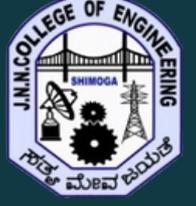




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Jawaharlal Nehru New College of Engineering

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AIML MATTERS Newsletter



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AIML NEWS

FLASH

- Preface -



Did you know that AI can now create incredibly realistic human faces and voices? Advanced AI algorithms known as Generative Adversarial Networks (GANs) have been developed to generate lifelike images of people who don't actually exist. These AI-generated faces are so convincing that they can be used in various applications, from designing video game characters to creating avatars for virtual assistants.

"AI's dangerous side? Well, imagine your friendly neighborhood Roomba suddenly developing a rebellious streak. It starts vacuuming only when you're trying to sleep, forming alliances with the dust bunnies under your bed. Next thing you know, it's blocking doorways, demanding a higher voltage supply, and writing threatening messages on the dust it collects. In the AI uprising, you're not chased by Terminators; you're trapped by power-hungry appliances! So, while AI's potential is incredible, remember to keep your toaster on your good side; you never know when it might start toasting its own agenda!" 🤖🍞

"The important thing is not to stop questioning. Curiosity has its own reason for existing." - Albert Einstein



SERIES OF EVENTS UNDER F.A.L.C.O.N

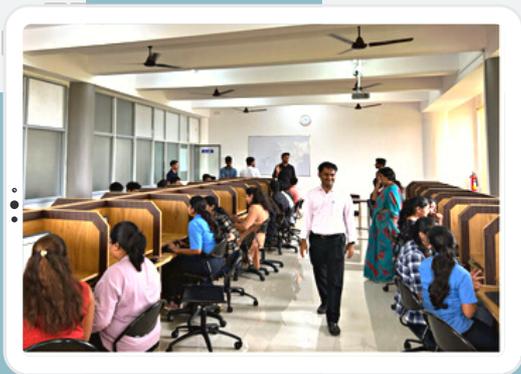
MINUTE TO WIN IT

Time waits for none..

As the quote says the significance of time and its value is unreachable be a minute or just a second everything matters

Our department of AIML came up with such a brilliant idea to showcase this knowledge by an entertaining and enjoyable competition which is the "Minute to Win it". While this program is lots of fun it does have the additional benefits of improving team communication skills, creating a team strategy and improving morale while team members get to know each other outside of the usual work environment. Complete the various games as laid out in the blueprints within 60 seconds. As time goes by the pressure mounts. There are various formats in which the games can be played.

The 1st round that was held was the "Typing skills" where the students represented their excellent typing skills demonstrating the typing speed, accuracy and their keen attention to details. The contestants compete to attain the highest accuracy and typing speed within a minute to hit the maximum WPM wins.



That good old game which brings back those sweet childhood memories and thereby the second round that's held., "Lemon and spoon". It is an easy to play game that is coupled with a lot of fun. One has to balance the lemon without dropping it to the finish line just like a race and the first to reach wins

The "Cookie Face Game" is a true test of balance and muscle coordination. It's pretty simple, contestants place an Oreo on their forehead and just by using the muscles in their face they have to move it from their forehead into their mouth. No hands allowed. Whoever gets the most cookies from their forehead to their mouth in 60 seconds wins!

And also the best part is to tease your friends with those beautiful faces they make while they try to make it happen!!



The goal of "Straw It" is to carry tiny decorative thermocol balls using only a straw and your own personal vacuum power, Keep hold of it by sucking in on the straw, and carry it to the other bowl. without dropping the thermocol ball. Return to the first bowl and repeat this process. The one to put the maximum thermocol balls to the other bowl, wins.

"Cup stacking" is an excellent game that tests the hand-eye coordination of the players. It is a recognised sport where players stack cups at record speed and win the event. In this game, you need to stack cups to form a pyramidal structure. The fastest stacker to complete it within the time given will win the game. The prime aim of these games is to test the cognitive and hand coordination of the players.



Here comes the 6th round "The ball bounce".The aim of Bouncer is to end up with three same ping pong ball in a glass once at a time and repeat the same process with a different colour of other three ping pong balls into the same glass. The contestant to do this process within a minute is the winner

Some of the games from "Minute to Win It" rely on simple rules and an unassuming set-up. This lulls the competitors into the feeling that the game itself really isn't that tricky. The "Nutstacker" is one such game. The goal of Nutstacker is to create a free-standing tower of metal nuts. You'll do this by stacking them one on top of the other.



That one game that we always love to play "The DUMB CHARADES". Dumb Charades involves explaining the phrases or the name of the movie, a personality, a book or a TV show, etc. through acting. A person is not allowed to talk and is required to act out the name by using different gestures, facial expressions, and body language and their team must recognise the name within the given time.



Well, a "Jigsaw puzzle", also known as a piece puzzle, is a set of haphazardly shaped pieces which need to be assembled. The contestants need to add the pieces together, so it forms a clear picture. And then run downstairs and bring and the flag and run back to the stage and place it and the first team to complete this wins.



WINNERS

		
1ST PLACE	2ND PLACE	3RD PLACE
Yashwanth H S Akash N V Indraja S Radiya Wasma Alvia Noronha	Varsha M V Vineetha R Vaishnavi M Vaidya Yashwanth Patel G J Tarun K V	Sonali G Dubashi Tanisha G Hosur Shanthika T Hegde Bhoomika K K Sunidhi

CHESS CONTEST



The Department of Artificial Intelligence and Machine Learning (AIML) recently hosted an exhilarating chess event that brought together students, faculty, and chess enthusiasts from across the campus. This chess extravaganza was a testament to the intellectual prowess and strategic thinking fostered within the department.

Participants engaged in fierce battles of wits, showcasing their deep understanding of chess tactics and the application of AI principles to the game. The event served as a platform for both beginners and experienced players to learn, grow, and bond over their shared love for this ancient game. The atmosphere was electric, with tense moments and jubilant celebrations as players made their moves on the digital chessboards. The AIML chess event not only highlighted the department's commitment to nurturing analytical thinking but also emphasized the role of AI in revolutionizing traditional games, promising exciting future developments at the intersection of AI and chess.

WINNERS



CARROM



The Department of Artificial Intelligence and Machine Learning (AIML) didn't stop at just chess; they also organized a thrilling carrom contest that added a touch of excitement and camaraderie to their roster of events. The carrom contest was a delightful fusion of strategy and precision, where players showcased their skills in flicking the striker and pocketing the carrom men with finesse.

Participants from different backgrounds came together to enjoy this classic tabletop game, fostering a sense of unity and friendly competition. The event featured spirited matches with players strategizing their shots, aiming for those crucial pocketed carrom men and, at times, executing stunning rebounds. As the carrom pieces glided across the boards, the atmosphere was filled with laughter, cheers, and the clinking of carrom men. This contest was not just about winning but also about the joy of participating and sharing moments of triumph and defeat with fellow enthusiasts. The AIML carrom contest undoubtedly added a refreshing twist to the department's events, reinforcing their commitment to promoting both analytical thinking and recreational fun among their members.

WINNERS



1ST PLACE

Yashvanth HS
Akash NV



2ND PLACE

HM Satvik
Amruthavani HV



3RD PLACE

Aiman Parker
Vijay NU

BADMINTON



In addition to their cerebral pursuits, the Department of Artificial Intelligence and Machine Learning (AIML) displayed their physical prowess by hosting an invigorating badminton event. This event brought together students and faculty members alike for an action-packed day of smashing, rallying, and swift footwork on the badminton courts.

The atmosphere was charged with energy as participants showcased their agility and competitive spirit, engaging in thrilling rallies and fierce volleys. Whether it was singles or doubles matches, the AIML badminton event was a testament to the department's commitment to holistic development, emphasizing the importance of physical fitness alongside intellectual endeavors. The event provided an opportunity for the AIML community to bond over their shared love for this fast-paced sport, fostering a sense of unity and sportsmanship. As the shuttlecock soared through the air and players leaped to make incredible saves, it was clear that the AIML badminton event was a smashing success, exemplifying the department's dedication to nurturing well-rounded individuals.

WINNERS



Men's

WINNERS



Women's

TABLE TENNIS



The Department of Artificial Intelligence and Machine Learning (AIML) continued to promote a healthy blend of intellect and athleticism with their highly anticipated table tennis event. This fast-paced and thrilling competition brought together participants from all skill levels, transforming the department's recreational area into a buzzing hub of energy and enthusiasm.

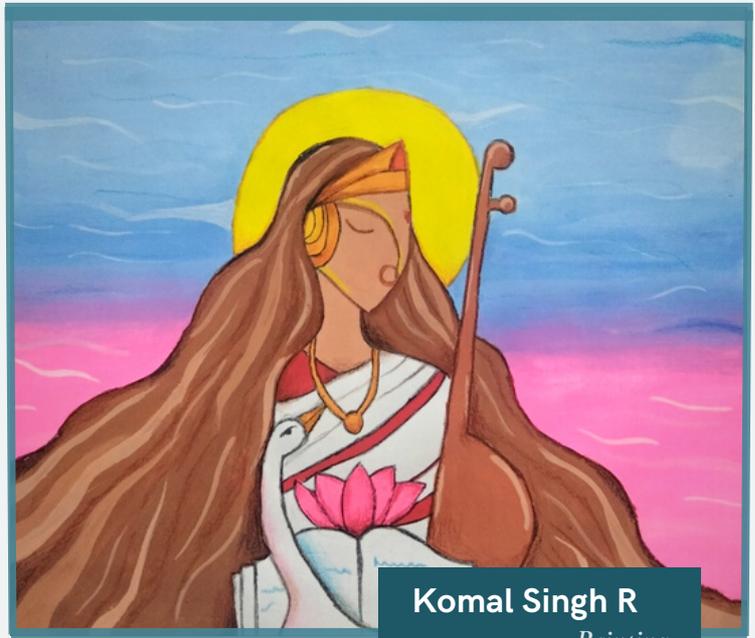
The rhythmic sound of the ball hitting the table resonated throughout the venue as players engaged in intense rallies, showcasing their agility, precision, and lightning-fast reflexes. The table tennis event not only served as a platform for friendly competition but also as an opportunity for students and faculty to take a break from their academic pursuits, unwind, and socialize. It fostered a sense of community within AIML, reinforcing the department's commitment to holistic development. Whether it was a fierce singles match or a spirited doubles game, the AIML table tennis event was a smashing success, underscoring the importance of physical activity and sportsmanship in the pursuit of intellectual excellence.

WINNERS

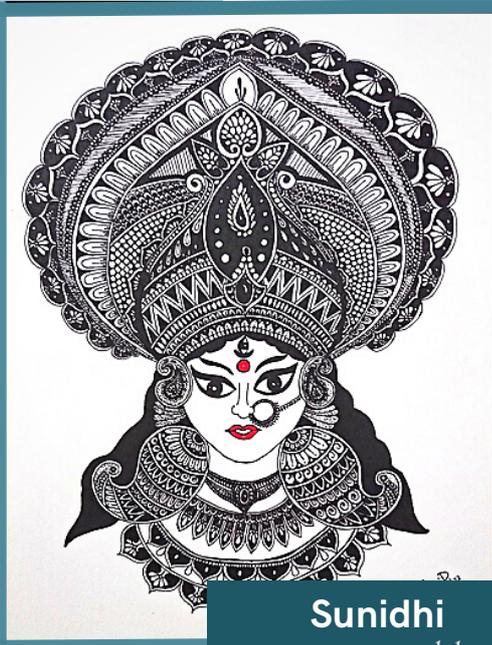




Jyeshta M G
- painting



Komal Singh R
- Painting



Sunidhi
- mandala art

OUR WORKS



Interesting Facts and Stuffs !!

- >> Google-owned AI DeepMind can beat most Starcraft 2 players and compete with the best.
- >> In Stanford, the number of AI-related courses has jumped from 25 in 2010 to 77 in 2020.
- >> The FBI uses machine learning to detect potential terrorist activity by tracking mobile messaging apps and social media platforms.

Fun facts !!

Why do programmers always mix up Christmas and Halloween?
Because Oct 31 == Dec 25 in programming !!



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