



Krantiveer Vasantao Narayanrao Naik Shikshan Prasarak Sanstha

LOKNETE GOPINATHJI MUNDE

INSTITUTE OF ENGINEERING EDUCATION & RESEARCH

Approved by AICTE, Accredited 'B' Grade By NAAC



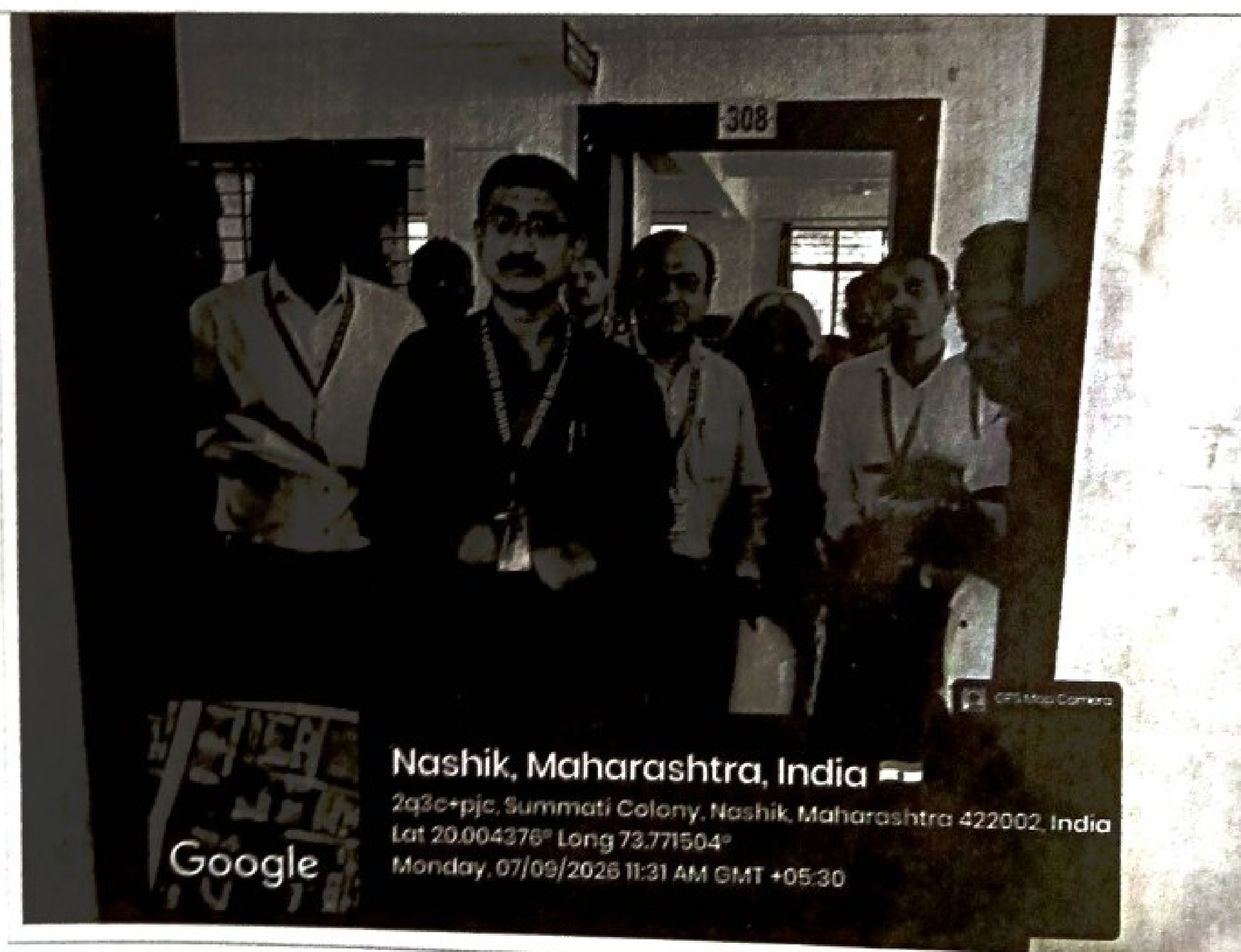
AD-301	Activity Report	Academic Year: 2026-27
Rev-00		Semester: III,V,VII

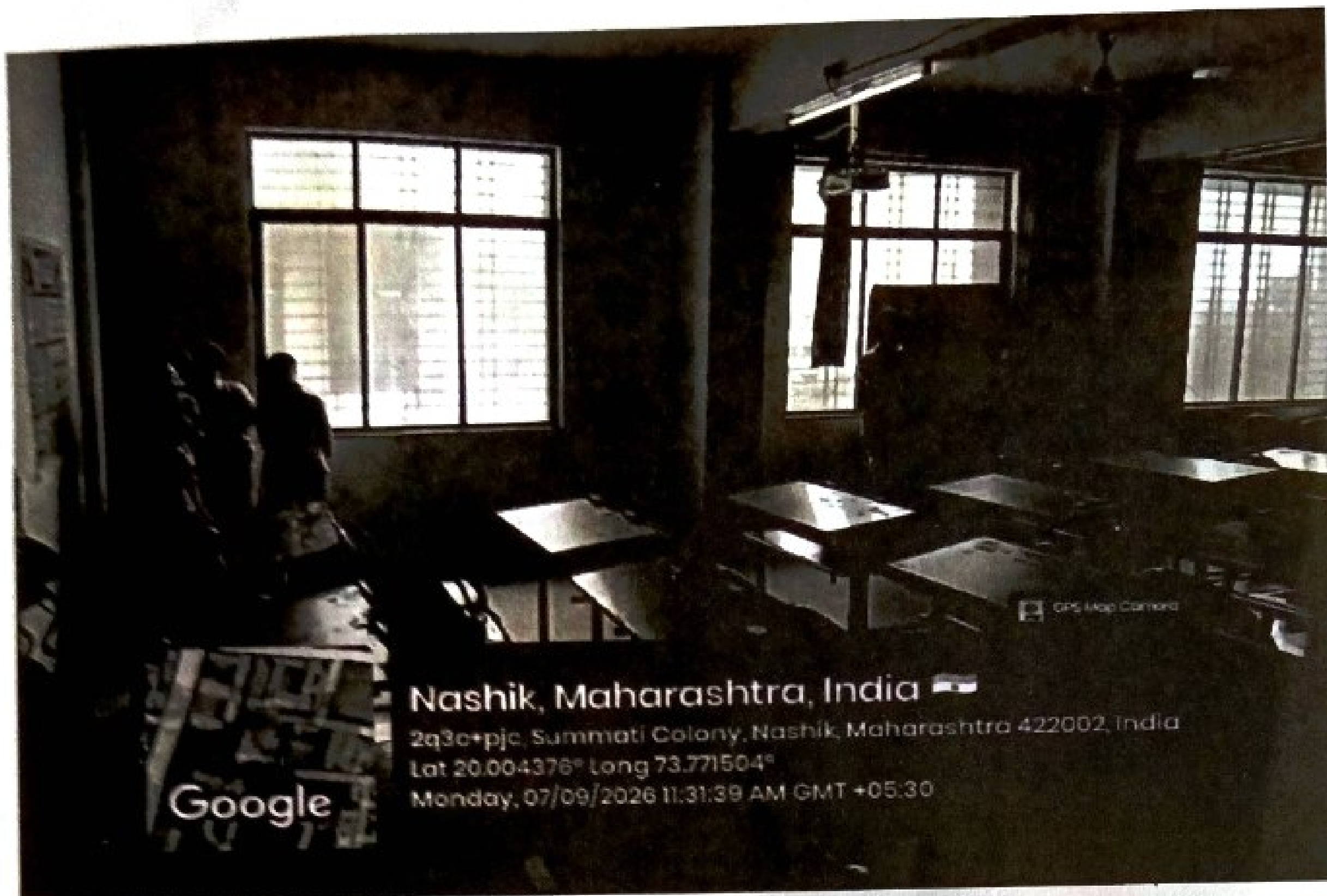
DEPARTMENT OF COMPUTER ENGINEERING

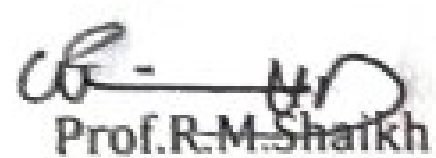
Particulars	Description
Activity	Avishkar 2026
Activity level	Department Level
Title	Avishkar 2026 – Research Project and Innovation Activity
Speaker / Resource Person	Faculty Coordinators / Mentors, Department of Computer Engineering
Organized by	Department of Computer Engineering
Venue	Computer Department –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

	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

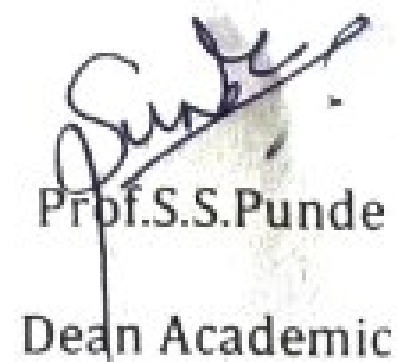


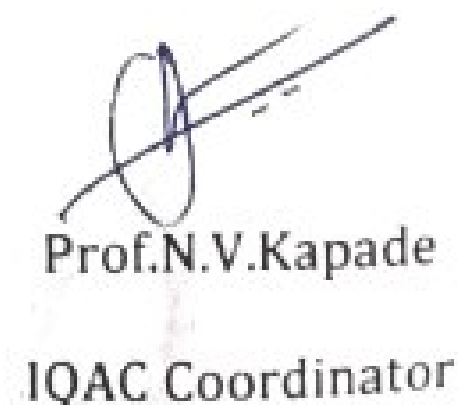



 Prof. R.M. Shaikh

Activity Coordinator


 Dr. B.S. Shirole
 HOD


 Prof. S.S. Punde
 Dean Academic


 Prof. N.V. Kapade
 IQAC Coordinator

