DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
ASSOCIATION
ACADEMIC YEAR
(2025 – 26)

Vision :

To develop computer science engineers with knowledge, computing skills and empowering them to excel in their profession through performance based learning contributing to sustainability, well-being of the society and professional ethics.

Mission :

1. To implement effective outcome based education that fosters the development of competent and skilled graduates, empowering them to promote and adopt sustainable practices.

2. To provide students with opportunities to engage in advancements in computer science and engineering through interdisciplinary research, collaborative projects that encourage innovation and entrepreneurship.

3. To cultivate a sense of ethics and emphasize awareness of social, legal, and professional conduct adhering to the standards of ethical and professional behaviour.

Objectives :

1. Organize a diverse range of technical events, competitions, and workshops to develop student proficiency in coding, media, and problem-solving.

2. Offer opportunities for peer learning, leadership development, and collaboration through club initiatives and projects.

3. Facilitate the connection between academic learning and real-world technological applications by encouraging participation in technical challenges.

4. Cultivate an environment that encourages innovation, allowing students to explore and engage with emerging technologies.

Clubs and Focus :

1. Coding club:

   Focused on enhancing programming skills and logical thinking through regular coding competitions, workshops, and peer-to-peer learning. The club emphasizes mastering programming languages, algorithms, and problem solving techniques.

2. Hackathon club :

   Aimed at fostering creativity, innovation, and teamwork through hackathons where students collaborate to develop functional software and solutions for real-world challenges within limited timeframes

3. Media Club :

   Dedicated to exploring the intersection of technology and media, providing students with opportunities to work on digital content creation, video production, and graphic design projects. The club serves as a creative outlet for students interested in tech-driven media solutions.

4. Gaming Club :

   The Gaming Club aims to bring together students who share a passion for gaming and game development. Its mission is to encourage teamwork, creativity, and healthy competition through engaging events and activities. The club provides a fun and collaborative space to play, learn, and grow in the world of gaming.

OFFICE BEARERS:

PRESIDENT: E A AADITH KUMAR
                        S7 CSE (ATP22CS025)

SECRETARY: NITHYA R
                        S7 CSE (ATP22CS046)

TREASURER: SREYAS B
                        S7 CSE (ATP22CS057)

VICE PRESIDENT: IFFAH HUSSAINBI S
                        S5 CSE A (ATP23CS041)

                        NAVEEN S
                        S5 CSE B (ATP23CS085)

JOINT SECRETARY: ADHIL K A
                        S3 CSE A (ATP24CS010)

                        SREEHARI M
                        S3 CSE B (ATP24CS108)

CLUB LEADS

CODING CLUB :   AJAY M
                                S7 CSE (ATP22CS006)

HACKATHON CLUB :   SANJAY S
                                S7 CSE (ATP22CS054)

MEDIA CLUB :   ABHINAV A R
                                S7 CSE (ATP22CS002)

GAMING CLUB :   VAISHAK V NAIR
                                S7 CSE (ATP22CS064)

Association coordinator   HOD CSE   Principal