ACM 2021-2022 Student Chapter Excellence Awards Application

For Application Guidelines, see https://www.acm.org/chapters/student-chapter-excellence-awards

Award Category: Outstanding School Service

Chapter Name: *

ABES ACM-W Student Chapter (142099)   ▼

City: *

Ghaziabad

State/Province:

Uttar Pradesh

Country: *

India   ▼

Outstanding School Service: Chapter Contact Information

Please provide all required information

URL for your Chapter homepage: *

For example, https://www.acm.org

https://acm.abes.ac.in/

Facebook:

https://www.facebook.com/acmabesec/posts/458657599322279

Who is submitting this application? *

Enter Submitter's name

Disha Mohini Pathak

Submitter's Email: *

Enter Submitter's email

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Faculty Sponsor Name: *

Laxmi Saraswat

Faculty Sponsor Email: *

laxmi.saraswat@abes.ac.in

Outstanding School Service: Chapter Achievements

Provide brief descriptions as requested, and stay within the character limit for each

Please provide a brief description of your chapter and school (1500 character maximum) *

The ABES ACM-W Chapter is our official women's chapter, which was chartered on 25 January 2016. This chapter works to achieve the goal of ACM-W as a community, which is to support, celebrate and advocate for the full engagement of women in all aspects of the computing field.

ABES Engineering College (Established 2000) is affiliated with Dr. A.P.J Abdul Kalam Technical University, Lucknow. ABES has been established with the objective of providing education in Engineering and Management.

The objective of the ABES ACM-W chapter is to provide and create an environment where women can express themselves, learn and embrace the emerging technologies of today's digital world in order to empower them to make this world a better place with tech.

We have organized various workshops, coding events, expert talks and regular discussion sessions.

We have our own website and have a presence on multiple social media platforms such as Facebook, Instagram, LinkedIn, YouTube, etc. We also have a sub-group "CodeX" which is a combination of 3 communities.

1.   GRASIZ- The graphics Community
2.   SPASIZ- The UI/UX Community
3.   KNIGHTMARE – The Chess Community

Our dedicated and diligent team has worked remarkably and has successfully organized and participated in multiple events across the calendar and we as a community plan to grow and achieve more in future.

Outstanding School Service Essay Guidelines (4000 character maximum) *

Tell us about projects that help your fellow students, your department, or your school in general - you may list a maximum of 4. Please ensure to enumerate each one and place in order from oldest to newest. Tell us about each project including: the date (add end date if it was multiple days), how many people participated, and how it helped your fellow students, your department, or your school in general. If you have web pages for these projects, include the URLs. (Note, if you have worked on projects to help other schools, for example neighboring high schools, apply for the Community Service award rather than the School Service award.) Please be sure to use your chapter's official name - do not refer to your chapter as 'ACM,' 'ACM-W' or 'WICS.' Please note, links to essays will not be accepted and will disqualify your chapter.

ABES ACM W chapter initiated the idea of developing projects at an early stage in their undergraduate program. The objective is to find out the basic problems around the student's life and resolve them by using the latest techniques used in the area of computer science. The idea of the Mini-Project can be carried forward to next semester/ year by making the solution general. Students come up with various problem statements/ ideas and their solutions that helped the department and the college at various levels. ABES ACM W provided them with the environment to enhance and highlight their skill and encourage them to nurture themselves by adopting the practical approach.
Some of the good projects that are completed by the students are:

SOCIALIZING APP FOR COLLEGE STUDENTS: The objective of this app is to provide a safe and fun platform for students, where they can socialize with other students having the same interests. This will help students to get connected with each other and make new connections. Thus, a platform where students can easily interact with other students will benefit them in many ways. Also, it will be very helpful in the induction program in the first semester of college. The project teams consisted of three members. React Native is used to developing Android App. User's data is stored in Firestore (Firebase Database). This database is used by both Mobile Apps and Web Apps.

HUMAN RESOURCE MANAGEMENT (HRMS): The objective of this project is to help the college to manage their internal things like employee details/payrolls/company assets/tickets/tasks/holidays/chats/leaves etc. The project was completed by four students. MongoDB is used as a database. For the front end, Node JS is used to develop the web pages. The objective is to manage the processes running in the department as well as in the college. The aim of the project is to manage and streamline all the related activities in the organization.

RAISE YOUR CONCERN:
It is a flutter mobile-based application - myConcern. In this app, user can raise their issue from their daily life and display their concerns publicly. This app is developed to resolve the issues faced by students and staff in the college. Usually, when we face any issue, we have to follow some protocols provided by the system such as writing applications, submitting the application to the different departments by standing in a queue or by any other way for raising their issues. Our app reinstates this system and directly connect the user to the departments (women Progressing Cell, health, education, sanitization etc.). The project teams consisted of three members. This project uses modern technology like Flutter as Framework, Firebase as a database, Dart as a programming language. The purpose of this app is to make our everyday tasks faster and easier. Our app provides a platform for the user to raise their concern.

SPORTS MANAGEMENT SYSTEM: Sports Management System is a product to manage games/sports played at Colleges. This is an application that was developed to keep track of different sporting events with multiple games played between multiple colleges and students. The Sports Management System (SMS) objective is to provide management of the activity of many sports at a time. It also manages the selection

activity of students to college and to the state level. The users will consume less amount of time when compared to manual paperwork through the automated system. The system will take care of all the servicing activity in a quick manner. In the proposed Sports Event Management system student can get all the information about various games and the venue. The student can get registered from anywhere and at any time. By using this system students can save a lot of time and effort. The student can easily get the information from anywhere. The project is completed by three students. HTML, CSS and JAVASCRIPT are used for the front end. PHP is used as a backend and MySQL is used as a database.

This form was created inside of Association for Computing Machinery.

Google Forms