

## **EVENT CALENDAR 2023 - 2024**



# **EVENT DESCRIPTIONS:**

### 1. **Development Month: A Guide to Beginners**

2 Parallel Sessions, one based on AIML (target audience for which will be Second Years and Third Years) and one based on Front End Web Dev (target audience for which will be First Year and Second Years) will be conducted on weekends for the 3 weeks of November.

At the end of the 3rd week, one idea presentation session will be taken (group of 4) for a basic web dev page / AIML Model that they would be building.

Last weekend of November will be evaluation day wherein their pages/ models will be evaluated and they will have a clear winner.

**Tentative Dates:** Each weekend of November

## 2. Resume Building Workshop

Simple Session on how to build a resume, what to put, what not to put and how to effectively manage your data that you want to put in a resume. This event will be in collaboration with CSI, since they have their event Portfolio Palette, in the month of November. This workshop will take place a few days before the Portfolio Palette.

**Tentative Dates:** 16th November

#### 3. Puzzle Rush

A Fun event, as the name suggests. Participants will solve puzzles (pertaining to Tech/ Aptitude) and progress further through a storyline to emerge as 'Heavy Coder'. Similar to Code Red Event conducted by Oculus Coding League for the Previous Academic Term.

**Tentative Dates:** 24th January

# 4. Competitive Programming Workshop

Introduce First Years to the concept of Competitive Programming by teaching them very minor concepts of Data Structures and give them problems to solve for a week and then have a coding contest based on the same.

Tentative Dates: 23rd - 28th January

#### 5. GDSC Hackathon

As the name suggests, a grand Hackathon conducted by GDSC, with a gap of minimum of 2 weeks from CSI Hackathon in the month of February. This hackathon will be different from CSI because of the fact that we can provide access to students various Google APIs that are usually paid for a short period of time. Also, this event will also start the next work of Placement Fair. Companies that are interested, can pitch in their ideas that they want in a product to be developed which can serve as the problem statements for the Hackathon. Apart from this, the winners of the Hackathon, may secure incentives from the target companies as well, including skipping technical rounds, or even internships, depending on the company. Hackathon would be 3 Days/ 30 Hours Long, incorporating Software Developement Life Cycle Model.

**Tentative Dates:** 24th - 26th February

## 6. Internship Fair

Various companies, looking for internships (Summer and 6 months both) will be brought to the campus for the students of Second Year and Third Year and they will interact with the students and engage in activities, might even lead to hiring for internships.

Tentative Dates: 21st - 25th April



### **Tech Tuesdays:**

Engaging general public throughout every Tuesday by putting up informative stories relating to Technological World and then having a quiz at the end of day, winners for which could be given various iincentives.

Speaker Sessions / Workshops at the end of each month, on various topics trending topics, some of which include:

- 1. Game Developement Workshop
- 2. GSoC Speaker Session
- 3. Cyber Security Awareness (to be conducted in October).