ACT-Association of Computer Technocrats

27th May. 2021

DEPARTMENT OF COMPUTER TECHNOLOGY

Yearly Newsletter Vol 3 Issue 1

GOVERNMENT POLYTECHNIC SAKOLI

FROM EDITOR DESK

Dear readers,

Our college newsletter team has been working diligently to bring you the latest updates and news from our department community. We are committed to providing you with interesting and informative content that reflects the diverse interests and experiences of our students, faculty, and staff.

In this issue, you'll find department events,, and more. We also have some exciting news to share about upcoming events and initiatives that we hope will inspire you to get involved and stay connected with our community.

As always, we welcome your feedback and suggestions for future newsletter content. Please feel free to reach out to us with your ideas and contributions.

Thank you for reading, and we hope you enjoy this issue!

Best regards,
Ms. U B Aher

ONLINE TOOLS USED DURING PENDAMIC

During the COVID-19 pandemic, many schools and universities around the world had to shift to online teaching and learning in order to ensure the safety of students, teachers, and staff. Here are some of the online teaching tools that were commonly used during this time:

- Video conferencing tools such as Zoom, Microsoft Teams, and Google Meet were widely used to facilitate virtual classes and meetings. These tools allowed teachers to conduct live classes and interact with students in real-time, as well as record sessions for later viewing.
- Learning management systems (LMS) such as Moodle, Blackboard, and Canvas were used to provide a centralized platform for organizing course materials, sharing resources, and communicating with students.
- Online assessment and grading tools such as Turnitin and Gradescope were used to facilitate remote testing and grading. These tools allowed teachers to create and administer quizzes and exams, as well as grade assignments and provide feedback online.

- Communication and collaboration tools such as Slack, Microsoft Teams, and Google Drive were used to facilitate group work and collaboration among students. These tools allowed students to communicate and work on projects together in a virtual environment.
- Virtual whiteboards such as Miro and Jamboard were used to facilitate brainstorming, idea generation, and group collaboration in a virtual setting.
- Online interactive tools such as Kahoot, Quizlet, and Mentimeter were used to engage students and make learning more interactive and fun. These tools allowed teachers to create quizzes, polls, and other interactive activities that students could participate in online.

Overall, these online teaching tools helped to facilitate remote learning during the pandemic and provided teachers and students with the resources they needed to continue their education in a safe and effective manner.

PARENT MEET

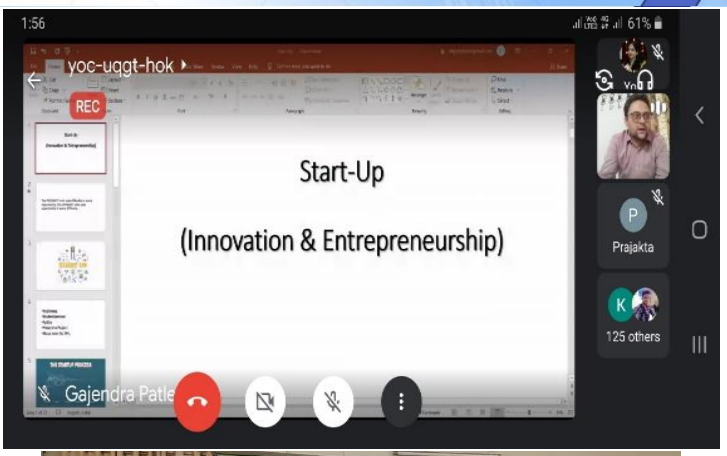
Parent meet was organized in the department. 25 parent attended the meeting. The main concern of the parent was about online teaching and assessment methods. Teachers explained the teaching methodology being adopted.

EXPERT LECTURE

Dr. Tarendra Lakhankar, alumni of institute and currently working as professor in New York, delivered expert lecture.

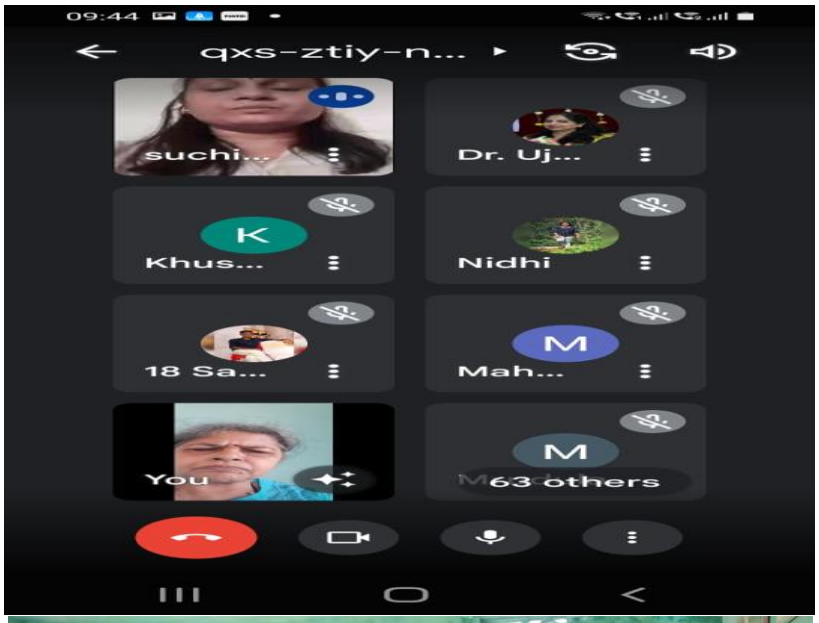
Institute Innovation Council organized on line expert lecture series on various topics. 115 students attended the online lecture series

Guest lecture was organized on the topic Innovation and entrepreneurship. Mr. Gajendra Patle, Textra Pvt Ltd, Naggpur was the invited Speaker



Department of computer Technology organized Covid Vaccination camp

Woman grievance cell organized online meeting for girl student of the college



As a part of social activity Computer Technology Department has donated stationary to the needy people to the villagers of Sendurwafa, Sakoli. Shri.V.B, Khobragade, Dr. U B Aher, Shri. A. A. Bajpayee took the initiative.

Computer department celebrated 5th June as World Environment Day. Tree plantation camp was organized

Vision and Mission of Department

Vision

"To produce competent Computer Engineers for the development of the society."

Mission

M1: To impart excellent technical knowledge through modern infrastructure and laboratories.

M2: To promote innovative thinking in the minds of budding engineers.

M3: To develop the students competent to face the challenges incorporating technical and entrepreneurial skills.

M4: To inculcate moral and ethical values.

INSTITUTE VISION AND MISSION

Vision

"To be an institute of national-repute in creating technocrats to serve the society."

Mission

1) Set up state of art infrastructure, laboratories, library and supporting services.
2) To achieve academic excellence in teaching and learning through continuous development using latest technologies and resources.
3) To inculcate technical and entrepreneurial skills, moral and ethical values in students.
4) To build strategic networking with alumni, industries and academic institutions.

Program Educational Objectives of (PEOs) Computer Technology Department

Programme Education Objectives are…

PEO 1. Provide socially responsible, environment friendly solutions to Computer engineering related broad-based problems adapting professional ethics.

PEO 2. Adapt state-of-the-art Computer engineering broad-based technologies to work in multi-disciplinary work environments.

PEO 3. Solve broad-based problems individually and as a team member communicating effectively in the world of work.

Program Outcomes (POs)

PO1:Basic and Discipline Specific Knowledge: Apply knowledge of basic Mathematics, Science, Engineering fundamentals and engineering specialization to solve the engineering problems.

PO2:Problem Analysis: Identify and analysis well-defined engineering problems using codified standard methods.

PO3:Design/Development of Solutions: Design solutions for well-defined technical problems and assist with the design of systems components or processes to meet specified methods.

PO4:Engineering Tools, Experimentation And Testing: Apply modern engineering tools and appropriate technique to conduct standard tests and measurements.

PO5:Engineering Practices for Society, Sustainability And Environment: Apply appropriate technology in context of society, sustainability, environment and ethical practices.

PO6:Project Management: Use engineering management principles individually, as a team member or a leader to manage projects and effectively communicate about well-defined engineering activities.

PO7:Life-Long Learning: Ability to analyse individual needs and engage in updating in the context of technological changes.