Fusion Tech: Club Activity
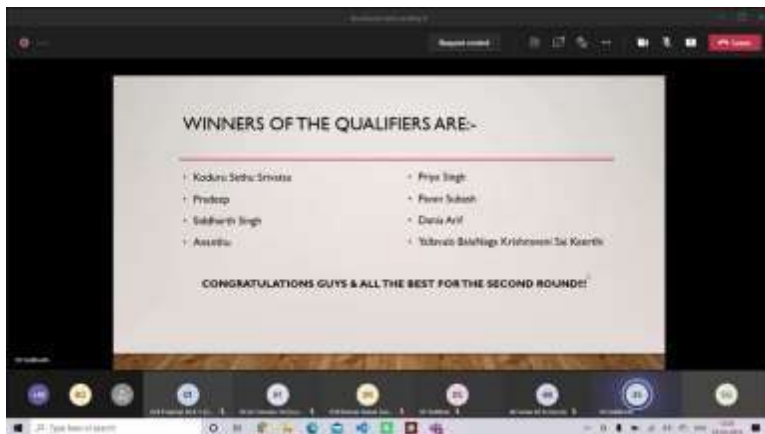

Poster circulated for club activity

On 1st May 2021, The Fusion Tech Club conducted their regular club activity on Saturdays for the academic year 2020-21. The event was exclusively conducted for 1st,2nd and 3rd year students of BCA. The activity was named as „**Dare to Solve**" (CrosswordPuzzles for 2 rounds) in which the students were supposed to solve the crossword puzzle through the means of a google form for the first round which has the difficulty of intermediary level. The google form was circulated in the chat box of the meeting. From the first round 8 participants were filtered for the 2nd round anda google form having a crossword with a higher difficulty level was to be solved. From which, 3 with the highest scores among the 8 finalists were declared as the winners for this event. A total of 50 students participated in the above. The activity started at 10:30am and ended around 1:00pm.

Finally, the event concluded with the vote of thanks to all the students and judges present in the meeting.

WINNERS OF THE QUALIFIERS ARE:-

- Koduru Sethu Srivatsa
- Pradeep
- Siddharth Singh
- Aasanthu

- Priya Singh
- Pavan Subash
- Dania Arif
- Yobrvab BaleNaga Krishnaveni Sai Keerthi

CONGRATULATIONS GUYS & ALL THE BEST FOR THE SECOND ROUND!!

The winners of the event are:-

1st position- PavanSubhas(1Year)
2nd position- Diana Arif (1st year)
3rd position- Pradeep(1st year)

Fusion Tech: Club Activity

Poster Circulated for Club Activity

On 17th April 2021, the fusion tech club activity conducted their fourth club activity for the academic year 2020-2021. A total of 60 students participated from 1st,2nd and 3rd year. This activity was named as MISSION DISCUSSION (group discussion).

Topic: Is Technology Making Us Human Less?

In which students were supposed to give their points. Students were divided in to three groups i.e., 1st,2nd and 3rd year. The strongest points were given by 3rd year and 3rd year were the winner of this activity. Finally, the event was concluded with a vote of thanks.
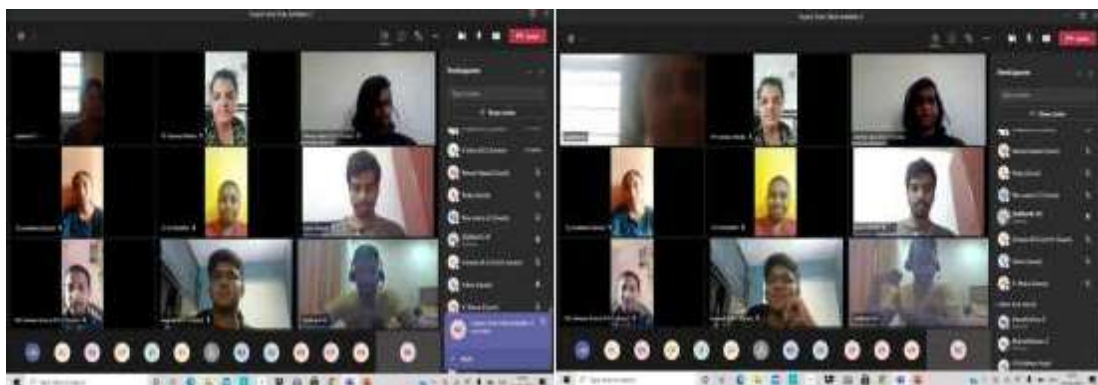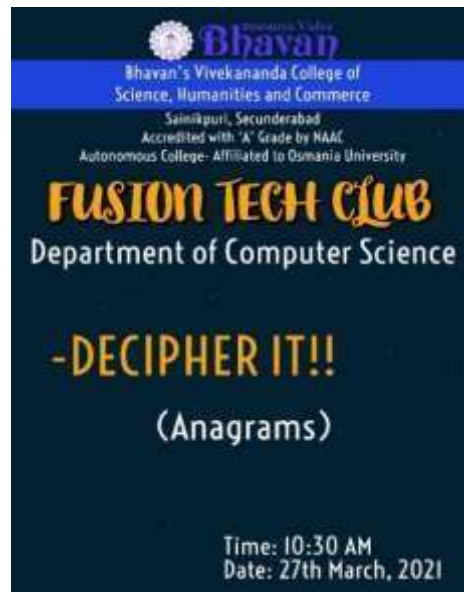
FUSION TECH : CLUB ACTIVITY

Poster circulated for Club Activity

On 3rd April 2021, The Fusion Tech club conducted their third club activity for the academic year 2020-2021. A total of 50 students participated from 1st, 2nd and 3rd year. This Activity was named "Code Jam" in which students were supposed to find the outputs, errors and blanks in the given C programs. This activity started at 10 : 45 AM and ended at around 1:00 PM.

Finally, the event was concluded with the vote of thanks to the judges who were present in the meeting. There were no winners of this Club Activity as it was an informative session. Students from all the years actively participated in this session.

FUSION TECH : CLUB ACTIVITY

Poster circulated for Club Activity

On 27th March 2021, The Fusion Tech club conducted their second club activity for the academic year 2020-2021. A total of 70 students participated from 1st, 2nd and 3rd year. This Activity was named as Decipher It (Anagram) in which students were supposed to form words by rearranging the letters of the given phrases typically by using the original letters exactly once. It was a fun and an interactive session. This activity started at 10 : 30 AM and ended at around 1:00 PM.

Finally, the event was concluded with the vote of thanks to the judges who were present in the meeting. The winners of this event are ;

- Shashank (1st year)
- Bhanu (1st year

Posters circulated for 1ˢᵗ, 2ⁿᵈ and 3ʳᵈ years

On 20th March 2021, The Fusion Tech Club conducted their very first club activity for the academic year 2020-21. A total of 90 students participated from 1st,2nd and 3rd year's. For the 1ˢᵗ years, The first round was Word Express (Word Building) in which students were divided into 5 groups and were asked to prompt words for the given topic. Among the 5 groups the team which gave maximum no. of words was chosen for the 2nd round. Team 5 was selected and the same team was divided into 2 groups (for and against the topic) for the final round i.e. Knock Out (debate). The topic given for this round was "Is OTT platform better than Theatre?". For the 2nd and 3rd years, students were supposed to make a collage with a maximum of 5 pictures. The topic given for the 2ⁿᵈ years was Bioinformatics and for the 3ʳᵈ years was Bittorrent.

Finally, the event was concluded with a vote of thanks to the judges who were present in the meeting. The winners for this Club Activity are ;

1ˢᵗ year winners : Knock Out (Debate)
- Yashwanth
- Vaishnavi
- Malvika
- Anshika
- Keerthi

2nd and 3rd year winners : Collage Making
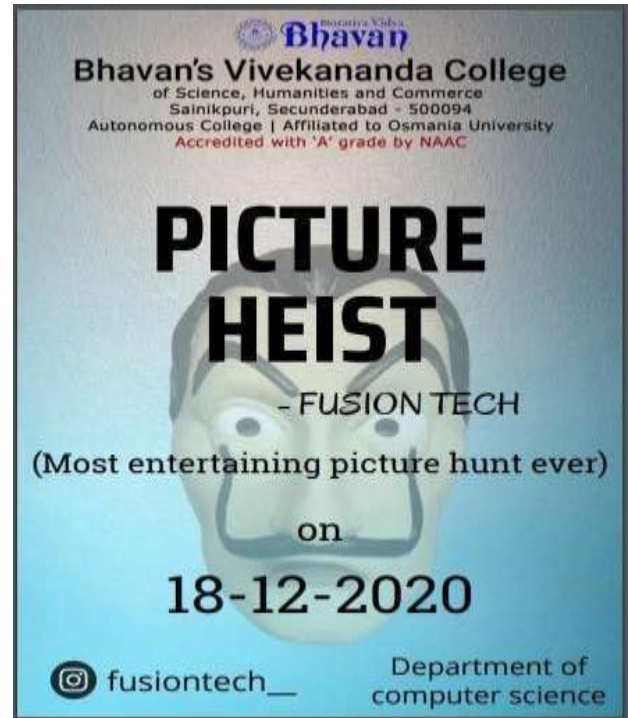
Fusion Tech Events 2020-2021
PICTURE HEIST

On 18th December, the Fusion tech club of BCA conducted its first event for the academic year 2020-2021 called "**PICTURE HEIST**". This event is all about finding objects from the given picture within the shortest time.

This event was an intra-collegiate event with two round for all the students in online mode with Microsoft teams.

A total of 96 students from all streams registered the event. Top 6 scorers were shortlisted for final round held on 19th December2020. The final round was presented with hidden clues in picture in virtual mode and the participant have to find and highlight the clues win in a short time to win the event.

The winners of "**PICTURE HEIST**" 2020 are:

- Neha Niranjan from BSc BTGC secured 2nd Place.
- Arun Thomas from BSc BTGC secured 1st Place.

ABHIMANTRANAM

On 5th January 2021, the Fusion tech club of BCA conducted event for UG Students as "**ABHIMANTRANAM-** The Silicon Valley for Start-up Ideas" on 5th January 2021 in online mode with Microsoft teams. This event is all about presenting their start-up ideas like solutions to the main problems which are faced by everyone in the society. Students presented various technical start up ideas to help the social problems faced in the current pandemic situation. The event was judged by Mr. N Bhaskar Senior faculty member in Department of Computer Science BVC). And the prize winners were announced on Charles Babbage Day.

Prize winners:
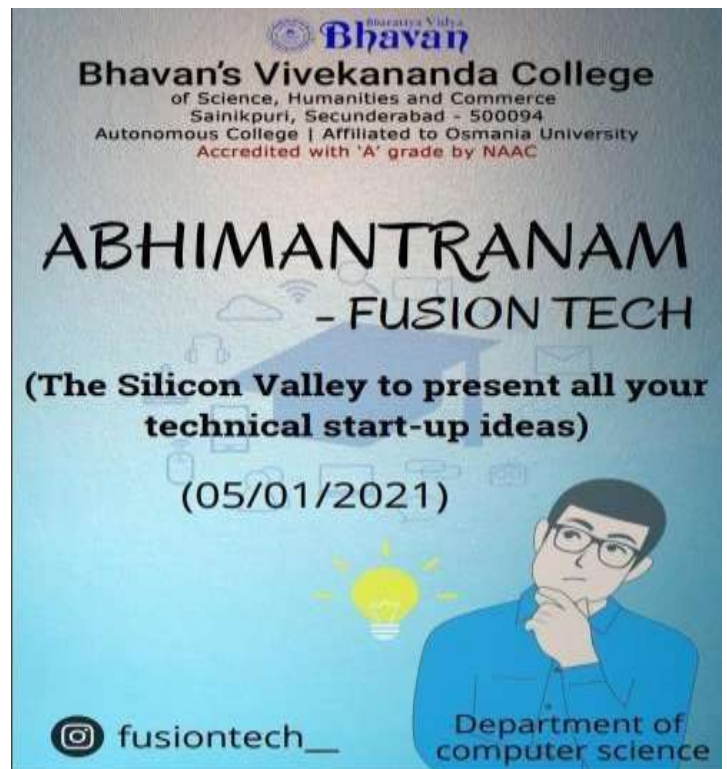
- First Prize was backed by Akanksha and Nithin Sriram and their idea was **HELP MEET.**
- Second Prize was backed by Hareharan and Jagadish and their idea was **Find My Idea/Remote.**
- Third Prize was backed by Vishnupriya and Rajagopal and their Startup ideas was **SKILL-UPGRAD.**
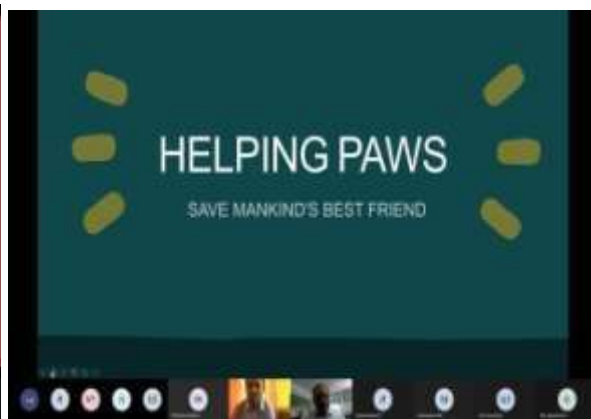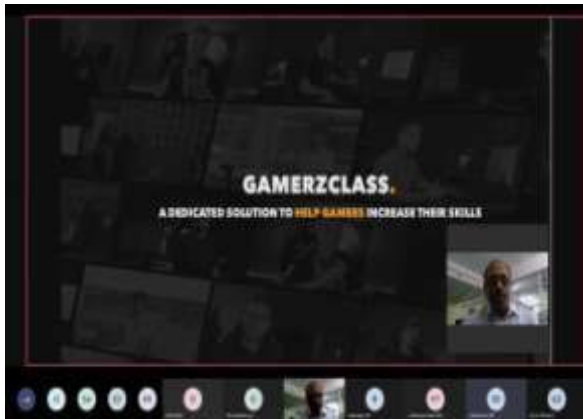
TECHNICAL QUIZ

On 6th January 2021, the Fusion tech club of BCA conducted its next event called "**TECHNICAL QUIZ**" for the upcoming Charles Babbage day to test the technical knowledge of all UG students.

This was an intra-collegiate two day event conducted in online mode with Microsoft teams.

On 6th January 2021, phase 1 was conducted by circulating google form with 30 questions and 15 minutes time limit at 6:00 pm. A total of 164 teams (328 students) have participated out of which 12 top teams(24 students) were shortlisted for next phase.

The 2nd phase was conducted on January 8th, 2021 with 3 rounds tagline, connect and code it.

The winners of "**TECHNICAL QUIZ**" 2020 are:

- The first place was backed by Rohit and Kanishka from BCA 2nd Year.

- The second place was backed by Anirudh and Sindhoori from BSc 2nd Year.
- The third place was backed by Siddharth and Suhas from BCA 2nd Year.
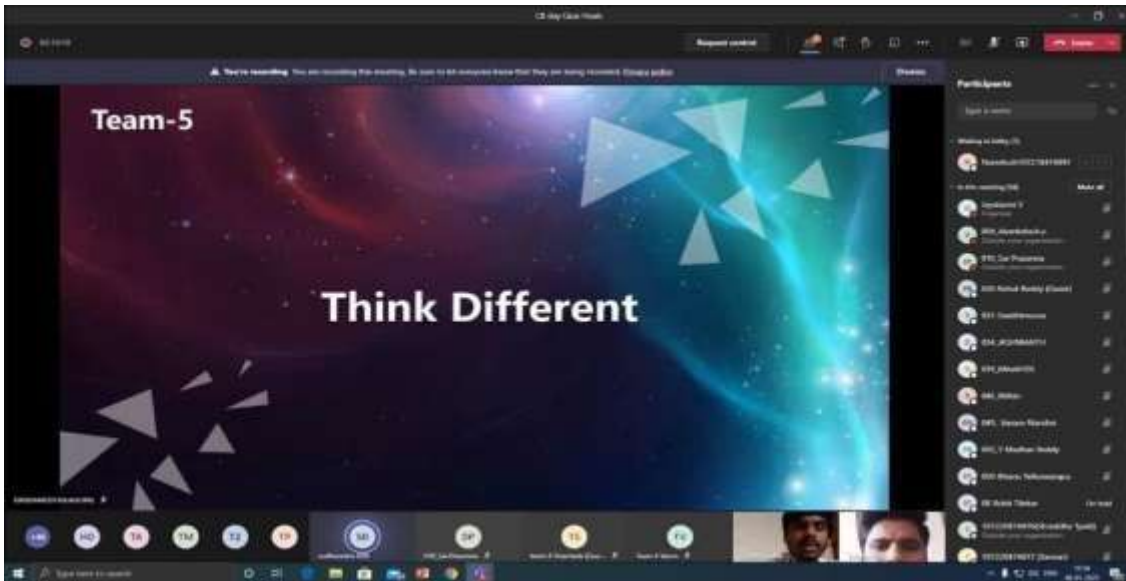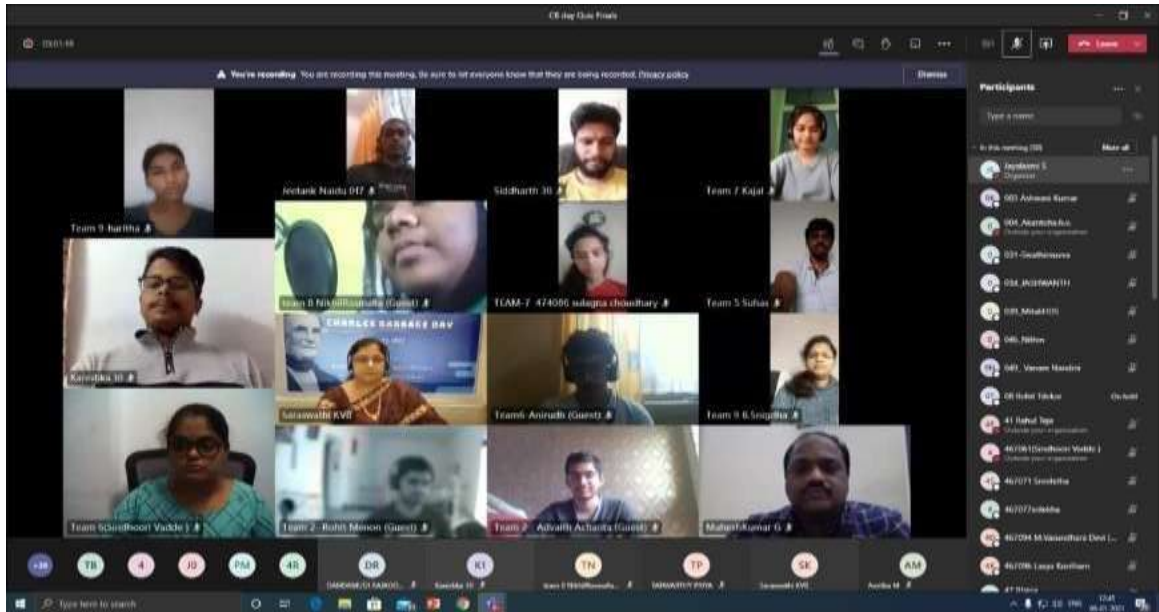
VALOTECH BY FUSION TECH

On 15th January 2021, Fusion Tech conducted a ever new event called "
VALOTECH "to test the gaming knowledge of the students. This even was
conducted by second year fusion tech members under the able guidance of
faculty in charge and BCA final year club member.

This event was exclusively conducted for all BCA students in online mode with
Microsoft teams.

The "VALOTECH" was a two-day event which comprised three rounds;

On 15th January 2021, ROUND 1 - MINDKRAFT a picture puzzle was conducted by circulating google form with 20 question and 15 minutes time limit at 11:45 Am. A total of 45 students participated from all three classes. Out of witch 14 top scorers were shortlisted for 2nd round QUIZ AMONG US conducted at 4:30 pm on the same day. Virtual Gaming quiz to test the technical talent of the participants was conducted with 30 picture questions (2 for each with choice). Finally 6 students were selected for the third round. ROUND 3 : WAR OF WORDS an Debate competition was conducted on 16th January 2021 at 3:30 pm judged by Mr.P.Srinivasa Lecturer in Department of Computer Science. All the finalist were given a choice for online tossing and select the favourable area(for or against) of the given topic and discuss for 1 minute.

1 : Topic – PC/ CONSOLE gaming superior to mobile gaming.
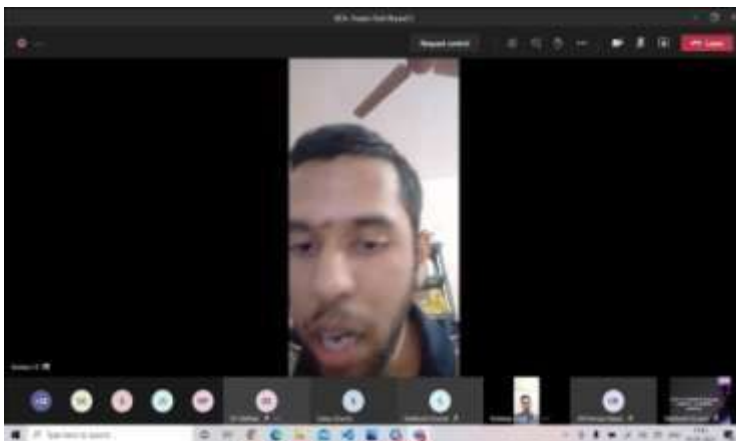
K Sethu Srivasta (2nd year) – For the topic   vs   Kuldeep Singh (2nd year)
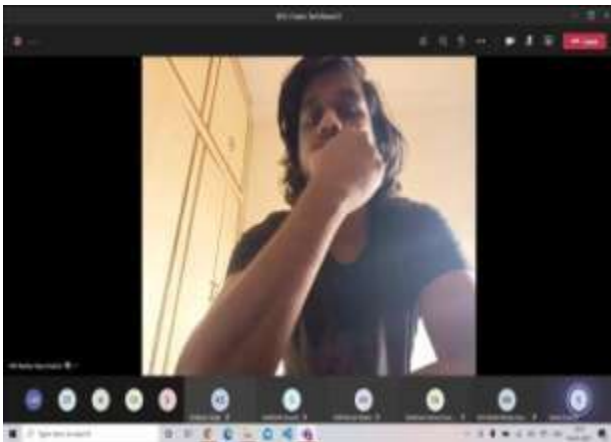– Against the topic

2 :Topic – Gameplay is better than Graphics.

Shubham Kumar (1st year) – For the topic vs Nehal Reddy (1st year) – Against the topic

3 : Topic – Should gaming be given the same importance as any other sports.

 AkshayTejus (1st year) – For the topic   vs Harjot Singh (2nd year) – Against the topic

Judgement was based on the points raised, sync with the topic and presentation style. The winners of   VALOTECH 2021 are: Harjot Singh (2nd year 3rd Sem)   Shubham Kumar (1st year 1st Sem).