

NATIONAL EDUCATION SOCIETY(R.)

# Jawaharlal Nehru New College of Engineering

SHIVAMOGGA – 577204

Approved by AICTE, New Delhi, certified by UGC 2f&12B,  
Accredited by NAAC - 'A', Recognized by Govt. Of Karnataka  
& affiliated to VTU



# AIML MATTERS

## HIGHLIGHTS:

- Student Achievements
- Events Organized
- AI/ML Sports Day
- Students Artworks
- Inside the World of AI
- AI Facts



***Department of Artificial Intelligence  
& Machine Learning***

**MARCH  
2026**

**Issue 25**  
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# STUDENTS ACHIEVEMENTS



Amrutha K S, a 6th semester AIML student of Jawaharlal Nehru New College of Engineering, Shivamogga, has been selected to represent VTU in the South Zone Inter-University Handball (Women) Championship held at Mahatma Gandhi University, Kottayam, Kerala, from 22nd to 26th March 2026.

## Congratulations

In addition to this achievement, she showcased outstanding performance at competitions held on Women's Day 8th March 2026. She secured gold medal(1<sup>st</sup> place) in 200 meters running. And won a silver medal (2nd place) in throwball, and also earned a silver medal in 100 meters running. These accomplishments highlight her excellence and versatility in athletics and sports.



# STUDENTS ACHIEVEMENTS



A student of the AIML department, Naveen V. Kumbhar, achieved remarkable success by securing 1st place in the Emerge-2K26 State Level Technical Symposium Hackathon, organized by Jain Institute of Technology, Davanagere, on 25th March 2026.

The event brought together talented participants from various institutions, providing a competitive platform to showcase technical skills, innovation, and problem-solving abilities. Naveen's outstanding performance in the hackathon reflects his strong technical expertise, creativity, and dedication. This achievement adds pride to the department and highlights the growing excellence of students in cutting-edge technologies and innovation.



# CONGRATULATIONS

# Events Organized

## CHECK & STRIKE (CARROM)






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(Institute Innovation Cell)

**DEPARTMENT OF AI & ML**

**CHECK & STRIKE**

**CARROM - WINNERS**

		
<b>1<sup>st</sup> Place</b> M S Ehtesham C J Syed Safaraz	<b>2<sup>nd</sup> Place</b> Deekshith T G Chowdary Mohammed Fawaz	<b>3<sup>rd</sup> Place</b> Rajeshwari H M Vathsala S H

The Department of Artificial Intelligence & Machine Learning at JNN College of Engineering organized an engaging Chess competition under the title “Check & Strike” on 6th March 2026. The event was conducted to encourage strategic thinking, patience, and analytical skills among students—qualities that closely align with the principles of AI and problem-solving.

The competition brought together enthusiastic participants who demonstrated sharp intellect, tactical planning, and composure under pressure. Each match reflected a high level of concentration and sportsmanship, making the event both intellectually stimulating and enjoyable for everyone involved.

# CHECK & STRIKE (CHESS)



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**DEPARTMENT OF AI & ML**

**CHECK & STRIKE**

**CHESS - WINNERS**

		
<b>1<sup>st</sup> Place</b> Sathvik U S	<b>2<sup>nd</sup> Place</b> Jagadeesh R S	<b>3<sup>rd</sup> Place</b> Deviprasad Shetty U

The Department of Artificial Intelligence & Machine Learning at JNN College of Engineering organized an engaging Chess competition under the title “Check & Strike” on 6th March 2026. The event was conducted to encourage strategic thinking, patience, and analytical skills among students—qualities that closely align with the principles of AI and problem-solving.

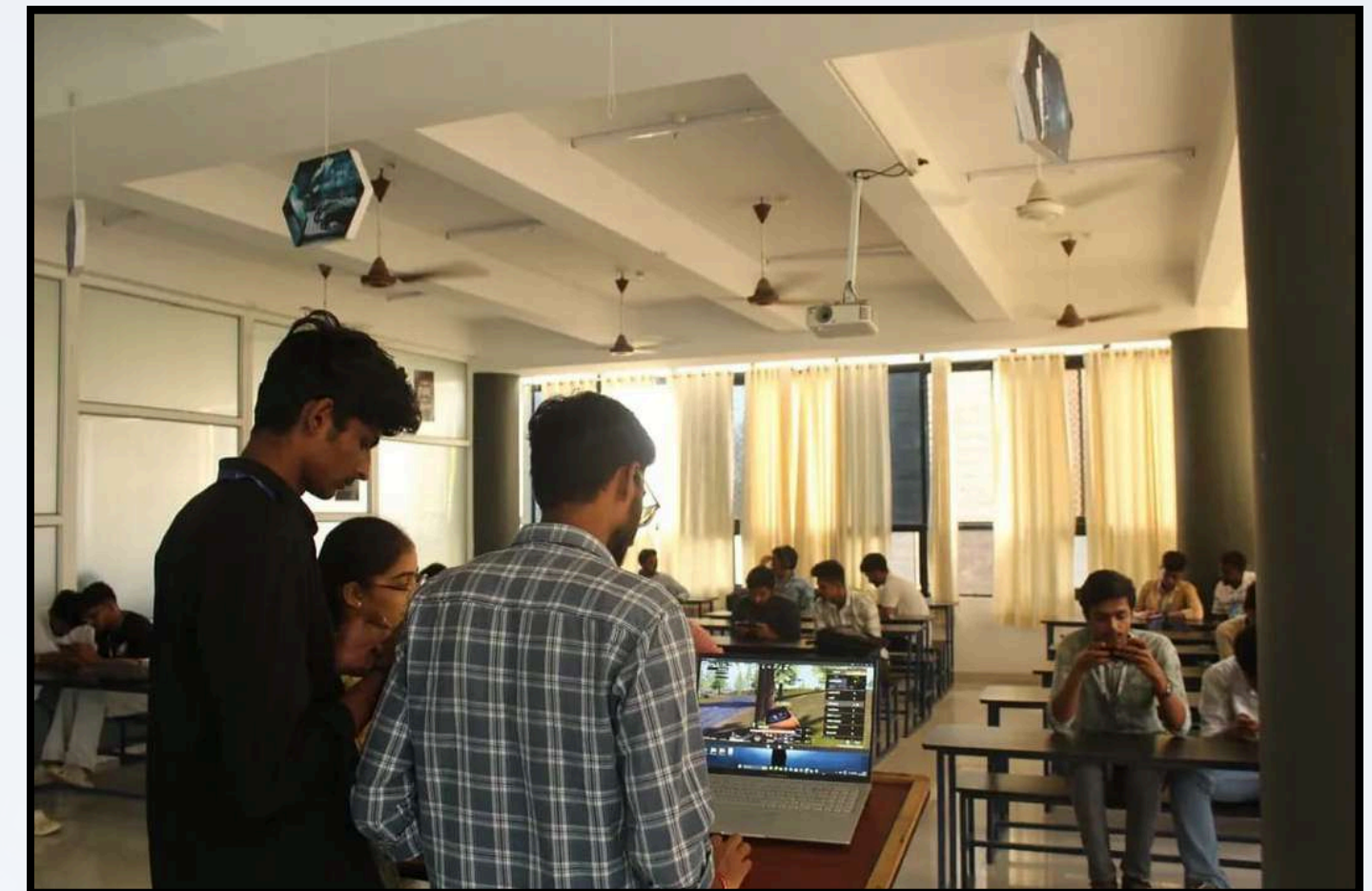
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# CREATIVE CANVA



With a spirit of creativity and collaboration, JNNCE's AI & ML Department conducted "Creative Canvas" on 11th March 2026, a design-focused event conducted using the Canva application. The event aimed to encourage creativity, visual storytelling, and digital design skills among students, providing them with a platform to express their ideas through innovative graphics. Participants showcased their artistic talents by creating visually appealing and concept-driven designs using Canva's tools and features. The event emphasized creativity, originality, and effective communication through design, making it both engaging and inspiring for all participants.

# WAR DROP



To encourage student participation, the Department of AI & ML at JNNCE hosted an exciting gaming event titled “War Drop” (PUBG) on 13th March 2026. The event was conducted to promote strategic thinking, teamwork, coordination, and decision-making skills among students in a competitive and entertaining environment.

Participants competed in intense battle scenarios that required quick reflexes, effective communication, and tactical planning. The event created a thrilling atmosphere as teams showcased their gaming skills, adaptability, and collaborative strategies to outplay their opponents.

# AIML MIND ARENA



Blending learning with engagement, the Department of AI & ML, JNNCE, conducted “AIML Mind Arena 2026” on 22nd March 2026. The event was organized with the objective of enhancing students’ analytical thinking, problem-solving abilities, and technical knowledge in the field of Artificial Intelligence and Machine Learning.

The competition provided a dynamic platform for students to test their intellectual skills through challenging tasks and competitive rounds. Participants demonstrated strong conceptual understanding, logical reasoning, and quick decision-making, making the event both engaging and intellectually stimulating.

# AIML SPORTS DAY

## SMASH ARENA



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DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND  
MACHINE LEARNING

# SMASH ARENA

**-WINNERS-  
MEN**

 <b>1</b> GOWTHAM - (4JN23AI022)	 <b>2</b> DEEKSHITH T G - (4JN23AI012)	 <b>3</b> PANNAGA H N - (4JN24AI036)
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**WOMEN**

 <b>1</b> ADHYA A M - (4JN24AI003)	 <b>2</b> SAHANA N D - (4JN22AI046)	 <b>3</b> BHANUPRIYA C J - (4JN25AI008)
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Bringing together energy, precision, and competitive spirit, the Department of Artificial Intelligence & Machine Learning at Jawaharlal Nehru New College of Engineering organized “Smash Arena” on 28th March 2026. The event aimed to promote physical fitness, agility, and sportsmanship among students while encouraging participation in outdoor activities alongside academics.

The badminton tournament witnessed enthusiastic participation from both men and women categories. Players showcased excellent reflexes, coordination, and strategic gameplay, making the matches highly engaging and competitive. The event created a lively atmosphere, with participants demonstrating determination and passion throughout the competition.

# VOLLEY BALL VORTEX

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**DEPARTMENT OF AI & ML**

**VOLLEY-BALL VORTEX**

**1 WINNERS**



**2 RUNNERS**



<b>VOLLEY BOYS</b>		<b>NET STRIKERS</b>	
SRIKANTH BH	- 4JN23AI053	ASHWINKUMAR.M.S	- 4JN24AI007
VIDHAAT M C	- 4JN23AI060	VIKRAM SINGH	- 4JN25AI405
ADITYA	- 4JN23AI002	G T MAHESHA	- 4JN24AI016
M ROHAN	- 4JN23AI030	ABHIRAM M L	- 4JN24AI001
RITHVIK S	- 4JN23AI045	SHISHIR SR	- 4JN24AI050
GOWTHAM PATEL	- 4JN23AI022	DARSHAN M	- 4JN25AI401



Showcasing talent beyond academics, the AI & ML Department at JNNCE hosted “Volley-Ball Vortex” on 28th March 2026. The event was conducted to promote teamwork, coordination, physical fitness, and a spirit of sportsmanship among students, providing an energetic and engaging break from academic activities.

The tournament witnessed enthusiastic participation, with teams displaying excellent coordination, quick reflexes, and strategic gameplay. The matches were highly competitive and filled with excitement, as players demonstrated their skills, communication, and team spirit on the court.

# THROW & WIN



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DEPARTMENT OF AI & ML  
**THROW & WIN**  
**WINNERS**



1 <sup>ST</sup> PLACE		2 <sup>ND</sup> PLACE	
Anusha N Shet	4JN23AI008	Suhani	4JN25AI054
Navami N	4JN23AI035	Sanjana	4JN25AI044
Amrutha K S	4JN23AI005	Radiya	4JN22AI038
Sudeeksha	4JN23AI055	Bhanupriya	4JN25AI008
Anagha C	4JN23AI006	Nisarga	4JN25AI030
Prajna N kulal	4JN23AI042	Shreya B Gowda	4JN25AI051
Deekshitha M K	4JN23AI013	Nidhi B A	4JN22AI033
Rajeshwari H M	4JN23AI044	Sahana N D	4JN22AI046
Vathsala S H	4JN23AI059	Bhoomika K K	4JN22AI008

CONGRATULATIONS

The Department of Artificial Intelligence & Machine Learning at Jawaharlal Nehru New College of Engineering organized a fun-filled sports event titled "Throw & Win" on 28th March 2025. The event was conducted to encourage teamwork, coordination, and active participation among students, while promoting physical fitness and a spirit of unity within the department.

The competition brought together enthusiastic participants who showcased their energy, accuracy, and team coordination. The event created a lively and engaging atmosphere, allowing students to take a refreshing break from academics and strengthen their bonds through sports.

# CRICKET CLASH



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 (Institution Innovation Cell)




**DEPARTMENT OF AI & ML**  
**CRICKET CLASH**  
 FALCON PREMIER LEAGUE



**WINNERS** 🏆

**THE OPTIMIZERS**

Deekshith T G	4JN23AI012
Nagesh yadav	4JN23AI021
Gowtham patel M G	4JN23AI020
Nithin G J	4JN23AI040
Jayanth	4JN23AI024
Vinay N V	4JN23AI061
Rithwik S	4JN23AI045
Rajeshwari H M	4JN23AI044
Devika N D	4JN23AI016
Vathsala S H	4JN23AI059
Devika D	4JN23AI015



**RUNNERS**

**NO BALL LEGENDS**

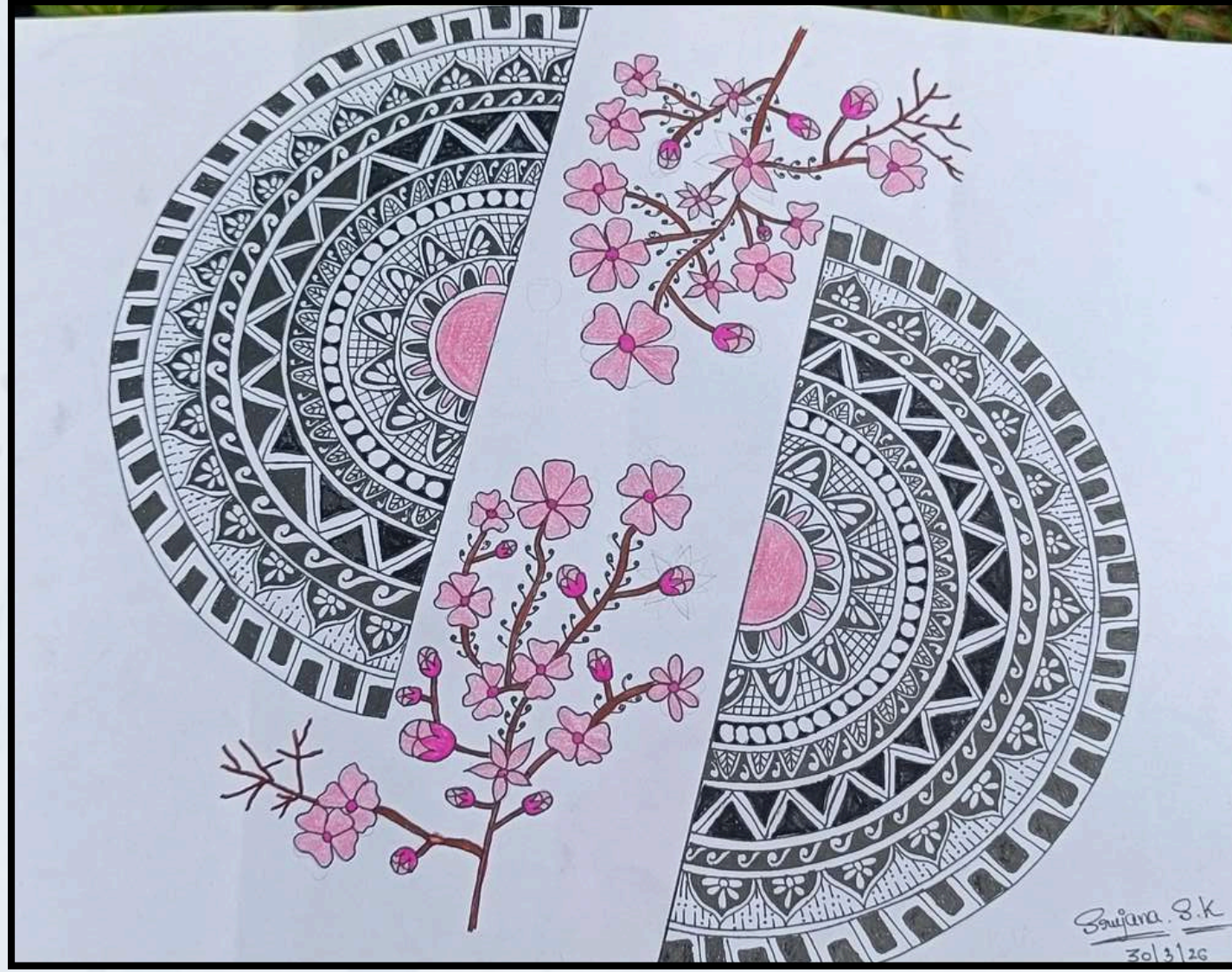
Kishan H	4JN25AI023
Chethankumar K V	4JN25AI010
Nithesh P	4JN25AI031
Dhruva D V	4JN25AI014
Sanjana	4JN25AI044
Hemanth sagar S	4JN25AI022
Rishith H P	4JN25AI040
Suhani S	4JN25AI054
Bhanupriya G J	4JN25AI008
Shreya D	4JN25AI052
Naveen V Kumbar	4JN23AI036

**CONGRATULATIONS**

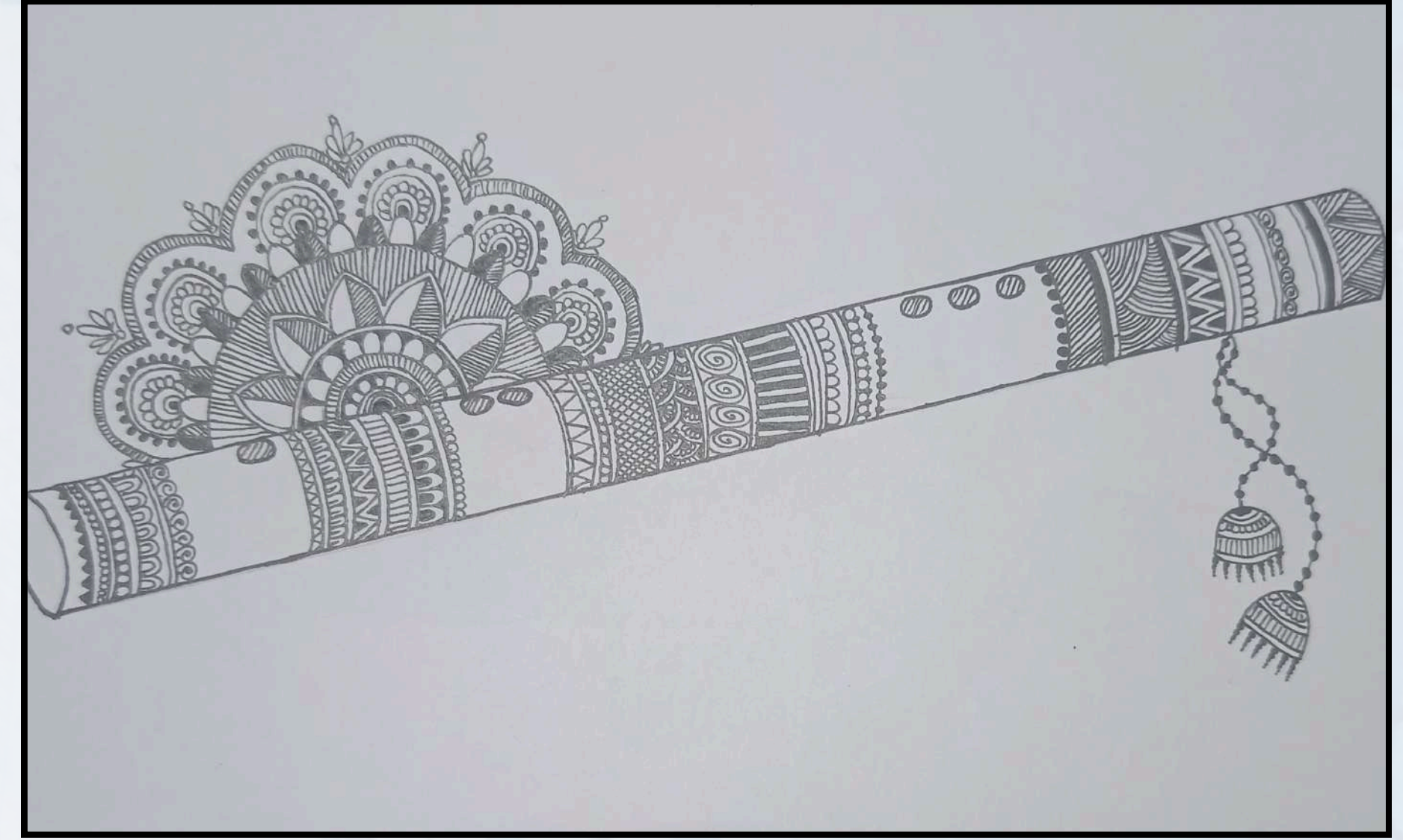
In an initiative to promote all-round development, the AI & ML Department of JNNCE organized the “Cricket Clash – Falcon Premier League” on 29th March 2026. The event was conducted to promote teamwork, leadership, physical fitness, and a spirit of sportsmanship among students, providing a refreshing break from academic activities.

The tournament witnessed enthusiastic participation from students, who showcased their cricketing skills, coordination, and strategic gameplay. The matches were filled with energy and excitement, with teams displaying excellent performance, determination, and team spirit throughout the competition.

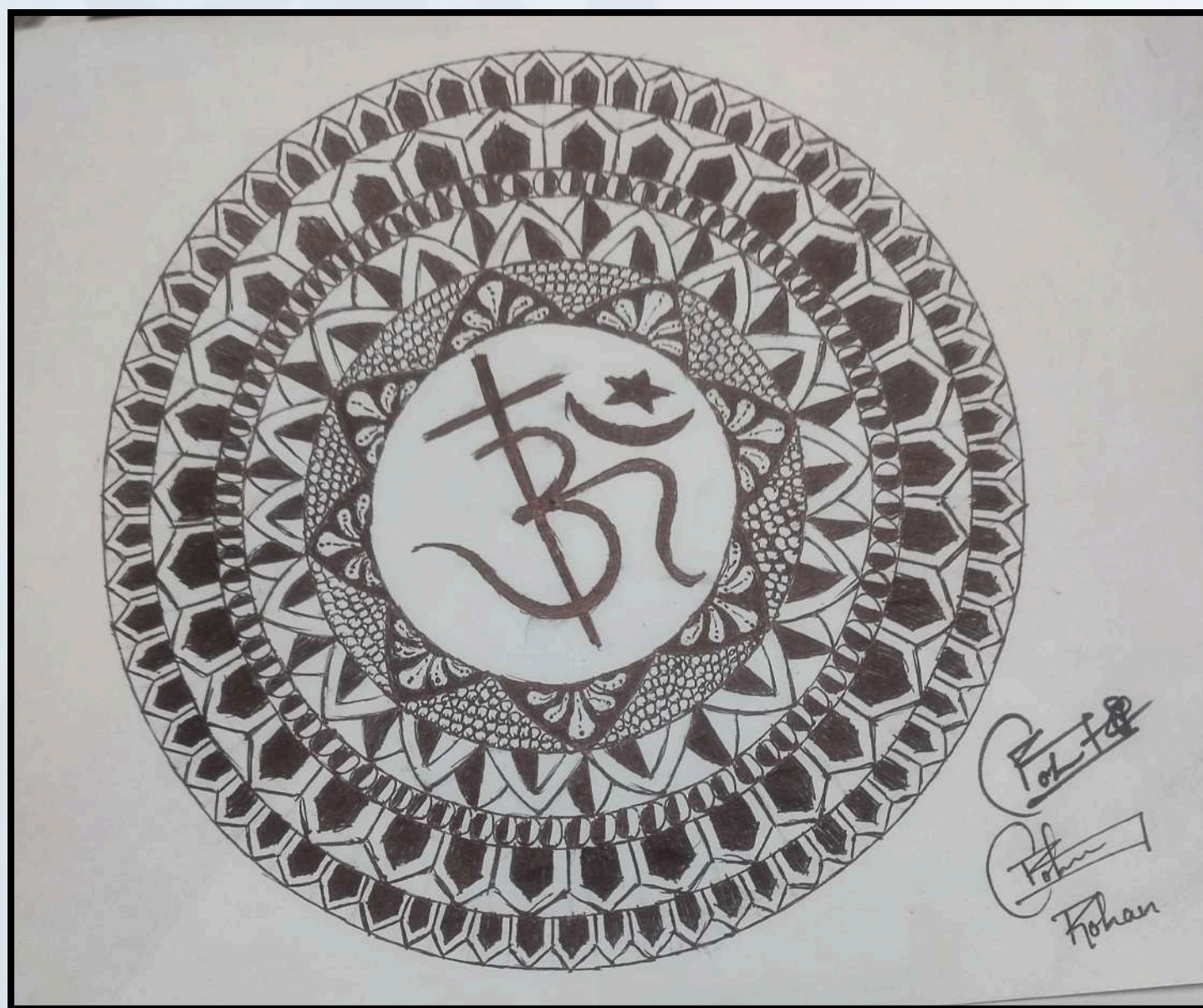
# Students art work



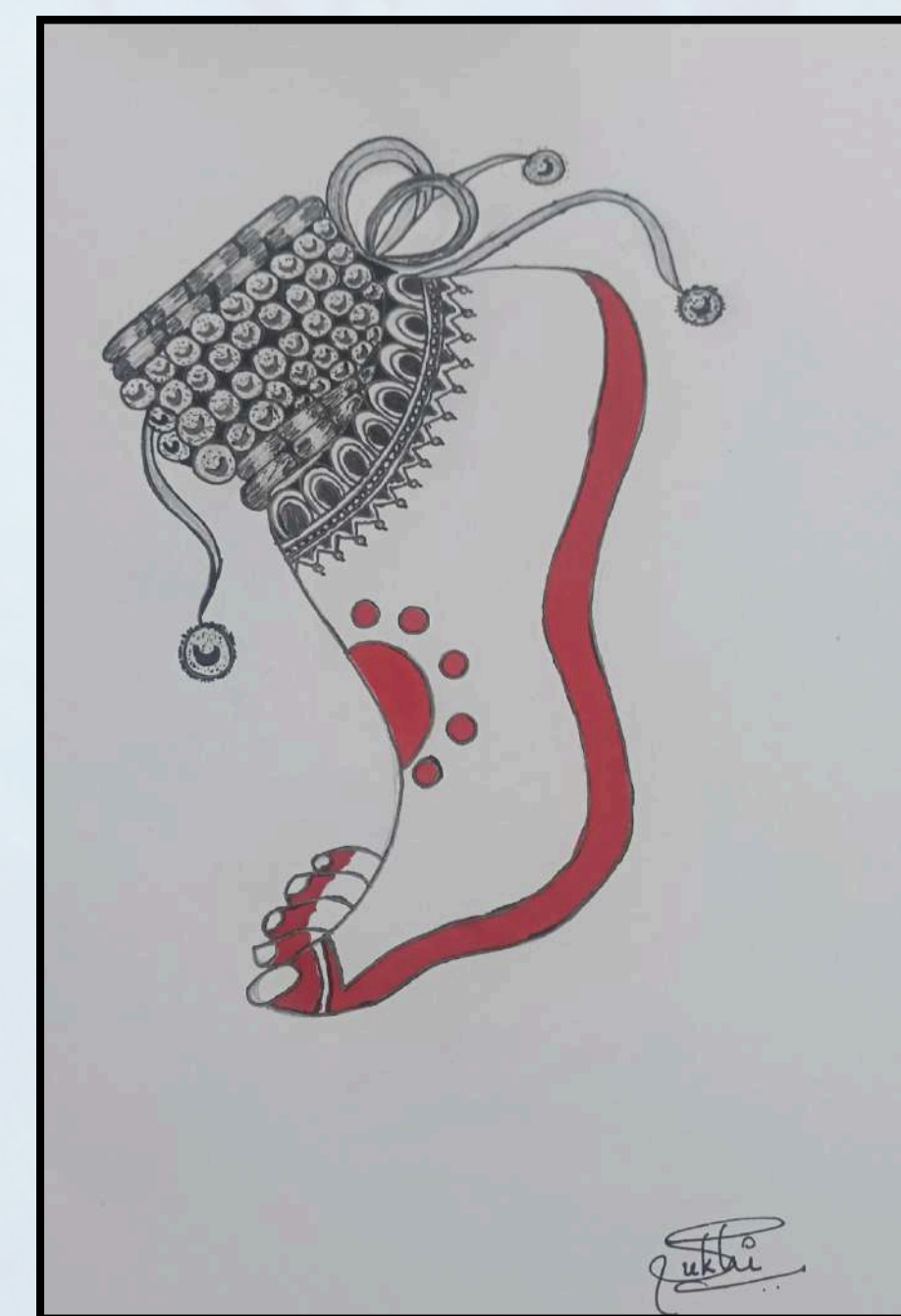
Srujana S K  
4<sup>th</sup> sem



Mandara H  
6<sup>th</sup> sem



M Rohan  
6<sup>th</sup> sem



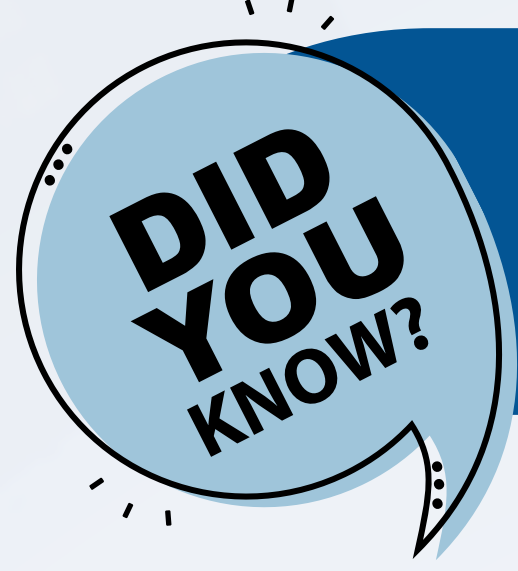
Sukhita M B  
4<sup>th</sup> sem

## Inside the world of AI

- The AI landscape in 2025 and has shifted from experimental novelty to industrialized utility, characterized by the rise of reasoning models and autonomous agentic systems.

### Top 5 AI News of 2025:

- Release of Reasoning Models (OpenAI o1 & DeepSeek-R1): Models began to "think" step-by-step using reinforcement learning instead of just predicting tokens. DeepSeek-R1 matched Western performance at a 96% lower cost, which made high-level reasoning more accessible.
- The "Invisible AI" Integration: AI moved from a standalone app to foundational infrastructure. Companies embedded AI (e.g., Gemini 3, Copilot) directly into core operating systems and workspaces, making it an "invisible scaffolding".
- Quantum AI Breakthrough (Google & Willow Chip): Google achieved a verifiable "quantum advantage" using its Willow chip, which performed a computation 13,000 times faster than the world's fastest supercomputer.
- EU AI Act Enters Enforcement: The world's first comprehensive AI legal framework began active enforcement, setting global precedents for high-risk AI oversight and forcing enterprises to prioritize transparency and safety.
- Rise of Multimodal Pro Models: Models like GPT-5 and Gemini 3 reached full multimodal maturity, allowing users to interact seamlessly with text, voice, images, and real-time video in a single thread.



## AI FACTS

### FAST FACTS :

“Did you know? your phone is already using AI in ways you don’t even notice 🤖”

- 👉 Your keyboard predicts your next word using AI
- 👉 Instagram filters track your face in milliseconds
- 👉 Netflix knows what you’ll like before you search
- 👉 Face unlock doesn’t see you... it sees numbers

### MIND BLOWING TWIST !!

“Here’s the crazy part...”

- 👉 AI doesn’t understand anything
- 👉 It just predicts patterns better than humans
- 👉 “Everything you click, watch, and type... trains AI.”

“So next time you use your phone...”

“Remember—you’re not just using AI...”

- 👉 YOU are training it. 🤖 🔥

# Department of Artificial Intelligence & Machine Learning

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**“ LEARN . PREDICT . INNOVATE ”**



**Edited by : Nandan D**