




# CASCADE

## DEPARTMENT OF COMPUTER SCIENCE & DESIGN

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### INSTITUTE VISION

“Moulding Professionals par Excellence with Integrity, Fairness and Human Values”.

### INSTITUTE MISSION

1. We commit to develop the institution as a Center of Excellence of International Standards
2. We guide our students in the attainment of intellectual and professional competence for successfully coping with the rapid advancements in technologies and the ever changing world of business, industry and services
3. We help each and every student in their personal growth into mature and responsible individuals
4. We strive to cultivate a sense of social and civic responsibility in our students, thus empowering them to serve humanity.
5. We promise to ensure a free environment where quest for the truth is encouraged

### DEPARTMENT VISION

“Moulding socially dynamite Computer Science and Design engineers capable of driving technological advancements.”

### DEPARTMENT MISSION

- ➔ To provide comprehensive education that combines technical knowledge, creativity and critical thinking through computer science principles and design methodologies.

- ➔ Promote research and industry collaboration to empower our graduates for addressing real world challenges.
- ➔ To cultivate ethical values, social responsibility and a commitment to lifelong learning among students.

### PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

The program educational objectives (PEO) of the Department of Computer Science and Design are to develop graduates who possess:

- ☑ Shall have strong foundation in theoretical and practical aspects of Computer Science and Design principles to develop innovative solutions.
- ☑ Shall possess effective communication, teamwork and leadership skills to collaborate with diverse stakeholders and to practice in a corporate firm.
- ☑ Shall have potential to become entrepreneurs, innovators and pursue research in Computer Science and Design or related fields.
- ☑ Shall have a strong sense of social awareness and stay updated with evolving design technologies.

### PROGRAM SPECIFIC OUTCOMES (PSO)

The Program Specific Outcomes of the Department of Computer Science and Design are:

- ➔ Ability to integrate theory and practice to design software applications.
- ➔ Able to apply computer science skills and design tools to analyse, design and model composite systems.
- ➔ Ability to design and manage projects to develop a career in a related industry.

## PRINCIPAL'S MESSAGE:

It is my great pleasure to extend warm greetings to the faculty, students, and readers of this inaugural edition of the Computer Science and Design Department Newsletter. In today's rapidly evolving digital landscape, the fusion of computer science and design plays a pivotal role in shaping the future of technology, interactive media, and game development.

Computer Science & Design department is dedicated to cultivating innovative thinkers, problem solvers, and ethical leaders who will drive technological advancements with creativity and critical insight. Through a dynamic learning environment that integrates technical expertise with design thinking, they aim to equip their students with the skills to address real-world challenges, pioneer ground-breaking research, and make a meaningful societal impact.

With a strong emphasis on game development, interactive media, artificial intelligence, and human-computer interaction, Computer Science & Design Department committed to exploring new frontiers in immersive story telling, virtual and augmented reality, and cutting-edge digital experiences. By fostering industry collaboration, hands-on learning, and research-driven innovation, Computer Science & Design Department prepare the students to excel in a competitive, ever-changing world.

I extend my heartfelt congratulations to all the faculty and students for their dedication to academic excellence, research, and innovation. Your relentless efforts continue to propel the department to new heights, and I am confident that together, we will shape a future where technology and creativity converge to transform the world.



**Dr.K.K.Rajan**

## HOD'S MESSAGE

It gives me immense pleasure to lead the Department of Computer Science and Design in VJCT and present the first issue of our department newsletter "CASCADE". This issue of CASCADE is one in which we address the growth and changes we experienced last semester, and show you the ways that we are working to make our department the best. The strength of our department is the future of gaming industry, a set of highly motivated students who understand the dynamics of the industry and upgrade their skills accordingly. Our dedicated staff members strive to equip the students to cater the need of the industry. With support from industry partners, proactive recruitment and outreach programs, an improved first-year curriculum, and mentoring programs, the Computer Science and Design department strives to achieve excellence. I congratulate to the team of faculty members and the students for their brilliant and original efforts. I wish all the Students and Faculty a great academic career.



**Ms. Sabitha Raju**

## FACULTY PUBLICATIONS

- Ms. Sabitha Raju et al. published "A Survey on Virtual Reality Applications in Learning and Interactive Systems" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Cinita Mary Mathew et al. published "VR Medical Training" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Anju Markose et al. published "A Survey on: Integrating Virtual Reality, Artificial Intelligence, Digital Twins to Improve Medicine and Healthcare" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Anju Markose et al. "Multimodal Hand Gesture Recognition Using Surface Electromyography and Inertial Measurement Units with 3D-CNN and Transfer Learning", Communications on Applied Nonlinear Analysis, 2024.
- Ms. Libsy Ann Merin Baby et al. published "Advancing game development and simulation with unity 3D: integration of procedural content generation, genetic algorithm, and immersive learning experiences" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Pretty Sebastian et al. published "Integrating Virtual Reality for Innovation in Interior Design and User Centric Experience" and "Transformative Applications of Virtual Reality: Adaptive Learning, Cultural Tourism, Filmmaking, Defense Training, and E-Sports" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Anju Pathrose et al. published "A Survey on Virtual Reality Meditation for Enhancing Mindfulness and Physiological Well-being" and "Technological Convergence in Gaming and Smart Environments" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Neenu Shereef et al. published "A survey on exploring AI's impact on Web Security, E-commerce Personalization, and Food Waste Reduction" and "A Survey on Emerging Trends and Challenges in Advanced Computing Systems" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.
- Ms. Honey John et al. published "Advancing Virtual Reality and Interactive Technologies: Innovations in Accessibility, Realism, and Dynamic Automation" and "Transformative Technologies: The Role of Unity 3D, AI, and Extended Reality in Modern Education and Development" in proceedings of third national conference on Artificial Intelligence and Cognitive Computing (2024) in FISAT.

## STAFF ACHIEVEMENTS

- Ms. Sabitha Raju Successfully completed NPTEL 12 week course on Operating System Fundamentals July–Oct 2024 with Elite
- Ms. Anju Markose, successfully completed Microsoft Student Ambassadors 7 days boot camp on Python and Artificial intelligence

- Ms. Anju Markose participated in the IEDC Ernakulam cluster meeting held at ASIET on 25th September 2024
- Ms. Anju Markose Successfully completed NPTEL 12 week course on Machine Learning and Deep Learning – Fundamentals and Applications on July–Oct 2024.
- Ms. Pretty Sebastian Successfully completed NPTEL 12 week course on Operating System Fundamentals July – Oct 2024 with Elite

### FACULTY DEVELOPMENT PROGRAM/WORKSHOP

- Ms. Cinita Mary Mathew, attended a one-week Faculty Development Program on Algorithmic Thinking with Python.
- Ms. Anju Markose, attended a one-week Faculty Development Program on Research Paper writing and publications in SCI organized by Pencil Bitz.
- Ms. Libsy Ann Merin Baby attended a one-week Faculty Development Program on Algorithmic Thinking with Python.
- Ms. Libsy Ann Merin Baby attended a webinar on Building a Harmonious World: Exploring Pathways to Global Peace on 14 September 2024 Organized by Research Foundation of India & RFI Care, National Centre for Human Settlements & Environment (NCHSE), Heavenly Culture, World Peace, Restoration of Light (HWPL)
- Ms. Anju Pathrose, attended a one-week Faculty Development Program on Algorithmic Thinking with Python.
- Ms. Honey John attended a one-week Faculty Development Program on Algorithmic Thinking with Python.

### PROGRAMS ORGANIZED BY THE DEPARTMENT IN ASSOCIATION WITH CSI/ISTE/IIC/R&D

- The CG Department association CASCADE, was inaugurated by Mr. Densil Antony, Chairman & CEO of XR Horizon Pvt. Ltd., Kochi.



- Two days' workshop on "Mobile Application Development using Flutter" was conducted by Computer Science and Design Department in association with Industry Institute Interaction Cell (IIC) on 17th and 18th July during the academic year 2024-25. The resource person was Mr. Aiju T Biju, Founder and C.E.O of WeCodeLife Pvt Ltd. The faculty coordinators were Ms. Cinita Mary Mathew and Ms. Anju Pathrose, Assistant Professors, CG Department.



- A two day hands on training on "Designing VR with Three.js" was conducted by Computer Science and Design Department in association with Institution's Innovation Council (IIC) on 9th and 10th September during the academic year 2024-25. The resource person for the event was Mr. Pankaj Kumar G, an Assistant Professor from FISAT. The faculty coordinators were and Ms. Sabitha Raju, HOD and Ms. Anju Pathrose ,Assistant Professor, CG Department.



- The Inauguration of the Association for the Academic Year 2024-25 was held on October 4, 2024, at 1:30 PM in the Main Auditorium in association with IIC & NDLI Club on 04th October. The event was inaugurated by Mr. Jaison Jose Olickal, CEO of Codea Technologies. The faculty coordinator was Ms. Libsy Ann Merin Baby, Assistant Professor, CG Department.



- Technical talk on “AI-Driven Design in Software Development: The Rapid Adoption and Future Outlook ” was conducted by Computer Science and Design Department in association with IIIC & NDLI Club on 04th October during the academic year 2024-25. The technical talk was delivered by Mr. Bineesh Thomas, CEO of Expeed Software. The faculty coordinator was Ms. Libsy Ann Merin Baby, Assistant Professor, CG Department.



- The Virtual Reality (VR) Lab was officially inaugurated on 05.10.2024, marking a significant milestone for the institution. The lab was blessed by Msgr. Dr. Pius Malekandathil, invoking divine grace for its success and the enrichment of students' learning experiences. The event was graced by the presence of Director Rev. Dr. Paul Parathazham and Principal Dr. K.K. Rajan, who emphasized the importance of VR technology in education and innovation.



- The Game Development Cell of VJCT, under the Department of Computer Science and Design, organized an exciting workshop on "Game Development with Unity 3D & Virtual Reality." This hands-on session, exclusively for S5 CG students, will take place on October 9 and 10 at the BADT Lab. The program conducted and coordinated by S7 CG students (Akarsh Vincent, Alen James, Dibin Sabu, K.Rahul, Ronic Tijo Parakattel, Thomas Marian C S, Vishnu G Nair, Zephan Philip). Participants will gain practical experience in immersive VR applications using Unity3D.



- A hands on training on “Art of Query management” was conducted by Computer Science and Design Department in association with Innovation and Entrepreneurship Development Cell(IEDC) on 12th December during the academic year 2024-25. The faculty coordinators were Ms. Cinita Mary Mathew and Ms. Anju Markose, Assistant Professors, CG Department. The resource person was Mr. Deepak Jose, Technical Accounts Manager, Techversant Infotech Pvt Ltd, Kochi.



- Rev. Fr. Mathew Mulangacherryil conducted an orientation and counselling session for Computer Science and Design students on December 16, 2024, providing valuable guidance and support.



## STUDENTS ACHIEVEMENTS

- Mr. Alex Vincent and Mr. Christin Jose Biju of S6 CG was completed NPTEL course on “Software Conceptual Design ” with Elite class on Aug-Sep 2024.
- Mr. Shalin Philip of S6 CG was completed NPTEL course on The joy of computing using Python.
- Ms. Helena Tom Selected for Zone Level Badminton Championship.
- Mr. M.S. Sourav and Mr. Shalin Philip of S6 CG conducted a seminar on 2D game development.

Final year students of CG Department had gone for an industrial visit to Infinyt3D, Verna, GOA.



Third year students of CG department had gone for an industrial visit to CSIR, National Institute of Oceanography, GOA.



Second year students of CG Department had gone for an industrial visit to IPCS GLOBAL, Attingal.



Viswajyothi College of Engineering and Technology, had signed MOU with M/S XR HORIZON Pvt.Ltd



*In Loving Memory of*



**Mr. THOMAS MARIAN C S**

STUDENT (2021-2025 BATCH)

DEPARTMENT OF COMPUTER SCIENCE & DESIGN

## UNIVERSITY RESULTS

S7 CG 97.67%

S5 CG 75.41%

S3 CG 68.89%

## PLACEMENT STATISTICS

Sl. No	Name of Company	No of Students Placed
1	UST	1
2	EMERGIO	6
3	XR HORIZON	2
4	6D TECHNOLOGIES	2
5	QSPIDERS	4

## ACADEMIC EXCELLENCE

### 2021-2025 Batch (S7 Toppers)



ELDHO T BABU (9.10)



POOJA RAMESH (9.10)



MARIET SUNNY (9.00)



ANAMIKA A M (8.97)

### 2022-2026 Batch (S5 Toppers)



ANSEL SAJAM (9.39)

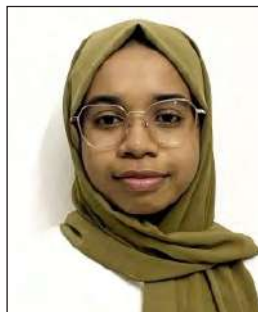


CHRISTIN JOSE BIJU (9.35)



ALKA MARIYAM BABY (9.30)

### 2023-2027 Batch (S3 Toppers)



MARIYAM FARHA (9.05)



ALEX BENOIET (9.00)



ANNMARY CYRIAC (8.55)

## STAFF EDITOR

Anju Markose  
AP, CG

