

# **CO-CURRICULAR CLUB**

## MOBILE APP DEVELOPMENT (MD) CLUB



## **INNOWAVE**

Venue: CSE Department Date: 17January 2024 Time: 10 AM-3.00 PM

## **Faculty Co-ordinators:**

Name: Lakshmi S Hanne

Designation: Assistant Professor

Department: CSE

## **Student Coordinators:**

Shivani Biradar	1NH20CS204	President	7D
Sanjana Chinta	1NH20CS194	Vice President	7D
Bindu S M	1NH21CS051	Secretary	5A
Aarambh Jaiswal	1NH21CS283	Treasurer	5E
Varun M G	1NH20CS242	Board Member	7E
Syed Arfa Hussaini	1NH21IS166	Board Member	5C
Jumainah Khan	1NH20CS100	Board Member	7B
Chiranjeevi R Shekar	1NH21CS060	Board Member	5A
Saifudeen Hisham KM	1NH20CS192	Board Member	7D
Vadagam v Sri Vishnu Charan	1NH21AI115	Board Member	5B
Yashaswi K	1NH21CS267	Board Member	5E

**Total Number of Internal Participants: 75** 

**Total Number of External Participants:** 0

#### **Event Poster WeblinkonInstagram:**

https://www.instagram.com/p/C2KA\_2urRMH/?igsh=MXYxNm9xMHVvNHF2OA==

### **Targeted Audience:**

Students from EEE, CSE, ISE, CE, ECE, AIML, CSE-DS, and ME.

#### **Description of the Event:**

Innowave event was organized in such a way that the students participating in this event would gain knowledge on designing which would be useful in their upcoming projects. They would gain knowledge on coding and problem-solving and also time management

This event consisted of 2 rounds: Trivial Battle, Pitchpoint

### **Trivial Battle**

In this round, students face a 40-minute challenge encompassing five sets, each with five questions, ranging from code snippets to tech riddles and binary puzzles. The diverse content of each set ensures a comprehensive assessment, covering coding proficiency, conceptual understanding, and analytical thinking.

#### **Pitchpoint**

In this round students are granted a one-hour window to pitch their ideas for designing an app beneficial to our campus. The focus is on identifying general problems our college community faces and proposing practical solutions through app design. Students will gain enhanced problem-solving, app design, presentation, and teamwork skills, fostering critical thinking, innovation, and networking opportunities, while contributing to campus improvement.





