

## App Development Club

About Club: The App Development Club at our institute is dedicated to nurturing the creative and technical skills of students interested in mobile application development. The club's main objective is to provide a collaborative environment where members can learn and apply app development techniques using various platforms and programming languages. Regular sessions include hands-on workshops on UI/UX design, coding bootcamps, and discussions on emerging trends in the app development industry. Members actively collaborate on creating and refining mobile applications, giving them practical experience and exposure to the app development lifecycle. The club also facilitates networking opportunities with professionals in the field, promoting a holistic approach to app development that combines technical proficiency with user-centric design principles.

**Faculty co-ordinator:** Prof. Dhiraj Bhise

Academic Year: 2022-23

Student Committee member

Sr. No.	Position	Student Name	Class
1	Club Lead	Vasu Chaudhary	B.Tech IT 3 <sup>rd</sup> yr
2	Corporate Outreach Lead	Charu Chauhan	B.Tech IT 3 <sup>rd</sup> yr
3	Marketing Leads	Akshat Jain	B.Tech IT 3 <sup>rd</sup> yr
4	Creative Leads	Keyush Shah	B.Tech IT 3 <sup>rd</sup> yr
5	Event Management Leads	Tushar Pareek	B.Tech IT 3 <sup>rd</sup> yr
6	Technical Leads	Amit Agarwal	Btech CS 2 <sup>nd</sup> yr

Sr. No.	Date	Name of Event	Event Description
1	23/02/2024	Augmented Reality Workshop	Gives foundational understanding of AR (Augmented Reality) technology, its applications across various industries, Participants: 100

2	28/11/2023	B.A.M.	(Bollywood  Apps  Meme) to stress burst the Semester End for the students. Participants: 100
3	26/09/2023	Chatbot Bootcamp	Gives a simple understanding of what a chatbot is? Participants: 100
4	25/02/2023	Flutter Launchpad	Resource Persons: Vipul Bhatia & Amit Agrawal Participants: 70
5	10/10/2022	Flutter Flight	Taught how to build an app using Flutter Participants: 132 Resource Persons: Vipul Bhatia & Amit Agrawal

## Flutter Flight

**Date:10/10/2022**

The "Flutter Flight" event by NMIMS Shirpur's App Dev team introduced 132 students to Flutter app development. The session covered basics, advantages, and practical coding. Fun quizzes and an interactive segment engaged participants. Key learnings included app development essentials, Flutter's significance, and industry insights.

### Event Photograph



## **Flutter**

## **Launchpad**

**Date:25/02/2023**

The event was conducted with the motive of giving the audience a chance to learn about developing an app and also the app made "Event Genie " was launched on the day. The main use of this app is that it helps the students to schedule all the events/activities without any collision, basically it helps to schedule all events without any time/date collision so that students can participate in maximum events.

## **Event Photograph**



## **CHATBOT BOOTCAMP**

Date of the event: 26 September, 2023 from 5:00 to 7:00 pm

Audience: 1st, 2nd and 3rd Year BTech(IT, CS, AIML, CE)

Number of participants: 100

Speaker: Session conducted by Priyam Sekra

Hosted by Malay Padshah

Venue: Seminar Hall C-Wing 2nd Floor

Platform : Google Colab (online-collab.google)

In the event that took place on the 26th of September, the team of the App Development Club introduced the young minds to the basic knowledge of Chatbot.

The main motive of the event was to keep the audience an idea or simple understanding of what chatbot is, what are its basic features and what advantages we have using chatbot while making an app.

In the very beginning of the event the participants were asked to download 2 files one contained database questions about HDFC Bank and the other file contained the code which was directly shared with the participants on Google Collab.

Chabot Bootcamp offered hands-on training and practical experience in Chabot development.

Think of it like a special training camp where we taught them the skills needed to make these chatbots. By attending the Bootcamp, students gained the knowledge and experience to build their own chatbots or use them in jobs where they are needed.

Now to make the event more fun and keep the audience interested in the further event we planned out some filler event such as a “Tech Emoji Fusion” (10 mins) in which the three teams have to guess the name of the movie using the combination of emojis presented to them and to spice it up a bit more we have planned a student from the 1st year along with a student from 2nd year to present a stand-up on “Engineering ke 4 saal”

The Chatbot Bootcamp helped students become really good at making chatbots, so you could use them in their job resumes , on websites, or in apps to talk to people and help them out.

Event-snaps:



## **B.A.M**

Date of the event: 28 October, 2023 from 5:00 to 7:00 pm



Audience: 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Year BTech. (IT, CS, AIML, CE)

Number of participants: 80

Venue: Seminar Hall C-Wing 2<sup>nd</sup> Floor

On 28 of October 2023, App Development Club conducted a fun event B.A.M (Bollywood |Apps |Meme) to stress burst the Semester End for the students.

The Event Started around 5:15 with a pleasant Introduction by Meet followed by an energetic mimicry of a scene from a movie “3 Idiot” done by our leads Tushar ,Pratyush including Owais , Pranav and Krish . The audience reacted in a very playful and cheerily manner.

The Event further continued with an expressive filler “ The Hook-step Challenge”.

Three girls and three boys voluntarily came and handpicked chits for a particular hook-step of a song from a Bollywood Movie. The volunteers performed their respective dance steps which were to be guessed by the audience. Further the individual who guessed the hook-step had to guess the movie name and the Director of the movie.

While the event was going on, the box for anonymous confession was circulated overall the audience.

There were 3 chocolate question in the event in between every two fillers, which were Tech related. A “kit-kat” was given for every correct answer.

The Second Filler namely, ”Guess the ads” which was hosted by Tanisha and Krish. The OC showed an advertisement of around 20-30 seconds and the audience were expected to guess the brand of the particular object for which the ad was for. There were different Gifts for winners.

The Event further Moved with an interesting game hosted by Aastha and Shravani , namely, “Film Fiesta” . A storyline of a Bollywood movie was showed on the screen following with individual guessing the movie name.

Furthermore, Those individuals who won the hook-step challenge were given a plot twist of a movie and were assigned to make a story based on it . Audience was also free to participate in the fun game if they’ve any plot twisted story line of a movie.

Additionally, the craziest and funniest filler of the event “Court Room Drama” was enacted with the theme “Jaya or Rekha: Who’s better” which was entirely related to Bollywood drama. The Drama was enacted by following members as a characters:

Judge: Aastha

Lawyer of Jaya: Aaditya

Lawyer of Rekha: Tushar

Jaya: Navya

Rekha: Tanisha

Amitabh Ji: Pranav

Type writer: Owais

We further had prize distribution ceremony for those individuals who won any filler or game during the Event.

Last but not the least, reading of confessions was done by Meet and Aastha which truly made a fun ending of the Event.

We later had a melody jamming session at Amphitheatre, which was a surprise for the audience. Pratham Arora, Aaryan Thakur from MBA Tech CE 2<sup>nd</sup> yr and Sujal Bagdi from BTech 1<sup>st</sup> yr were invited with their instruments to sparkle the evening.

Finally, the event came to an end with a lucky draw which was selected from the audience.

### EVENT SNAPSHOT:





## **Augmented Reality Workshop**

Date of the event: 23 February, 2024 from 10:00 am to 1:00 pm

Audience: 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Year BTech, MBA Tech (IT, CS, AIML, CE)

Number of participants: 100

Speaker: Session conducted by Priyam Sekra (3<sup>rd</sup> Year MBA Tech CE),

Vipul Bhatia

Hosted by Meet Maheshwari

Venue: Seminar Hall C-Wing 2<sup>nd</sup> Floor

Platform : Unity

On the 26th of September, the App Development Club, NMIMS Shirpur in collaboration with Ambiora'24 organized an insightful workshop to introduce students to the captivating world of Augmented Reality (AR). The workshop aimed to provide participants with a foundational understanding of AR technology, its applications across various industries, and hands-on experience in creating AR applications using Unity software.

The event commenced with an introduction to AR, outlining its definition and delving into the diverse industries where AR is widely employed. Students were given a comprehensive overview of how AR enhances real-world experiences by overlaying digital content onto the physical environment.

The practical aspect of the workshop unfolded in two sessions dedicated to teaching participants how to create AR applications using Unity software. The step-by-step guidance allowed students to grasp the technicalities involved in crafting immersive AR experiences. This hands-on training equipped them with valuable skills that can be applied in real-world scenarios.

To add an element of entertainment and break the learning monotony, we incorporated filler events throughout the workshop. In between sessions, a lively discussion on "Reel vs Real Engineering Life" took place, offering a humorous perspective on the engineering journey. Following this, a fun General Knowledge Quiz challenged the participants, providing a refreshing break from the technical aspects of the workshop.

The second session continued with a deep dive into more advanced AR concepts. To conclude the workshop on an engaging note, a technical quiz was conducted, focusing on questions related to the sessions. The participants showcased their newfound knowledge and actively participated in the quiz competition.

In recognition of their efforts and achievements, prizes were distributed to the winners. These prizes, in the form of coupons, were generously provided by the event sponsors, BEFORM.CO.

The involvement of sponsors not only added value to the event but also created a sense of appreciation and recognition for the participants.

The Augmented Reality Workshop succeeded in achieving its goal of introducing students to AR technology, providing hands-on experience, and infusing a sense of fun and engagement. The event not only broadened the horizons of the participants but also fostered a spirit of learning and collaboration within the App Development Club community.

#### Event-snaps



#### Program Outcomes (POs)

1. **Engineering Knowledge:** Participants gain foundational knowledge in AR technology and its applications, enhancing their understanding of modern engineering tools and techniques.





2. **Problem Analysis:** By engaging in hands-on AR application development, students learn to analyze problems and design appropriate solutions using AR technologies.
3. **Design/Development of Solutions:** The workshop involves designing and developing AR applications, which directly aligns with the ability to design solutions for complex engineering problems.
4. **Modern Tool Usage:** Training with Unity software provides participants with experience in using modern engineering tools, which is crucial for solving engineering problems.
5. **Individual and Team Work:** The collaborative nature of workshops encourages teamwork and individual contributions to group projects.
6. **Communication:** The discussions and presentations during the workshop improve participants' ability to communicate complex ideas effectively.

### **Program Educational Objectives (PEOs)**

1. **Technical Competence:** The workshop enhances students' technical skills in AR and software tools like Unity, preparing them for careers in technology-driven fields.
2. **Professional Growth:** Exposure to emerging technologies like AR encourages continuous learning and adaptation, key traits for professional development.
3. **Innovative Solutions:** By exploring creative ways to use AR, students develop an innovative mindset necessary for addressing real-world challenges.
4. **Broad Education:** The integration of discussions and quizzes provides a holistic educational experience, combining technical knowledge with broader perspectives on engineering life

Event In-charge

HOD

Associate Dean/Director