Year Report

Name of the Team: Google Developer Student Clubs	
Main Objective of the Team: The Google Developer Students Club (GDSC) at VIT Pune aims to empower developers by providing them with the tools, knowledge, and community support they need to make a real impact in the world of technology. Our primary objectives revolve around project development with a focus on creating solutions that address real-world challenges, organizing engaging events and workshops covering a wide range of tech topics, and fostering a collaborative community where members can connect, learn, and grow together. Through our sessions and ongoing activities, we strive to inspire and equip future innovators to drive positive change through technology.	
Number of events conducted in AY 2020-2021	**8**
Name of the events:	1. Google Summer of Code and Beyond 2. Solution Challenge Hackathon Info Session 3. Android Accelerated 4. TensorFIESTA 5. TensorFIESTA Hackathon Info Session 6. TensorFIESTA Hackathon 7. FlutterForge 8. Web Blitz
Number of Team Members:	54
Name of Key Organisers:	Manasi Bhavik, Dirgh Patodia
Provide the link of your Social Media Handles	Instagram: https://www.instagram.com/gdscvitpune?igsh=MTU2bGJod3pwMzNzdA== Facebook: https://www.facebook.com/gdscvitpune LinkedIn: https://www.linkedin.com/company/gdscvitpune/ Twitter: https://twitter.com/gdscvitpune Website: https://www.gdscvitpune.com/

Scroll Down

Individual Event Reports (Copy paste the same table and add to the report if number of events is more than 1)

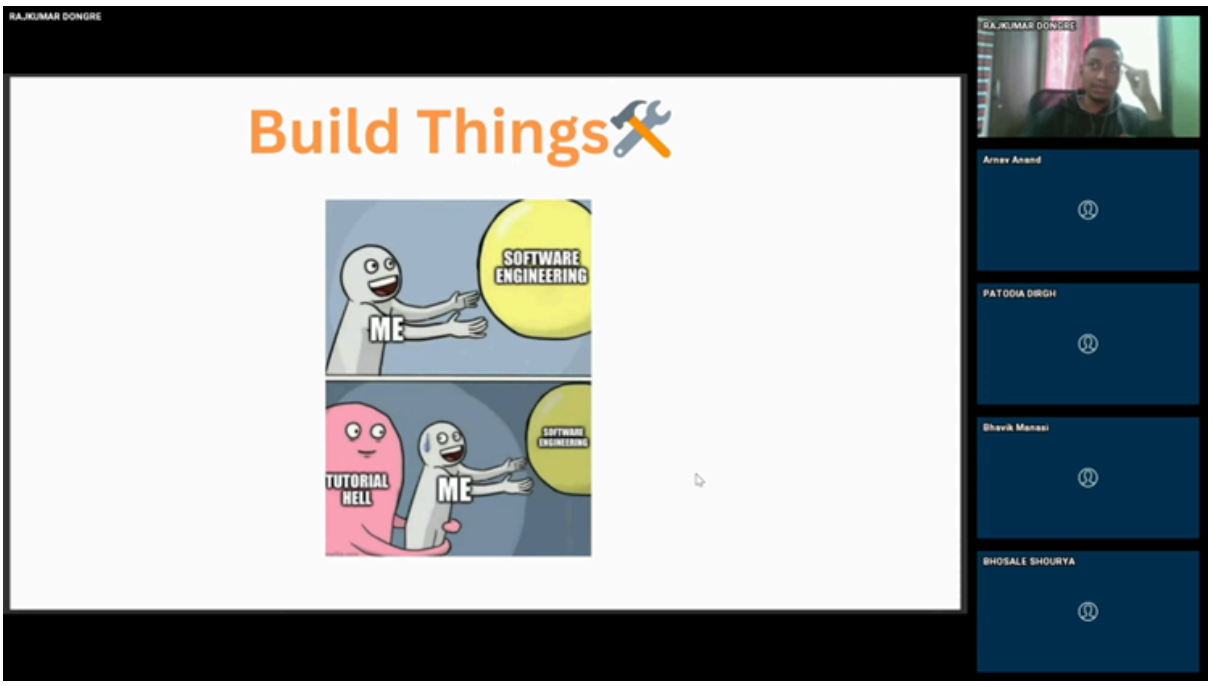
Event 1

Name of the event:	Google Summer of Code and Beyond
Dates of event:	**4th November, 2023 11:00 AM – 1:00 PM**
Online Platform/ Venue:	**GDSC Event Platform, Bevy**
Event span (hours/days)	**2 hours**
Footfall/Total attendance	**157**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT, Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**58**
Objective of the event	**To inform the students about the Google Summer of Code program and contributing to open source software.**
Brief description of the said event	**The event began with a comprehensive introduction to the open source landscape on Github by Mr. Kohinoor Chatterjee. This consisted of the basics of using Github, finding repositories and projects to contribute to, and finally a brief look into the professional life as a software developer. Following this was a guide to learning how to code and to develop an intuition for problem solving by Mr. Rajkumar Dongre.**
Key event outcomes	**- Knowledge about the open source community on Github, how to contribute to projects (pull requests, issues, etc.)** **- Professional know-how of programming** **- What is Google Summer of Code (GSoC) and how to participate** **- Tips to better learn how to program and develop an intuition for problem solving**
Milestones set by the event (if any)	**-**
Name and bio of chief guest along with social media links (if any)	**Mr. Kohinoor Chatterjee**

	Open Source Developer at AWS Amazon **https://www.linkedin.com/in/kohinoor-chatterjee** **Mr. Rajkumar Dongre** **GDSC member, VIT Pune** **https://www.linkedin.com/in/rajkumar-dongre/**

Add any kind of additional information or a ready report if you wish to which can be used by team Vaatchal (Optional):

Add minimum 2 photographs of the said event (Mandatory):



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Individual Event Reports (Copy paste the same table and add to the report if number of events is more than 1)

Event 2

Name of the event:	Solution Challenge Hackathon Info Session
Dates of event:	**Sunday 17th Dec, 2023 11:00am**
Online Platform/ Venue:	**Bevy Online Platform**
Event span (hours/days)	**1 hour**
Footfall/Total attendance	**65**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT, Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**58**
Objective of the event	**1. The comprehensive info session ensures that participants are well-informed about the hackathon's theme, rules, team formation, and submission deadlines.** **2. The info session sets the tone for a collaborative and innovative mindset among participants.** **3. Well-informed and inspired participants are more likely to produce higher quality solutions during the hackathon.**
Brief description of the said event	**The Solution Challenge by Google is an annual hackathon focused on finding innovative solutions to real-world problems based on the United Nations' 17 Sustainable Development Goals. It provides students with a unique opportunity**

	to put their technology skills to use in making a positive impact on the world. GDSC VIT, Pune organized an informational session to provide crucial information and inspire students to get involved in this event.
Key event outcomes	**1. Participation and success in the Google Solution Challenge elevate the institute's reputation within academic and tech communities. It showcases the institution's commitment to fostering innovation, technological prowess, and its students' ability to apply knowledge to real-world challenges.** **2. Involvement in such prestigious challenges often attracts industry attention and potential partnerships. The college can leverage these connections to foster collaborations, internship opportunities, or even sponsorships that benefit students, faculty, and research initiatives.** **3. Engaging in the Solution Challenge provides students with hands-on experience in problem-solving. The institute benefits by fostering a culture of innovation and practical learning that aligns with industry needs, enhancing the employability of its graduate**
Milestones set by the event (if any)	-
Name and bio of chief guest along with social media links (if any)	-

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Individual Event Reports (Copy paste the same table and add to the report if number of events is more than 1)

Event 3

Name of the event:	Android Accelerated
Dates of event:	**Tuesday, January 30th, 6:00 pm**
Online Platform/ Venue:	**1325, VIT Pune**
Event span (hours/days)	**2 hours**
Footfall/Total attendance	**65**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT, Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**58**
Objective of the event	**Android Accelerated was arranged to inform students about the latest in Android app development. Our speaker session covered the versatility of Kotlin Multiplatform, delved into advanced Android architecture techniques, and explored effective testing strategies.**
Brief description of the said event	**The event served as a catalyst for participants to reach significant milestones in mastering Kotlin Multiplatform, cross-platform development, and advanced Android architectural practices.**
Key event outcomes	**The event on Kotlin Multiplatform and Cross-Platform Development highlighted the seamless integration of Kotlin across diverse platforms, emphasizing code reusability and efficiency. Android Architectures such as MVC and MVVM were explored, showcasing their application in building robust and scalable mobile applications. Attendees gained insights into optimizing development workflows and enhancing collaboration through Kotlin Multiplatform, with a**

	focus on creating versatile solutions for Android ecosystems.
Milestones set by the event (if any)	**1. Mastering Kotlin Multiplatform Integration: Participants achieved a milestone in understanding and implementing Kotlin Multiplatform capabilities** **2. Cross-Platform Code Reusability: Attendees successfully grasped the concept of cross-platform development, achieving milestones in writing reusable code across Android and other platforms, fostering efficiency in the development process.** **3. Architectural Proficiency: Milestones were set as participants delved into Android architectures like MVC and MVVM, gaining proficiency in designing scalable and maintainable applications, contributing to elevated software quality.** **4. Collaborative Development Practices: The event emphasized collaborative development milestones, enabling attendees to adopt best practices for team collaboration, version control, and project management in Kotlin Multiplatform projects.** **5. Networking and Knowledge Exchange: Attendees achieved milestones in networking and knowledge exchange, fostering a community of developers focused on Kotlin Multiplatform and Cross-Platform Development.**
Name and bio of chief guest along with social media links (if any)	**Rohit Khirid** **LinkedIn profile:**

	https://www.linkedin.com/in/rohit-khirid?utm_source=share&utm_campaign=share_via&utm_content=profile&utm_medium=ios_app

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Event 4

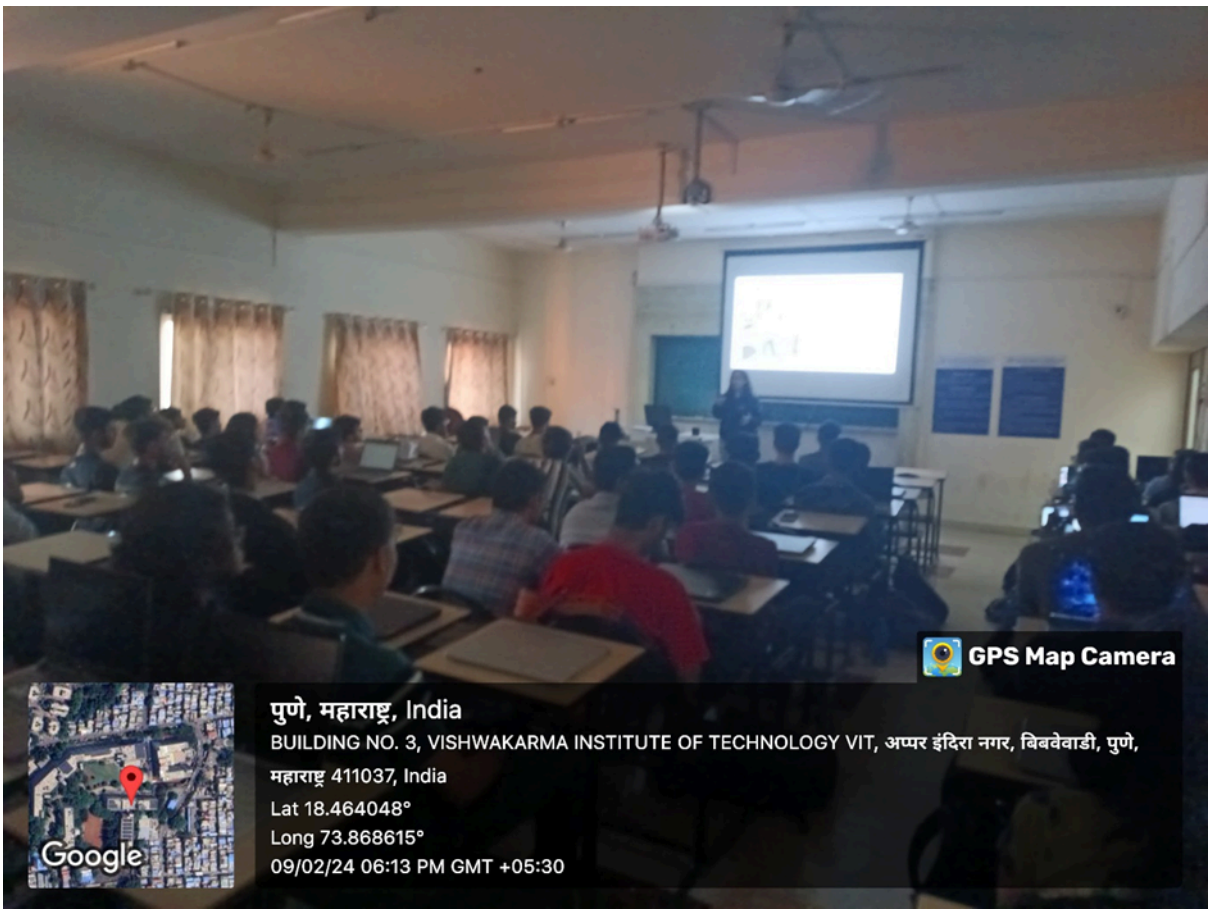
Name of the event:	TensorFIESTA
Dates of event:	**Friday, February 9th 5:30PM – 8:00PM** **Saturday, February 10th 10:30AM – 5:00PM** **Sunday, February 11th 10:30AM – 5:00PM**
Online Platform/ Venue:	**1325 and 1328**
Event span (hours/days)	**Friday - 2 hours 30 minutes** **Saturday - 6 hours 30 minutes** **Sunday - 6 hours 30 minutes**
Footfall/Total attendance	**February 9th – 120** **February 10th – 95** **February 11th - 84**
Name and contact of the key organiser(s)	**Core Team, GDSC, VIT Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**55**
Objective of the event	**TensorFIESTA was arranged to inform students about the in-depths of artificial intelligence and deep learning. Our speaker session covered the basics of artificial intelligence, the different technologies involved, RNNs, CNNs, and a hands-on approach to learning about the aforementioned.**
Brief description of the said event	**The event served as a catalyst for participants to reach significant milestones in mastering the different techniques**

	involved in deep learning and machine learning, and the theory behind them.
Key event outcomes	**The event highlighted the use of artificial intelligence in the modern life, its wide spread nature, and how we can harness its powers in order to increase our efficiency, productivity and in solving various problems. Technologies such as RNNs and CNNs were explored, their application in predicting and analysing information as well as the general use of different mathematical techniques to determine data using artificial intelligence. Attendees gained insights solving various problems using artificial intelligence, enhancing collaboration through the Google Colab platform, regression and classification of data and generating data using GANs.**
Milestones set by the event (if any)	**1. Gaining Information about Artificial Intelligence and Deep Learning:** **Attendees learnt about the different ways that artificial intelligence can be used to optimize and solve various problems.** **2. Learning the various Mathematical Concepts: Attendees successfully grasped the various mathematical concepts such as linear regression, regression, and classification that are involved behind the scenes.** **3. Technological Proficiency: Milestones were set as participants delved into various technologies like RNNs, CNNs, and GANs, gaining proficiency in predicting, analysing, and generating data using the powers of code.**

	4. Collaborative Development Practices: The event emphasized collaborative development milestones, enabling attendees to adopt best practices for team collaboration, version control, and project management using the Google Colab platform. **5. Networking and Knowledge Exchange: Attendees achieved milestones in networking and knowledge exchange, fostering a community of developers focused on artificial intelligence and deep learning.**
Name and bio of chief guest along with social media links (if any)	**-**

Add any kind of additional information or a ready report if you wish to which can be used by team Vaatchal (Optional):

Add minimum 2 photographs of the said event (Mandatory):


GPS Map Camera
Google
पुणे, महाराष्ट्र, India
BUILDING NO. 3, VISHWAKARMA INSTITUTE OF TECHNOLOGY VIT, अप्पर इंदिरा नगर, बिबवेवाडी, पुणे, महाराष्ट्र 411037, India
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Pune, Maharashtra, India
SR No. 639, Shop No. 94, near Upper Market Road, Upper Indira Nagar, Bibwewadi, Pune, Maharashtra 411037, India
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11/02/24 11:38 AM GMT +05:30

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Individual Event Reports (Copy paste the same table and add to the report if number of events is more than 1)

Event 5

Name of the event:	TensorFIESTA Hackathon Info Session
Dates of event:	**11th February 2024, 10:00 am - 11:00 am**
Online Platform/ Venue:	**Hybrid(Room 1328 & Beve Platform)**
Event span (hours/days)	**1 hour**
Footfall/Total attendance	**77**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**54**
Objective of the event	**The objective of the TensorFIESTA Hackathon Info Session was to introduce participants to problem statements provided by VCreaTek Consulting Services Pvt Ltd for the hackathon. Representatives outlined requirements, guidelines, and datasets for text analysis and contract analysis in Machine Learning and AI. The session, hosted by GDSC VIT Pune, aimed to clarify doubts and equip participants with essential information for effective participation.**
Brief description of the said event	**The TensorFIESTA Hackathon Info Session featured representatives from VCreaTek Consulting Services Pvt Ltd presenting problem statements focused on Machine Learning and Artificial Intelligence. They provided detailed requirements and guidelines for text analysis and contract analysis challenges, along with datasets. Hosted by GDSC VIT Pune, the session aimed to inform**

	participants about the hackathon's scope and facilitate understanding of the tasks at hand.
Key event outcomes	**1. Clarity on Problem Statements: Participants gained a clear understanding of the problem statements presented by VCreaTek Consulting Services Pvt Ltd, focusing on text analysis and contract analysis in Machine Learning and Artificial Intelligence.** **2. Guidelines and Requirements: Attendees were briefed on the specific requirements and guidelines for the hackathon challenges, ensuring they were well-prepared to tackle the tasks.** **3. Dataset Access: Access to relevant datasets provided by VCreaTek Consulting Services Pvt Ltd was facilitated, enabling participants to start working on their solutions immediately.** **4. Doubt Resolution: Representatives addressed queries and doubts raised by participants, ensuring everyone had a thorough understanding of the hackathon's objectives and expectations.** **5. Organizational Collaboration: The event showcased collaboration between GDSC VIT Pune and VCreaTek Consulting Services Pvt Ltd, highlighting the importance of partnerships in organizing successful tech-focused events.**
Milestones set by the event (if any)	**1. Maximizing Participation: Ensuring maximum participation by making the event registration free, eliminating**

	financial barriers to innovation and fostering inclusivity. **2. Problem Statement Comprehension: Participants understood the hackathon's problem statements in text and contract analysis, encouraging active engagement and idea generation.** **3. Doubt Resolution: Addressing participant queries to ensure clarity and confidence in tackling challenges, promoting active participation.** **4. Encouragement for Participation: Actively encouraging individuals to participate in the hackathon, fostering a vibrant community of problem solvers and innovators.**
Name and bio of chief guest along with social media links (if any)	**Representatives from VCreaTek Consulting Services Pvt Ltd** **https://www.linkedin.com/company/vcreatek**

Add any kind of additional information or a ready report if you wish to which can be used by team Vaatchal (Optional):

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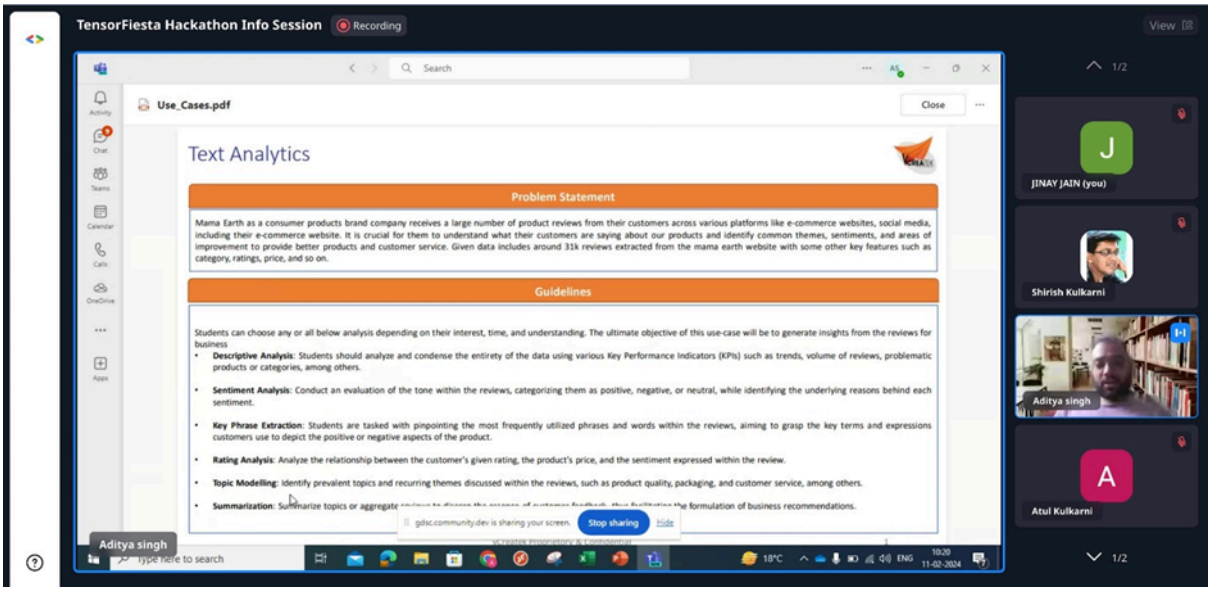

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Individual Event Reports (Copy paste the same table and add to the report if number of events is more than 1)

Event 6

Name of the event:	TensorFIESTA Hackathon
Dates of event:	**20th February 2024, 2:00 pm – 4:00 pm** **25th February 2024, 10:00 am – 2:30 pm**
Online Platform/ Venue:	**Hybrid(Room 1328 & Google Meet)**
Event span (hours/days)	**5 days**
Footfall/Total attendance	**200**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**54**
Objective of the event	**The objective of the TensorFIESTA Hackathon was to foster innovation and creativity in the fields of Artificial Intelligence and Machine Learning.** **Specifically, the event aimed to:** **1. Provide a platform for participants to showcase their skills and expertise in Artificial Intelligence and Machine Learning .** **2. Encourage participants to develop practical solutions that leverage natural language processing and machine learning techniques.**

	3. Enable participants to collaborate, learn, and network with industry professionals and peers. **4. Promote the use of technology to address real-world challenges faced in business decision-making.** **5. Offer participants the opportunity to compete for prizes and recognition while demonstrating their abilities in developing innovative projects.**
Brief description of the said event	**The TensorFIESTA Hackathon, sponsored by VCreaTek Consulting Pvt Ltd, focused on Artificial Intelligence and Machine Learning. Participants competed in two tracks: Text Analysis and Contract Analysis. The event comprised of three rounds: Idea Round, Tech Deck, and Final Round. Winners were awarded from a prize pool of 25,000+ INR. Overall, the hackathon provided a platform for participants to showcase skills, innovate, and collaborate.**
Key event outcomes	**Innovation: Participants demonstrated innovative solutions in text analysis and contract analysis using AI and ML technologies, showcasing novel approaches to solving real-world challenges.** **Collaboration: The hackathon fostered collaboration among participants, enabling them to work together, exchange ideas, and learn from one another's expertise.** **Skill Development: Participants enhanced their technical skills in AI, ML, natural language processing through the development and implementation of their projects.**

	Networking: The event provided opportunities for participants to network with industry professionals and representatives from VCreaTek Consulting Pvt Ltd, potentially leading to future collaborations or career opportunities. **Problem-Solving: Participants tackled complex problems in text and contract analysis, honing their problem-solving abilities and gaining practical experience in applying AI and ML techniques to real-world scenarios.** **Recognition: Winners of the hackathon were acknowledged for their exceptional presentations and project executions, gaining recognition for their achievements.**
Milestones set by the event (if any)	**Participant Engagement: Attracting diverse participants, be it beginners or advanced to create an inclusive hackathon environment.** **Project Development Support: Providing guidance and resources to aid participants in developing high-quality projects, from ideation to execution.** **Quality Presentations: Emphasizing clear communication, innovative ideas, and technical proficiency in participants presentations throughout the event.** **Transparent Judging Criteria: Establishing fair and transparent judging criteria, in collaboration with VCreaTek judges, based on project creativity,**

	technical complexity, practicality, and potential impact. **Prize Distribution: Allocating the prize pool among winners of each track, with input from VCreaTek judges, to recognize outstanding achievements and incentivize participation and excellence.**
Name and bio of chief guest along with social media links (if any)	**Representatives from VCreaTek Consulting Services Pvt Ltd** **https://www.linkedin.com/company/vcreatek**

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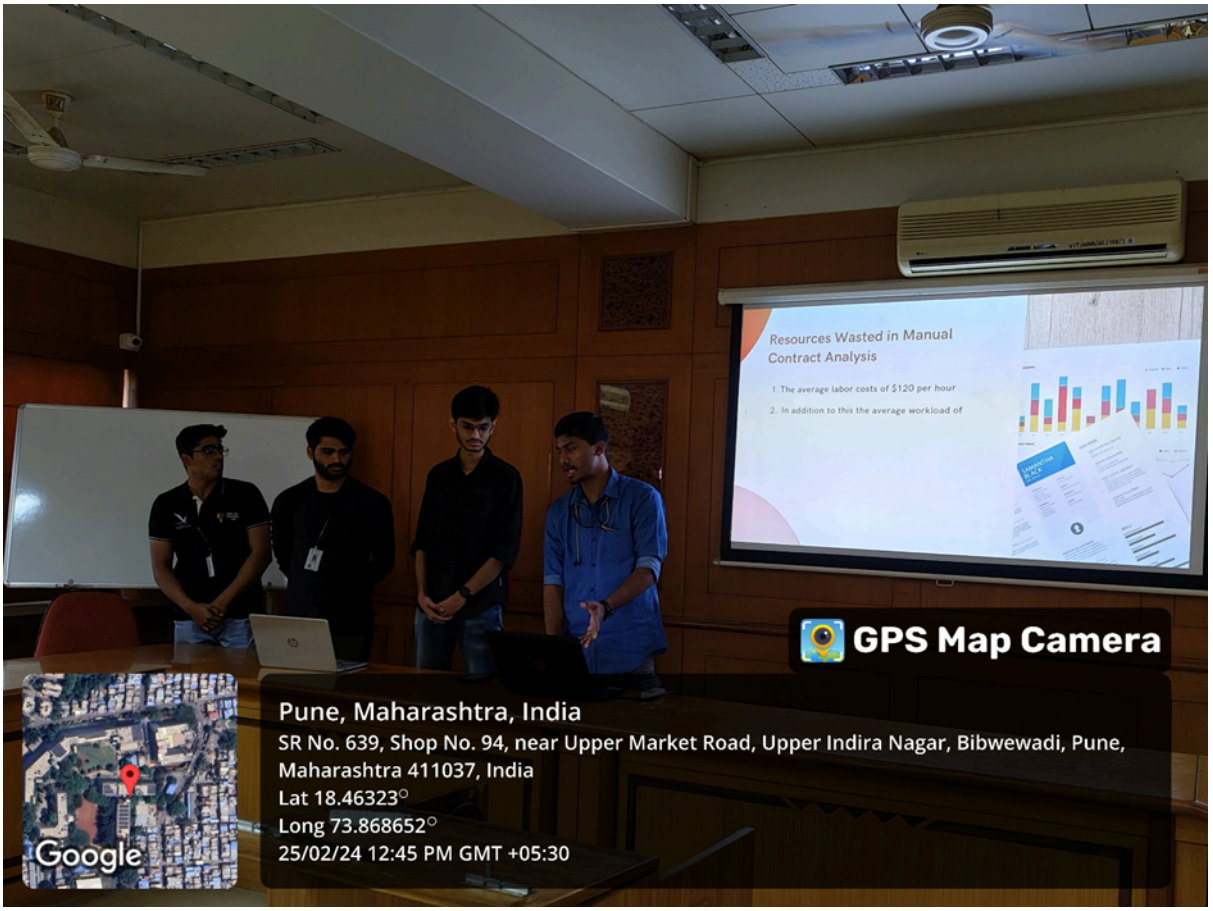
Add minimum 2 photographs of the said event (Mandatory):



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Event 7

Name of the event:	FlutterForge
Dates of event:	**Saturday, March 16th 12:00PM – 3:00PM**
Online Platform/ Venue:	**1325 and 1328**
Event span (hours/days)	**3 hours**
Footfall/Total attendance	**72**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**54**
Objective of the event	**FlutterForge was arranged to inform students about the in-depths of Flutter and mobile app development. The speaker session covered the basics of the Flutter programming language and included a hands-on session building a random dice roll mobile application.**
Brief description of the said event	**The event served as a catalyst for participants to reach significant milestones in mobile development using Flutter and the Dart programming language. Further, it laid down a strong framework for building complicated cross-platform applications using Flutter.**
Key event outcomes	**The event highlighted the use of Flutter and Dart for development of scalable, high-performance applications. The widespread use of Flutter in production**

	software by large companies worldwide makes it an ideal starting point. The participants learnt about the fundamental aspects of the Dart programming language, its parity with other popular programming languages like JavaScript, basic programming in Dart, and finally using it along with Flutter to craft cross-platform mobile focused applications.
Milestones set by the event (if any)	**1. Gaining Information about Flutter and Dart:** **Attendees learnt about the Dart programming language, its intricacies, and how it combines with the Flutter framework to develop artisanal mobile applications.** **2. Learning the various Programming Concepts: Attendees successfully grasped the various programmatical concepts such as control flows, variables, widgets, state and other syntax specific to Dart and Flutter** **3. Technological Proficiency: Milestones were set as participants delved into various technologies like widgets, state, component styling, and developing applications using VSCode and Flutlab online.** **4. Networking and Knowledge Exchange: Attendees achieved milestones in networking and knowledge exchange, fostering a community of developers focused on mobile development.**
Name and bio of chief guest along with social media links (if any)	**Dr. Shrihriday Bhagwat** **https://www.linkedin.com/in/shrihriday/**

Add any kind of additional information or a ready report if you wish to which can be used by team Vaatchal (Optional):

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Event 8

Name of the event:	Web Blitz
Dates of event:	**12th April 2024, 4:00PM – 8:00PM** **13th April 2024, 11:00AM – 5:00PM** **14th Apil 2024, 11:00AM – 5:00PM**
Online Platform/ Venue:	**Room 1324 – 1328, VIT Pune**
Event span (hours/days)	**3 days**
Footfall/Total attendance	**172**
Name and contact of the key organiser(s)	**Core Team, GDSC VIT Pune**
No. of people involved in the organising committee (all levels of hierarchy included, Core team to Volunteers)	**54**
Objective of the event	**The aim of GDSC VIT Pune's WebBlitz events is to equip beginners with fundamental web programming abilities. This event aims to provide a beginner-friendly environment where participants can learn HTML basics, CSS styling, JavaScript fundamentals, React for dynamic user interfaces, Axios for HTTP requests, API queries for dynamic experiences, and Firebase for backend development in web apps. This event aims to provide a beginner-friendly environment where participants can learn HTML basics, CSS styling, JavaScript fundamentals, React for dynamic user interfaces, Axios for HTTP requests, API queries for dynamic experiences, and Firebase for backend development in web apps.**

Brief description of the said event	**WebBlitz is an immersive 3-day Web Development Workshop hosted by GDSC VIT Pune, designed to empower beginners with the essential skills needed in the industry. Participants will dive into HTML basics, CSS styling, JavaScript fundamentals, React for dynamic user interfaces, Axios for HTTP requests, API queries for dynamic experiences, and Firebase for backend development in web apps. The workshop provides a beginner-friendly environment where attendees can unlock their coding potential and collaborate to shape the web of tomorrow.**
Key event outcomes	**1. Empowered Beginners: Regardless of expertise level, participants acquire critical web development skills.** **2. Technical Proficiency: Participants learn how to use Firebase, HTML, CSS, JavaScript, React, Axios, and API queries.** **3. Interactive Web Development: Learn to create visually stunning, interactive websites with dynamic user interfaces.** **4. Collaborative Learning: Engage in a collaborative learning environment with like-minded individuals, fostering growth and networking opportunities.**
Milestones set by the event (if any)	**1. Maximizing Participation: Ensuring maximum participation by making the event registration free, eliminating financial barriers to innovation and fostering inclusivity.** **2. Skill Acquisition: Learning HTML, CSS, JavaScript, React, Axios, Firebase, and API requests. Displaying the capacity to develop dynamic, aesthetically pleasing websites while effectively incorporating**

	Firebase backend features into online apps. **3. Personal Development: Conquering coding obstacles and gaining a more thorough comprehension of web development principles. Gaining assurance in handling practical web development assignments.**
Name and bio of chief guest along with social media links (if any)	**-**

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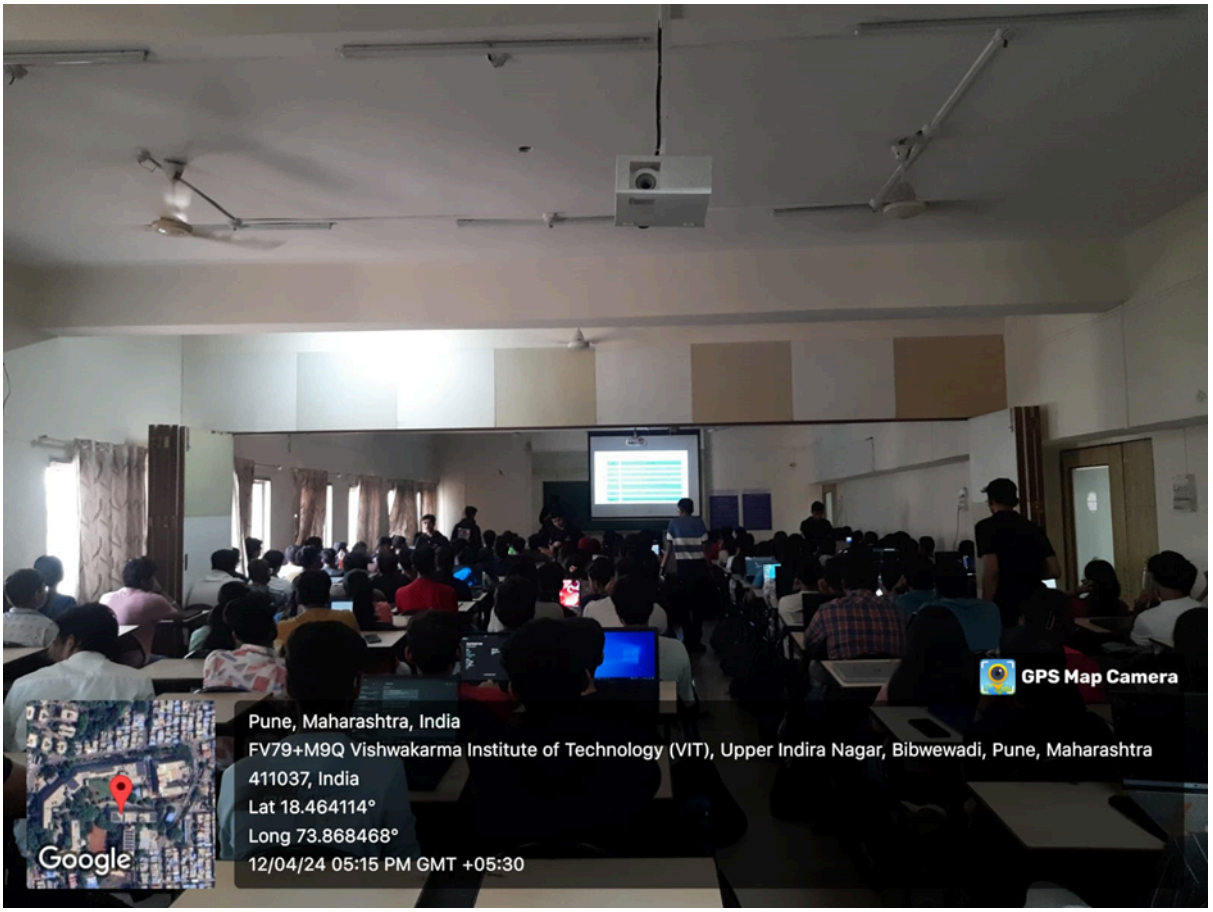

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