

IQAC 2022-23

ACTIVITY REPORT

DEPARTMENT/COMMITTEE/FACULTY

IQAC ACTIVITY NO:

NAME OF THE ACTIVITY: "PPT Presentation A.Y 2022-23"			
DATE	FACULTY	DEPARTMENT/COMMITTEE	CONVENER NAME
10/1/2023		IT/CS Department	Mrs.AnitaYadav Mrs.SarojiniBiradar
TIME	VENUE	NUMBER OF PARTICIPANTS	NATURE:
	IT/CS lab	34	Offline
SUPPORT/ASSISTANCE:	Mrs.Sarojini Biradar, Mrs.Ragni Khapare, MS. SherinV, Mrs.Anita Yadav, Ms.Snehal Awale.		

BRIEF INFORMATION ABOUT THE ACTIVITY (CRITERION NO - ):

TOPIC/SUBJECT OF THE ACTIVITY	"PPT Presentation A.Y 2022-23"
OBJECTIVES	PowerPoint helps students to act as a visual aid as a presenter for their ideas. Student should not make the slides too wordy and concentrate on adding only valuable content in bullet points. Ability to create a presentation with proper input to a given topic to provide to the audience. It is the best skill for leading and proving the ideas, explaining the concepts etc.
METHODOLOGY	PPT Slides
OUTCOMES	<ul style="list-style-type: none"><li>● Gains the knowledge for the given topic.</li><li>● Leadership Skill development in students.</li><li>● Abstracting the main content and adding that in slides which is important.</li></ul>
SUPPORT/ASSISTANCE:	Chairperson Principal Mr.B.Pandey, Mrs.Sarojini Biradar, Mrs.Ragini Khapare, Ms. Sherin V, Mrs Anita Yadav, Ms.Snehal Awale.

PROOFS & DOCUMENTS ATTACHED (TICK MARK THE PROOFS ATTACHED):

1. Notice & Letters ✓	2. Student's list ✓	3. Activity report ✓	4. Photos ✓	5. Feedback Form ✓
6. Feedback analysis ✓	7. News clip with details			

IQAC CELL ACTIVITY NUMBER: \_\_\_\_\_

NAME OF TEACHER AND SIGNATURE	NAME OF HEAD/COMMITTEE INCHARGE & SIGNATURE	I/C PRINCIPAL'S SIGNATURE	IQAC COORDINATOR (SEAL & SIGNATURE)
<i>Snehal Awale</i>	<i>Pratik</i>	<i>[Signature]</i>	<i>[Signature]</i>

Co-ordinator  
Internal Quality Assurance Cell  
Rajiv Gandhi College of Arts, Commerce & Science  
Vashi, New Mumbai.





Sainath Education Trust's  
**Rajiv Gandhi College**  
of Arts, Commerce, & Science, Vashi Navi Mumbai.  
{Permanently Affiliated to University Of Mumbai}

Department of Computer Science and Information Technology

PPT Presentation 2022-23

Activity Name:- PPT Presentation

Dated On: 10/1/2023

No of Student attended: 34

Venue:-IT/CS lab.

**Objective-**

PowerPoint helps students to act as a visual aid as a presenter for their ideas. Students should not make the slides too wordy and concentrate on adding only valuable content in bullet points.

Ability to create a presentation with proper input to a given topic to provide to the audience. It is the best skill for leading and proving the ideas, explaining the concepts etc.

**Detail reports:-**

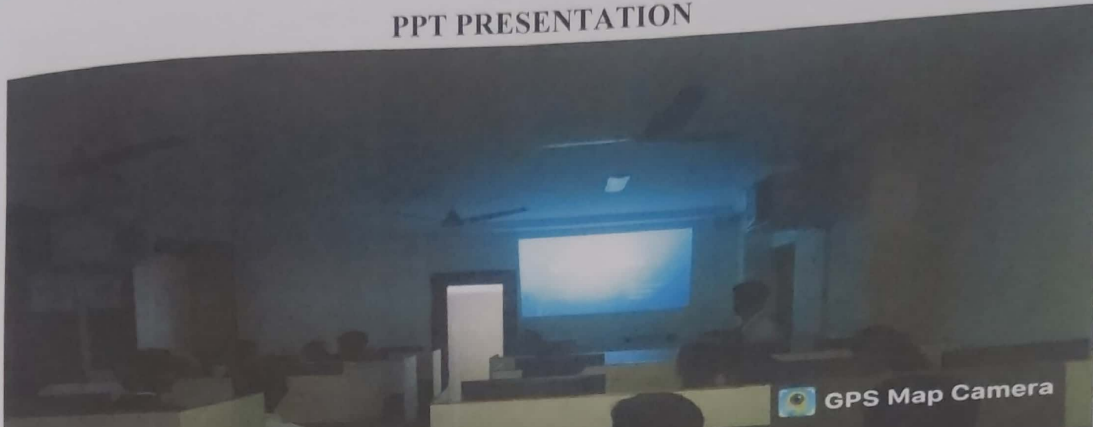
Presentation skills help to create innovative ideas when students come up with creative and interesting slides to illustrate their talk. Use of presentation aids makes for a much more interesting talk with the audience, and the creation of such aids can help to develop students confidence. Students presented different topics on Green IT such as Green data center, Cooling system, Going paperless etc due to this activity students improve their skills and also increase their knowledge for the given topic. ppt presentation increase the confidence in them and motivate them for future opportunities.

**Outcomes:-**

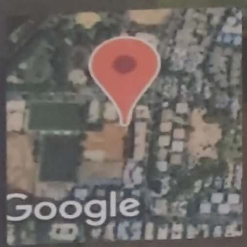
- Gains the knowledge for the given topic.
- Leadership Skill development in students.
- Abstracting the main content and adding that in slides which is important.



PPT PRESENTATION




GPS Map Camera




Google

**Navi Mumbai, Maharashtra, India**  
3XHV+GWQ, Juhu Nagar, Sector 10A, Vashi, Navi  
Mumbai, Maharashtra 400703, India  
Lat 19.078823°  
Long 72.994601°  
10/01/23 11:41 AM GMT +05:30



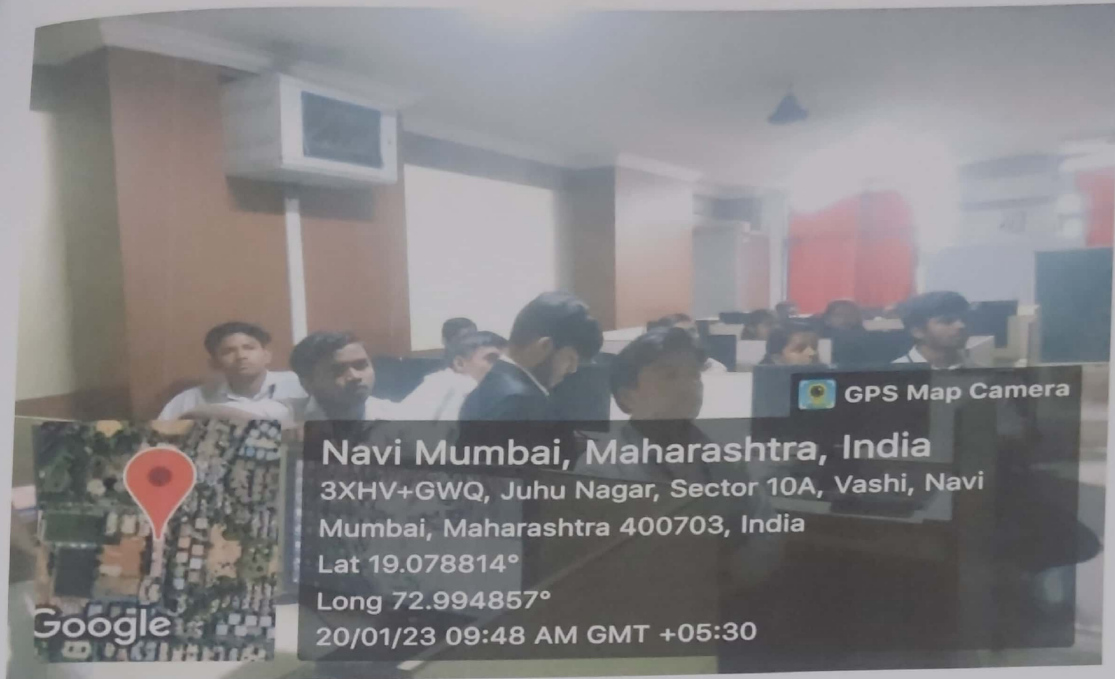
GPS Map Camera



Google

**Navi Mumbai, Maharashtra, India**  
3XHV+GWQ, Juhu Nagar, Sector 10A, Vashi, Navi  
Mumbai, Maharashtra 400703, India  
Lat 19.078812°  
Long 72.994825°  
20/01/23 09:30 AM GMT +05:30







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Department of Computer Science and Information Technology  
Presentation Attendance Jan-23

FACULTY NAME: Snehal Awale

CLASS: FY BSc - IT DATE: 10/1/23

SR. NO	REG.NO	STUDENTS NAME	SIGNATURE
1	2240374	Mariya Sheikh	
2	2240381	AAKASH VANE	
3	2240379	RAJI ANISE	
4	2240410	Shivam Kumar	Shivam
5	2240412	Ganga Patel	Gangaj
6	2240417	TAPPI Patel	Tappi Patel
7	2240408	Hema Thodji	Hema
8	2240368	Aadarav Vaama	Aadarav
9	2240362	Jyoti Pandey	Jyoti
10	2240361	Pooja Jaiswal	Pooja
11	2240856	Suraj Gupta	Suraj
12	2240364	Raj Sethi	Raj
13	2240407	Mohd Affan	Mohd Affan
14	2240389	Patel Riteek	Riteek
15	2240380	Ghantewad Aniket	Aniket
16	2240384	Saurabh Rai	Saurabh
17	2240388	Vishal K. yadav	Vishal
18	2240366	Shivam Gupta	Shivam
19	2240367	Satyaprakash Jaiswal	Satyaprakash
20	2240378	Ramul. walimilal	Ramul
21	2240416	Dheeraj Pandey	Dheeraj
22	2240402	Anand yadav	Anand
23	2240355	Sachin mgurya	Sachin
24	2240401	Shubham Shorma	Shubham
25	2240386	Sanjeevani Gupta	Sanjeevani
26		Shravan yadav	Shravan
27	2240410	Shivam Kumar	Shivam



IQAC 2022-23

ACTIVITY REPORT

DEPARTMENT/COMMITTEE/FACULTY

IQAC ACTIVITY NO:

NAME OF THE ACTIVITY: Seminar On "Applications of MOOC"			
DATE	FACULTY	DEPARTMENT/COMMITTEE	CONVENER NAME
8 <sup>th</sup> July 2022		IT/CS Department	Mrs.AnitaYadav Mrs.SarojiniBiradar
TIME	VENUE	NUMBER OF PARTICIPANTS	NATURE:
11:00 AM To 1:00 PM	IT Lab	21	Offline
SUPPORT/ASSISTANCE:	Mrs.Sarojini Biradar, Mrs.Ragni Khapare, Ms.Sherin V, Mrs.AnitaYadav, Ms.Saba ,Ms.Snehal Awale.		

BRIEF INFORMATION ABOUT THE ACTIVITY (CRITERION NO -

TOPIC/SUBJECT OF THE ACTIVITY	"Applications Of MOOC"
OBJECTIVES	The main objective of the workshop is to sensitize the teaching faculty of colleges and universities about the advantages of e-learning and to encourage them towards planning, designing, developing, delivering and implementing MOOCs and other Open Educational Resources (OER)so that
METHODOLOGY	PPT Presentation used to Deliver session
OUTCOMES	1. With the objective to enhance the quality of teaching in the Organization. 2 Hybrid model of delivery that adds to the quality of classroom teaching. 3 The faculty to update their knowledge and skills through such faculty development programmers 4. Faculty can keep pace with digital revolution of the twenty first century in which technology is blended with traditional teaching-learning pedagogies for better learning outcomes
SUPPORT/ASSISTANCE:	Mrs.Sarojini Biradar, Mrs.Ragni Khapare, Ms.Sherin V, Mrs.AnitaYadav, Ms.Saba , Ms.Snehal Awale.

PROOFS & DOCUMENTS ATTACHED (TICK MARK THE PROOFS ATTACHED):

1. Notice & Letters ✓	2. Student's list ✓	3. Activity report ✓	4. Photos ✓	5. Feedback Form ✓
6. Feedback analysis ✓	7. News clip with details			

IQAC CELL ACTIVITY NUMBER: \_\_\_\_\_

NAME OF TEACHER AND SIGNATURE	NAME OF HEAD/COMMITTEE INCHARGE & SIGNATURE	I/C PRINCIPAL'S SIGNATURE	IQAC COORDINATOR (SEAL & SIGNATURE)
 Asst. Prof. Sherin V			 Co-ordinator



Internal Quality Assurance Cell  
Rajiv Gandhi College of Arts, Commerce & Science  
Vashi, Navi Mumbai.

Sainath Education Trust's

# Rajiv Gandhi College

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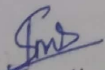
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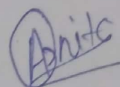
## NOTICE

Date: 6<sup>th</sup> July 2022

This is to inform that all the faculties of Rajiv Gandhi college of Arts Commerce and Science , Department of Information Technology & Computer Science along with IQAC is organizing one day seminar on Application of MOOC (Massive Open Online Course) on 8<sup>th</sup> July 2022 at 11.00am (Venue IT Lab). All Teachers are requested to attend the seminar. Your presence will be appreciated.

  
(I.T Co-ordinator)



  
(C.S Co-ordinator)





Sainath Education Trust's  
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**Department of Computer Science and Information Technology**  
**Workshop Report on APPLICATIONS OF MOOC**

**Dated On-8<sup>th</sup> July 2022**

**Duration: 2 hours**

**No of Participant: -21 Faculty**

**Venu: -IT Lab**

**Resource Person Name: -Dr. Dhaneswar Harichandan**

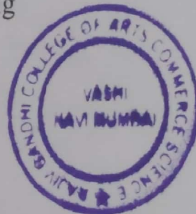
With the objective to enhance the quality of teaching in the Organization. A seminar on Massive Open Online Course (MOOC) was organized in Rajiv Gandhi college Department of Information Technology & Computer Science dated on 8th July 2022 for all teaching faculties. Dr. Dhaneswar Harichandan Sir (Director (2007-2015) Institute of Distance & Open Learning University of Mumbai) was an invited speaker in this seminar.

MOOC is a leader in online courses. If anyone is interested in learning for yourself, leveraging online courses to educate your workforce, MOOC can help them. MOOC explore online courses and programs in key fields like Apache Spark, Artificial Intelligence, Azure, Big Data, Block chain, Business and Management, Computer Science, Cyber security, C, C++, C#, Data Science, Entrepreneurship, Excel, Java, JavaScript, Linux, Machine Learning, Python, R-Programming, Robotics, Statistics, Spanish, SQL, Web Development and more.

Dr. Dhaneswar Harichandan Sir delivered the session on MOOC. He explained the basic concept of MOOC, its need, various courses and its importance. Sir also enlightened about SWAYAM. SWAYAM provides an integrated platform and portal for online courses, using information and communication technology (ICT) and covering High School till all higher education subjects and skill sector courses to ensure that every student benefits from learning material through ICT.

SWAYAM is a:

1. One-stop web and mobile based interactive e-content for all courses from High School to University level.
2. High quality learning experience using multimedia on anytime, anywhere basis.
3. State of the art system that allows easy access, monitoring and certification.
4. Peer group interaction and discussion forum to clarify doubts
5. Hybrid model of delivery that adds to the quality of classroom teaching



### Speaker Resource Person Profile:

Dhaneswar Harichandan, Ph.D. ICSSR Senior Fellow and former Professor cum Director, JOL, University of Mumbai, India, Principal Investigator-PG Pathshala project of UGC in Adult Education, Course Coordinator SWAYAM on Communication Technologies in Education,

### Content Covered as:

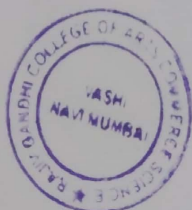
The workshop has been covered the following topics:

1. Need for Indigenous MOOC
2. SWAYAM-Study Of Active Learning For Young Aspiring Minds
3. 'Four quadrant approach': Quadrant-I is e-Tutorial/Quadrant-II is e-Content/Quadrant-III is Web Resources/Quadrant-IV is Self-Assessment
4. Core Elements of a MOOCs
5. Quality Assurance & Intellectual Property Rights /Copyrights Handling

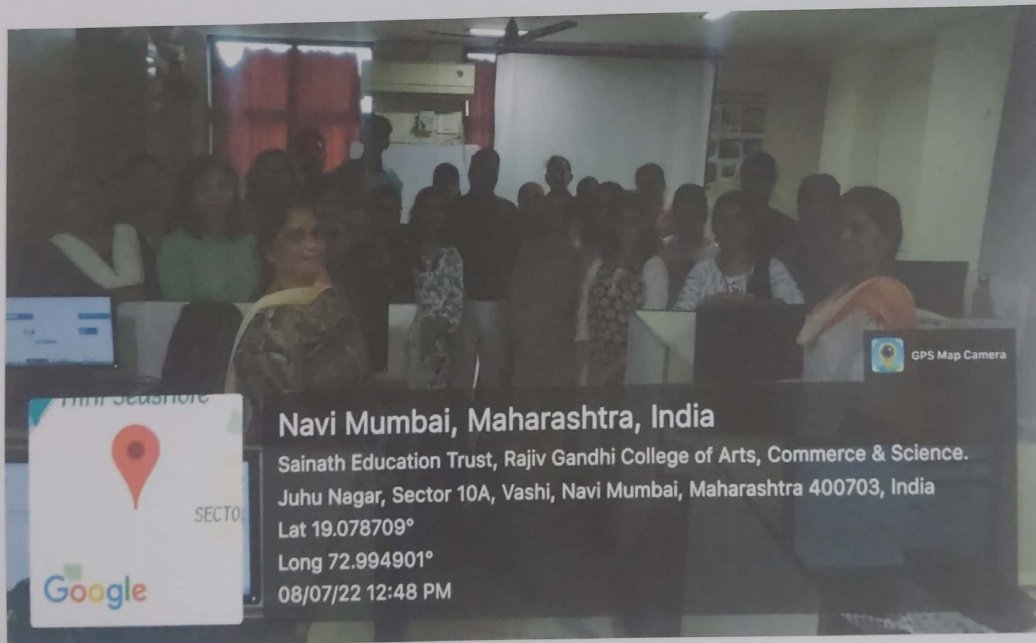
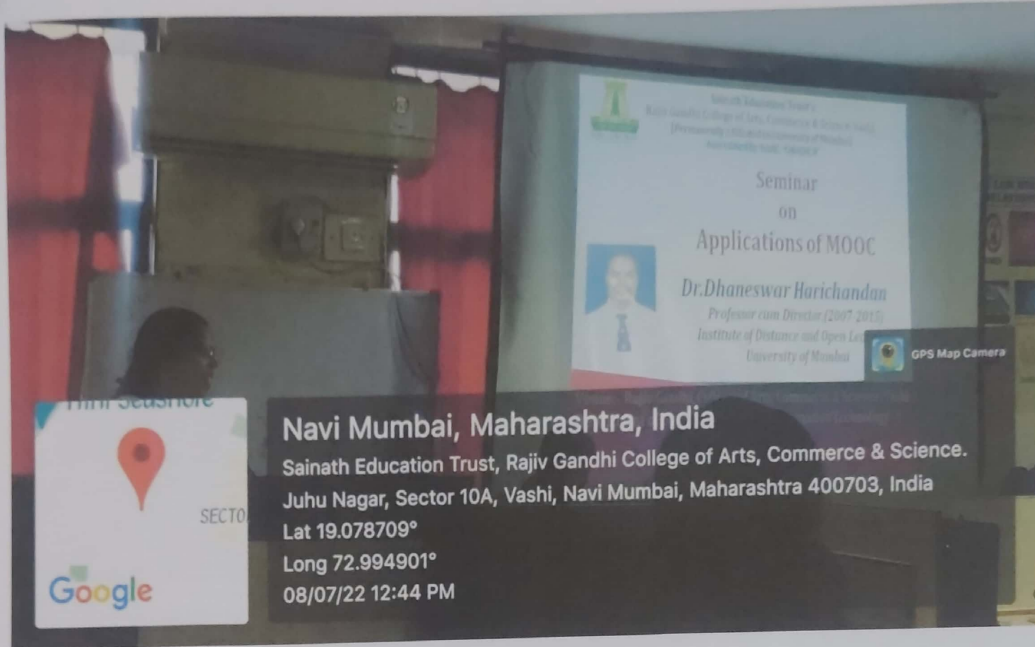
### Learned Outcomes-

1. Faculty members can improve their teaching methodologies, strategies, and techniques.
- With
2. The objective to enhance the quality of teaching in the Organization.
  4. Hybrid model of delivery that adds to the quality of classroom teaching.
  5. The faculty to update their knowledge and skills through such faculty development programmes
  6. Faculty can keep pace with digital revolution of the twenty first century in which technology is blended with traditional teaching-learning pedagogies for better learning outcomes
  7. To sensitize the teaching faculty of colleges and universities about the advantages of e-learning and to encourage them towards planning, designing, developing, delivering and implementing MOOCs and other Open Educational Resources (OER)

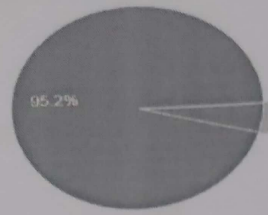
No. of Participants Registered	21
Feedback Link of the seminar	<a href="https://forms.gle/vyFvsvpWWims5SVr6">https://forms.gle/vyFvsvpWWims5SVr6</a>



MOOC



Gender  
21 responses

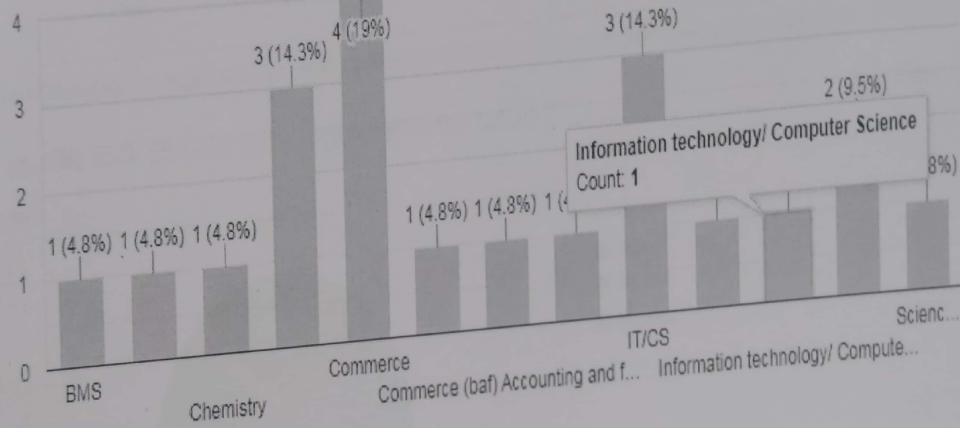


● Male  
● Female  
● Other

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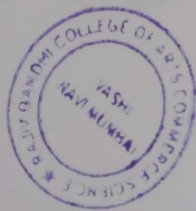
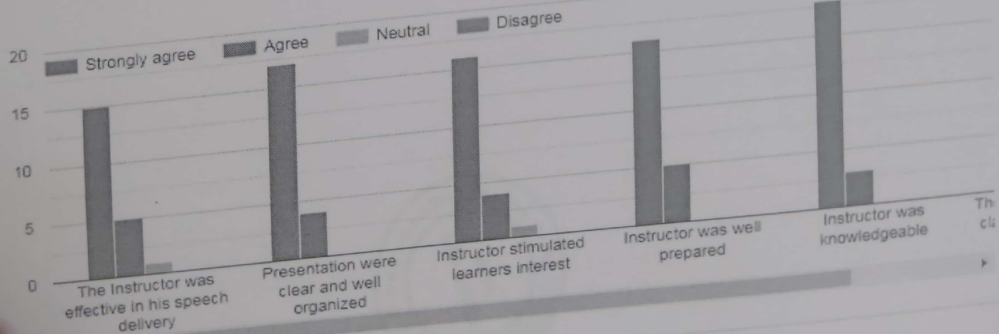
Stream / Department / Subject Specialization

21 responses

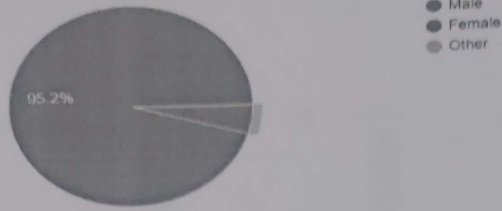


Please rate your satisfaction with the content of the seminar by indicating your level of agreement or disagreement with each of the following statements.

Copy



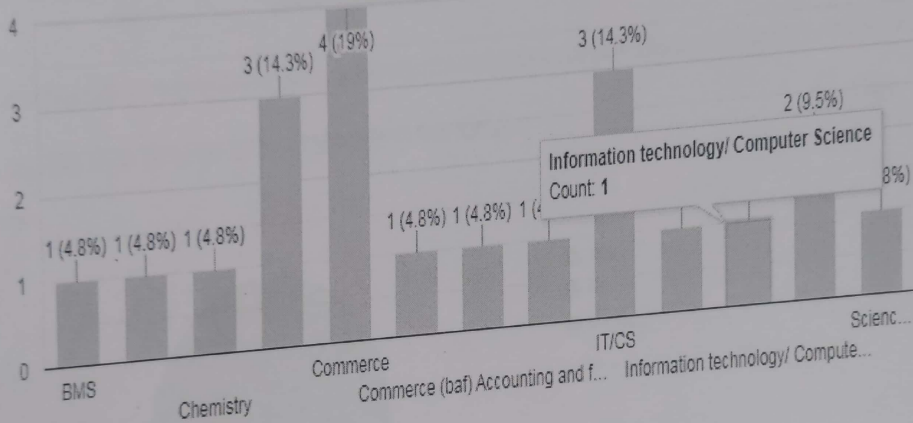
Gender  
21 responses



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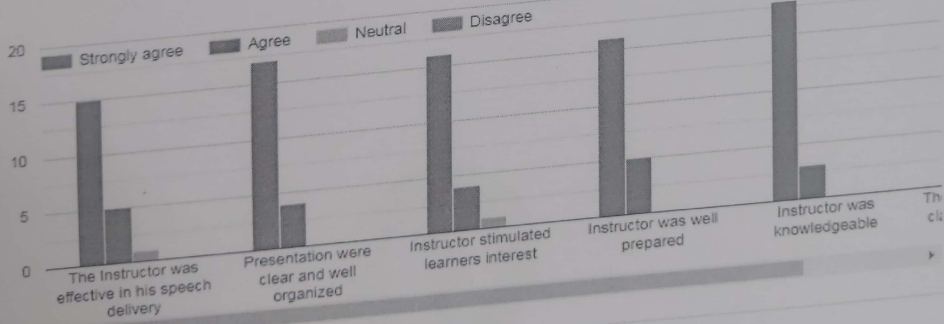
Stream / Department / Subject Specialization

21 responses

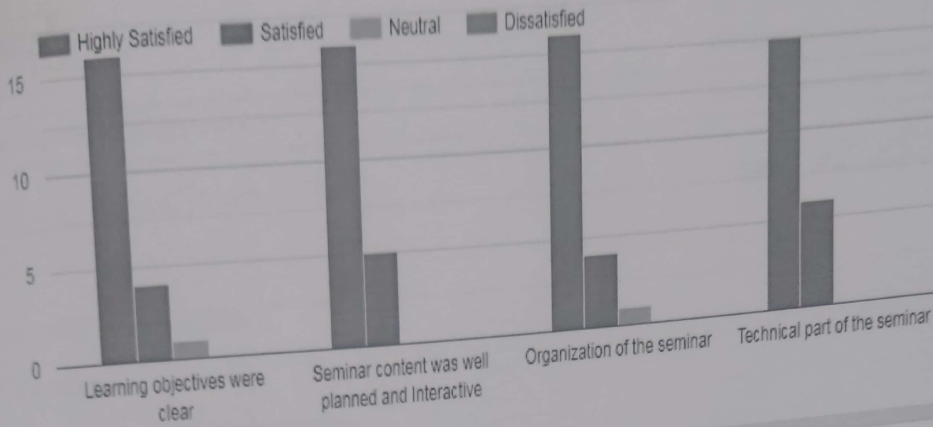


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Please rate your satisfaction with the content of the seminar by indicating your level of agreement or disagreement with each of the following statements.



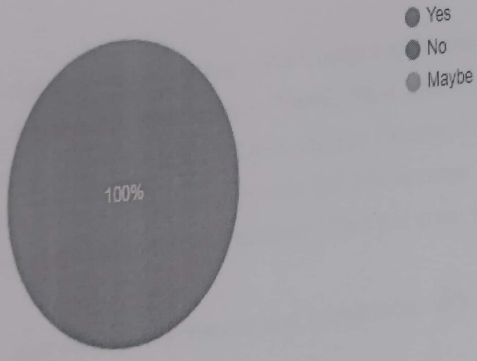
Please rate your satisfaction with the content of the session by indicating your level of agreement or disagreement with each of the following statements  Copy



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Would you like such Seminar to be organized in the future ?

21 responses



**GANDHI COLLEGE OF ARTS COMMERCE & SCIENCE**

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Plot No. 16 /17, Sector-10A  
 Vashi, Navi Mumbai - 400 703.  
 Tel.: 2788 0817 / 2766 7377  
 info@setrgc.edu.in

Website : www.setrgc.edu.in

E-mail : rajivgandhicollege2002@gmail.com

Date : 07/07/2022Ref No 052/SET/RGC/2022-23

To,

Dr. Dhaneswar Harichandan,

Former director,

Institute of Distance and open learning,

University of Mumbai.

Respected Sir,

Department of Information Technology and Computer Science along with IQAC of Rajiv Gandhi College of Arts, Commerce and Science, Vashi, Navi Mumbai want to organize one day seminar on Applications of MOOC (Massive Open Online Course) for all teaching faculty.

We seek your presence as a Resource Person for this seminar. We request you to shower your guidance and expert knowledge to our Teachers. This program is scheduled on Friday, 8th July 2022 at 11.00 am.

We believe that your esteemed presence and interaction with the listeners at this seminar would be beneficial and enlighten to them.

Kindly accept our invitation and grace the occasion.

Worm and Regards,

*Received with thanks*  
*H Chandan*  
*8/7/2022*



*[Signature]*  
**I/C PRINCIPAL**  
 Rajiv Gandhi College of Arts, Commerce & Sciences  
 Vashi, Navi Mumbai - 400 703.

# RAJIV GANDHI COLLEGE OF ARTS COMMERCE & SCIENCE

(Permanently Affiliated to University of Mumbai)

Accredited by NAAC, Grade 'B'

Plot No. 16 /17, Sector-10A  
Vashi, Navi Mumbai - 400 703.  
Tel.: 2788 0817 / 2766 7377  
info@setrgc.edu.in

Website : www.setrgc.edu.in

E-mail : rajivgandhicollege2002@gmail.com

Date : 07/07/2022

Ref. No OSI/SET/RGC/2022-23

To,  
Dr. Dhaneswar Harichandan,  
Former director,  
Institute of Distance and open learning,  
University of Mumbai.

Dear Sir,

We are highly thankful for accepting our invitation as resource person for One day Seminar on "MOOC (Massive Open Online Course)", 8<sup>th</sup> July, 2022. We were pleased to see you as resource person to accomplish the goals of our Seminar. You enlightened our participant by giving the knowledge on MOOC. you gave really a subjective and informative awareness which definitely help our faculty in their future endeavor.

It was conducted successfully with your help. Your presence and wise words helped to magnify our causes in the best possible way. We look forward to your next interaction soon.

Thanking you,

With warm regards,

*Received with  
gratitude,  
H. Akhanda  
8/7/2022*


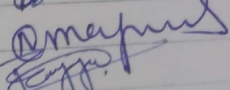
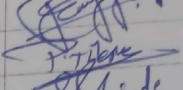
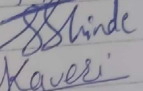
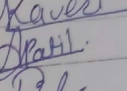


















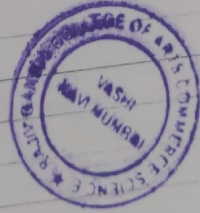
*[Signature]*  
**I/C PRINCIPAL**  
I/C Principal  
Rajiv Gandhi College of Arts, Commerce & Sciences  
Vashi, Navi Mumbai - 400 703.



seminar on Application of MOOC (Massive Open Online Course)

Attendance July 2022

Sr.No	Faculty Name	Department Name	Signature
1.	Asst. prof. Kalpana Sonawane	Commerce	
2.	Asst Prof Nilanjana	BAF	
3.	Asst. Prof Priyanka Kanajiya	Chemistry	
4.	Asst. Prof Priyanka More	Chemistry	
5.	ASST. prof Smita Shinde	Chemistry	
6)	Asst. prof Kavasi Chougane	Maths	
7)	Asst. Prof Aishwarya Patil	BMS	
8.	Asst. Prof. Dimple Joya	Commerce	
9)	R.S. Rathod	Biology	
10)	Asst. prof. Anu Vishwakarma	Chemistry	
11)	Asst. prof Krishna Chandra Sahu	PHYSICS	
12)	G. Subhashini	Zoology	
13)	Veena v. Sawant	commerce	
14)	Angmika Singh	BMS	
15	Sherin Varughen	IT/CS	
16	Shweta Shetty	Commerce	
17	Snehal Awale	IT/CS	
18	Anita Yadev	IT/CS	
19	Shaikh Rafiqjahan	Commerce	
20	JOLLY DUTTA	Commerce	
21-	Saba kausar zardi	IT/CS	



Name	Department Name	Signature
1. Ja Yadav	IT/CS	
2. Singini Bhandan	IT/CS	
3. Kausar Zardi	IT/CS	
4. Ragini Khapare	IT/CS	
5. Viena Jawant	Commerce	
6. JOLY DUTTA	Commerce	
7. Nilanjana	BAF	
8. Sarita Shirde	Chemistry	
9. Dimple Jega	Commerce	
10. Shaikh Rafiqul	Commerce	
11. Shanta Shetye	Commerce	
12. Savita Desai	IT/CS	
13. Dikshanya Patil	Commerce	
14. Kavani Ghogare	Commerce	
15. Kalpana Sarawane	Commerce	
16. Snehal Awale	IT/CS	
17. Snehal Awale	Chemistry	
18. Nijata T. Patil	Biology	
19. A. Subhashini	Biology	
20. R. S. Rathod	BSc. Chemistry	
21. Priyanka Kanjiga	BSc	
22. Anam Vishwakarma	BSc. Chemistry	



IQAC 2022-23

ACTIVITY REPORT

DEPARTMENT/COMMITTEE/FACULTY

IQAC ACTIVITY NO:

NAME OF THE ACTIVITY: Workshop On "Academic Project using Game Programming"			
DATE	FACULTY	DEPARTMENT/COMMITTEE	CONVENER NAME
21 <sup>st</sup> July to 23 <sup>rd</sup> July 2022		IT/CS Department	Mrs.Anita Yadav Mrs. Sarojini Biradar
TIME	VENUE	NUMBER OF PARTICIPANTS	NATURE:
8.30: AM To 10 AM	Lab	36	Offline
<b>SUPPORT/ASSISTANCE:</b>	Mrs. Sarojini Biradar, Mrs. Ragni Khapare, MS. Sherin V, Mrs.Anita Yadav, Ms. Snehal Awale.		



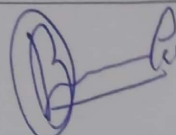
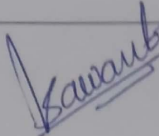
BRIEF INFORMATION ABOUT THE ACTIVITY (CRITERION NO -

<b>TOPIC/SUBJECT OF THE ACTIVITY</b>	Academic Project using Game Programming"
<b>OBJECTIVES</b>	The objective of this program was to prepare students to improve their skills and knowledge related to specific academic project in game coding and also develops creativity and individuality in them. This program enabled students to do self-research for project development.
<b>METHODOLOGY</b>	Hand-on Practical session.
<b>OUTCOMES</b>	<ol style="list-style-type: none"><li>1. The program provided students with knowledge, general competence, and analytical skills in game programming on a basic to moderate level.</li><li>2. It prepared them for academics, industry, and development.</li><li>3. Also it provided the students with a hands-on experience to apply game programming in all other fields of coding.</li><li>4. Become technology-oriented with the knowledge and ability to develop creative games and better understand the effects of future developments.</li></ol>
<b>SUPPORT/ASSISTANCE:</b>	Mrs. Sarojini Biradar, Mrs. Ragni Khapare, MS. Sherin V, Mrs.Anita Yadav, Ms. Snehal Awale.



PROOFS & DOCUMENTS ATTACHED (TICK MARK THE PROOFS ATTACHED):

1. Notice & Letters	2. Student's list	3. Activity report	4. Photos	5. Feedback Form
6. Feedback analysis	7. News clip with details			

NAME OF TEACHER AND SIGNATURE	NAME OF HEAD/COMMITTEE INCHARGE & SIGNATURE	I/C PRINCIPAL'S SIGNATURE	IQAC COORDINATOR (SEAL & SIGNATURE)
 Shereen	 Anita Yadav	 I/C PRINCIPAL Rajiv Gandhi College of Arts, Commerce & Sciences Vashi, Navi Mumbai - 400 703.	 Co-ordinator Internal Quality Assurance Cell Rajiv Gandhi College of Arts, Commerce & Sciences Vashi, Navi Mumbai.



Sainath Education Trust's

# Rajiv Gandhi College

of Arts, Commerce, & Science, Vashi Navi Mumbai

(Permanently Affiliated to University of Mumbai)

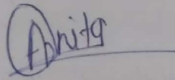
ACCREDITED BY NAAC, GRADE 'B'

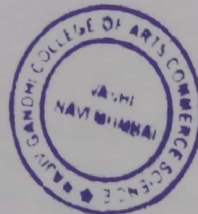


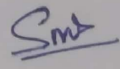
## NOTICE

Date: 20<sup>th</sup> July 2022

This is to inform all the I.T/C.S Students of Rajiv Gandhi college of Arts Commerce and Science that Department of Computer Science & Information Technology along with IQAC is organizing workshop on "Academic Project using game programming" on 21st July 2022 at 8.30am (Venue I.T Lab). All Students are requested to attend the Workshop. Your presence will be appreciated.

  
(C.S Co-ordinator)



  
(I.T Co-ordinator)



Sainath Education Trust's

# Rajiv Gandhi College

of Arts, Commerce, & Science. Vashi Navi Mumbai.  
{Permanently Affiliated to University Of Mumbai}

Department of Computer Science and Information Technology

## Academic Project using Game Programming

Activity Name: - Academic Project using Game Programming

Dated On: 21<sup>st</sup> July to 23<sup>rd</sup> July 2022

No of Student attended: 36

Venu:-I.T Lab.

### The objective:

Game Programming introduces students to computer game development, including scene modeling, physics engines, animation, character rigging, game AI, game UI, audio effects and networking. The course will help students build the programming skills needed to turn ideas into games. Students will work on various game programming exercises with the Unity game engine and a final game development project. To give students a sense of how to develop projects for their upcoming semesters.

The objective of this program was to prepare students to improve their skills and knowledge related to specific academic projects in game coding and also develop creativity and individuality in them. This program enabled students to do self-research for project development.

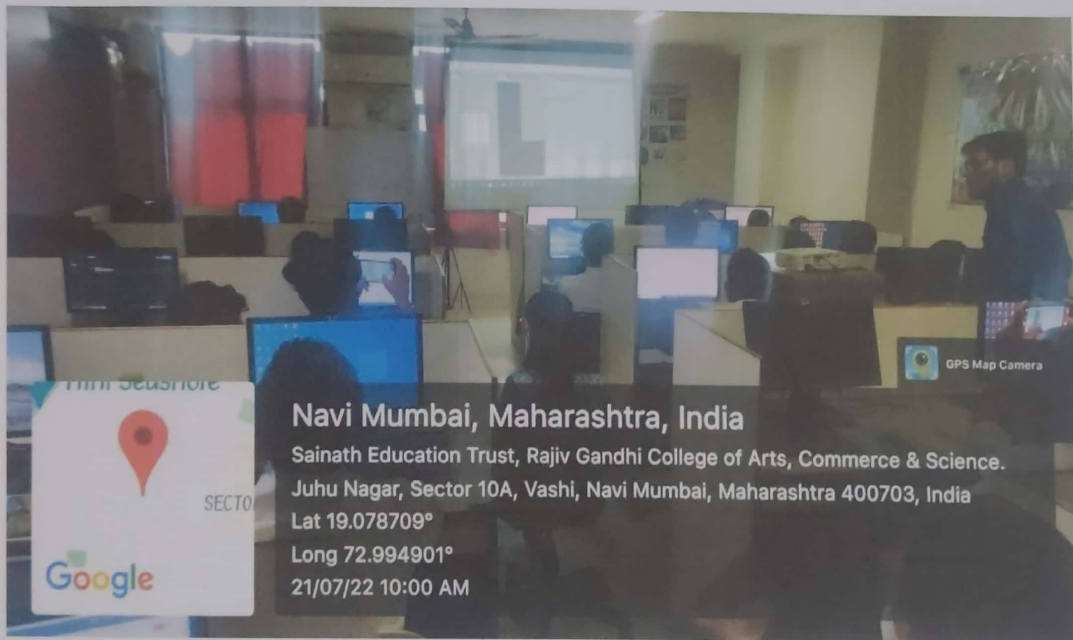
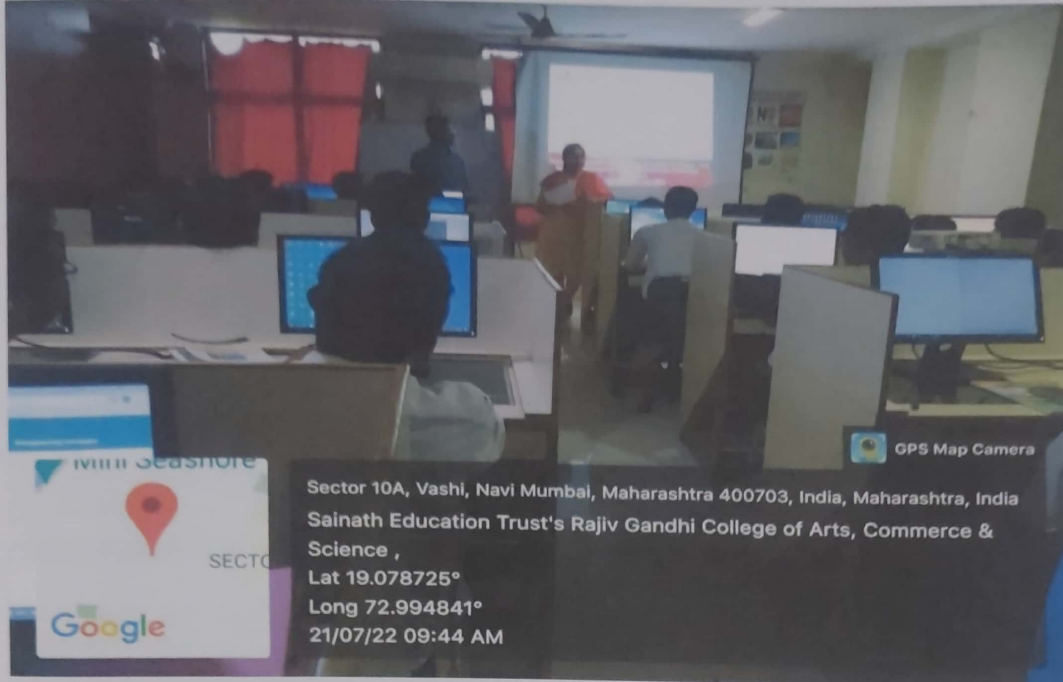
Department of computer science invited game developer Mahesh Vishwakarma, Game developer gmonk entertainment private limited to train our students. Hand-one session was taken by Mahesh Vishwakarma. This session helped students to make academic projects. He had conducted a three-day practical demonstration on a dummy project with doubt clearance.

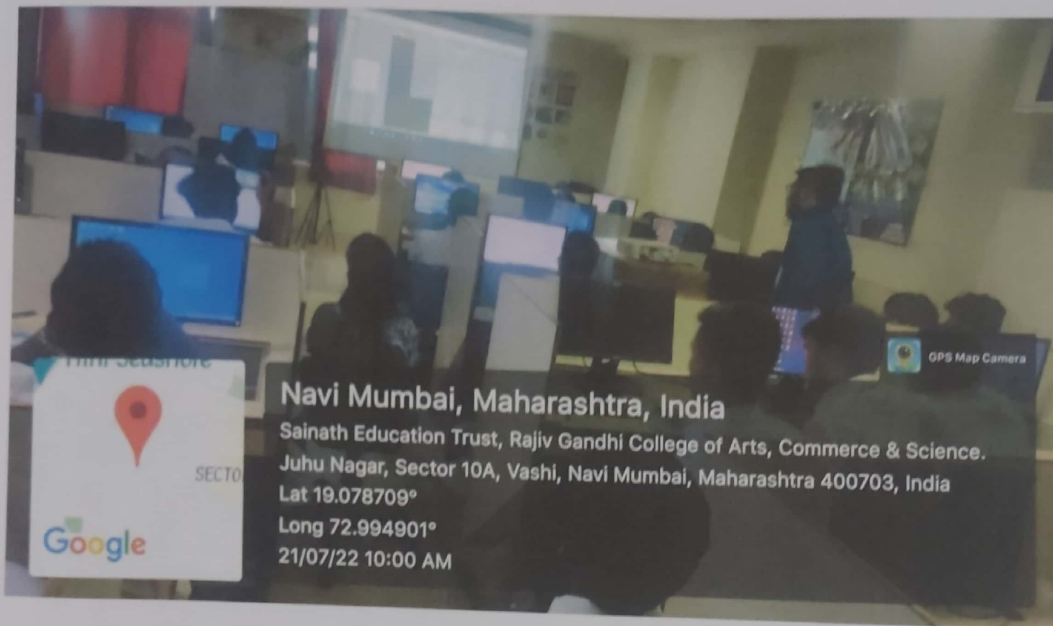
### Learned Outcomes-

1. The program provided students with knowledge, general competence, and analytical skills in game programming on a basic to moderate level.
2. To prepared them for academics, industry, and development.
3. To provide the students with hands-on experience to apply game programming in all other fields of coding.
4. To Provide knowledge and ability to develop creative games and better understand the effects of future developments.



## Workshop on Academic Project using game programming







SAINATH EDUCATION TRUST'S  
**RAJIV GANDHI COLLEGE OF ARTS COMMERCE & SCIENCE**

(Permanently Affiliated to University of Mumbai)

Accredited by NAAC, Grade 'B'



Plot No. 16 /17, Sector-10A  
Vashi, Navi Mumbai - 400 703.  
Tel.: 2788 0817 / 2766 7377  
info@setrgc.edu.in

E-mail : rajivgandhicollege2002@gmail.com

Website : www.setrgc.edu.in

Ref. No. 068/SET/RGC/2022-23

Date : 20/07/2022

To,

Mr. Mahesh Vishwakarma,

Game Developer,

GMonk Entertainment Pvt. Ltd.

Respected Sir,

Department of Information Technology and Computer Science along with IQAC of Rajiv Gandhi College of Arts, Commerce and Science, Vashi, Navi Mumbai want to organize Three days workshop on **Academic Project using Game Programming** for the students of SY and TY Computer science and Information Technology.

We seek your presence as a Resource Person for this workshop. We request you to shower your guidance and expert knowledge to our students. This program is scheduled on Friday, 21<sup>st</sup> July 2022 at 8.30 am.

We believe that your esteemed presence and interaction with the listeners at this workshop would be beneficial and enlighten them.

Kindly accept our invitation and grace the occasion.

Warm Regards.



  
I/C Principal  
**I/C PRINCIPAL**  
Rajiv Gandhi College of Arts, Commerce & Sciences  
Vashi, Navi Mumbai - 400 703



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Tel.: 2788 0817 / 2766 7377  
info@setrgc.edu.in

Website : www.setrgc.edu.in

E-mail : rajivgandhicollege2002@gmail.com

Date : 23/07/2022

Ref. No. 069/SET/RGC/2022-23

To,

Mr. Mahesh Vishwakarma,  
Game Developer,  
GMonk Entertainment Pvt. Ltd.

Dear Sir,

We are highly thankful to you for accepting our invitation as resource person for Three days workshop on "Academic Project using game programming" for the students of S.Y and T.Y Computer science and Information Technology, 21<sup>st</sup> July to 23<sup>rd</sup> July, 2022. We were pleased to see you as resource person to accomplish the goals of our Workshop. You enlightened our students by giving the knowledge on Game Programming. You have given really subjective and informative hands-on practical implementation which definitely will help our students in their future endeavors.

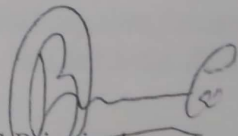
Workshop was conducted successfully with your help. Your presence and wise words helped our students to magnify their knowledge in the best possible way. We look forward to our next interaction soon.

Thanking you,

With warm regards,



*V. Mahesh*

  
I/C Principal  
**I/C PRINCIPAL**  
Rajiv Gandhi College of Arts, Commerce & Sciences  
Vashi, Navi Mumbai - 400 703.



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Website : www.setrgc.edu.in

E-mail : rajivgandhicollege2002@gmail.com

Ref. No. 068/SET/RGC/2022-23

Date : 20/07/2022

To,

Mr. Mahesh Vishwakarma,

Game Developer,

GMonk Entertainment Pvt. Ltd.

Respected Sir,

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We seek your presence as a Resource Person for this workshop. We request you to shower your guidance and expert knowledge to our students. This program is scheduled on Friday, 21<sup>st</sup> July 2022 at 8.30 am.

We believe that your esteemed presence and interaction with the listeners at this workshop would be beneficial and enlighten them.

Kindly accept our invitation and grace the occasion.

Warm Regards.

*V. Mahesh*



*[Signature]*  
I/C Principal  
**I/C PRINCIPAL**  
Rajiv Gandhi College of Arts, Commerce & Sciences  
Vashi, Navi Mumbai - 400 703



One day Workshop on "Academic Project using game programming"  
 Attendance 21<sup>st</sup> July 2022

Sr.No	Registration number	Students Name	Signature
1	2040002	Nilesh Singh	<u>Nilesh</u>
2	2040021	Dhananjay Gupta	<u>D Gupta</u>
3	2050003	Vikas Pal	<u>Pal</u>
4	2040016	Shivam Gupta	<u>Shivam</u>
5	2050011	Vandana Jaiswar	<u>Vandana</u>
6	2050009	Sakshi Bajapati	<u>Sakshi</u>
7	2050004	Juhi Singh	<u>Juhi</u>
8	2040018	Ujasana Singh	<u>Ujasana</u>
9	2050008	Kshiti Dhonde	<u>Kshiti</u>
10	2050013	Somnath. Parabhor	<u>Somnath</u>
11	2050002	Surya Rane	<u>Surya</u>
12	2050012	Rohit Tripathi	<u>Rohit</u>
13	2050007	Abhijeet Salunkhe	<u>Abhijeet</u>
14	2130579	Sudarshan Kanthe	<u>Sudarshan</u>
15	2130565	OMKAR BHOIR	<u>Omkar</u>
16	1940034	Amit Maurja	<u>Amit</u>
17	2130593	Nikhil Tadhar	<u>Nikhil</u>
18	2130575	Govind Paswan	<u>Govind</u>
19	2040012	Faksh Singh	<u>Faksh</u>
20	2040013	Anilkumar Mishra	<u>Anilkumar</u>
21	2040022	Rohit Velma	<u>Rohit</u>
22	2040017	Nimish Chauhan	<u>Nimish</u>
23	2040001	Abhishek Singh	<u>Abhishek</u>
24	2040015	Shubham Shinde	<u>Shubham</u>
25	2040007	Sachin Singh	<u>Sachin</u>
26	2040005	Suraj Yadav	<u>Suraj</u>
27	2040006	Soni Kevat	<u>Soni</u>
28	2040009	Yogesh Shewale	<u>Yogesh</u>
29	2040004	Rohan Soni	<u>Rohan</u>
30	2040010	Samruddhi Naik	<u>Samruddhi</u>
31	2040014	Mahima Kanoujiya	<u>Mahima</u>
32	2040023	Amish Tiwari	<u>Amish</u>
33	2040008	Pranshu Shukla	<u>Pranshu</u>
34			
35			
36			
37			



One day Workshop on "Academic Project using game programming"

Attendance 22<sup>nd</sup> July 2022

Sr.No	Registration number	Students Name	Signature
1	2040002	Nilesh Singh	
2	2050003	Vikash Pal	
3	20400021	Dhananjay Gupta	
4	20400023	Amish Tiwari	
5	2050004	JULI SINGH	
6	2050011	Vandana Jaiswar	
7	2050099	Sakshi Prajapati	
8	2040008	Puanshu Shukla	
9	2040012	Rakesh Kumar Singh	
10	2040007	Singh Sachin Rajveer	
11	2040005	Sunaj Rajkaran Yadav	
12	2040006	Sunil Punvadi Kevat	
13	2040009	Yogesh Ananda Shewale	
14	2040013	Ankit Kumar Semparkash Nigra	
15	2040004	Rohan Sen	
16	1940034	Amrit Maurya	
17	2040015	Shubham Shinde	
18	2130603	Shivam Shukla	
19	2130579	Kedarshan Kamthkar	
20	2050008	Kshitij Dhonde	
21	2050002	Rohit Tripathi	
22	2050002	Suryaj Rame	
23	2050010	Pratik Bhalerao	
24	2040010	Samruddhi Naik	
25	2040017	Nimish Chavan	
26	2040022	Rohit Verma	
27	2040014	Mahima Kanoujiya	
28	2040003	Shreyas Pawar	
29	2040018	Upasana Singh	
30	2040001	Abhishek Singh	
31	2130595	Anurag Gupta	
32	2130577	Shreshth Jiwari	
33	2130573	ARCHANA PANDAY	
34	2130614	Savita Mandale	
35	2130593	Nikhil Jadhav	
36	2040016	Shivam Gupta	
37			

