





E-NEWS LETTER

Master of Computer Applications

Editorial Board

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Latest Update World

How do you feel about workplace algorithms that recognize your feelings?

The little-known field of affective computing is a growing presence in our lives, including the workplace. Is it OK to have your feelings monitored if it's supposed to enhance your wellbeing?



Pretend you're a manager who can see how your team members are feeling, in real time. You could gauge their mood—after an influx of new employees, say, or an organizational change—and act accordingly.

That's the goal of affective computing research being led by Pierrich Plusquellec, a professor at Université de Montréal's School of Psychoeducation, and Pamela Lirio, a professor at its School of Industrial Relations.

We spoke to them to find out more.

What is affective computing?

Pierrich Plusquellec: It's a scientific discipline that connects computing and feelings in two ways: by creating machines that effectively simulate emotions and by recognizing different emotional states.

There are algorithms today that can detect our feelings in real time based on the sound of our voices, our facial expressions, our movements and even the way we type on a keyboard. This field of research was launched less than 30 years ago by Rosalind Picard and is generating a lot of buzz in the industry today. It's got tremendous potential. Affective computing is everywhere: it can even be found in the phones we're so addicted to.

How is affective computing used by various organizations today?

Pamela Lirio: One example is in call centers, where it's used to identify the angriest clients, who are then sent to more experienced employees. In this case, it's used to perform an initial screening.

It's also used by human resources. Big companies like Vodafone, Hilton, Urban Outfitters and Unilever use automatic facial expression recognition to screen candidates who are expected to submit video applications. This helps them create a shortlist from an especially large pool of candidates that recruiting teams would otherwise lack the resources to handle. They do this through recruiting platforms like HireVue that use affective computing. However, it's still best practice for HR professionals and/or the frontline manager to make the final hiring decision after looking at the data provided.

There are many ways this technology could be misused, aren't there?

Pierrich Plusquellec: It all depends on how we use it! It's just a tool, like a knife, which can be used to sculpt glorious works of art or to kill someone. The risk is real: affective computing can be horribly misused. I've read in Le Point, the French newsmagazine, that facial or emotional recognition technology is used to torture Uyghurs in China.

Meanwhile, closer to home, the commercial realestate company Cadillac Fairview used facial recognition on unwitting customers to boost sales at Carrefour Laval mall. It installed cameras to capture the facial expressions of shoppers and assess their mood. This is illegal, so the company had to stop.

That's why this kind of work has to be done in a way that's caring and ethical, and why users have to have control over their data.

How can that be done?

Pierrich Plusquellec: Well, for example, during the pandemic, many people didn't pay enough attention to how they felt. As a result, a lot of them now have misdiagnosed emotional disorders, since there weren't enough resources to take care of them. Mood disorders in the workplace, such as anxiety, depression or burnout, are related to this loss of emotional control.

Frédéric Lenoir, Mathieu Ricard, and many another researcher on wellness all agree: if you want to be happy, you have to pay close attention to your feelings. But not everyone has the time to meditate or look deep into their emotions.

This is what inspired our interdisciplinary team—which includes Nathe François, Ted Hill, Noël Rignon and Vincent Gautrai—to create software we call EmoScienS. It's now in the precommercialization phase. You can launch it on your computer, and it will capture your emotions every five minutes, in real time. Turn it on whenever you want and at the end of the day you

can see your feelings displayed on a dashboard. You could see whether you were happy, angry or frightened, and when.

If, for example, you see you were angry from 10 a.m. to 11 a.m., you could check to see what you were doing at that time. This ability to link actions and feelings is the secret to well-being, an insight that Nobel Prize winner Daniel Kahneman shared with us years ago.

How can the software be used within an organization?

Pamela Lirio: We give users the option of anonymously sharing their dashboard with their manager. If more than 10 people agree to share their data, it's aggregated and sent to their manager. If, for example, their manager notices that the team is feeling particularly upset, they can act accordingly.

To be ethical, products like this have to anonymize data and users have to have full control over the software. That means the data belongs to users and they decide whether to share it. It also means that the data shouldn't be used to make automated decisions. What it should do is allow everyone to better understand the feelings they're expressing and what they're doing while they're in front of their monitors (social media, work, online meetings, etc.). Furthermore, the EmoScienS project adheres to the principles of the Montreal Declaration for a Responsible Development of Artificial Intelligence and advocates for making AI startups comply with principles of ethics, transparency and social responsibility.

If an organization can assess its emotional climate in real time it gains the power to do something about it. And by working with managers and employees, we hope to enhance organizational wellness—for example, they could set up a relaxation room, or instill even more lasting changes to foster wellness among employees. Our software could show how this affects their mood in real time.

Department Activity

Zero Hour Activity (Badminton Match) 6th April-2023

Venue: SRMSCET Multipurpose Hall

On 6th April-2023, the MCA department organized a Badminton Match in the club activity hour. In which all the faculty members were present to motivate students.

All the players were holding a good time and giving their best performance.







Zero Hour Activity (Basketball) 13th April-2023

Venue: Main Ground

On 13th April 2023, the MCA department organized a Basketball game in the club activity hour. In which Mr. Vijay Kumar Dubey and Mr. Gaurav Mathur was present to motivate students. This game was held between two teams:

Team 1- Anchal Singh, Ritigya Saxena, Nisha, Harsh Wardhan Singh

Team-2: Shubham Sagar, Nitin Prajapati, Neha Asthana, Priyanka Gangwar.

All the players were holding a good time and Parmesh Asthana giving their best performance but Team-1got the first position.



















Zero Hour Activity (Table Tennis Game) 27th April-2023

On 27th April-2023, the MCA department organized a Table-Tennis Game in the club activity hour. In which Mr. Vijay Kumar Dubey and Mr. Gaurav Mathur were present to motivate the students.

This game was held between two teams:

Team 1- MCA 1st year students **Team-2:** MCA 2nd year students

All the players were holding a good time and giving their best performance but from Team-2 won the match.

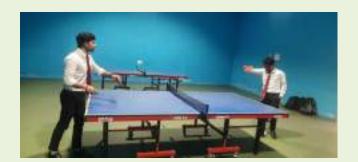


























COLLEGE UPDATE

प्राचीन भारत में उन्नत विज्ञान और इंजीनियरिंग विषय पर अतिथि व्याख्यान 10 अप्रैल -2023

स्थानः SRMSCET, सेंटेनियल ऑडिटोरियम

SRMS कॉलेज ऑफ इंजीनियरिंग एंड टेक्नोलॉजी (SRMSCET), बरेली 'प्राचीन भारत में उन्नत विज्ञान और इंजीनियरिंग' विषय पर एक अतिथि व्याख्यान 10th अप्रैल -2023 को वक्ता प्रवीण मोहन द्वारा दिया गया। जो कि प्राचीन इतिहास पर एक प्रसिद्ध शोधकर्ता है।

इस अतिथि व्याख्यान से बीटेक (सीईटी और सीईटीआर), बी फार्म, एमबीए, एमसीए, एम टेक और एम फार्म (सभी बैच) के छात्र लाभान्वित हुए।

यह एक अग्रणी विशेषज्ञ से सीखने का एक अविश्वसनीय अवसर था। प्रवीण मोहन, जिनके सोशल मीडिया प्लेटफॉर्म पर 1 मिलियन से अधिक प्रशंसक हैं, और जिन्होंने प्राचीन धूपघड़ी, गुप्त सुरंगों, और मंदिरों आदि में प्रवेश प्रतीकों पर कुछ सही मायने में महत्वपूर्ण अंतर्दृष्टि की खोज की है।



" कॉम्पटेक-टेकफेस्ट 2023" 10 अप्रैल -2023

स्थान: न्यू सेमिनार हॉल, एसआरएमएस सीईटी टेकफेस्ट 2023 SRMS कॉलेज ऑफ इंजीनियरिंग एंड टेक्नोलॉजी (SRMS CET), बरेली में 20 अप्रैल-

2023 को हुआ, जिसका संचालन कंप्यूटर साइंस एंड इंजीनियरिंग विभाग, SRMSCET द्वारा किया गया।

अभिनव सोच और व्यावहारिक कौशल को बढ़ावा देने के उद्देश्य से, इस साल का टेकफेस्ट, एसआरएमएस ट्रस्ट संस्थानों के सभी विभागों के लिए खुला था, प्रतिभागियों के लिए विभिन्न प्रकार की रोमांचक प्रतियोगिताओं और गतिविधियों के साथ पहले से कहीं ज्यादा बड़ा और बेहतर हुआ। कंप्यूटर क्विज, बग वॉर, सोशल व्यू, कोड स्टार्टर्स, कोड मेनिया, ई-ट्रेजर हंट, और डू डूडल का सफल आयोजन किया गया टेकफेस्ट की सभी घटनाओं के लिए नकद पुरस्कार, ट्राफियां और प्रमाण पत्र वितरित की गयी



श्री राम मूर्ति मेमोरियल इंटर स्कूल क्रिकेट टूर्नामेंट

15 से 25 अप्रैल, 2023

स्थान: एसआरएमएस क्रिकेट स्टेडियम, बरेली

श्री राम मूर्ति स्मारक ट्रस्ट, बरेली ने हाल ही में बरेली से संबद्ध श्री राम मूर्ति मेमोरियल इंटर स्कूल क्रिकेट टूर्नामेंट 2023 का आयोजन क्रिकेट एसोसिएशन (बीसीए) द्वारा 15 से 25 अप्रैल 2023 तक किया गया, जिसमें बरेली के 17 प्रमुख स्कूलों ने रोमांचक मुकाबले में हिस्सा लिया।

इस 10 दिवसीय टूर्नामेंट में खेले गए 16 मैचों की श्रृंखला के बाद 25 अप्रैल को मिशन एकेडमी, बहेड़ी, बरेली और विद्या भवन पब्लिक स्कूल, बरेली के बीच खेले गए एक शानदार क्रिकेट टूर्नामेंट के साथ भव्य क्रिकेट टूर्नामेंट का समापन हुआ।

मिशन एकेडमी ने टॉस जीतकर पहले बल्लेबाजी करने का निर्णय लिया। भीषण पारी और रोमांचक मुकाबले के बाद, विद्या भवन पब्लिक स्कूल, बरेली ने 20 ओवरों में 6 विकेट के नुकसान पर 114 रन बनाए और जीत हाशिल की जिसमें मिशन अकादमी द्वारा निर्धारित लक्ष्य 113/6 था।

फिनाले के अंत में भव्य समापन समारोह मुख्य अतिथि रेखा यादव, डीआरएम, एनई रेलवे, इज्जतनगर, बरेली; श्री देव मूर्ति, अध्यक्ष, एसआरएमएस ट्रस्ट; आदित्य मूर्ति, ट्रस्ट प्रशासक; डॉ प्रभाकर गुप्ता, डीन एकेडिमक्स, एसआरएमएस सीईटी; सीता राम सक्सेना, सिचव बीसीए; इंजीनियर सुभाष मेहरा, ट्रस्ट सलाहकार; डॉ एलएस मौर्या, प्रिंसिपल एसआरएमएस सीईटी आर और डॉ सोवन मोहंती, चीफ प्रॉक्टर, एसआरएमएस सीईटी। द्वारा किया गया।

बाद में, विजेता और उपविजेता टीम को अतिथियों द्वारा शानदार ट्राफियों से सम्मानित किया गया। 'मैन

ऑफ द मैच' (फिनाले) सिद्धार्थ पाल (विद्या भवन) को दिया गया; 'मैन ऑफ द टूर्नामेंट' मोहम्मद आरिफ (मिशन अकादमी) और 'सर्वश्रेष्ठ गेंदबाज' लक्ष्य शर्मा (विद्या भवन) द्वारा प्राप्त किया गया । इसके बाद, समारोह का समापन संबंधित अतिथियों को स्मृति चिन्ह के वितरण के साथ हुआ।

















