"Emotional Intelligence: Why It Can Matter More Than IQ"

Most of the educators and learners, especially from the 20th century onwards, lay stress on the social aspects of education in addition to the academic areas. They uphold that education is a life-long process by which an individual adapts himself/ herself gradually and gracefully to the available physical, intellectual, emotional, social and spiritual environments. Hence, to carry out the process of education, teachers and students all round development should also be considered seriously at the pre-service level as well as continuously throughout his/her career. Education, all the way through life, is based on the four key pillars: "learning to know, learning to do, learning to live together and learning to be", which all together shape an individual as a whole (International Commission on Education for Twenty-first Century - UNESCO, 1996):

Learning to know, i.e., mastering knowledge oneself, is both a means and an end in life. This furthermore means learning to learn, throughout the life. Learning to do, i.e., acquiring not only a vocational skill but also, more broadly, the ability to deal with numerous situations and to work within a group. It also means learning to do in the context of young people's various social and work experiences which may be formal or informal. Learning to live together, i.e., developing to be a social being (understanding others and an appreciation of interdependence-carrying out joint ventures and learning to manage conflicts). Learning to be, i.e., developing one's personality and be able to act with increasingly greater self-sufficiency, judgement and an individual responsibility. In this connection, any aspect of a person's potential (i.e., memory, reasoning, aesthetic sense, physical capacities and communication skills) should not be disregarded in education. Everything is integrated with emotional intelligent.

It is important to understand that emotional intelligence "Why It Can Matter More Than IQ". It is not the opposite of general intelligence (IQ); it is not the triumph of heart over head. Rather it is the unique intersection of both. Emotional intelligence (EI) is an array of noncognitive capabilities, competencies and skills that influence one's ability to succeed in coping with environmental demands and pressures. Emotional Intelligence (EI): is the capacity of a person to monitor her/his own emotions so that it will help the individual to shape his/her own way of life /character and thinking. It involves the ability to comprehend one-self and others. The term 'Emotional Intelligence' helps an individual to adapt himself to the changing scenario.

Emotion is the subjective experience associated with personality, mood, temperament and disposition. Emotion is a feeling that is private and subjective. Humans can report an extraordinary range of states, which they can feel or experience. Emotion is a state of psychological arousal, an expression or display of distinctive somatic and autonomic responses. This emphasis suggests that emotional states can be defined by particular constellations of bodily responses. An emotion has been defined as "a complex feeling state with psychic, somatic and behavioural components that are related to affect mood" (Kalpan & Sadock, 1998). Emotion influences everyday behaviour and they can have a distorted effect on learning (Johnson, 1996: 185). It is a complex psychological and physiological phenomenon involving an individual's state of mind and its interaction between that individual and her/his environment. Among human beings, an emotion fundamentally involves "physiological arousals, expressive behaviours, and conscious experience" (Myers, 2001). Emotion is associated with mood, temperament, personality and motivation. Ekman (1972) (a Professor of Psychology, University of California) has identified "happiness, surprise, disgust, fear, anger & sadness" as six primary emotions.

Emotions are responses to stimuli or situations that affect a person strongly. According to Webster-Stratton (1999), the emotional responses mainly occur at three levels: neurophysiological & biochemical level, behavioural level and cognitive level. The neurophysiological & biochemical emotional responses are characterized by variations in heart rate, blood flow, respiration, and hormonal secretions. In the second level of emotional response, emotions are expressed in a person's action. The cognitive level of emotional response is characterized by the use of language by a person to label her/his feelings as in, 'I feel angry'.

Emotionally intelligent people will understand the feelings of other members of a group and always strive to maintain a peaceful atmosphere in the group.

Dr.V.Ilango,
Head, Professor- MCA,
NHCE

RESEARCH AND DEVELOPMENT CLUB

Purpose:To seed the student with the ability go-beyond the books and move to discover unknown facts of the emerging trends and represent the same in an innovative manner.
Event-topic:Open Domain
Event date:22/03/2016.
Students had been delivered with the concern notice 2 days prior to the event .
A time line of five min was given to present their views on the topic.
The students were judged on the following grounds bodylanguage,knowledge on the concept,delivering ability.
The panel of judges Dr.J kavitha &Dr R.Chinnaiyan.
The proposed event served its very purpose as each and every individual popped out with research from different domain uncovering the unknown facts to the spectators   **MCA: NHCE**

Report on SPORTS CLUB

Purpose: To enlighten the sporting spirit among students and allow them to cast their talents.
Events: 1. Throw ball
   2. Carom striker
   3. Volley ball
   4. Cricket
Event break-out:
There were 11 teams in cricket, 7 teams in volley ball and 4 teams carom striker.
Event flow
It was organized on 13/02/2016. Students were informed 4 days before.
The event commenced at 12.30pm starting with throw ball (girls) and cricket (boys).
Events were conducted in parallel
There was an active response from the students community.

Open Forum
The purpose of life is to believe, to hope, and to strive.

Indira Gandhi

Mail your valuable thoughts within 200 words to: nhbytes@gmail.com

Quote Hanger
Life is like a game of cards. The hand you are dealt is determinism; the way you play it is free will.

— Jawaharlal Nehru —

Report on Environmental Club

Purpose:To create the favour that describes the importance of Environment in the society.

Event theme:Social issues

Event was held on 18th feb 2016 from 12pm to 1.30pm.

A team of two members was formed.

They were instructed different topics to come out with time limit 5 to 10 minutes.

Event flow:

Each team performed one after another as-

a.Team1-Manohar.V and Shree Harsha.R from 4th 'C' MCA ,they spoke about "Vehicles traffic" ,and gave the problems behind it and how to overcome from the that.

b.Team2- Priyanka and Prathiba from 2nd 'B' MCA, they spoke about "Pollution" and different ways of if what are its causes.

c.Team 3- Divyabindhu and Asha from 2nd 'A' MCA, they also spoke about pollution but came out with the solution "Reduce-Reuse-Recycle".

d.Team4-Chaithanya.k and shruthi G patil from 4th 'c' MCA,they came out with unique issue "Sexual harassment,child marriage, acid attack". They gave awareness that how the culprits should be punished and how women's should face this situation and over come from that.

e.Team5-Avinash kumar and Anurag Tiwari from 4th 'a' MCA, they spoke about "Global warming", how our ecosystem, climate cycles are changing due to pollution and how to overcome from that.

f.Team6-Sahana.L and Sandhya.kc from 4th 'c' MCA, they spoke about how individual can make their contribution to keep "Environment pollution free".

And after 1st round 3 teams was selected for second round.

a.	Sahana .L and Sandhya.kc

b.	Chaithanya.k and Shruti G patil

c.	Avinash kumar and Anurag Tiwari.

Finally 2 teams were selected out of 3 and placed 1st and 2nd.

Avinash Kumar & Anurag Tiwari-1st place

Chaithanya.k & Shruti G Patil-2nd place.   **MCA: NHCE**

Report on Technical Club

Purpose:To inculcate the ability of critical and round the clock thinking evolving technical and current trends.

Event:IT Quiz

Event break-out:The proposed comprises of 3 rounds.

Event Date:18th and 26th of Feb 2016

Event Judge:2 judges Prof. Govindaraj and Dr.jKavitha.

Round-one

Round one comprised of 27 teams(a pair forms a team).

Round one was a multiple choice round

The questions were based to C,Unix,Html and quantitative

10 teams were qualified for the next round.

Round-two

Roundtwo contained 10 team.

Round two wasa rapid fire round.

The questions were related to C++,Unix,Html.

5 teams were qualified to the last round.

Final Round

The final round was to identify the logos.

Each correct logo carries 5 points.

The top 2 team with most correct recognition selected as the winners and runners up.   **MCA: NHCE**

Wearable Computers

Wearable computers, also known as body-borne computers or wearable are miniature electronic devices that are worn by the bearer under, with or on top of clothing.This type of wearable technology has been used in behavioural modelling, health monitoring systems, information technologies and media development. Wearable computers are especially useful for applications that require computational support while the user's hands, voice, eyes, arms or attention are actively engaged with the physical environment.

"Wearable computing" is an active topic of research, with areas of study including user interface design, augmented reality, pattern recognition, use of wearables for specific applications or disabilities, electronic textiles and fashion design. Many issues are common to the wearables, mobile computing, ambient intelligence and ubiquitous computing research communities, including power management and heat dissipation, software architectures, wireless and personal area networks. One of the main features of a wearable computer is consistency. There is a constant interaction between the computer and user, i.e. there is no need to turn the device on or off. Another feature is the ability to multi-task. It is not necessary to stop what you are doing to use the device; it is augmented into all other actions. These devices can be incorporated by the user to act like a prosthetic. It can therefore be an extension of the user's mind and/or body.

The International Symposium on Wearable Computers is the longest-running academic conference on the subject of wearable computers.

Areas of applications:

In many applications, user's skin, hands, voice, eyes, arms as well as motion or attention are actively engaged as the physical environment. Wearable computer items have been initially developed for and applied with e.g.

•	sensory integration, e.g. to help people see better (whether in task-specific applications like camera-based welding helmets, or for everyday use like computerized "digital eyeglass") or to help people understand the world better,

•	behavioral modeling,

•	health care monitoring systems,

•	service management

•	mobile phones

•	smartphones

•	electronic textiles

•	fashion design

and other usage also.

Google Glass launched their optical head-mounted display (OHMD) to a test group of users in 2013, and plan on launching it to consumers sometime in 2014. Google's mission is to produce a mass-market ubiquitous computer that displays information in a smartphone-like hands-free format, that can interact with the Internet via natural language voice commands. Apple is rumored to be working on a smartwatch which may be called an "iWatch", suggested by trademarks they've been filing. According to the New York Times, Apple has been testing both solar and wireless charging for the rumored iWatch.

Advantages:

-Enhanced communication

-Able to use wearable computers to complete daily tasks such as a computer which tracks the movements and habits of a person.

-Flexibility

-Freedom

-Work from anywhere

-Convenience

Disadvantages:

-Equipment can be heavy, Expensive

-Some Wearable Computers can consist of a lot of wiring

-Can cause irritation in heat, side-effects such as headaches

-Can be used to gain an unfair advantage over others

-It may become easier to get data on an individual if the item is lost/ stolen.

Abdul Afsar, 3rd Sem MCA

Communication & Debate Club

Purpose: To enable the student to create an competitive environment such that they can compete with the counter-parts in a much prominent and to display the sheer quality of perfection

Event break-out: The proposed event had been decomposed into 2 phases
1.   GROUP DISCUSSION
2.   LISTENING SKILLS

The aforementioned events were conducted on 23rd and 24th February'16 respectively.

The prior notice of the proposed event was displayed on the notice area of each class room.

The participants evolved from 1st year and 2nd year of MCA program.

Appointed judges:1. Prof. Vishwanath C R 2.Dr. R. Chinnaiyan 3.Prof. Meena Kumari.

Event report: GROUP DISCUSSION

In GD there were45 participants out of which 8

The participants were judged on the basis of their Confidence, Audibility, Relevance, Body Language and Decorum.

There were 4 groups for GD having 11 students in first 3 groups and 12 students in the 4th group.

According to the rules all the groups got different topics to discuss.

The topic was assigned to them through pick and speak system.

Each student of a group was asked to speak solo on the topic for a minute.

Then all the members of the group were given 5 minutes to discuss the topic together.

Group 1 got the topic "Capital punishment should be banned or allowed". Which was judged by Professor Vishwanath C R.

Group 2 got the topic "Which is more important: College or Course". This group was judged by Dr. R. Chinnaiyan.

Group 3 got the topic "Borderless world: A threat, a Myth or Reality?". This group was judged by Dr. R. Chinnaiyan.

Group 4 got the topic "Examination: Has it killed the Education?". The group was judged by Professor Meena Kumari.

OUTCOME

Based on the individual scores we 12 participants were qualified to participate in our next event 'LISTENING SKILLS'.

LISTENING SKILLS

Purpose: To provide a platform to test the listening skills of the individual,to encourage the same,to possess sound in listening ability.

Each qualifier was played this event we played an audio clip to listen into for a duration of 3M and asked 5 questions based on the audio clip.

12 different audio clips were played for 12 participant.

Judge for the event was Prof. Meena Kumari.

Marks were allotted to the participants on the basis of their understanding of the theme and concept.

The top 2 participants on the basis were emerged as winner and runner up.

The proposed event was an Overall success.

The credit goes to our
1.   Teacher coordinate
Prof. Meena Kumari.
2.   Student coordinates
Mohammad Amir4th sem

BOOK CLUB

The co-ordinator for the proposed event were
1. Prof A.P Nirmala
2. Prof Kavitha S.N.

Stats of Articles Show-cased:

Books	126
e-Books	67
Handicrafts	75
Miscellaneous	20
Total	288

Quantitative Aptitude #5

1)   In each of the following questions a number series is given with one term missing. Choose the correct alternative that will continue the same pattern and fill in the blank spaces.

2, 7, 14, 23, ?, 47
 A.   31 B.   28 C.   34 D.   38

Ans: 34

2)   4, 6, 12, 14, 28, 30, ?
 A.   32 B.   64 C.   62 D.   60

Ans: 60
3)   4, 9, 13, 22, 35, ?
 A.   57 B.   70 C.   63 D.   75
Ans: 43

4)   A goat is tied to one corner of a square plot of side 12m by a rope 7m long. Find the area it can graze?
 A. 155 sq.m
 B.   19.25 sq.m
 C.   144 sq.m
 D.   38.5 sq.m

Ans: 38.5

5)   A father is 30 years older than his son. He will be three times as old as his son after 5 years. What is the father's present age?
 A.   35 B.   45
 C.   40 D.   30
Ans: 45
6)   In how many different ways can the letters of the word 'OPTICAL' be arranged so that the vowels always come together?
        A. 610 B. 720
        C. 825 D. 920

Ans: 720
7)   In how many ways can 5 man draw water from 5 taps if no tap can be used more than once?
        A. None of these   B. 720
        C. 60   D. 120

Ans: 120
8)   Find the odd man out. 1, 8, 27, 64, 125, 196, 216, 343
        A. 64   B. 196
        C. 216
        Ans: 196 D. 1

9)   Find the odd man out. 12, 24, 34, 48, 64, 84
        A. 48   B. 34
        C. 24   D. 1

Ans: 34
10)   A man has some hens and cows. If the number of heads be 48 and the number of feet equals 140, then the number of hens will be
        A. 22   B. 24
        C. 26   D. 20
Ans: 26

Dr.R.Chinnaiyan, Professor /MCA-NHCE

PRACTICE OF MACHINE LEARNING IN HEALTH CARE

Machine Learning (ML) is a core, transformative way by which we're rethinking everything we're doing. Machine Learning techniques and its applications are in usage across all our daily practice, be it search, ads, YouTube or Play. Most industries working with large amounts of data have recognized the importance of machine learning technology. By gathering insights from these data, organizations are able to work more efficiently or gain an advantage over competitors. Innovative predictive models have been applied successfully with machine learning algorithms, tools and techniques in several domains. Information Technology is contributing in significant ways to enhance health care delivery and to improve the quality of human life. Medical or Health Informatics scientific field deals with storage, retrieval and optimal use of medical information, data and knowledge for problem solving and decision making. Technology in Health has an immense development over the years in information gathering, treatments, communications and research. Health Care informatics, a multi-disciplinary field has become synonymous with the technological advancements and data handling challenges by applying machine learning techniques

MACHINE LEARNING

Machine Learning: the classic definition is "A computer program is said to learn from experience E with respect to some class of tasks T and performance measure P, if its performance at tasks in T, as measured by P, improves with experience E". Machine learning is a branch of artificial intelligence employs a variety of statistical, probabilistic and optimization techniques that allows computers to "learn" from past examples and to detect hard-to-discern patterns from large, noisy or complex data sets . Using algorithms that iteratively learn from data, machine learning allows computers to find hidden insights without being explicitly programmed where to look.

Machine Learning's Strategic Role in Predictions Enterprises are striving to find greater meaning in the substantial amounts of data they generate and save every day. Machine learning is providing the essential algorithms, applications, and frameworks to bring greater predictive accuracy and value to enterprises' data sets and contributing to diverse strategies succeeding. Machine learning techniques are designed to seek out opportunity to optimize decisions based on the predictive value of large-scale data sets.

Machine learning is proving to be effective at handling predictive tasks including defining which behaviors have the highest tendency to drive preferred outcomes .

MACHINE LEARNING IN HEALTH CARE

Machine learning algorithms are effective in recognizing complex patterns within rich and massive data. This capability is particularly well-suited to medical applications, especially those that depend on complex proteomic and genomic measurements. As a result, machine learning is frequently used in various disease diagnosis and detection. In clinical applications machine learning algorithms can produce better decisions about treatment plans for patients by means of providing effective healthcare system. Few glimpses on practice of machine learning in health care industry are conferred here.

Health care organizations are using a technique called Discrete Event Simulation to predict wait times for patients in emergency department waiting rooms. The models use factors such as staffing levels, patient data, emergency department charts, and even the layout of the emergency room itself to predict wait times.

IBM researchers have found a way to extract heart failure diagnosis criteria from free-text physician notes. They developed a machine learning algorithm that combs through physicians free-form text notes (in the electronic health records) and synthesize the text using a technique called "Natural Language Processing" (NLP). Similar to the way a cardiologist can read through another physician's notes and figure out whether a patient has heart failure, computers can now do the same.

Predicting Strokes and Seizures - Singapore-based startup Healint launched an app called Just Shake It that enables a user to send an emergency alert to emergency contacts and/or caregivers simply by shaking the phone with one hand. The program uses a machine learning algorithm to distinguish between actual emergency shakes and everyday jostling. In addition to the Just Shake It app, Healint is working on a model that analyzes patients' cell phone accelerometer data to help identify warning signs for chronic neurological conditions.

Using the proprietary predictive model, hospitals can predict emergency room admissions. Thus the application of machine learning may benefit patients either by reducing costs, improving accuracy, or disseminating expertise that is in short supply.

Machine Learning Techniques in Numerous Disease Predictions and Diagnosis: Machine learning plays a key role in many radiology applications. Machine learning identifies complex patterns automatically and helps radiologists make intelligent decisions on radiology data such as conventional radiographs, CT, MRI, and PET images and radiology reports . In recent time's diagnosis and prediction on various diseases like cardiovascular diseases, cancers, Diabetes, Hepatitis, Asthma , Tuberculosis (TB) and Blood Pressure Monitoring have been carried out using various data mining and machine learning predictions techniques.

B Nithya
Asst. Prof
MCA: NHCE

COMMON SENSE IS THE CROWN OF ALL TALENTS

Common sense is not so common as commonly beleived.it is a commodity that is in short supply. Common sense in an un common sense degree is what is one calls "WISDOM".

People who wish to succeed in life should have common sense. Although every man or woman has some sort of knowledge in a particular subject, nothing can be achieved without common sense. it is enough to do the right thing ,it should be done at right time and at right place.in the battle of life ,knowledge, is power but common sense is the skill.it is only with skill ,you can make use of the power.in fact, knowledge tells us what to do, common sense shows us how to do it.in fact that plays a vital role education is very important for a success in life. But to say that only persons who get distinction in their studies will achieve success in life is not true. It is common sense that leads to success in life.

Common sense is the knack of seeing things as they are and doing things as they should be done". Education alone will not help people to solve their problems. What they need is common sense to grasp things that help them to solve problems. In fact kindness, integrity and patience without commonsense are fertile grounds for cunning people to take advantage of people who possess such good qualities. One should always remember that "common sense is the crown of all talents".

Kamal, 2yr MCA

Report on TEACHERS CLUB

Purpose: To Enlighten lecturers with games and other activities.

Event:male-'Volley Ball' and 'Galli Cricket'

Female:'Lemon and Spoon' and 'Musical Chair'

Event was poised with the blend ofindoor and outdoor games
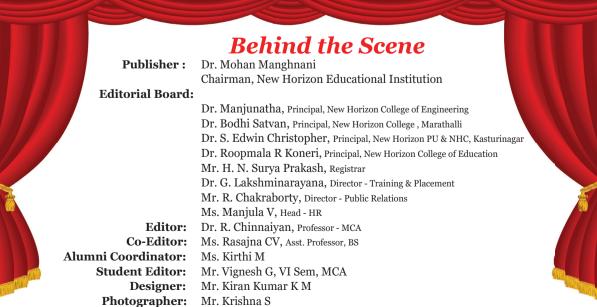
Event flow:

The events were organized on 20th Feb 2016, faculty were informed before one week.

The games were chosen for female faculty was 'Lemon and Spoon' and 'Musical Chair' which were conducted in Indoor stadium.

For male faculty, it was 'Volley Ball' and 'Galli Cricket' which were conducted in Outdoor stadium.

For Cricket match was between faculty and students.

MCA: NHCE

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