

REFLECTIONS



DEPARTMENT OF INFORMATION TECHNOLOGY

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Vision of the Department:-

To be recognized as a centre of excellence in the field of Information Technology where learners are nurtured in a scholarly environment to evolve into competent professionals to benefit society.

Mission of the Department:-

- •Evolve a curriculum which emphasizes on strong engineering fundamentals with the flexibility to choose advanced courses of interest and gain exposure to tools and techniques in Information Technology.
- •Encourage a teaching learning process in which highly competent faculty share a symbiotic association with the institutes of repute.
- •Facilitate creation and dissemination of knowledge through a digitally enabled earning environment.
- •Develop academic and infrastructural facilities with modern equipment and other learning resources and encourage reciprocal sharing with other institutes through networking.
- •Establish a centre of excellence to enhance academia industry partnership and work on collaborative projects.

Programme Educational Objectives (PEOs):-

- 1: Graduates will possess the fundamental knowledge, theoretical background and technical skills to lead a successful career in diverse domains.
- **2:** Graduates will analyse real life problems and design technically sound, economically feasible and socially acceptable solutions in multidisciplinary domains to generate the employment by inculcating entrepreneurial spirit
- **3:** Graduates will exhibit professionalism, ethics, teamwork, social awareness and agility through life-long learning.

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PROF. DR. VIPUL DALAL

HEAD OF DEPARTMENT, INFORMATION TECHNOLOGY

Hello Everyone,

It is with great pleasure and enthusiasm that I address you through this newsletter. As we navigate the ever-evolving landscape of our field, it is essential for us to reflect on our journey, embrace change, and foster innovation. I would like to thank all my colleagues and the students for continuously contributing in the growth of the department. Many co-curricular and technical activities are planned for the upcoming semesters which will sharpen various skills of the students and will help them become better learner. I wish a very Happy and Prosperous New Year to All.

Happy Leaning!!





Learn as if you will live forever, live like you will die tomorrow.



ITSA ACTIVITY: Prompt Engineering and GEN-AI

DATE: 18th March-2024-22nd March 2024

TIME: 4.00 PM-5.30 PM

Venue: VIT, Lab 07

ITSA has been successful in organizing its flagship event "SURGE". The various events organized were "Design Innovation challenge ", which was UI/ UX based event. The day two was "Code Conquest " which was a coding competition. The day three was "Technical Jeopardy" which resembled a GK game followed by other contest. The day four was "Research reimagined " a competition based on reading a research paper and giving the solution. The Surge ended with the "Cyber Crucible ..capture the flag challenge", which was a cyber security event. The event had a great response.





Department Staff

Prof. AjitKumar Khachane Passociate rofessor EDUCATION QUALIFICATION: M.E(Computer Engineering)

WORK EXPERIENCE: 32 YEARS

AREA OF SPECIALIZATION: EMBEDDED SYSTEMS, Io

Prof.Neha Kudu Assistant Professor

EDUCATION QUALIFICATION: Pursuing Ph.D. in COMPUTER ENGINEERING

WORK EXPERIENCE: 10 YEARS

AREA OF SPECIALIZATION: IOT, MACHINE LEARNING



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What is Metaverse?

The Metaverse is a concept that refers to a collective virtual shared space, created by the convergence of virtually enhanced physical reality and physically persistent virtual reality. It's essentially a fully immersive digital universe where users can interact with each other and digital objects in real-time.



Characteristics Of A Progressive Web App

- **1.Immersive Environment**: The Metaverse offers a highly immersive environment, often experienced through virtual reality (VR) or augmented reality (AR) technologies. Users can navigate through this digital universe using avatars and interact with objects, environments, and other users.
- **2.Persistent and Shared**: Unlike traditional video games or virtual environments, the Metaverse is persistent and shared. Changes made by one user can have lasting effects on the virtual world, and multiple users can inhabit and interact within the same virtual space simultaneously.
- **3.Diverse Applications**: The Metaverse has diverse applications across various industries, including gaming, entertainment, social networking, education, commerce, and more. It serves as a platform for users to engage in activities ranging from gaming and virtual events to virtual meetings and collaborative workspaces.

Student's Speak

Amaan Dhamaskar, TE INFT DIV B (BATCH 2021-2025)

"I stand before you today to share my thoughts and experiences about VIT. For many of us, embarking on this journey was a decision fueled by curiosity, passion, and a desire to make a difference in the world through innovation and problem-solving."

First and foremost, engineering is about academics. It's about delving into the intricacies of mathematics, science, and technology to understand how things work and how we can make them work better. From calculus and physics to computer programming and circuit design, the curriculum challenges us to think critically, solve complex problems, and develop the skills necessary to excel in our chosen fields.

But VIT is more than just lectures and textbooks. It's also about hands-on experience and real-world application. Whether it's working on group projects, conducting research in state-of-the-art laboratories, or participating in internships and co-op programs, we have the opportunity to apply what we've learned in the classroom to solve practical problems and gain valuable industry experience.

Looking ahead, VIT opens doors to a world of opportunities. Whether we choose to pursue careers in industry, research, academia, or entrepreneurship, the skills and knowledge we've gained here will serve as the foundation for our future success. And as we enter the workforce, we'll join a global community of engineers who are driving innovation, tackling grand challenges, and shaping the future of technology and society.

I am proud to be a part of the VIT college. It's a place where curiosity thrives, creativity flourishes, and dreams take flight. And as we continue on this journey, let us embrace every challenge, seize every opportunity, and never lose sight of the incredible impact we can make on the world.



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FACULTY ACHIEVEMENT: Machine Learning Club

Machine learning club is formed by department of Information technology under the guidance of Dr. Vipul Dalal. Students participate in the teams enthusiastically. One of the group has received copyright titled "Sentiment Analysis for Hindi and Marathi languages using ROBERTA model"



Know an Alumnus SAYALI TAMBE, (BATCH 2020 PASSOUT)

When I first stepped onto the campus of VIT, I was filled with excitement and anticipation for the years ahead. Little did I know that those years would be some of the most transformative of my life. From the rigorous academic curriculum to the countless extracurricular activities, VIT challenged me to push my limits, expand my horizons, and grow into the engineer and individual I am today.

Beyond the classroom, VIT provided me with opportunities to apply my knowledge and skills in real-world settings through internships, research projects, and industry partnerships. These experiences not only solidified my understanding of engineering principles but also equipped me with the practical skills and confidence needed to succeed in my career.



Presently, I am working as an Senior Software Engineer Pegasus InforCorp. I will always be thankful to VIT for letting me spend best years of my life.

EDITORIAL TEAM

PROF. Bhanu Tekwani Chief Editor

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