

# **Amrutvahini College of Engineering, Sangamner**

## **Department of Computer Engineering**

### **Microsoft Student Partnership Program**

**Year: 2015-2017**

#### **Introduction:**

The Microsoft student program offers the students all over the globe a great opportunity to be a part of the team Microsoft. They empower students with distinct knowledge by offering online courses and by giving various tasks to be completed by the student partners individually or in team.

The dates for participation are given by Microsoft to all the universities and then they are forwarded to all the colleges. This year the dates were 7<sup>th</sup>-27<sup>th</sup> September 2015.

#### **Activities Conducted:**

##### **1) Completion of Microsoft Azure module online :**

We had to complete an online course made available at the Microsoft Virtual Academy. The course named Microsoft Azure was offered to be the target for the MSP applicants. The courses completion was certified. The following tasks for completing the applications were: we were asked to train 5 other students about the same course; the photographs regarding the same were to be taken. We had to upload all the details on our own outlook account, create a public link and then mention it in the MSP application form. The details were about the certificates obtained for Microsoft Azure Course, the photographs of our session with other students, the screenshots of the Azure accounts of our students and a one min video in which we answer the question about why we want to be a MSP, we even submitted a referral letter from the college. All the Microsoft accounts of our 5 students were mentioned in the form.

The MSPs got a confirmation from the [newmsp@microsoft.com](mailto:newmsp@microsoft.com) which asked us to participate in the Hour of Code activity. This was a school-centric activity which made us interact with the primary school students around the age group of 6-9 years.

##### **2) “Hour of Code” :**

a. Venue: Amrutvahini International School, Sangamner.

Date: 7<sup>th</sup> Dec. 15

Time: 1-3pm

The students engaged with us for this session were 2<sup>nd</sup> and 3<sup>rd</sup> std. The interacting MSP was Ms. Pooja Chandak. The topics discussed with these students about coding and gaming are:

- We took help of the gaming part to elaborate the coding aspect.

- What instructions are?
- What task means.
- What is the try and error method?
- How actually any computer program (game) works?

At the session we had a small question-answer part where the students were free to ask their doubts. This was the best part of the whole session. Master Ruturaj asked about the motive behind teaching them to play this game especially when so many other games are there in the market.



At the event conclusion we asked the students what they understood from the session and we got answers which told us the highlights of the whole hour.

b. Venue: Amrutvahini Model School, Sangamner.

Date: 10<sup>th</sup> Dec. 15

Time: 3-5pm

We interacted with four divisions of 3<sup>rd</sup> std. students. The complete program was handled by our 3 MSPs: Ms. Pallavi Kadlag, Mr. Mayur Chitnis and Mr. Yogesh Shinde.

- They used manual simulative techniques to make students understand what instruction means.
- They elaborated the steps from the Minecraft game to explain how difficulty level increases as we move ahead in any game.
- The interface of the various games available now days were discussed well.
- We briefed them with the evolution of computers.
- How computers are turning out to be the helping hand to the human race.

AMS students turned out to be very enthusiastic and eager regarding what this session was all about. Their cheer increased as we told them that we were going to teach them about computers. They answered every small question asked during the session. When we asked an abstract question about what kinds of games they had played till date, they all gave us a big list of android based games which they played on their parent's smartphones. We also came across students familiar with computer games like Road-rash, angry birds and many more.

The students answered very well the question about the different terms discussed during the session. They had completely cleared concepts about Instruction, Commands, and Tasks. For our surprise we even came across the crowd facing skill of Master Sarvesh who was able to present a precise conclusion of this one hour spent as the class representative.







Both the schools congratulated us and appreciated the efforts of our MSPs. They were impressed that the students came over to the college and engaged an hour for their students and added so much to their knowledge store



**- Little champs after attending hour of code session-**

We are very sure that this activity will help students:

- To think creatively
- Will increase problem solving ability.
- Will allow learning while playing.

It was really very nice experience for all of us.



a. Venue: Amrutvahini Junior School, Sangamner.

Date: 22<sup>nd</sup> Dec. 15

Time: 10 to 1pm. We also tried this activity on junior college students of class 11<sup>th</sup>.



Session started with introduction to MSP & all it's activities. Here, my MSPs focused on logic building skills rather than simply asking them about how to reach from source to destination. Also some basics of coding was conveyed to them & we also interacted them on how we can do coding for different level in a game.

After giving presentation we formed few groups & told them in brief about how to cross different levels in a game & also shown them a code behind. We talked about programming constructs being used for writing a game etc.

Their response was really good & it was programming oriented session rather than only decision making things. It was really a great experience for all of us. Session concluded with question-answer session.

Total 57 students from SE, TE & BE applied for MSP-2017-18. Out of which following three student were selected as MSPs.

1. Mr. Sarvesh Rande (TE-B)
2. Ms. Pallavi Pansare(TE-B)
3. Ms. Monali Gadakh(BE-A)

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## Department of Computer Engineering

### Microsoft Student Partner 2017 -2019

As a First step under Microsoft Student Partner 2017 – 2018, we conducted a session on **"Internet of Things and its applications"** by MSP student Sarvesh Ranade and Pallavi Pansare. This session was conducted for S.E. (A) Computer on 17<sup>th</sup> September 2017.



Students gave nice response to this session. This was interactive session. Students also discussed many latest applications of IoT.



**Date: 28.3.18**

**Venue: Conference Hall- I**

Three students from department are selected as Microsoft Student Partners for academic year 2017-18. To let others know about:

What is MSP?

How to apply

When to apply?

What are advantages being a MSP?

Ms. Pallavi Pansare & Sarvesh Rande delivered a session on MSP program. Pallavi also talked about how to rock your LinkedIn profile by introducing many new features & Sarvesh talked about Microsoft Azure and Cloud computing as an merging technologies.





Students of second year were encouraged to participate in similar kind of activities next year