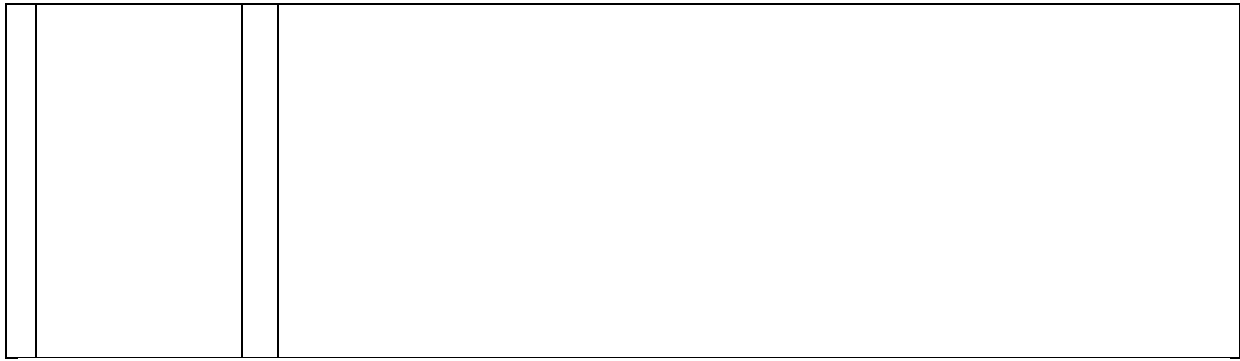




<b>Sponsored by</b>	:	If KCT (Amount in Rs.):Rs 600  If External agency, Name of the agency: - Amount: -
<b>Amount Utilized</b>	:	Rs.600
<b>Amount Returned</b>	:	NIL
Following data are generated/ not generated (If yes, append the copy under S.No.15 )		
<b>(i) Invitation</b>	:	No
<b>(ii) Agenda</b>	:	No
<b>(iii) Video (10 to 15 minutes)</b>	:	No
<b>(iv) Consolidated video (max 2 to 3 minutes)</b>	:	No
<b>(v) Newspaper cutting enclosed</b>	:	NO
<b>An Overview of the event (Two page report):</b>  <i>(A brief description of each address from Welcome address to Vote of Thanks and Feedback)</i> <b><u>Suggestive:</u></b> 1. Welcome address can cover the objectives of the event 2.	:	Warm Greetings!! We Department Association of Information Technology, presented Tekzilla 2021 on 26 <sup>th</sup> of August. It was a tech event for our department (2 <sup>ND</sup> years) to know the application of gaming and its technology in real life .The event was permitted by MS.PREMA AROKIA MARY G and organized by Deepika L. We ensured that the participants made interactions. We kept asking them questions based on gaming, a debate online games vs field games, Quiz, Do you know questions, Memes, unscrambled words and a little fun talk to boost them up. It was an one and half an hour event, we shared information regarding the technology and its advancements from the past. We really had a good interaction exchanging our views and ideas. We tried to share info that they dint knew before. At the end of the event, we circulated a feedback form, and we received an average of rating 4.92/5.My seniors were really humble and down to earth in clearing our doubts regarding the conduct of the event. Active participants Hiran, Sanjiv and Harihara Roopan will receive exciting coupons worth RS.200 each. Total budget is RS.600.It was an immense success because of the approval of the event by our faculty, our senior's guidance, team's coordination and especially participants who joined and graced the event. Thank you for giving such a fantastic opportunity to conduct an

<p><i>Presidential address can cover the relevance of the topic to the audience (Students / Faculty)</i></p> <p><i>3. The Resource Person's address will be on the topic</i></p> <p><i>4. The person who propose the vote of thanks will start with the summary of the program, highlighting one point of each address and then propose the vote of Thanks)</i></p>		<p>informative event like this.</p>
<p><b>Outcome of the Event:</b></p>	<p>:</p>	<p>Hope we showcased a good show on gaming technology. History, Innovations made, and many more were discussed briefly.</p>



**13. Event Permission Form(To be inserted as image below):**

KUMARAGURU COLLEGE OF TECHNOLOGY, COIMBATORE – 641 049										FORM No. AC/ORG/15-16		
ORGANISING EVENT / PROGRAMME - PERMISSION & EXPENDITURE APPROVAL FORM - ACADEMIC										VERSION No. 5.0		
Department Name :		Information Technology			Faculty In-Charge		G.Priema Arokia Mary,APIIT		Submission Date		23.08.2021	
1	Title of the Event / Programme	TEKZILLA					2		Event Venue:		MS Teams	
3	Details of the Event / Programme. (Draft Agenda / Brochure to be attached)	Attached					4		Event Date (s): Event Duration (days): Event Time (From.. To):		26.08.2021(3:00pm-4:30pm)	
5	Purpose / Outcome of the Event / Programme (Details to be attached)	It is a tech event conducted to know the application of gaming and it's technology inreal life .Participants will come to know more about the techniques in gaming and how it is applied in daily life.					6		Resource persons: Name, Designation, Organisation (Details to be attached)		Nil	
7	Details of Participants expected	Departments concerned	No of Faculty expected	No of Students expected	No of Industry persons expected	Total No. of Participants	Registration Fee per head (Rs)	For Faculty	For Students	For Industry		
	KCT- Participants	IT	0	40	0	40	KCT	0	0	0	0	
	External - Participants		0	0	0	0	External	0	0	0	0	
TASKS / REQUIREMENTS WITH STATUS, TARGET DATES, FACULTY RESPONSIBLE, EXPENDITURE & REVENUE ESTIMATED												
S. No	Task / Requirement	Details of Tasks / Requirements			Target Date for completion	Faculty Responsible	Qty required	Estimated expenditure (Rs)	Estimated Revenue (Rs)	Remarks / Status		
1	Honorarium / Consultancy fee	nil										
2	Memento / Prize, if required	3 Coupons each worth 200, e-certificates					3	600				
3	Postage expenses	nil										
4	Media / Advertisement expenses, if required	nil										
5	Printing & Stationery - Poster, Invitation, Banner, Backdrop	nil										
6	Travel & Accomodation expenses, if required	nil										
7	Food - Refreshments & Lunch, if required	nil										
8	Miscellaneous expenses for Stage / Reception, if required	nil										
9	Event Report / Press Release / Archieve submission	nil										
10	Expected Revenue from Registrations fee								0			
11	Sponsorship / Funding expected / applied / obtained											
Total Funds Allotted for Revenue Organising (RO) budget head. (Rs)		625,000		Total Funds Utilized so far for Organising budget head. (Rs)		16,100		Total Expenditure Estimated (Rs)		600		
Budget Ref. code for RO Budget head. (9 digits - xxxD01ROxx)		IIRO202122-005		Balance Funds available for Organising budget head. (Rs)		608,300		Total Funds required from KCT (Rs)		600		
Signature: Date:				AAD Ref No.: (O)9216						JC		
Faculty In-charge		HOD		Head-AAC		PRINCIPAL						

**14. Photos(Insert below the photographs with captions):**



TEKZILLA-Tech T...  
25:21 21 attendees



GAMING  
TECHNOLOGY



2 of 55

Take Control





TEKZILLA-Tech Talk Event  
13:53



TEKZILLA 2K21



1 of 55

Take Control



Dheesi...



Dhivya 2.



Sanjiv...



Vinoth 2.





TEKZILLA-Tech T...  
46:20 22 attendees



*Technologies used in Gaming*



16 of 55

Take Control



KNOW YOUR PRANDS

44 of 55

Take Control

Video, Microphone, Speaker, More, End Meeting

The image shows a Zoom meeting interface. The main content area displays a slide with the text "KNOW YOUR PRANDS" in a white, serif font, centered within a white rectangular frame. The slide has a black background with decorative elements: a green wavy pattern and a white circle on the left, and an orange shape with three white diagonal lines on the right. Below the slide, there are two circular profile pictures of participants. At the bottom, a dark grey control bar contains the text "44 of 55" on the left, a "Take Control" button in the center, and a row of icons on the right: a video camera with a slash, a microphone with a slash, a speaker, a three-dot menu, and a red end-meeting button with a white telephone handset icon.





Sanjiv 2



Dheesiga 2



Nihaarika 2



Lokesh 2



Harihara 2



Sruthi 1



Dhivya 2



Organizer			
	Deepika L . 20BIT001 Organi...		
Participants			
	Aadarsh K S . 20BIT001 Attendee		
	Dheesiga A . 20BIT008 Started recording		
	Dhileep Kumar I . 20BIT009 Attendee		
	Dhivya R . 20BIT010 Attendee		
	Harihara Roopan C T . 20BIT011 Attendee		
	Hiran S V . 20BIT020 Attendee		
	Kalaivanan M . 20BIT021 Attendee		
	Keerthivasan V . 20BIT030 Attendee		
	Lokesh C . 20BIT032 Attendee		
	Nihaarika P . 20BIT036 Attendee		
	Prithiv V . 20BIT041 Attendee		
	Rahul Prasanna N . 20BIT042 Attendee		
	Rubha Shree S . 20BIT043 Attendee		
	Sanjiv Kumar Vaidyan . 20BIT044 Attendee		
	Sruthi K . 19BIT009 Attendee		

**15. Any other support documents/information(Insert below the invitation, agenda, video links, newspaper article cutting, certificate sample copy, approval/sponsorship documents, etc):**

**KUMARAGURU COLLEGE OF TECHNOLOGY**

**Department of Information Technology**

**Presents**

**TEKZILLA**

**Tech talk on “Influence of Gaming Technology in Real Life”**

**Date:** 26.08.2021 (Thursday)

**Time:** 03:00pm to 04:30pm

**Student co-ordinator:** [Ms.Deepika L](#)

**Platform:** MS Teams

**Agenda**

<u>S.No</u>	<u>Time</u>	<u>Topic</u>
1	03:00pm - 03:05pm	Welcome Address
2	03:05pm – 03:20pm	Overview of the event
3	03:20pm – 04:15pm	Group Discussion
4	04:15pm – 04:25pm	Feedback
5	04:25pm – 04:30pm	Vote of thanks





TECHNOLOGY IS BEST WHEN IT  
BRINGS PEOPLE TOGETHER...

**INFORMATION TECHNOLOGY PRESENTS**

**TEKZILLA**

**INFLUENCING GAMING  
TECHNOLOGY IN REAL LIFE**

**Have you ever wondered, how the gaming  
technology is used in our real life ?**

Here we come up with a Tech event that gives various  
exciting applications of gaming and it's technology in  
real life. Let's join together to become a PRO in our lives.

**Participate and win exciting coupons!!**

DATE : 26.08.2021(THURSDAY) CONTACT:  
TIMINGS : 3.00PM - 4.30PM DEEPIKA L - 9677947180  
PLATFORM : MS TEAMS



**IQAC**



## **TEKZILLA**

### Tech Talk On **Influence of Gaming Technology in Real Life**

**26 August 2021** | 03:00 pm to 04:30 pm  
**Online Platform:** MSTeams

"Technology is best when it brings people together."  
Allure of playing games has increased, with more visual stimulus, creativity, and satisfaction.  
The further you get into technology, the further you go into gaming.  
Join the event to have an engaging group discussion and present your views on how it influences you in your real life.

**Participate and win exciting coupons!!**

[MEET LINK](#)

**For clarifications contact:** [deepika.20it@kct.ac.in](mailto:deepika.20it@kct.ac.in)