



**A T M E**  
College of Engineering

**Department of Computer Science &  
Design**

# **DESIGN SPHERE**

**Department Newsletter**

**Volume 2 | Issue 1, February 2025**



**ATME College of Engineering**  
Mysuru – 570028



## Vision of the Department

*"To be a global leader in Computer Science and Design Engineering striving for design excellence, cultural awareness, a profound commitment to environmental stewardship, and societal responsibility".*

## Mission of the Department

*To establish a technology-enabled experiential learning environment, prioritizing and cultivating problem-solving and design thinking skills among students.*

*To foster collaboration with industries, research and development organizations, jointly addressing socially relevant challenges in Computer Science with a core emphasis on design.*

### Program Educational Objective (PEO's)

*Demonstrate the proficiency and adaptability needed to seamlessly integrate with the latest advancements and changes in Computer Science and Design.*

*Our graduates will possess the adaptability to explore various career paths, such as Research & Development, Manufacturing, and Entrepreneurship with independent design firms, Design Services, and Consultancies.*

*Our students will be well-prepared to excel in collaborative, multi-disciplinary environments, showcasing their versatility and skills.*

### Program Specific Outcomes (PEO's)

*To develop stand-alone, embedded, and web-based solutions with easy-to-operate interfaces using software engineering practices and contemporary programming languages.*

*Design and develop computer-based systems in various areas of Multimedia, Graphics data visualization and computer vision.*



## Message from Principal

*ATMECE has emerged as a prominent institute offering quality education. All round continuous changes in infrastructure and academics standard have helped us to build a brand name. It gives me immense pleasure to introduce the Volume 2, Issue 1 February 2025 of the half yearly newsletter "DESIGN SPHERE" of computer science and Design Department.*



**Dr. L Basavaraj**  
*Principal, ATMECE*

*I am pleased to know that the newsletter will showcase the activities and credentials of CS&D Department. I hope this will become a platform for students and staff to exhibit their talents in science and technology. On behalf of management, I appreciate the newsletter committee for their efforts in bringing out this edition.*

## Message from Chief Editor



**Dr. Nasreen Fathima**  
*Associate Professor & Head*

*Dr. Nasreen Fathima, Head Department of Computer Science & Design is committed to cultivating well-rounded professionals who excel in technical expertise, leadership, innovation, and social responsibility, empowering them to contribute meaningfully to the nation's progress and development. Welcome to the latest edition of our Department Newsletter "DESIGN SPHERE".*

*It is with great pleasure that we bring you a compilation of the department's key achievements, exciting projects, and the innovative spirit of our students and faculty. This newsletter is designed to highlight the cutting-edge work happening within our department and provide a space for the sharing of ideas, knowledge, and accomplishments.*

***I wish all the readers a Happy Reading***

## Editorial Team

### Chairman



**Dr. L Basavaraj**  
*Principal, ATMECE*

### Chief ~ Editor



**Dr. Nasreen Fathima**  
*Associate Professor & Head*

### Editor



**Mr. Yogesh N**  
*Assistant Professor*

### Co ~ Editor



**Ms. Harshitha H B**  
*Assistant Professor*

### Student Coordinator



**Ms. M Yeshaswini Madhumitha**  
*Student*

## 1. Department Activities

- Technical Talk-Charting Future Opportunities in AR, VR & AI
- Industrial Visit to Cyber Security Centre of Excellence
- Industrial Visit to Microsoft's office

## 2. Student Participation in various events

## 3. Students Achievements

## 4. Staff Participation in various events

## 5. Articles

## 6. Artistic Sketches



# Department Activities

Technical Talk-Charting Future Opportunities in AR, VR & AI

Industrial Visit to Cyber Security Centre of Excellence

Industrial Visit to Microsoft's office

# Technical Talk

The Department of Computer Science and Design at ATMECE hosted a technical talk titled “Charting Future Opportunities in AR, VR & AI” on October 28, 2024, in the college seminar hall.

Dr. Thotreingam Kasar, Director of the EDspire Research Centre in Mysuru, was the speaker, sharing insights into the emerging opportunities within the fields of AR, VR, and AI.

The speaker also explained the real time applications of AR, VR and AI such as VR and AR in daily life with AI support, Innovations in AI and sensors, Convergence of AR/VR with IoT and AI applications, Transformation of work and remote collaboration with VR, AR and AI.



. Kasar, during the discussion of the applications, addressed the ethical considerations and challenges in integrating the AR, VR and AI for real time applications.

The event was attended by Dr. Basavaraj L, Principal; Dr. Nasreen Fathima, Associate Professor and Head of the Department; Dr. Pavithra A C, event coordinator; along with faculty and students.

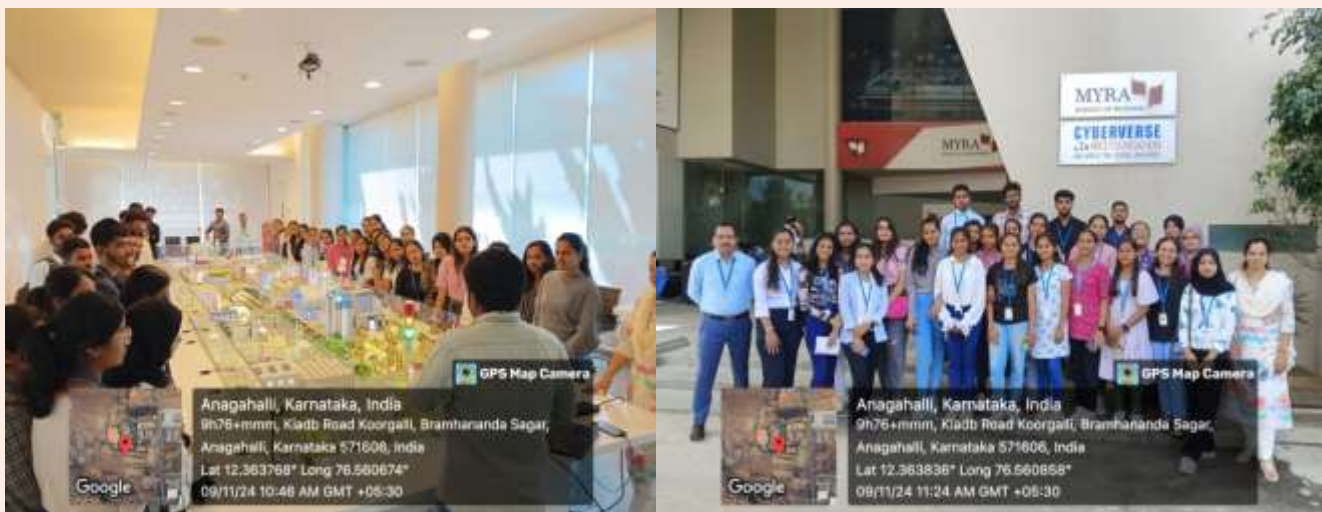


# Industry Visit

The department of Computer Science & Design together with Department of Computer Science & Engineering- Cyber Security organized a visit to the “Cyber Security Centre of Excellence” Lab at MYRA School of Business, Mysuru on November 9, 2024, for 3rd-semester students.

The Centre of Excellence (CoE) is outfitted with cutting-edge labs, tools, and technologies designed to train both students and professionals to effectively address modern Cyber Security challenges. It acts as a hub for both theoretical learning and practical experience in the dynamic field of Cyber Security. This visit provided an opportunity to explore how Cyber Security principles are applied in real-world scenarios, engage with industry experts, and learn about the latest technologies shaping the Cyber Security landscape.

Over 60 students along with Dr. Nasreen Fathima, Head of the Department and Mr. Yogesh N, Assistant Professor have visited the Cyber Security Centre of Excellence” Lab at MYRA School of Business, Mysuru



# Industry Visit

*The department of Computer Science & Design in association with Institute Innovation Council, organized a visit to the “Microsoft Office, Luxor Tower at Bangalore” on November 23, 2024, for students of CSE & Allied branches.*

*The visit provided students with invaluable industry exposure and networking opportunities. Led by SKULERR India members, participants attended insightful sessions by Microsoft experts:*

*Mr. Sagnik Banerjee discussed technology’s future and Microsoft’s innovations.*

*Ms. Shreya Suman highlighted Generative AI tools like Copilot.*

*Mr. Nirmal Krishna guided students on joining the Azure Community.*

*Interactive activities and networking enhanced the experience, with winners receiving exclusive goodies. The event boosted students' technical skills, professional connections, and enthusiasm for innovation, embodying SKULERR India's vision of blending academic learning with industry exposure.*





# Student Participation in Events

IDE BootCamp

Hack Kshetra'24

Ideathon

Mini Project Expo

E-Minds Hackathon

# Student Participation

*The fourth and third year students of the Computer Science and Design department Mr. Ramiz U, Ms. Shukthija M R, Ms. Umme Kulsum and Ms. Rifa Noorain had participated in 5 days IDE BootCamp at NITK, Mangalore. The event was held from 23<sup>rd</sup> to 27<sup>th</sup> September 2024.*



# Student Participation

*The second year student of the Computer Science and Design department Ms. Mahadevaprasad Yeshashwini Madhumitha had participated in 2 days Hack Kshetra'24 at VVCE Mysuru on 25<sup>th</sup> and 26<sup>th</sup> October 2024.*



*The third year students of the Computer Science and Design department Mr. Jeevith Gowda, Ms. Vyshnavi G Urs and Mr. Ishaq Faries Gaima had participated in 1 day Ideathon at GSSSIETW, Mysuru on 5<sup>th</sup> November 2024.*



# Student Participation

*The third year students of the Computer Science and Design department Ms. Bi Bi Sadiya and Ms. Rifa Noorain had participated in 1-day Mini Project Expo, MicroVision, at GSSIETW, Mysuru on 6<sup>th</sup> December 2024.*



*The second year student of the Computer Science and Design department Ms. Mahadevaprasad Yeshashwini Madhumitha had participated in 2 days E-Minds Hackathon, Mysuru on 10<sup>th</sup> and 11<sup>th</sup> December 2024.*





# Student Achievements

Career Placements

Academic Toppers

Student Papers Publications

# Career Placements

*Placement is the act of placing a candidate in a job that aligns with their qualifications, skills, and experience. In this crucial stage of recruitment, finding the right person for the right role benefits both the company and the new employee.*

*Our students have been placed in companies and few students are in the placement process of clearing the aptitude and technical rounds and waiting for the selection results. Our final year students of the Computer Science and Design department Mr. Vishwas B and Ms. Yashaswini B R have succeeded in getting a job placement in TE Connectivity Company and Kasm Technologies.*



**Mr. Vishwas B**

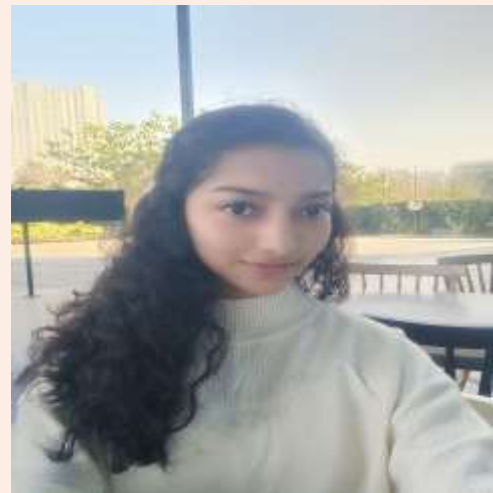
*Company: TE Connectivity Company*

*Package: 8.1 LPA with 1 Lakh rupees  
Joining bonus*

**Ms. B R Yashaswini**

*Company: Kasm Technologies*

*Package: 4.5 LPA*



# Academic Toppers

Academic toppers are students who consistently work hard and use smart study techniques to achieve high grades. Being a Topper not only signifies securing high grades in the academic year but also understanding the in-depth analysis of the subjects. Setting clear goals, managing time effectively, staying organized, and seeking help when needed ensures success.

7 <sup>th</sup> semester Toppers		
Sl. No.	Student Name	SGPA (7 <sup>th</sup> sem)
1	C SMRITI EMMANUEL	9.67
2	SNEHA K	9.54
3	ROHAN PRASANNA SHENOY	9.42
4	VISHWAS B	9.33
5	B R YASHASWINI	9.33
6	NIHA REHAMAN	9.33

5 <sup>th</sup> semester Toppers		
Sl. No.	Student Name	SGPA (5 <sup>th</sup> sem)
1	UMME KULSUM	9.18
2	RAHUL PRAKASH H P	9.18
3	MONALISA	9.00
4	MADEGOWDA B K	8.95

3 <sup>rd</sup> semester Toppers		
Sl. No.	Student Name	SGPA (3 <sup>rd</sup> sem)
1	M YESHASHWINI MADHUMITHA	9.33
2	T VARSHA NANJAPPA	9.14
3	AKSHATHA M	8.95
4	T VARSHITHA NANJAPPA	8.95

# Student Paper Publications

*When students "do paper publications of projects," it means they write up their research findings from a project in a formal, publishable format and submit it to an academic journal, allowing their work to be shared with a wider audience within their field, typically in the form of a research paper, often with the guidance of a faculty advisor; this practice can be particularly beneficial for students to gain valuable research experience, showcase their work, and contribute to academic knowledge, even at the high school level through specialized student journals.*

*Academic publishing creates a record of research efforts that helps to advance knowledge and preserve the work for future use. Academic publishing is also a mechanism for you as the author to be recognized for the contributions you have made to your field of study. Following are the paper publications of their project work published by the students of CS&D.*

*Yogesh N, Poojitha R, Rakshitha P, Sneha K, Ranjini A, "Cropsense AI-Driven Predictions for Crop Patterns, Disease Management and Farming Solution", International Journal of Creative Research Thoughts (IJCRT), ISSN: 2320-2882, 2024.*

*Yogesh N, Shukthija M R, Dhanush M K, Ramiz U, Sanjana L, "Market Basket Analysis and Customer Segmentation in E-Commerce using Data Analytics with Distributed System", International Journal of Innovative Research in Technology (IJIRT), ISSN: 2349-6002, 2024.*

*Yogesh N, Charan M, Ayush R, Hruthvik P, Shravya G, "Android Application for Direct Market Access for Farmers", International Journal of Creative Research Thoughts (IJCRT), ISSN: 2320-2882, 2024.*

# Student Paper Publications

*Dr. Nasreen Fathima, Mohammed Shezan, Niha Rehaman, Preksha Jain M, Shishira N, "Conversion of 2D Blueprints into 3D Models", International Journal of Innovative Research in Technology (IJIRT), ISSN: 2349-6002, 2024.*

*Dr. Pavithra A C, Kusuma H K, Bhavana B C, Chitra Shree N, "Analysis of chest X-rays based on MobileNetV2 models for the diagnosis of pneumonia symptoms Using ML", Springer - Information Systems Engineering and Management book series, ISSN: 3004-9598, 2024.*

*Dr. Pavithra A C, Mr.Manjunath K, Vishwas B, Shivaprasad B N, Syed Saqib Mustafa, Rohan Prasanna Shenoy, "AI-Based Enhanced Video Content Analysis for Multimedia Applications", Algorithms for Intelligent Systems, ISSN: 2524-7573, 2024.*

*Harshitha H B, Abhineeth Aalthoor, B R Yashaswini, C Smriti Emmanuel, Kushal Mandivya, "Deep Learning Based Fraudulent Login Detection System", International Journal for Scientific Research & Development (IJSRD), ISSN: 2321-0613, 2024.*



# Staff Participation in Events

Offline Faculty Development Program  
National Level Short Term Training Program

# Staff Participation in Events

*Prof. Yogesh N, Assistant Professor, Department of Computer Science & Design had participated in 5 days Offline Faculty Development Program on “Generative AI Demystified: Tools and Techniques for NextGen Applications”, organized by the Department of Computer Science & Engineering in association with Wipfli LLP, India held during 20th to 24th January 2025 at NMAM Institute of Technology, Nitte.*

*Mr. Mahadevaswamy D M, Programmer, Department of Computer Science & Design had participated in “National Level Short Term Training Program – 2k24 on JAVA Full Stack with React JS and AI”, organized by the All India Council for Technical Education (AICTE) in association with Brainovision Solutions India Pvt., Ltd., Hyderabad, Telangana held during 2<sup>nd</sup> to 22<sup>nd</sup> December 2024.*

*Mr. Mukesh K, Lab Instructor, Department of Computer Science & Design had participated in “National Level Short Term Training Program – 2k24 on JAVA Full Stack with React JS and AI”, organized by the All India Council for Technical Education (AICTE) in association with Brainovision Solutions India Pvt., Ltd., Hyderabad, Telangana held during 2<sup>nd</sup> to 22<sup>nd</sup> December 2024.*

*Mr. Pradeep J, Assistant Lab Instructor, Department of Computer Science & Design had participated in “National Level Short Term Training Program – 2k24 on JAVA Full Stack with React JS and AI”, organized by the All India Council for Technical Education (AICTE) in association with Brainovision Solutions India Pvt., Ltd., Hyderabad, Telangana held during 2<sup>nd</sup> to 22<sup>nd</sup> December 2024.*



# Articles & Sketches

Fostering Student Entrepreneurship: Unlocking Creativity & Building Networks

The Forgotten Moments That Shape Us

Code, Chai, and College Life

NeuroAI – The Next Step in Human-AI Integration

Veil of the Unborn Words

Artistic Sketches

# Fostering Student Entrepreneurship: Unlocking Creativity and Building Networks

*Entrepreneurship is more than starting a business; it's about nurturing creativity and problem-solving skills. Many students believe they must wait until after graduation to embark on entrepreneurial ventures, but college is an ideal time to begin.*

## **Why Start Early?**

*Engaging in entrepreneurship during college offers numerous benefits. It cultivates leadership, time management, and critical thinking abilities. A significant advantage is the opportunity for networking. Students can connect with professors, alumni, industry experts, and peers who provide valuable guidance and support.*

*Colleges often offer resources to assist budding entrepreneurs, including funding, mentorship, and events to showcase ideas. Promoting products or services on campus allows for real-time feedback, essential for refining concepts before a broader launch.*

## **Leveraging Campus Resources**

*Universities can serve as a testing ground for entrepreneurial ideas. Engaging with the campus community enables students to receive constructive feedback, fostering improvement and innovation.*

*Participating in startup competitions, workshops, and networking events further enhances exposure and idea development. These activities connect students with like-minded individuals and potential investors, creating a supportive ecosystem for growth.*

## **Bringing Opportunities Home**

*After attending workshops in various states, I wondered: Why not bring these opportunities to Mysuru? Not all students can travel for such experiences, so organizing local workshops can provide essential skills and serve as a kickstarter for their careers.*

## **Conclusion**

*Embarking on entrepreneurship during college is a powerful way to develop essential skills, build networks, and test ideas. By utilizing available resources and fostering a culture of innovation, students can transform their concepts into successful ventures.*

***Entrepreneurship is about creating opportunities—for oneself and others.***

**Mr. Rohan Prasanna Shenoy**  
Final Year Student  
Young Entrepreneur – SKULEER India

# The Forgotten Moments That Shape Us

*We often recall big moments- graduation, achievements and milestones. But what if small, forgotten moments actually shape what we become? The laughter that we shared with a stranger, we praised the calm sunrise alone, the kind of kindness we never expected - these moments define us.*

## ***The Beauty of the Unnoticed***

*Life moves fast, and we focus on the next big thing. But the most effective moments are often:*

- *5-second interaction that changes your perspective forever.*
- *When you consider yourself better, the silent moments of self-interview.*
- *Short victory - getting out of bed on a difficult day, finishing a book, or just a deep breath.*

## ***Why do we forget these moments?***

*We pursue perfection and recognition, but the true magic of life is not in the grand gestures - it is in everyday experiences we ignore.*

## ***Call to Action: Start Noticing Life***

- *Pause. Feel the air around you.*
- *Listen. What's happening beyond the noise?*
- *Appreciate. The present moment is all we truly have.*

## ***Conclusion***

*Maybe the biggest moment of our life is not about those about whom we post. Maybe they are calm, not anyone's attention that shapes us in ways we feel much later. Therefore, slow down and start noticing them.*

**Mr. Ramiz U**  
*Final Year Student*

# Code, Chai, and College Life

*Through sleepless nights and endless code,  
Debugging bugs that never showed.  
CAED sketches, matrices wide,  
Maths and logic side by side.*

*From linked lists to OS threads,  
DSA spinning in our heads.  
Compilers parse, networks flow,  
Yet we push to learn some more.*

*Assignments stack, the deadlines race,  
Yet we survive this hectic pace.  
Midnight coffee, hopes held high,  
Dreams take flight, we touch the sky.*

*Errors come, but so do wins,  
Each mistake, where growth begins.  
Through pressure, stress, and self-doubt too,  
A brighter future comes in view.*

*But life's not just about the grind,  
Fun and laughter help unwind.  
With friends beside, the journey's light,  
Through day and every sleepless night.*

*But life's not just about the grind,  
With seniors guiding, friends aligned.  
Bunking classes, chai breaks long,  
In chaos too, we find our song.*

**Ms. M Yeshashwini Madhumitha**

*Second Year Student*

# NeuroAI – The Next Step in Human~AI Integration

*Imagine a future where I would not only help us - think like us. This is not science fiction; It is called NeuroAI, a new field that combines neuroscience and artificial intelligence. Researchers work with AI systems that mimic human brain functions, and enable machines to intuition, creativity and adaptable learning.*

## **How does NeuroAI work?**

*NeuroAI is based on neuromorphic data processing, brain-inspired algorithms, and direct communication of the brain machine. See how it works in a practical way:*

### **1. Brain -like neural networks**

*The traditional AI follows rigid models, but NeuroAI mimics as neurons in the fire of the brain, leading to more human decision-making.*

### **2. Adaptive Learning**

*Unlike current AI, NeuroAi does not need massive datasets. You can learn from small experiences, just like a human being.*

### **3. AI That Reads Brain Signals**

*Researchers develop AI systems that can read human brain activity and answer. This can lead to thought-controlled devices where people can write, control robots, or even communicate using only the brain signals.*

## **Where should we see NeuroAI first?**

- **Medical advances:** AI -driven dentures that react to brain signs.
- **AI -moved creativity:** Machines that think as artists, designers and musicians.
- **Smarter robots:** Robots that adapt and react in real time instead of following the pre -programmed steps.

## **Challenges and the future**

*The biggest challenge? Ethical and security concerns. If you wanted to start thinking as human beings can you be checked? Will he develop bias? These are questions that researchers face when building the next development of AI.*

**Mr. Ramiz U**  
Final Year Student

# Veil of the Unborn Words

*A thought moves deeply, but does not speak name,  
A silent embers without flames.  
It is there, over time,  
A lost whisper, a story on hold.*

*The sky is sewn with invisible wires,  
A brilliant screen, but left between.  
No pen touched his endless scroll,  
Without echoes they sing what to hold.*

*The rivers zombie, the stars ignite,  
But something expects beyond the night.  
Not past, not now, it hasn't started yet,  
A voice not born, but still as one.*

*Who will call the sound unnamed?  
Who will write where none have found?  
For in the silence where silence grows,  
The veil of words, but not born flows.*

**Ms. Shukthija M R**  
*Final Year Student*

# Artistic Sketch



**Ms. T Varsha Nanjappa**  
*Second Year Student*

# Artistic Sketch



**Ms. T Varsha Nanjappa**  
*Second Year Student*

# Editors Voice

*Dear Readers,*

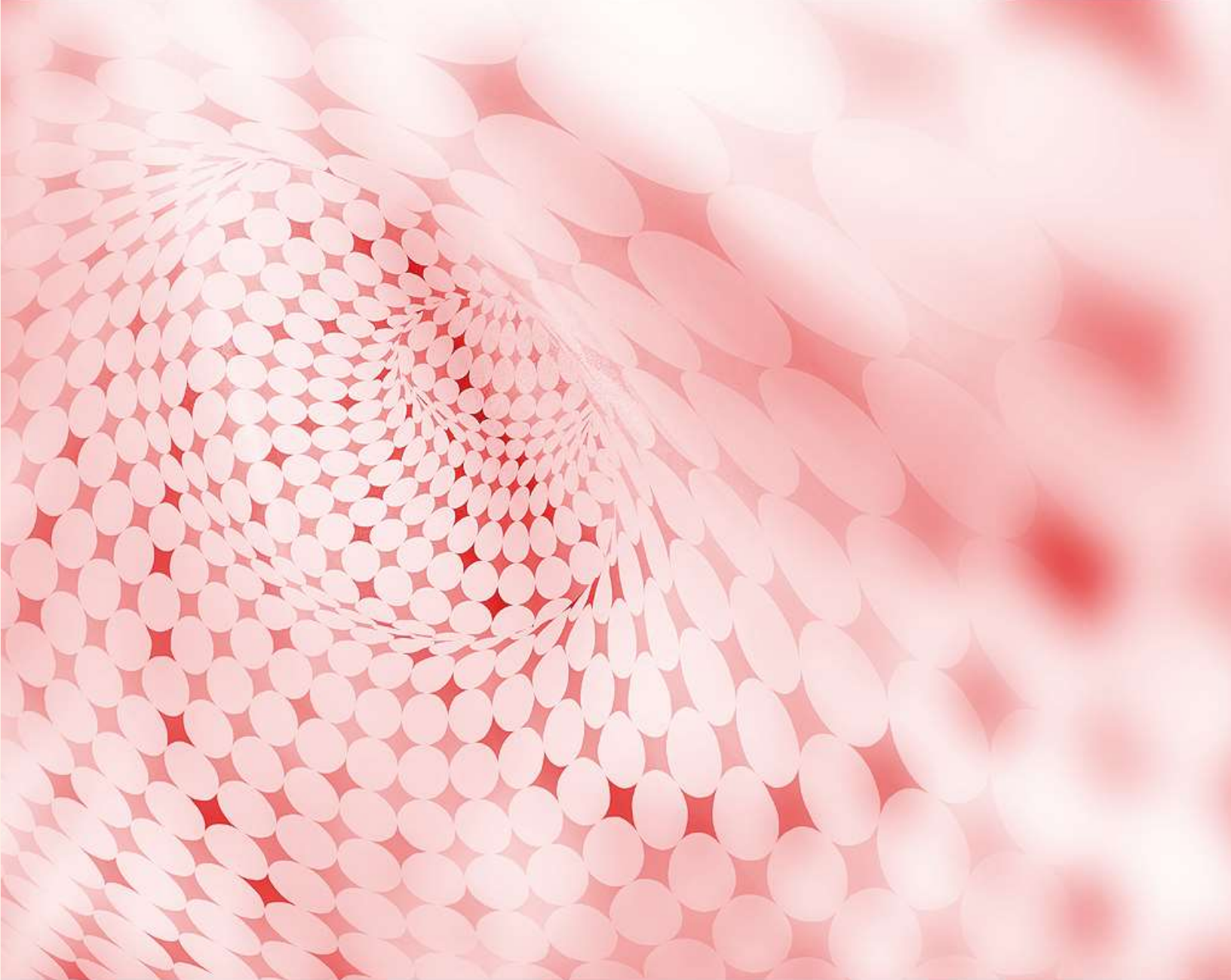
*As we present this edition of our department newsletter DESIGN SPHERE – Volume 2, Issue 1, we want to extend our heartfelt gratitude to everyone who contributed information, articles and sketches. This newsletter is a reflection of our collective efforts, and it would not have been possible without the dedication, creativity, and hard work of our writers, designers, editors, and all those who shared their insights, stories, and updates.*

*A special thank you to our contributors for their valuable submissions, to our editorial team for their meticulous efforts, and to our readers for their continued support and engagement. Your enthusiasm and commitment help make this newsletter a meaningful platform for sharing knowledge, achievements, and inspiration.*

*We look forward to your continued participation in future editions. Thank you for being a part of this journey!*

*Happy reading!*

**Editorial Team**  
*DESIGN SPHERE*  
*Dept. of CS&D*



*"A newsletter is more than ink on paper or pixels on a screen—it is a dialogue between the writer and the reader, a bridge between ideas and action. It takes effort, passion, and creativity to craft something that resonates, but when done well, it has the ability to inspire, educate, and leave a lasting impact on its audience."*