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Phone: 0422-2635600 Web: kpriet.ac.in Social: kpriet.ac.in/social NBA Accredited (CSE, ECE, EEE, MECH, CIVIL)

**CS059** 

FIESTAA 2023		
Event No	CS059	
Organizing Department	Computer Science and Engineering	
Date	16/02/2023 to 17/02/2023 (2 Days)	
Time	09:00 AM to 12:00 PM	
Event Type	Association Activity	
Event Level	Institute	
Venue	Second year Classroom	
Total Participants	115	
Faculty - Internal	5	
Students - External	110	

### **Related SDG**



#### **Involved Staffs**

SI	Name	Role
1	Nisha Soms	Coordinator

## Outcome

# The students were able to

- · Collaborate as a team for exchange of ideas
- Explore given possibilities and resources for finding solution
- Exhibited team spirit and leadership qualities
- · Gained interest to participate in similar events

# **Event Summary**

Fiestaa 2023 is a two-day mega-event hosted at the KPR Institute of Engineering and Technology. The program invites external participants from across the country to participate in various technical sessions like paper presentation, poster presentation, ideathons, tech talks, webinars, hands-on workshops, and many more. This report highlights the details of paper presentation organized by the Department of CSE. 110 students registered and attended this event. To manage the presentation event smoothly, four venues were arranged. On the event day, students gathered in four parallel venues, namely, second year classrooms (four), for instructions. They were instructed to be seated with their respective teams and present their findings or share their novel approach towards solving a problem. This session was quite interesting, engaging, and thought-provoking for the audience (students). The total responses were good. After each presentation, the interactive session between the internal jury members and students lasted for five minutes. This paper presentation activity spanned two hours, where the students carefully utilized the time for sharing the information they had gathered and citing good articles from the books, the newspapers, and the Internet. The students were fully involved, and many ideas and possibilities were explored for their problem statement. The jury members were provided with rubrics for evaluating the innovative ideas of each team. The rubrics highlighted the following parameters: organization and representation of content, originality and creativity, collaboration, and explanation of or engagement with the topic. After the event, the prize winners were also announced. The event was ended with a thank you speech.

DEPARTMENT OF COMPUTER SCIENCE
AND ENGINEERING

Topics are not limited to:

- Deep learning &
- Deep learning &
- Computer Forensic
- Computer Forensic
- Computer Forensic
- Computational Imaging
- 107

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FIG. 18.27

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