

## Extra - Curricular Activities

- I. The technical and cultural activities of varied nature are being conducted through five clubs namely.
  1. Techno maniacs Club
  2. Cultural Club
  3. Literary Club
  4. Fine Arts and Photography Club
  5. Robotic Club

### 1. Techno maniacs Club

Objectives:-

1. To make aware students about new technologies like Embedded System, Auto Cad, VHDL, MATLAB/SIMU LINK etc.
2. To develop interest of students towards creativity and provide opportunities to do something new and creative.
3. To develop hands on experience of current technologies.
4. To develop team work spirit and sense of cooperation among students.

**Salient Features:-**

1. Students get platform where they can develop and show their technical skills.
2. A group of students of different streams working together may lead to generate and implement ideas of multi-disciplinary nature.
3. A student of one discipline gets inters disciplinary exposure and practicality of other disciplines.

**Activities:-**

Following activities are undertaken:

1. Preparation of small hardware based gadgets/projects of general use.
2. Development of small utility software's.
3. Arranging classes for students to make them aware about new technologies.
4. To organize events like Open Houses/Exhibitions, Workshops and Seminars etc. based on new technologies.
5. To arrange guest lectures.



### 2. Cultural Club

Objectives:-

1. To develop communication ability and self-confidence to face audience.
2. To motivate students to develop their cultural interest.
3. To develop team work skill and sense of cooperation.

**Salient Features:-**

1. Students get opportunity to perform their act on the stage in front of audience.
2. Students find various ways of entertainment.
3. Students develop creativity.

**Activities:-**

The various activities are listed below.

1. Singing (Solo, Duet and Folk Songs)
2. Dancing (Indian, Western and Folk Dances)
3. Musical Instruments play.
4. Comparing.
5. Skit.
6. Band.
7. Talent Round (Comedy, Poetry, Rap etc.)
8. Fashion Show.



### 3. Literary Club

#### Objectives:-

1. To develop creativity among students of literary test.
2. To develop communication skill and self-confidence to face audience.
3. To develop competitive environment among students.
4. To publish News Letter and Institute Magazines.

#### Salient features:-

1. Provides opportunity to students to show their talent in front of audience.
2. Provides platform to make preparation for facing interviews.

#### Activities:-

1. Extempore rounds.
2. Speeches.
3. Debates
4. Paper Writing.
5. Seminar
6. Group Discussions.
7. Interviews.

### 5. Fine Arts and Photography Club

#### Objectives:-

1. To develop creativity and innovative ideas among students
2. To develop talent of their interest.
3. To inculcate in nature to reduce stress which may arise in practice.

#### Salient features:-

1. Provides platform to show talent and creativity of students.

#### Activities:-

1. Painting (all types).
2. Caricature.



3. To generate idea or message from collection of News Paper Cuttings.

4. Photograph Collection.
5. Mehandi, Rangoli, Nail Art etc.
6. Card Making
7. Arranging Exhibitions.

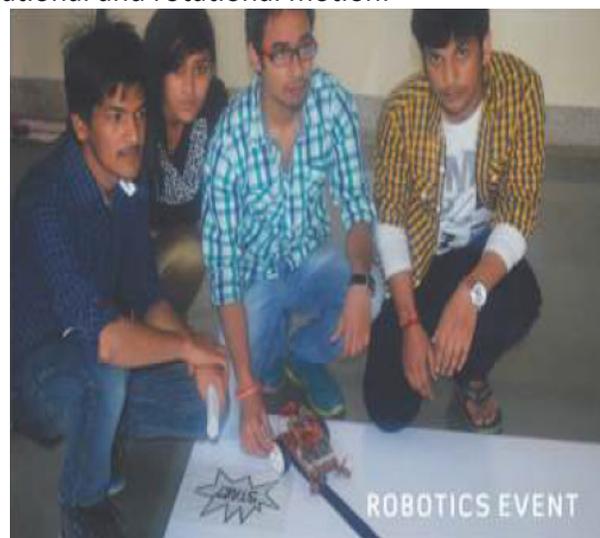
### 4. Robotics Club

#### Objectives:-

1. To make aware the concept of automation.
2. To learn Robot operation mechanism.
3. To develop team work skill and sense of cooperation.

#### Salient Features:-

1. Provides a platform where a group of students of multi-disciplines work together to fabricate different types of robot.
2. Students learn practically the concept of two and three dimensional motion as well as translational and rotational motion.



3. Students get exposure about practicality of other disciplines.

#### Activities:-

1. To fabricate Robots.
2. To arrange workshops, exhibitions, inter-college competitions.
3. To arrange guest lectures.

### 6. Games and Sports Council

Games and Sports Council will manage Games and Sports and Track and Field events are conducted throughout the year and also at the time of annual fest.

#### Objectives:-

1. To develop team work spirit and sense of cooperation among students.
2. To keep students healthy and fit.

3. To develop proficiency in particular games of their interest.
4. To develop mental balance in the midst of hopes and despair and also learn to tackle the different situation.
5. To develop healthy sprit of competition.
6. To arrange game competitions.

**Salient Features:-**

1. Students get platform to play games of their interest.
2. Students get enjoyment by playing or watching the games.
3. Students get opportunity to inter-act with students of other colleges competitions and remove their deficiencies.

