AI CLUB ACTIVITIES CHECKLIST

➢ **Program Documentation File**
  o About club with title and activities
  o Objective of Club & outcomes
➢ **Attendance sheet of participants**
➢ **Judge Details**
  o Bio-data/Profiles of Judge
  o Photographs with Judge
➢ **Programme summary report**
➢ **Evaluation sheets**
➢ **Certificates**
  o Sample Certificate issued to Participants
➢ **Event Gallery**
  o High-resolution photographs of:
    ▪ Inauguration
    ▪ Valedictory Ceremony
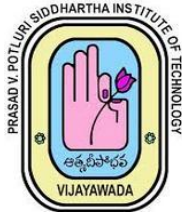➢ **Evaluation criteria and closing ceremony**

ABOUT THE CLUB

AI CLUB

The **AI Club of Prasad V. Potluri Siddhartha Institute of Technology (PVPSIT)** is a student-driven community that fosters innovation, creativity, and hands-on learning in the fields of **Artificial Intelligence and Machine Learning**. The club serves as a platform for students to explore emerging technologies, exchange ideas, and develop intelligent solutions that address real-world challenges.

With a vision to bridge the gap between theory and practice, the AI Club encourages collaborative learning and research among students. It aims to nurture critical thinking, problem-solving, and teamwork through practical exposure to AI concepts and projects. Members are motivated to learn by doing — applying algorithms, building models, and experimenting with cutting-edge tools that drive innovation.

The club continues to inspire a culture of curiosity and exploration, empowering students to become future-ready professionals and innovators in the rapidly evolving world of Artificial Intelligence.
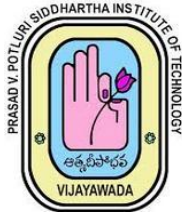
OBJECTIVE

AND

OUTCOMES

OF CLUB

<u>Objectives of the Creative Club</u>

- To foster **algorithmic thinking** and **innovative problem-solving** among students.

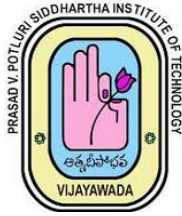- To provide platforms for **coding**, **model development**, and **collaborative innovation**.

- To develop **critical thinking** and **analytical problem-solving** skills through **technical challenges** and **data-driven projects**.

- To encourage **confidence**, **effective communication**, and **technical presentation skills** in students.

Outcomes of the Events

AI Game Creation Challenge

- **Enhanced Algorithmic Thinking** – Students learned to think beyond simple *if-then* statements and develop efficient strategies (like heuristics or minimax) from a defined set of rules.

- **Technical Collaboration** – Group activities encouraged participants to combine diverse coding approaches and logical models into one functional, intelligent bot.

- **Logical Reasoning** – Students developed the ability to break down the complex problem of "winning" into logical steps, anticipate opponent moves, and structure their code effectively.

- **Resilience & Debugging** – The challenge promoted quick, logical problem-solving under time constraints, improving confidence, technical skills, and the ability to adapt to unexpected errors (bugs).

- **Coding Skills & Originality** – Participants enhanced their code clarity, efficiency, and structure, demonstrating unique and innovative strategies to solve the defined challenge.

Judge Details

Bio-data/Profile of Judge:

Name: Mrs. N. Susmitha
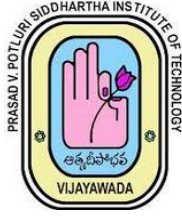
Designation: Associate Professor

Qualification: M.Tech in Data Science

Contact: +91 7550121079

Email: susmithan@pvpsiddhartha.ac.in

Highlights:

- Dedicated academician with a strong research-orientation and teaching engagements.

- Professional experience: worked ~2.4 years in industry (as a software engineer at Tech Mahindra) developing ETL workflows, dashboards etc.

- Teaching support experience: freelance teaching for one year in a private institute, handling C, C++, Java, Data Structures, DBMS.

- **Research/publications**:
  - Published in a SCOPUS-indexed journal "African Journal of Biological Sciences (South Africa)".
  - Contributed a review paper on bone-fracture detection techniques in deep learning as a book chapter in "Intelligent Systems Modeling and Simulation III" with Springer Nature.
  - Presented a paper "Automatic detection of bone fractures using deep learning algorithms" at the 2nd International Conference on Advances in Smart Sensor, Signal Processing and Communication Technology (ICASSCT 2024) at Goa University, Goa. Also published in AIP conference proceedings (SCOPUS-indexed).

AI CLUB EVENT

PROGRAM SUMMARY REPORT

Name of the Event: Story Fragment Challenge
Event Type: Group Activity (2 Members)
Date:24-10-2025
Venue: LAB 442
Event Timings: 09:00 A.M - 01:00P.M

AI Game Creation Challenge:

This is a group activity where the rules and constraints for a specific game (like Tic-Tac-Toe or Connect-4), and each team will have to design and code them together into a functional and intelligent bot capable of playing the game effectively.

Target Audience: All branches studdents
No. of participants: 50

Images

The event began with an inauguration session where the organizers introduced the objectives of the club and clearly explained the rules and regulations of the competition to all participants.
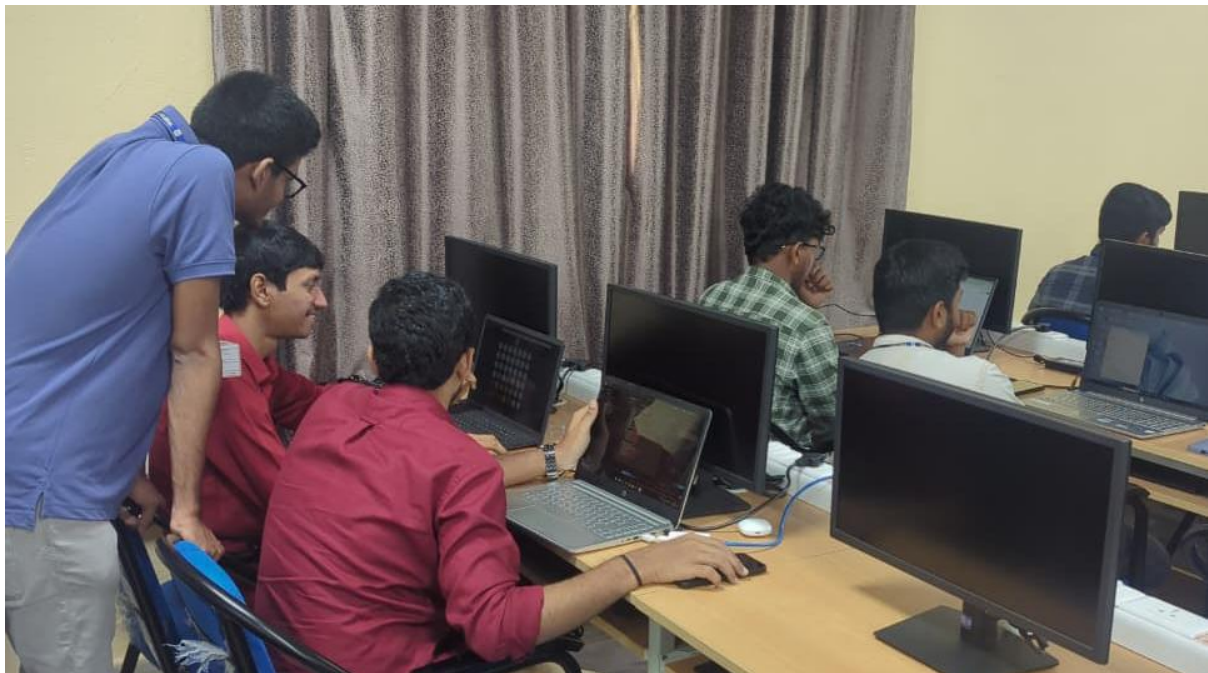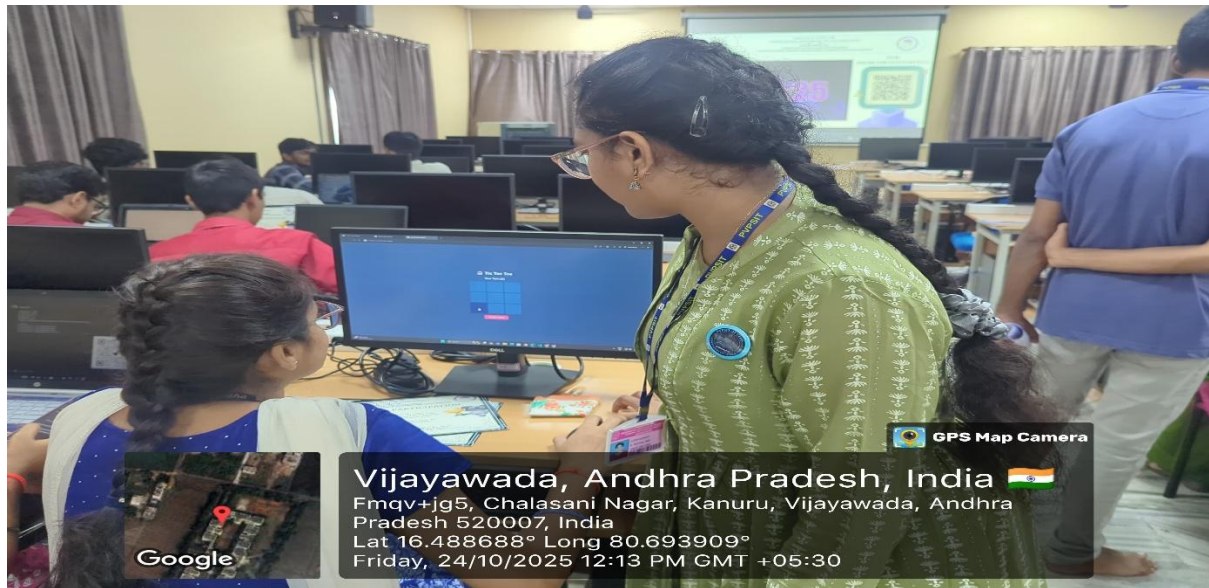
The challenge started with the timer and the teams started building the games based on the given problem statement.

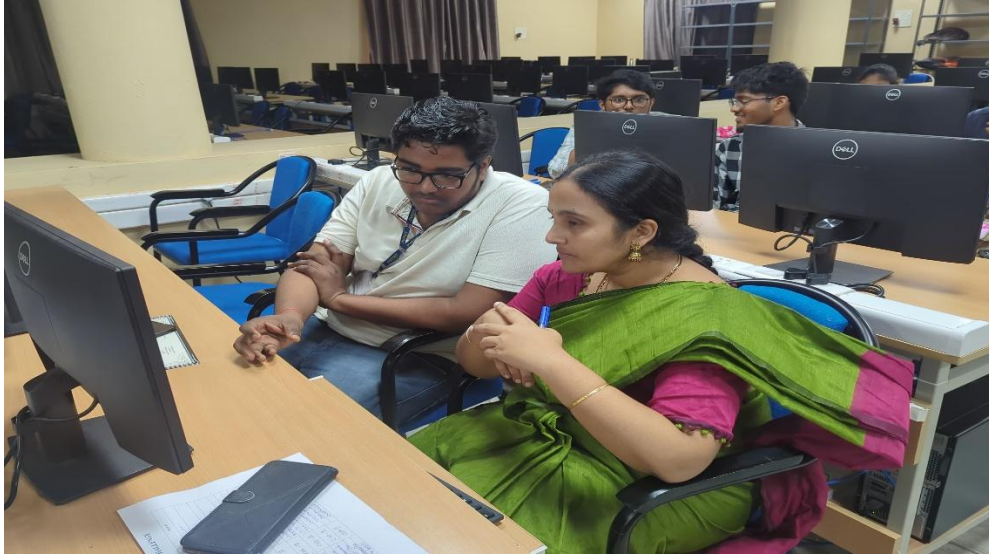During the event, participants were actively engaged in **coding their bots** within the given time limit. The atmosphere was focused and **analytical** as everyone worked on **crafting unique and effective strategies** based on the provided **game rules and specifications**.

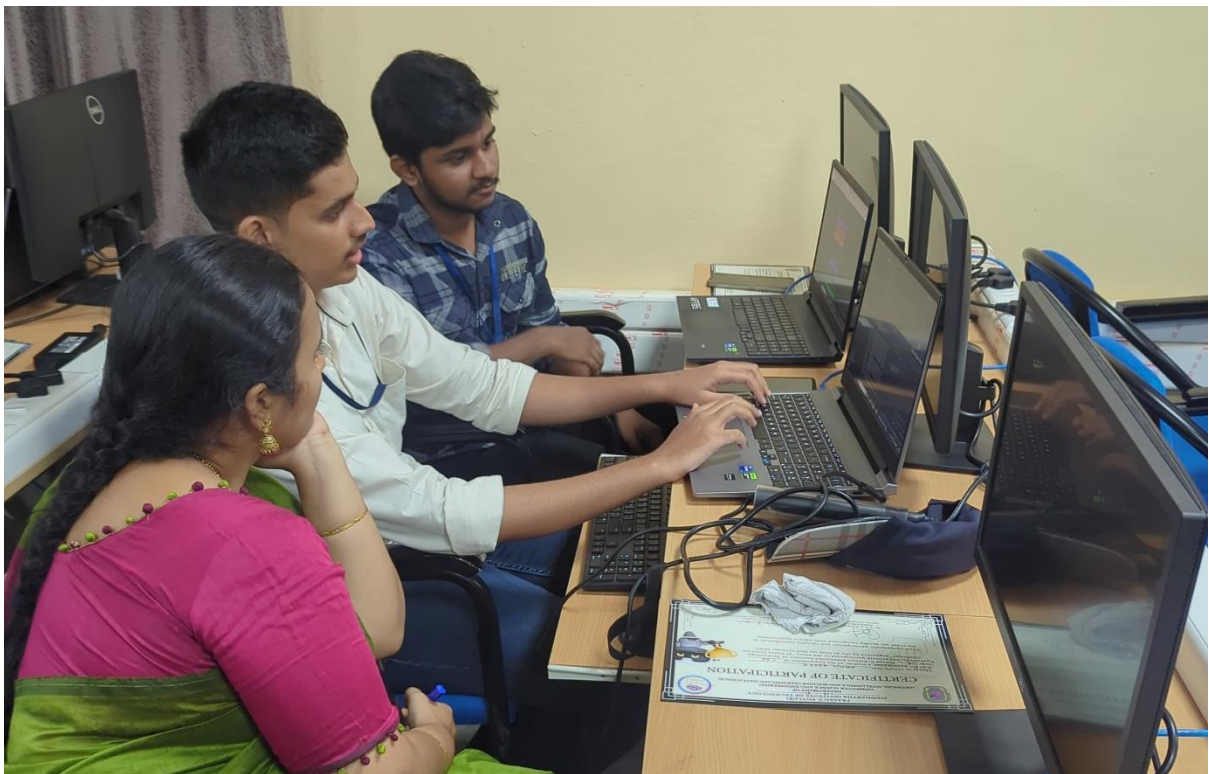Faculty judge interacts with participants, assessing their projects and discussing implementation approaches during the evaluation phase.

Participants showcase their AI-driven games, presenting their ideas, design, and working models during the evaluation session.

The judge observes the teams as they demonstrate their AI-based game prototypes and explain their implementation logic.

AI Game Creation Challenge

Tic Tac Toe Winners

Winners: P. Rohit Hanuman Sai(CSD), T. Likhitha(CSD)

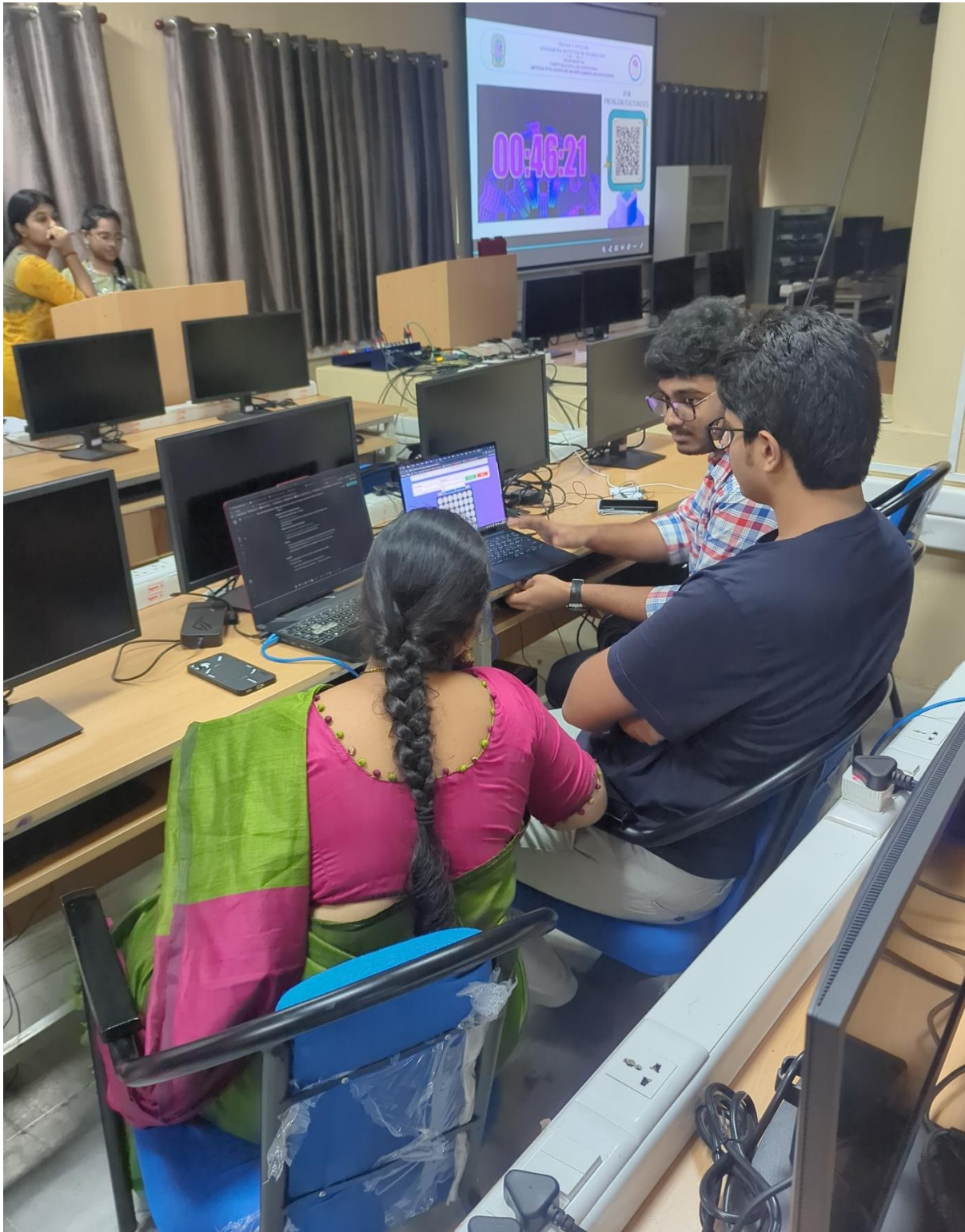Runners: B.Chandu(CSE), Ch. V. S. Nikhilesh(CSE)

![logo] **Prasad V. Potluri Siddhartha Institute of Technology**
(Autonomous)
Kanuru, Vijayawada – 520007
Department of CSE(AI&ML) and CSE(Data Science)

Runners: Kousik(CSD), Boddu Lokesh(CSD)

Connect 4 Winners

Winners: M. Sonu Sri Vatsa Rahul (CSD), K. Jyothi Swaroop Sai (CSD)

![Prasad V. Potluri Siddhartha Institute of Technology logo]

Prasad V. Potluri Siddhartha Institute of Technology
(Autonomous)
Kanuru, Vijayawada – 520007
Department of CSE(AI&ML) and CSE(Data Science)

Runners: Abdul Azeez (CSE), B. Bhuvaneswara Rao (CSE)

Runners: J. S. Harshini (IT), G. Mounika (IT)

Prasad V. Potluri Siddhartha Institute of Technology
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Department of CSE(AI&ML) and CSE(Data Science)

All the winners and coordinators

EVENTS COORDINATORS

Prasad V. Potluri Siddhartha Institute of Technology
(Autonomous)
Kanuru, Vijayawada – 520007
Department of CSE(AI&ML) and CSE(Data Science)

AI Game Creation Challenge
Schedule

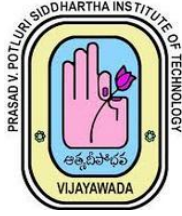| Time	Activity
09:00 AM	All the participants assembled at the venue and the event started with an introduction and revealing of problem statements
09:30 AM	Teams started building the games
11:30AM-12:30 PM	Evaluation of the game based on the metrics: Game Functionality, AI Strategy and Knowledge (Decision Logic), UI & Interactivity, Innovation, Algorithm efficiency
12:30 PM-01:00PM	Winner announcements and prize distribution

Faculty Coordinator

Mr. K.S.S.Narayana

AI Game Creation Challenge
WINNERS LIST

Prize	Names	Problem Statement
1	P. Rohit Hanuman Sai(CSD) T. Likhitha(CSD)	**Tic-tac-toe**
2	B.Chandu(CSE) Ch. V. S. Nikhilesh(CSE)	**Tic-tac-toe**
3	Uppalapati Kousik(CSD) Boddu Lokesh(CSD)	**Tic-tac-toe**
1	M. Sonu Sri Vatsa Rahul (CSD) K. Jyothi Swaroop Sai (CSD)	**Connect 4 Game**
2	Abdul Azeez (CSE) B. Bhuvaneswara Rao (CSE)	**Connect 4 Game**
3	J. S. Harshini (IT) G. Mounika (IT)	**Connect 4 Game**

Faculty Coordinator

Mr. K.S.S.Narayana

Outcomes of the Event

1. **Enhanced Technical Confidence** – Students improved their ability to apply complex algorithms and solve logical problems under pressure.
2. **Improved Collaborative Skills** – Participants learned to maintain clarity in technical communication and effectively integrate different code modules within their teams.
3. **Analytical Problem-Solving** – Encouraged quick logical analysis and structured algorithm design within the limited development time.
4. **Resilience & Debugging** – Helped students overcome coding roadblocks and build functional, error-free bots in a competitive environment.
5. **Algorithmic Creativity & Originality** – Students demonstrated innovative thinking by designing unique and effective strategies and heuristics for their game-playing bots.

Closing Ceremony

The event concluded with:

- **Announcement of Winners** – Winners of the **AI Game Creation Challenge** were announced and appreciated for their outstanding bot designs and effective strategies.
- **Distribution of Certificates and Mementos** – All participants were awarded certificates in recognition of their enthusiasm and **technical contributions**.