

The Computer Society of Jr. College

Report of Infogage'11

DAY 1: 29TH November, 2011

BITZ INAUGURATION:

CS boasts its annual newsletter, BITZ, which reflects the effort and dedication of the entire CS team. The newsletter was inaugurated by our respected Vice-principal, Professor Gomathi Venkat. BITZ was well received by all, students and teachers alike.



INAUGURATION OF BITZ NEWSLETTER

GAMING (FIFA 12):

Fifa creates anxiety and curiosity be it participants or organizers. The latest version of the game was played on an X-BOX. The change in the room's ambience could be felt as the game started. One could see young gamers trying out different strategies in their matches. The winner was RishabhDhanuka.

ETHICAL HACKING:

This was a sequel to the workshop held during TechBash'11 and was conducted by Mr.SachinDedhia who is a leading cybercrime investigator and security expert for an IT company. It was a highly informative seminar in which students were told about the hazards of accessing various social networking sites like Facebook, Twitter, and My Space etc. Such sites are common tools for hacking. The listeners willingly learnt how to secure their information online. There were several other topics that were discussed like private browsing through virtual computer, Sandbox Software, Mozilla

Firefox (the best web browser), security checks for banking websites, IT Act 2008 etc. In a nutshell, the students found out many ways to secure their computers from cybercrime.



MR. SACHIN DEDHIA



AUDIENCE OF ETHICAL HACKING

THROUGH THE LENS:

This event is named Through the Lens as it rightly signifies the scenes captured through the lens describing a particular theme. The students participated in a team of two. They were given three hours to capture a video on the theme of "Friendship". They put in all their innovation into a video with immense simplicity. The contenders were judged on the basis of their creativity. The winners were Bhavik Shah and Urvish Mehta.

TREASURE HUNT:

Treasure hunt is a game that attracts people of all age groups. The game keeps curiosity and enthusiasm of the people at their peak. The hunt began in high spirits and the participants were seen putting their sweat and toil into completing their tasks. Pertaining to our name, 'THE COMPUTER SOCIETY', the participants used computers to decode the first half of the clues. The clues in the form of riddles and puzzles demanded the participants to rack their brains. Also, their hunt for the clues around the college area tested their knowledge about their very own college. With Shail Kapadia and Mit Parekh as our winners, the hunt for the prize ended with a bang.

MOVIE SCREENING:

It is always fun to watch a movie, be it with friends or family, but it is every teenager's dream to watch a movie in their very own college! We screened an animation movie.

DAY 2: 30th November,2011

MINUTE TO WIN IT:

As the name suggests, this game comprised of some ingenious hurdle games designed by the committee members which the participants had to clear within a minute. It seemed

easy, but this conviction was broken when the game commenced. The participants tried their level best to combine their talents with their abilities to bear the time pressure and to clear the stages. As the levels progressed the number of participants decreased. Finally VedvyasNayak, a very confident player managed to clear the last level beating the other two finalists. The audience seemed amused by this unique event. This event thus successfully ended.

MATHS QUIZ:

Mathematics in its true sense is 'Food for thought'. This quiz helped bring about its literal meaning as the participants were not judged on their textual knowledge. It tested their logical ability. It received an amazing response by the students as we had around 70 participants attending the event. ShikharSinghi bagged the prize.

GAMING: NFS MOST WANTED:

The game was played on the X-box 360 console. There were 29 participants. It consisted of four rounds, each fiercely contested and testing the gaming skills of the participants. The event was won by VedantJalan.

SUDOKU:

Sudoku is a very renowned and an interesting game known to everybody. It adds to knowledge as well as to fun. It demands logical thinking. It is a great mind game which attracts everyone. We had about 40 participants for the event. In the end, finally MeghnaShetty with her skills won this event.

AUCTION:

Exciting and appealing as it sounds, our event: IPL auction was a complete cracker! The students participated in teams of two. No sooner did the bidding start than the room was filled with enthusiasm and zest. They were given a mock budget out of which they had to fill their baskets with the best of players and retain money at the same time. The event aimed at testing their managerial skills. ChiragJasani and Dev Mehta turned out to be the best bidders.

GENERAL QUIZ:

This quiz was conducted by our SY. BCOM student and the ex- secretary of CS, Gnanesh Mehta. There were 26 teams of two persons each. The first 30 questions were shown and the remaining 13

