

# Department of CSE (AI&ML)

## AI&ML FRONTIER

### Bi-Monthly News Letter

(Jan - Feb)

2025-26



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## Editorial Board

<u>Name</u>	<u>Designation</u>	<u>Role</u>	<u>Department</u>
Mrs. Rani Sailaja. V	Asst. Professor	Chief Editor	AI&ML
Mrs. S.P Roja Rani	Asst. Professor	Editor	AI&ML
Mr.B. Abhilash	Student	Coordinator	IV AI&ML
Mr.N. Sathwik	Student	Coordinator	IV AI&ML
Ms. Nisha Rani	Student	Coordinator	III AI&ML
Ms. Akshaya	Student	Coordinator	III AI&ML
Mr. Dheekshith Raj	Student	Coordinator	III AI&ML

## VISION & MISSION OF THE INSTITUTE

### VISION

To be a premier institution ensuring globally competent and ethically strong professionals.

### MISSION

1. To provide higher education by refining the traditional methods of teaching to make globally competent professionals.
2. To impart quality education by providing the state-of-the-art infrastructure and innovative research facilities.
3. To practice and promote high standards of professional ethics, transparency, and accountability.

## VISION & MISSION OF THE DEPARTMENT

### VISION

To be a center of excellence for creative and innovative Computer Science and Engineering graduates with strong programming skills, research, and industry-ready for building value-based society.

### MISSION

1. Imparting the quality technical education through an effective teaching - learning process for producing global competent IT professionals with oral values.
2. Providing the state-of-the-art infrastructure and ICT for Continuous innovative learning and research.
3. Undertake collaboration & Internship with industry to produce industry-ready graduates.

## ABOUT THE DEPARTMENT

The department of Computer Science and Engineering(AI&ML) was established in the year 2021. The growth of the Department of Computer Science & Engineering(AI&ML) is taking strides in strength and in facilities every year.Under the able leadership of Dr. G. Sravan Kumar, the Department of CSE (AI & ML) is progressing towards academic excellence, research innovation, and industry-oriented learning.

The Department offers a four-year course of Bachelor's Degree (B.Tech) in Computer Science and Engineering(AI&ML) with an intake of 240 seats.

The Department is known for its reputed faculty having expertise in diverse fields. The students are primarily trained here to leverage computer software and hardware efficiently to provide them with a Bachelor's Degree in CSE - AI&ML. The students of the department actively participate in co-curricular and extra-curricular activities.

## SALIENT FEATURES:

### Intake

The growth of the Department is taking strides in strengths and facilities every year.

- The Department offers a four-year course of Bachelor's Degree (B.Tech) in Computer Science and Engineering (AI&ML) with an intake of 240 seats.

### Why Choose CSE (AI & ML)?

#### 1. Industry-Oriented Education with Strong Technical Exposure

The department bridges the gap between Academia and Industry through internships, guest lectures, workshops on cutting-edge technologies, and collaborations with premier IT industries. Students are trained in emerging AI & ML technologies with strong programming foundations.

#### 2. Excellent Computing Infrastructure and Research Facilities

The department has three advanced computer labs with over 200 high-end systems, Linux-based lab environments, dedicated computer centers for UG students, and an Elite Research & Development Center that support quality technical learning and innovation.

#### 3. Experienced Faculty and Active Professional Environment

The department is supported by highly qualified and dedicated faculty members with expertise in diverse domains. Students actively participate in technical, co-curricular, and professional society activities.

## **Infrastructure**

Department tailors' industry required computer professionals to bridge the technological gap between Academia and Industry. It instigates the latest innovations in the new era of the world of computer science and the faculty enthusiastically involves in imparting programming roots of various technologies. Computer science and engineering comprise a total of nine computer labs with more than 200 high-end systems with software recommended by JNTUH and AICTE. UG & PG students are enforced to practice all the lab sessions in a LINUX environment.

## **Faculty**

The teaching staff members are dedicated and determined to learn new things and never hesitate to give their best at all times. The department contains more than 20 faculty members including Professors, Associate Professors, and Assistant Professors. In addition to teaching faculty, we have non-faculty and system administrators. Department has three computer centers for UG students and 1 Elite Research and Development center apart from labs provided for other branches. All the computers in computer centers are connected via LAN.

The teaching staff members are dedicated and determined to learn new Technologies, update their subject knowledge, and to give their best all the time.

## FACULTY ACHIEVEMENTS

### Books

- Dr. G. Sravan Kumar, published a book on “Design and Performance Evaluation of a Microstrip Phased Array Antenna for mm Wave Applications Approach”, CRC Press (ISBN - 9781003679622), in Feb 2026.
- Dr. G. Sravan Kumar, published a book on “Deepfake Detection using Genconvit”, CRC Press (ISBN - 9781003679622), in Feb 2026.
- Dr. G. Sravan Kumar, published a book on “Image Colorization and Pencil Sketch Conversation using Deep Learning and OpenCV”, CRC Press (ISBN - 9781003679622), in Feb 2026.

### FDP

- Dr. G. Sravan Kumar, attended the Faculty Development Programme on “**Generative & Agentic AI – Tools & Demo's**”, conducted by **CVR-Hyderabad**, during **16th–21st February 2026**.
- Mrs. M. Sonia, attended the Faculty Development Programme on “**Artificial Intelligence for Education and Society**”, conducted by **NIT Warangal**, during **04–10 February 2026**.
- Shaik Feroz, attended the Faculty Development Programme on “**AI for Managers**”, conducted by **IIT Kanpur**, during **16–28 February 2026**.
- Ashok Kumar Kondra, attended the Faculty Development Programme on “**AI for Managers**”, conducted by **EICTA Consortium**, during **16–28 February 2026**.
- Dr. G. Sravan Kumar, attended the Faculty Development Programme on “**Augmented Reality and Virtual Reality: Principle and Practical Implementation**”, conducted by **SVNIT-IEEE**, during **19–24 January 2026**.

## 'Channelizing Youth Power for National Building' - Ramakrishna Math



The students of the Department of CSE (AI & ML) participated in the inspirational program titled “Channelizing Youth Power for National Building” organized at Ramakrishna Math. The event focused on motivating young minds towards leadership, discipline, social responsibility, and nation-building values inspired by the teachings of Swami Vivekananda. Students actively engaged in the program and gained valuable insights on character development, service to society, and the constructive role of youth in shaping the nation’s future. The visit provided an enriching experience that encouraged students to contribute positively towards society and personal growth.

## One-Day Workshop on “AI & Innovation Sprints Rapid Prototyping for Digital Transformation”



**NALLA NARASIMHA REDDY**  
Education Society's Group of Institutions—Integrated Campus  
(UGC AUTONOMOUS INSTITUTION)  
www.nnrg.edu.in

Accredited by




Resource Person



**Prof. M. L. Sai Kumar**  
Former Dean Academics  
Institute of Public Enterprise  
Hyderabad

School of Engineering

Department of Computer Science & Engineering (AI&ML)

Organizing

One Day Workshop  
on

AI & Innovation Sprints Rapid  
Prototyping for Digital Transformation

**Date: 22<sup>nd</sup> January 2026**

**Venue: Conference Hall, Ground Floor**

The School of Engineering, Nalla Narasimha Reddy Education Society's Group of Institutions, in collaboration with the IIC & IIC, hosted a One-Day Workshop on “AI & Innovation Sprints Rapid Prototyping for Digital Transformation” on 22<sup>nd</sup> January 2026. The workshop aims to quickly designing and testing AI-driven ideas in short, focused cycles to solve real business problems. It helps organizations innovate faster, reduce risk, and adopt digital solutions efficiently.



## Objectives of the Workshop: “AI & Innovation Sprints – Rapid Prototyping for Digital Transformation”

1. **To understand the concept of AI and Innovation Sprints** - The workshop aimed to explain how AI-driven innovation sprints help in quickly transforming ideas into working solutions through rapid prototyping.
2. **To differentiate between intelligence, intellect, and innovation** - The resource person explained the difference between intelligence and intellectual ability, and how innovation comes from applying knowledge creatively.
3. **To explain the importance of rapid prototyping** - Students learned about rapid prototyping, its process, and how it helps in faster development, testing, and improvement of ideas.
4. **To understand digital transformation through AI** - The session highlighted how AI plays a major role in transforming industries and work processes, especially through automation and smart decision-making.



5. **To introduce the stages of ideation and innovation** - The speaker explained the stages of ideation, innovation cycles, and how ideas are converted into practical solutions using AI tools.
6. **To explain the role of AI in modern workplaces** - The impact of AI on white-collar jobs was discussed, along with the importance of adapting skills to remain relevant in the job market.
7. **To emphasize learning beyond marks** - The session stressed that marks are not the true measure of intelligence and that continuous learning, imagination, and problem-solving skills are more important.
8. **To understand challenges in AI integration** - Students were made aware of challenges in adopting AI and the importance of strategic thinking while implementing AI-based solutions.

### Additional Highlights of the Workshop

- The guest speaker conducted **interactive activities** to engage students and improve their thinking skills.
- **Prize money was awarded** to students who performed well in the activities, encouraging active participation.

- The activities were designed to show how **strategic thinking in real life and professional life helps in working smartly**.
- The speaker asked many thought-provoking questions and explained how answering such questions helps students perform better in **campus placement interviews**, especially since they are in their **3rd year**.
- A **real-life success story** was shared where a B.Com 3rd-year girl from a poor background got placed in **Amazon (UK)** during the COVID period.
  - She used her neighbour's laptop
  - Learned programming through YouTube
  - Practiced consistently
  - Cleared interviews and secured an international placement
- This example motivated students to believe that **dedication, self-learning, and smart use of resources can lead to success regardless of background**.



The workshop successfully enhanced students' understanding of AI, innovation sprints, and rapid prototyping while motivating them to think creatively and strategically. The guest speaker's real-life examples, interactive activities, and practical insights helped students relate learning to real-world and career scenarios. The session concluded with the speaker collecting **video feedback from students** to understand their views and experiences, making the workshop more engaging and impactful. Overall, the program inspired students to prepare confidently for future challenges and campus placements.

## IBM Technical Event - AI Sparks: Ideas into Impact



The Department of CSE (AI & ML) organized an IBM Technical Event titled “AI Sparks: Ideas into Impact” for II Year students to encourage innovation, creativity, and technical problem-solving skills. The event provided a platform for students to present innovative ideas and transform them into impactful solutions using emerging technologies. Participants actively engaged in discussions, teamwork, and idea presentations, enhancing their technical knowledge and collaborative abilities. The program inspired students to think creatively and explore real-world applications of Artificial Intelligence and Machine Learning.

### Objectives of the Event - “AI Sparks: Ideas into Impact”

1. To encourage students to develop innovative and creative thinking skills.
2. To provide exposure to emerging technologies in Artificial Intelligence and Machine Learning.
3. To bridge the gap between theoretical knowledge and real-world applications.
4. To enhance technical presentation and communication skills among students.
5. To promote teamwork, collaboration, and problem-solving abilities.
6. To inspire students to transform ideas into impactful technological solutions.
7. To create awareness about industry trends and practical implementation of AI technologies.
8. To motivate students towards research, innovation, and project-based learning.



**Outcomes of the Event - “AI Sparks: Ideas into Impact”**

1. Students gained practical exposure to Artificial Intelligence and emerging technologies.
2. The event enhanced students’ innovative thinking and problem-solving abilities.
3. Participants improved their technical presentation and communication skills.
4. Students developed teamwork and collaborative learning skills through group activities.
5. The program increased awareness about real-world applications of AI & ML.
6. Students were motivated towards research, innovation, and project development.
7. The event helped students understand current industry expectations and technological trends.
8. Participants gained confidence in transforming creative ideas into impactful solutions.



## TECH SAMPRATHI-2K26

**2-Day National Technical Symposium TechSamprathi- 2K26(26th to 27th February 2026)**

Tech Samprathi 2K26 was conducted on 26<sup>th</sup>, 27<sup>th</sup> and 28<sup>th</sup> March 2026. The inaugural session started at 10:00 am on 26<sup>th</sup> February in presence of Chief Guest Sri Prof. **V.Balakista Reddy Garu**, Hon'ble chairman, Telangana state Council of Higher Education (TGCHE) Hyderabad, Guests of honor **Dr. K.Venkateshwara Rao** Registrar, JNTUH. In addition, **Shri Nalla Narasimha Reddy**, Secretary, **Shri Nalla Prashanth Reddy**, Vice-Chairman, **Dr CV Krishna Reddy**, Director, **Dr G Janardhana Raju**, Dean-SoE, **Dr Ch Krishna Mohan**, Dean-SoP, and **Dr T.Ravindra Reddy** Dean-SoM, are also occupied the Dias. The session started with invocation song followed by lightening the lamp with a brief introduction about the Chief Guest as well as Guests of Honor. The chief guest and guests of honor were addressed the gathering by explaining the importance of Tech Samprathi and given valuable suggestions to get success in their interested field. Inauguration was completed at 12:00pm. Second session started at 12:15pm with the events paper presentation, CodeMania, TechTitan, SpeakSphere, Idea2App and QuickPuzzle session was ended at 04:00pm.

Second day of the event started at 10.00 am with the events paper presentation, and Idea2App closed at 11:00 pm. The Cultural Fest TARA started on 27<sup>th</sup> morning and that session ended at 4:00 pm.

Third day of the Event started with Cultural Programs at 10:00 am and session ended at 3:00 pm.

Valedictory function was started at 3:00 pm on 28<sup>th</sup> March. Convener of Tech and Pharama Samprathi 2K26 was given Report, Vice-Chairman and Director Sir distributed the prizes to the winners of various events.

## EVENT WISE DETAILS:

## A Report on PAPER PRESENTATION



**Event Preamble:** The Department of AIML proudly presents **Paper Presentation 2K26**. This event is a completion report PPT PowerPoint presentation complete deck with slides acts as backup support for your ideas, vision, thoughts, etc. Use it to present a thorough understanding of the topic. This PPT slideshow can be utilized for both in-house and outside presentations depending upon your needs and business demands. Entailing twelve slides with a consistent design and theme, this template will make a solid use case.

**Objective:** The primary objectives of a paper presentation are to effectively communicate research findings, disseminate new knowledge, and receive constructive feedback from peers and experts.

## Event Details

Event Name	: Paper Presentation		
Date	: 26 <sup>th</sup> to 27 <sup>th</sup> February 2026		
Venue	: T-08		
Registration Fee	: Rs.400/- (per Team)		
Team Size	: 03 MEMBERS		
No of Participants	: Internal:165	: External: 24	: Total: 189

## Event Execution:

Paper presentations typically involve three key rounds

**Round 1:** Abstract submission.

**Round 2:** Full paper submission.

**Round 3:** Final presentation/Q&A session.

These stages evaluate research originality, methodology, and the ability to articulate findings clearly.

**Winners:**

S. No	Prize	Name of the Winner	Roll No	Year/Sec	College Name
1	I	N Sashrith Reddy	227Z1A6690	IV AIML-B	NNRG
		Sathish Chandra	227Z1A66A1	IV AIML-B	NNRG
		Ravi Kiran Reddy	227Z1A66A0	IV AIML-B	NNRG
2	II	P. Abhi Sriya	23RP1A7246	III AIML	MGHA
		M. Harshitha	23RP1A7237	III AIML	MGHA
3	III	R. Deekshith Raj	247Z1A66F1	II AIML-C	NNRG

**Impact Analysis:**

Paper presentation assesses how proposed changes, research findings, or project decisions affect systems, stakeholders, and processes.

**Report on CODE MANIA**

**Event Preamble:** The Department of AIML proudly presents **Code Mania 2K26**, a prestigious C Programming Technical Event designed to enhance student's problem-solving abilities and coding expertise. This event aims to provide a competitive platform for budding programmers to showcase their logical thinking, debugging skills, and programming knowledge.

**Objective:** To enhance student's C programming and problem-solving skills. To improve logical thinking, debugging ability, and coding speed. To provide a competitive platform to showcase technical excellence.

**Event Details**

Event Name	: Code Mania		
Date	: 26 <sup>th</sup> to 27 <sup>th</sup> February 2026		
Venue	: Lab 11 (F-12)		
Registration Fee	: Rs.100/- (per participant)		
Team Size	: 1		
No of Participants	: Internal: 238	: External: 40	: Total: 278

**Event Execution:****Round 1: Quiz Round**

- This round is based only on C programming concepts.
- The quiz consists of 20 Multiple Choice Questions (MCQs).
- The time limit is 20 minutes.
- Each question carries one correct answer only.

**Round 2: Debugging Round**

- This round is strictly based on C programming language only.
- Participants shortlisted from Round 1 are eligible to attend this round.
- The round consists of C programs containing errors.
- Errors may include syntax errors, logical errors, and runtime errors.

**Round 3: Coding Round**

- Participants must solve the given problem(s) using C programming language only.
- The time limit is 30 minutes.
- One problemstatement will be provided by the coordinators.
- Programs must execute without compilation errors.

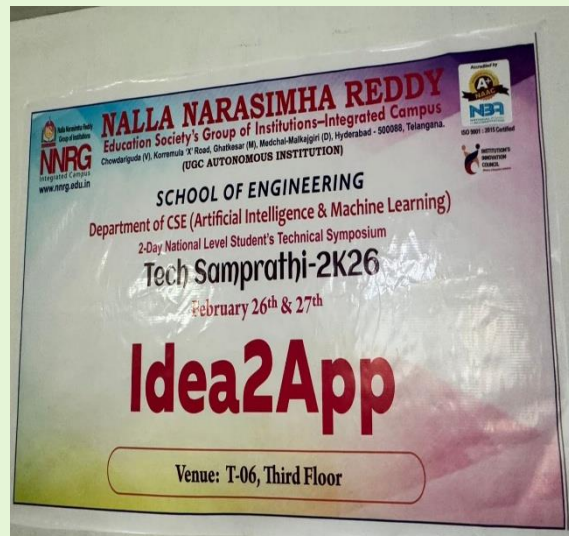
**Winners:**

S. No	Prize	Name of the Winner	Roll No	Year/Sec	College Name
1	I	K. Veerababu	237Z1A6653	III AIML-A	NNRG
2	II	K. Harini	247Z1A6689	II AIML-B	NNRG
3	III	Y. Harshith Reddy	257Z1A66P2	I AIML-D	NNRG

**Impact Analysis:**

CodeMaina creates a strong academic and technical impact on students by improving their core programming skills and confidence levels. The event helps participants strengthen their understanding of C language fundamentals through practical problem-solving and competitive rounds.

## A Report on Idea2App



**Event Preamble:** The Department of AIML proudly presents **Idea2App 2K26**, an innovative technical event that encourages students to transform their creative ideas into practical digital solutions through app development. This event provides a platform for students to conceptualize, design, and demonstrate applications that address real-world problems. **Idea2App** aims to foster creativity, technological innovation, and entrepreneurial thinking among participants. Through this event, students get the opportunity to showcase their innovative thinking, technical skills, and ability to convert ideas into functional app designs.

**Objective:**

- To encourage students to develop and present innovative ideas through app design and development.
- To enhance creativity, problem-solving ability, and technological thinking among students.
- To promote practical learning by transforming ideas into prototype applications or app designs.
- To provide a competitive platform for students to showcase their innovation, design skills, and technical knowledge.
- To inspire students to develop solutions that address real-world problems using mobile or web applications.

**Event Details**

Event Name	: Idea2App		
Date	: 26 <sup>th</sup> to 27 February 2026		
Venue	: Third Floor T-03		
Registration Fee	: Rs. 100/- (per participant)		
Team Size	: Max 3		
No of Participants	: Internal: 166	: External: 36	: Total: 202

**Event Execution:****Idea Presentation and App Demonstration**

- Each team presents their app idea using PPT.
- They explain the problem they are solving, app features, and design concept.
- Participants then demonstrate the working of the app or prototype.
- Judges evaluate the teams based on innovation, usability, presentation, and technical implementation.

**Winners:**

S. No	Prize	Name of the Winner	Roll No	Year/Sec	College Name
1	I	Shaik Subhani	22N81A5C2	IV-CSE	SPHN
		A.Poojitha	22N81A5E1		
		Harsha Vardhan	22N81A5D0		
2	II	V. Abhilash	237Z1A66C4	III AIML-B	NNRG
		R. Sai Charan	237Z1A66A9		
		N. Sathwik	237Z1A6697		
3	III	G. Abhinay	247Z1A6660	II AIML-B	NNRG

**Impact Analysis:**

Idea2App promotes innovation, teamwork, and entrepreneurial thinking, inspiring students to think beyond theoretical knowledge and focus on creating practical technology solutions. Overall, the event helps students strengthen their technical, analytical, and creative skills, preparing them for future careers in software development, app design, and technology innovation.

**A Report on: SpeakSphere**

**Event Preamble:** Public Speaking and Presentation Competition.

**Objective:** The objective of a Public Speaking and Presentation Competition is to build confidence and effective communication skills among participants.

It provides a platform to present ideas clearly, logically, and persuasively before an audience. It also encourages creativity, critical thinking, and overall personality development.

**Event Details:**

<b>Event Name</b>	<b>: SpeakSphere</b>		
<b>Date</b>	<b>:26<sup>th</sup> to 27th February 2026</b>		
<b>Venue</b>	<b>:T-03</b>		
<b>Registration Fee</b>	<b>: Rs. 100 /-(per participant)</b>		
<b>Team Size</b>	<b>: 1</b>		
<b>No of Participants</b>	<b>: Internal:155</b>	<b>External:7</b>	<b>Total:162</b>

**Event Execution:****Round 1: Preliminary Screening**

Round 1: Speak Off (3-5 min)

Communication skill test with domain selection:

- Select one domain and deliver a speech lasting 3-5 minutes.
- Domains: AI, Robotics, Data Science, ML, IoT, Cyber Security, Cloud Computing,
- Programming, Ed Tech, Gaming, 5G, Web Development.
- Evaluation based on vocabulary, sentence formation, fluency, body language, eye contact.
- Selected students proceed to next round.

**Round 2: Visual Round**

Group Decision-10 min

Real-time problem solving in groups

- Participants divided into groups randomly
- Real-time problem given to the group
- 10 minutes for each group to decide
- Groups must provide effective solutions
- Effective groups proceed to next round

**Round 3: Final: Face Off**

One-on-one debate on given statement:

- Two participants selected randomly
- Statement given to participants
- Each takes different stand on the statement
- Speak one after other without interrupting
- Most efficient speaker wins

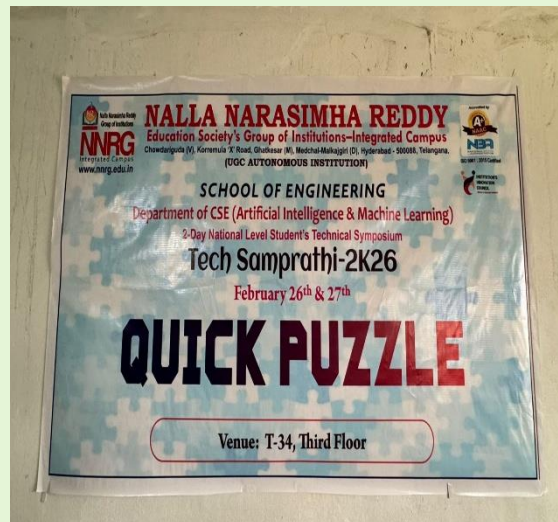
**Winners:**

S. No	Prize	Name of the Winner	Roll No	Year/Sec	College Name
1	I	C. Varuni	227Z1A6711	IV- DS	NNRG
2	II	T.Kalyani	24259-AI-100	II - AIML	SMSK
3	III	G. Vinod Kumar	237Z1A6642	III AIML - A	NNRG

**Impact Analysis:**

The Public Speaking and Presentation Competition created a dynamic platform for students to improve their communication abilities, confidence, and critical thinking skills. Through multiple rounds involving individual speaking, group decision-making, and debate, the participants experienced practical exposure to expressing ideas clearly and responding to challenges in real time.

## A Report on QUICK PUZZLE



**Event Preamble:** The depart of AIML proudly presents the event **Quick Puzzle** a non -technical event which is organized for the student's enjoyment and also to boost up their concentration and the problem-solving levels with joy and fun and also it to make their time management good.

**Objective:** To enhance their problem solving and the concentration levels with the joy and the fun at the time of solving and also to improve their time management skills.

#### Event Details

Event Name	: Quick Puzzle		
Date	:26 <sup>th</sup> to 27 <sup>th</sup> February 2026		
Venue	: T-34		
Registration Fee	: Rs.100 /-(per participant)		
Team Size	:1		
No of Participants	: Internal: 121	External: 4	Total:125

#### Event Execution:

##### Round 1: Preliminary Screening

In this round we will take the 5 teams of participants and give them the puzzles which they are chosen from the bowl of chits and give them the time limit and the team which will solve the puzzle in the less time we will consider that team as the 1st round winners same is for the individual and team and for the both

individual and the team we will give the different puzzles of 56 and 104 pieces respectively with the time limit 20 minutes.

### Round 2: Visual Round

In the second round we will take the participants of the 1st round winners and conduct the competition again by decreasing the time for the 15 minutes for each team and individual from that again we will filter the teams and select for the final round.

### Round 3: Quick Round

In the final round we will take the 2nd round participants and conduct the competition by decreasing the time to 10 minutes in this we will take the participants who solved the maximum of the puzzle in the given time by counting the puzzle he solved and selected as the winner.

### Winners:

S. No	Prize	Name of the Winner	Roll No	Year/Sec	College Name
1	I	P. Rahul	237Z1A66A6	III-AIML-B	NNRG
2	II	T.Sindhu	237Z1A66B7	III-AIML-B	NNRG

### Impact Analysis:

All the students enjoyed the game and played the game with fun and joy and while solving the puzzles they concentrated only on the puzzle without any distractions and they managed their time correctly while we are decreasing the time for every round.

**Event Wise Staff Co-Ordinators and Student Co-Ordinators:**

Event Name: Paper Presentation					
S.No.	Name of the Faculty	Designation	Dept	Coordinator / Member	Contact No.
1	Mr.K.Mahesh	Asst. Prof.	AI&ML	Coordinator	8328455438
2	Mr.G.Prudhvi Raj	Asst. Prof.	AI&ML	Coordinator	7981469912
STUDENT MEMBERS					
S.No.	Name of the Student	Roll No	Year	Member	Contact No.
1	J. Tejashwini	227Z1A6650	IV-CSM-A	Member	6300883684
2	J. Rajesh	227Z1A6641	IV-CSM-A	Member	8919280501
3	P. Sowmya Reddy	227Z1A66B6	IV-CSM-B	Member	9390248611
4	N. Varshini	227Z1A6693	IV-CSM-B	Member	7702080307
5	R. Deekshith Raj	247Z1A66F1	II-CSM-C	Member	9059377628
Event Name:CodeMania					
S.No.	Name of the Faculty	Designation	Dept	Coordinator / Member	Contact No.
1	Mr. M. Eswara Rao	Asst. Prof.	AI&ML	Coordinator	8143848778
2	Mr. K. Venu	Asst. Prof.	AI&ML	Coordinator	9676056143
STUDENT MEMBERS					
S.No.	Name of the Student	Roll No	Year	Member	Contact No.
1	M. Meghana Reddy	237Z1A6691	III-CSM-B	Member	9700567579
2	G. Chitti Tali	247Z1A6667	II-CSM-A	Member	9949171289
3	D. Avinash Reddy	237Z1A6631	III-CSM-A	Member	7569360498
4	M. Dhanush	237Z1A6673	III-CSM-B	Member	7901499399
Event Name: Idea2App					
S.No.	Name of the Faculty	Designation	Dept	Coordinator / Member	Contact No.
1	Mrs. M. Sonia	Asst. Prof.	AI&ML	Coordinator	8985225720
2	Mrs. V. Rani.Sailaja	Asst. Prof.	AI&ML	Coordinator	9908691144
STUDENT MEMBERS					
S.No.	Name of the Student	Roll No	Year	Member	Contact No.
1	N. Sathwik	237Z1A6697	III-CSM-B	Member	8885131255
2	P. Hasini	237Z1A66A2	III-CSM-B	Member	9392944747
3	M. Abhinaya	247Z1A66A1	II-CSM-B	Member	9381034508
4	V. Abhilash	237Z1A66C4	III-CSM-B	Member	9030079511
S. No.	Name of the Faculty	Designation	Dept	Coordinator / Member	Contact No.
1	Mrs. S. P. Roja Rani	Asst. Prof.	AI&ML	Coordinator	7995040932
2	Mrs. M. Uma Devi	Asst. Prof.	AI&ML	Coordinator	8978787107
3	Mrs. B. Rajitha	Asst. Prof.	AI&ML	Coordinator	8008105263
4	Mrs. S. Samyuktha	Asst. Prof.	AI&ML	Coordinator	8121828351
STUDENT MEMBERS					
S. No.	Name of the Student	Roll No	Year	Member	Contact No.
1	E. Karthik yadav	237Z1A6634	III-CSM-A	Member	6281146683
2	G. Vaishnavi	237Z1A6645	III-CSM-A	Member	8179079368

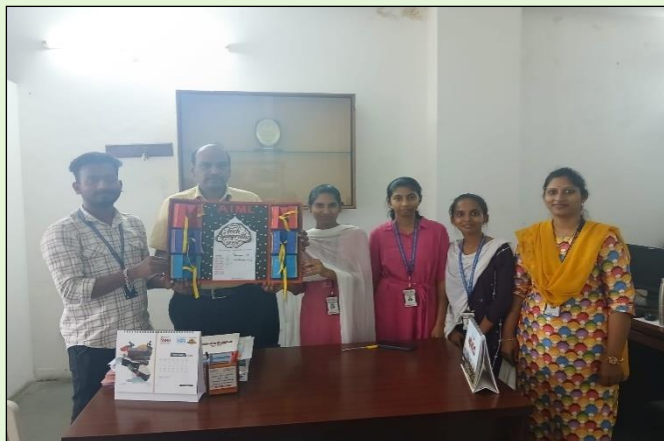
3	Ch. Nisha Rani	247Z1A6639	II-CSM-A	Member	9390381514
4	V. Chakradharr	247Z1A66J1	II-CSM-C	Member	7075358429
Event Name: <b>TechTitan</b>					
<b>S. No.</b>	<b>Name of the Faculty</b>	<b>Designation</b>	<b>Dept</b>	<b>Coordinator / Member</b>	<b>Contact No.</b>
1	Mrs. P. Lavanya	Asst. Prof.	AI&ML	Coordinator	9703562869
2	Mr. Shaik Feroz	Asst. Prof.	AI&ML	Coordinator	7893682712
<b>STUDENT MEMBERS</b>					
<b>S. No.</b>	<b>Name of the Student</b>	<b>Roll No</b>	<b>Year</b>	<b>Member</b>	<b>Contact No.</b>
1	R. Sai Charan	237Z1A66A9	III-CSM-B	Member	8106231516
2	S. Parusharam	247Z5A6607	III-CSM-B	Member	7997996776
3	M. Aarthi	247Z1A6601	II-CSM-A	Member	7989256103
4	M. Ashritha	237Z1A6671	III-CSM-B	Member	7997996776
Event Name: <b>Quick Puzzle</b>					
<b>S. No.</b>	<b>Name of the Faculty</b>	<b>Designation</b>	<b>Dept</b>	<b>Coordinator / Member</b>	<b>Contact No.</b>
1	Mr. T. Mahesh	Asst. Prof.	AI&ML	Coordinator	9642888931
<b>STUDENT MEMBERS</b>					
<b>S. No.</b>	<b>Name of the Student</b>	<b>Roll No</b>	<b>Year</b>	<b>Member</b>	<b>Contact No.</b>
1	P. Rahul	237Z1A66A6	III-CSM-B	Member	9014530553
2	B. Mohan	247Z5A6602	III-CSM-B	Member	9618834190
3	K. Samatha	237Z1A6664	III-CSM-A	Member	8341394188
4	B. Tharun	247Z1A6622	II-CSM-A	Member	9398718031
5	T. Sindhu	237Z1A66B7	III-CSM-B	Member	9177843428

At the end of the session, Director of NNRG thanked all the Guests, Deans of various schools, HODs, Faculty coordinators, student coordinators and participants for making the event success and students shared their views about Tech Samprathi 2K26 with the gathering.

Gallery  
Invitation card of Tech Samprathi 2K26(AI&ML)



Inviting Chairman sir, vice chairman, Director sir, all Deans, HODs and Faculty members.



Department of AIML Faculty Co - ordinators



Department Photo with Student coordinators:

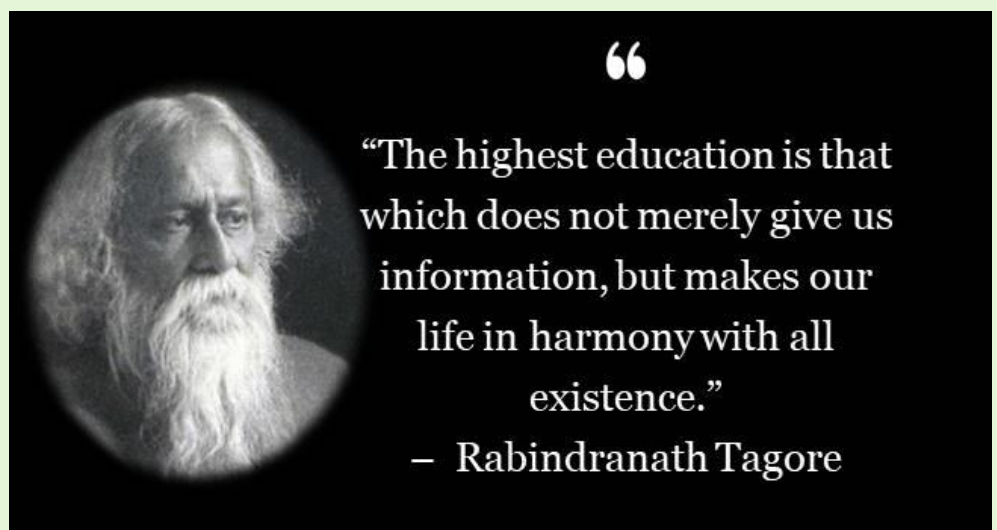
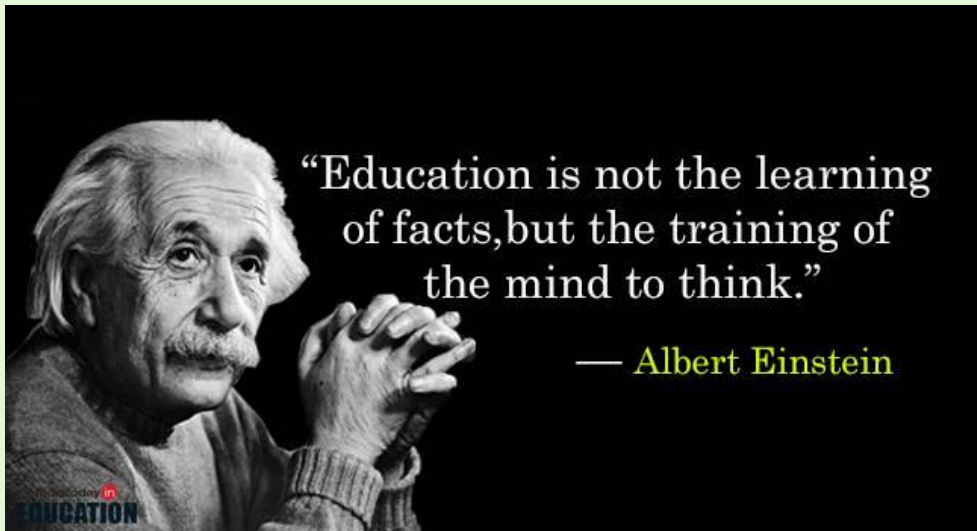
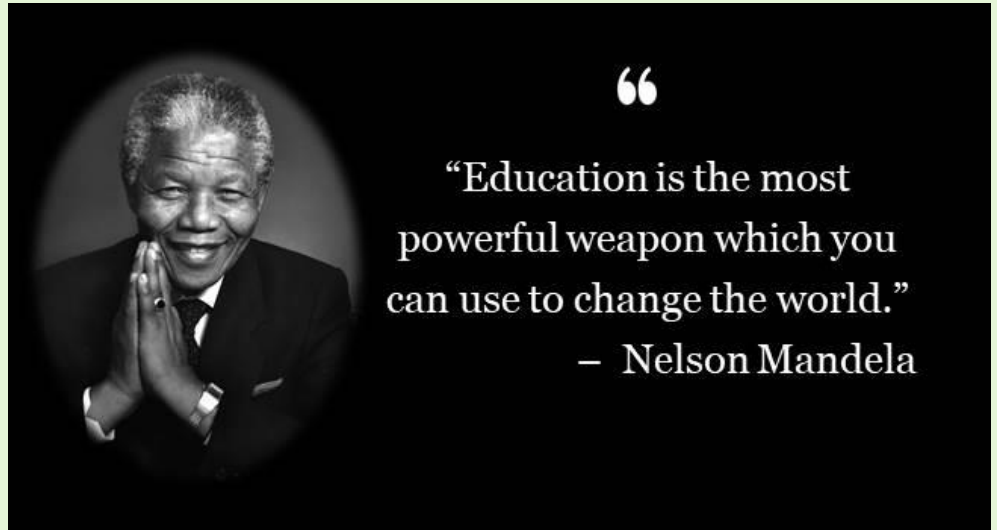


Winners Receiving Prizes on stage:











# NALLA NARASIMHA REDDY

Education Society's Group of Institutions-Integrated Campus

Near Narapally, Chowdariguda (V), Korremula 'X' Road, Ghatkesar (M),  
Medchal-Malkajgiri (D), Hyderabad - 500088, Telangana.

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