



Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



A
REPORT ON
ASSOCIATION ACTIVITIES

Convener

Dr. K. Vinay Kumar, Associate Prof

Head of Department

Dr.A. Jothi Prabha, Associate Prof

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor



EVENTS CONDUCTED IN ODD SEMESTER

S. No	Date	Event Name / Description
1	22nd July 2025	Great Wave B24
2	29th July 2025	Art of Argument
3	5th August 2025	1 st year Registrations
4	12th August 2025	1 st year Registrations
5	19th August 2025	Engineering Education in the 4th Industrial Revolution
6	26th August 2025	Prarambh
7	2nd September 2025	Waves of Wealth 2.0
8	9th September 2025	MIDS
9	16th September 2025	Waves of Wealth 2.0
10	23rd September 2025	Riddle Quest
11	30th September 2025	Dasara Holiday
12	7th October 2025	Brain vs Bot
13	14th October 2025	Hack Track
14	21st October 2025	Hack Track
15	28th October 2025	Thinkin' Emoji
16	4th November 2025	Government Holiday (Bandh)
17	11th November 2025	Class Work



CSE(AI&ML) Association Body Members:

S. No	Name	Roll Number	Sem/Branch/Section
1	Shrijani. M	B22AI036	7CSM1
2	G. Gnanadeep	B22AI042	7CSM1
3	P. Varshini	B22AI038	7CSM1
4	K. Akhila	B22AI045	7CSM1
5	G. Thrivik Raj	B22AI043	7CSM1
6	K. Nichyutha	B22AI068	7CSM2
7	B. Vyshnavi	B22AI071	7CSM2
8	B. Sirivalli	B23AI024	5CSM1
9	Md. Muzzafar	B23AI027	5CSM1
10	K. Vaishnavi	B23AI043	5CSM1
11	M. Harshavardhan	B23AI072	5CSM2
12	G. Srikethan Reddy	B23AI081	5CSM2
13	C. Sai Charith Reddy	B23AI087	5CSM2
14	V.V.S. Harshith	B23AI100	5CSM2
15	V. Ashreetha	B23AI105	5CSM2
16	Md. Shahbaz	B23AI121	5CSM2
17	Sai Rohan	B23DS005	5CSD
18	K. Rohan Aditya	B23DS008	5CSD
19	D. Shiva Sai	B23DS026	5CSD
20	V. Manish	B23DS060	5CSD
21	Ch. Sathvik	B24AI005	3CSM1
22	K. Suhas Abhinav	B24AI020	3CSM1
23	P. Sai Siri	B24AI036	3CSM1



24	B. Harshitha	B24AI055	3CSM1
25	S. Varnik	B24AI065	3CSM2
26	T. Aashritha	B24AI067	3CSM2
27	V. Divyasree	B24AI105	3CSM2
28	B. Keshava Reddy	B24AI111	3CSM2
29	Ch. Nandhini	B24AI179	3CSM3
30	B. Samith	B24AI172	3CSM3
31	A. Ramki	B24DS026	3CSD1
32	B. Krushi	B24DS034	3CSD1
33	B. Shreya	B24DS050	3CSD1
34	M. Nandika Sai Sree	B24DS051	3CSD1
35	A. Vyshali	B24DS092	3CSD2
36	D. Harshitha	B24DS094	3CSD2



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: GREETWAVE B24

Date: 22.07.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
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2025-2026



Fig 1- Circular:

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AIML)/2025

DATE: 21.07.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- “GREETWAVE B24” on Tuesday i.e. 22.07.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar



Fig 2: Poster of GREETWAVE B24





Introduction:

GREETWAVE B24 is the first event in this semester and it is like an introduction to the juniors with a start done by a traditional dance performance. Then we proceeded towards the next part of the event, our team has prepared a technical round consisting of questions from C and DS. Then we went to explain our juniors about what is association hour and how is it going to function and about the different positions present in the association and asked the interested students to fill the google form which shows the interest to join the association hour.

Event Description:

- All the students are divided into two groups
- The answers were said by individual people by raising hands
- A few of the easy answers were given in group



Students first interaction to Association



The student's actively participating

CONCLUSION

The event concluded successfully with the assistance of CSMA body members and exceptional participation by the students



A REPORT ON ASSOCIATION ACTIVITY

Event Name: THE ART OF ARGUMENT

Date: 29.07.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 29.07.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- “THE ART OF ARGUMENT” on Tuesday i.e. 29.07.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar



Fig 2: Poster of the Event:



Introduction:

THE ART OF ARGUMENT is an event which is held as a debate between the two teams which are divided during the event. It is a boys vs girls held debate. The participants were given several debatable topics to choose from which were divided into a mix of fun debatable topics to a few social topics.

Event Description:

- All the students are divided into two groups.
- The arguments were made by the interested people by asking for a microphone.
- There were people who participated actively.



Faculty Members and Student Coordinators Addressing the Gathering During the Event”



The students actively participating



The Audience for the event

CONCLUSION

The event concluded successfully with the assistance of CSMA body members and exceptional participation by the students.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: Engineering Education in the 4th Industrial Revolution

Date: 19.08.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 19.08.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- “: Engineering Education in the 4th Industrial Revolution” on Tuesday i.e. 19.08.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar

Fig. 2: Poster of the event:



 **KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE, WARANGAL**
(An Autonomous Institute under Kakatiya University, Warangal)
(Accredited by NAAC with 'A' Grade)



Department of Computer Science And Engineering (AI&ML)

CSMA
Invites You

**“Engineering Education
in the 4th Industrial
Revolution”**

GUEST SPEAKER:
DR. T. V. VENKATESWARAN,
FORMER SCIENTIST, VIGYAN PRASAR, DST,
IISER, NEW DELHI.

19TH AUG, 2025
11:00AM-12:30PM

Venue: Auditorium



Engineering Education in the 4th Industrial Revolution is an event which is conducted by CSMA association in which A Former Scientist Dr.T.V.Venketeshwaran IISER ,New Delhi shared his insights on the current Engineering Education in the 4th Industrial Revolution.

Event Description:

- Welcomed the chief guest into the auditorium along with the HOD and the staff.
- The chief guest addressed the students with his insights.
- The chief guest was honoured by the HOD.



Welcome and Introduction of the Guest Speaker by Faculty Members



Speaker Addressing the Audience



**Felicitation of Dr. T. V. Venketeshwaran
During the Guest Lecture Session**



**Group Photo with Faculty and Students
After the Successful Guest Lecture
Organized by CSM Association**

CONCLUSION

The event concluded successfully with the assistance of CSMA body members and exceptional participation by the students.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: Prarambh – “A Great Journey Starts Here”.

Date: 26.08.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
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2025-2026



Fig.1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AIML)/2025

DATE: 26/08/2025

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: Prarambh

Event Date: 26-08-2025

Venue: Auditorium

S. N. Reddy
26/08/2025
Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna *[Signature]*

B. Ramji *[Signature]*

Dr. K. Shiva Kumar *[Signature]*



Fig 2: Poster of the event:





Introduction:

Prarambh – The Great Journey Starts Here

The Computer Science and Engineering AIML Association successfully organized its inaugural event, “**Prarambh – The Great Journey Starts Here,**” to formally introduce the student body and celebrate the beginning of a new academic year with enthusiasm and unity.

Event Description:

The event began with a **warm introduction** about the significance of *Prarambh* and the purpose of forming the CSMA body, addressed to the students.

The program was graced by the presence of the esteemed conveners:

- **Mr. I. Sai Rama Krishna**
- **Mr. B. Ramji**
- **Dr.K.ShivaKumar**

along with faculty **A. Jyothi Prabha** garu and **E. Rajitha** garu.

The **CSMA student body team** was formally introduced to the gathering, marking the official commencement of their roles and responsibilities. To add a cultural touch, a **classical dance performance by Krushi (II-year student)** was presented, captivating the audience and setting a vibrant tone. As a token of recognition, **batches were presented to the 4th-year student leaders of CSMA** symbolizes their leadership and guidance for the association. Inspiring **speeches** were delivered by **I. Sai Rama Krishna garu**, and Shrijani. M, **President CSMA** highlights the vision, goals, and roadmap of the association. The event concluded on a positive and motivational note, emphasizing that *Prarambh* is not just an event, but the beginning of a collaborative journey for innovation, learning, and leadership.



Group photo of CSMA Body



Jyothi prajwalana by Mr.I.Sai Rama Krishna, Mr.B.Ramji, and Dr.K.Shiva Kumar to commence the event.



Classical dance performance by B. Krushi (II-year student)





A REPORT ON ASSOCIATION ACTIVITY

Event Name: “Waves of Wealth 2.0”

Date: 02.09.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 02.09.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- “: Waves of Wealth 2.0 “on Tuesday i.e. 02.09.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar



Fig. 2: Poster of the event:



Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized an interactive activity named Waves of Wealth 2.0. The event was honoured by the presence of the faculty in charge, Dr. K. Shivakumar and Sri Ramji, who guided and supported the initiative. The program began with a brief overview of how the activity would proceed and what participants could expect.

Event Description

- Students were divided into teams to participate in the activity.
- Each team was given codes to solve, and correct answers earned them colored papers.
- Using the collected papers, teams created innovative crafts.
- A panel of members acted as buyers, evaluating and bargaining for the crafts.
- The team that sold its craft for the highest price was declared the winner.



Team working together



The teams selling their craft to the panel of buyer

CONCLUSION

The event brought together coding, creativity, and entrepreneurial learning in an engaging way. Students solved codes, used their results to make crafts, and experienced a marketplace by negotiating with a panel of buyers. This helped them practice teamwork, problem-solving, communication, and business thinking. Overall, Waves of Wealth 2.0 was a memorable and impactful activity, successfully organized by the Computer Science and Engineering - AI & ML Association (CSMA).



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “Waves of Wealth 2.0”

Date: 16.09.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
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2025-2026



Fig.1: Circular

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 16.09.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- “: Waves of Wealth 2.0 “on Tuesday i.e. 16.09.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar



Fig. 2: Poster of the event:



Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized an interactive activity named Waves of Wealth 2.0. The event was honoured by the presence of the faculty in charge, Dr. K. Shivakumar and Sri Ramji, who guided and supported the initiative. The program began with a brief overview of how the activity would proceed and what participants could expect.

Event Description

- Students were divided into teams to participate in the activity.
- Each team was given codes to solve, and correct answers earned them colored papers.
- Using the collected papers, teams created innovative crafts.
- A panel of members acted as buyers, evaluating and bargaining for the crafts.
- The team that sold its craft for the highest price was declared the winner.



The teams selling their craft to the panel of buyers



The Crafts by the all the teams

Conclusion

The event brought together coding, creativity, and entrepreneurial learning in an engaging way. Students solved codes, used their results to make crafts, and experienced a marketplace by negotiating with a panel of buyers. This helped them practice teamwork, problem-solving, communication, and business thinking. Overall, Waves of Wealth 2.0 was a memorable and impactful activity, successfully organized by the Computer Science and Engineering - AI & ML Association (CSMA).



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “Riddle Quest”

Date: 23.09.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
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2025-2026



Fig.1: Circular

Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 23.09.2025

CIRCULAR

All the B. Tech II, III, IV Year students of dept. of CSE(AI&ML) are requested to attend the association activity- "Riddle Quest" "on Tuesday i.e. 23.09.2025 at 11:40am at Auditorium.

Convener

Head of the Department

I. Sai Rama Krishna

Prof S. Narasimha Reddy

B. Ramji

K. Shiva Kumar



Fig. 2: Poster of the event:





Introduction:

The CSM Association organized an exciting and intellectually engaging event titled “Riddle Quest”, aimed at testing participants’ logical thinking, creativity, teamwork, and problem- solving abilities. The event provided a fun and competitive platform where students worked together to solve challenging riddles, decode clues, and progress through different levels of the quest. The activity created an energetic and interactive atmosphere, encouraging students to think critically while enjoying a thrilling and memorable experience with their peers.

Event Description:

The event consisted of a series of exciting riddles and clue-based challenges that tested the participants’ logical thinking, teamwork, and problem-solving abilities. Participants formed teams and worked together to solve the riddles within a limited time. The activity encouraged quick thinking, creativity, and coordination among team members.

The enthusiastic participation of students and the competitive spirit among the teams created a lively and entertaining atmosphere, making the event both enjoyable and intellectually engaging for everyone present.



Introduction of Event



The participants are actively involved

CONCLUSION

The event “Riddle Quest” was successfully conducted with great enthusiasm and active participation from students. It provided an exciting and engaging platform that encouraged logical thinking, teamwork, and problem-solving skills among participants. The challenging riddles and competitive spirit kept the audience involved throughout the event, making the session both enjoyable and memorable for everyone present. Overall, the event turned out to be a successful and lively activity organized by the CSM Association.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “Brain vs Bot”

Date: 07.10.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular

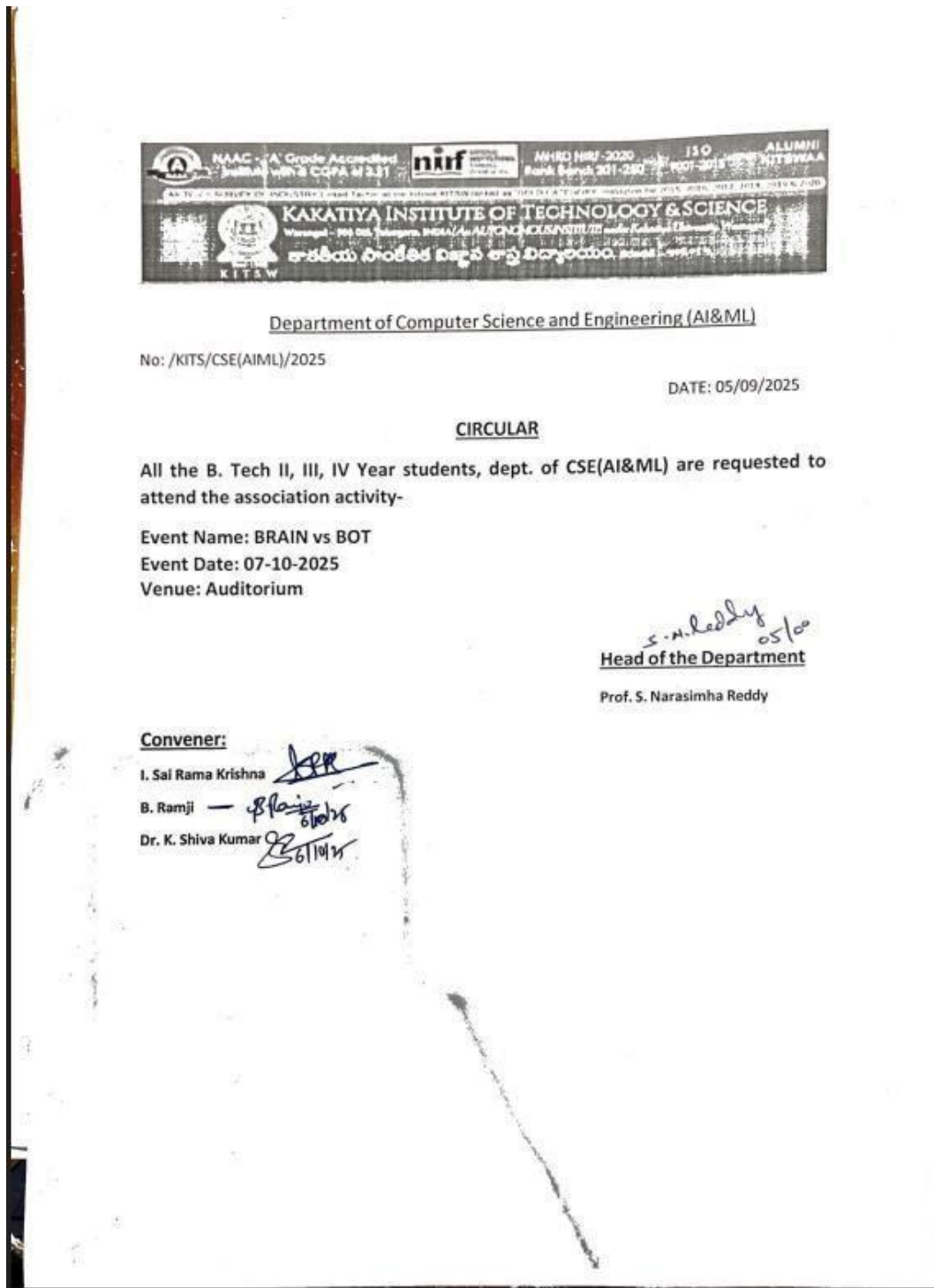




Fig. 2: Poster of the event:



Introduction:

The AIML Association hosted an exciting event titled "*Brain vs Bot*" that explored the fun and challenges of human intelligence versus artificial intelligence. The event aimed to engage CSE-AIML students in interactive activities, combining technology, creativity, and humor.

Event Description:

The event featured two teams – one relying on manual intelligence and the other using AI tools. Participants competed in multiple rounds, including AI-generated art guessing, AI Pictionary, lightning rounds, and a humorous roast of neural networks. The audience witnessed a lively mix of real-time games, creative problem-solving, and spontaneous fun. The event highlighted how human intuition, creativity, and humor can sometimes outperform artificial intelligence, keeping the atmosphere energetic and engaging.



Team discussions



Communicating with participants



The participants are actively involved

CONCLUSION

The event was a success, fostering teamwork, creativity, and friendly competition among students. It demonstrated the complementary strengths of humans and AI, leaving participants entertained and inspired. The interactive format made the session memorable, proving that while AI is powerful, human intelligence still has its unique.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “HACK TRACK”

Date: 14.10.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 14/10/2025

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: Hack Track

Event Date: 14/10/2025

Venue : Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

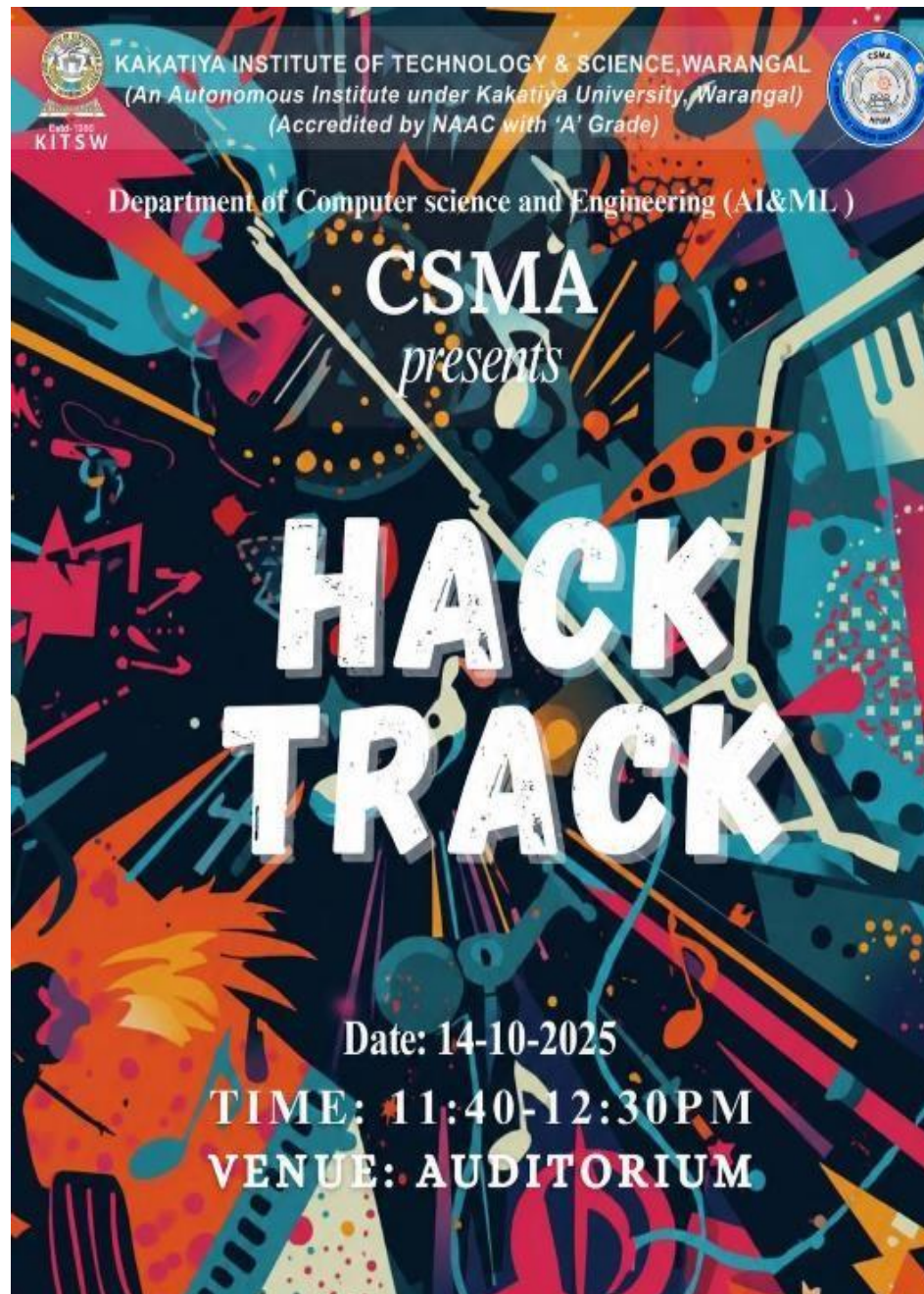
I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar



Fig 2: Poster of the Event



Introduction:

The Computer Science and Machine Learning Association (CSMA) organizes engaging activities to promote creativity, teamwork, and student participation.

As part of its initiatives, CSMA conducted Hack Track, a fun music-based challenge event. Participants decoded image clues to guess popular song titles within a limited time. The event created excitement, entertainment, and healthy competition among students. Hack Track successfully encouraged quick thinking, collaboration, and active participation.

Event Description:

Hack Track was an exciting music-based challenge organized by the Computer Science and Machine Learning Association (CSMA).

- Participants were shown image clues that represented popular songs.
- The challenge was to decode the hints and guess the correct song title quickly. The event was filled with fun, energy, laughter, and competitive spirit.
- Hack Track encouraged teamwork, quick thinking, and active student participation



The participants are actively involved



Communicating with participants

CONCLUSION

The Hack Track event organized by the Computer Science and Engineering (AI&ML) Association (CSMA) was conducted successfully with active student participation. The event created a fun and energetic environment filled with excitement and teamwork. Participants enjoyed decoding image clues and guessing popular songs creatively. Overall, Hack Track was an entertaining and memorable experience for everyone.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “HACK TRACK”

Date: 21.10.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2025

DATE: 20/10/2025

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: HACK TRACK

Event Date: 21-10-2025

Venue: Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar



Fig 2: Poster of the Event:





Introduction:

The Computer Science and Machine Learning Association (CSMA) continuously organizes innovative events to encourage student interaction and creativity.

To make learning and entertainment go hand in hand, CSMA introduced Hack Track, a unique musical guessing challenge.

The event was designed to improve observation skills, logical thinking, and team coordination.

Students participated enthusiastically and showcased their ability to connect visual clues with popular songs.

Hack Track created a vibrant atmosphere filled with excitement, fun, and active engagement.

Event Description:

Hack Track was an interactive event where participants identified songs using picture-based hints. Each round challenged students to think quickly and interpret the clues accurately.

The competition became more exciting as teams raced against time to give correct answers. The event encouraged communication, creativity, and friendly competition among participants. Students enjoyed the lively environment and actively took part throughout the session.



Team discussions



Communicating with participants

Conclusion:

The Hack Track event turned out to be an entertaining and engaging activity for students. It helped participants improve their thinking skills while enjoying a fun musical challenge. The event strengthened teamwork and created memorable moments for everyone involved. Overall, Hack Track was successfully organized and received a positive response from the participants.



A REPORT ON ASSOCIATION ACTIVITY

Event Name: “Think-in emoji”

Date: 28.10.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1: Circular

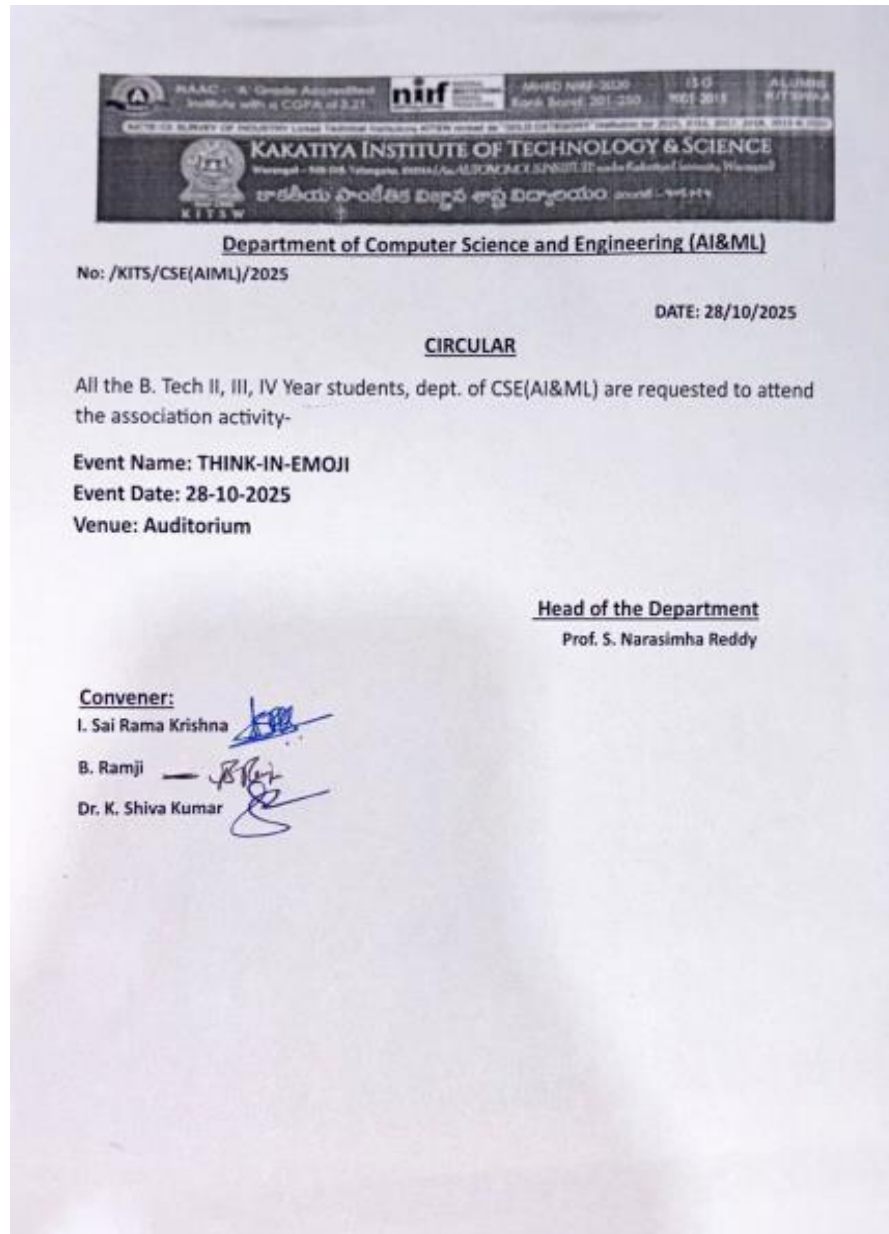
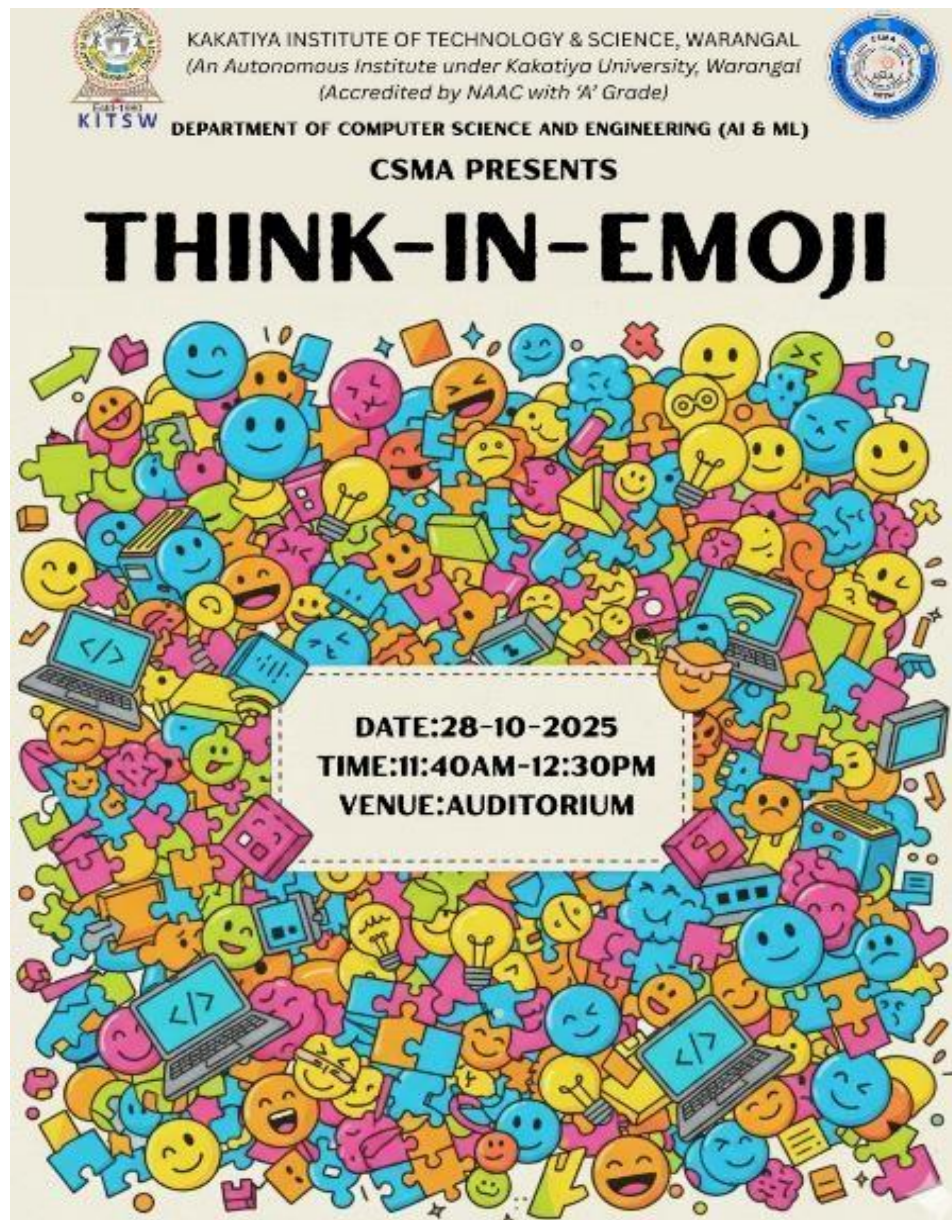




Fig 2: Poster of the Event





Introduction:

The AIML Association hosted an exciting event titled “*Think in emoji*” that explored the technology concepts with fun emoji-based puzzles. Participants are challenged to decode emojis that represent Computer Science terms. It aims to improve logical thinking, technical recall, and problem-solving skills. The event creates an enjoyable platform where learning and entertainment go together.

Event Description:

Think-In-Emoji was a lively tech-based challenge where participants were presented with a series of emojis representing various Computer Science terms, concepts, or technologies. The task was to decode the emojis and identify the correct technical term within a limited time.

The activity tested participants’ logical thinking, technical knowledge, quick recall, and problem-solving skills in an interactive and entertaining format. The emoji-based approach made complex technical terms easier to visualize and more enjoyable to interpret, fostering enthusiastic participation and healthy competition among students.

The event successfully created a collaborative and energetic atmosphere, encouraging students to learn through play while sharpening their analytical abilities.



The participants are actively involved

Conclusion:

The Think-In-Emoji event was a great success, achieving its goal of making learning both fun and intellectually stimulating. Participants actively engaged in the challenge, showcasing their creativity, technical expertise, and quick-thinking skill.



EVENTS CONDUCTED IN EVEN SEMESTER

S. No	Date	Event Name / Description
1	23rd December 2025	Glitch and GIF
2	30th December 2025	What happens after you code: Performance Fundamentals behind Machine Learning
3	6th January 2026	Perspective Play
4	13th January 2026	Sankranti Holiday
5	20th January 2026	From Idea to Impact: Opportunities in Innovation, Research & Entrepreneurship
6	27th January 2026	Parallel Minds
7	3rd February 2026	Logify
8	10th February 2026	Abroad Dreams: Step by step guide
9	17th February 2026	Fast and Curious
10	24th February 2026	MIDS
11	3rd March 2026	Holi Holiday
12	10th March 2026	Techflix
13	17th March 2026	Emoji Decode
14	24th March 2026	Decode the Tech
15	31st March 2026	Loop It or Lose It
16	7th April 2026	Sayonara



CSE(AI&ML) ASSOCIATION BODY MEMBERS:

S. No	Name	Roll Number	Sem/Branch/Section
1	Shrijani. M	B22AI036	8CSM1
2	G. Gnanadeep	B22AI042	8CSM1
3	P. Varshini	B22AI038	8CSM1
4	K. Akhila	B22AI045	8CSM1
5	G. Thrivik Raj	B22AI043	8CSM1
6	K. Nichyutha	B22AI068	8CSM2
7	B. Vyshnavi	B22AI071	8CSM2
8	B. Sirivalli	B23AI024	6CSM1
9	Md. Muzzafar	B23AI027	6CSM1
10	K. Vaishnavi	B23AI043	6CSM1
11	M. Harshavardhan	B23AI072	6CSM2
12	G. Srikethan Reddy	B23AI081	6CSM2
13	C. Sai Charith Reddy	B23AI087	6CSM2
14	V.V.S. Harshith	B23AI100	6CSM2
15	V. Ashreetha	B23AI105	6CSM2
16	Md. Shahbaz	B23AI121	6CSM2
17	Sai Rohan	B23DS005	6CSD
18	K. Rohan Aditya	B23DS008	6CSD
19	D. Shiva Sai	B23DS026	6CSD
20	V. Manish	B23DS060	6CSD
21	Ch. Sathvik	B24AI005	4CSM1
22	K. Suhas Abhinav	B24AI020	4CSM1
23	P. Sai Siri	B24AI036	4CSM1
24	B. Harshitha	B24AI055	4CSM1



25	S. Varnik	B24AI065	4CSM2
26	T. Aashritha	B24AI067	4CSM2
27	V. Divyasree	B24AI105	4CSM2
28	B. Keshava Reddy	B24AI111	4CSM2
29	Ch. Nandhini	B24AI179	4CSM3
30	B. Samith	B24AI172	4CSM3
31	A. Ramki	B24DS026	4CSD1
32	B. Krushi	B24DS034	4CSD1
33	B. Shreya	B24DS050	4CSD1
34	M. Nandika Sai Sree	B24DS051	4CSD1
35	A. Vyshali	B24DS092	4CSD2
36	D.Harshitha	B24DS094	4CSD2



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: "Glitch & GIF"

Date: 23.12.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026



Fig.1 – Circular:



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AIML)/2025

DATE: 22/12/2025

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: GLITCH and GIF

Event Date: 23-12-2025

Venue: Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar



Fig.2 – Poster:





Introduction:

The AIML Association hosted an exciting event titled “Glitch & GIF” that explored the fun and challenges of concepts of computer science through different visuals. The event aimed to engage CSE- AIML students in interactive activities, combining technology, creativity, and humor.

Event Description:

The event featured in 2 rounds-- Participants are presented with glitched visuals or faulty code snippets representing computer science concepts. They must carefully analyze the errors, identify the issue, and debug it within the given time. This round tests logical thinking, attention to detail, and fundamental debugging skills. Participants are shown CS-related memes or looping GIFs that visually hint at technical concepts. By interpreting the humor and visual clues, they must guess the correct computer science term quickly. This round evaluates creativity, conceptual clarity, and rapid analytical ability.

CONCLUSION

Glitch & GIF successfully combines technical knowledge with creativity through its unique two-round format. The event enhances participants' debugging, observation, and quick decision-making skills. By presenting computer science concepts in an engaging visual manner, learning becomes both fun and effective. Overall, the event fosters enthusiasm, interaction, and a deeper understanding of core CS concepts.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “What happens after you code: Performance Fundamentals behind Machine Learning”

Date: 30.12.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1 – Circular:

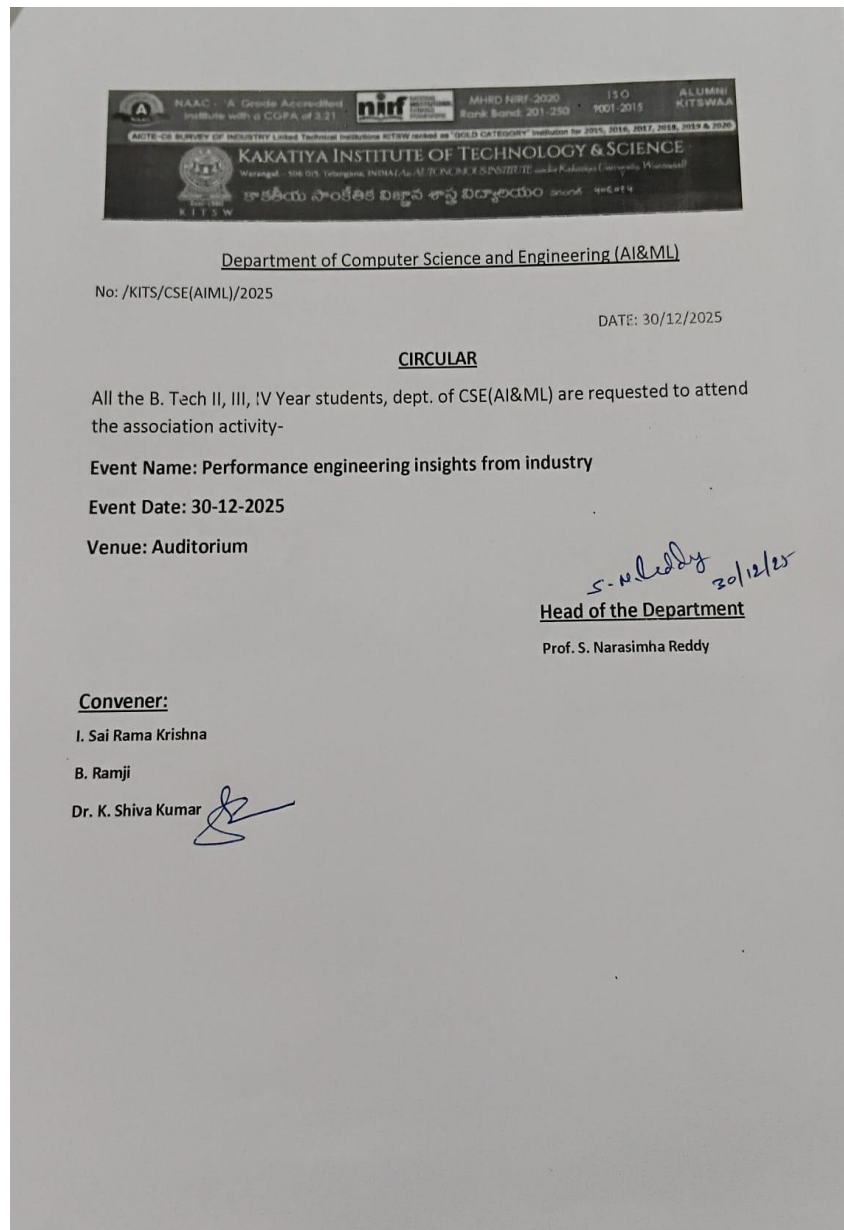




Fig.2 – Poster

KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE, WARANGAL
 (An Autonomous Institute under Kakatiya University, Warangal)
 (Accredited by NAAC with 'A' Grade)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI&ML)

CSMA
 Invites You

**What Happens After You
 Write Code:
 Performance fundamentals behind
 Machine Learning**

Guest speaker:
MANISH CHANDRA REDDY RAVULA
 Senior Machine Learning Engineer, Apple.

30th Dec, 2025 11:40 am-12:30 pm

Venue: Auditorium



Introduction:

The CSM Association presents “What Happens After You Write Code – Performance Fundamentals Behind Machine Learning”, an insightful guest lecture designed to bridge the gap between academic learning and real-world industry practices. This session offers students a deeper understanding of how machine learning systems perform beyond just writing code, focusing on performance optimization, high-efficiency systems, and practical engineering challenges. With real industry exposure and expert guidance, the lecture promises to be an enriching experience filled with technical insights, career clarity, and inspiration for aspiring AI & ML engineers.

Event Description:

“CSMA Presents: What Happens After You Write Code – Performance Fundamentals Behind Machine Learning” brings students together for an informative and industry-oriented learning experience. The session focuses on understanding what happens behind the scenes after code is written, highlighting performance optimization, system efficiency, and real-world machine learning deployment challenges. The speaker shares practical insights from industry, explaining how high-performance systems are designed, tested, and improved in modern AI applications. The lecture also explores emerging career opportunities in AI and Machine Learning, helping students gain clarity on future pathways. Through real examples, technical discussions, and professional guidance, the event ensures a meaningful and inspiring experience beyond classroom learning.



Speaker Addressing



Audience

Conclusion

The guest lecture was highly informative and inspiring, giving students valuable insights into real-world machine learning systems and performance engineering. The session helped bridge the gap between theory and industry practices while providing clarity on career opportunities in AI and ML. Overall, the lecture was an enriching experience that motivated students to explore advanced technologies beyond the classroom.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: "Perspective Play"

Date: 06.01.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026



Fig.1 – Circular:

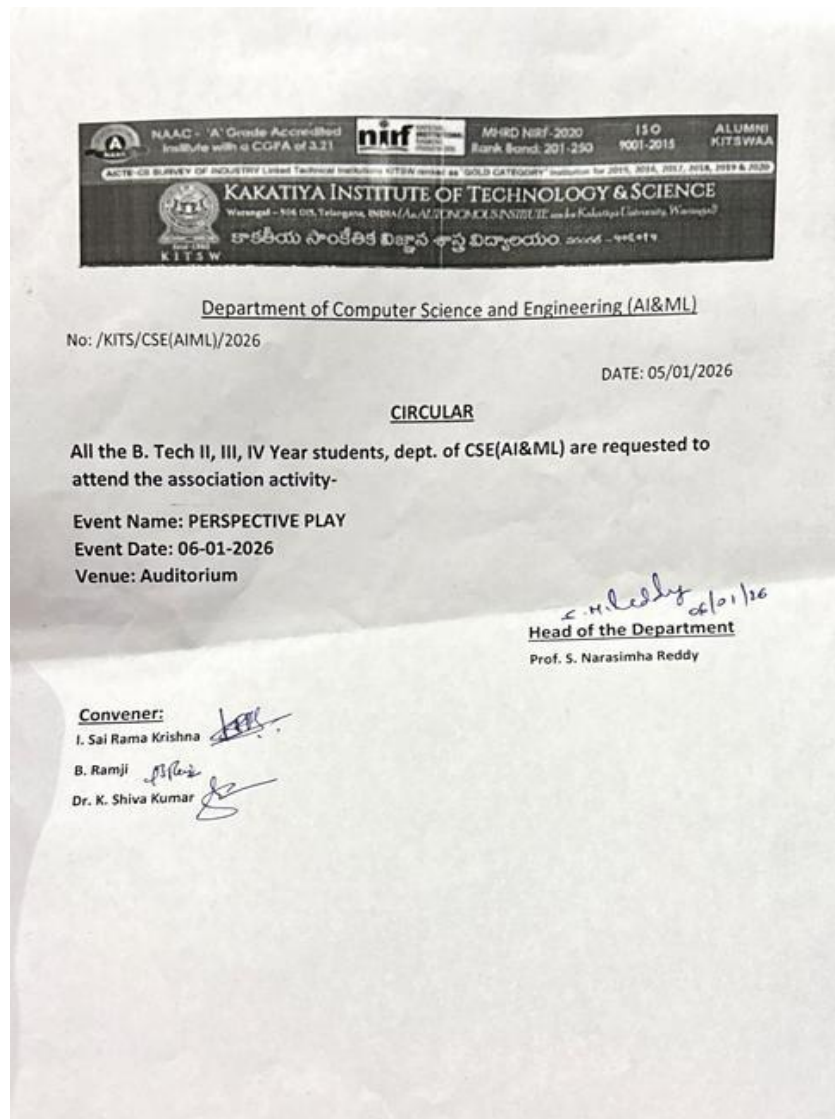
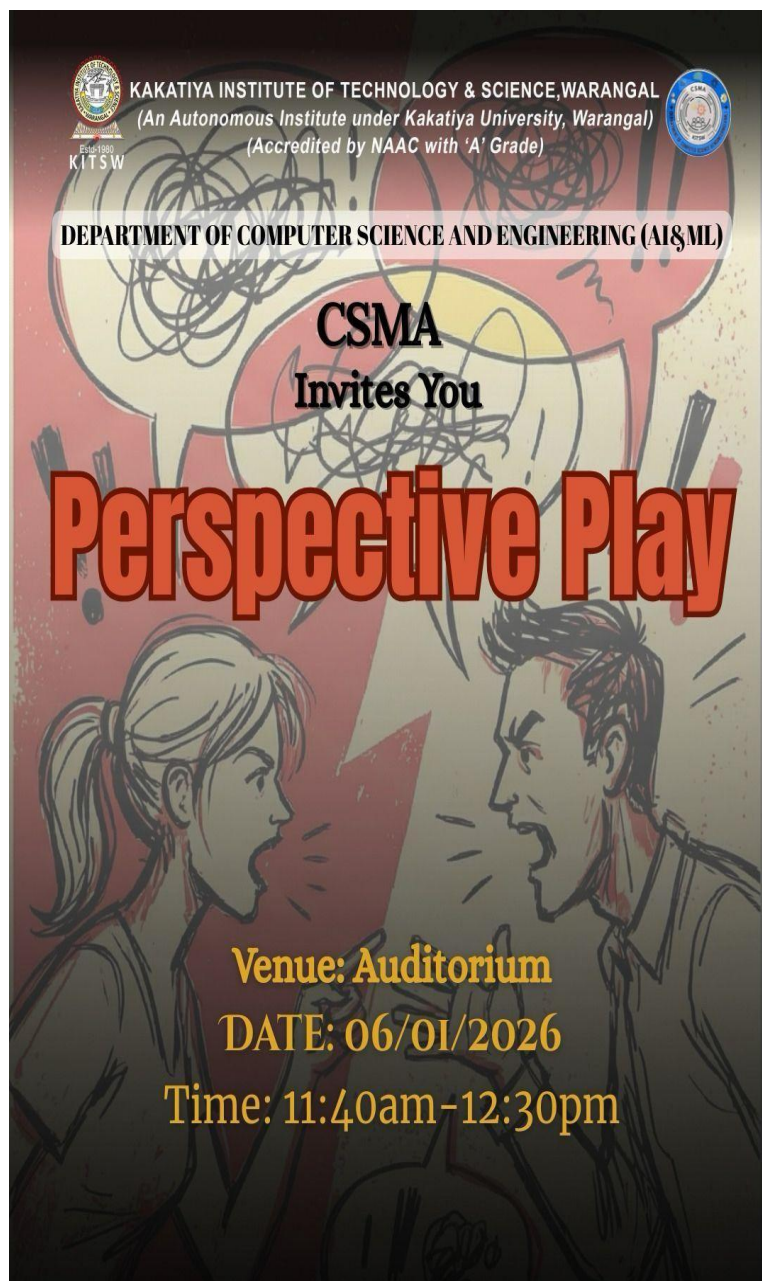




Fig.2 – Poster:





Introduction:

The CSM Association presents **“Perspective Play”** – a thought-provoking debate event that blends critical thinking, confident expression, and intellectual engagement. This event invites participants to explore diverse viewpoints, present well-structured arguments, and respond swiftly to opposing perspectives. It promises an enriching experience filled with insightful discussions, healthy competition, and dynamic idea exchange.

Event Description:

“Perspective Play” brings participants together in an engaging and intellectually stimulating environment. Contestants are given thought-provoking topics that challenge them to analyse issues from multiple viewpoints and present clear, logical arguments within a limited time. Participants must think critically, articulate their perspectives confidently, and respond effectively to counterarguments to earn points. The event features multiple rounds designed to test reasoning ability, communication skills, and spontaneity, while keeping the audience involved through dynamic exchanges and lively discussions. The blend of analytical thinking, confidence, and respectful debate ensures an enriching and memorable experience for all.



Debate Start



**Communicating
with participants**



**The participants
are actively
involved**

Conclusion:

“Perspective Play” concluded on a high note, with enthusiastic participation and engaging exchanges of ideas. The event successfully enhanced students’ critical thinking, communication, and confidence while fostering a culture of respectful discussion and open-mindedness. Overall, it proved to be a meaningful and impactful initiative by the CSM Association, leaving participants and the audience with valuable insights and a memorable experience.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: "From Idea to Impact: Opportunities in Innovation, Research & Entrepreneurship"

Date: 20.01.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1 – Circular:



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 08/01/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: From Idea to Impact: Opportunities in Innovation, Research and Entrepreneurship at center of I2RE

Event Date: 20-01-2026

Venue : Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar

Fig 2: Poster of the Event



KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE, WARANGAL
(An Autonomous Institute under Kakatiya University, Warangal)
(Accredited by NAAC with 'A' Grade)

Department of Computer science and Engineering (AI&ML)

**CSMA
Presents**

**From Idea to Impact:
Opportunities in Innovation,
Research and Entrepreneurship**

Date: 20-01-2026
Time: 11:40AM- 12:30PM
Venue: Auditorium



Introduction

The Department of Computer Science and Engineering – AI & ML Association (CSMA) organized an insightful guest lecture titled *“From Idea to Impact: Opportunities in Innovation, Research & Entrepreneurship.”* The session was honoured by the presence of the faculty in charge, Dr. K. Shivakumar and Sri Ramji, who encouraged and supported the initiative. The program began with a brief introduction about the importance of innovation, research, and entrepreneurship, along with an overview of what participants could learn from the session.

Event Description

1. Mentors from C-I2RE shared insights on innovation, research, and entrepreneurship.
2. Participants learned how ideas can be transformed into impactful real-world solutions.
3. The session highlighted opportunities in startups, research projects, and technological innovation
4. Students interacted with the mentors and clarified their doubts regarding innovation and entrepreneurship.
5. Speakers encouraged participants to develop creative thinking and problem-solving skills.
6. The session inspired students to explore research, innovation, and entrepreneurial opportunities for their future growth.



Group photo of participants and organizers after the guest lecture

Conclusion

The session brought together innovation, research, and entrepreneurial learning in an inspiring and interactive environment. Participants gained valuable knowledge about transforming ideas into impactful solutions and explored opportunities in startups, research, and technology-driven innovation. The activity encouraged students to develop creative thinking, problem-solving abilities, communication skills, and an entrepreneurial mindset. Overall, the guest lecture was an informative and motivating session, successfully organized by the Computer Science and Engineering – AI & ML Association (CSMA)



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: "Parallel minds"

Date: 27.01.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)

Kakatiya Institute of Technology & Science, Warangal (T.S)

(An Autonomous Institution under Kakatiya University)

2025-2026



Fig.1 – Circular:



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 26/01/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: Parallel Minds

Event Date: 26-01-2026

Venue : Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar



Fig 2: Poster of the Event





Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized an interactive activity named Waves of Wealth 2.0. The event was honored by the presence of the faculty in charge, Dr. K. Shivakumar and Sri Ramji, who guided and supported the initiative. The program began with a brief overview of how the activity would proceed and what participants could expect.

Event Description

1. Participants were given 1 problem out of 6 based on short code snippets.
2. Students analyzed the given problem and designed an efficient solution.
3. Participants focused on achieving minimum time and space complexity
4. Teams selected the most suitable programming language for quick and effective coding
5. Judges evaluated the solutions based on logic, optimization, accuracy, and coding efficiency.
6. The best-performing participant/team was declared the winner



Participants discussing solutions during the event



Teams working together on coding challenges

Conclusion

The event brought together coding, analytical thinking, and problem-solving in an engaging and competitive environment. Participants analyzed code snippets, developed optimized solutions, and selected suitable programming languages to solve problems efficiently. The activity encouraged students to improve their logical thinking, time management, teamwork, and decision-making skills while focusing on real-world coding practices. Overall, *Parallel Minds* was a successful and impactful event, effectively organized by the Computer Science and Engineering – AI & ML Association (CSMA)



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Logify”

Date: 03.02.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026



Fig.1 – Circular:



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 03/02/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name : Logify

Event Date : 03-02-2026

Venue : Auditorium

Head of the Department

Prof. S. Narasimha Reddy

Convener:

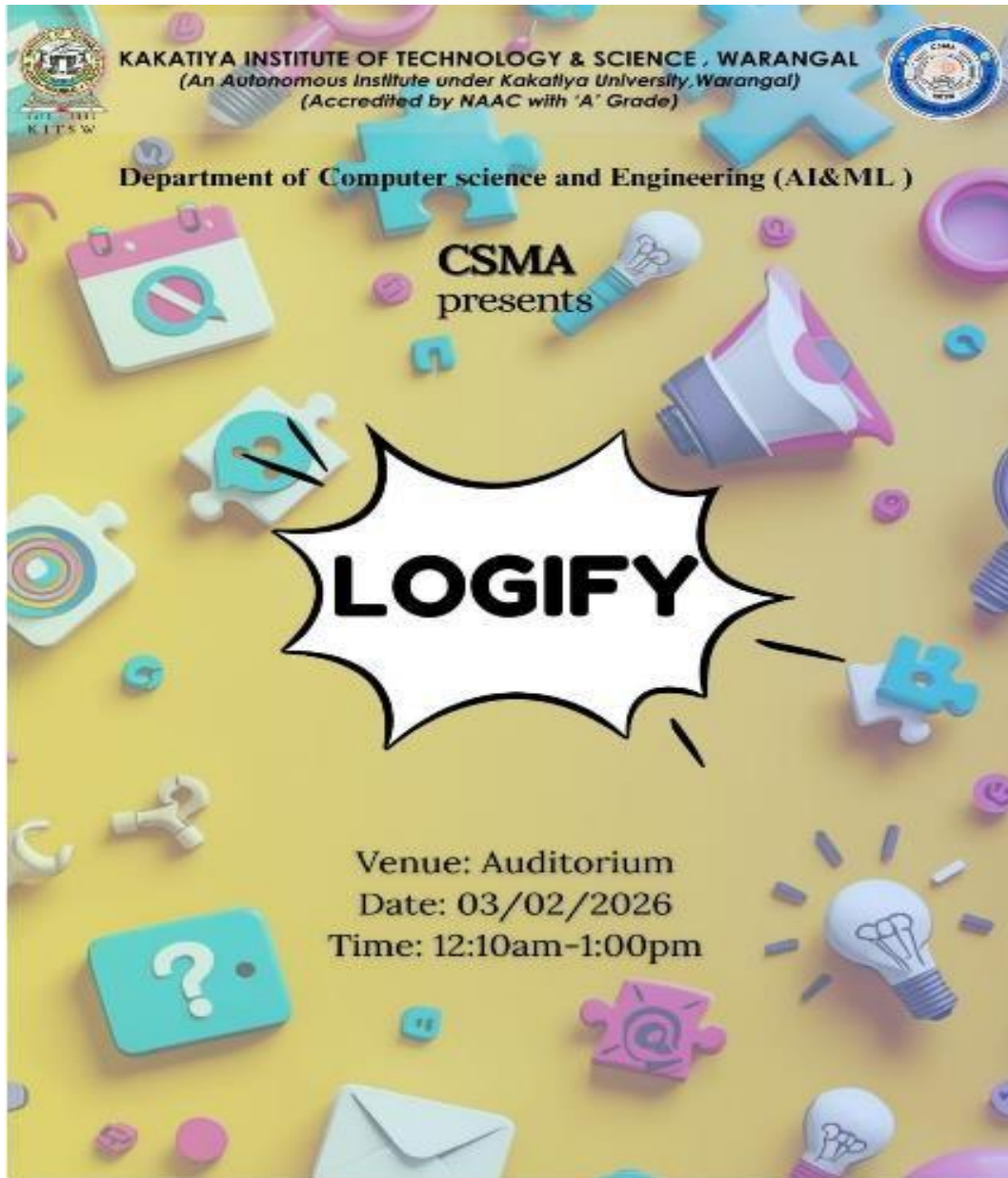
I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar



Fig 2: Poster of the Event





Introduction:

The AIML Association hosted an exciting event titled “*Logify*” that explored the fun and challenges of concepts of computer science through different visuals. The event aimed to test participants’ observation skills and brand awareness. Students compete in a fast-paced environment that encourages quick thinking. LOGIFY provides a fun and engaging platform for learning through competition.

Event Description:

In LOGIFY, participants are shown different logos and must identify the corresponding brand or company within a given time limit. Each round becomes progressively more challenging, requiring sharper observation and faster recall. The competition tests participants’ memory, brand recognition ability, and decision-making under pressure. Students actively engage in a competitive yet enjoyable environment. The event combines entertainment with learning while enhancing awareness of global brands.



Interaction with students

Conclusion

LOGIFY successfully created an engaging and competitive atmosphere among participants. The event helped students improve their observation skills and brand recognition abilities. It encouraged quick thinking and confidence while answering under time pressure. Participants enjoyed the challenge and actively interacted throughout the event. Overall, LOGIFY was a fun, informative, and memorable event organized by CSMA.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Abroad Dreams: Step by step guide”

Date: 10.02.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026

Fig 1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AIML)/2026

DATE: 09/02/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name: ABROAD DREAMS: STEP BY STEP GUIDE

Event Date: 10-02-2026

Venue: Auditorium

S. Narasimha Reddy
Head of the Department
 Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar

Fig 2: Poster of the Event



 **KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE, WARANGAL**
(An Autonomous Institute under Kakatiya University, Warangal)
(Accredited by NAAC with 'A' Grade) 

Department of Computer Science and Engineering (AI&ML)

CSMA Presents

 **AUGUST OVERSEAS**

**Abroad Dreams :
Step by step guide**

Venue: Auditorium
Date: 10/02/2026
Time: 12:10am-1:00pm

Introduction:

The CSMA Association presents “**Abroad Dreams: Step-by-Step Guide**”, an informative session aimed at assisting students interested in pursuing higher education abroad. The program focuses on addressing common concerns related to country selection and



university choices. It provides an overview of the complete application process in a structured manner. The session also highlights important aspects such as entrance examinations and eligibility criteria. Financial planning and available scholarship opportunities are discussed in detail. Visa procedures and documentation requirements are explained clearly to reduce uncertainty among students. Overall, the session is designed to provide clarity and confidence to students considering overseas education.

Event Description:

The event “**Abroad Dreams: Step-by-Step Guide**” offers students a clear and practical understanding of the study-abroad process. Experts from August Overseas guide participants through various stages, including shortlisting countries and universities. The session explains application timelines, required examinations, and documentation procedures. Special emphasis is placed on scholarships, financial planning, and managing expenses effectively. Visa processes and common challenges faced by students are discussed with real-time examples. The interactive format allows students to clarify doubts and gain personalized insights. The event ensures students leave with a realistic and well-informed perspective on studying abroad.



Speaker Addressing to Audience



**CSM Association Co-ordinator
Concluding the event**

Conclusion:

The event was successfully conducted with active participation from students and valuable guidance from the resource persons. It provided clear and practical insights into the study-abroad process, addressing key concerns related to applications, finances, and visas. Overall, the session achieved its objective of guiding students with clarity and confidence.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Fast & Curious”

Date: 17.02.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026

Fig 1: Circular



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••
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Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 17/02/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name : Fast & Curious

Event Date : 17 -02-2026

Venue : Auditorium

Head of the Department

Prof. S. Narasimha Reddy

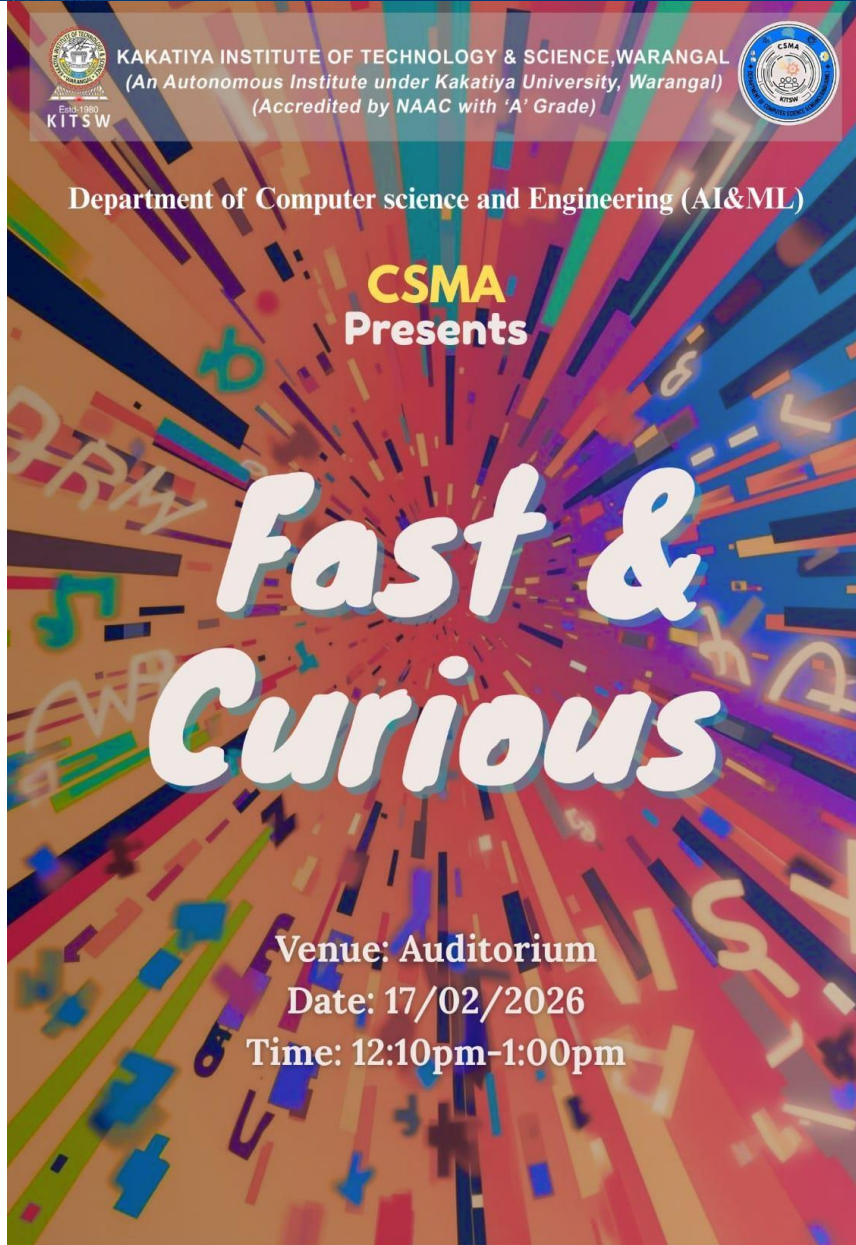
Convener:

I. Sai Rama Krishna

B. Ramji

Dr. K. Shiva Kumar

Fig 2: Poster of the Event



Introduction:

The AIML Association hosted an exciting event titled "*Fast & Curious*" that explored the fun and challenges of concepts of computer science through different visuals. The event aimed to engage CSE- AIML students in interactive activities, combining



technology, creativity, and humor.

Event Description:

Fast N Curious was an engaging and interactive event organized by the CSMA body at KITS College. The event featured exciting rounds of General Knowledge, national flag identification, and basic programming questions. Participants actively competed while enhancing their awareness and technical thinking skills. The competition blended fun with learning, creating an energetic atmosphere throughout the session. The event concluded with a vibrant talent showcase where students expressed their creativity through performances like singing.



Team discussions



Communicatin
g with
participants



The
participants
are actively
involved

Conclusion:

Fast N Curious successfully combined knowledge, technical skills, and entertainment on a single platform. The event encouraged student participation, confidence, and teamwork. It created a positive learning environment beyond the classroom setting. Overall, it was a fun-filled and informative experience for everyone involved.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Techflix”

Date: 10.03.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Prof. S. Narasimha Reddy

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026

Fig 1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AIML)/2026

DATE: 10/03/2026

CIRCULAR

All the B. Tech II, III, IV Year students, dept. of CSE(AI&ML) are requested to attend the association activity-

Event Name : Techflix

Event Date : 10-03-2026

Venue : CSH

S. Narasimha Reddy
Head of the Department

Prof. S. Narasimha Reddy

Convener:

I. Sai Rama Krishna

B. Ramji — *B. Ramji*

Dr. K. Shiva Kumar — *Dr. K. Shiva Kumar*



Fig 2: Poster of the Event





Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized an engaging activity titled *TechFlix*. The event was conducted in the presence of faculty coordinators, who guided and supported the initiative. The session began with a brief introduction explaining the concept of linking technology with movies and how participants would take part in the activity.

Event Description

- Students participated individually or in teams during the session.
- Movie posters were displayed to the participants.
- Participants were required to identify the technology featured in each movie.
- The activity tested observation skills, technical knowledge, and quick thinking.
- Responses were evaluated, and participants with the most correct answers were recognized.



The interaction with Participants



Participants actively participating in the event.

Conclusion

The event successfully combined entertainment with learning by connecting popular movies to real-world technologies. Participants actively engaged in the activity and enhanced their understanding of technological concepts. TechFlix proved to be an enjoyable and insightful session that encouraged curiosity, critical thinking, and participation among students.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Emoji Decode”

Date: 17.03.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Dr. A. Jyothi Prabha

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026

Fig 1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 16/03/2026

CIRCULAR

All the B. Tech II, III, IV Year students, Department of CSE(AI&ML) are requested to attend the association activity. The following are the event details.

Event Name: Emoji Decode

Event Date: 17-03-2026

Venue: Auditorium

Convener & Members:

I. Sai Rama Krishna.

B. Ramji.

Dr. K. Shiva Kumar.

Head of the Department:

Dr. A. Jyothi Prabha,

Associate Professor,

Dept. of CSE(AI&ML).

Fig 2: Poster of event:



Introduction:

The CSM Association organized an entertaining and creative event titled “Emoji Decode – Association Hour Event”, designed to test participants’ imagination, quick thinking, and creativity. The event aimed to provide a fun and interactive platform where students could engage in decoding emoji sequences and creating humorous stories, making the session lively and enjoyable for everyone present.

Event Description:

The event consisted of two exciting rounds that encouraged participation and creativity among students.

Round 1 – Guess the Movie:

In this round, a sequence of emojis representing the storyline of a movie was displayed to the audience. Participants had to carefully observe the emojis and decode them to guess the correct movie name. This round tested the participants’ observation skills, movie knowledge, and quick- thinking ability.

Round 2 – Emoji Story:

In the second round, participants were given a random set of emojis were given 30 seconds to create the funniest and most creative story based on those emojis. Each participant presented their story, and the most creative and entertaining story was selected as the winner. This round encouraged imagination, humour, and spontaneous thinking. The event created a cheerful atmosphere in the auditorium, with active participation from students and enthusiastic responses from the audience.



**Communicating
with participants**



**The participants are
actively involved**

Conclusion:

The event “Emoji Decode – Association Hour Event” was successfully conducted with great enthusiasm and participation. It provided a refreshing break from routine activities while encouraging creativity, quick thinking, and interaction among students. The fun-filled rounds kept the audience engaged throughout the session, making the event enjoyable and memorable for everyone.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Decode the tech”

Date: 24.03.2025

Venue: Civil Seminar Hall

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Dr. A. Jyothi Prabha

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
Kakatiya Institute of Technology & Science, Warangal (T.S)
(An Autonomous Institution under Kakatiya University)
2025-2026



NAAC - 'A' Grade Accredited
Institute with a CGPA of 3.21



MHRD NIRF-2020
Rank Band: 201-250

ISO
9001-2015

ALUMNI
KITSWAA

AICTE-CII SURVEY OF INDUSTRY Linked Technical Institutions KITSW ranked as "GOLD CATEGORY" Institution for 2015, 2016, 2017, 2018, 2019 & 2020



Est-1980
KITSW

KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE

Warangal - 506 015, Telangana, INDIA (An AUTONOMOUS INSTITUTE under Kakatiya University, Warangal)

కాకతీయ సాంకేతిక విజ్ఞాన శాస్త్ర విద్యాలయం. వరంగల్ - 506 015.



Est-1980
KITSW

KAKATIYA INSTITUTE OF TECHNOLOGY & SCIENCE, WARANGAL
(An Autonomous Institute under Kakatiya University, Warangal)
(Accredited by NAAC with 'A' Grade)

Department of Computer Science and Engineering (AI&ML)

CSMA
PRESENTS

**DECODE THE
TECH**

DATE: 24/03/2026

TIME: 12:10 PM to 1:00 PM

VENUE: CIVIL SEMINAR HALL



Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized an interactive activity titled *Decode The Tech*. The event was conducted under the guidance of faculty coordinators to engage students in a fun and creative learning experience. The session began with an introduction explaining the rounds and how participants would take part in the activity.

Event Description

- Students actively participated in two exciting rounds of the event.
- In Round 1 (Tech Connection), participants identified the common technology link between given clues.
- In Round 2 (Movie + Coding Madness), participants answered creative and fun questions combining movies and coding.
- The activity tested logical thinking, creativity, and quick responses
- Winners were selected based on correct answers and entertaining responses.



The Event

Conclusion

The event successfully blended technology, creativity, and entertainment, making learning enjoyable for students. It encouraged active participation, improved thinking skills, and brought out creativity in a unique way. *Decode The Tech* was a lively and memorable session that kept students engaged throughout.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Loop It or Lose it”

Date: 31.03.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Dr. A. Jyothi Prabha

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
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2025-2026



Fig 1: Circular

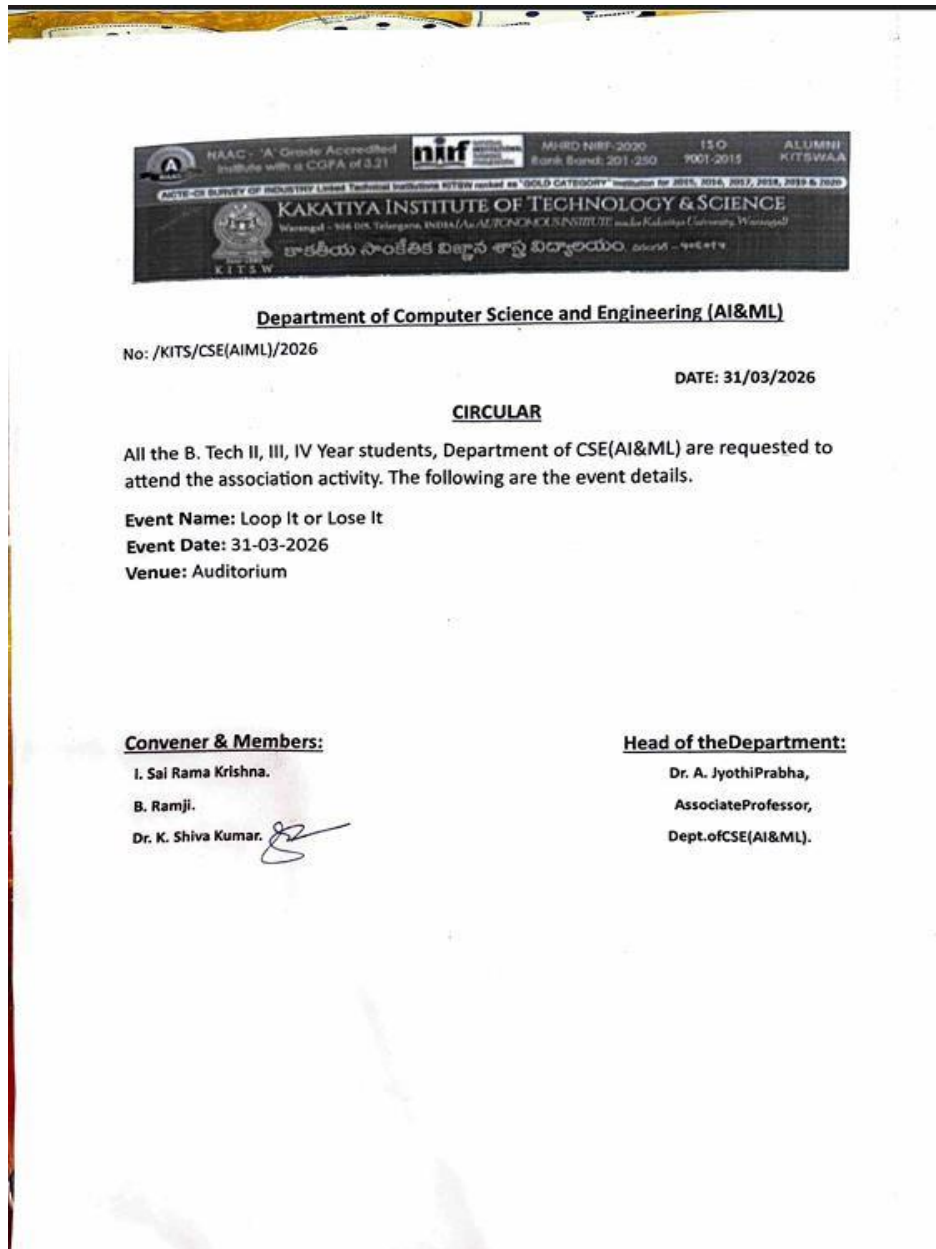




Fig 2: Poster of the Event





Introduction:

“Loop It or Lose It” is an engaging coding event designed to test participants’ understanding of loops and logical thinking.

It encourages students to apply concepts practically in a fun and competitive environment.

Event Description:

- Participants are given loop-based questions to solve.
- Questions focus on output prediction and pattern recognition.
- Problems include infinite loops, number sequences, and character patterns.
- Time is limited, testing speed and accuracy.
- Evaluation is based on correctness and logical understanding.



Participants Getting Involved



The Audience

Conclusion:

The event successfully enhances problem-solving skills, coding accuracy, and confidence in handling loop concepts. It also promotes active participation, critical thinking, and interest in programming among students.



A

REPORT ON ASSOCIATION ACTIVITY

Event Name: “Sayanora”

Date: 07.04.2025

Venue: AUDITORIUM

Co-Ordinator

I. Sai Rama Krishna, Assistant Professor

Head of Department

Dr. A. Jyothi Prabha

Members

B. Ramji, Assistant Professor

Dr. K. Shivakumar, Assistant Professor

Department of Computer Science & Engineering (AI&ML)
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2025-2026

Fig 1: Circular



Department of Computer Science and Engineering (AI&ML)

No: /KITS/CSE(AI&ML)/2026

DATE: 08/04/2026

CIRCULAR

All the B. Tech II, III, IV Year students, Department of CSE(AI&ML) are requested to attend the association activity. The following are the event details.

Event Name: Sayonara

Event Date: 08/04/2026

Venue: Auditorium

Convener & Members:

I. Sai Rama Krishna. 

B. Ramji.

Dr. K. Shiva Kumar.

Head of the Department:

Dr. A. Jyothi Prabha,

Associate Professor,

Dept. of CSE(AI&ML).

Fig.2 – Poster:

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 **NATIONAL INSTITUTIONAL RANKING FRAMEWORK**

MHRD NIRF-2020
Rank Band: 201-250

ISO
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (AI&ML)
ASSOCIATION PRESENTS

SAYONARA

LET'S END IT WITH A BANG

ON
7TH APRIL 2026,
AUDITORIUM



Introduction

The Department of Computer Science and Engineering AI & ML Association (CSMA) organized a valedictory event titled *Sayonara*. The event marked the conclusion of the association's activities for the academic period. It was conducted in the presence of faculty coordinators, who supported and guided the event. The session began with a brief introduction highlighting the purpose of the valedictory and welcoming students from all years.

Event Description

- Students from all years actively participated in the event.
- The program included fun activities, performances, and interactive sessions.
- Participants shared their experiences and memorable moments from the association.
- The event created a lively and emotional atmosphere with celebrations and reflections.
- Faculty members addressed the gathering and appreciated the efforts of the association.



Group Photo of 4th Year Body members along with Faculty



Recognition of the 4th Year Body Members by Faculty Members



CSM Association Coordinator Addressing the Gathering

Conclusion

The event served as a perfect conclusion to the association's journey, bringing together students and faculty in a joyful and emotional celebration. It strengthened bonds, created lasting memories, and reflected the achievements of the association. *Sayonara* was a successful and memorable valedictory event that left a positive impact on all participants.