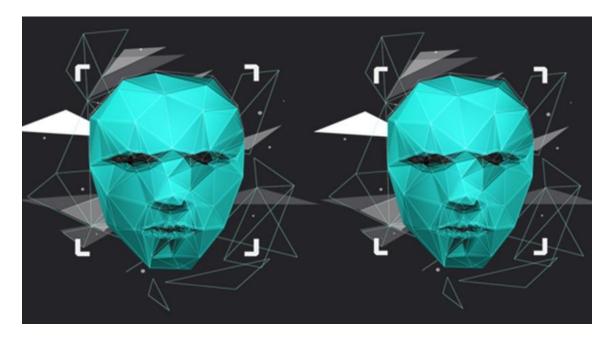# I'M POSSIBLE

-DEPARTMENT OF INFORMATION TECHNOLOGY

[2019 - 2020]

VISION

To make the institution one of our nation great engineering schools, recognized nationally and internationally for excellence in teaching, research and public service. We seek to be the preferred destination for students, practitioners seeking an engineering education, employers hiring engineering graduates and organizations seeking engineering knowledge.

MISSION

To Provide an encouraging environment to develop the intellectual capacity, critical thinking, creativity and problem solving ability of the students.

ABOUT THE DEPARTMENT

The Department of Information Technology was established in 2006 with the objective of imparting quality education in the field of Information Technology. Since its inception, the department has expanded and grown in terms of dissemination of knowledge within and outside curriculum and skill development activities.

Vision of the Department:

The Information Technology Department will be a recognized center of excellence in creating engineers for ever changing technologies of Information Technology and IT Enabled service industries.

Mission No. Mission Statements

MI Create learning environment for students to gain core knowledge in the field of Information Technology

M2 Provide opportunities to acquire knowledge in various tools and programming languages by the way of self-learning

M3 Solve engineering problems for the betterment of mankind and technology as part of lifelong learning process

PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

1. To ensure graduates will be proficient in utilizing the fundamental knowledge of basic sciences. mathematics and Information Technology for the applications relevant to various streams of Engineeringand Technology.

2. To enrich graduates with the core competencies necessary for applying knowledge of computers and telecommunications equipment to store. retrieve. transmit, manipulate and analyze data in the context of business enterprise.

3. To enable graduates to think logically, pursue lifelong learning and will have the capacity to understand technical issues related to computing systems and to design optimal solutions.

4. To enable graduates to develop hardware and software systems by understanding the importance of social, business and environmental needs in the human context.

5. To enable graduates to gain employment in organizations and establish themselves as professionals by applying their technical skills to solve real world problems and meet the diversified needs of industry, academia and research.

PROGRAM OUTCOMES (POs)

Engineering graduates will be able to:

1. Engineering knowledge: Apply the knowledge of mathematics, science. engineering fundamentals.and an engineering specialization to the solution of complex engineering problems.

2. Problem analysis: Identify. formulate. review research literature, and analyse complex engineering problems reaching substantiated conclusions using first principles of mathematics. natural sciences, and engineering sciences.

3. Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety and the cultural, societal, and environmental considerations.

4. Conduct investigations of complex problems: Use research-based knowledgeband research methods including design of experiments. analysis and Interpretation of data. and synthesis of the information to provide valid
conclusions.

5. Modern tool usage: select and apply appropriate techeques resources, and modern engineering and IT tools including predios d modelling to complex engineering activities with an understanding of the limitations.

6. The engineer and society: Apply reasoning Informed by the contextual knowledge to assesssocietal health, safety, legal and cultural lesues and the consequent responsibilities relevant to the professional engineering practice

7. Environment and sustainability: Understand the impact of the professional
engineering solutions in societal and environmental contents, and demonstrate the knowledge of, and need for sustainable development

8. Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. Individual and team work: Function effectively as an individual, and as member or leader indiverse teams, and in multidisciplinary settings.

10. Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, maks effective presentations, and give and receive clear instructions.

11. Project management and finances Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team.to manage projects and in multidisciplinary environments.

12. Life-long learning Recognize the need for, and have the preparation and
ability to engage in independent and life-long learning in the broadest context
of technological change

PROGRAM SPECIFIC OBJECTIVES (PSO)

1. Professional Skills: To create, select, and apply appropriate techniques resources. modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

2. Problem Solving Skills: To manage complex IT projects with consideration of the human financial, ethical and environmental factors and as understanding of risk management processes, and operational and policy implications.

3. Career and Entrepreneurship The ability to employ recent technologies. programming languages and platforms.

I'm Possible

Future with IT

4
- 5G Technologies
- Search Engine Optimization
- Extended Reality
- Datafication
- Augumented Reality
- Semantic web
- Edge Computing
- Mixed reality

1 | Chairman's Desk

Dr.S.Thangavelu

"I do not want my institution to be walled off on all sides, I want the culture of all lands to be blown about my institution as freely as possible. But I refuse to be blown off my any one of them. Mine is not a religion of the prison house. It has room for the least among God's creations but it is proof against insolent pride of race, religion or colour. "And this I believe will be the watchword of each and every Shakthi.

We have been witnesses to the realization of such dreams by the achievements of legends like Nelson Mandela, Kofi Annan, Dr A.P.J. Abdul Kalam–the 'People's President' and more recently by the President of the United states, Barrack Hussein Obama.

Dr. A. P. J. Abdul Kalam in his 'Three Visions for India' urges the youth to be aware of India's past greatness—to revive her to greater heights and make her a super power before 2020.

I have always been inspired by Dr.Martin Luther King's statement, 'I have a dream' – a dream I believe will come true – a dream that my children will one day live in a world where they will not be judged by the colour of their skin, but by the content of their character'. This need for tolerance - to create an equal society with no discrimination in Caste, Creed or Colour was best exemplified in the words of Mahatma Gandhi.

I too have a dream - a dream of a prosperous and healthy India.. I dream of an India, which shall awaken into the comity of nations with her head held high. Centuries before the British Conquest, our motherland was one of the richest nations in the world. As early as 300 years before the Christian era began, India had established trade with the Greeks and the Egyptians. Now, the mandate is with today's youth who can transform and liberate our nation from narrow domestic walls; to regain its lost glory and make our Indian flag

A nation is built in its educational Institutions. We have to train and build our youth in them. We have to impart to them the tradition of the future. And this is precisely what I dreamed to create through Sri Shakthi Institute of Engineering and Technology.

Sri Shakthi, to me, symbolizes 'creative, progressive power' – the dynamic, vibrant power of the youth! To ensure this, my vision for Sri Shakthi as an Institution of Excellence is to recruit the best minds of this region as the Staff for Sri Shakthi, because the kind of education that we at Sri Shakthi provide for our youth is determined by the kind of men and women we secure as Teachers; who, I believe will provide quality education, holistic in nature.

thereby aim at a balanced growth of the individual and insist on both Knowledge and Wisdom. I have always believed that moral qualities and character building is of greater value than intellectual accomplishments alone.

It is my fervent desire that Sri Shakthi will aspire to inculcate in our youth, character and a democratic discipline and a 'change with continuity'- a present that is built on the foundations of the past.

Besides this I dream of a youth being bestowed with the best skills required for nation building- Attitude, Aptitude, Proficiency, Efficiency, Personal effectiveness, Diligence, Reliability, Responsibility, Commitment, Dedication to the common cause of nation building.

Education is the means by which the youth is trained to serve the cause of drastic social and economic changes. Institutions like nations become back numbers if they do not reckon with the development of the age .To choose 'The Right 'requires a cultivation of the heart and the head. Any satisfactory system of education should

2 | The Principal

Mr.Ravikumar

It is a matter of great pleasure and pride that the college is providing an excellent quality of education and mentoring for the students, aspiring to be competent professionals in engineering and technology. Ever since its establishment, the SSIET conglomerate of students, staff and faculty have endeavored towards creating young and dynamic engineers who will form the crux of the technical workforce of tomorrow.

The college provides facilities to students to take part in co-curricuar and extra curricular activities. There is an active National Service Scheme (NSS) unit which organizes several programmes related to social service. Different societies and and various clubs at the institute is used to inculcate not only the love for social service, discipline, compassion for nature, agility and awareness for one's rights and duties, but also make them good human beings and confident leaders.

The College encourages faculty members through incentives and sops to acquire higher degrees, to publish text books/papers and participate in Seminar / Workshop / Conferences that are held not only within our country but also abroad.

With student strength of more than two thousand at SIET, our efforts are directed to accommodate and address the expectations of every student by the way of enabling them to participate in seminars, workshops in and out of the Institute, apart from educational tours and industrial project works. The College has a full-fledged Placement and Training ((PAT) Centre. This Centre organizes several training programmes related to development of soft skills to our college students. It has enabled our college students to participate in several recruitment programmes of several leading organizat

Sri ShakthiInstitute of Engineering and Technology (SSIET) was established in the year 2006 with approval of All India Council for Technical Education (AICTE), New Delhi, and is affiliated to Anna University, Chennai. The primary vision of the institute is to impart technical knowledge and skills to the students in accordance with the needs of the industry by producing technologically superior and ethically strong engineers to transform life as a whole.

The College offers 10 UG courses leading to B.E and B.Tech degrees and also 5 PG courses leading to M.E degrees. The College has well qualified, experienced and dedicated faculty and supporting staff, state-of-the art laboratory and workshop facilities, computer facilities, library and information center, outdoor and indoor games, air conditioned seminar hall and round the clock Internet facilities & separate hostels for Boys and Girls on campus.

Department of Information Technology

There are several ways to present the canonical core of Information Technology. Over the years we have developed a distinct style and method that bridges the theory - practice divide while remaining grounded in the core. Technology changes rapidly, especially in the field of computing, whereas the science, if it changes at all, does so much more gradually. Our understanding is that persons who are clear and thorough about the fundamentals can adapt to rapid changes in technology relatively easily. We want the education imparted to our students to be the basis of a life time of learning

Our Department has produced hundreds of professionals and has established a name for itself in the country and abroad. They have consistently excelled in the highly competitive industrial environment. I attribute this success to the winning combination of a dedicated faculty that works hard at imparting quality education, a well-planned syllabus and last but not least, our students

3 | Head of the Department

Dr.S.Prakash

Learning is a continuous process and does not end with the acquisition of a degree, especially because steady and rapid advances in computing technologies shorten the life of tools and techniques prevalent today. Therefore we do not aim to make our students walking manuals of any language or package. Instead, they are given a strong foundation in computer science and problem-solving techniques, and are made adaptable to changes.

We believe that this approach to teaching-learning, coupled with practical experience gained during Industrial Training in reputed organizations, equips our students to handle the challenges posed by the software industry. I am confident that you will find our students worthy of your organization. I am proud to see that the students of our department have put in appreciable effort into creating this magazine. It is good to see that today's generation has not lost its literary roots, despite the perpetual efforts of e-Technology to extinguish the flames of the written word.

4 | 5G - Technologies

Aravindan K (2017 – 2021)

5G is the 5th generation mobile network. It is a new global wireless standard after 1G, 2G, 3G, and 4G networks. 5G enables a new kind of network that is designed to connect virtually everyone and everything together including machines, objects, and devices.5G wireless technology is meant to deliver higher multi-Gbps peak data speeds, ultra low latency, more reliability, massive network capacity, increased availability, and a more uniform user experience to more users.

Higher performance and improved efficiency empower new user experiences and connects new industries. 5G is used across three main types of connected services, including enhanced mobile broadband, mission-critical communications, and the massive IoT. A defining capability of 5G is that it is designed for forward compatibility—the ability to flexibly support future services that are unknown today.

Cognitive radio (CR) is an emerging technology that has the potential to deal with the stringent spectrum requirement in 5G networks. CR is defined as a radio that can adapt its transmission parameters according to the characteristics of the environment in which it operates [5]. CRs are equipped with cognitive capabilities and are reconfigurable [5, 3, 6]. In cognitive radio networks (CRN) there exist two types of users: primary users (PU), who are the licensed users and have priority over the spectrum; and secondary users (SU), who are the opportunistic users that access the spectrum on a non-interfering or leasing basis according to policies agreed with primary users or defined by regulatory authorities. Spectrum is one of the most heavily regulated and scarce natural resource in the world. The allocation, usage and regulation of spectrum is controlled and coordinated by national regulatory bodies like Ofcom (Office of Communications) in the UK and the Federal Communication Commission (FCC) in the United States.

While building upon 4G systems, in the most basic sense 5G is an evolution considered to be the convergence of Internet services with legacy mobile networking standards leading to what is commonly referred to as the 'mobile Internet' over HetNets, with very high connectivity speeds. In addition, green communications will play a pivotal role, driven by 5G stakeholders and political leverage towards a greener mobile ecosystem through cost-effective design approaches. Of course, it is clear that 5G will mean much more than that, including new communication scenarios and services and possibly a new air interface. However, the definitions of these are still some way off, but for now it is important to remember that inter-disciplinary design, sometimes referred to as inter-layer design, will play an important role in the specification of future communication systems..

5 | Search Engine Optimization

Barath.P (2018 – 2022)

SEO stands for "search engine optimization." In simple terms, it means the process of improving your site to increase its visibility when people search for products or services related to your business in Google, Bing, and other search engines. The better visibility your pages have in search results, the more likely you are to garner attention and attract prospective and existing customers to your business.

Search engines such as Google and Bing use bots to crawl pages on the web, going from site to site, collecting information about those pages and putting them in an index. Think of the index like a giant library where a librarian can pull up a book (or a web page) to help you find exactly what you're looking for at the time.Next, algorithms analyze pages in the index, taking into account hundreds of ranking factors or signals, to determine the order pages should appear in the search results for a given query. In our library analogy, the librarian has read every single book in the library and can tell you exactly which one will have the answers to your questions.
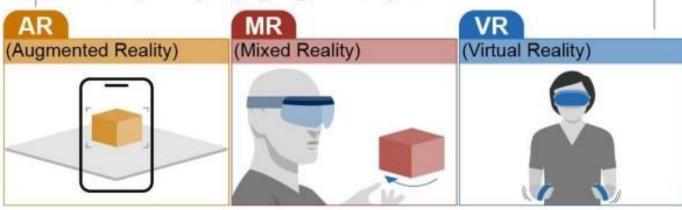
That's where we come in.Our Periodic Table of SEO Factors organizes the factors into six main categories and weights each based on its overall importance to SEO. For example, content quality and keyword research are key factors of content optimization, and crawlability and speed are important site architecture factors.The newly updated SEO Periodic Table also includes a list of Toxins that detract from SEO best practices. These are shortcuts or tricks that may have been sufficient to guarantee a high ranking back in the day when the engines' methods were much less sophisticated. We've also got a brand new Niches section that deep-dives into the SEO success factors behind three key niches: Local SEO, News/Publishing, and Ecommerce SEO. While our overall SEO Periodic Table will help you with the best practices, knowing the nuances of SEO for each of these Niches can help you succeed in search results for your small business, recipe blog, and/or online store.

SEO is important because search engines aren't perfect. If you don't take steps to counter their failings, then your website will pay the price.For example, if a site doesn't have a proper link structure, then search engines may not crawl and index the site properly which can lower rankings. Coding errors can block search engines entirely, making it impossible for your site to rank, no matter how much time you put into other SEO efforts. Most people don't read your entire blog post. They scan. And that makes your concluding paragraph the last one they read. Your last possibility of convincing your readers to stay and read the entire post

XR (Extended Reality)
Collective term applied to immersive experiences incorporating varying degrees of digital and real information

AR (Augmented Reality)	MR (Mixed Reality)	VR (Virtual Reality)
User views static digital information or visual elements integrated into the real environment	User interacts with responsive virtual elements integrated into the real environment	User is immersed in an interactive, digitally-generated environment

6 | Extended Reality

Saran R (2019 – 2023)

Extended Reality (XR) is the combination of human & computer-generated graphics interaction, which is in reality as well as the virtual environment. In basic terms, Extended Reality is a superset of Augmented Reality (AR), Virtual Reality (VR) & Mixed Reality (MR); The concept of Extended Reality (XR) came into the picture when technologies like Augmented & Virtual reality, were being used by developers and tech-companies all across the globe. Many Sci-fiction movies have used the concept of Extended Reality (XR), but operating it in the real world is very different than in the reel world.

Main Features of proposed method Our Virtual Reality (VR): In virtual reality, the users are put into a fully virtual environment, where they can interact only in the virtual world. The graphics generated are mostly computer and artificial objects are designed to give a feel of being real. The users can feel every bit of virtual reality. Special VR devices are needed to put users into this environment which gives them a 360-degree view of the virtual world. These devices are designed to give a much real illusion to users

Mixed Reality (MR): Mixed reality is a combination of both AR & VR, where one can interact with the digital as well as the real world simultaneously. Users can visualize their surroundings in special MR devices. These MR devices are much
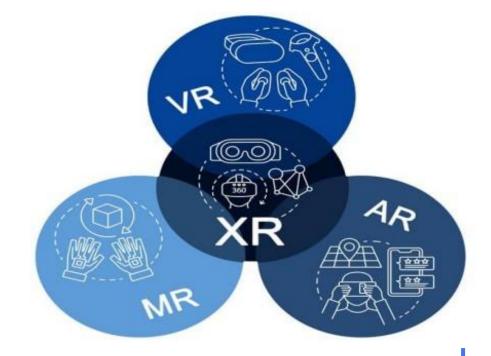
more powerful than VR, and costly too! But these devices give you the power to interact with the surroundings digitally. You can do whatever you want, throw a ball, close the windows, etc which will be digitally in your MR headset, but in actual reality, things will remain as they are. Many companies are investing a huge amount of money for deeper research in this field of reality. In a nut-shell, using Extended Reality(XR), people can visit places virtually, feel the same as they are present at that place, interact with other individuals on XR. Thus, it is a combination of all three AR, VR & MR.

Augmented Reality (AR): The concept of augmented reality is that virtual objects and imaginations are put up in the real world. Augmented reality does not put us into any virtual or computer-generated graphics, rather it just creates a sense of illusion in digital gadgets. The users still have access to the real world & they can fully interact in both dimensions. The most common example is Pokémon-GO which used augmented reality so that the users can interact with the real as well as a virtual world with the help of digital gadgets. Other examples of Augmented reality are the filters that we see in many apps, these just create an illusion of being there, but they are not.

7 | Datafication
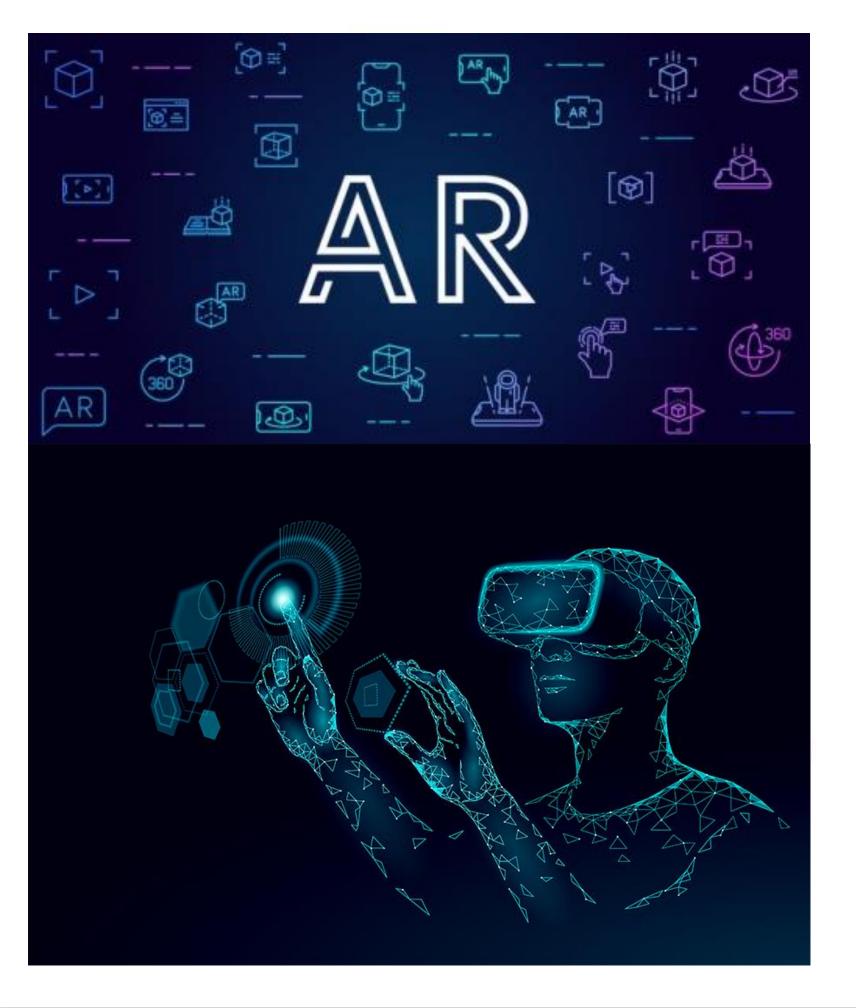
Abishek M (2018 – 2022)

The word "Datafication" does not have a definition or rather it is not yet a word that has found a place in a dictionary. And yet it is a word we are hearing a lot these days. Is this- from our actions to our thoughts, everything is getting transformed into a numerically Quantified format or "Data". From sports to finance and from entertainment to healthcare everything around us is converting into data. For example, we create data every time we talk on the phone, SMS, tweet, email, use Facebook, watch a video, withdraw money from an ATM, use a credit card, or even walk past a Security camera. The notion is different from digitization. In fact datafication is far broader than digitization. This astronomical amount of data has information about our identity and our behaviour Datafication is helping us to understand the world in a way which was never done before. New technologies are now available to ingest, store, process and visualise that data. Organizations are using them to get benefits..

For example marketers are analysing Facebook and Twitter data to determine and predict sales. Companies spanning from all sectors and sizes have started to realize the big benefits of data and its analytics. They are beginning to improve their capabilities to collect and analyse data. Bernard Marr gives us one example to better understand how businesses use data. Companies can gather data from mobile phones, social media, and apps to identify potential talents and analyze their characteristics, including their personalities and risk-taking profiles. Rather than making applicants take personality tests, datafication can measure analytical thinking to see if candidates match the company culture and roles they are applying for.

Enterprises that use customer data also benefit from using datafication tools and strategies to understand their clients. They can craft appropriate triggers relevant to their target audiences' buying behaviors and personalities. Datafication lets companies gather data based on the tone and language potential customers use in phone calls, emails, and social media. Datafication refers to the collective tools, technologies and processes used to transform an organization to a data-driven enterprise. This buzzword describes an organizational trend of defining the key to core business operations through a global reliance on data and its related infrastructure.

8 | Augumented Reality

Chandru Y (2019 – 2023)

Innovations in Augmented Reality development have led to new avenues of user experience. Nike's retail stores are one of the most famous examples of AR integrations transforming the user experience. In addition, Augmented Reality market trends are constantly redefining the customer experience, making it an effective approach for higher conversion.
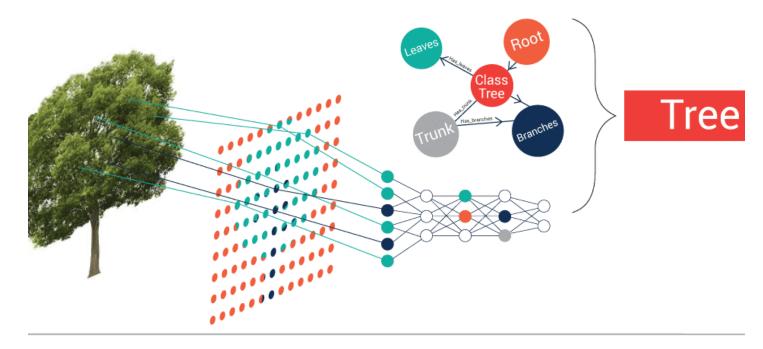
Every business thrives on human interaction! This is where AR can help enterprises with intelligent talking assistants. An Artificial Intelligence (AI) based assistant that mimics human interaction and allows customers to have a natural conversation can help your business grows.

If you have ever come across a web series called "Black Mirror," there is an episode in season 2 called "Be right back." It shows a science-fiction fantasy where an AR-based AI companion in a user's smartphone resembles a dear one who is dead! However,Hybri is an AR-based AI app doing the same thing that Black Mirror showcased back in 2013. It will be one of the most significant Augmented Reality trends in the future, with more people looking to have virtual companiony AR/VR headsets have been favored, but of late, AR glasses are becoming a key trend.

Giants like Apple are already working on bringing unique AR experience through glasses slated to release in late 2025. Metaverse is the new age AR trend revolutionizing the entire UX. Every business domain wants metaverses to engage audiences, from eCommerce companies to audio labels, artists, and fashion houses. Augmented Reality blurs the lines between what is real and what is not! Though you want to create a customized AR experience for your customers, you need reliable solutions.
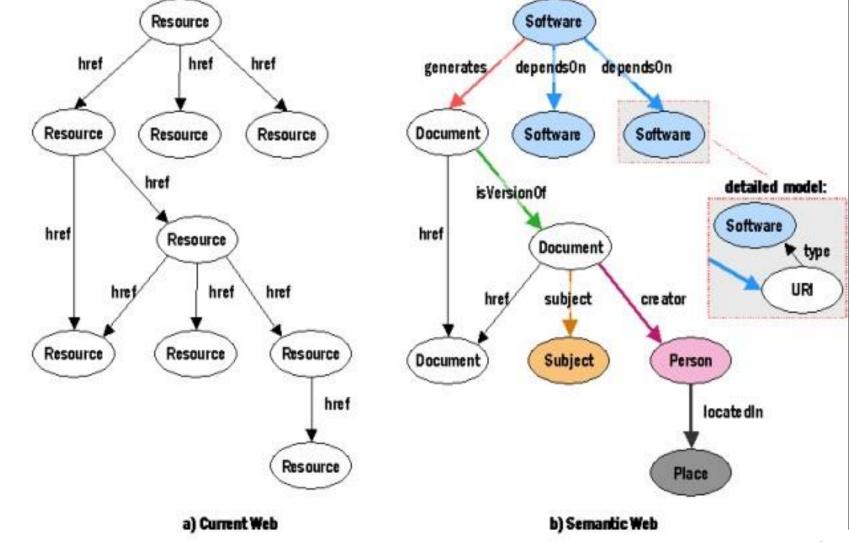
9 | Semantic Web

Vishnu G (2017 – 2021)

machine-processable navigable space

a) Current Web   b) Semantic Web

The semantic web is divined by the today's World Wide Web which was bought to the world in 1940s by Vannevar Bush from the idea of 'memex' machine. The idea originated while designing library catalogue search for the universal library.
WWW was envisioned by Tim Berners-Lee which had related document and connection between them in order to provide efficient, unpretentious and vigorous working environment.
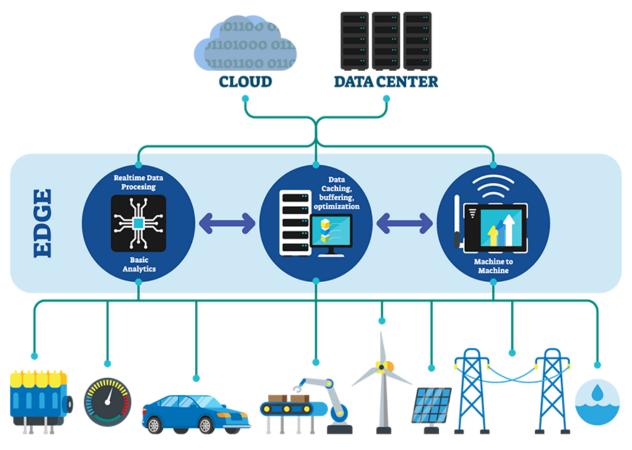
This is really what the semantic web is all about it helps computers understand the meaning behind the webpage the web of today's about documents whereas a semantic web is about things when we say things it mean anything people, places, events, music, movies, organizations and just about any concept that you can think of, The semantic web is not only about pointing these things out to a computer but also about letting computers know how these things are related to each other there are several promising technologies that are in use today that can embed.

The semantic web re-engineered the web web which is pages and data in to a majorprogramme. In 1998, its initiative proposed as semantic web became a andAdvancement Development programme across[64] which comities. The semantic new standard in the years has extended the real-time
World Wide Web as World Wide Web Consortium (W3C) , the standard made by programinginternational org to motivate the and processing theWide Web. It's a join effort on the web. organization people and research people
which was let by W3C.

RDF core working group[59] and ontology working group are the two begins working groups of W3C have framework with allows data resource to be shared and used web over past few beginning of the

application in many areas and RDF working group is developing World language for fetching from many semantic footnote

Edge Computing

CLOUD   DATA CENTER

EDGE

Realtime Data Procesing
Basic Analytics

Data Caching, buffering, optimization

Machine to Machine

INTERNET OF THINGS

10 | # Edge Computing

Kiran S (2019 – 2023)

Edge computing is a distributed computing paradigm that brings computation and data storage closer to the sources of data. This is expected to improve response times and save bandwidth. Edge computing is an architecture rather than a specific technology, and a topology- and location-sensitive form of distributed computing The origins of edge computing lie in content distributed networks that were created in the late 1990s to serve web and video content from edge servers that were deployed close to users.In the early 2000s, these networks evolved to host applications and application components on edge servers, resulting in the first commercial edge computing services] that hosted applications such as dealer locators, shopping carts, real-time data aggregators, and ad insertion engines.

One definition of edge computing is the use of any type of computer program that delivers low latency nearer to the requests. Karim Arabi, in an IEEE DAC 2014 Keynote and subsequently in an invited talk at MIT's MTL Seminar in 2015, defined edge computing broadly as all computing outside the cloud happening at the edge of the network, and more specifically in applications where real-time processing of data is required. In his definition, cloud computing operates on big data while edge computing operates on "instant data" that is real-time data generated by sensors or users..

In a similar way, the aim of edge computing is to move the computation away from data centers towards the edge of the network, exploiting smart objects, mobile phones, or network gateways to perform tasks and provide services on behalf of the cloud. By moving services to the edge, it is possible to provide content caching, service delivery, persistent data storage, and IoT management resulting in better response times and transfer rates. At the same time, distributing the logic to different network nodes introduces new issues and challenges.

The distributed nature of this paradigm introduces a shift in security schemes used in cloud computing. In edge computing, data may travel between different distributed nodes connected through the Internet and thus requires special encryption mechanisms independent of the cloud. Edge nodes may also be resourceconstrained devices, limiting the choice in terms of security methods. Moreover, a shift from centralized top-down infrastructure to a decentralized trust model is required. On the other hand, by keeping and processing data at the edge,. diffusion

Due to the nearness of the analytical resources to the end users, sophisticated analytical tools and Artificial Intelligence tools can run on the edge of the system. This placement at the edge for many advantages to the system. Additionally, the usage of edge computing as an intermediate stage between client devices and the wider internet results in efficiency savings that can be A client device requires computationally intensive processing on video files to be performed on external servers.

Mixed Reality

11

Divya PG (2016 – 2020)

Mixed reality is the next wave in computing followed by mainframes, PCs, and smartphones. Mixed reality is going mainstream for consumers and businesses. It liberates us from screen-bound experiences by offering instinctual interactions with data in our living spaces and with our friends. Online explorers, in hundreds of millions around the world, have experienced mixed reality through their handheld devices. Mobile AR offers the most mainstream mixed reality solutions today on social media. People may not even realize that the AR filters they use on Instagram are mixed reality experiences.

Mixed reality is a blend of physical and digital worlds, unlocking natural and intuitive 3D human, computer, and environmental interactions. This new reality is based on advancements in computer vision, graphical processing, display technologies, input systems, and cloud computing.

MR brings together real world and digital elements. In mixed reality, you interact with and manipulate both physical and virtual items and environments, using nextgeneration sensing and imaging technologies. Mixed Reality allows you to see and immerse yourself in the world around you even as you interact with a virtual environment using your own hands— all without ever removing your headset. It provides the ability to have one foot (or hand) in the real world, and the other in an imaginary place, breaking down basic concepts between real and imaginary, offering an experience that can change the wayyou game and work today

Mixed reality is a recent innovation that has marked an inevitable change across business facets. Used in conjunction with augmented reality visualization software, it can craft head-turning product visuals through mobile or wearable devices.

To create a mixed reality experience, you don't have to worry about physical constraints or obstacles, but need cloud computing and artificial intelligence.

An MR device is powered by advanced AI sensors, cameras, graphical computational power (GPU), and processors, like graphic cards and core chips, to process and store data in three dimensions. The more equipped a device is, the better the mixed reality experience. Examples can be smart glasses, gloves, body suits, or your good-old smartphone.

MR devices can connect users to a wired or wireless computer, console, or PC to access software. The software can add, clone, or move virtual objects around you to createimmersions.

"

Admired by the College infra structure and well equipped computer laboratories. Project presentation is appreciable. Notable is the hospitality, where we are much satisfied on it. I also had an opportunity to get to know many inspirational stories. The value-added courses were very helpful. I have attended Cloud computing VAC.

I had also completed my Radix Training Program Conducted by IIT Bangalore during 2014-2015. Currently am working as Dev Lead in
Skava – An Infosys Company. Full Stack developer with 6+ years of experience in ecommerce web
development. Awarded "Star Performer" in 2017 to 2018. Also received "Women of Steel" quarterly
award in 2017.

- Karthikeyan

-Prakash

"

Prakash

Karthikeyan

Amazing Infrastructure with well equipped laboratories. Students of SIET gets an opportunity to regularly interact with the industry people. during my journey. I strongly recommend Sri Shakthi to all who aspire for a remarkable career.

-Prakash

SRI SHAKTHI
INSTITUTE OF ENGINEERING AND TECHNOLOGY
AN AUTONOMOUS INSTITUTION

I'm Possible