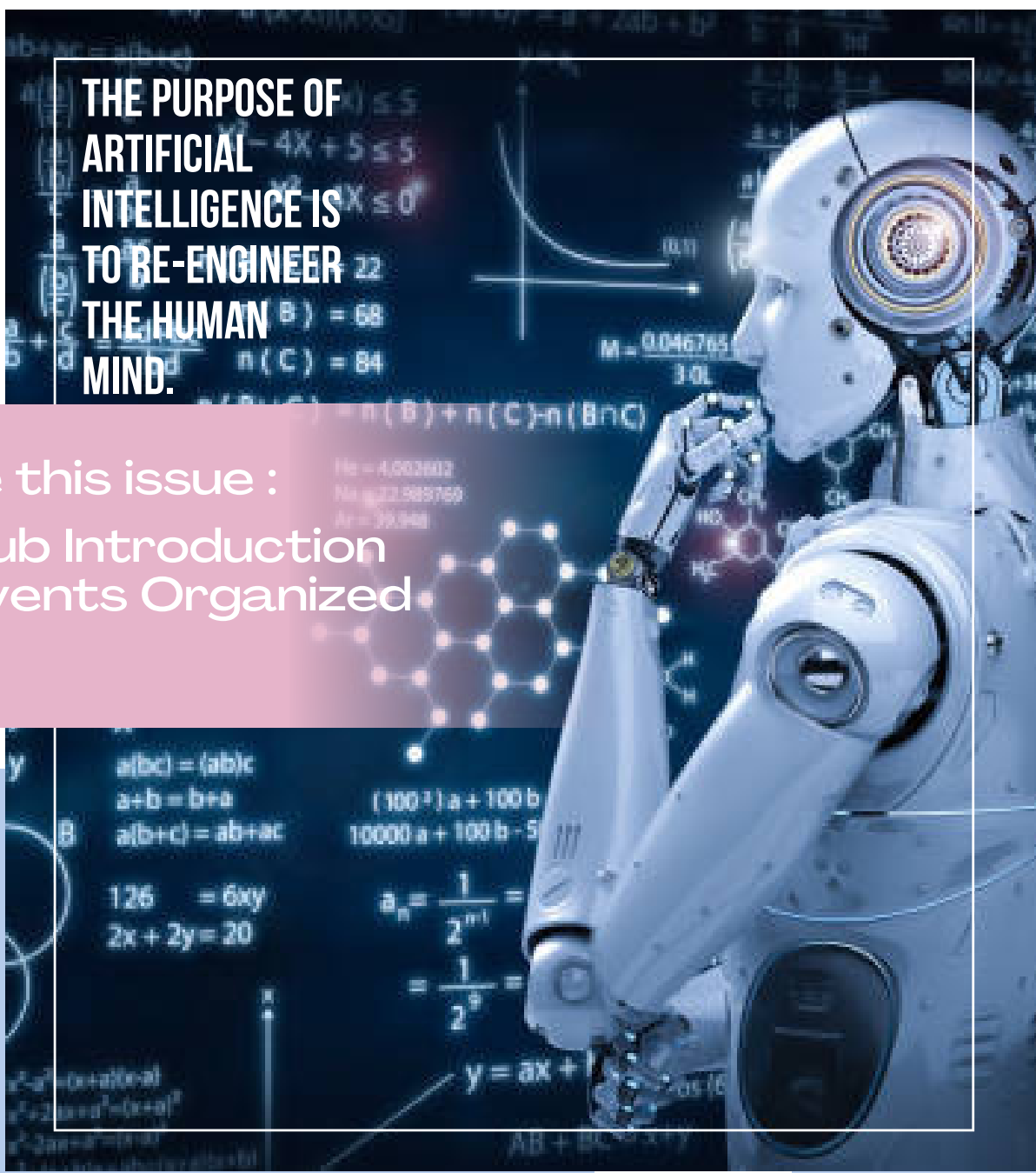




DEPARTMENT OF
ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

CLUB NEWSLETTER

B R A I N I A C S



**THE PURPOSE OF
ARTIFICIAL
INTELLIGENCE IS
TO RE-ENGINEER
THE HUMAN
MIND.**

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Brainiacs

"It's a collection of Big Brains to create an Artificial brain . Machine Learning requires big brain logic and thinking to create algorithms that replicates human behavior via constant self improvement"

About the club:

Brainiacs is the Artificial Intelligence and Machine Learning club of NHCE. It is a community of Horizonites motivated and passionate in the field of AI/ML. It aims to be the gathering place for students enthusiastic about learning, discussing and applying AI/ML to all kinds of problem- solving, be it academic or real-life.

"The coming era of Artificial Intelligence will not be the era of war, but be the era of deep compassion, non-violence, and love."

- Amit Ray"

Objectives:

- The club serves as a place for learning, applying, working on topics related to AI/ML.
- The club strives to be one-stop destination for Horizonites passionate about AI/ML.
- The club is also a hub for project work in AI/ML.
- We organize multiple fun and educational events related to AI/ML, like tutorials, podcasts , expert talks, workshops, hackathons and more.
- We strive to lower the entry-barrier in the emerging field of AI/ML

Mission:

We provide a platform for students to discover and engage their strengths, talents, and passions. We bring the campus to life through fun and diverse opportunities outside the classroom.

Vision:

The vision of the club is to provide content, guidance and practical experience to Horizonites by building a community of like- minded individuals and facilitating meaningful involvement, community engagement and leadership development, which enable all students to contribute to a global society.





CLUB INAUGURATION

12th November 2021

Dr. Manjunatha, Principal and Head of Departments of NHCE, officially inaugurated Brainiacs, the First Co-Curricular Club of the AI&ML Department, on November 12, 2021. Respected Principal gave a speech at the event, highlighting the value of co-curricular clubs and outlining major aspects aimed at providing direction for upcoming events for the club. Following that was a technical presentation by Mr. Ashish Sridhar on "Industrial Exposure in Artificial Intelligence and Machine Learning," which shared insight on the role of data scientists and the applicability of AI concepts in diverse industries.

Events Organized

The name 'Brainiacs' itself is academically powerful empowering people to learn and explore the inside out of AI & ML.

A community for growth and success. Here at NHCE, the department of AI&ML stand with pride and wish more enriching activities and brainstorming sessions. The purpose of Artificial Intelligence is to Re-Engineer the Human Mind.

-N.V.Uma Reddy

Head of Department

Department of AI&ML



VAS-CODE-A-GAME

9th December 2021

A 4 round event that took place across 2 fun filled and informative days. The word "Vas-CodeA-Game" derived from Vasco da Gama, who was a sailor and explorer during the Age of Exploration.

The motive of this event is to develop various AI&ML related technical skills in students.



KIL-A-BYTE

22nd April 2022

An Inter-Department level event consisting of multiple technical rounds. The rounds in this event are inspired by the algorithms used in machine learning. The motive of this event was to develop various AI&ML related technical skills in students by helping them explore current trends in the professional and industry level fields.



Events Organized

The Brainiacs being the first co-curricular club of the AI&ML department, kudos to everyone involved in putting the events conducted in academic year 2021-22 together and making them happen successfully. The creativity, effort and attention to detail put forth by the club was impeccable! I express immense gratitude to the club for being a participant and a volunteer.

-Prasanna Kotyala,
INH20AI079.



MEGA MINDS

23rd June 2022

This event aimed to develop various AI&ML-related technical skills in students by helping them explore current trends in the professional and industry-level fields. The requirements were fundamental technical knowledge, basic coding knowledge, basic origami, and bottle flipping skills.