

Student Induction Programme (23.11.2021 – 30.11.2021) for B.Tech I-year Students A.Y. 2021-22

Day - 1

Day	Date	9.40am - 11.20am	11.20am To 11.25am	11.25am - 1.00pm	1.00 pm to 2.00pm	2.00pm - 2.50pm	2.50pm to 3.40pm	3.40pm to 4.30pm	
Day - 1	23.11.2021 (Tuesday)	Activity 1 – Awareness about Employability Skills & Industry Scenario By TPO ECE-I, ECE-II, ECE-III, ECI (Auditorium)		Activity 2 – Yoga & its importance in daily life by CS ECE-I, ECE-II, ECE-III, ECI (Auditorium)		Activity 11 – EAA: Awareness about Physical Education ME-I, ME-II, IT-I, IT-II (at Indoor Stadium)			
		Activity 3 – Psychology By BGK CSE-I, CSE-II, CSE-III, CSN (At SJSH)		Activity 4 – Universal Human Values By MSK CSE-I, CSE-II, CSE-III, CSN (At SJSH)		Activity 12 – Significance of I2RE in Engineering CSE-I, CSE-II, CSE-III, CSN By PS - Auditorium	Activity 13 – NSS (Swachh Bharath): CSE-I, CSE-II, CSE-III, CSN By VCR- Auditorium		
		Activity 5 – Interaction of First year HoDs By KSS & TMR IT-I, IT-II, CSO (At CSENSH)		Activity 6 – Balance & Enjoying Life By KS IT-I, IT-II, CSO (At CSENSH)		Activity 14 – Overview of Civil Engineering & Advancements CE-I, CE-II, EEE-I, EEE-II By HoD, CE / Senior Faculty (at SJSH)	Activity 15 – Overview of Mechanical Engineering & Advancements CE-I, CE-II, EEE-I, EEE-II By HoD, ME/ Senior Faculty (at SJSH) □	Activity 16 – Awareness on Library CE-I, CE-II, EEE-I, EEE-II (at Library)	
		Activity 7 – Awareness about Examinations & Evaluation Process By CoE CE-I, CE-II, CSM (At CESH)		Activity 8 – Soft Skills By GMLD CE-I, CE-II, CSM (At CESH)		2.00pm to 3.15pm Activity 17– Overview of Electronics Engineering & Advancements: ECE-I, ECE-II, ECE-III, ECI, CSO, CSM By HoD, ECE/ Senior Faculty (at CSENSH) □		3.15pm to 4.30pm Activity 18 – Overview of Electrical Engineering & Advancements: ECE-I, ECE-II, ECE-III, ECI, CSO, CSM By HoD, EEE/ Senior Faculty (at CSENSH) □	
		Activity 9 – Outcome Based Education By USB/PNR ME-I, ME-II, EEE-I, EEE-II (At MESH)		Activity 10– Psychology By BGK ME-I, ME-II, EEE-I, EEE-II (At MESH)					