

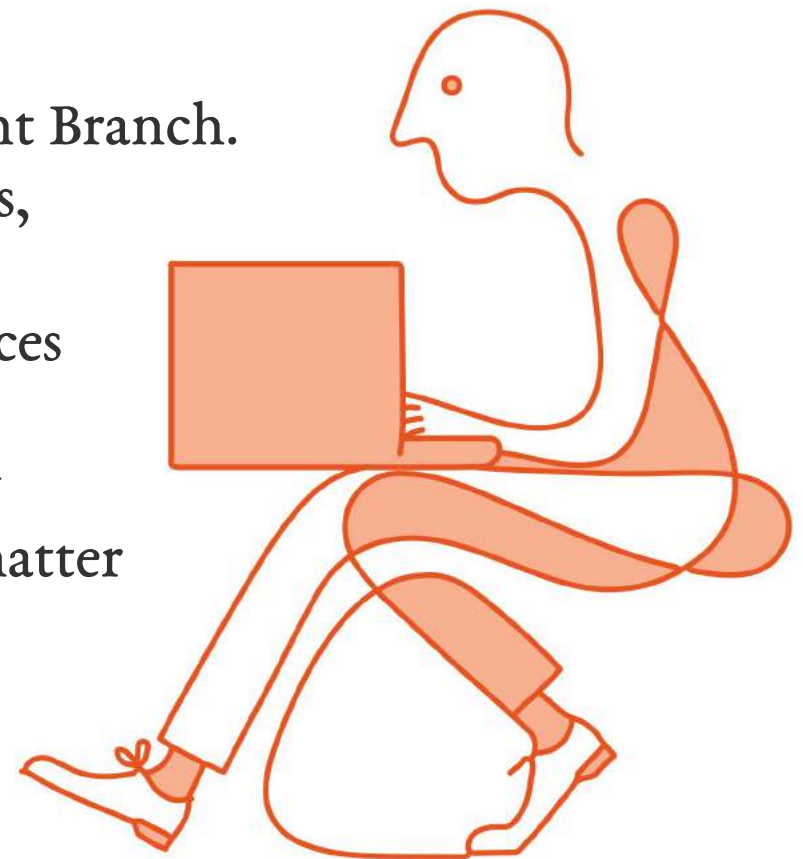
MOVING HUMANITY



WHO WE ARE

VIT University, Vellore has over 20,000 students and over 1000 staff members. It is a hub of technical research and education. Rated as one of the top 10 engineering colleges in India, VIT University is an esteemed private engineering college in India.

We are Computer Society of India, VIT Student Branch. We have some of the best designers, developers, thinkers and Computer Science enthusiasts - working together on building solutions, services and products that would make your life easier. Our sole motivation is to push the technology forward and create something beautiful, no matter how trivial - solutions that fit right into your routine and make a difference.



CODEPLAY - MOVING HUMANITY

Codeplay is humanity. It is that platform which enables the thinkers and doers to reach out to certain communities which suffer from lack of basic amenities. It makes technology meet creativity. With the alteration of our concepts of time and space, the changes in how we do business, talk to each other, participate in government, organize our workplaces and conduct our schooling at breakneck speed, it feels like we have little control over the direction or impact of these changes on our communities.

THERE IS A BETTER WAY FORWARD – real solutions to the challenges and opportunities we are really facing together. 24 hours dedicated to bringing a smile to someone. A chance to guiltlessly dedicate your time and indulge in your work.

01

MILITARY



The term "Military Grade" is now accompanied with the names of some of the most durable, advanced technology ever engineered. From micro-drones to wearable robots and guided bullets, military equipment has proven to be more technologically demanding than consumer equipment at times. Soldiers also face a wide range of problems and disabilities during their time in the army and the heroes of our country deserve to have them solved. This community boasts an endless number of possibilities for ideas that could change the way we look at national security and help the brave warriors of the country both on and off the battlefield.

OUR TARGET PROBLEMS


Farmers in India still use outdated farming methods that do more harm than good. We believe that this is one community with a lot of scope for development in methods of irrigation, dependence on traditional crop, crop wastage, etc. Indian agricultural productivity is very less compared to world standards due to use of obsolete farming technology. Coupled with this, lack of understanding of the need for sustainability in the poor farming community has made things worse. We bring out all these problems in Codeplay'16 and ultimately aim to come forth with a product to move our society forward.



02

FARMERS

OUR TARGET PROBLEMS



DIFFERENTLY - ABLED

03

Differently abled people have undergone major reforms in the current century, we have incorporated technologies that help us raise the standard of living and the quality of healthcare. People are riddled with challenges like false drugs, illegitimate prescriptions. We believe, technology in the future can certainly get us to cure things that might seem to far today like Post Traumatic Stress Disorder, Autism and other such diseases which are not only linked to one's physical being but also the mental health. The technology that Stephen Hawking currently has seemed impossible to achieve in the past.

OUR TARGET PROBLEMS

Most talented and contributing individuals have been students at some point in their lives. Education carries with it the future of the world and it's technology. Every student, no matter in High School or in University, faces problems that hinder their education. Identifying these problems and coming up with solutions that take care of them and lessen their negative impact will not only help students as a community, but will help other professional communities as well, as students branch out into them.



04

STUDENTS

OUR TARGET PROBLEMS



05

ORPHANS

We believe - as people who have progressed, it is our prerogative to make sure they develop. On a regular basis the things such as water, food, hygiene that we take for granted seems a luxury to them. Initiatives such as getting them jobs, education through distant learning among other have been employed to bridge the gap between them and the modern society but that is not enough, we have to find ways and innovations of doing this much better and much faster. Keeping this mission in mind we want the participants at Codeplay'16 with the help of technology advance this progress and inclusion in the mainstream society.

OUR TARGET PROBLEMS

OUR PREVIOUS YEARS TIE-UPS



INFOSYS



CROMPTON GREAVES



ANGELHACK



SEQUOIA CAPITAL



ZOPHOP



CARWALE



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Holding the Vision, Moving Humanity.

CODEPLAY - COMMUNITY DEVFEST

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