

**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.



IEEE Kochi Subsection

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



02 March 2024, 10 AM - 12 PM



Main Seminar Hall, SCMS School of Engineering and Technology



Vishal Kumar
7/3/24
Program Coordinator

[Signature]
HOD 7/3/24

ATTENDANCE SHEET

ATTENDANCE SHEET				
SL NO	NAME OF STUDENT	SEMESTER	BRANCH	SIGNATURE
1	Gasteena Laurinda Pess	S7	CO	<i>[Signature]</i>
2	Sumayya Saifudheen	S1	CO	<i>[Signature]</i>
3	Annu Molathuparambil	S3	CSE	<i>[Signature]</i>
4	Sayona Ann Rajan	S1	CT	<i>[Signature]</i>
5	Aparna Sudeep C	S3	CSE	<i>[Signature]</i>
6	Gayathri Sudheesh	S3	CSE	<i>[Signature]</i>
7	Nafeesathul Misriya	S1	CSE	<i>[Signature]</i>
8	Abirani sankar	S1	ECE	<i>[Signature]</i>
9	Midiul P. B	S1	ME	<i>[Signature]</i>
10	Iza K Jamaludheen	S1	ECE	<i>[Signature]</i>
11	Adithya Krishnan J	S5	CSE	<i>[Signature]</i>
12	Hariharan A S	S1	CSE	<i>[Signature]</i>
13	Aishwarya B Nair	S5	CSE	<i>[Signature]</i>
14	Antony Peter Menachery	S1	CSE	<i>[Signature]</i>
15	Joann Cebil	S1	ECE	<i>[Signature]</i>
16	Anjanaa Menon	S1	CT	<i>[Signature]</i>
17	Anna sojan	S1	CSE	<i>[Signature]</i>
18	Irene Sabu	S3	CSE	<i>[Signature]</i>
19		Volunteer		
20	Aleena An Alexander	S5	CSE	<i>[Signature]</i>
21	Vishvasi	S7	CO	<i>[Signature]</i>
22	Adithya Krishnan J	S5	CSE	<i>[Signature]</i>
23	Gasteena	S7	CO	<i>[Signature]</i>
24	ANJANA MENON	S1		
25	Abash V Nair	S5	CSE	<i>[Signature]</i>
26	Fathima shahma	S1	ME	<i>[Signature]</i>

Feedback

Feedback

* Indicates required question

1. How engaging and relevant did you find the activities to introductory computer science concepts? *

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

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

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Mark only one oval.

1 2 3 4 5

6. Are there any specific topics, skills, or activities you would like to see included in future events? *

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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	It 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