



KONGUNADU

College Of Engineering & Technology
(Autonomous)



(Approved by AICTE, New Delhi & affiliated to Anna University , Chennai , Accredited by NBA(CSE, ECE, EEE & MECH),
Accredited by NAAC, Recognised by UGC 2(f) & 12(B) and ISO 9001:2015 Certificated Institution)

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



EPIC

TECHNO TRAIL

MAGAZINE

Vision

- To produce competent software professionals, academicians, researchers and entrepreneurs with moral values through quality education in the field of Computer Science and Engineering.

Mission

- Enrich the students' knowledge and computing skills through innovative teaching-learning process with state- of- art- infrastructure facilities.
- Endeavour the students to become entrepreneurs and employable through adequate industry institute interaction.
- Inculcating leadership skills, professional communication skills with moral and ethical values to serve the society and focus on students' overall development.



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TECHNICAL **ACHIEVEMENTS**

PAPER PRESENTATION



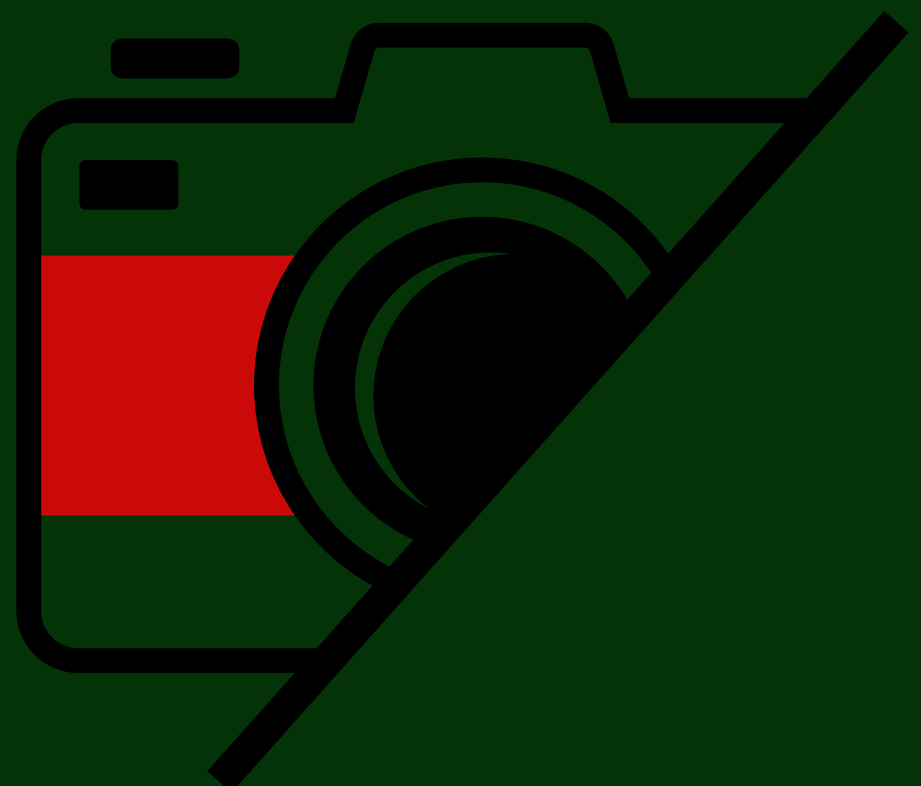
Vinushree M K and Kavinya Harini S of III Year Computer Science and Engineering Department won First Prize in paper presentation held

Quantum computing is an emerging technology that uses the principles of quantum mechanics to perform computations far beyond the capabilities of classical computers. Unlike traditional computers, which process information in bits (0s or 1s), quantum computers use quantum bits or qubits, allowing them to exist in multiple states simultaneously through superposition and entanglement.

A solution can be built using generative AI technology to overcome the lack of appropriate information on artefacts and the limited interactivity of existing chatbots in the museums. A small robot is made which is moveable and contains a display and it follows the visitor. This could give better exposure about artifacts which will improve the visitor's experience. The visitor can engage with the robot in their navigation pathways and it includes the user interactive mode via its display, which also includes a microphone. The robot is connected to internet in wireless manner, and when a visitor asks any inquiries or information about the artefacts, then the input is picked up by the microphone and sent to a server, where the request is received. The server sends the response to the robot with help of trained model, which will be delivered to the visitor.



Naveen V, Vijayabarath D, Jegan S of Final year Computer Science and Engineering won Best Paper Award in Paper Presentation



Majority of the population seems to prefer visiting shopping malls and parks over museums although it is a home to a wealth of cultural treasures. The complete history behind each artefacts have not provided to the visitors with proper guide. AI has the potential in transforming the exposing way of museums with a personalized experience, increasing visitors happiness and engagement.



Keerthiya R, Arthi N, Anjana S of Final year Computer Science and Engineering won Best Paper Award in Paper Presentation



Puviyasree M, Srividhya R, Gowsalya M of Final year Computer Science and Engineering won Best Paper Award in Paper Presentation

Puviyasree M, Srividhya R, and Gowsalya M, final-year students of Computer Science and Engineering, showcased their innovative research on this topic, earning the prestigious Best Paper Award at a recent paper presentation event. Their work highlights the untapped potential of AI in making museum visits more informative, interactive, and enjoyable.



**Sridharshini M, Tharika Dharshini S of
Third year Computer Science and
Engineering won Second prize in Code
Cluster organized by IT Department -
Kongunadu College of Engineering and
Technology**



**Karnesh P, Tamil M, Srikanth B,
Yuvaraj V of Third year Computer
Science and Engineering won Second
prize in Hackathon organized by IT
Department -Kongunadu College of
Engineering and Technology**

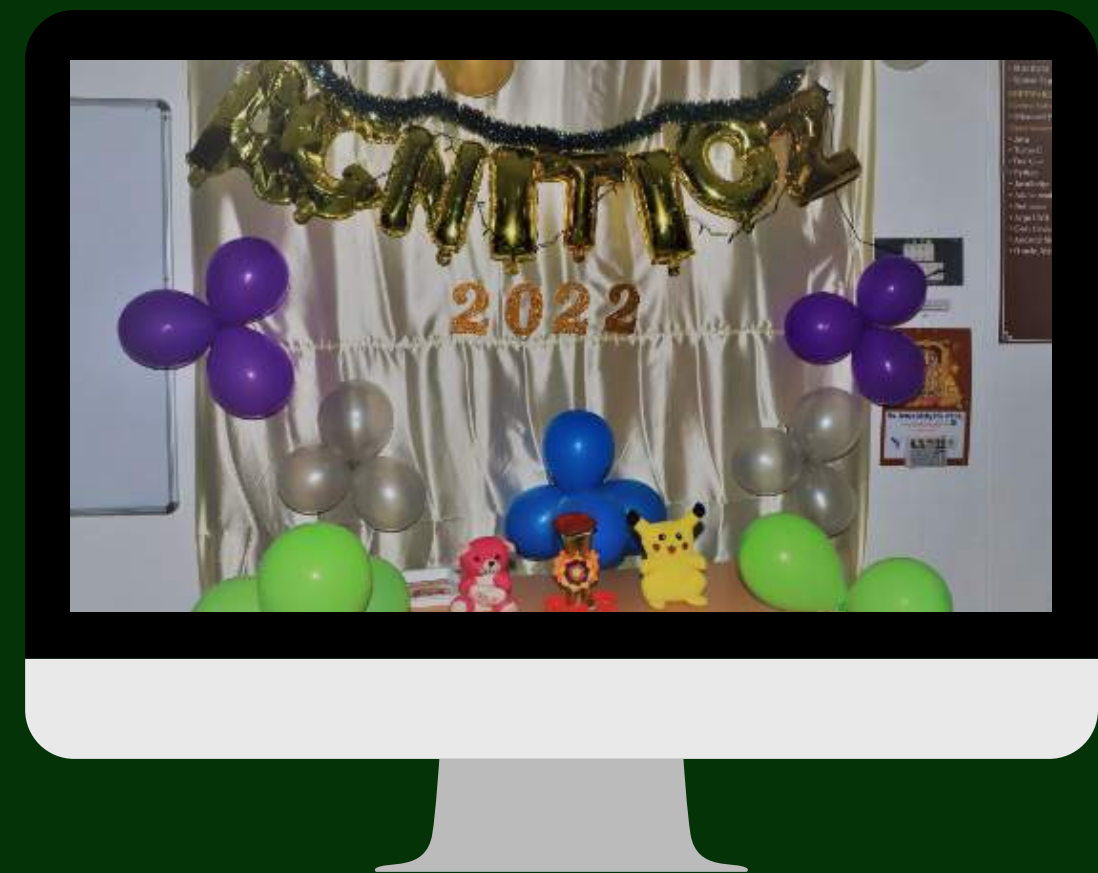
Hackathon

AGNITIONZ



In a world on the move, innovation ignites,
Climate crises spark global fights.
Communities unite, voices rise loud,
A new era dawns, hopeful and proud.
4o mini





Join us for an electrifying hackathon at Agnitionz, where creativity meets technology! This event invites innovators, coders, and thinkers to collaborate and tackle exciting challenges in a dynamic environment. Participants will have the chance to brainstorm, build, and present their projects, all while competing for fantastic prizes.



**TOPIC: FOOD TOKEN
MANAGEMENT**



Dhanush Kumar M, from third-year Computer Science and Engineering (CSE) department, recently participated in HACK, a prestigious hackathon event and won cash award of **₹7000.**



A construction management rental system is a website platform designed to streamline and optimize the rental process for construction equipment and machinery.



Solo Achievements:

Student, recently showcased his knowledge and quick thinking in the Rapid Quiz competition. His impressive performance earned him the prestigious Second Prize in this challenging event.



Computer Science and Engineering (CSE) student, participated in the "Tug of Code" competition and emerged as the First prize winner.

Computer Science and Engineering (CSE) student, participated in the "Tug of Code" competition and emerged as the First prize winner.



SECTION
III

FACULTY
ACHIEVEMENTS



INTERNATIONAL CONFERENCE

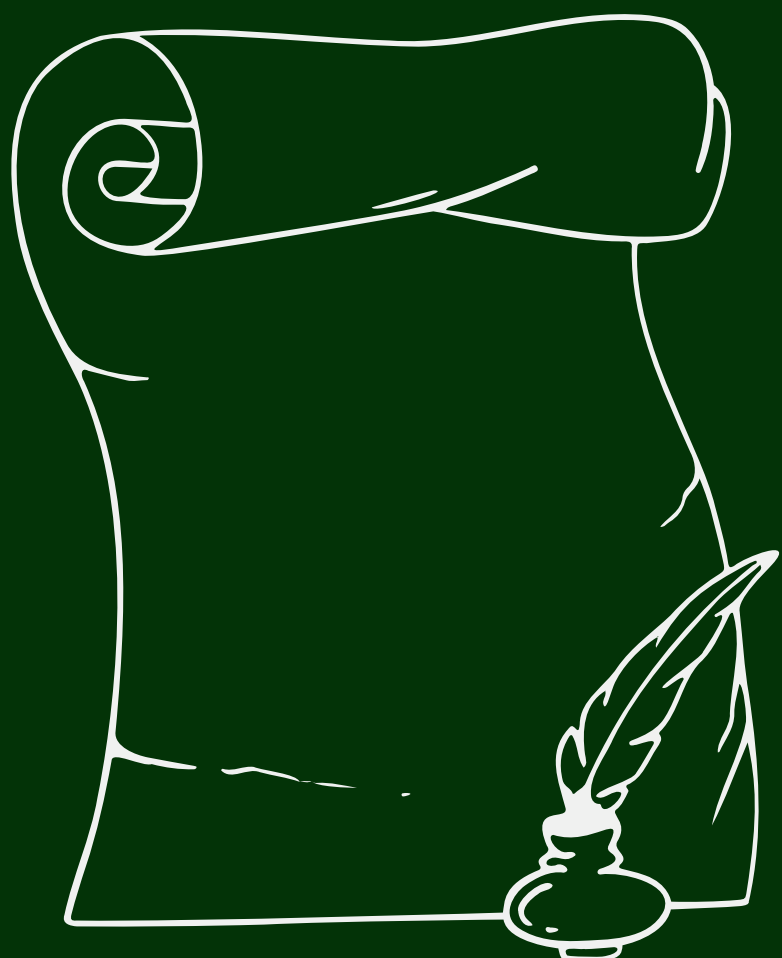


The 6th International Conference on Entrepreneurship, Innovation, and Export (Multidisciplinary) was organised by Periyar University, Salem, and Saito University, Malaysia, and took place in Malaysia from March 25–27, 2024.





EXTRA *CURRICULAR*ARS





Art's beauty transcends mere aesthetics. It ignites a emotions, sparks the imagination, and connects us to artists, cultures, and even ourselves.

"To draw, you must close your eyes and sing."

- Pablo Picasso



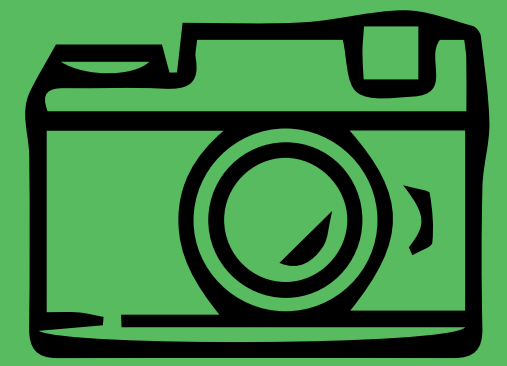
**"The more difficult the victory,
the greater the happiness in
winning."
- Pele**

One should focus on education for intellectual growth and academic skills, while at the same time focusing on sports to promote physical health, resilience, discipline, and social development.

- **Kho-Kho: 2nd place**
- **Shot put: 3rd place**
- **Kabaddi: 2nd place**
- **Throw Ball: 1st place**
- **Relay(4×100): 1st place**
- **Badminton: 2nd place**



Photography:



கவிதை:



பிரச்சினைகளை கண்டு பயந்து
பின் வாங்காதீர்கள்
காற்றை எதிர்த்தே
பட்டங்கள் மேலே
செல்கின்றன
தோல்விகளால் அடிபட்டால்
உடனே எழுந்து விடு
இல்லையேன்றால் இந்த உலகம்
உன்னை புதைத்துவிடும்
சோதிப்பது காலமாக இருந்தாலும்
சாதிப்பது நீங்களாக இருங்கள்

Blood Donors:



Blood is the most precious gift that anyone can give to another person – the gift of life.



"கல்வியின் ஒளி, அறிவின் பாதையை
வெளிக்கொள்கிறது."