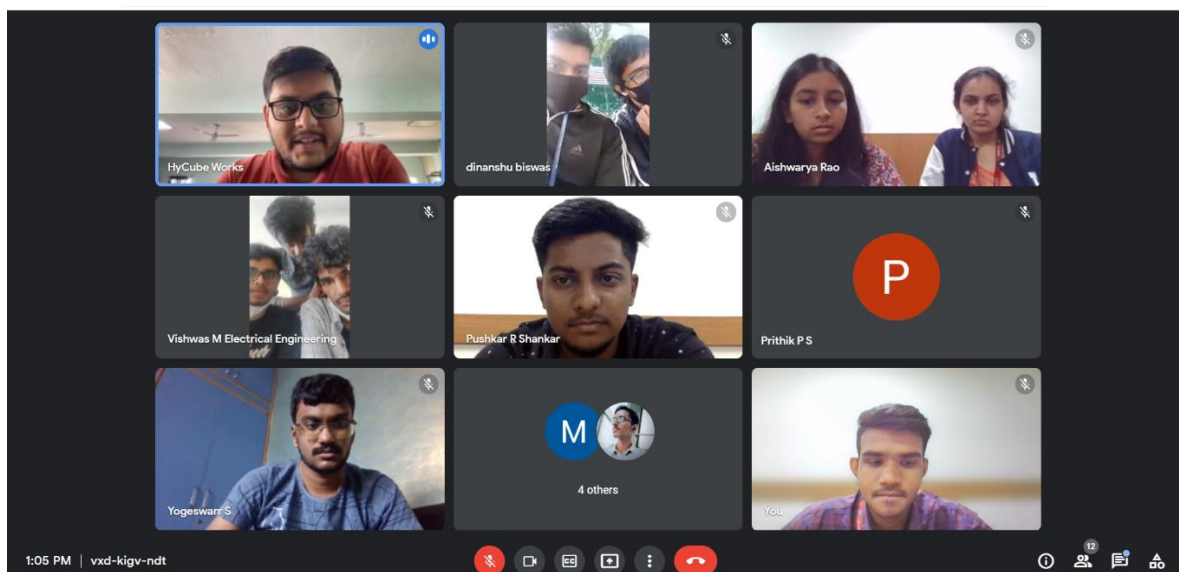Estimated no. of participants: 25

Registration fees (if any): Rs 100/-

THE END

(IDEATHON) REPORT
(MEDICAL ELECTRONICS ENGINEERING DEPARTMENT)

Introduction

A brainstorming event held online where one problem statement was given a day prior to the participants who were in the group of 2-3. So, the participants had to come up with a innovative, sustainable and viable solution which is supposed to be simple and match with the digital disruption theme.

Learning Outcomes.

1. Winners were exposed to contacts leading to a full/part time internship following graduation from college.

Build a record of work experience.

2. Participants learnt to integrate theory and practice.
3. Participants learnt how to address a problem.

WINNERS

1ST PLACE – SURABHI H N

ASHWIN GUPTA – BMS COLLEGE OG ENGINEERING

2ND PLACE – NIKHIL K LOYA

MINAKETAN SINGH - BMS COLLEGE OF ENGINEERING

Industry Connect

1. MENTORSHIP : on solving problems and scaling a business.
2. MARKETING INTERNSHIP.

COMPANY – HYCUBE WORKS
RESOURCE PERSON – SHREYAS SP

EVENT COORDINATORS

1. AKSHAY RAMESH
2. PUSHKAR R SHANKAR

(MATTERMIND)
REPORT
(MEDICAL ELECTRONICS ENGINEERING DEPARTMENT)

Introduction

A brainstorming event in which players must come up with creative solutions to a challenge provided by an industry expert in line with the competition's theme on the spot.

The participants had to come up with a solution for the problem statement given by the resource person. Three problem statements were given and each team had to choose one among them. The resource person was there the whole time to guide the participants .

Learning Outcomes.

1. Winners were exposed to contacts leading to a full/part time internship following graduation from college.

Build a record of work experience.

2. Participants learnt to integrate theory and practice.

WINNERS

1ST PLACE – ASHWIN GUPTA – BMS COLLEGE OG ENGINEERING

2ND PLACE - NEEL B S

       J THRISHAA   BMS COLLEGE OF ENGINEERING

Industry Connect

1. MENTORSHIP
   ASHWIN GUPTA – BMS COLLEGE OF ENGINEERING (MECHANICAL ENGINEERING DEPARTMENT)
2. INDUSTRIAL VISIT
   INTERESTED STUDENTS OF MEDICAL ELECTRONICS ENGINEERING DEPARTMENT

       COMPANY – GE HEALTHCARE
       RESOURCE PERSON – AJAY NARAYANAN

EVENT COORDINATORS

1. SHREYA S MAKAM
2. MONICA B M