GGSIPU USIC&T ACM Student Chapter - Reporting Year 2024

Section 1 - Member Information

Total Number of Chapter Members - Student	782
Total Number of Chapter Members - Professional	5
Currency: *(Use this currency for all financial figures)*	Indian Rupee
Student Chapter Member Fee:	0
Professional Chapter Member Fee:	0
Number who are ACM Members:	782
Next Election Date:	11-Sep-2026

Section 2 - Meetings and Recent Activities

Number of general meetings in the 2023-2024 program year	20
Average meeting attendance	70

1. USS ACM - AAGAAZ - ORIENTATION 2023

Number in Attendance: 423

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: HOLA TECHIES? Ever wondered how academics can be managed with building tech skills? What about getting yourself enrolled in a society that will contribute to overall development so that you ace that damn interview. GGSIPU USS ACM is thrilled to announce its official orientation ?

Start: 19-Sep-2023

End: 19-Sep-2023

2. USS ACM pixel clash

Number in Attendance: 150

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: ACM Lens, a daughter club of uss acm organized an online photography competition where hobbyists and pros alike had their photos rated on Instagram.

Start: 02-Dec-2023

End: 02-Dec-2023

3. USS ACM Cutting Through The Hype of AI/ML

Number in Attendance: 109

Cost of General Admission: 0

Cost to Chapter: 6000

Abstract: Mr. Parag K Adarkkar, West Region Lead at DCX Technologies, gave an eye-opening talk on the future of AI & ML. His talk was followed by an AI/ML quiz.

Start: 08-Dec-2023

End: 08-Dec-2023

4. USS ACM - IBM Skillsbuild - Cyber Security Workshop

Number in Attendance: 150

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: Ms. Nidhi Bansal (Electrical Architecture at Maruti Suzuki India Ltd.) & Ms. Nidhi Bansal (Solution Architect) headed the workshop on cybersecurity.

Start: 09-Dec-2023

End: 09-Dec-2023

5. USS ACM MeetUp

Number in Attendance: 50

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: A meetup of the ACM Operation Team. It focused on everyone's individual growth and all the future plans to be executed.

Start: 14-Feb-2024

End: 14-Feb-2024

6. USS ACM Galactica 2.0

Number in Attendance: 526

Cost of General Admission: 0

Cost to Chapter: 20000

Abstract: Galactica 2.0, orchestrated by the ACM Student Chapter, emerged as a monumental celebration of gaming prowess and camaraderie in the virtual realm over the span of an electrifying week. Galactica encompasses a gaming competition featuring a lineup of six diverse games: BGMI, Valorant, Call of Duty, Fall Guys, Rocket League, and Clash Royale. Under the stewardship of dedicated Engame Coordinators Abhisha, Jayesh, Sarthak, Ansh, and Nitin, the event showcased an array of gaming experiences, each meticulously curated to captivate participants and spectators alike. This gaming extravaganza served as a melting pot of talent, passion, and competitive spirit, drawing participants from diverse locations to partake in the exhilarating action. The tournament structure

offered participants a thrilling journey from the qualifying rounds through the heart-pounding semi-finals, culminating in the grand finale. Participants engaged in intense competition, showcasing their strategic prowess, lightning-fast reflexes, and unwavering determination to emerge victorious amidst heated battles and fierce rivalries.

Start: 19-Feb-2024

End: 25-Feb-2024

7. USS ACM Escape Room

Number in Attendance: 250

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: An immersive experience of solving puzzles to get out of the room as fast as possible. In celebration of National Science Day, ACM welcomed 120 eager participants to the event held at the East Delhi Campus, which garnered significant attention, attracting individuals who were eager to put their problem-solving skills to the test. Forty teams eagerly embraced the challenge, forming alliances and gearing up for the adventure. Over a span of four hours, participants were immersed in thrilling scenarios, testing their imagination, teamwork, and quick thinking. Split into three rounds, participants faced increasingly difficult challenges and intensifying pressure as teams fought for survival throughout the event. The elimination format after each round heightened suspense and excitement, requiring teams to navigate through puzzles and obstacles with the risk of an early exit from the competition.

Start: 28-Feb-2024

End: 28-Feb-2024

8. USS ACM Photo Walk - Lodhi Garden

Number in Attendance: 180

Cost of General Admission: 0

Cost to Chapter: 0

Abstract: ACM Lens organized an offline meetup to take picturesque shots at the historical site of Lodhi Garden.

Start: 05-Mar-2024

End: 05-Mar-2024

9. USS ACM DecoDisaster 4.0

Number in Attendance: 103

Cost of General Admission: 0

Cost to Chapter: 6000

Abstract: DecoDisaster 4.0 was an exhilarating online quiz event held on April 20, 2024, centered around the Marvel Cinematic Universe. It provided a thrilling platform for participants to showcase their knowledge and quick-thinking abilities on various aspects of the Marvel universe. Hosted entirely online, DecoDisaster attracted a diverse range of participants, all eager to engage in a fun and competitive environment. The primary objective was to offer an intellectually stimulating experience, challenging participants' knowledge, creativity, and problem-solving skills.

Start: 20-Apr-2024

End: 20-Apr-2024

10. USS ACM Squid Games 2.0

Number in Attendance: 250

Cost of General Admission: 0

Cost to Chapter: 6000

Abstract: Squid Games 2.0, based on the worldwide phenomenon organised by USS ACM as part of Elysian ?24 unfolded with exhilarating energy and competitive spirit. With a total of 250 participants, each round tested not just physical prowess but also quick thinking and strategy. At the end of every round, the tension peaked as elimination determined who would advance to the next stage of the gripping competition.

Start: 26-Apr-2024

End: 26-Apr-2024

Section 3 - Upcoming Activities

1. ACM Annual Election Meeting

Abstract: The GGSIP USICT ACM Student Chapter held its annual election meeting to appoint new leaders for key positions: Chair, Vice-Chair, Treasurer, Membership Chair, Secretary, and Web Chair. During the event, candidates presented their vision for the chapter, and members voted to elect the new leadership. The meeting provided an opportunity for members to have a say in shaping the future of the chapter through their participation in the election process.

Start: 23-Sep-2024

End: 23-Sep-2024

2. USICT ACM - AAGAAZ - ORIENTATION 2024

Abstract: The purpose of ?Aagaz? is to introduce the GGSIP USICT ACM Student Chapter to the students admitted in the session 2024-25. It will provide an overview of our mission and activities, and encourage participation in upcoming events, workshops, and technical sessions. The orientation will give an insight to the students about all the clubs under the ACM student chapter and provide them with the opportunity to join them.

Start: 01-Oct-2024

End: 01-Oct-2024

3. A STEP BY STEP GUIDE TO PUBLISH YOUR RESEARCH PAPER

Abstract: The ACM Student Chapter hosted an enlightening speaker session titled "A Step-by-Step Guide to Publish Your Research Paper," featuring Mr. Sourabh Anand, a distinguished research scholar specializing in cutting-edge 3D printing technology. The session was tailored for students and aspiring researchers eager to delve into the world of academic publishing. Mr. Anand shared his deep insights into the research process, offering practical strategies to identify impactful topics, structure a research paper, and navigate the submission process for journals and conferences.

Start: 23-Oct-2024

End: 23-Oct-2024

4. Photowalk: Purana Qila

Abstract: The ACM Student Chapter organized an exciting Photo Walk at the historic Purana Qila, Delhi, bringing together students with a passion for photography and an appreciation for cultural heritage. Set against the breathtaking backdrop of this ancient fort, participants embarked on a journey to capture the aesthetic beauty of its grand architecture, serene gardens, and timeless ruins. Guided by photography enthusiasts, students learned: 1. Basics of composition, lighting, and framing. 2. Techniques for capturing dynamic shots in natural settings. 3. Tips for storytelling through images. The walk concluded with a group discussion where participants shared their captures, exchanged ideas, and received constructive feedback, making it an enriching experience for all!

Start: 16-Nov-2024

End: 16-Dec-2024

5. USS ACM - SAY THE SKILL: opensource Track

Abstract: GGSIPU USS ACM student chapter is back with Say the Skill. But this time, it's better than ever. Come join us in the community learning program. In this program a mentor who has good knowledge of WEB3 will be taking lectures on those topics. What's more than just learning? Certificates for the top performers.

Start: 02-Dec-2024

End: 02-Dec-2024

6. Portfolio Website Making Competition

Abstract: The Portfolio Website Making Competition is now live! Aimed at freshmen and sophomore students, this event is your chance to design and deploy a personal portfolio website that highlights your skills, projects, and achievements. Participants are challenged to demonstrate their creativity and technical expertise by custom-building a functional, visually appealing, and professional portfolio site using their choice of tech stack?no-code platforms are strictly off-limits! Key Highlights: Submission Deadline: 15th December 2024 Categories for Judging: UI/UX & Functionality, and Complexity Prizes: Certificates and exciting goodies for winners Submission Details: Share your deployed website link and a brief project description via the submission form.

Start: 04-Dec-2024

End: 15-Dec-2024

7. Galactica 3.0

Abstract: Galactica 3.0, organized by the USICT ACM Student Chapter’s gaming club enGame, was a high-energy gaming event that drew gaming enthusiasts from the campus and beyond. This event provided a competitive platform for participants to showcase their skills in popular esports titles. With a prize pool exceeding 33,000, the event featured intense gameplay and strategic battles across multiple games, including Valorant, BGMI, Fall Guys, Clash Royale, Rocket League, and Brawl Stars.

Start: 08-Feb-2025

End: 13-Feb-2025

8. Photo Walk

Abstract: ACM Lens organized a creative photography initiative that celebrated the idea of “capturing the world through limitless perspectives.” The event transformed everyday streets into visual stories and simple frames into meaningful works of art. This collaboration aimed to encourage artistic expression, promote diverse viewpoints, and inspire participants to see beauty in their surroundings. The activity marked the beginning of many such creative partnerships to come.

Start: 18-Feb-2025

End: 18-Feb-2025

9. ACM India Regional Summit – Region-2

Abstract: The ACM Regional Summit for Region 2 was conducted on April 18, 2025, bringing together active ACM student chapters for a highly productive and collaborative session. The meeting served as a platform to network with nearby chapters, share valuable resources, and brainstorm upcoming initiatives. The primary aim of this summit was to strengthen inter-chapter cooperation, encourage resource sharing, and plan a series of impactful events that foster innovation and community-building across the Region.

Start: 18-Apr-2025

End: 18-Apr-2025

10. Bug Bounty Speaker Session

Abstract: ACM organized a Speaker Session on Bug Bounty, aimed at introducing participants to the world of ethical hacking and vulnerability assessment. The session was conducted by an experienced security professional who shared insights into bug bounty programs, real-world case studies, and the skills required to identify and report security loopholes. Attendees gained valuable knowledge about cybersecurity practices, responsible disclosure, and how to build a career in bug bounty hunting. The session encouraged students to explore the field of ethical hacking while emphasizing the importance of securing digital systems.

Start: 09-May-2025

End: 09-May-2025

11. Pixel Clash

Abstract: Pixel Clash was an engaging online photography competition organized by the ACM Lens Club, designed to showcase creative talent and boost community interaction. The event began with an open call for submissions through a Google Form, where participants submitted their best photographs. From the entries received, the top 32 photographs were carefully selected by the club members for the main competition.

Start: 27-May-2025

End: 27-May-2025

Section 4 - Authorization & Signatures

Comments and Remarks: No comments or remarks

I hereby certify that the above information has been examined by me and to the best of my knowledge I believe that it is true, correct, and complete, and made in good faith for the fiscal year stated.

Authorizing Officer: Mr Kanishk Kumar - Vice Chair

Section 5 - Finalize Report

The 2024 Report has been finalized.