

STEAM (Science Technology Engineering Arts and Mathematics) Club

Objectives of the Club

To develop and deliver a fun-based educational approach to learning that utilizes Science, Technology, Engineering, Art and Mathematics as stimuli for shaping students' curiosity, passion and holistic growth.

STEAM RIT YouTube Channel link : <https://www.youtube.com/c/STEAMRIT/videos>

Faculty Coordinator(s)	Mr. Rahul Krishnan / ECE
Student Representatives	S. Sanjay Charan III CSE D. Vignesh III CSE
Total number of students in the club	30

Activity Calendar

S. No.	Name of the event	Date
1	Project Coverage: E-wagon	05/08/2019
2	Workshop on basics of 3D Scanning	18/09/2019
3	Open Mic: Science & Pseudoscience	19/09/2019
4	Movie Screening: Underwater dreams	20/09/2019
5	Introducing 3D printing	26/09/2019
6	Augmented Reality using Unity	27/09/2019
7	Workshop on MIT App Inventor	03/10/2019
8	The Origami Workshop	04/10/2019

Outcome of the Club Activity

- * Explored the skills of students' community for enhancing digital education.
- * Created a platform for the students to upgrade them in recent technologies.
- * Developing the sense of artistry and aesthetics in the minds of students to apply the same in product development.