

Name and Address

BML Munjal University ACM Student Chapter
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About the University and the Chapter

Founded under the aegis of the Hero Group of Companies, BML Munjal University is a brand new university in the outskirts of Gurgaon. Despite being only 2 years old, the university is making serious inroads in private college education. The advantage of being such a small university (a total of 600 students including every discipline) is that the faculty and the students can work very closely together. Students have unprecedented access to faculty and resources that most students in other engineering colleges in India do not have. The college administration has proven time and again a willingness to invest in the student body, providing resources and guidance whenever required. The college has 280 students pursuing Bachelor's degrees in Computer Science and Computer Science Engineering. Currently the University does not offer Masters Degrees in STEM fields.

The BML ACM Student Chapter was the first technical chapter founded in the University. With the guidance of our faculty members, we strive to make computing more accessible to people of all backgrounds and majors. The Chapter aims to educate its members, and give them opportunities to hone their technical, social and professional skills as engineers and computer scientists. We try to emphasize knowledge sharing; any chapter member can give a workshop or seminar to pass on a skill they have learned. We try to incorporate indirect learning in every workshop. Our very first workshop was ostensibly based on LED Cubes, but not only did the students learn basic electronics and soldering, but because of a library that we developed in house, students were able to reinforce the C programming being taught in classes by programming patterns in their cubes. As a chapter, we try to encourage students to make use of the facilities and have set up the equivalent of a well equipped Fab Lab where students can work on projects. Students have around the clock access to CNC Machines, 3D Printers, and the Computer Lab. The chapter has 134 active members, the vast majority of which are from Computer Science and Computer Science Engineering, but we also have Mechanical Engineers, Electrical and Communications Engineers and Business Majors amongst our chapter members.

Chapter Website:

bml.acm.org

Chapter Activities

[LED Cube Workshop](#)

Over the course of a month, 35 students learned soldering and programming by building 4x4x4 Led Cubes. Participating students paid for all the required materials. We developed a library that allowed students to program patterns for their cubes in simple C programming.

Debate on Net Neutrality

We collaborated with the Literature, Quizzing and Debate Society to organize a Debate on the economical and social implications of Net Neutrality in the Indian context. More than 40 students attended and 8 chose to speak.

Vfx and FL Studio Workshops

Both these workshops were taught by chapter members, and were focused on engaging students with a more creative bent of mind. 50 students attended each.

Humans Vs Zombies

Humans versus Zombies is a live action team based game of tag. The event took place just after new student orientation and served as an ice breaking session. 240 students participated.

Coder of The Week

In order to drum up interest in competitive coding, we released questions every week and tracked participants progress to offer a cumulative prize. 14 students participated. .

Guest Lecture from Jasmeet Singh of Roborium

Jasmeet Singh, founder of JMoon Makerspace gave a talk about the maker movement in India. 120 students attended.

M.A.D Office Hours

We worked in collaboration with the CS department at our University to hold office hours for App development class. We helped 25 students fix setups and debug code.

Codechef Parties

We now have weekly meetups where students solve questions and discuss progress. 9 students attend every week.

Linux Workshop

A simple introduction to Linux through the Ubuntu Operating System to familiarize students with the command line. 40 students participated.

Barbeque

A collaboration with the college's culinary club, we built a set of 3 grills and then held a barbecue night for all students. 300 students and faculty members attended.

String Racing Robots

A technical competition that asked students to design unconventional robots from repurposed scrap to race along a thread. 20 students participated.

Web Design and PHP

A 2 day workshop teaching web app development. 70 students attended.

3D printing Workshop

Introducing college students to 3D printing and challenging them to come up with designs that can fully use the college's FDM Machines.

PCB Designing

A 2 day workshop teaching students the basics of PCB Layout and Schematic Capture in KiCad. In collaboration with the IETE chapter on campus. 70 Students attended.

Build Groups

In addition to our other events, the chapter has also supported multiple Build Groups, for students that desire to work on medium to large sized projects. Out of 11 Groups in the past year, 6 have resulted in demonstrable results engaging roughly 20 students. These projects include augmented reality installations, reactive photo frames, Party Rock Dharuhera (an interactive art installation involving 500W of RGB leds that react to music and sound) and a single objective genetic algorithm.