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Quote

"When you educate one person you can change a life, when you educate many you can change the world"

- Shai Reshef

Institute

Vision

To achieve excellence in imparting technical education so as to meet the professional and societal needs.

Mission

- Developing technical skills by imparting knowledge and providing hands on experience.
- Creating an environment that nurtures ethics, leadership and team building.
- Providing industrial exposure for minimizing the gap between academics & industry.

Department of Computer Engineering

Vision

To empower students with domain knowledge of Computer Engineering and interpersonal skills to cater to the industrial and societal needs.

Mission

- Developing technical skills by explaining the rationale behind learning.
- Developing interpersonal skills to serve the society in the best possible manner.
- Creating awareness about the ever changing professional practices to build industrial adaptability.

Program Educational Objectives

- **PEO1:** Provide socially responsible, environment friendly solutions to Computer engineering related broad-based problems adapting professional ethics.
- **PEO2:** Adapt state-of-the-art Computer engineering broad-based technologies to work in multidisciplinary work environments.
- **PEO3:** Solve broad-based problems individually and as a team member communicating effectively in the world of work.

Program Specific Outcomes (PSOs)

- **Computer Software and Hardware Usage:** Use state-of-the-art technologies for operation and application of computer software and hardware.
- **Computer Engineering Maintenance:** Maintain computer engineering related software and hardware systems.

Program Outcomes (POs)

1. **Basic and Discipline specific knowledge:** Apply knowledge of basic mathematics, science and engineering fundamentals and engineering specialization to solve the engineering problems.
2. **Problem analysis:** Identify and analyse well-defined engineering problems using codified standard methods.
3. **Design/ development of solutions:** Design solutions for well-defined technical problems and assist with the design of systems components or processes to meet specified needs.
4. **Engineering Tools, Experimentation and Testing:** Apply modern engineering tools and appropriate technique to conduct standard tests and measurements.
5. **Engineering practices for society, sustainability and environment:** Apply appropriate technology in context of society, sustainability, environment and ethical practices.
6. **Project Management:** Use engineering management principles individually, as a team member or a leader to manage projects and effectively communicate about well-defined engineering activities.
7. **Life-long learning:** Ability to analyze individual needs and engage in updating in the context of technological changes.

*"Online learning is not the next big thing, it is the now big thing."
- Donna J. Abernathy*

"Future Artificial Intelligence (AI) is more about human emotions, compassion, values and elimination of human sufferings." — Amit Ray

*"If you are not willing to risk the usual, you will have to settle for the ordinary."
- Jim Rohn*

HOD Speak



Prof. Vijay T. Patil
I/c HOD, Computer Engineering

Its very unfortunate that the world is facing an unprecedented time, and I greatly appreciate your understanding and flexibility as the situation continually changes. The current circumstances we live in are unknown to us all and they bring a lot of uncertainties and new challenges with them.

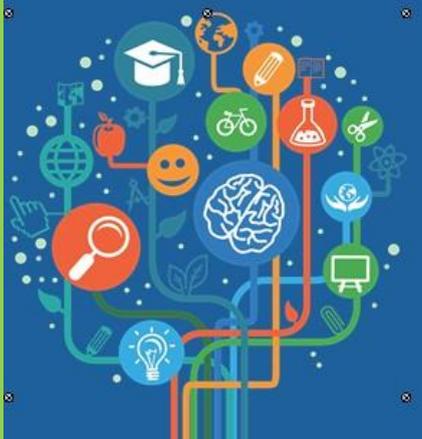
Even during this unprecedented time me and my department made sure the academic program has continued to the best extent possible through this online medium. As we all prepare to navigate the days ahead,

I want to take a moment to make sure that, in this extraordinarily demanding and stressful time, you are taking care of yourself, specifically as it relates to your emotional well-being. Taking an advantage of "ATMANIRBHAR BHARAT" I would encourage all my students to take some challenge and develop such a project which can be converted into product further helping out the society. "

To lose patience is to lose the battle", as rightly quoted I would say be little more patient, we would definitely win this battle of pandemic and soon the things will be normal. ALL THE BEST !!

Transforming Classroom with Design Thinking

INTEGRATING DESIGN THINKING IN CLASSROOM



Design thinking is a method of problem-solving that relies on a complex set of skills, processes and mindsets that help people generate novel solutions to problems. *Design Thinking can Transform Teachers, Learners, and Classrooms* uses an action-oriented approach to reframing K-12 teaching and learning, examining interventions that open up dialogue about when and where learning, growth, and empowerment can be triggered. While design thinking projects make engineering, design, and technology fluency more tangible and personal for a broad range of young learners, their embrace of ambiguity and failure as growth opportunities often clash with institutional values and structures.

The five phases of Design Thinking, according are as follows:

Empathise – with your users

Define – your users' needs, their problem, and your insights

Ideate – by challenging assumptions and creating ideas for innovative solutions

Prototype – to start creating solutions

Test – solutions

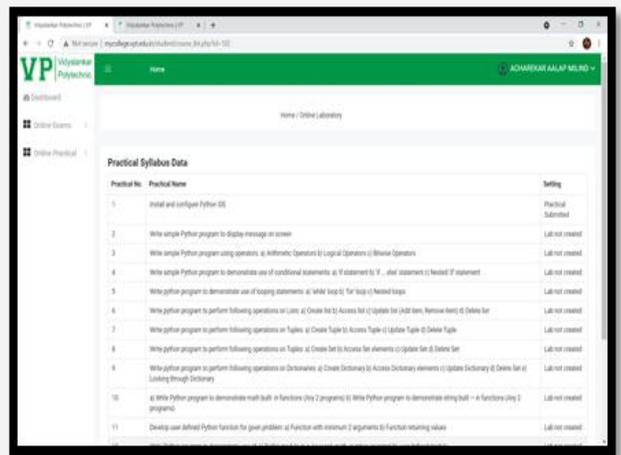
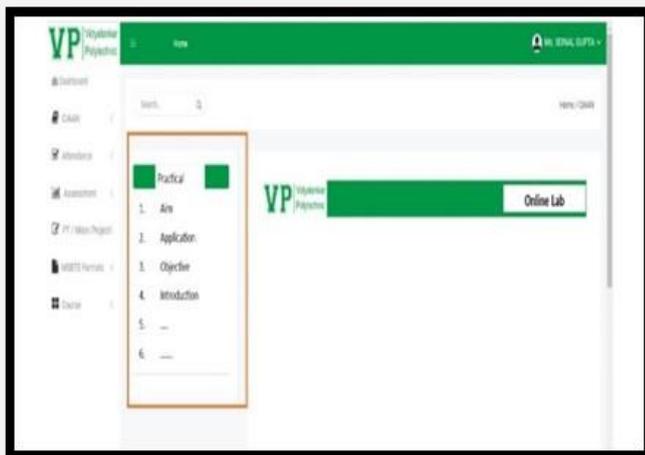
VLAB

VLAB is developed by Vidyalkar Polytechnic. This lab is used by students and staff to conduct online lab for all practical subjects.

The Online Lab is based on the idea that lab experiments can be taught using the Internet, more efficiently and less expensively. The labs can also be made available to students with no access to physical labs or where equipment is not available owing to being scarce or costly. This helps schools bridge the digital divide and geographical distances. The experiments can be accessed anytime and anywhere, overcoming the constraints on time felt when having access to the physical lab for only a short period of time.

Features of Online Lab:-

1. Allow teacher teach their practical's to the students online
2. Maintain record of student's performance
3. Auto calculate practical marks of a particular experiment
4. Simulators / online platform to be linked
5. E-content for the lab to be uploaded
6. Lab Handbook to be generated



"It's time to step up to the plate and get passionate about your work commit to making eLearning courses that don't bore people to tears, but instead inspire and motivate them to learn a new skill, change a certain behavior, or improve their performance."

- Cammy Bean

Departmental Activities

• Activities Organized by Department

LIVE EDITION  VP Vidyalankar Polytechnic

Alumni Committee Presents

Expert Lecture on

Machine Learning

SPEAKER

VIKASH SALVI
Software Engineer, Sandvine, Canada

12TH MAY 2021

4:00 PM Onwards

Committee Members
(Madhavi M., Chetashri Bhusari, Prasad Koyande)

LIVE EDITION  VP Vidyalankar Polytechnic

Alumni Committee in association with
Entrepreneurship Development Committee presents
Webinar on

Startup Journey : From inception of ideas to launching your product

TUESDAY MAY 18 2021

04:00 PM

PRATIK MEHER
Co-Founder, Sakura Biotech LLP

VP Vidyalankar Polytechnic

Final Year Project Quality Assurance Committee

is organising

PROJECT REVIEW

DATE and TIME
25th January to 2nd February
9am onwards

Expert Panel

Mr. Anup Tripathi	Director, Business Development Swan Environment Pvt. Ltd.
Mr. Gaurang Prabhu	Associate Consultant Atos Syntel
Mr. Kanaiya Yadav	Associate System Analyst NSEIT

Organising Members

Mr. Anjum Mujawar (Head, FYPQ)
Ms. Archana Gopnarayan (IF, Member FYPQ)
Ms. Sayali Kadam (CO, Member FYPQ)
Ms. Apurva Sawant (EJ, Member FYPQ)

VP Vidyalankar Polytechnic

Staff Development Committee Organizes Seminar on

"ATMANIRBHAR GRADUATEs: Design Thinking the Indian Higher Education"

Design Thinking in Education

teaching & learning lab

Date: 11th May, 2021
Time : 5.00 p.m. onwards
Speaker: Dr. Mandi, NITIE

Organised By:
Er. Pratik Tawde
Er. Shonal Vaz
Er. Anjali Gharat

Mentor – Er. Vaishali Malkar

"Knowledge is power. Information is liberating. Education is the premise of progress, in every society, in every family."
– Kofi Annan

Departmental Activities

• Activities Organized by Department



presents Webinar on,
Everything about Entrepreneurship and Management

Speaker

Mr. Kumar Hule

- Senior Business Consultant
- Alumni of Vidyalankar Polytechnic



April 24th, 2021
5:00pm - 6:00pm
Join us on Ms Teams



Women Development Committee

Organizes

International Women's Day Celebration



Venue - **Vidyalankar Polytechnic**

Date - **8th March 2021**

Time - **12 pm onwards**



Industry Institute Interaction Committee Organizes
Expert Lecture on

Web Publishing and Hosting



Date: 19 May 2021

Time : 5.00 p.m. onwards

Speaker: Mrs. Manisha P.
Mr. Prasad K

Organised By:

Yogita J
Bhagyashri K
Supriya K
Swati R
Sayali K



NBA Accredited

Parent Interaction Committee

Welcomes

First Year Diploma Engineering Students & Parents to

"Induction Programme"

From 4th JAN to 5th JAN 2021

Organizing Members

Er. Bindu Nair

Er. Rupali Bhosale

Er. Samidha Chavan

HOD

Er. Vijay Patil (CO)

Er. Anjum Mujawar (EJ)

Er. Yogita Jore (IF)

Principal

Prof. Ashish Ukidve



Electronics & Telecommunication

Computer Engineering

Information Technology



On MS Teams

"Knowledge is power. Information is liberating. Education is the premise of progress, in every society, in every family."
– Kofi Annan