Report on INNOVISION 2025 – Project Exhibition & Demonstration in Association with ATEU Software

1. Introduction

The Major Project Exhibition–cum–Demonstration, organized by the Department of Computer Science & Engineering, ATME College of Engineering, Mysuru, in association with ATEU Software Pvt. Ltd., served as a culminating academic activity for final-year undergraduate students. The event provided a professional platform for students to demonstrate their capstone projects, reflecting the knowledge, skills, and competencies acquired throughout their engineering program.

Major projects play a pivotal role in bridging academic learning with real-world industry applications. This exhibition-cum-demonstration aimed to expose students to industry expectations, practical challenges, and solution-driven development approaches.

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2. Objectives of the Event

The key objectives of the Major Project Exhibition–cum–Demonstration were:

- To provide students with an opportunity to apply theoretical knowledge to real-world problems
- To promote industry-oriented project development in collaboration with ATEU Software
- To enhance students' technical, analytical, and problem-solving skills
- To evaluate projects based on innovation, implementation, and societal relevance
- To prepare students for industry roles, entrepreneurship, and higher studies

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3. Event Details

- Event Title: INNOVISION 2025 – Project Exhibition & Demonstration in Association with ATEU Softwares
- Organized By: Department of Computer Science & Engineering

- Industry Partner: ATEU Software Pvt. Ltd.
- Venue: ATME College of Engineering, Mysuru
- Date: 29.11.2025
- Participants: Final Year CSE Students
- Type of Event: Capstone Project Exhibition & Evaluation
- Mode: Offline

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4. About the Industry Partner – ATEU Software Pvt. Ltd.

ATEU Software Pvt. Ltd. is a technology-driven organization specializing in software development, enterprise solutions, and emerging technologies. The association with ATEU Software provided students with industry exposure, professional mentoring, and insights into current market requirements.

Industry experts from ATEU Software participated as evaluators and mentors, offering valuable feedback on project feasibility, scalability, and deployment readiness.

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5. Target Audience

The event was designed for final-year undergraduate students of the Computer Science & Engineering department. At this stage, students possess advanced knowledge in areas such as software engineering, databases, artificial intelligence, machine learning, data analytics, and cloud computing.

Faculty members and industry experts jointly evaluated the projects, ensuring academic rigor and industry relevance.

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6. Planning and Organization

The event was meticulously planned under the guidance of the Head of the Department, Major Project Coordinator, and faculty guides. The preparatory activities included:

- Formation of project teams and allocation of faculty guides

- Identification and approval of industry-relevant project topics
- Periodic project reviews and progress evaluations
- Scheduling of exhibition and demonstration sessions

Students were instructed to maintain proper documentation, project diaries, and working prototypes.

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7. Project Domains and Technologies

The major projects covered diverse and contemporary domains, including:

- Artificial Intelligence and Machine Learning
- Data Science and Big Data Analytics
- Web and Mobile Application Development
- Internet of Things (IoT)
- Cloud Computing and DevOps
- Cyber Security and Blockchain
- Automation and Smart Systems
- Socially Relevant and Sustainable Computing Solutions

Students employed modern tools, frameworks, and programming languages aligned with industry standards.

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8. Event Execution

During the exhibition, each project team presented their work through posters, live demonstrations, and technical explanations. The presentation included:

1. Problem statement and motivation
2. Literature survey and objectives
3. System architecture and methodology

4. Implementation details and technologies used
5. Results, outcomes, and performance analysis
6. Future scope and enhancements

Experts interacted with students, providing technical suggestions and industry perspectives.

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9. Evaluation Criteria

The projects were evaluated jointly by faculty members and industry experts based on:

- Problem relevance and originality
- Technical depth and innovation
- Implementation quality and functionality
- Industry applicability and scalability
- Documentation and project report quality
- Communication and presentation skills

The evaluation ensured alignment with academic outcomes and industry expectations.

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10. Learning Outcomes

The Major Project Exhibition–cum–Demonstration enabled students to:

- Gain hands-on experience in end-to-end project development
- Understand industry workflows and quality standards
- Improve professional communication and teamwork
- Enhance readiness for placements, internships, and entrepreneurship
- Build confidence in presenting solutions to technical experts

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11. Student Participation and Response

All final-year students actively participated and showcased a high level of commitment and professionalism. Students expressed that interaction with experts significantly enriched their learning experience and provided clarity on industry expectations.

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12. Role of Faculty and Industry Experts

Faculty members guided students throughout the project lifecycle, while industry experts:

- Evaluated project practicality and innovation
- Suggested real-time improvements
- Shared insights on deployment and commercialization
- Encouraged students to align projects with industry needs

This collaboration strengthened institute–industry interaction.

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13. Outcomes and Impact

The event resulted in:

- Strengthened industry–academia collaboration
- Improved quality of student projects
- Enhanced employability skills among students
- Identification of projects with scope for further development

The event also contributed significantly to NAAC, NBA, and accreditation documentation.

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14. Challenges and Observations

Some observations during the event included:

- Need for improved project scalability in some teams
- Time limitations for detailed demonstrations
- Scope for increased focus on testing and deployment

These insights will be used to enhance future project exhibitions.

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15. Conclusion

The Major Project Exhibition–cum–Demonstration in association with ATEU Software Pvt. Ltd. was successfully conducted and achieved its objectives. The event provided a strong platform for students to showcase their technical competence and industry readiness.

The Department of Computer Science & Engineering remains committed to strengthening industry collaborations and promoting experiential learning.

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16. Acknowledgement

The department gratefully acknowledges the support of the management, Principal, Head of the Department, faculty members, project coordinators, ATEU Software Pvt. Ltd., and all participating students for the successful conduct of the event.

Glimpse of the Event: