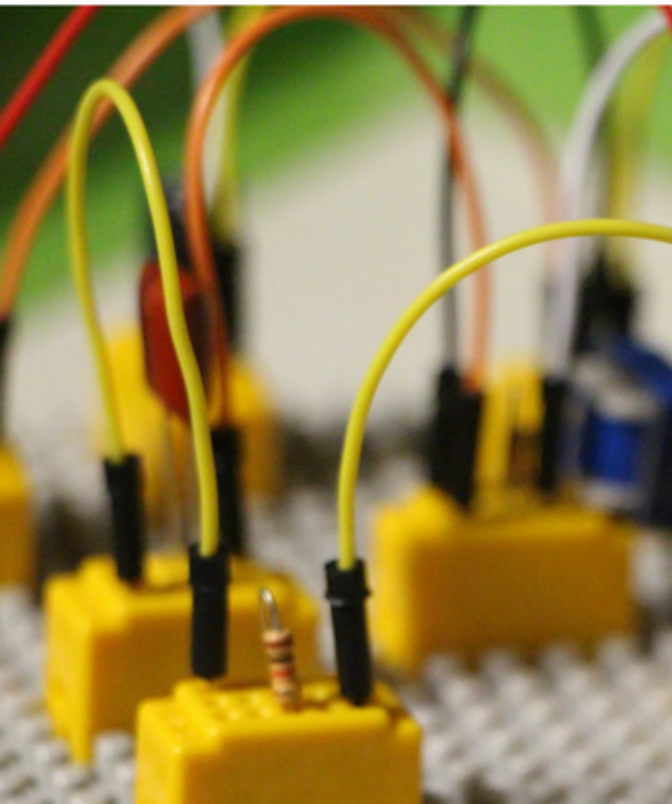


" Excellence in
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Department of
Electronics and telecommunication
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E-KATTA

2016-2017

Academic Corner

IOT Workshop:

24-26 February 2017 for all the UG & PG Students.



Workshop on 'Antenna Design': September 2016



Matlab Workshop: 29 September 2016



Achievements

- * Mahesh Tarse got first prize in 'Line Follower' event organized by GECA, Aurangabad
- * Ketan Dange and Vedant Saswade got first prize in 'Grid Follower' organized by GECA, Aurangabad
- * Vedant Saswade got second prize in 'RoboRace' event organized by GECA, Aurangabad.
- * Basketball Winners in 'Exellencia' sports week of GECA

Machine Learning.



Machine learning has taken some massive strides forward in the past few years, even emerging to assist and enhance Google's core search engine algorithm. But again, we've only seen it in a limited range of applications. Throughout 2017, I expect to see machine learning updates emerge across the board.

AR and VR.

We've already seen some major steps forward for augmented reality (AR) and virtual reality (VR) technology in 2016. Oculus Rift was released, to positive reception, and thousands of VR apps and games followed. We also saw Pokémon Go, an AR game, explode with over 100 million downloads. The market is ready for AR and VR, and we've already got some early-stage devices and tech for these applications, but it's going to be next year before we see things really take off. Once they do, you'll need to be ready for AR and VR versions of practically everything—and ample marketing opportunities to follow.

