



Krantiveer Vasantao Narayanrao Naik Shikshan Prasarak Sanstha

LOKNETE GOPINATHJI MUNDE

INSTITUTE OF ENGINEERING EDUCATION & RESEARCH
Approved by AICTE, Accredited 'B' Grade By NAAC



AD-301	Activity Report	Academic Year: 2026-27
Rev-00		Semester: III/VI

DEPARTMENT OF COMPUTER ENGINEERING

Particulars	Description
Activity	Academic Expert Talk
Activity level	Department Level
Title	Awareness Program on Avishkar Competition
Speaker / Resource Person	Ms. Kashish Kazi & Ms. Saher Raje – Alumni, Department of Computer Engineering
Organized by	Department of Computer Engineering
Venue	Seminar Hall 123
Date & Time	31/08/2026, 3:15 PM to 4:15 PM
Objectives of the activity	1. To create awareness among students about the Avishkar Competition. 2. To explain the purpose, structure and participation process of the competition. 3. To motivate students to develop innovative ideas and projects. 4. To encourage students to participate in research and innovation activities.
Outcomes of activity	1. Students gained awareness about the Avishkar Competition. 2. Students understood the participation process and requirements. 3. Students were motivated to present innovative ideas and projects. 4. Students gained interest in research, innovation and project development.
Targeted participants	SE, TE & BE Students – Computer Engineering
Total no. of participants, Participation %	75%
Content of the activity	The session covered an introduction to the Avishkar Competition, its objectives, participation procedure, project presentation, innovation and research opportunities. The speakers also encouraged students to identify innovative ideas and actively participate in the competition.
Relevance to POs	PO1: Engineering knowledge – applying technical knowledge to develop innovative solutions. PO2: Problem Analysis – identifying problems and developing innovative ideas. PO3: Design/Development of Solutions – encouraging students to design innovative projects. PO10: Communication Skills – presenting project ideas

	effectively. PO12: Life-long Learning – developing interest in continuous learning, research and innovation.
Relevance to PSOs	PSO1: Apply computer engineering knowledge and technologies to solve real-world problems. PSO2: Develop innovative software/computing solutions through project-based learning and research activities.
Methodology used	Expert talk, presentation, interactive discussion, question-answer session and guidance by the resource persons.
Brief Description of the Activity	The Department of Computer Engineering organized an Academic Expert Talk on “ Awareness Program on Avishkar Competition ” on 31/08/2026 from 3:15 PM to 4:15 PM at Seminar Hall 123. Ms. Kashish Kazi and Ms. Saher Raje conducted the session for SE, TE and BE Computer Engineering students, with special emphasis on students who are in their final year and approaching graduation . The speakers created awareness about the Avishkar Competition, explained the participation process, and encouraged students to develop innovative ideas and participate in research and project activities. The session was interactive and helped students understand the importance of innovation and research for their academic and professional careers.

Geo- tag photos of the Activity





Nashik, Maharashtra, India

Sumati Society, Thakkar Nagar, Sharanpur Gaathan, Nashik,
Maharashtra 422002, India

Lat 20.004315° Long 73.772274°

Monday, 31/08/2026 03:24 PM GMT +05:30

Google



Nashik, Maharashtra, India

2q3e+rmv, Summati Colony, Nashik, Maharashtra 422002,
India

Lat 20.00459° Long 73.771748°

Monday, 31/08/2026 03:43 PM GMT +05:30

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 Prof. R.M. Shaikh

Activity Coordinator

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 Dr. B.S. Shirole

HOD

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 Prof. S.S. Punde

Dean Academic

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 Prof. N.V. Kapade

IQAC Coordinator





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AD-301	Activity Report	Academic Year: 2026-27
Rev-00		Semester: III,V,VII

DEPARTMENT OF COMPUTER ENGINEERING

Particulars	Description
Activity	Avishkar 2026
Activity level	Department Level
Title	Avishkar 2026 - Research Project and Innovation Activity
Speaker / Resource Person	Faculty Coordinators / Mentors, Department of Computer Engineering
Organized by	Department of Computer Engineering
Venue	Computer Department -Class Room 303, Lab 306, Lab 307, Lab 308 & Lab 309
Date & Time	07/09/2026 10Am to 3Pm
Objectives of the activity	To encourage students to develop innovative ideas, research-oriented projects and creative solutions to real-world problems. To develop students' technical, analytical, research and presentation skills.
Outcomes of activity	Students developed innovative project ideas, enhanced their technical and research skills, improved problem-solving abilities, and gained experience in teamwork and project presentation.
Targeted participants	SE, TE and BE Students - Computer Engineering
Total no. of participants, Participation %	90%
Content of the activity	Introduction to Avishkar 2026, identification of research problems, idea generation, project planning, literature/reference study, selection of technologies, prototype development, project documentation and presentation.
Relevance to POs	PO1: Apply knowledge of computing and engineering fundamentals. PO2: Analyze and solve complex problems. PO3: Design innovative solutions for real-world problems. PO5: Use modern tools and technologies. PO9: Work effectively as an individual and in a team. PO10: Communicate effectively.
Relevance to PSOs	PSO1: Apply programming and computing concepts to develop innovative software solutions. PSO2: Apply modern computing technologies and tools



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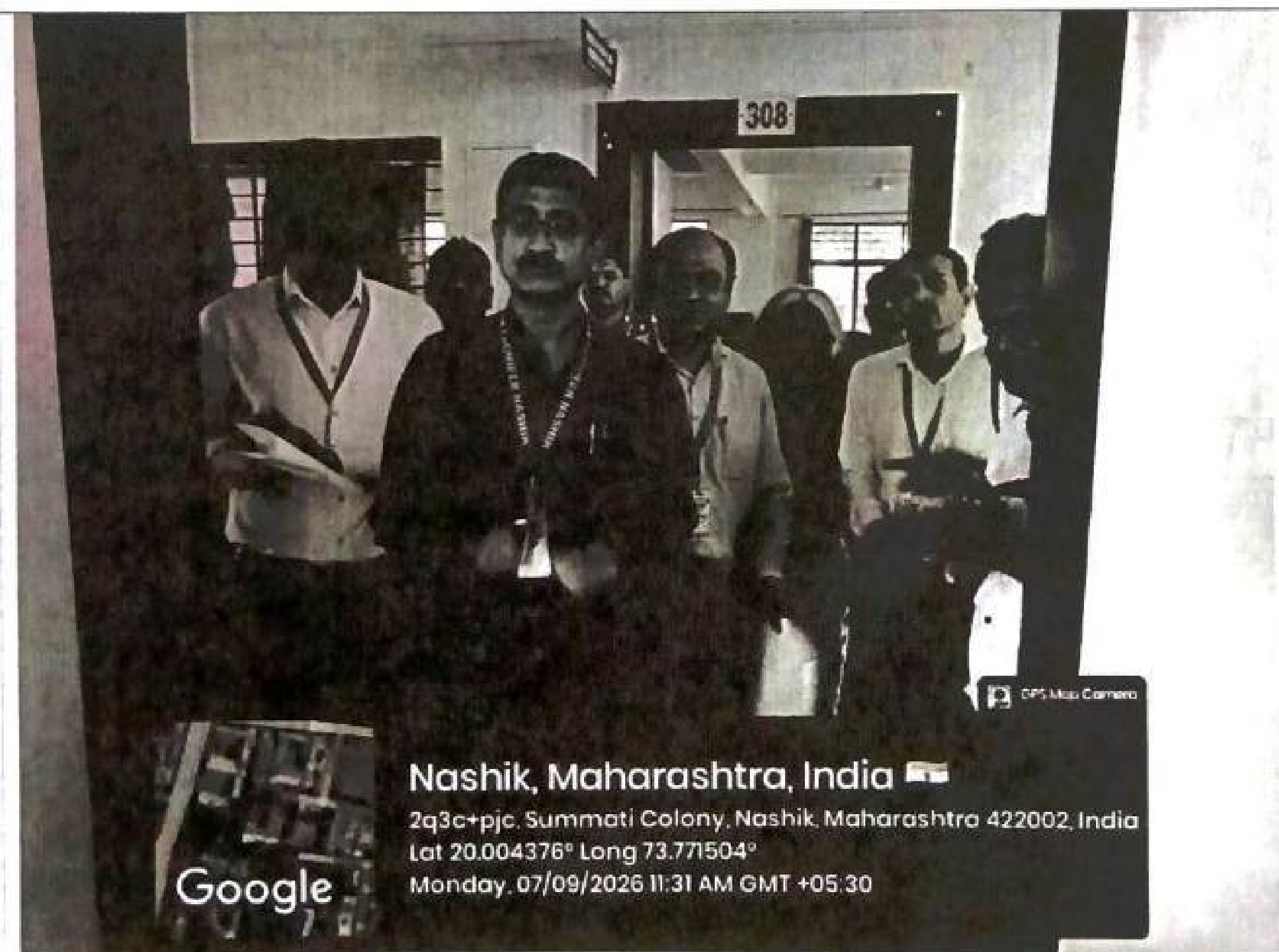
AD-301	Activity Report	Academic Year: 2026-27
Rev-00		Semester: III,V,VII

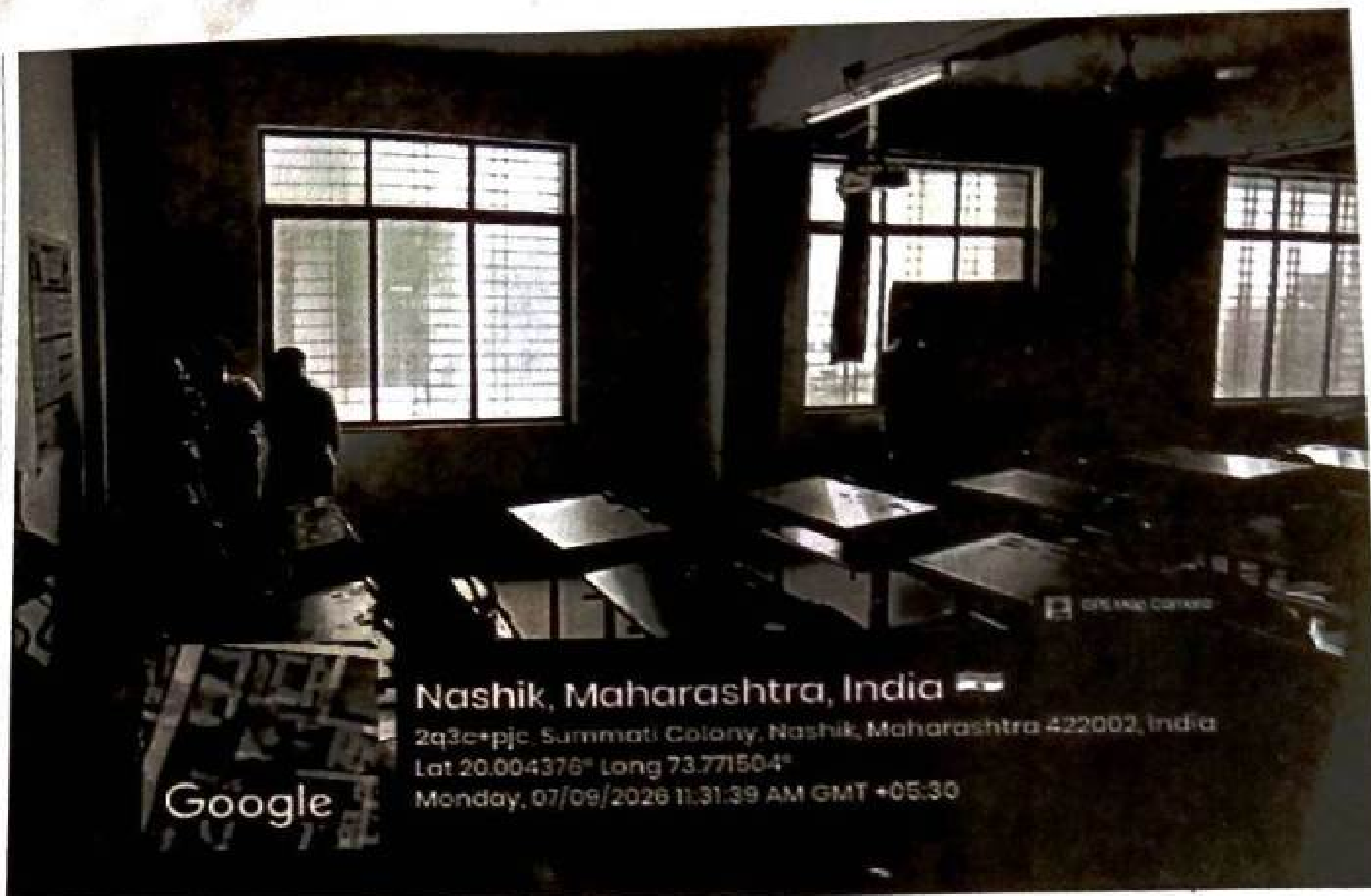
DEPARTMENT OF COMPUTER ENGINEERING

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Organized by	Department of Computer Engineering
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Relevance to PSOs	PSO1: Apply programming and computing concepts to develop innovative software solutions. PSO2: Apply modern computing technologies and tools

	to solve real-world and research-oriented problems.
Methodology used	Brainstorming, problem identification, research discussion, team formation, faculty mentoring, hands-on project development, prototype preparation and project presentation.
Brief Description of the Activity	The Department of Computer Engineering organized a department-level Avishkar 2026 activity on 07/09/2026 for SE, TE and BE students. The activity was conducted in Computer Department Rooms/Labs 303, 306, 307, 308 and 309 . Students participated in teams and worked on innovative and research-oriented project ideas. Faculty Coordinators/Mentors guided the students in identifying suitable problems, planning solutions, selecting appropriate technologies and developing projects/prototypes. The activity helped students enhance their research aptitude, innovation, technical knowledge, problem-solving ability, teamwork and presentation skills.

Geo- tag photos of the Activity





Nashik, Maharashtra, India 🇮🇳

2q3c+pjc, Summati Colony, Nashik, Maharashtra 422002, India

Lat 20.004376° Long 73.771504°

Monday, 07/09/2026 11:31:39 AM GMT +05:30

Google



Nashik, Maharashtra, India 🇮🇳

2q3c+pjc, Summati Colony, Nashik, Maharashtra 422002, India

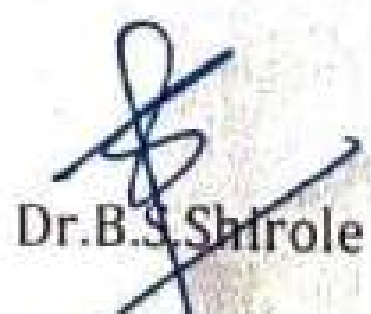
Lat 20.004376° Long 73.771504°

Monday, 07/09/2026 11:31:32 AM GMT +05:30

Google


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