SCMS SCHOOL OF ENGINEERING & TECHNOLOGY, KARUKUTTY

Research and Development Cell & IQAC in association with Department of CSE

The IEEE Kochi Subsection, in association with the Department of CSE at SCMS School of Engineering and Technology, organized a talk titled "Career Opportunities after B.Tech" on 2nd March 2024 from 10:00 AM to 12:00 PM in the Main Seminar Hall. The session, conducted by Dr. Varun G Menon, Senior Member IEEE, Deputy Dean (R&D), and Professor (CSE) at SCMS, aimed to guide 95 student participants in exploring career paths after B.Tech. Dr. Menon covered topics such as emerging trends in engineering, higher education options (M.Tech, MBA, and overseas studies), industry-demanded skills, certifications, and entrepreneurship opportunities. He also highlighted the value of networking through professional organizations like IEEE. The session concluded with an interactive Q&A, where students discussed internships, job placements, and competitive exam strategies. Participants appreciated the event for its relevance, practical advice, and insights, requesting follow-ups on resume building and interview preparation. The session was a great success, equipping students with valuable guidance for shaping their careers.



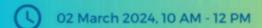


ENTREPRENEURSHIP TALK ON

Career opportunities after B. Tech

Dr. Varun G Menon,
Senior Member IEEE
Dy. Dean (R& D), Professor (CSE)
SCMS School of Engineering and Technology







Main Seminar Hall, SCMS School of Engineering and Technology



Program Coordinator

HOD 2/3/24'

ATTENDANCE SHEET

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NO	NAME OF STUDENT	SEMESTER	BRANCH	SIGNATURE				
1	Gasteena Laurienda Pess	S7	CO	(Sarl				
2	Sumayya Saifudheen	SI	CO	- water				
3	Annu Molathuparambil	S3	CSE	3				
4	Sayona Ann Rajan	S1	CT	Sujona A.R				
5	Aparna Sudeep C	S3	CSE	Kun				
6	Gayathri Sudheesh	S3	CSE	Ospualize.				
7	Nafeesathul Misriya	S1	CSE	NEGO				
8	Abirami sankar	S1	ECE	Abusama Janka				
9	Midhul P. B	S1	ME	Line Andrea				
10	Iza K Jamaludheen	S1	ECE	2002				
11	Adithya Krishnan J	85	CSE	The .				
12	Hariharan A S	SI	CSE	The				
13	Aishwarya B Nair	S5	CSE	1 BOD				
14	Antony Peter Menachery	SI	CSE	GLANDI				
15	Joann Cebil	SI	ECE	-Stanin				
16	Anjanaa Menon	SI ·	CT	200				
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Feedback

Feedback

- 10	dicates required question	
1.	How engaging and relevant did you find the activities to introductory computer science concepts? d Question	
2.	How effective were the hands-on activities (like the sorting game and coding session) in helping you understand and apply concepts?	•
3.	Did you find the event enjoyable, with a good balance between learning and fun activities?	
4.	How satisfied are you with the overall experience and takeaways from the event? Mark only one oval. 1 2 3 4 5	
	00000	
5.	How likely are you to attend or recommend similar activities hosted by the department in the future? Mark only one oval.	*
	1 2 3 4 5	

Mark only	one oval.		
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Are there future ev		ecific top	pics, skills, or activities you would like to see included in
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Google Forms

Timestamp	How engaging and relevant did you find the activities to introductory computer science concepts? Question	How effective were the hands-on activities (like the sorting game and coding session) in helping you understand and apply concepts?	Did you find the event enjoyable, with a good balance between learning and fun activities?	How satisfied are you with the overall experience and takeaways from the	How likely are you to attend or recommend similar activities hosted by	Are there any specific topics, skills, or activities you would like to see included in future events?
4.10pm	The activities were creatively engaging and indirectly connected to introductory computer science concepts through a fun and interactive approach.	The hands-on activities were highly effective in making complex concepts easy to understand.	The event struck a great balance between learning and fun, making it thoroughly enjoyable.	5	5	5
4.11pm	The event cleverly combined humor with computing themes to engage participants effectively.	They provided a practical way to apply theoretical knowledge, enhancing comprehension.	It was engaging and ensured that both education and entertainment went hand in hand.	4	5	5
4.45pm	The activities were both entertaining and subtly educational, sparking interest in computer science.	The interactive nature of the activities reinforced learning through experience.	The mix of humor and hands-on activities made the event both enjoyable and educational.	4	4	5
6.15pm	The theme was engaging, though its connection to core concepts could have been more explicit.	The coding session and sorting game were engaging and improved conceptual clarity.	The event was well- balanced, offering equal parts fun and meaningful learning.	5	4	4
8.00pm	t fostered curiosity and creativity, making computer science approachable and enjoyable.	These activities bridged the gap between theory and application in a fun and interactive manner.	It successfully combined learning with fun, keeping participants entertained and informed.	3	4	5