

SPARK CLUB ACTIVITY on “Embedded-based Automation”

The Department of Electrical and Electronics Engineering organized SPARK CLUB ACTIVITY on “**Embedded-based Automation**” on 15th March 2025. The event started at 9:00 am. The judge for the event was Mr. Sachin Shinde, Senior Software Engineer, Qualcomm, Bangalore. In this activity, **69** Students from the 4th and 6th semesters of EEE actively participated. The activity consisted of three rounds.

Round I:

- In the first round, students were given 5 minutes and asked to write a list of embedded-based automation applications. Out of the 69 participants, 40 of them who had written the maximum applications were selected for the second round.

Round II:

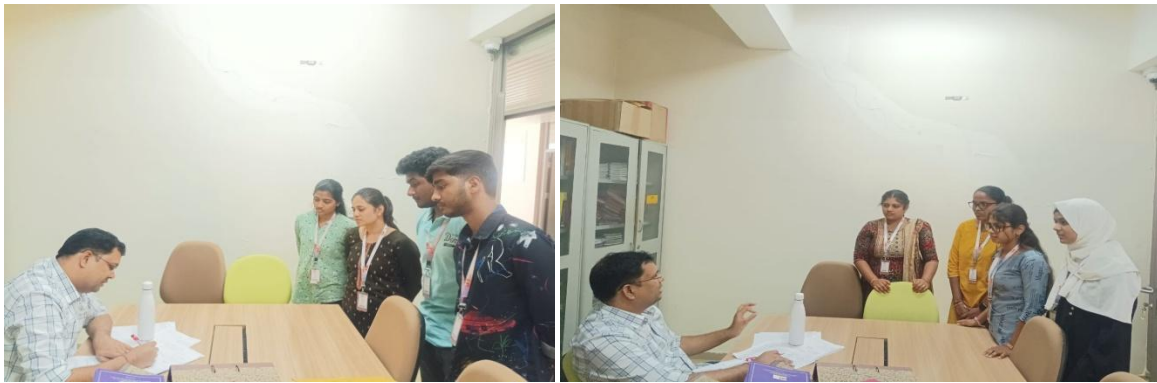
- The second round was conducted by dividing the students into batches consisting of 4 nos., and each batch had to draw the schematic and layout of a specific automation application using an embedded system.
- Six batches, three from each year, were selected for the third round based on the scores obtained in the second round.

Round III:

- In the third and final round, students had to construct the automation applications using embedded systems and demonstrate the same to the judges. Also, students had to explain the principle of working and the features. Based on their innovation, development, output, and questions answered, the winner and runner up were selected.



Starting of the event-explaining the rules and flow of the competition



Mr. Sachin Shinde, Judge for the event assessing the teams

WINNERS:

1st Place: Kishore S., Hemanth R., Ajay B.K., Praneeth S.M. of the 2nd year EEE won the first prize



2nd Place: Vimala V., Shreya S., S. Zuha Afsheen and Yashaswini C.K. of the 2nd year EEE won the second prize



Valedictory function:

The event ended at 11:30 PM. Feedback about the performance of the students was shared by the judge, and certificates were distributed to the prize winners.



Outcome of the Event:

The SPARK club activity on "Embedded-based Automation" for engineering students could yield

- Better understanding of Embedded Design Principles
- Knowledge of hands-on experience on the prototyping of embedded applications
- Improving problem-solving and critical thinking skills
- Enhancing the application of Embedded IDEs and tools for design
- Improving communication skills and preparing them for teamwork in professional engineering environments