

Google Developer Student Clubs
VNRVJIET

ANNUAL REPORT 2023-24



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### **ANNUAL REPORT 2023-2024**

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### **Cloud Skill Challenge**

Date: 28th September 2023 to 2nd October 2023

**Venue:** VNRVJIET

### **Description:**

The Cloud Skill Challenge, held at VNRVJIET, offered participants a comprehensive immersion into the dynamic realm of cloud computing. Featuring a diverse array of tracks such as Data Analytics, Kubernetes, ML and AI, and Native App Development, this event served as a pivotal platform for individuals keen on advancing their prowess in cloud technologies.

### **Objectives:**

The overarching goal of the Cloud Skill Challenge was to effectively tackle the pressing demand for proficient cloud computing practitioners in today's industry landscape. With an overwhelming 86% of IT leaders expressing apprehensions regarding the scarcity of cloud skills, this initiative was strategically crafted to bridge this gap. By providing participants with hands-on experience and sought-after certifications in Google Cloud technologies, the challenge aimed to empower individuals with the requisite expertise to navigate and excel in cloud-centric roles. Through a series of meticulously curated labs and final challenge tasks, participants were guided to refine their competencies across various facets of cloud computing, encompassing crucial domains like data analytics, infrastructure management, machine learning, and application development.

#### **Beneficiaries:**

The Cloud Skill Challenge unfolded as a catalyst for multifaceted benefits, enriching the lives of participants and stakeholders alike. Notably, 41 individuals emerged triumphant, having successfully completed the challenge and earned esteemed Google Cloud skill badges, emblematic of their proficiency in cloud technologies. Beyond individual achievements, the event yielded institutional accolades, propelling GDSC VNRVJIET to Tier 3 status. This significant milestone underscored the



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institution's unwavering commitment to nurturing technological excellence and equipping its student community with cutting-edge skills. Moreover, the broader impact extended to the cultivation of a vibrant ecosystem of tech enthusiasts, fostering collaboration, innovation, and collective growth within the academic and professional spheres.

### **Metrics:**

Total participants enrolled: 213

Correctly enrolled participants: 210

Google Cloud Computing Foundations completed: 45

Course completions: 58

Gen AI Arcade Game completions: 58

Incorrect applications: 3

Participants completing both pathways: 41

Special recognition to GDSC VNRVJIET for reaching Tier 3 in the campaign milestones!

#### **Participants:**

Student Name	Student Email
Keerthika Goli	keerthikagoli0810@gmail.com
Addagalla Purandhar sai	purandharsai007@gmail.com
Vellanki Chenchu Dedeepya	deepyavellanki@gmail.com
Salsabil Shehnaz	shehnaz70804@gmail.com
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Mathi Rohit

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### Flutter Workshop

Date: 14th -15th December 2023

**Timings:** 10:00 am-3:00 pm

**Venue:** KS Auditorium (14th December) PEB-01 Seminar Hall (15th December)

**Description:** 



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Flutter is an open-source UI software development toolkit created by Google. It is used to build natively compiled applications for mobile, web, and desktop from a single codebase. Flutter uses the Dart programming language and provides a rich set of pre-designed widgets, making it easier for developers to create visually appealing and high-performance applications. During development, Flutter apps run in a VM that offers a stateful hot reload of changes without needing a full recompile. For release, Flutter apps are compiled directly to machine code, whether Intel x64 or ARM instructions or to JavaScript if targeting the web. The framework is open source, with a permissive BSD license, and has a thriving ecosystem of third-party packages that supplement the core library functionality.

During Convergence 2k23R, we Team GDSC (Google Developer Student Club) organized a FLUTTER workshop, to enhance the knowledge of students in the field of App development. We had distinguished speakers from the Hyderabad Flutter Community, Vaishnavi and Mintu who interacted and imparted knowledge into the minds of aspiring engineers. It was a two-day session which included both theory and hands-on sessions. The participants were very enthusiastic and interactive, they learnt new concepts and asked and clarified doubts which also created interest in speakers for imparting more information.

#### **OBJECTIVES:**

**1.Introduction to Flutter:** Provide participants with a basic understanding of what Flutter is, its key features, and how it differs from other frameworks for building mobile, web, and desktop applications.

2.**Hands-on Experience:** Offer participants a hands-on experience with Flutter development. This often includes setting up the development environment, creating a simple Flutter project, and writing code to build a basic app.



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- 3.**Understanding Widgets:** Teach participants about Flutter's widget-based architecture. Cover the basics of working with widgets, creating custom widgets, and understanding the widget tree.
- 4.**State Management:** Introduce participants to various state management solutions in Flutter. Discuss the importance of managing the state effectively and the different approaches.
- 5.**UI Design with Flutter:** Demonstrate how to design and build user interfaces using Flutter's rich set of pre-designed widgets. Discuss styling and theming.

### **OUTCOMES:**

- 1.**Dart Programming Language:** Flutter apps are written using the Dart programming language. Dart is a modern, object-oriented language with a syntax that is easy to learn for developers coming from languages like Java, JavaScript, or C#.
- 2. Widget-based Framework: Flutter uses a widget-based architecture. Everything in Flutter is a widget, whether it's a button, a layout, or an entire screen. Widgets are the basic building blocks of Flutter applications.
- 3.**Cross-Platform Development:** Flutter supports cross-platform development. This can save development time and resources compared to building separate native apps.
- 4.**Best Practices:** The speakers shared best practices for Flutter development, including code organization, project structure, and writing clean and maintainable code.
- 5.**Community and Resources:** Informed participants about the Flutter community, online resources, and tools available for continuous learning and development.
- 6.**Q&A:** They encouraged interaction among participants by providing opportunities for questions.



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### **Poster For Promotions:**





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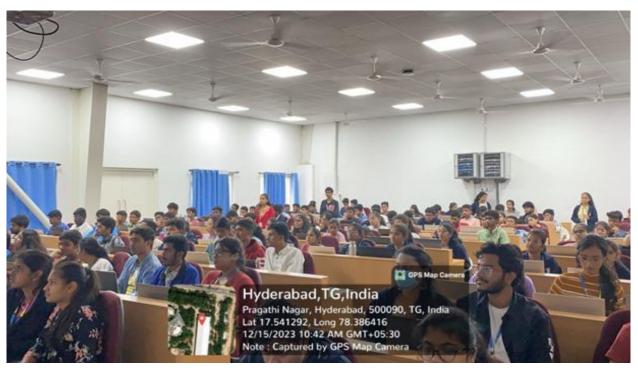






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### ISD'23-Innovation, Startups and Data Security

### **PANEL DISCUSSION**

**(ECFICIO'23)** 

Date: 15<sup>th</sup> December 2023

**<u>Timings:</u>** 10:00 am -1:00 pm

**<u>Venue:</u>** KS Auditorium (15<sup>th</sup> December)

### **Description:**

The Google Developer Student Club (GDSC) of VNRVJIET in collaboration with prominent industry leaders and experts, organized a focused panel discussion during Ecficio'23 on the 15th of December. The session addressed the crucial topic of "Transforming the Mindset of Engineering Students:



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Preparing for a Future Shaped by AI." Subtopics included nurturing creativity, problem-solving, and design thinking skills, equipping students for an AI-driven workforce, and fostering a culture of innovation and entrepreneurship among engineering students.

#### **Panel Members:**

During Ecficio 2k23R, Team GDSC (Google Developer Student Club) organized a Panel Discussion "ISD'23". We had the privilege of hosting a distinguished panel of experts who shared their insights and experiences.

#### • Nandita Sethi:

Founder and Managing Director, The Entrepreneur Zone (TEZ)

Expertise: Business analysis, leadership development, and international economics.

### • Yugandhar Penubolu:

Co-Founder of 247HRM

Expertise: Human Resources, HR transformation, and employee engagement.

#### • Madhu Vadlamani:

Data Science and Business Analytics Professional

Expertise: Data science, business analytics, and IT/digital marketing.

#### • Venkata Subramanyam:

Founder, Atomstate

Expertise: Business strategies, deep tech, cloud computing, and agile transformation.

#### **Moderator:**

#### • Shanti Devulapalli

Associate Director of Innovation Initiatives, HYSEA

Expertise: Innovation initiatives, technology adoption, and diversity in IT.

#### **OBJECTIVES:**



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- 1. **Promoting Innovation:** Foster an understanding of the significance of innovation in engineering education, emphasizing creativity, problem-solving, and design thinking as crucial components.
- 2. **Preparing Students for an AI-Driven Future:** Educate participants on the importance of AI in shaping the future job market, and equip them with insights into the skills and mindset required to thrive in an AI-centric workforce.
- 3. **Cultivating Entrepreneurial Mindsets:** Encourage a culture of entrepreneurship among engineering students by discussing the essentials of startups, highlighting successful models, and providing insights into entrepreneurial challenges.
- 4. Addressing Data Security Concerns: Raise awareness about the criticality of data security in innovation and startups, emphasizing best practices, ethical considerations, and measures to protect sensitive information.
- 5. **Encouraging Collaborative Learning:** Foster an environment that encourages collaborative learning and networking among attendees to share experiences, insights, and potential opportunities for future collaborations.

#### **OUTCOMES:**

- **1.Increased Awareness and Understanding:** Participants gained a deeper understanding of the importance of innovation, AI, and data security in engineering education and the professional landscape.
- **2.Enhanced Skill Sets:** Attendees developed enhanced problem-solving, creativity, and design-thinking skills essential for adapting to an AI-driven future workforce.
- **3.Inspired Entrepreneurial Spirit:** Increased motivation and interest among students to explore entrepreneurship and startup initiatives, equipped with insights from successful models and challenges faced.
- **4.Heightened Awareness of Data Security:** Attendees became more conscious and knowledgeable about data security concerns, understanding the significance of ethical data handling in their future endeavors.

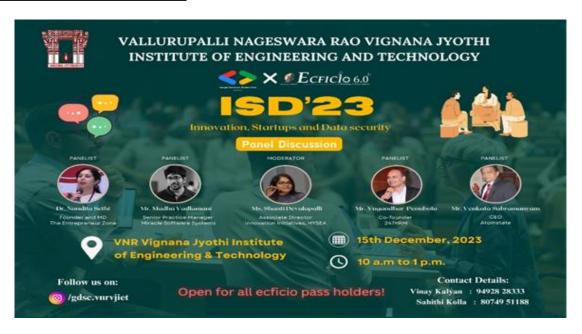


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**5.Established Networking and Collaboration:** Facilitated connections among participants, enabling them to forge collaborations, share ideas, and potentially lay the groundwork for future pryojects or initiatives.

#### **POSTER FOR PROMOTIONS:**





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### **Campus Automation Contest**

Date: 14<sup>th</sup> -15<sup>th</sup> December 2023

**Timings:** 10:00 am - 5:00 pm

Venue: A-012, B114, B314, C105

### **Description:**

The Campus Automation Contest is a dynamic event poised to revolutionize the way we envision and enhance campus life through technology. This hackathon serves as a collaborative platform, bringing together innovative minds to address challenges and explore opportunities in automating various aspects of campus operations. The goal is to empower participants to create solutions that contribute to a more efficient, accessible, and sustainable campus, enriching the overall experience for students, faculty, and staff. By implementing campus automation systems, colleges can create a centralized database that facilitates easy access to information for both students and administrators.

During Convergence 2k23R, we Team GDSC (Google Developer Student Club) and CSI (Computer Society of India) have organized a CAMPUS AUTOMATION contest, to enhance the knowledge of students in the field of integration of technology within the campus to automate it. We had distinguished from our college, Dr.P. Bharath Kumar Chowdary Sir, Anil Sir, P.Ramakrishna Sir, and Vijay Kumar Sir who interacted and imparted knowledge into the minds of aspiring engineers.

It was a two-day hackathon. Campus Automation Hackathon was marked by an impressive display of enthusiasm and creativity from the participating teams. Focused on addressing campus challenges through automation and innovation, the participants brought their A-game to the event. Their commitment and energy were evident as they collaboratively worked to develop creative prototypes that showcased inventive solutions to streamline campus operations. The hackathon provided a platform for diverse talents to converge, fostering an atmosphere of innovation, problem-solving, and knowledge



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exchange. The prototypes presented not only demonstrated technical prowess but also reflected a keen understanding of the campus environment and a commitment to improving it. The event encapsulated a dynamic blend of teamwork, creativity, and technological prowess, leaving a lasting impact on the campus community and setting the stage for future advancements in campus automation

### **Objectives:**

- **1. Efficiency Improvement:** One of the primary objectives of campus automation is to enhance the overall efficiency of administrative processes within our college. And develop solutions that automate repetitive and time-consuming tasks, reducing manual effort and increasing overall efficiency.
- **2. Data Centralization:** Campus automation aims to develop solutions that centralize diverse campus data sources into a unified repository, facilitating easier management and analysis. Implement systems that enable real-time updates to centralized data, reducing delays and providing accurate information to users.
- **3. Student Service Improvement:** Enhance services provided to students, such as course registration, grading systems, library services, and student support systems. The goal is to create a more user-friendly and efficient experience for students.
- **4. Problem Understanding:** Ensure participants thoroughly understand the identified campus challenges or inefficiencies described in the problem statements. Encourage participants to develop creative and innovative solutions that directly address the specific issues outlined in the problem statements.
- **5. Sustainability Initiatives:** The Campus Automation Contest aims to drive sustainability initiatives by fostering the development of innovative solutions. Participants are encouraged to focus on optimizing energy consumption, implementing waste management strategies, and reducing their carbon footprint.
- **6.** Accessibility and Inclusion: Participants are encouraged to develop tools that enhance physical accessibility and digital accessibility solutions, including inclusive websites and applications, are a priority to ensure equitable access to information. It includes the implementation of user-friendly interfaces, adherence to accessibility standards, and ongoing user feedback mechanisms, contributing to



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a campus environment that prioritizes accessibility and inclusion through technology-driven innovations.

### **OUTCOMES:**

- 1. Innovative Solutions: The Campus Automation Contest can result in the development of innovative solutions that address specific challenges faced by students in the college. These solutions create mobile applications offering convenient access to essential campus services, while resource optimization systems address energy efficiency and waste management. Community engagement platforms, security enhancements, and applications of virtual and augmented reality showcased the hackathon's impact in creating a cutting-edge and user-centric campus environment.
- **2. Improved Campus Operation:** Successful hackathon projects can lead to tangible improvements in campus operations, such as optimized resource utilization, streamlined administrative tasks, and enhanced communication systems. Communication platforms were revamped, improving collaboration and information dissemination among different stakeholders on campus.
- **3. Efficient Resource Management:** Campus automation optimizes the allocation of resources, including classrooms, faculty, and equipment. This efficiency not only saves costs but ensures that resources are utilized effectively, contributing to a well-organized and smoothly functioning educational institution.
- **4. Data-Driven Decision-Making:** The Campus Automation Contest produced outcomes that notably advanced data-driven decision-making within the campus environment. Participants successfully developed solutions that leveraged data analytics to provide valuable insights into various aspects of campus life. These solutions enabled administrators to make informed decisions by analyzing trends, patterns, and key performance indicators.
- **5. Mobile Application for Campus Services:** Participants will create mobile applications that offer convenient access to campus services, including class schedules, campus maps, and event notifications, enhancing the overall user experience. These mobile apps are tailored to enhance the overall experience for students, faculty, and staff by providing convenient access to essential services through smartphones.



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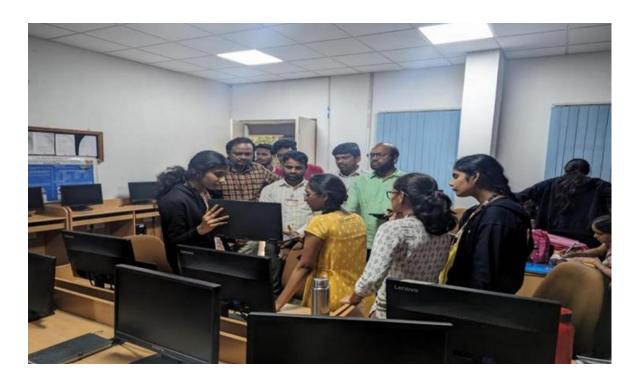
**6. Streamlined Administrative Processes:** Campus automation simplifies and accelerates administrative tasks, such as enrollment, registration, and fee payment. This streamlining not only reduces the administrative burden on staff but also improves the accuracy and efficiency of these processes, contributing to the overall effectiveness of the educational institution.

### **Poster For Promotions:**





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### **Solution Challenge 2024**

**Type of event:** Hackathon

**Date & Time:** 23rd Feb 2024 6:30 PM - 24th Feb 6:30 PM

**Venue:** Conducted in virtual mode.

### **Description:**

Our GDSC Solution Challenge 2024 is an exciting annual hackathon event orchestrated by Google Developer Student Clubs globally. We recently established a GDSC chapter and aspire to introduce and perpetuate this tradition within our campus. The main objective of this two-tiered hackathon is to foster inclusivity and broad participation, inviting participants from diverse universities and colleges. With a collaborative endeavor from developer clubs of four colleges within our vicinity, the event will culminate in a grand final hosted within the premises of our institution.

#### **Objectives:**

Address one or more of the United Nations' 17 Sustainable Development Goals using Google technology. Since 2020, participants affiliated with GDSC worldwide have created innovative solutions for urgent global challenges. This Hackathon encourages students to pursue solutions and technologies used by Google.

#### **Beneficiaries:**

The annual event focuses on providing significant benefits to participants and stakeholders across various domains. One key aspect is skill development and exposure to cutting-edge technologies, empowering individuals to enhance problem-solving abilities and stay abreast of industry advancements. Additionally, the event actively promotes social responsibility by addressing Sustainable Development Goals (SDGs), fostering a sense of community engagement and global citizenship among attendees.

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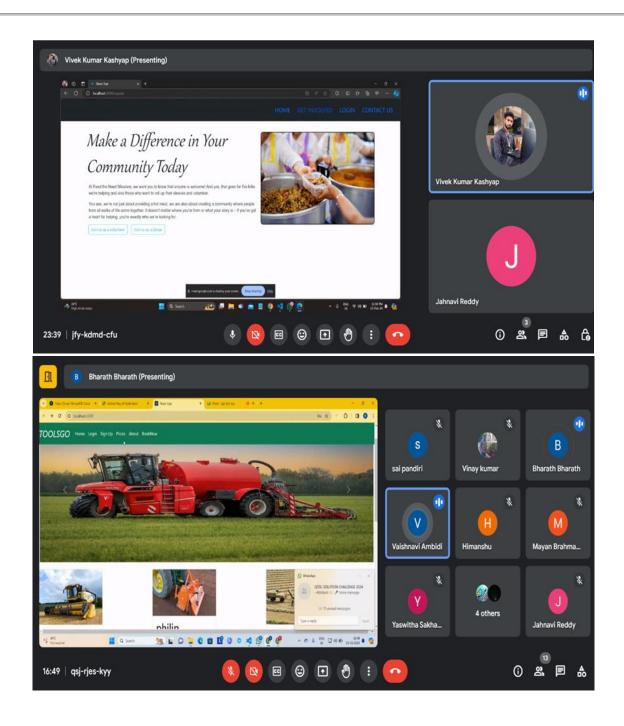
Industry engagement is another crucial component, offering participants opportunities for potential internships and collaborations with leading organizations. This not only enriches their academic experiences but also nurtures practical skills and industry insights. Diverse participation is encouraged to foster inclusivity and global perspectives, enriching the event's atmosphere and promoting crosscultural understanding.

Participation in such events enhances the reputation and visibility of the institution within academic and tech communities, positioning it as a hub for innovation and collaboration. Furthermore, the event facilitates strong connections with the Google developers' community, providing access to industry-relevant courses and certifications offered by Google at no cost. This strategic partnership not only enhances skill development but also opens doors to potential career opportunities.

Moreover, the event offers invaluable networking opportunities with peers from other colleges and industry professionals, allowing participants to build meaningful connections and expand their professional networks. Overall, the event serves as a catalyst for personal and professional growth, empowering participants with essential skills, knowledge, and networks to thrive in today's dynamic and competitive landscape.



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### **VNR DESIGN-A-THON**

(Collaborate share Brainstorm Succeed)

**Type of event:** Hackathon

Date & Time: 1st Mar - 2nd Mar, 2024

**Venue:** VNRVJIET

**Description:** 

The National Level VNR DESIGN-A-THON (Collaborate share Brainstorm Succeed) was successfully hosted by the Department of CSE and CSBS, in association with the Cybersecurity Centre of Excellence (CCoE), (A Joint Initiative of DSCI and Govt of Telangana) and in collaboration with CSI SBC VNRVJIET, IEEE CS SBC VNRVJIET, Turing Hut, Gama club & Google Developer Student Club, on

March 1st and 2nd, 2024.

The hackathon provided a platform for students eager to showcase their skills and fostered a collaborative environment where participants could learn from both successes and failures. The event aimed to ignite inspiration, stimulate innovation, nurture creativity, and enhance productivity among the participating students. It served as a chance for like-minded individuals to come together, exchange ideas, and contribute to the advancement of technology and problem-solving in computer science and

engineering.

The hackathon was conducted as a 24-hour offline event at VNR VJIET college, where participants worked in teams to solve real-world problems using their technical skills and creativity. The event was a great success, with students showcasing their talents and skills, and learning from each other.

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### **Objective:**

The main objectives of the National Level VNR DESIGN-A-THON were to provide a platform for students to demonstrate their skills, foster a collaborative environment, ignite inspiration, stimulate innovation, nurture creativity, and enhance productivity among the participating students. The event aimed to bring together like-minded individuals to exchange ideas and contribute to the advancement of technology and problem-solving in computer science and engineering.

#### **Problem Statements(Domains):**

- 1. Cybersecurity
- 2. Industry 4.0
- 3. Gender Diversity
- 4. Sustainability
- 5. Education

#### **Beneficiaries:**

- **1.Skill Development:** Participants gained hands-on experience and practical skills applicable to real-world challenges in cybersecurity, industry 4.0, gender diversity, sustainability, and education.
- **2.Innovation and Creativity:** The hackathon encouraged innovative thinking and creativity by providing a platform to solve complex problems using technology.
- **3.Collaboration and Networking:** Fostered collaboration among students, professionals, and experts from various domains, leading to the exchange of ideas and best practices.
- **4.Problem-Solving:** Participants developed critical problem-solving abilities by tackling challenges across diverse domains and learning from both successes and failures.
- **5.Promotion of Diversity and Sustainability:** Emphasized the importance of gender diversity and sustainability within the tech industry, promoting inclusive practices and ethical considerations.
- **6.Career Opportunities:** Exposure to industry partners and sponsors provided potential career opportunities, internships, and project collaborations for participants.



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**7.Academic Excellence:** Contributed to the academic excellence of the participating institutions by promoting practical learning and application of theoretical knowledge.

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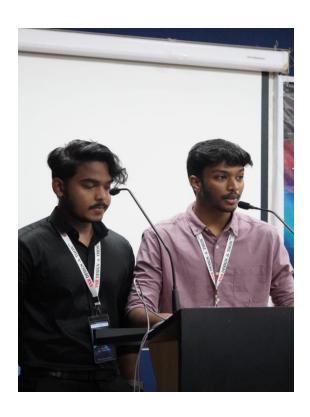
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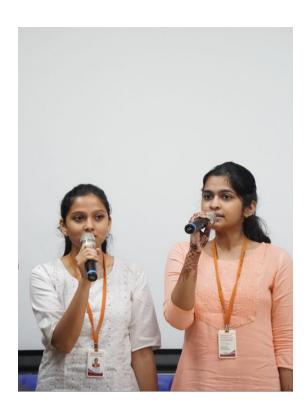






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### Webathon 2.0

**Type of event:** Hackathon

**Date & Time:** 

Round 1: 2nd Mar, 2024

Round 2: 22nd Mar- 23rd Mar, 2024

**Venue:** A - 006/1, A - 006/2, A - 007/1, A - 007/2, A - 009, A - 012, C - 105, C - 007, C - 008,

D - 421, P - 403, P - 404, P - 209, P - 202, PEB - training hall, A - 117, P - 106, P - 107, P - 116

### **Description:**

Webathon 2.0 was an exciting event that brought together talented and innovative participants from various fields to showcase their skills and creativity. The event consisted of two rounds, each designed to test participants' abilities in ideation, innovation, and technical skills.

The first round of the event, Idea Pitching, took place on March 2nd. Participants were presented with a problem statement on February 29th and were tasked with crafting a compelling PowerPoint presentation outlining their solution approach. A panel of esteemed judges evaluated each idea based on its creativity, feasibility, and potential impact. Successful pitches advanced to the next round, while others received valuable feedback to refine their ideas.

The second round, Prototype Development, took place on March 22nd-23rd. Participants were presented with a new problem statement, setting the stage for an intense 48-hour coding marathon. Participants collaborated in teams to bring their ideas to life, using their chosen technologies and fueled by their passion for innovation. They had the freedom to showcase their technical skills and creativity, whether it was building a sleek web application, designing an intuitive user interface, or implementing complex backend logic. At the end of the event, teams presented their prototypes to the jury, who evaluated them based on criteria such as functionality, usability, and technical prowess.



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Overall, Webathon 2.0 was an exciting and rewarding event that challenged participants to think outside the box and apply their skills to real-world problems. It provided a platform for participants to network, learn from each other, and showcase their talents to a wider audience. The event was a testament to the power of collaboration, innovation, and creativity in driving positive change in the world.

### **Objectives:**

- **1.Skill Enhancement:** Enable participants to refine web development skills by engaging with cutting-edge technologies in practical scenarios.
- **2.Networking Opportunity:** Facilitate connections with industry experts and peers globally to encourage collaboration and knowledge sharing.
- **3.Talent Recognition:** Provide a platform for participants to showcase creativity and expertise, offering acknowledgement for outstanding contributions.
- **4.Motivation through Prizes:** Drive engagement and excellence by offering enticing rewards and recognition for exceptional performance.
- **5.Educational Support:** Foster learning and growth through mentorship, feedback, and a supportive environment conducive to professional development.

#### **Beneficiaries:**

- **1.Skill Advancement:** Participants reported tangible improvements in their web development prowess, attributing their progress to hands-on experience with cutting-edge technologies showcased during the event.
- **2.Expanded Connections:** The event acted as a catalyst for forging new connections and fostering collaborations among participants, facilitating ongoing knowledge exchange within the global web development community.
- **3.Celebrated Innovations:** Several projects stood out for their creativity and ingenuity, earning participants widespread acclaim and recognition for their inventive solutions on an international scale.
- **4.Increased Engagement:** The competitive aspect of Webathon 2.0 spurred heightened participation and elevated the quality of submissions, as participants vied for esteemed prizes and acknowledgement of their exceptional work.



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**5.Educational Empowerment:** Participants greatly benefited from mentorship and constructive feedback provided throughout the event, experiencing valuable learning opportunities that contributed significantly to their professional development as web developers.

### **POSTER FOR PROMOTIONS:**



ACM VNRVJIET
in collaboration with
GDSC VNRVJIET
presents



### WEBATHON 2.0

Connect. Collaborate. Create.



### **OPEN TO ALL 2nd and 3rd YEAR STUDENTS OF VNRVJIET**





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#### **TEAM GDSC 2023-24**

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Co-Lead:

Bendukuri Rishab (20071A0509)

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Coordinators:

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#### **Web Development Domain:**

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