



# **MGM's COLLEGE OF ENGINEERING, NANDED**

Near Air-port, Hingoli Road, Nanded-431605.

Department of Computer Science and Engineering

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## **Extra-curricular Activity**

<b>Name of Activity: Crafts Fusion</b>	
<b>Prepared by: Ms. Pande N. S.</b>	<b>Date: 26<sup>th</sup> March 2024</b>

### **Introduction:**

On March 26th, 2024, the CSE Department hosted an engaging and creative activity named "Crafts Fusion." In this unique event, students were divided into classes and assigned specific technical topics and designated areas within the department's corridor. The challenge was for each class to decorate their assigned corridor space in a way that creatively and effectively represented their given topic, which included themes such as Artificial Intelligence (AI), Operating Systems (OS), and Multinational Corporations (MNCs). The students demonstrated impressive enthusiasm and ingenuity as they transformed their respective areas into visually captivating displays. The decorations were not only aesthetically pleasing but also provided educational insights into the technical topics, reflecting the students' deep understanding and innovative approach. The activity was a resounding success, showcasing the students' ability to merge technical knowledge with artistic expression and contributing to a vibrant and informative environment within the CSE Department.

### **Activity Details:**

- Date: 26<sup>th</sup> March 2024
  - Time: 03:30 PM
  - Duration: 01 Day
  - Location: Nanded
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## Participants:

- Number of participants: All
- Class: SY, TY & B. Tech CSE

## Outcomes:

The "Crafts Fusion" activity on March 26th, 2024, effectively enhanced students' understanding of technical topics such as AI, OS, and MNCs through creative displays. It showcased their ability to translate complex concepts into visually engaging and informative decorations, fostering increased student engagement and teamwork. The activity also improved communication skills as students presented technical information in an accessible format, strengthened the sense of community within the CSE Department, and encouraged interdisciplinary learning by combining technical knowledge with artistic creativity. Overall, the event provided valuable educational insights and contributed to a vibrant department atmosphere.

## Relevance with Program Outcomes

### P01: Engineering Knowledge

- **Justification:** The activity required students to apply their understanding of technical topics such as AI, OS, and MNCs to create informative and creative displays. This reinforced their foundational knowledge by translating complex technical concepts into visual representations.

### P02: Problem Analysis

- **Justification:** Students analyzed the technical topics and determined how to represent them visually. This involved breaking down each topic into its core components and designing displays that effectively communicated these concepts, enhancing their problem-analysis skills.
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## P06: The Engineer and Society

- **Justification:** The activity highlighted the relevance of technical topics to real-world applications, promoting an understanding of how technical knowledge can impact and benefit various sectors of society. It reinforced the role of engineers in applying their skills for societal benefit.

## P09: Individual and Team Work

- **Justification:** The collaborative nature of the activity required students to work effectively in teams to plan, design, and execute their displays. This experience enhanced their ability to collaborate and contribute as part of a team.

## P012: Life-long Learning

- **Justification:** Engaging in the creative process of interpreting and presenting technical topics encouraged students to continuously learn and adapt. It highlighted the importance of staying updated with new knowledge and skills, fostering a mindset of life-long learning.

## Feedback:

1. "The activity was a fun and innovative way to deepen our understanding of complex technical topics."
  2. "Decorating the corridor with our assigned topics was a creative challenge that really made the concepts come alive."
  3. "I enjoyed working with my classmates to turn technical knowledge into engaging visual displays."
  4. "The project enhanced my teamwork skills and made learning about AI, OS, and MNCs more interactive and memorable."
  5. "The activity was a great opportunity to apply our technical knowledge in a creative and practical way."
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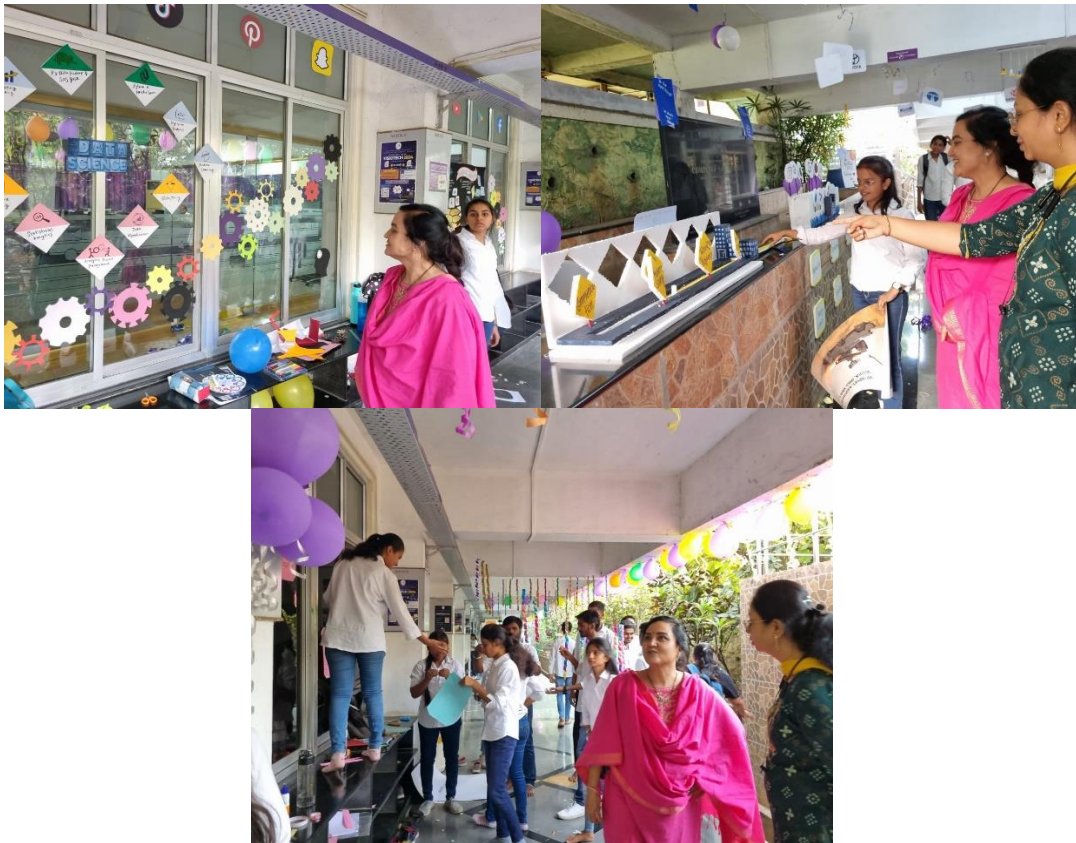
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## **Attachments:**

- Any supporting materials (photos, videos, presentations, etc.)



**HOD Madam appreciating the students efforts during the event**





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MGM's College Of Engineering, Nanded  
Department of Computer Science & Engineering  
**Computer Users' Club**  
presents

# CRAFT Fusion

Decor Competition

**REGISTER NOW**

**Date:**  
26 March 2024  
Tuesday

**VENUE:**  
CSE LAB CORRIDORS  
**Time: 3pm onwards**

**MS.N.S.PANDE**  
CUC Co-Ordinator

**DR.A.M.RAJURKAR**  
Head, Dept of CSE

**DR.G.S.LATHKAR**  
Director, M.G.M.C.E.N.

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Poster for Crafts Fusion

**Event Co-ordinator**

**Ms. N. S. Pande**

**H.O.D**

**Dr. A. M. Rajurkar**