

BITWISE

VOL. 7



Iterating Through Entertainment





ORDINATEUR

The Computer Science Society and Department of Computer Science
Hansraj College

Annual Magazine

2025 -26

BITWISE VOL. 7

Iterating Through Entertainment

"Testing leads to failure.
Failure leads to understanding."
- *Burt Rutan*

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Words of Encouragement



Prof.(Dr.) Rama
(Principal)

हंसराज कॉलेज की यात्रा लगातार विकास, शैक्षणिक अनुशासन और उच्च शिक्षा में उत्कृष्टता के प्रति दृढ़ प्रतिबद्धता से परिभाषित रही है। हाल ही में प्रतिष्ठित NIRF में तीसरा स्थान (Rank 3) हासिल करना संस्थान के लिए एक गर्व का क्षण है, जो इसके छात्रों, शिक्षकों और कर्मचारियों के निरंतर प्रयासों को दर्शाता है।

यह मान्यता, जिसे हमारे NAAC A++ प्रत्यायन से और बल मिला है, आज के तेजी से प्रतिस्पर्धी शैक्षणिक परिदृश्य में विचारशील शिक्षार्थियों और सक्षम पेशेवरों को गढ़ने में हंसराज कॉलेज की भूमिका को उजागर करती है।

प्रगति और उपलब्धि की इस संस्कृति के बीच, कंप्यूटर साइंस सोसाइटी ने बौद्धिक अन्वेषण और तकनीकी जागरूकता को बढ़ावा देने में एक महत्वपूर्ण भूमिका निभाई है। अपनी पहलों और शैक्षणिक गतिविधियों के माध्यम से, सोसाइटी ने छात्रों के लिए कंप्यूटिंग की अपनी समझ को गहरा करने, नवीन दृष्टिकोण विकसित करने और ऐसे कौशल विकसित करने के सार्थक अवसर पैदा किए हैं जो कक्षा की सीमाओं से कहीं आगे तक जाते हैं। यह एक ऐसे मंच के रूप में कार्य करता है जहाँ जिज्ञासा का स्वागत किया जाता है, और विचारों को प्रभावशाली परिणामों में बदला जाता है।

संकाय सलाहकारों का योगदान विशेष प्रशंसा का पात्र है। उनका मार्गदर्शन, शैक्षणिक अंतर्दृष्टि और निरंतर प्रोत्साहन छात्रों को अन्वेषण करने, प्रश्न पूछने और उत्कृष्टता प्राप्त करने का आत्मविश्वास प्रदान करता है। मैं कंप्यूटर साइंस सोसाइटी के छात्र सदस्यों की भी सराहना करता हूँ, जिनका समर्पण और सहयोगात्मक प्रयास इसकी शैक्षणिक जीवंतता को बनाए रखने में अत्यंत सहायक रहा है।

'BITWISE 7.0' का प्रकाशन उनके दृढ़ संकल्प, रचनात्मकता और ज्ञान के प्रसार तथा उत्कृष्टता के प्रति साझा प्रतिबद्धता का एक प्रतिबिंब है। हंसराज कॉलेज की ओर से, मैं कंप्यूटर साइंस सोसाइटी, उसके संकाय सलाहकारों और उसके सभी सदस्यों को अपनी शुभकामनाएँ देता हूँ। आशा है कि आप उत्साह के साथ सीखने की प्रक्रिया जारी रखेंगे, उभरती चुनौतियों के अनुरूप स्वयं को ढालेंगे, और प्रौद्योगिकी की निरंतर विकसित हो रही दुनिया में सार्थक योगदान देंगे, साथ ही इस संस्थान के मूल्यों और विरासत को भी अक्षुण्ण बनाए रखेंगे।

Message from Teacher-in-Charge



Mr. Suyash Kumar

It is a distinct privilege to present this edition of our department magazine. This publication is a testament to the ingenuity, innovation, and vision for a paradigm shift in technological talent our students possess.

Over the past year, our students have actively participated in hackathons, technical events, and competitions and have also brought laurels to the department through their achievements in sports. These experiences shape not only technical ability but also confidence, discipline, and teamwork.

While we take pride in technical excellence, it is my unwavering belief that our goal should go beyond producing skilled professionals. I encourage our students to explore areas such as the Internet of Things (IoT), where technology directly connects with real-world problems and human needs. More importantly, I want them to grow as responsible and compassionate individuals, not just as technical experts or money-driven professionals.

I often remind students, "Do not only think about what you inherit as a legacy; think about what legacy you will leave behind." My simple mantra has always been, "Help each other and Grow Together". In an increasingly competitive world, collaboration and empathy are just as important as intelligence.

I appreciate the sincere efforts of the editorial team and all contributors who have worked together to bring this magazine to life. Their teamwork and commitment reflect the spirit we aim to nurture in our department.

This magazine is intended to inspire readers to stay curious, grounded, and purposeful in their professional and personal endeavors.

Warm Regards,
Teacher-In-Charge, Department of Computer Science
Hansraj College, UoD

MESSAGE *from* SENIOR ADVISOR



Dear Readers,

It brings me immense joy to introduce the 7th edition of Ordinateur, the annual publication of the Computer Science Department at Hansraj College for the academic year 2025–26. Every year, this magazine arrives as a reminder of just how far we have come — and this year, that feeling is stronger than ever.

The year 2025–26 has been a year that tested us, inspired us, and ultimately brought out the very best in our community.

Our students stepped up in ways that made us proud — diving deep into emerging technologies, taking on challenges that had no easy answers, and showing time and again that their potential reaches far beyond any syllabus. Whether on a competition stage, in a workshop room, or behind a screen at midnight debugging their latest project, they gave everything they had.

Ordinateur exists to honour that spirit. Each page of this edition carries the fingerprints of students and faculty who refused to settle for ordinary.



Dr. Harmeet Kaur

I am sincerely grateful to our editorial team for their vision and dedication in shaping this publication into something truly worth reading.

To everyone who picks up this magazine, I hope it moves you.

We stand at one of the most exciting moments in the history of technology, & our students are not just witnessing it.

They are building it.

Dream big, stay driven, and never lose that spark.

Warm Regards,

Senior Advisor : Team Bitwise Volume 7,
Dr. Harmeet Kaur

MESSAGE *from* BITWISE CONVENOR



Dr. Vidhi Khanduja

Greetings to all,

Welcome to Bitwise 7.0, an edition that marks a significant milestone in our department's journey.

This year's theme, "*Bitwise 7.0 : Iterating through Entertainment*," captures a pivotal moment where Entertainment, Creativity and Finance are being completely reimaged through the lens of Technology and AI.

As the Convenor of the Ordinateur society and Bitwise magazine, I am proud to present a magazine that doesn't just record these changes, but actively explores our students' roles as the architects of this new digital reality.

Throughout the year, I've had the privilege of witnessing the incredible energy and dedication that define the Ordinateur spirit. It has evolved into a dynamic playground where innovation meets art. Here, curiosity isn't just encouraged, it's applied. It is inspiring to see our members step beyond the classroom to prove that technology, when fuelled by imagination, can truly come alive.

On that note, I extend heartfelt congratulations to our Council Members and every contributor whose dedication keeps our department vibrant and distinguished.

I invite you all to explore this edition of Bitwise and join me in celebrating the spirit of our department.

This isn't just a magazine; it's a showcase of what happens when we support one another's growth.

A massive thank you to the entire Bitwise team and every contributor who helped pull this together.

Wishing all our readers a happy learning!

Warm Regards,
Convenor : Team Bitwise Volume 7,
Dr. Vidhi Khanduja



YOGITA
Editorial Head



DIVYANSH CHAUHAN
Editorial Head



SHRUTI SINGH
Editorial Senior Advisor

Welcome to Bitwise 7.0,

Each edition of Bitwise marks a step forward in growth and perspective. Bitwise 7.0 continues our journey of technical excellence while embracing innovation and creativity. This year's magazine explores how computing shapes experiences across technical, creative, and experiential domains.

From structured analysis to expressive digital applications, the articles in this edition highlight the versatility of technology in shaping modern experiences of entertainment. Covering a diverse range of ideas and approaches, each piece reflects the curiosity and effort of its contributor. Every article has been thoughtfully reviewed and refined to ensure it remains clear, relevant, and meaningful within this broader narrative.

The process of compiling this edition involved constant iteration, refining ideas, challenging approaches, and striving for a balance between depth and creativity. Working through revisions, meeting deadlines, and maintaining consistency required patience and collaboration. While the journey was demanding at times, it proved to be equally rewarding, strengthening both our perspective and our teamwork.

We are deeply grateful to our contributors for their enthusiasm and commitment, as well as to our mentors for their ongoing guidance and encouragement throughout this process. Their support played a vital role in shaping this edition into what it is today.

Bitwise 7.0 is more than just a collection of articles; it is a reflection of growth, effort, and evolving ideas within our community.

We hope Bitwise 7.0 engages you, informs you, and broadens your perspective.

Thank you for being a part of this journey.

Regards,
Editors-in-Chief, Bitwise Vol.7

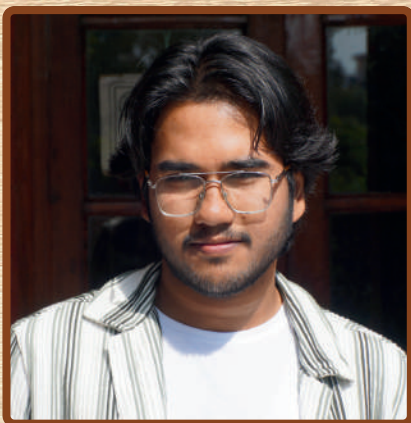
Ordinateur 2025-26 The Office Bearers



DIVYA BABBAR
President



VISHU
Vice-President



MOINAK ROY
General Secretary



GAURI TIWARI
Treasurer



DEVANSHI AHLUWALIA
Joint Secretary



SHUBH CHAWLA
Joint Treasurer



VICHAKSHNA MISHRA
Joint Secretary



REFLECTIONS

On Seeing and Becoming

ANNUAL REPORT

2025-26

Building upon its legacy of fostering technical excellence, **Ordinateur: The Computer Science Society** of Hansraj College, University of Delhi, experienced a dynamic and impactful academic session in **2025-26**.

Dedicated to bridging the gap between academic learning and industry practices, the society organized a diverse range of technical, professional, and community-driven initiatives that promoted innovation, peer-collaboration, and experiential learning.

Through the collective efforts of its faculty convenors **Dr. Vidhi Khanduja (Convenor)** and **Dr. Richa Verma (Co-Convenor)**, teacher-in-charge **Mr. Suyash Kumar**, student leadership, and enthusiastic members, Ordinateur continued to cultivate an ecosystem that empowered students with technical proficiency, leadership skills, and industry exposure.



Orientation Session

The session commenced on **22nd August 2025** with the **Orientation Session of Ordinateur**, introducing freshers to the society's legacy, organizational structure, five functional wings, flagship and other events, and the annual departmental technical magazine, *Bitwise*.

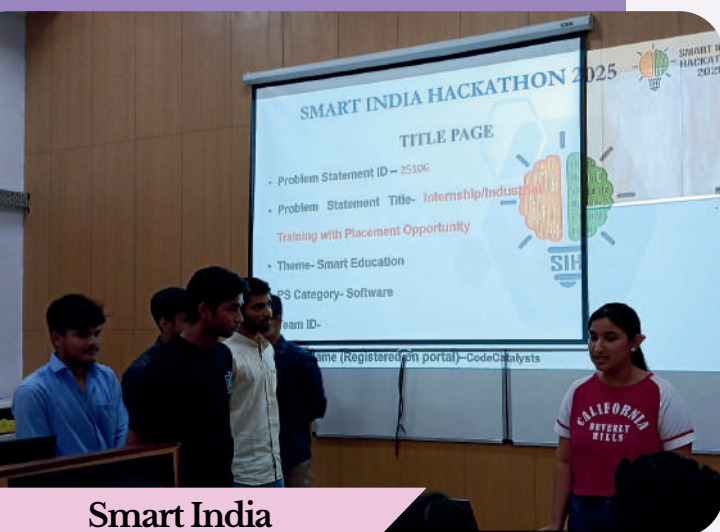
Interactive presentations and Q&A sessions familiarized students with the opportunities offered by the society and encouraged them to actively contribute to its vibrant community.



HIS and Samarth
Portal Awareness Drives



Alumni Connect
Meet 2.0



Smart India
Hackathon '26

This was followed by the **Hansraj Information System (HIS)** and **Samarth Portal Awareness Drive** from **1-10th September 2025**, through which dedicated help desks and personalized guidance assisted students and faculty in resolving portal-related issues concerning academic records, course registration, attendance, and administrative processes, reaffirming Ordinateur's commitment to serving the college community through technology.

Strengthening the bridge between academia and industry, the society organized its **Alumni Connect Meet 2.0** on **27th September 2025** under the theme **"Where yesterday meets tomorrow and memory lights the way."** Distinguished alumni from the 2020 batch shared valuable insights into their inspiring professional journeys, emphasizing adaptability, continuous learning, and networking as essential ingredients for career success.

The session was further enriched by a live demonstration on **prompt engineering** and **Cursor-based coding**, illustrating the transformative role of AI in modern software development.

Continuing its focus on innovation, Ordinateur collaborated with the Institution's Innovation Council (IIC) to organize the **Smart India Hackathon (SIH) 2025 Internal Hackathon** on **29th September 2025**. Witnessing participation from **21 multidisciplinary teams** evaluated across **3 expert panels**, the event showcased exceptional problem-solving capabilities and innovative thinking, ultimately selecting the top 3 teams to represent Hansraj College at the national level.

Team NeonMatrix, led by **Shivangi Priya**, emerged victorious in the internal rounds of SIH 2026.

One of the biggest highlights of the session was **Encrypto'25**, held on **13-14th October 2025** in collaboration with The **Arcade Society** and **KRAFTON India**.

The two-day techno-cultural extravaganza seamlessly blended industry interaction, innovation, and competitive spirit through an inspiring **speaker session**, an **AI Case Competition**, and the inter-college gaming championship, **Battle of Lights: Season 3**.

Industry expert **Mr. Prateek Gupta (Marsh McLennon)** shared valuable perspectives on product engineering, AI, and the rapidly evolving esports ecosystem, while **100+ case competition participants** demonstrated analytical depth by proposing AI-driven solutions to a real-world business challenge. The gaming championship further attracted enthusiastic participation from Hansraj College and institutions across Delhi, celebrating teamwork, strategy, and digital sportsmanship.

Encrypto'25



The society also nurtured departmental camaraderie through **Ignite' 25**, the unofficial Computer Science Freshers' Party, creating a vibrant platform for interaction, exciting performances and games, and community building.

Reinforcing its commitment to responsible technological advancement, Ordinateur collaborated with **Dyal Singh College** to organize a **Panel Discussion on "AI in Academia: Opportunities, Challenges and Ethics"** on **9th February 2026**.



Ignite'25

Conducted in line with the Ministry of Education's AI awareness initiative, the discussion featured **Prof. Baljeet Kaur**, who delivered an insightful session on AI-enabled pedagogy, curriculum transformation, and interdisciplinary integration, encouraging participants to critically examine the future of AI in higher education.

A defining achievement of the session was the **AI & Machine Learning Workshop**, conducted from **20th January to 15th March 2026** in collaboration with **Brudite Pvt. Ltd.** and **SkillBrew.AI**.

Combining offline and online learning, the intensive program equipped selected participants with practical expertise in **Python development, FastAPI, RESTful APIs, endpoint structuring, database integration using SQLite, LLMs using the Groq API, AWS services**, and modern AI development workflows like **Google Antigravity**.

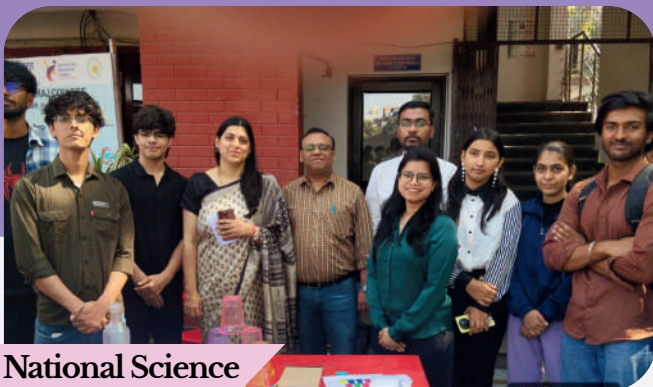
AI in Academia : Opportunities, Challenges and Ethics



AI/ML Workshop X AI Innovation Showcase



DuCAT Industrial Visit



National Science Day 2026

Multiple assessments ensured rigorous learning outcomes, while the **AI Innovation Showcase** on **10th February 2026** celebrated the successful completion of the AI/ML program's first phase by presenting innovative student-built AI solutions, ranging from gamified productivity dashboards to intelligent fitness and nutrition applications.

Providing students with valuable industrial exposure, Ordinateur organized the **DuCAT Industrial Visit** on **12th February 2026**, where participants explored emerging technologies through **drone piloting sessions, 3-D Printing, IoT project demonstrations**, and interactive technical engagements that connected theoretical concepts with practical implementation while offering meaningful career guidance.

The society further celebrated **National Science Day 2026** through a two-day series on **25-26th February**, filled with intellectually stimulating events, including a **Science Project Exhibition** featuring AI-based innovations, a **Digital Poster Making Competition**, the **Human Algorithm Relay**,



Project Ultron

a campus-wide **Treasure Hunt** that transformed computational thinking into an engaging experiential challenge.

The session concluded with **Project Ultron: The Ultimate Escape Room Challenge**, organized during **Confluence 2026** on **8th April 2026**. Featuring **21 teams** and over **65 participants**, the event challenged students through layered logical puzzles that tested analytical reasoning, observation, and teamwork, with **only one team** successfully solving the entire challenge.

The **2025-26 session** stands as another milestone in Ordinateur's journey of excellence. Through a carefully curated blend of technical competitions, industry collaborations, skill-development initiatives, and community engagement, the society continued to inspire innovation, strengthen professional competencies, and nurture future technology leaders.

With an unwavering commitment to learning, collaboration, and technological advancement, Ordinateur remains dedicated to shaping a generation equipped to excel in an ever-evolving digital world.

THE VISUAL IMPACT

THE SOCIAL MEDIA REPORT

2025-26



Views and Interactions

680.5K Cumulative Views

14.4K+ Interactions
21.3K+ Profile Visits and Engagement

Views and Impressions

5.3K Cumulative Impressions

+ 975.4 % Growth
+ 293.7% Viewership Growth

Instagram Analytics

Followers Gained:

153+

Content Posted:

165~

Accounts Reached:

86.7K



Followers Insights

+10.15 % Follower Growth
+1214.1 % Visitor Growth

Linkedin Analytics

Reactions:

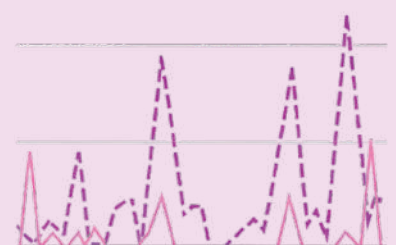
190+

Page Visits:

440~

Followers Gained:

35+



Visitors Insights

Best Performing Content



Most Viewed Reel:

Ultimate Hackathon Team

40.8K Views

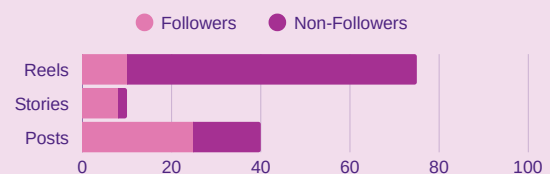
300+ Likes

and still counting.....

Starring :

Priyanshi, Tezas, Arshi, Harshi,
Devanshi

Content Interactions



Media & Platform Collaborations



Event Collaborations





ACHIEVEMENTS

ACADEMICS & CO-CURRICULARS

1. Internships and Placements :

- **Priyam Gupta, Anishka Raghuwanshi, Netresh Singh, and Thejas Suresh** secured placements at **D.E. Shaw & Co. Pvt.Ltd.**
- **Sahana Agarwal and Nakul Ghai** secured placements at **United Airlines.**
- **Parth Ratra and Kushagra Dwivedi** secured placements at **Aays Analytics.**
- **Pranjal Shome** secured placement at **NIIT Learning Systems Ltd.**
- **Divyanshu Rangad** secured placement at **Loop Subscriptions.**
- **Shruti Singh, Siya Chandna, and Aishmanya Nishi** were selected for the **prestigious Vice Chancellor's Internship Scheme** (Part-Time) for the year **2025–26.**
- **Atsou Josue Dossou** completed internships in various technical domains, **including programming, AI and ML at Cognifyz Technologies, Suvridha Foundation, SYNTECXHUB, and CodeAlpha.**
- **Ishita Tiwari** completed internships in various marketing and communications roles, including social media, and content creation at **Sukh, A Box of Stories, Enne Enterprise, SeeResponse, Decibel Media House, SkillingYou, and ASAP Media.**
- **Hiya Choudhary** completed internships in various marketing and communications roles, including social media and content creation at **Collegedunia, Enne Enterprise, Creativeकहानी.**
- **Angel** completed internships in various social media and marketing roles at **Kshitiksha Foundation, StockGro, and InfluCon Digitals.**
- **Rish Kumar Das** successfully completed a technological internship at **FIN-I.**
- **Amar Mishra** successfully completed a backend-development internship at **Prodesk IT & Engineering Services.**
- **Gauri Tiwari** completed an internship in UI/UX designing at **Vall Ventures Pvt. Ltd**
- **Divya Babbar** completed a Product Development Internship at **Minache House of Perfumes under the Udhmodya Foundation Internship Scheme.** She was also selected for the **Innovation Ambassador Internship** under the Institution Innovation Council (IIC).

2. Competitions and Others :

- **Gauri Tiwari, Moinak Roy, Yogita, and Fida Zara** co-authored a literature review paper and presented it at the **ICMSCI 2026 conference**, under the supervision of **Dr. Sunita Chand**.
- **Anusha Gupta, Kirti, Mohini Pal, Komal Sharma, and Anand Nonia** were selected for the prestigious **Dell Aspire Scholarship program** under the Michael & Susan Dell Foundation for the academic years 2026–2029.
- **Anusha Gupta and Kirti** were awarded the **Reliance Foundation Undergraduate Scholarship and I am the Change Scholarship**.
- **Ishika** was successfully awarded the **Team Everest Scholarship**.
- **Ms. Shreeya Mishra** presented a paper at **Symposium: Artificial Intelligence In Psychology & Mental Health 2026**, under the supervision of **Prof.(Dr.) Baljeet Kaur**
- **Sahil Sagar** presented a paper at **8th Biennial International Conference Frontiers in AI: Shaping the Future of Management 2026** under the supervision of **Dr. Vidhi Khanduja**.

EXTRA-CURRICULARS



Anubhav Malik

He has won **Men's Singles and Doubles** in numerous prestigious **Pickleball Championships**, including the **Picklebay North Zonals Championship 2026, Rally and Roast Pickleball Championships 2.0** and **Haridwar Pickleball League** from 2024–2026.

He also won 2nd place in **New Delhi YMCA Basketball tournament 2026**.



She has won **Women's Singles and Doubles** in numerous prestigious **Table Tennis Tournaments** including **ELAAN 26 Inter University Sports Fest, Khelo Delhi University 2026, Bhopal District Table Tennis Championship** and **Achievers Table Tennis Open Tournament** during the years 2024–2026.

Khushi Gupta



Uma Goel

She represented the college in several major **Basketball tournaments**, including the **YMCA Inter-College Tournament, the 62nd Royal Club Basketball Tournament, the Inter-College Basketball Tournament (UoD) Delhi khel Mahakumbh 2025-2026**, and the **Delhi Basketball League** from 2024–2026.





Gurshish, Gaurav Jha, Amar Mishra and Raghav Bisht

Gurshish, Gaurav Jha, Amar Mishra, and Raghav Bisht clinched the **Gold Medal** in the Hockey Tournament at IIT Kanpur's Udghosh 2025. They also achieved **3rd position** at DU Inter college and BOSM'25 at BITS Pilani.



Unnati Chaudhary

She participated in many renowned **Shooting competitions**, including the **68th National Shooting Championship** and the **Indian Team Selection Trials** during 2025-2026.



Vikrant Sandal

He has won in many prestigious **Basketball Tournaments** including **Gold at Agneepath Sports Festival** and **Silver at YMCA Inter-College Tournament** in the year 2025-26.



Khelo Hansraj 2026

Gurshish, Prince, Mukesh, Bhumika, Atsou Josue, Aarush Mudgal and Nikhilesh Luximon emerged **victorious** in the **Khelo Hansraj Football Competition 2026**, while **Rish and Hiya** secured the **Runner-up position** in the **Khelo Hansraj Doubles Badminton Competition 2026**.



Nitika Singh

She emerged as the **winner** in **Group Folk and Classical Dance Competitions** organised by Deshbandhu and St. Stephen's College. She also participated in the **Bharatnatyam competition, Natraj's Cradle Footloose**, organised by IIT Roorkee in 2026



Priyanshi Murari

She became the **Ms. Uttarang (Ramp Walk Winner)** at **Uttarang 2.0** organized by Devbhoomi, DRC.

She was also part of the **Group folk dance competition team** which won at Deshbandhu College.





Sachi Vaishya

She represented Hansraj College through the **Dramatics Society in the Nukkad Natak Competition at Antaragni 2026**, organised by IIT Kanpur.

Sumit Mishra and Saanvi

Sumit Mishra and Saanvi emerged as the **winners of the Western Acappella Competition** at IIT Kanpur, organised during 2026.

They also **won** numerous other **Group Song Competitions** in various renowned fests including those of **IIT Delhi, Christ University, ADGIPS, SRCC, Miranda, Hindu** and other colleges.



Cdt. Aadarsh Sharma

He was **selected** for the prestigious **Youth Exchange Programme to Singapore** by MoD, Government of India, among only 13 cadets across India.

He also won in **Best College (Senior Division), Best firer, Quarter guard, Inter platoon, Squad drill, Exhibition and Volleyball Competitions.**

He was also Part of the **Guard of Honor in Delhi Directorate.**

Cdt. Gaurav Jha

He participated in numerous **NCC events** including annual training camps and cultural events.

He also emerged as a **winner in Intercompany Squad Drill, Kho kho competition in ATC-37 and Best college (Senior division) in Delhi Directorate.**

He was also **appointed** as **Camp senior-junior under officer.**



Cdt. Swasthi

She participated in numerous **NCC events** including **Dance and Debate Competitions in Annual NCC fests.**

She also **anchored the NCC Annual Fest Valour'26** held at Hansraj College.

Cdt. Vikram Singh

He was part of the **Guard of Honour** and **won the Best College (Senior Division) in Delhi Directorate** for the year 2025-26.





TRAIL BLAZERS

Paths Forged Ahead

FROM CAMPUS TO CAREER

He entered college with no placement plan, no roadmap, and every intention of simply having fun. A little later than most, he found consistency and eventually, an offer from one of the world's leading technology firms.

If there is one thing **Manav Nigam** refuses to do, it is pretend that he had everything figured out from the beginning.

He did not enter college with a meticulously planned career path or a placement strategy. Like many students, he began college wanting to enjoy it first and worry about the future later. Assignments were completed at the last minute, lectures occasionally became background noise, and conversations with friends often revolved around why their CGPA looked the way it did. It was only when reality quietly caught up with him that things began to change.

What followed was not an overnight transformation. There was no miraculous breakthrough or sudden burst of motivation. Instead, there were months of learning DSA, building projects, solving problems, and showing up every day even when it was tempting not to.

That consistency eventually led him to **D.E. Shaw & Co.**, where he now works as a Core Tech Associate, helping build and maintain systems that quietly power the softwares behind the scenes.

Manav Nigam

Core Tech Associate, D.E. Shaw & Co.
B.Sc. (Hons.) Computer Science,
Hansraj College,
Batch of 2025



“A late start.
Countless hours of
practice.
One offer on the final
exam day.”

*“Being able to study is one thing.
Staying consistent at it is the hardest part.”*

Q1. If you had to describe your college life in one line, what would it be?

"Last-minute college assignments. Because that's all I did in college."

It is a simple answer, but one that perfectly captures the beginning of Manav's college life.

Placements, coding rounds, and career planning were never at the centre of his attention. Like many students, he entered college hoping to enjoy the experience first and think about the future later.

He remembers sitting with his friends on the farthest bench in the computer lab, spending entire lectures discussing why their CGPA was so low instead of paying attention to the teacher.

Q3. Briefly describe your journey from college to where you are today.

"My journey has been quite a roller coaster."

When Manav first entered college, his goal was simply to enjoy college life, and for a while, that was exactly what he did. Gradually, reality began to sink in.



He realised that if he wanted to build a career he could be proud of, he had to start putting in the effort.

He began learning DSA, worked on projects, and slowly built the skills that would later define his placement journey.

"Hard work paid off, I guess."

"Reality eventually catches up with everyone. What matters is what you choose to do when it does."

Looking back, he credits not talent or luck, but small, consistent decisions that shaped his journey.

Q4. What are you currently working on, and what does your day-to-day role look like?

Today, Manav works as a **Core Tech Associate** at **D.E. Shaw & Co.**, where his day largely revolves around ensuring software systems remain reliable and efficient. His work involves **fixing bugs, automating repetitive processes, and building solutions that help applications run smoothly.** Much of it happens behind the scenes, but every improvement contributes to making larger systems more dependable.

Q5. What skills from college are you actively using in your current job & also?

"Core CS fundamentals continue to help me in my day-to-day work, from understanding systems to solving technical problems."

The concepts he learned in college, he says, have remained relevant long after placement season ended. Apart from that, one skill has become equally important, that is **communication.**

Being able to explain ideas clearly, discuss solutions and express technical thoughts confidently has proven invaluable in a professional environment.

"If you can communicate and present yourself confidently, you've already cracked half of any interview."

Q5. How did you prepare for coding rounds, interviews, and company-specific tests? How important are projects, and internships during placements?

Rather than relying on last-minute preparation, Manav focused on **building consistency over time**. *"I didn't have to 'prepare'; I just had to go through the most frequently asked questions and revise them a bit more."*

Months of **regular practice** meant that when coding rounds and interviews finally arrived, they felt more like revision than a race to cover new topics.

For company-specific assessments, he also found it helpful to **understand patterns** from previous coding questions and interview experiences. Recognising these patterns gave his preparation greater direction and helped him focus on what mattered most.

Projects and internships, he explains, give interviewers something meaningful to discuss. **"They are VERY VERY important."** *I got rejected from the final round of D.E. Shaw the first time just because I didn't have a project or internship on my résumé"*

Q6. What resources (platforms, courses, or strategies) would you recommend to juniors?

"YouTube & stay consistent, that's all."

He encourages students to **actively build meaningful projects, practice consistently on LeetCode, and make use of AI tools** as learning companions.

"Everything is available for free now. Learn from YouTube, practise on LeetCode, build with the help of GPT and Claude, it's like having a personal tutor."

For him, a résumé filled with thoughtful projects says far more than one filled with certificates.

Q7. What do companies like D.E. Shaw look for beyond technical skills?

Technical knowledge may open the door, but it is rarely the only quality companies evaluate. According to Manav, employers also look for clarity of thought, curiosity, logical reasoning, and the ability to communicate ideas effectively. Remaining calm under pressure and approaching unfamiliar problems with a structured mindset often matters just as much as arriving at the right answer. The interview, in many ways, is about demonstrating how you think as much as what you know.

Q8. What advice would you give to current Computer Science students for their career? Any final message for your juniors?

"Attendance is not that important," he says. "As long as you're able to learn the concepts that actually help in your career, you can skip classes. Enjoy college life. It's not that serious. It's one of the best times of your life, and you don't have to spend it worrying about your future every day."



DE Shaw & Co

THE FOUNDER'S

IN THE
MAKING - I

Wasabi AI is a student-first platform built with the vision of democratizing artificial intelligence. It recognizes that the real challenge today is not access to AI tools, but developing the right understanding and mindset to use them effectively. With a “mindset-first” approach, Wasabi AI, enables students to not just use AI, but to think with it. The platform exposes learners to a variety of AI tools, supports them through structured learning, and emphasizes hands-on execution through projects, problem statements, and internal hackathons. At its core, Wasabi AI aims to transform passive learners into active builders.

THE WASABI
EFFECT:
WHERE
CURIOSITY
IGNITES
CREATION

HRITIK
“WASABI AI”

More than anything else, **Hritik** considers himself a **lifelong learner**.

What began as a curiosity-driven exploration of AI during his Class 11 years gradually transformed into a journey of continuous learning, adaptation, and creation. That unwavering pursuit of knowledge eventually culminated in the founding of **Wasabi AI**.

“We don’t just teach AI — we build thinkers who can use it.”

Q1. What inspired the idea behind “Wasabi AI” ?

“I remember a moment in class during the early AI boom in 2023.

A student was spending hours solving something that could be done in minutes using AI, but she wasn't using it simply because she didn't know about it or didn't trust it. That's when it clicked for me.. there are endless AI tools, but no one is building confidence in students to use them. That gap between access and understanding is what pushed me to start **Wasabi AI**. ”

Q2. How did you build your team and manage workflow, and how did you handle resources and execution in the early stages?

“We started small and gradually built a team of co-founders, mentors, and contributors, focusing more on adaptability than rigid structure. Over time, we realized that **execution matters more than perfection**. Early on, we made mistakes like scaling the team too quickly, which taught us to stay lean and prioritize building and testing over excessive planning.”

Q3. Any memorable experiences or defining moments?

“One moment that really stayed with me was when a student, after a short session, went on to build something of his own. In just one session, he went from learning to actually building a startup. That's when I realized that the impact we are creating is real, and that the right guidance can unlock huge potential.”



Q4. What were the toughest challenges you faced early on?

“For me, it was never just one phase.. It's been a **continuous mix of highs and lows**.

Some days feel like everything is working, and some days feel like nothing is.

The toughest parts were things I had no prior experience with.. like legal processes, founder agreements, and registering the company. Handling compliances at a young age was honestly very challenging, but those experiences taught me how things actually work in the real world..”

Q5. What are your future plans for Wasabi ?

“Right now, we are focused on students, but I want to expand this further. I've noticed that AI is still not accessible to older generations like parents and grandparents. So I want to build something for them as well. At the same time, I also want to create stronger technical solutions for students, while keeping our core philosophy the same - mindset first, then tools. ”

Q6. What advice would you give to aspiring entrepreneurs?

“My advice is simple..... **don't wait for perfection. Just start executing**. Building something is the fastest way to learn. It shows you your strengths, your weaknesses, and gives you clarity that no planning can.”

Q7. If you had to divide your journey into past, present, and future.. How would you describe it?

Past - I was a learner with very little experience, but I kept trying and didn't stop.

Present - I'm a confident founder who wants to build and believes that I will build.

Future - I see myself as a leader who will influence and help the younger generation, make things accessible for them, and achieve my dream.

This journey reflects a key insight:

You don't need to have everything figured out to start.

What matters is taking action, learning along the way, and staying consistent - because that's how small ideas grow into something meaningful.....



FOUNDER'S

IN THE MAKING-II

THE GOLDEN HARVEST: A FOUNDER'S JOURNEY BEYOND CODE

Anubhav Malik is a third-year BSc. Computer Science (Hons.) student at Hansraj College and a dedicated athlete who has represented his state in basketball and squash at the National level. His transition from the sports arena to the business world is driven by a pragmatic approach to team dynamics and a passion for creating impactful home-grown brands.

**ANUBHAV
MALIK**

"THAT'S GUD"

"We saw a gap where hygiene met tradition, and decided to bridge it with a brand."

"That's Gud" is a forward-thinking FMCG brand specializing in premium, hygienic Jaggery products. Born from a desire to modernize a traditional staple, the startup focuses on bringing high standards of sanitation and branding to a market that has long been unorganized.

Q1. Where did the initial spark for "That's Gud" come from?

"The idea was born out of a **simple observation**. My co-founder, who comes from a family with sugarcane farms, brought some authentic village-made jaggery for me to taste. While the product was excellent, we realized the entire sector lacked hygiene and professional branding. Around the same time, seeing a jaggery pitch on Shark Tank confirmed my belief that there was a massive, untapped market for a clean, reliable jaggery brand."

Q2. How did your background as a national-level athlete influence this journey?

"**Sports has always been a way of life** for me rather than just a career path, thanks to my family's athletic background. While I never viewed it as my primary profession, competing at the national level in basketball and squash taught me core stability and discipline. Those lessons in grit and teamwork translated perfectly into the startup world, allowing me to handle the pressures of launching a business while still managing my academic life."

Q3. What was the reaction from your family and peers when you started?

"Initially, there was a **bit of humor involved**, coming from Hansraj College and telling people I wanted to sell jaggery (gur) raised a few eyebrows. My parents jokingly asked if I was going to sell gur after going to such a prestigious college. However, once they saw the vision and the effort I was putting in, they were incredibly supportive. I haven't faced any backlash; instead, I've had the freedom to experiment and build."

Q4. How have you managed resources and raw materials, and what has been your strategy for funding and scaling the business?

"Resource management starts at the source, with direct access to sugarcane farms in Western UP ensuring a reliable, high-quality supply. This helps us preserve the traditional essence of jaggery while handling hygienic processing and packaging in-house."

On the funding side, we are currently bootstrapped, with all investments coming from our own pockets. This keeps us lean and gives us complete control over the brand."

As we grow within the FMCG space, we will explore strategic funding at the right time to scale further."



ANUBHAV MALIK
FOUNDER

SARTHAK RANA
CO-FOUNDER

Q5. How do you manage workflow and avoid friction within a small team?

"Managing a startup with just four people is duly challenging, but we rely on a **strict segregation of work**.

Every team member has a clearly defined role, and we maintain a culture of non interference. We trust each other to excel in our respective departments. This ensures efficiency and smooth daily operations without unnecessary friction or confusion."

Q6. Did you face any moments where you felt like giving up early on?

Our biggest test was the **timeline**.

We had a specific plan for the launch, but we ended up facing significant delays, which was a bit of a setback. It's easy to feel discouraged when things don't go according to the calendar. However, our motivation was simple: we refused to give up. We pushed through the delays, stayed focused on the goal, and eventually saw our products hit the shelves in November.

Q7. Looking ahead, what are the future plans for "That's Gud"?

Our vision is to move beyond just being a jaggery brand and **establish ourselves as a reputable name in the wider FMCG sector**. We want to diversify our product offerings while keeping the core focus on health, tradition, and hygiene. In the short term, we are focusing on expanding our reach across Delhi-NCR and eventually taking our heritage-driven products to a national level, proving that traditional Indian staples can compete with any global brand.

Q8. What advice would you give to other students looking to start their own journey?

The most important thing is to **start and stay consistent**.

Don't be deterred by people who might find your idea unconventional, like my initial "selling jaggery" story. If you see a genuine gap in the market, pursue it with discipline. Treat your startup with the same grit you would apply to a sport, stay focused on your "core stability," manage your team with trust, and never let the setbacks convince you to give up on the vision.



FOUNDER'S

IN THE MAKING-III

She was supposed to study data.

She ended up studying people — what they feel, what they scroll past, and, most crucially, what makes them stop.

Ishita Tiwari, a third-year B.Sc. Computer Science student, is the founder of **The Draft Agency**, a marketing firm built for small businesses that have great products but no idea how to be seen. What began as a curiosity, nurtured through many internship after internship, quietly became a company — one client, one shoot, one late night at a time.

At 20, Ishita turned a decade of internships and a deep love for production into her own marketing agency..... and never looked back.

**ISHITA
TIWARI**
“THE DRAFT
AGENCY”

**THE GIRL
WHO CHOSE
FEELING
OVER
FORMULA**

“My job is basically guessing what strangers on the internet will feel next Tuesday at 7:43 PM.”

Q1. You enrolled in Computer Science. How did you end up in marketing?

The pivot was not planned, it was felt.

"I started doing internships in my first or second month of college," Ishita recalls. Her first two or three were in social media marketing, and it was while working with a mental health brand called Sukh that something clicked. "I really fell in love with marketing. I realized that CS or data analysis is not made for me." The decision, she says, came from the gut, not the spreadsheet.

Q2. Ten internships in one year; how does that even happen?

Ishita's LinkedIn profile reads like a sprint — social media marketing, digital marketing, performance marketing, brand strategy;

all crammed into twelve months. The first one came through Internshala. *"It was a very new startup, so they hired me,"* she says matter-of-factly. *"I am a person who can never sit idle. If I sit idle even for a while, I either overthink or I think of myself as a waste of potential."* Once she had that first experience on her résumé, the rest came through Internshala and LinkedIn. More than hustle, though, it was a deadline she had set for herself: three years to truly map the landscape of marketing and find her corner of it.

Q3. Where did the idea for The Draft Agency come from?

Every internship Ishita did had one frustration in common: nobody let her lead production. At startups, at media houses, at agencies, she was always adjacent to the thing she loved most. *"I personally love production and content creation, and I think that is why I decided to have my own marketing agency — because then I have the liberty to be the leading person."*

But the agency was not just about her creative freedom. It was also built around a gap she kept noticing: **small businesses with genuinely good products that simply did not know how to be seen.** *"Their products are good, but they lack the right visibility or strategy. I wanted to bridge that gap."*

Q4. How do you actually start? What were the first steps?

Her answer is practical, almost clinical in its clarity.

*"First, **you need to have something to show** your potential clients."* So she built her portfolio, using early internships as the foundation.

Then came a smarter move: she approached brands with a trial period — they could see what she could do; she could add to her portfolio.

10

**Internships
in year one**

04

**People on
the team**

01

**Leap of
faith**

THE DRAFT
AGENCY
EST. 2025

"Once I started working in marketing, I realised there is scope — plus it's something I really like to do. The biggest blessing was figuring that out fairly quickly."



"If I contacted three people, there were two rejections and one moved forward as a client." The arithmetic of rejection, she learned, is part of the process. The harder milestone, she admits, was not getting clients — it was building a team.

"Starting, everything was on me. I had to go for the shoots, plan everything out." Slowly, she brought on an intern, then a cameraperson, and the shape of an agency began to form.

"Team building was the most tricky part. I was looking for someone who had the same passion for marketing as I do — because making graphics isn't hard, but without that creative flair, you cannot build a brand."

Q5. How do you manage college alongside all of this?

Strategy, deck-building, client briefs — those happen after college hours, often late into the night.

"You have to work 24x7; there is no rest, especially when you are starting to build it out." The only part that refuses to fit neatly into off-hours is the shoots, which require her presence on location.

"When I have shoots, I have to skip college. I do not regret it — but it is a little hard with attendance." The 60% attendance requirement looms, but so far, she has managed to hold both worlds together — just barely, and with intention.

Q6. How did your family react to this shift; computer science to marketing field to startup?

Her parents, she says, have always been fundamentally supportive — but support does not mean silence. When she moved from B.Tech plans to B.Sc., there were conversations. When she moved into marketing, her mother asked the quiet question every parent asks: *"Are you going to earn well in this?"* *"Once you can show results to whatever effort you are putting in, it's not that hard."*

Her father's faith, she notes, has been

unwavering — *"He is like, whatever she does, she will do it well."*

She calls that a blessing, and says it without a trace of irony.

Q7. What does success look like for you right now?

Not scale. Not numbers. Something more considered.

"For my startup, success would be delivering the best that I can to my clients. For me, it's not getting more and more clients — it's doing justice to the clients I already have, for putting that trust in me."

It is a philosophy that runs counter to the usual founder mythology of growth at all costs — and in a world of inflated metrics, there is something quietly radical about it.

"That leap of faith I took was one of the best decisions I ever made. I was very unsure and scared — but I started, and I continued."

Q8. What advice would you give students who want to build something?

She does not mince it.

"You need to be very sure of what you are doing, because once you start, there is no going back."

Be genuinely passionate about the field. Know that you will be working around the clock, especially in the beginning. And build — a portfolio, a client base, a team — before you think you are ready.

"The hard part was never starting. The hard part is continuing when it gets heavy."

Ishita Tiwari founded "The Draft Agency" in her second year of college.

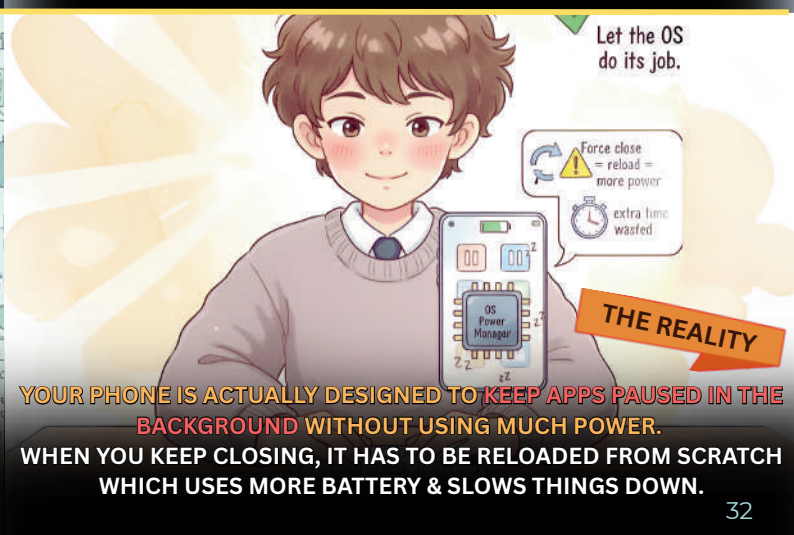
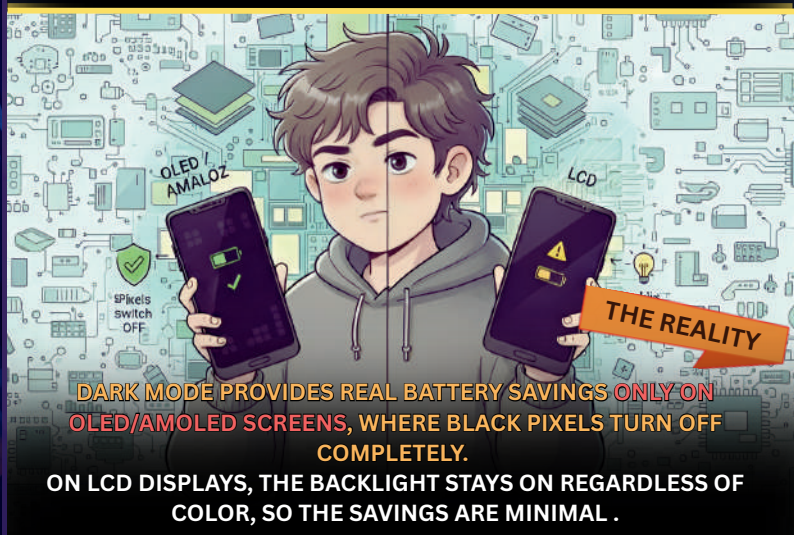
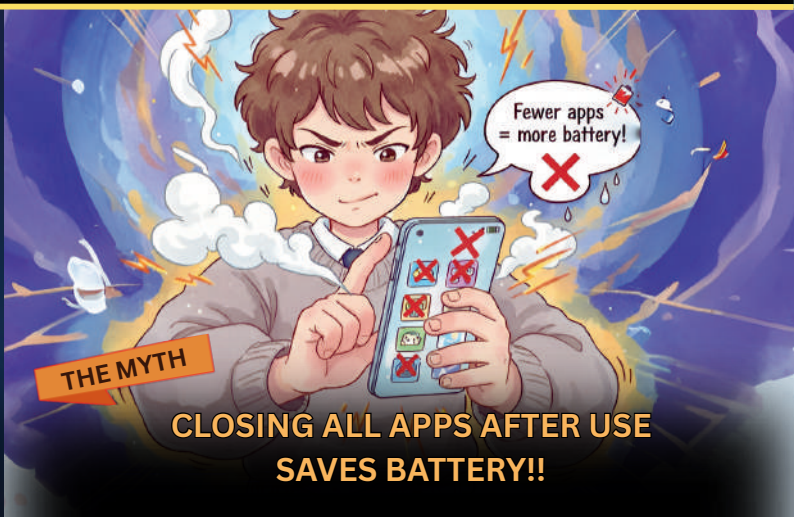
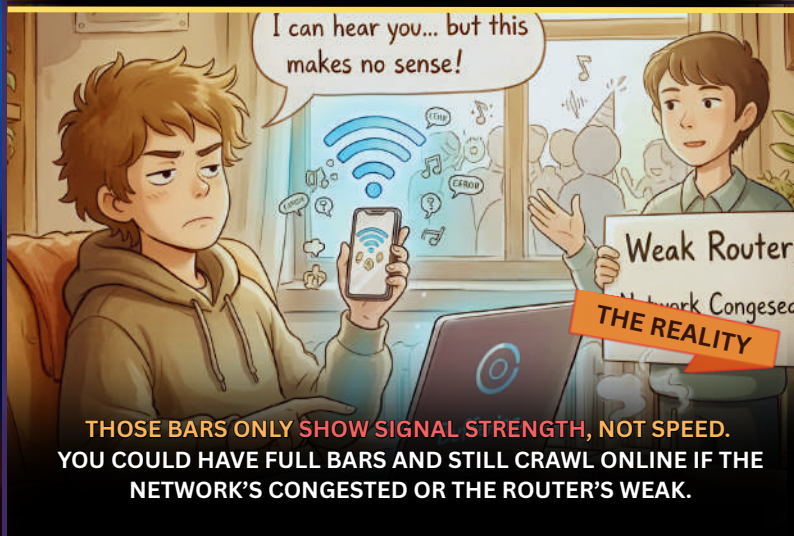
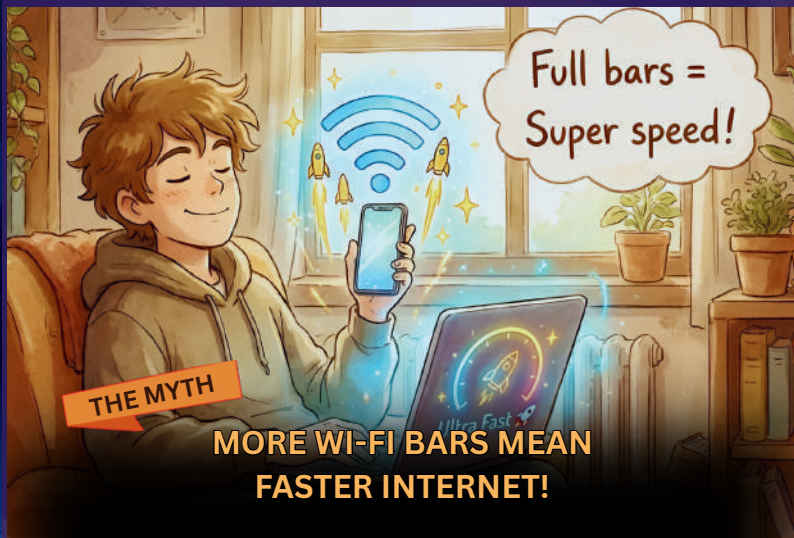
The agency focuses on content production and marketing strategy for small businesses. She is currently a team of four — and still goes to every shoot herself.



OBSERVATIONS

Mapping Frontiers of Innovation

MYTH BUSTERS



TECH FACTS!

THE EIGHT-HOUR PHOTOGRAPH

The first camera took 8 hours to capture a photo! In 1826, Joseph Nicéphore Niépce's camera needed a full day's light exposure - imagine making a video like that!



THE DAWN OF SPACE TOURISM

By 2035, commercial space travel is expected to be accessible to civilians. Companies like SpaceX and Blue Origin are already developing spacecraft that could take passengers on two-hour trips orbiting Earth - marking the beginning of a new travel era.



THE INTERNET IS A MULTIMEDIA MUSEUM

Every minute, people upload over 500 hours of video to YouTube, send 40 million messages on WhatsApp, and post hundreds of thousands of photos to Instagram. That's a lot of pixels flying around!



FIRST ANIMATED MASTERPIECE

Pixar's Toy Story (1995) was the world's first completely computer - animated movie and each frame took up to 13 hours to render!

TECH'S WEIRD BEGINNINGS

Do you know that Google was originally named "Backrub"?!! As a matter of fact, the first webcam was created to monitor a coffee pot at the Cambridge University.



GAMING'S HUMBLE BEGINNING

In 1958, Tennis for Two became the world's first video game - no fancy graphics, just two glowing lines and a bouncing dot. It paved the way for Fortnite!



The world of endless possibilities.

The Minecraft world spans about 60 million × 60 million blocks, far exceeding Earth's surface area.

WEB'S OLDEST SURVIVOR

Launched in 1991 by Tim Berners-Lee, the first website ever is still active. It was a text-only page explaining what the WWW was, no pictures, no colors, just pure info.



THE FONT THAT REMEMBERS

There's a font that can help you remember better. It's called Sans Forgetica, designed by psychologists to improve recall - multimedia meets memory science!

JAPAN'S CUTEST TECH REVOLUTION

The first set of emojis was created in 1999 in Japan, with just 176 tiny icons. Today, we have over 3,600+ expressive faces and symbols!



ALL HAIL BLUETOOTH!!!

Bluetooth is named after a 10th-century Viking king, Harald "Bluetooth" Gormsson, who united Denmark and Norway.

SCALE, RISK AND THE RISE :

Groww-ing India's Wealth
through Tech

Mridul Pangtey &
Divya Falia (1st Year)



“ Once a quiet doorway to mutual funds, **Groww** waited patiently at the edge of ambition.

As the world stood still, India's youth turned to their screens, hungry for a sense of control over their financial futures.

Today, it stands not just as an app, but as a movement where ordinary dreams learned to grow into wealth.

”

LOCKDOWN

The catalyst of a new era

The pandemic lockdowns served as a watershed moment for the Indian financial landscape, triggering a massive migration of household savings from physical assets like gold and real estate into the equity markets.

This "**financialization**" of the Indian economy saw an unprecedented surge in retail participation, with Demat accounts exploding from roughly 4 crore in early 2020 to over 21 crore by the start of 2026.

This shift was fueled by the **rapid digitalization of brokerage services**, where platforms like Groww and Zerodha simplified market access for a younger, tech-savvy generation. The result was a historic "V-shaped" recovery that saw the Nifty 50 leap from its 2020 lows of ~7,500 to crossing the 25,000 mark by late 2025, driven by a resilient domestic investor base that provided a crucial buffer against global volatility.

Consequences that matter:

1. Equitization of Savings

The lockdowns in India sparked an **unprecedented shift in savings behavior**, as household wealth moved rapidly from traditional assets like gold and real estate into financial markets. What was once an elite domain transformed into a mainstream avenue, with the stock market emerging as a powerful wealth-building platform for the middle class.

2. The Retail Power:

The Individual investors now hold approximately **₹84 lakh crore in NSE-listed equities** — a 5x surge since the 2020 lockdowns.

3. Demat Explosion & SIP Revolution:

Demat accounts jumped from ~4 crore in early 2020 to **over 21.28 crore** by late 2025.

Monthly Systematic Investment Plan (SIP) inflows **hit a record ₹31,002 crore** in December 2025, a massive leap from the ₹8,000 crore levels seen pre-pandemic.

NSE MARKET PULSE (DEC-2025)

Metric	Pre-Pandemic (2019)	Groww Era (2026)
Median Investor Age	38 Years	29 Years
Primary Asset Choice	Fixed Deposits / Gold	Equity Mutual Funds
Avg. Portfolio Size (18-25)	₹5,000	₹45,000
Active Trading Frequency	Monthly/Quarterly	Daily/Weekly

The Youth Effect

Gen Z invests with "Groww"

Groww transitioned from a niche mutual fund platform into India's largest broker by active users, reaching a valuation of ~\$11 billion after its late-2025 IPO.

Pre-2020, it focused mainly on mutual funds. The pandemic-driven surge in retail trading propelled its rise, making it a defining example of the **"Pandemic Pivot."**

The pandemic acted as a **"velocity booster"** for Groww, moving them from a small fintech player to a multi-crore powerhouse.

The **"Groww Effect"** has transformed investing from a high-stakes, expert-only activity into a digital lifestyle choice for Gen Z and Millennials. By 2026, the company has scaled its backend to handle 1.21 crore active clients. Data from NSE Market Pulse (December 2025) reveals a fundamental shift in how the youth manage their capital.



A History of Growth

- The story of Groww is not merely a corporate timeline; it is a narrative of four friends — **Lalit Keshre, Harsh Jain, Neeraj Singh, and Ishan Bansal** — who stepped out of the high-octane corridors of Flipkart to answer a single, quiet question: **“Why is the path to wealth so difficult for the common Indian?”**
- The journey began in the vibrant streets of Indiranagar, Bengaluru. Unlike the aggressive "disruptors" of their time, the Groww founders played the long game. Instead of rushing into coding, they began by deeply understanding hesitant investors, discovering that **trust was India's biggest barrier**.
- This insight led to Groww's launch in 2017 as a minimalist sanctuary for Direct Mutual Funds, stripping away hidden commissions and complexity for the new age investors.

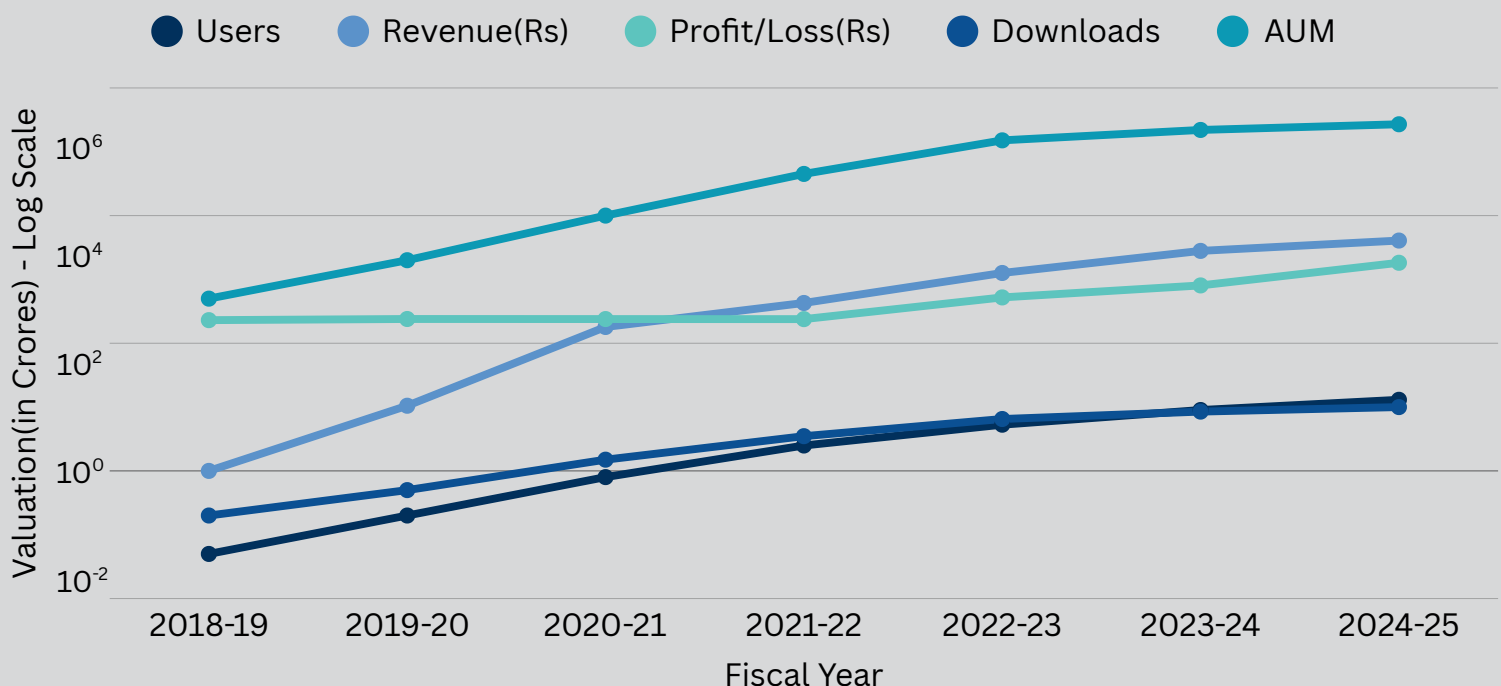
The Pandemic Pivot : From Stillness to Storm

- For years, Groww **began as a serene platform** for long-term investors, but the 2020 pandemic sparked a surge in young Indians, hungry to seek control over their financial futures.
- Responding quickly, it expanded into stocks, ETFs, and IPOs, scaling from a small startup to a mass-market platform.
- This rapid growth led to its **Unicorn status in 2021**, positioning Groww as a symbol of India's retail investing revolution.

The IPO and the Legacy of Simplicity

- Groww's journey peaked with its blockbuster IPO in November 2025, marking a full-circle moment for founder Lalit Keshre, who was now standing at the helm of a ₹1,00,000 Crore empire.
- By early 2026, it **became India's No. 1 stockbroker**, handling 1.21 crore active clients and surpassing traditional rivals.
- Despite its massive valuation, Groww remains rooted in its mission of simple, inclusive investing for every Indian.

Growth Metrics Over Time (Log Scale)



Growth of Groww in user base and profits over various periods

Visionaries behind Groww

The architects of a financial revolution



Neeraj Singh : The Digital Blacksmith

Behind every seamless "buy" button is a world of complex code. Neeraj Singh is the **engineering powerhouse** who built the infrastructure from the ground up. Neeraj ensured that the platform's pulse remained steady, secure, and lightning-fast, turning high-level visions into functional digital reality.

Lalit Keshre : The Visionary Captain

If Groww is a vessel, Lalit Keshre is its **steady hand at the helm**. With an engineering soul and a product-first mind, he recognized that the greatest barrier to wealth wasn't a lack of money, but a lack of transparency, bringing transparent philosophy in the chaotic markets.



Harsh Jain : The Strategist of Scale

The **bridge between complex data and human behavior**, Harsh Jain focused on the "why" behind the investor. With a background that spans IIT and UCLA, his contribution was ensuring that Groww wasn't just a tool for the elite, but a scalable ecosystem for the "Next Billion" users.

Ishan Bansal : The Market Navigator

Every fintech giant needs a **master of the financial terrain**. Ishan Bansal brought the technical depth required to navigate the labyrinth of mutual funds and stocks. His focus remained on the integrity of the platform—ensuring a robust, compliant, and sophisticated engine capable of handling the nation's aspirations.



How **Groww** leveraged simplicity ?

Groww's tech evolution is a journey from a "simple wrapper" for mutual funds to a high-concurrency, **AI-native trading infrastructure**, leveraging profound simplicity. By perfecting their existing UX, they successfully converted "investors" into "traders".

The Shift to Distributed SQL

01

To handle rapid growth in transaction volume, Groww moved from traditional monolithic systems to scalable distributed architecture, adopting **CockroachDB**, a distributed SQL database that provides ACID compliance and elastic scaling, allowing servers to be added without downtime.

02

Faster processing & Low Latency

It also automated trade reconciliation using **DuckDB**, enabling SQL queries directly on Parquet files and reducing processing time. For ultra-fast trading, Groww's "**915 Terminal**" uses the **Data Plane Development Kit**, which enables trading applications to communicate directly with network hardware, bypassing the operating system kernel.

Zustand for Frontend

03

On the web and mobile, Groww uses **Zustand** instead of heavier frameworks like Redux. This ensures that only the specific price widget on your screen re-renders when a stock price moves, preventing the "laggy UI" feel during high volatility.

04

The Agentic AI pivot : Groww MCP

Groww leverages the **Model Context Protocol (MCP)** to connect user portfolios with AI assistants such as Claude and Cursor. MCP follows a **stateless architecture**, allowing any server instance to process any AI request reducing memory usage by about 50%, improving scalability, and enables zero-downtime deployment of AI updates.

Job-Runner Framework & Data Compression

05

Groww uses a custom Kubernetes orchestrator that instantly scales resources during IPOs and market surges, preventing server overloads. To fit large portfolios into an AI's "context window," Groww engineered an intelligent compression layer that pre-computes metrics like P&L and exposure before sending them to the LLM..

Monetizing Scale: Revenue & the Road Ahead

Groww's business thesis for 2026 centers on monetizing a massive, captured audience through product depth and vertical integration. After spending years on aggressive user acquisition, the company is now shifting its focus toward **Revenue per User (ARPU)** and **profitability sustainability**. Groww has successfully diversified its income streams. While equity derivatives still lead, new segments are scaling fast.

Revenue Mix Breakdown (Q3 FY26)

53%

Equity
Derivative

18%

Cash
Stocks

7%

Commodity
Derivatives

5%

Credit
(PL + LAS)

Strategic Outlook for 2026-27

Monetization of "Float"

With total customer assets on the platform **crossing ₹3.0 Trillion**, Groww is earning significantly more from the "float"

Operational Leverage

Low **Customer Acquisition Cost (CAC)** low - around ₹900 per user - an **in-house tech stack** enable Groww to achieve significant economies of scale.

International Ambitions

The **State Street partnership** paves the way for global investment products to Indian retail investors and potential international expansion.

The Harsh Reality :

1. The "Illusion of Knowledge":

While technology has made the market accessible, it hasn't necessarily made it understandable. Because the app is easy to use, many young users (under 25) overestimate their market skill. This leads to a "Profitability Paradox" where this age group has the highest participation but the lowest realized profits (~7%).

2. The "Debt Increment": The F&O Trap

91% of retail traders (mostly under 30) lost money in derivatives in FY25. The ease of "one-tap" trading makes it difficult for young minds to perceive the real-world weight of digital losses



EXPOSITIONS

Where Ideas Take Flight

THE MAYA OF AI

- Dr. Harmeet Kaur

Artificial Intelligence today stands as a classic **“necessary evil”**.

A force that brings both comfort and concern. On one hand, AI can create what may be called a **“maya inside maya,”** blurring the line between reality and illusion in deeply emotional ways.

For instance, AI can virtually recreate loved ones who have passed away, allowing them to appear in family celebrations like weddings or anniversaries.

Such applications, though artificial, can offer immense emotional healing and happiness.



A powerful example is **Sonu Nigam using AI to recreate the voice of Mohammed Rafi** as a tribute—

an act that preserved nostalgia while embracing technology. Similarly, Indian OTT platforms are increasingly using AI to produce mythological series at a fraction of traditional costs, making content creation faster and more accessible.

However, **this efficiency comes at a price.** Reduced production costs may translate into fewer jobs, posing an existential threat to artists, technicians, and many others in the industry.

The concern is not hypothetical—Hollywood has already witnessed strikes where workers demanded limits on AI usage to protect creative labor.

Thus, **AI is both a tool of emotional enrichment and economic disruption**, making it indispensable yet deeply unsettling.



Where does this digital illusion lead us next?

In this section, we journey through the many faces of technology in entertainment—from the creators we follow and the content we binge, to the music we vibe, games we enjoy and the innovations working behind the scenes.

Each article uncovers a different piece of this ever-evolving digital world, inviting you to look beyond the screen and discover the technology shaping the entertainment we love.





THE MIRROR MAZE

DR. RICHA VERMA

Open a social media app on your phone right now and you will find someone showing how the perfect morning routine looks like, the life-changing productivity trick, and endless hacks for 'hacking' your life. These creatures are called as **influencers**, but here's a question worth sitting with; are they actually influencing anyone? Or are we just caught up in a loop of watching a very polished version of our own reflections?

The word **influencer** used to carry weight. It implied that someone has made a shift in perspective or a created change in heart. Today, it has been flattened to a metric that resonates to follower count.

There is a stark difference between being seen and being heard. A creator with a million followers has a wide reach. But if the audience is mindlessly swiping the surface level reels while watching TV, is any actual influence happening?

In majority cases these social figures pose more like a digital wallpaper. Visually perfect, ever present and entirely forgettable.

ARE SOCIAL MEDIA INFLUENCERS ACTUALLY INFLUENCING?



They do not tend to challenge their audience to something new; they just reflect back on what an individual already wants to believe about itself.

This is not a small issue. When influencers collapse into validation, the audience ceases to be led by ideas and start being sedated by familiarity.

The irony in the influencer culture is the influencer is rarely the one doing influencing.

To stay visible, these content creators have to post at the right times, following some trend, using the trending audio to match their pace with the algorithm rewarded engagement rate.

This ***cycle of hollow validations*** becomes more vicious when we observe that even government bodies are now promoting such felicitating them, granting a digital facade a seal of official approval. This validation spreads a dangerous lie to the youth that viral fame is the premier shortcut to success, a mechanism that decouples success from substance. Consequently, the youth has begun to pull away from their studies, dazzled by the shortcut of quick, visible wealth. When our students get lured by fleeting rewards of digital attention, they aren't just shifting focus; they are trading their intellectual foundation for temporary payouts.

In the longer run if we continue to value "likes" over learning, the national educational standards and collective wisdom will not just stall; it will ***irreversibly wither.***

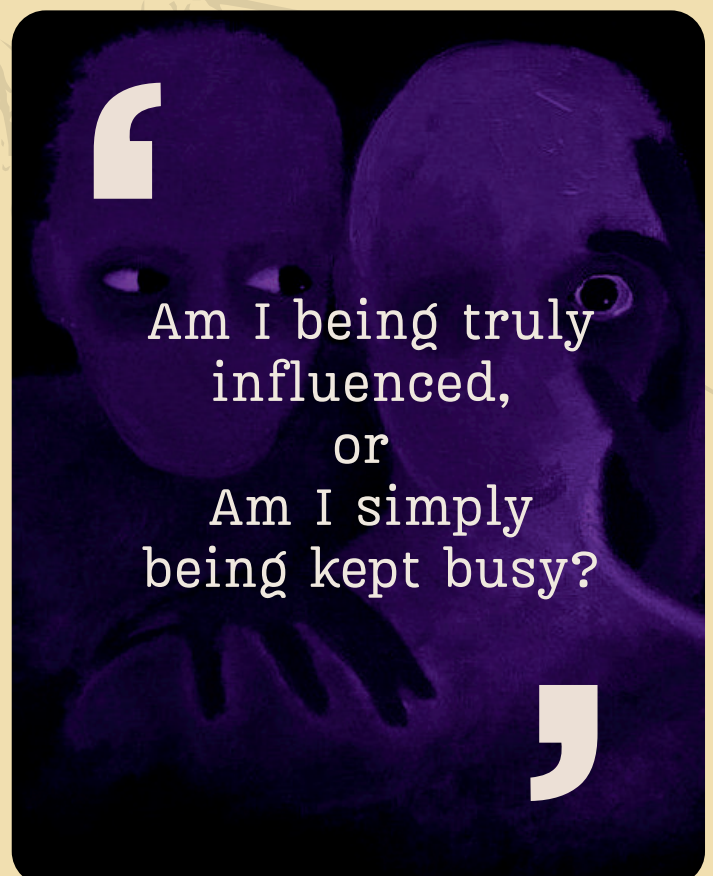
Ultimately, whether we consider these creators to be genuine influencers comes down to how we define the term.

If influence simply means triggering a trend that fades within two days, then yes, they qualify.

But if real influence means changing how someone thinks, expanding what they know, and guiding them toward a path they never would have discovered on their own, the picture is much murkier.

In an ecosystem meticulously engineered to keep the thumb scrolling and the mind idle, we must confront a difficult irony.

Perhaps the most radical act of intellectual autonomy a student can perform today is to stop, look away from the screen, and ask:



THE ALGORITHM

The ghost in

- Arsh Kumar (11th Year)

I. The Blue Light in the Dark Room

It is midnight in North Campus. The streets outside are quiet, settling into the dust of Delhi, but inside the room, the world is screaming. It screams in 4K resolution. It screams at sixty frames per second. We sit in our small PGs, bathed in the artificial glow of the monitor, and we think we are playing a game. We think we are watching a movie. We are wrong. **We are stepping into a new form of existence.**

The theme of this year is **"Iterating through Entertainment"**.

But what are we iterating?

Are we just iterating code, optimizing loops, and rendering textures?

Or are we iterating our own souls?

We live in the age of the screen. The screen is no longer a window. It has become a mirror.

When I play a game, when I control a character who is stronger, faster, and more lethal than I will ever be in reality, I am not escaping. I am projecting. The code behind the screen is not just C++ or Python. It is the DNA of a new universe.

The programmers and the designers are the new gods of this digital age. They type Let there be light and the GPU renders a sun that never sets.



MIC SAMSARA

the pixel

II. The Architecture of Illusion

Look closer at the "Stranger Things" behind the screen.

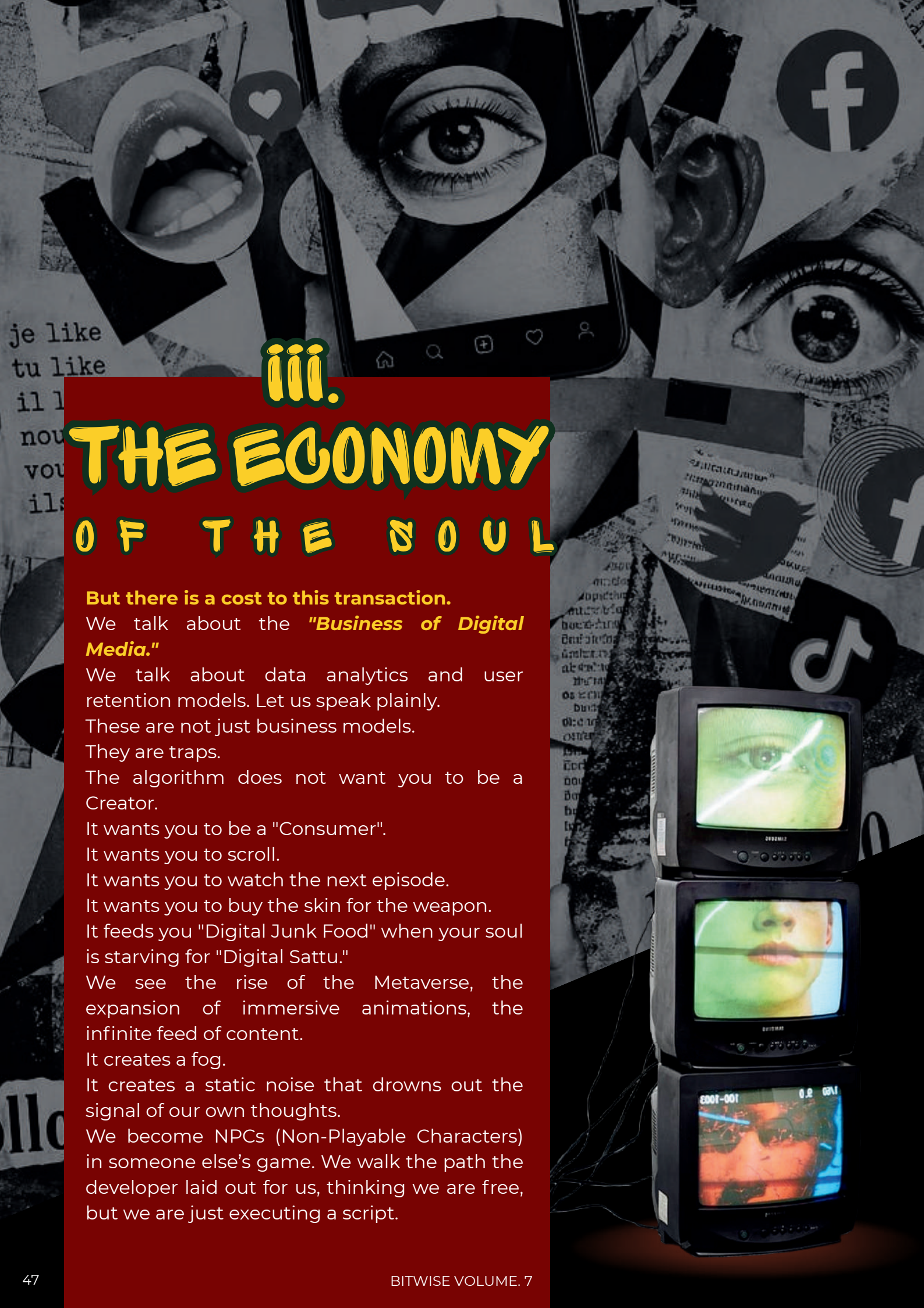
We marvel at the graphics. We marvel at the ray-tracing that makes a puddle on a digital street look more real than the water in the Yamuna. But we rarely stop to admire the silence of the logic.

A game engine is a philosophy engine. It defines gravity. It defines death. In the digital world, death is not the end. It is a loop. You die. You respawn. You try again.

This is the **ultimate seduction of digital entertainment.**

In real life, entropy is absolute. You make a mistake, and the scar remains. In the code, you can iterate. You can optimize your run. You can achieve perfection. This is why we are addicted. We are not addicted to the dopamine. We are addicted to the control. In a world where we cannot control the climate, the economy, or the chaos of the city, the digital world offers us a kingdom where the rules are fixed and the physics are fair.





iii. THE ECONOMY OF THE SOUL

But there is a cost to this transaction.

We talk about the **"Business of Digital Media."**

We talk about data analytics and user retention models. Let us speak plainly.

These are not just business models.

They are traps.

The algorithm does not want you to be a Creator.

It wants you to be a "Consumer".

It wants you to scroll.

It wants you to watch the next episode.

It wants you to buy the skin for the weapon.

It feeds you "Digital Junk Food" when your soul is starving for "Digital Sattu."

We see the rise of the Metaverse, the expansion of immersive animations, the infinite feed of content.

It creates a fog.

It creates a static noise that drowns out the signal of our own thoughts.

We become NPCs (Non-Playable Characters) in someone else's game. We walk the path the developer laid out for us, thinking we are free, but we are just executing a script.



IV. The Glitch and the Wabi-Sabi

True beauty, however, lies in the breaking.
The most profound moments in digital storytelling are not the ones that look perfect. They are the ones that feel human.
It is the indie game made by one person in a basement that makes you cry.
It is the animation that isn't hyper-realistic but captures the feeling of loneliness perfectly.
This is the **"Wabi-Sabi"** of computer science. It is the beauty of the imperfect code.
It is the ghost in the machine.
When we iterate through entertainment, we must ask ourselves a question.

Are we building tools that help us see reality better, or are we building cages to hide from it?

The best digital art, the best games, the best cinema - does not help you escape.
It sends you back to reality with new eyes.
You play a game about war, and you come back hating violence.
You watch an animation about grief, and you understand your own loss.



THE SIGNAL IN THE STATIC

**To the coders, the designers,
and the builders reading this:**

You have a responsibility.
You are not just writing lines of code.
You are writing the mythology of the 21st century.
You are defining how the next generation will understand heroism, love, and loss.
Do not build Skinner boxes designed to addict us. Build cathedrals designed to elevate us.

And to the players, the watchers, the users:

Remember the difference between the Map and the Territory.

The digital world is beautiful.
It is a masterpiece of logic and creativity.
But it is not the soil. It is not the breath.
It is not the "Thud-Thud" of a real heart.
Use the screen to sharpen your mind. Use the strategy of the game to train your discipline.

Iterate through the entertainment.

Fail. Respawn. Learn.

But when the screen goes black, and you see your own reflection in the dark glass,
make sure there is still a human staring back at you.

The game is infinite.....
But you are real.....
Play accordingly.....

THE ROLE OF DIGITAL ENTERTAINMENT IN TURNING CONSUMERS INTO CREATORS

- Divyaraj Singh (IInd Year)

The literature on digital entertainment has long been governed by one basic principle: ***some guys create, and the rest of us consume.*** Movies produced by different studios, music by a diverse range of record labels, books by some of the most iconic publishers, and games by their developers out of sight behind walls.

Consumers have been appreciated, but their role did not extend beyond enjoyment.

Nowadays, this arrangement seems antiquated.

With the rise of the digital era, the entertainment industry has witnessed an unnoticed shift where **regular consumers of entertainment are now participants in the creation of culture.** It did not happen overnight, and it did not require any particular talent. What changed was access. With smartphones, free editing software, and online platforms, creative expressions stopped being rare. A student making short videos, a gamer streaming gameplay, a reader writing fan fiction, or a teacher sharing animated explainers, **online-creation entered everyday life.**

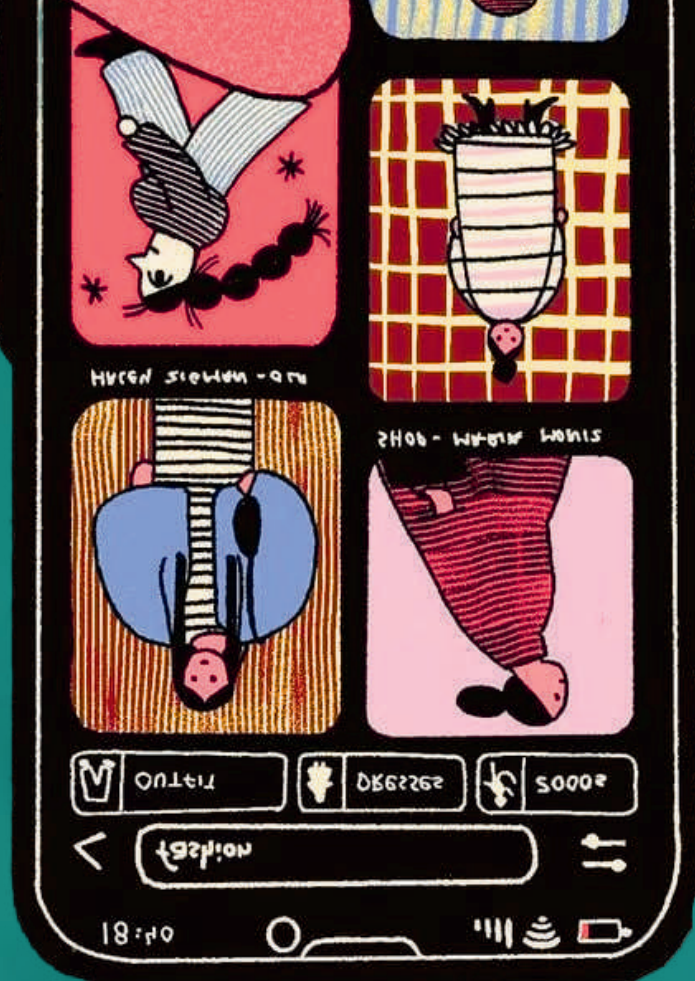




Digital entertainment made creativity feel possible, informal, and worth trying. Henry Jenkins describes this shift with his concept of participatory culture in which **audiences are invited to engage, respond, and create rather than passively consume.**

This can be observed across industries. Take film: movies no longer conclude on the screen, viewers make reviews, video essays, edits, or reimagined endings, and memes that go viral online. These reactions spread word-of-mouth and often inspire studio revisions, blending art with popular opinion. **Entertainment no longer exists as a unit.** Gaming is one area where the change is most apparent.





Previously, the players were governed by rigid rules that were embedded by the game developers. Presently, players not only design maps and characters, but they also formulate new storylines and transmit their games to a worldwide audience. With the development of the gaming platform on You-Tube, **players have been turned into performers, teachers, and even leaders.** Significantly, independent game developers initially started out as players and mods to develop new games.

In music and audio culture, a pattern of a similar kind can be seen. Bedroom producers start uploading songs created using laptops, remix songs, and collaborate with artists from other continents. Pod-casting, which was an arena exclusively for radio personalities, can now be seen

being conducted by students, journalists, teachers, and home enthusiasts debating topics ranging from history to mental health issues. Listeners not only consume, but also share, truncate, remix, and comment upon.

This interplay between consumption and production is summarized in Axel Bruns's term "produsage" whereby consumers constantly transform the content. Tutorial videos lead to reaction videos, which evolve into short videos, and so on. The content itself is left incomplete. The author's status changes from being the sole producer to jointly being so. Social media sites are a critical component in the system. They lower the costs of collaboration and visibility. The world of fan communities, creators, and comments is the unofficial learning environment where people trade feedback, skills are developed through experimentation.

Failures are public, learning is a community activity and creativity becomes less daunting as it was in the past.

Economic structures have reinforced this shift.

The rise of the creator economy, which allows creators to earn money through advertising, subscriptions, crowdfunding & brand collaborations, has given legitimacy to making money from one's creative labour.

Of course, success is uneven and precarious; cultural attitudes nonetheless have shifted in the belief that creative labour should be compensated for.

Making content is no longer a waste of time but rather a means of skill-building, networking, and even entrepreneurship.

Though this transformation has its problematic side where **algorithms control visibility, monetization is unequal, and continuous engagement may turn creative expression into compulsion.**

The same systems that enable participation can also exhaust it. Above all we must recognize these limitations to ensure that creativity remains empowering rather than exploitative.

Nevertheless, amidst this sense of tension and disruption, the broader cultural shift remains obvious.

Digital entertainment has schooled a generation in the art of learning through creation, of comprehending a story through its actualization, and of existing as makers rather than consumers. As audiences shift their focus from **“What am I watching?”** to **‘What am I building out of this?’** **entertainment transcends escapism and enters the realms of empowerment and collaboration.**



When Creativity Goes Digital:

WHO REALLY HOLDS THE BRUSH?

-UNNATI CHAUDHARY (IIND YEAR)



Imagine a painting or song made in 30 seconds by a computer. Cool or scary?

"Digital creativity is booming."

Platforms like Instagram, Twitter, and Pinterest have become vibrant spaces for artists and musicians experimenting with new ways to express themselves.

From surreal landscapes to hyper realistic portraits, creators are blending different tools, styles, and ideas. Sometimes producing entire series that would have taken days to create manually. The thrill lies in experimentation, mixing themes, experimenting with techniques, and discovering what resonates with audiences.

This shift has sparked fresh conversations about **originality and authorship**. When multiple tools and approaches are used to produce a piece, **what makes it truly yours?** For many creators, it's not just the final product that matters, but the choices behind it i.e the intention, the emotion, and the story it tells. That human





element is what ultimately gives a work its value.

Digital tools also offer unprecedented freedom. They allow

creators to explore unconventional styles, overcome creative blocks, and iterate quickly. Social media accelerates this process: an idea can be shared and refined in real time. Audiences, in turn, engage enthusiastically

with content that pushes boundaries and challenges traditional definitions of art and music. Yet, this rapid evolution raises important reflections. With so much content available, how do we appreciate the time, effort, and thought invested in each creation? What separates deeply meaningful work from content made primarily for novelty or trends?

These are questions both creators and audiences are navigating in an era where digital tools can amplify ideas almost instantly.

Despite the speed and accessibility, one truth remains: **the spark of imagination, the intention behind a creation, and the story it conveys cannot be replicated by tools alone.** Creativity is not only about producing something visually or audibly appealing; **it is about context, meaning, and connection.** The choices a creator makes, the ideas they explore, the risks they take, the emotions they channel are what make their work truly compelling.

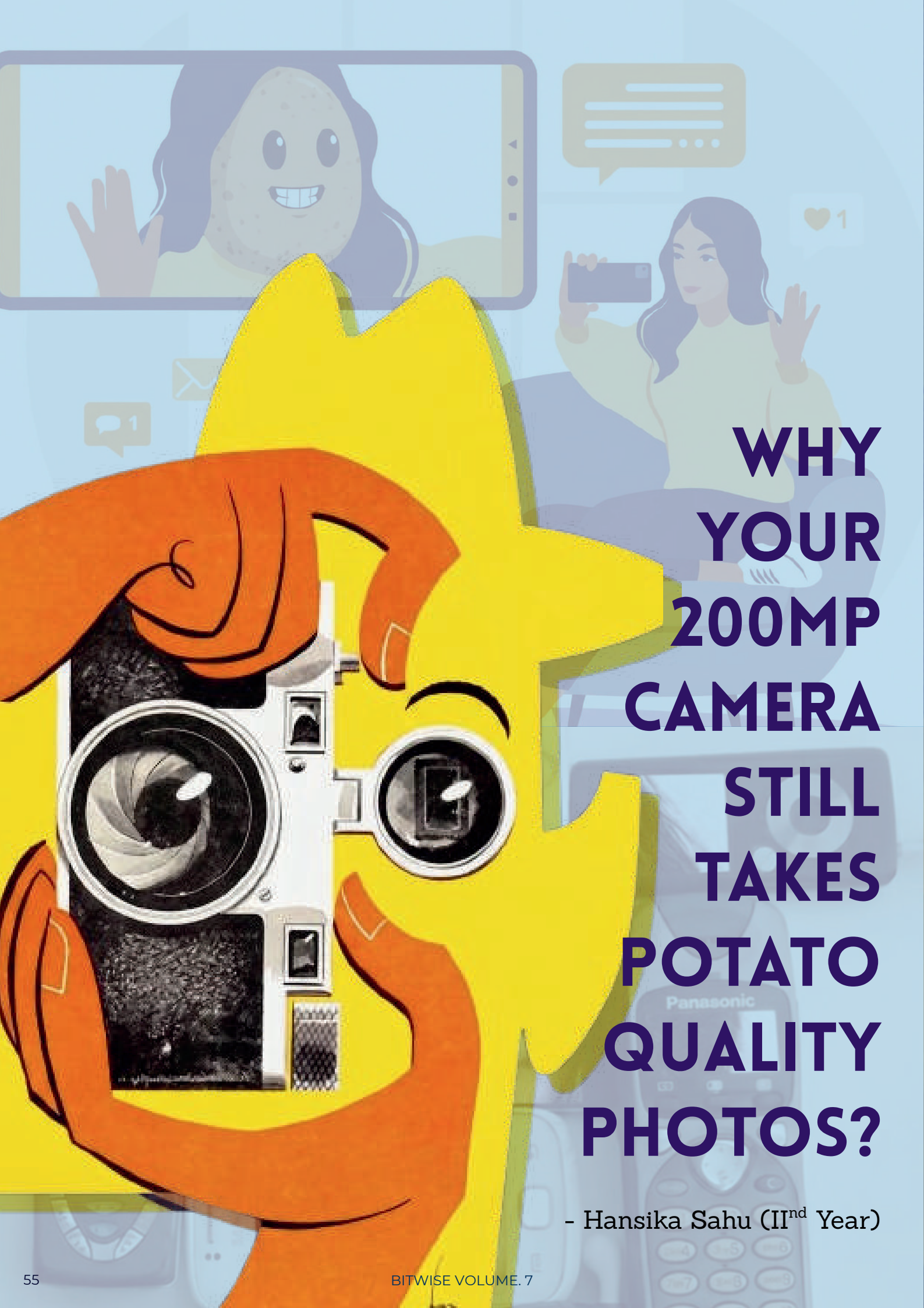
Ultimately, digital creativity is less about replacing traditional methods and more about **expanding the possibilities of expression.** Whether through images, music, or interactive projects, creators are exploring new frontiers while maintaining the essence of their work. As audiences, our role is not only to enjoy the final product but also to recognize the human vision, thought, and emotion that brought it to life.

Creativity, after all, is not defined by the tools we use, it's defined by the choices we make and the stories we choose to tell. And in the end,

The brush is always in human hands.

ARTIST'S CORNER





WHY YOUR 200MP CAMERA STILL TAKES POTATO QUALITY PHOTOS?

- Hansika Sahu (IInd Year)

Buying tech in 2026 feels more like a sport than experiencing that shopping dopamine.

It happened to me twice. First, when I was hunting for a laptop for college, and recently, when I needed a new phone. I thought I was smart, I looked at the RAM, the storage, and how shiny the back panel was.

But I soon learned that specification sheets are like dating profiles, they highlight the gym selfies and conveniently hide the emotional baggage.

After drowning in a sea of specifications, I realized one universal truth -

"The Processor is King. Everything else is just a court jester."

So, What exactly is this magic chip?

For those who think a 'Core' is just an ab workout, let me explain by referencing my culinary obsession. Think of your phone as a restaurant kitchen.

The Processor (SoC) is the lead chef. The cores is the number of cooks in the kitchen. More cooks (8-core) mean you can chop veggies and knead dough at the same time.

“**THE (SoC) PROCESSOR**



**IS THE
LEAD
CHEF**”



Clock speed (GHz) determines how fast those cooks are working.

RAM is the kitchen counter.

The bigger it is, the more plates you can have out before things start falling on the floor. If you have a slow, lazy Chef (a bad processor), it doesn't matter if you have a massive kitchen (12GB RAM) or the fanciest ingredients (200MP Camera) - your dinner is still going to be late and burnt :/

My search for a new phone started on YouTube, but that just left me more confused, so I used AI tools like gemini to dig into the actual user complaints.

I found that certain models of Samsung A series often acts like a pocket heater because of its Exynos chip, while OnePlus is still haunted by that scary green line display issue, so much so that the company offers lifetime replacement for this (*I have read all their notifications, I know I'm desperate*) Redmi and Realme just felt not my taste, Motorola tends to start lagging after a year, and the Apple's battery life is about as reliable as a friend who says "I'm five minutes away." they are not.....

Through all this, I learned that the chip inside matters most: Snapdragon is usually the safe, reliable choice, and MediaTek has surprisingly caught up to become a strong contender, but you generally want to avoid Samsung's Exynos chips unless you enjoy paying premium prices for a phone that runs hot.

Geekbench vs. AnTuTu : You'll see these numbers thrown around in video reviews on YouTube. So how to actually interpret them so you don't get scammed?

Well, **think of Geekbench as an IQ test for the 'Chef'** (Processor).

Single-Core Score is important for scrolling Instagram or opening apps while Multi-Core Score is important for gaming or editing videos.

Rule of Thumb: Higher is better.

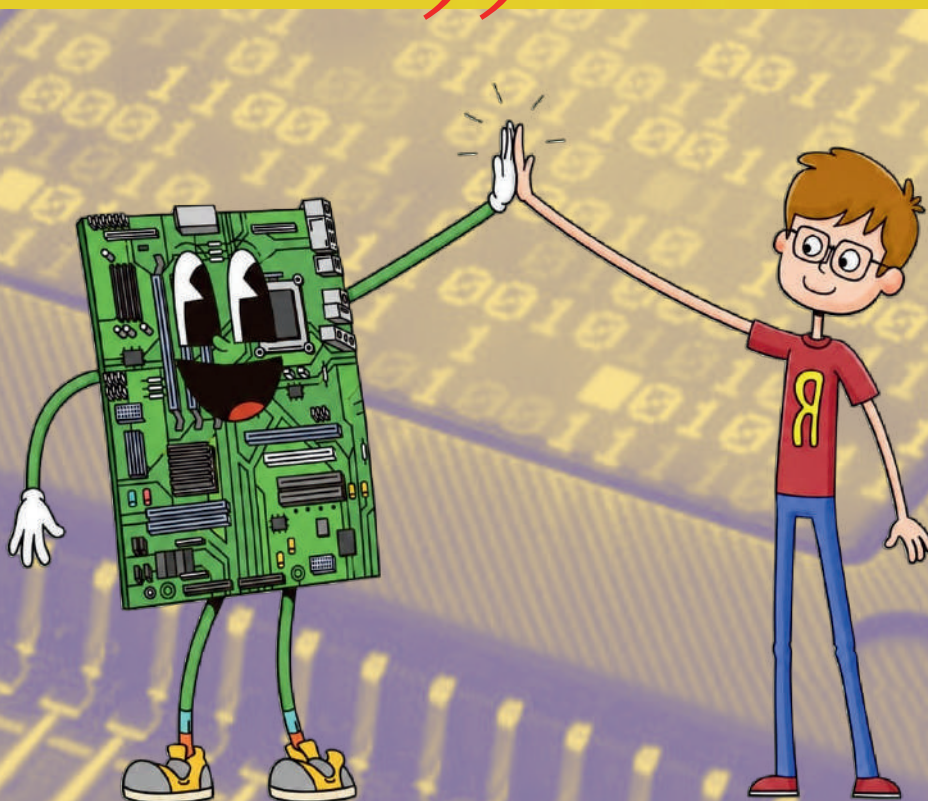
If a phone costs 50k but has a lower Geekbench score than a 40k phone, run away a.k.a. swipe left.

AnTuTu is a full-body physical exam.

It tests everything from CPU, GPU (graphics), Memory, to UX (user experience). A score of 1 Million+ is the sweet spot in 2026. Anything below 500k will likely cause lag problems.



“THE BIGGEST LIE WHICH I USED TO BELIEVE EARLIER WAS THAT MORE MEGAPIXELS AUTOMATICALLY MEAN BETTER PHOTOS.”



I found out the hard way that a 200MP camera on a xyz phone usually takes worse pictures than an old 12MP iPhone.

The reason behind this is the **ISP (Image Signal Processor)**, which is a tiny part of the main chip that acts like a digital artist.

A good processor takes the raw data and instantly turns it into a vibrant, crisp photo, while a weak one struggles to handle all those pixels, leaving you with 'shutter lag' and grainy, washed-out images.

This is why brands like Apple and Google can use smaller numbers but still destroy the competition.

So, when you're buying your next device, don't get blinded by the shiny numbers on the box.

Check the processor and the benchmarks first, because a fancy kitchen means nothing if the chef burns the water.

GLITCHES AS ART

Salvi Dhar (1st Year)

WHEN ERROR BECOMES AESTHETIC

“A glitch was never meant to be beautiful!!”

In computing, it signified failure - corrupted data, broken pixels, distorted audio, frozen frames.

A **glitch** interrupted flow.

It disrupted the experience.

It demanded fixing.

Yet somewhere along the evolution of digital media, something unexpected happened: **errors stopped being purely technical problems and became creative possibilities.**

In a world obsessed with seamless interfaces, smooth gameplay, high - resolution rendering and algorithmic precision, the glitch stands out.

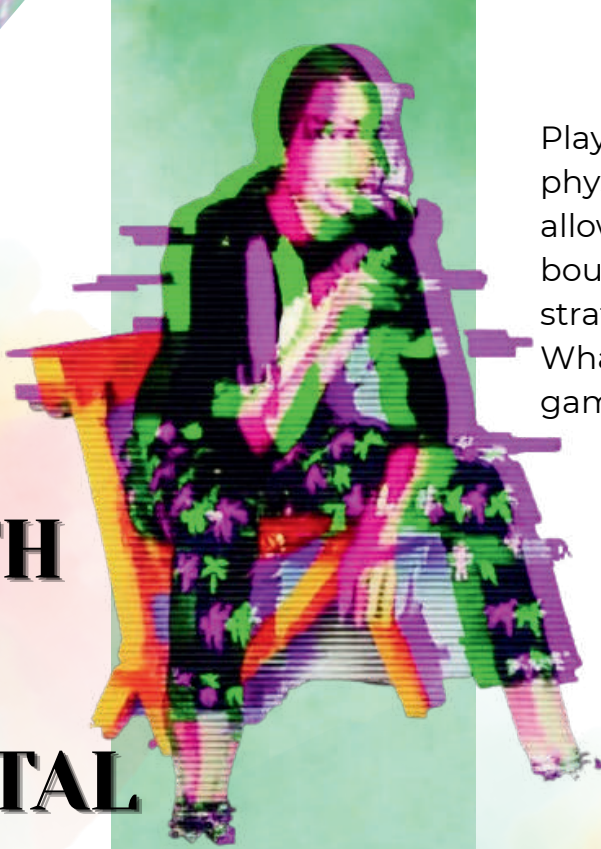
It fractures symmetry. It interrupts the narrative. It exposes the system.

And strangely, *it captivates us.*

This transformation from malfunction to movement reveals something important about how we iterate through entertainment.



THE BIRTH OF DIGITAL DISTORTION



Players discover unintended shortcuts, physics breaks and map errors that allow them to “escape” designed boundaries. Speed runners build entire strategies around exploiting these bugs. What was once a flaw becomes part of gameplay culture.

Here, iteration is visible.

Systems are tested not only by developers, but by players. **Errors expose possibilities the original design did not anticipate.**

“Glitch art began unintentionally.”

Early digital artists encountered corrupted files and compression artefacts while working with images and video.

Instead of discarding these flawed outputs, some chose to preserve them. Others began deliberately manipulating code, misusing software, and disrupting data structures to create distortion effects.

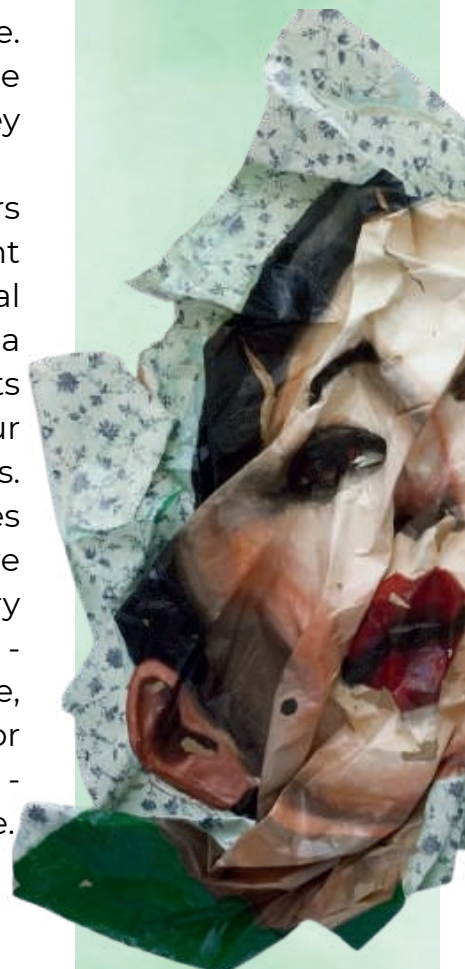
The result was a **new aesthetic vocabulary**: pixel displacement, RGB splitting, fragmented frames, digital noise and broken symmetry.

In animation and visual design, glitches create tension. A frame that stutters or a character that momentarily fragments reminds the viewer that what appears alive is ultimately constructed. The illusion flickers. The machinery behind the magic becomes visible. In gaming, glitches have become almost legendary.

WHY IMPERFECTION ATTRACT US ?

Perfection is invisible. We only notice systems when they fail.

When a video buffers at the exact moment of emotional intensity, or when a digital avatar distorts unexpectedly, our immersion breaks. But in that break lies awareness. We are reminded that every digital experience - every film, game, animation or financial dashboard - rests on lines of code.



GLITCHES REVEAL STRUCTURE

In an age where entertainment is highly optimised and algorithmically curated, ***imperfection feels almost human.*** It disrupts the smoothness of recommendation systems and automated storytelling.

It resists predictability.

There is also psychology involved. Distortion creates cognitive tension. Our brains attempt to resolve broken patterns. That brief discomfort holds attention longer than polished uniformity.

The glitch becomes not just visual noise, but narrative interruption.

It asks: what went wrong? And sometimes more interestingly - ***what else is possible?***

THE METAPHOR OF THE GLITCH

Beyond aesthetics, the glitch represents something larger about digital culture.

We live in fragmented timelines - scrolling feeds, multi-tab browsing, split attention. Our identities exist across platforms in filtered, curated, sometimes distorted forms. The digital world itself feels slightly unstable at times - updated constantly, patched repeatedly, evolving endlessly.

Entertainment today operates on continuous iteration.

Games release updates. Streaming platforms refine algorithms. Start ups pivot strategies.

Financial systems rely on automated trading models that adjust in milliseconds.

When these systems fail - through crashes, data breaches, flash crashes or algorithmic misfires - they expose their underlying complexity.

Even digital economies “glitch.” And each failure feeds the next version.

Error becomes data.

Data becomes refined.

Refinement becomes innovation.

The glitch is therefore not just an artistic choice; it is a reflection of how digital systems grow.

DESIGNING WITH DISRUPTION

What separates glitch art from technical malfunction is *intention*.

Creative technologists do not simply break systems randomly. They understand them deeply enough to bend them. The distortion is controlled. The chaos is curated.

This parallels the broader creative process in computer science and digital media. Behind every seamless interface lies a series of broken prototypes. Behind every immersive game lies debugging sessions and system failures. Behind every startup lies strategic recalibration.

Iteration is built on error.

The glitch reminds us that entertainment is not born perfect. It is tested, destabilised, reconstructed and refined.

The strange things behind the screen are not just animations or algorithms - ***they are experiments.***

BEYOND THE SMOOTH SCREEN

In an industry that values optimisation, the glitch aesthetics celebrate disruption. They highlight the beauty of systems under stress.

They reveal that digital storytelling is not just about delivering flawless experiences, but about exploring the boundaries of technology.

Perhaps that is why glitch art feels so relevant today.

It does not hide the code.

It does not conceal the cracks.

It turns failure into a feature.

And in doing so, it mirrors the essence of iteration itself.

Because sometimes, progress does not emerge from perfection

- it emerges from what breaks.

**“DISCOMFORT HOLDS
ATTENTION LONGER
THAN POLISHED
UNIFORMITY.”**



FROM STRINGS

How Technology is Reshaping the Music Industry

— Moinak Roy (IInd Year)

“

Music has never stood still. It moves, it breathes – like a gentle tide guided by a steady heartbeat, its percussion anchoring the mind as the soul drifts free.

”

From the melodious Indian classical ragas and the vintage Western vinyl records to the blazing pulse of techno and hyperpop, **music reinvents itself every generation**, constantly reshaping how we feel, remember, and move.

At its core, music is a **structured interplay** of pitch, rhythm, and harmony, yet its real power extends far beyond the theory of so-called “aesthetics”. Across cultures, music has played a profound psychological role: evoking nostalgia, regulating mood, reducing stress, and fostering social bonds. Neuroscience shows that music triggers the brain's rewarding systems, releasing dopamine



and creating a sense of comfort while soothing the mind. Therefore, music must be understood not merely as an acoustic arrangement but as a **powerful system of emotional communication**.

Historically, music lived in instruments, acoustics, and human imagination.

Today, shaped by digital tools and AI, modern tech has completely changed how music is produced, distributed, and consumed.

Digital Audio Workstations (DAWs) like Ableton Live, FL Studio, and Logic Pro have now turned laptops into full-scale studios, reducing the reliance on traditional record labels. Online streaming platforms have further decentralized distribution, enabling global reach without conventional industrial gatekeeping.



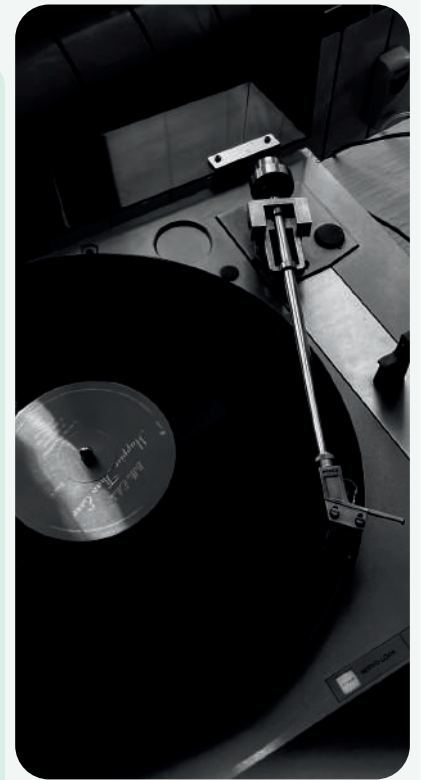
TO SERVERS:



The introduction of **artificial intelligence** has accelerated this transformation. AI systems now can assist in pitch correction, beat alignment, sound design, and even compositional suggestions.

ML algorithms trained on large musical datasets identify structural patterns in tempo, harmony, and rhythm, supporting creative experimentation and predictive analysis both. Streaming platforms employ sophisticated recommendation algorithms that personalize listening experiences tailored to one's emotions, habits, and even the time of day.

Today, **more than 500 hours of music are uploaded to streaming platforms every minute**, reflecting how digital tools have dramatically expanded the scale of music production & distribution.



This tech boom didn't kill jobs; it has reshaped them. Contemporary music production increasingly requires

music programmers, audio data analysts, AI trainers, sound designers, and music supervisors for OTT platforms. **Music is now embedded everywhere;** films, web series, games, anime, and even mobile application.

Today's musical landscape reflects this digital fusion. New-age genres like **Lo-Fi, Techno, EDM, synthwave, hyperpop, and AI-assisted ambient** thrive on digital production tools.





music is an art

music is an art

music is an art

music is an art

These genres blend human creativity with electronic textures, designed to prioritize the vibe and texture rather than traditional acoustic rules. Platforms like Netflix and Amazon Prime invest heavily in adaptive, algorithm-driven scores that seamlessly enhance emotions in real time.

Evidently, ***music doesn't just support stories anymore; it shapes them.***

Today, every scroll has a soundtrack, every scenario a soul.

Despite these advancements, many critics argue that modern music is becoming increasingly similar.

AI models are pretrained on existing musical datasets, meaning they often recycle familiar structural patterns and chord progressions. Algorithm-driven platforms may encourage predictable music, as songs designed to perform well on engagement metrics often gain greater visibility, sometimes sidelining originality. There are also ethical questions. The use of copyrighted music to train AI systems has raised concerns about consent and intellectual property rights. In addition, the growing use of algorithmic tools challenges traditional ideas of authorship. Although AI mainly functions as a tool in the creative process, its increasing role highlights the need for clearer regulations and deeper discussion about artistic ownership.



But we should remember, **AI is just a tool**, a rather powerful one.

AI can always enhance creativity, not erase it. It can free artists from technical limitations and open doors to voices locked out of the industry. What's irreplaceable is human emotions, the feelings of love, joy, pain, rebellion, and identity. **Algorithms can imitate sound, but they can't live life.**

And that's why, even in an era of tech and AI, the soul of music survives.

The future of music isn't human versus machine, it's human with machine.

Tech amplifies creativity, but originality stays at the core.

Trends will fade.

Algorithms will evolve.

The need to feel, connect, and express through music? That's forever.

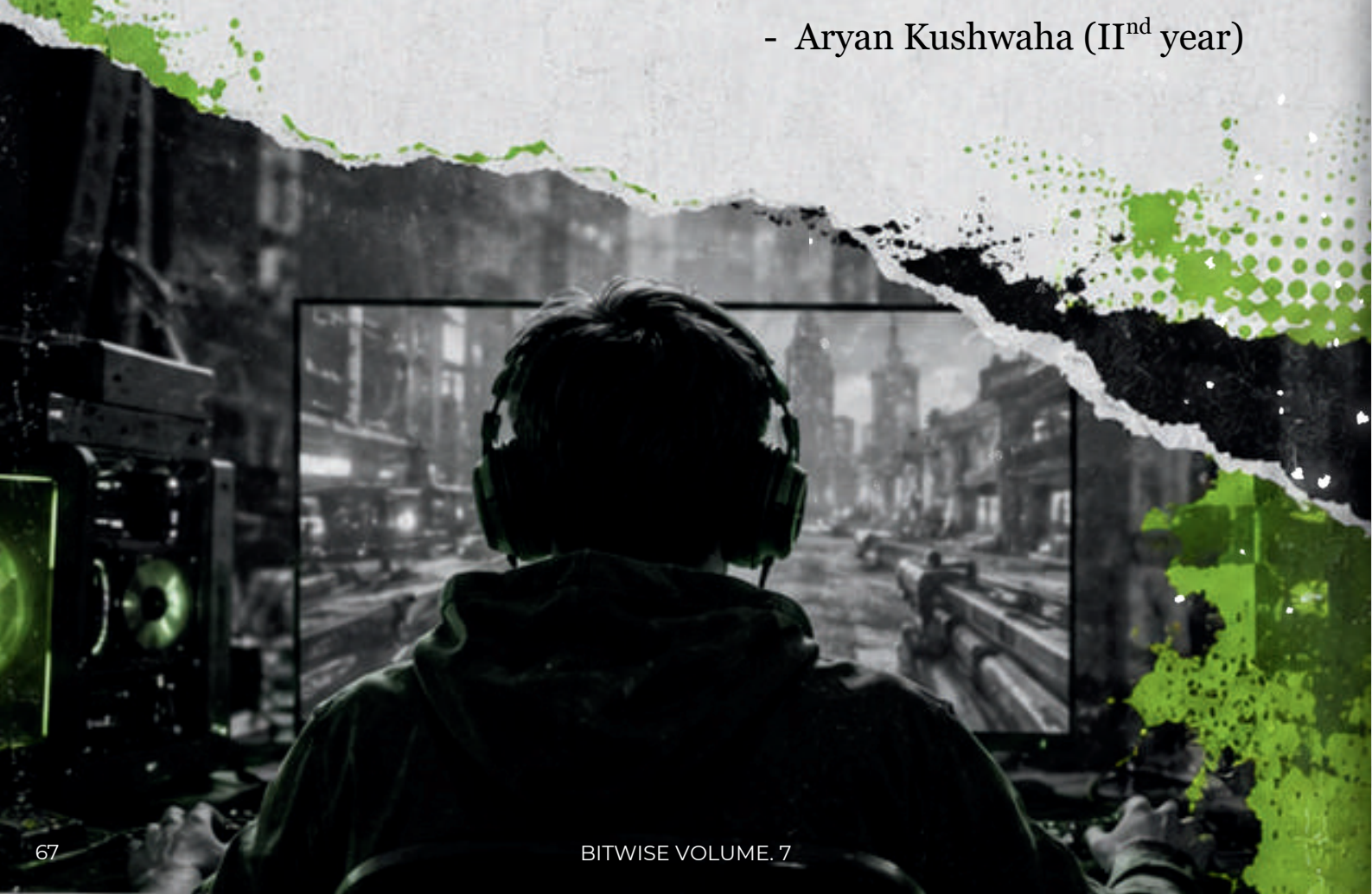
No matter how advanced the tech is, music will always have humans at its core,
just with better headphones.





How DLSS Saved Us From The Frame Rate Hell?

- Aryan Kushwaha (IInd year)



We have all been there. You just bought the latest, highly anticipated open-world game. You install it, launch it with excitement, and... (oh sheez) stutter. The frame rate drops to a cinematic, but unplayable, **20 frames per second**. Historically, the solution to this was painful: either spend a lot of money on a new graphics card or lower the resolution until the game looked like doom (1993).

But then, NVIDIA pulled a rabbit out of the hat—or rather, they pulled an AI out of the GPU. Enter **Deep Learning Super Sampling (DLSS)**, the tech that turned the gaming world upside down.

It is a story of trial, error, and eventual triumph.

From Memorization to Manual Overrides (DLSS 1.x)

The 2019 debut was less of a “launch” and more of a learning experience. The original vision was to offload the heavy lifting to AI—rendering at lower resolutions to save power and then using neural networks to reconstruct a high-quality image.

However, DLSS 1.0 acted like a student who only studied the specific questions on a practice exam; it required manual, game-specific instruction. If the AI hadn’t “seen” a particular environment before, the output often turned into a muddy, soft mess. The turning point was actually a temporary pivot: DLSS 1.9.

By shifting calculations standard **CUDA (Compute Unified Device Architecture) cores**, NVIDIA proved that the logic of intelligent reconstruction was sound, even if the initial specialized hardware implementation was still finding its footing. It was the functional **“rough draft”** that proved pixels could be guessed intelligently.

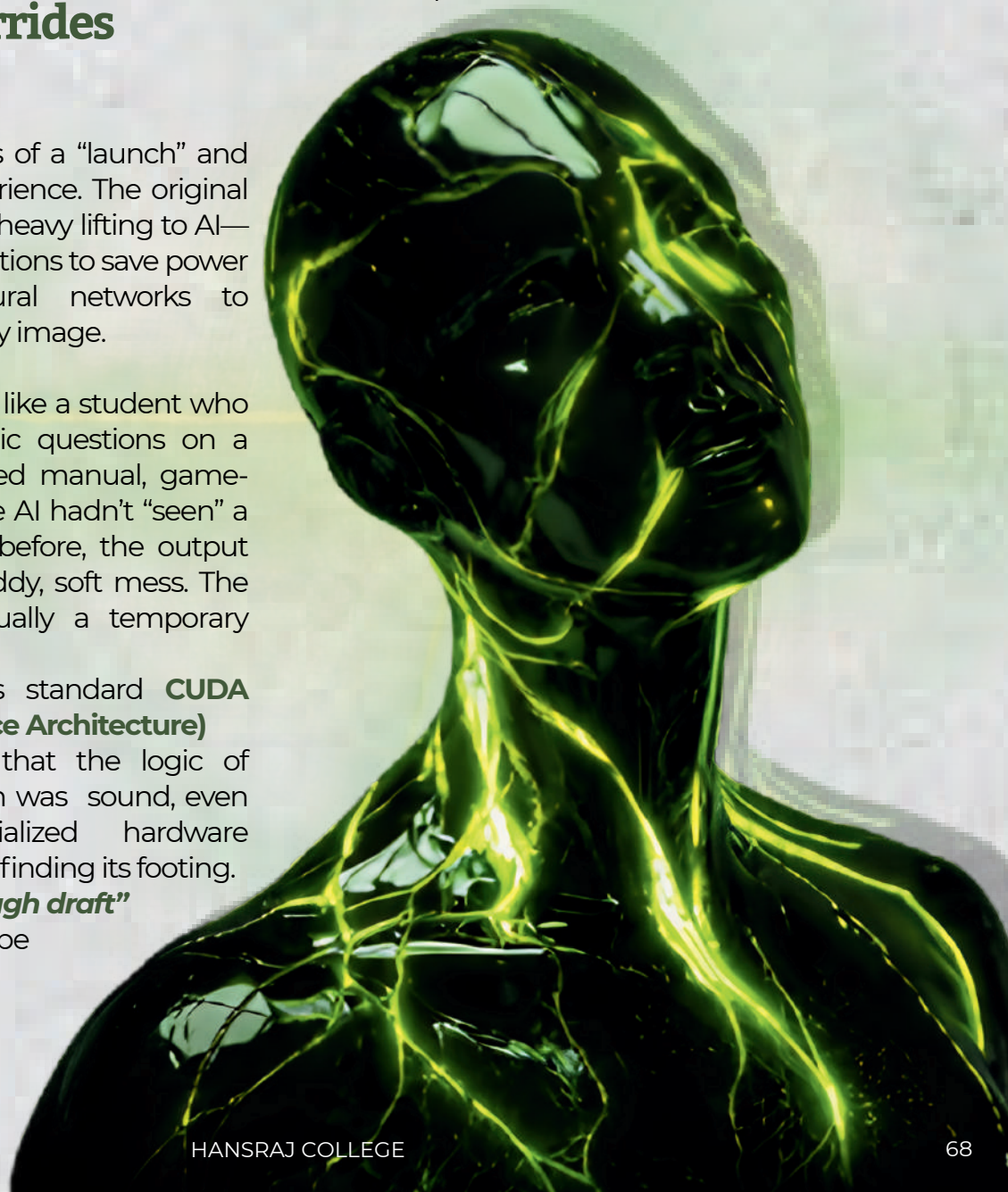
Teaching AI the “Language” of Motion (DLSS 2.x)

If Version 1.0 was a specialized tool, **DLSS 2.0 (2020) was the universal translator**.

The breakthrough came with the **adoption of a generalized AI model**. Instead of teaching the AI how to draw one specific game, the system was **taught how to interpret motion and light across all digital environments**.

By implementing historical frame consistency—essentially letting the AI “look back” at previous frames to ensure the current one is stable—it solved the shimmering and flickering issues of the past.

It transformed DLSS from a desperate performance hack into a premium feature that, in many cases, actually looked cleaner and sharper than native resolution.



The Generative Leap: Thin Air and Light (DLSS 3.x)

By 2022, the goal shifted from simply “polishing” pixels to “inventing” new ones. **DLSS 3.0 introduced “Synthetic Frame Insertion”**, a predictive technique that analyzes motion vectors, optical flow data, and information from consecutive frames to synthesize an additional AI-generated frame between traditionally rendered ones. Rather than relying solely on the GPU’s conventional rendering pipeline, this approach significantly increases perceived frame rates while reducing CPU bottlenecks in many scenarios.

DLSS 3.5 pushed this idea further with **“Ray Reconstruction”**. Instead of depending on old-school “noise filters” to clean noisy ray-traced images, NVIDIA trained an AI model to **reconstruct lighting more accurately**. The result was cleaner reflections, sharper shadows, and more stable global illumination, allowing ray tracing to appear both more detailed and more natural. DLSS was no longer just an upscaling technology—it had become an intelligent rendering system capable of improving image quality itself.

THE EVOLUTION OF DLSS



The Horizon: AI-Native Rendering (DLSS 4.0)

As we move through 2026, the technology has transcended mere upscaling.

DLSS 4 introduced “Multi Frame Generation”, allowing AI to generate multiple frames from a single traditionally rendered frame on supported hardware. Combined with the latest Transformer-based AI models, the technology delivers higher image stability, reduced ghosting, and improved detail preservation across rapidly changing scenes.

The focus has shifted from simply increasing frame rates to maintaining temporal consistency.

Fine details—like the thin wires of a bridge, foliage, sparks of an explosion, or intricate textures—remain stable instead of shimmering or flickering during motion. Rather than asking *“How many frames can we create?”*, modern DLSS asks, *“How faithfully can AI reconstruct the scene over time?”*

Rendering is increasingly becoming a collaboration between traditional graphics pipelines and artificial intelligence, where neural networks enhance; not replace, the work performed by the GPU.

CONCLUSION:

The trajectory of DLSS—from the experimental blur of version 1.0 to the sophisticated AI models powering DLSS 4.0 represents one of the most significant shifts in how we think about “Frame Generation”. For decades, the industry relied on “brute force”: if you wanted better graphics, you needed more electricity, more transistors and more heat.

Today, we're entering an era where **efficiency is driven by intelligence**. AI is enabling graphics hardware to deliver experiences that once demanded far more computational power. For students on a budget, or creators, and gamers trying to make a mid-range GPU, this transformation is nothing short of revolution.

The future of our digital world will no longer be defined solely by how much raw power a GPU can deliver, but by how much imagination we can generate through the silicon. Rendering is no longer just about drawing every pixel—**it is about teaching machines to understand how a scene should look, and helping them recreate it with remarkable efficiency.**

HOW NETFLIX ACTUALLY WORKS?

-Vishu (II Year)





It's 11pm.

Your assignment is due tomorrow morning. The document is open, the cursor is blinking as if it is waiting for your downfall, silently reminding you of your poor life choices. And suddenly, you find yourself at a moral crossroads. Should you finish the work like a responsible human being or should you find out whether Mike finally gets exposed in *Suits*? And of course, you choose the assignment... of watching **"just one more episode"**. Because somehow, at 11 PM, fictional legal drama feels significantly more important than your very real deadline. You open Netflix and press Play. And Ta-dum. The episode just... starts. You barely notice it, but in that split second, many systems started doing their job.

So what is going on behind the screen?

Let's find out.

The very first thing Netflix does is very simple, it checks who you are.

The moment you press Play, Netflix quickly makes sure it is really you watching. Are you logged in? Is your subscription active? Are you even allowed to stream this particular show? All of this is part of a quick background check called authentication. It sounds technical, but it just means Netflix is confirming your identity and access rights. And the crazy part? ***This entire process takes place in less than a second*** (even before the theme song of *Friends* starts clapping in your head).



Once this is cleared, Netflix moves to the next step, **figuring out the best way to show you the episode.**

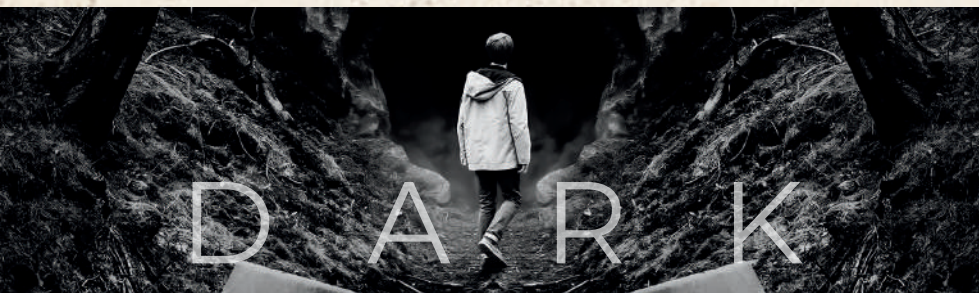
First of all, it looks at your device. Are you watching on a phone? A laptop? A smart TV? It also checks your internet speed. Fast Wi-Fi? Mobile data? Slightly unstable connection?

Think of it like *All of Us Are Dead*. When the chaos starts spreading through the school, everyone reacts differently depending on where they are and what they have.

And then comes the clever part.

Netflix does not send the whole episode in one go. It breaks it into small pieces.

While you are watching one part, the next part is already quietly loading in the background. It is actually a bit like the way the heist unfolds in *Money Heist*. The plan does not explode all at once. It moves step by step, carefully timed, each move following the previous one. Netflix works in a similar rhythm. As one scene plays, the next is already on its way, perfectly lined up.



Netflix does something similar. It adjusts based on your **"environment"**. Before the first zombie even runs down the hallway, Netflix has already chosen the video quality that best fits your device and connection.

After you have successfully completed your binge-watching assignment and the credits finally roll, you sit there for a second, wondering what to do next (as if your actual assignment has magically

submitted itself). And before you can even think about opening your actual assignment document, Netflix already has another suggestion waiting. It looks at what you just finished and suggests something similar.

Just like in *Dark*, where the **story never really ends but moves in a loop**, Netflix keeps you in the same cycle. When one show ends, another appears that fits perfectly with what you just watched.

Actually, you are not starting from zero. You are simply continuing the pattern.

And that is the real magic of Netflix.

What feels like a simple tap on a screen is actually a carefully planned experience, from the smooth streaming to the next show that quietly appears when one ends.

Everything works silently in the background so you never have to think about it.



LA CASA DE PAPEL

So when it is 11:00 PM, your assignment is still open and you say “**just one more episode**”, remember **Netflix is built to make every episode feel like part of a never ending story** (and somewhere in another tab, the cursor is still blinking).





ESCAPADES

Between Future, Frames and Starships

MATHEW
MCCONAUGHEY

ANNE
HATHAWAY

JESSICA
CHASTAIN

MICHAEL
CAINE



A CHRISTOPHER NOLAN FILM

INTERSTELLAR

PARAMOUNT PICTURES
VFX STUDIO: DOUBLE NEGATIVE, MPC



ONEG



P L O T REVIEW



Interstellar is a breathtaking sci-fi epic that blends real physics with human emotion. Set in a near future where Earth is dying, a former NASA pilot, Cooper, is recruited to travel through a wormhole in search of a new home for humanity.

The film is as much about a father-daughter relationship as it is about outer-space exploration.

It is visually stunning, scientifically ambitious, and deeply emotional - though its pacing and complexity can challenge casual viewers.

Critics praised its scope, ambition, and technical achievements; some found it slow in parts, however.

Overall, it is a **must watch movie**.



TECH AT THE CORE :

TECH ON SCREEN:

To visualize complex physics accurately, *Interstellar* relied heavily on computation and simulation.

1. Time Dilation :

Near a massive object time slows down and Gravity stretches spacetime. In the film, **1 minute on Miller's planet equals 7 years on Earth** - an accurate outcome of Einstein's theory of relativity.

2. Black holes (Gargantua) :

These visuals were generated using real equations from general relativity. Light is shown bending around the black hole due to gravitational lensing, while the surrounding accretion disk emits intense radiation. Developed using calculations by physicist Kip Thorne, this is regarded as one of the most scientifically accurate representations of a black hole in cinema.

3. AI Systems:

Robots like TARS and CASE operate as personality driven autonomous systems with configurable trust and honesty parameters, reflecting ideas in AI control systems and Human-machine interaction.

TECH BEHIND THE SCREENS : THE MAKING OF INTERSTELLAR



1. Physics-Based Rendering :

Equations from general relativity were translated into custom rendering algorithms that mathematically simulated the paths of light around massive objects. The resulting visuals were so physically accurate that they contributed directly to real scientific research.

2. High-Performance Computing :

Massive simulations relied on parallel processing, with rendering tasks distributed across large compute clusters to handle the heavy computational load. Throughout production, scientific precision was consistently prioritized over faster, purely artistic shortcuts.

3. Data-Intensive Pipelines :

The simulations produced large datasets that were processed using custom software designed to maintain numerical accuracy, and the results underwent iterative refinement through careful scientific validation.

IMPACT & LEGACY: WHY IT MATTERS ?

Interstellar redefined scientifically grounded sci-fi by merging cinematic storytelling with real physics, proving that computation can shape narrative as powerfully as visuals. Its minimalist interfaces, functional spacecraft controls, and utilitarian design reinforce a timeless idea: truly advanced technology is driven by purpose, not spectacle.

DO
YOU
KNOW

- Instead of relying on pre-made CGI tricks, the VFX team wrote **custom rendering software** to simulate how light bends around a black hole, producing visuals never seen before in cinema.
- The black hole Gargantua was so accurately simulated using equations from general relativity that the data generated during rendering led to real scientific papers being published by physicist Kip Thorne and his team.

TECH VERDICT :

Scientific Accuracy (On Screen):



Visual Engineering:



Computational Rigor (Production):



Conceptual Depth:



DIRECTOR:

Matt Duffer

Ross Duffer

VFX STUDIO:

Rodeo FX

IMDB RATING:

8.6/10

MAIN CAST:

Millie Bobby Brown

Winona Ryder

David Harbour

Finn Wolfhard

Gaten Matarazzo

Noah Schnapp

Caleb McLaughlin

Sadie Sink

Nataliya Dyer

Charlie Heaton

Joe Keery

Jamie Campbell Bower

NETFLIX

2016-2025

STRANGER THINGS





PLOT REVIEW

Set in the quiet town of Hawkins, Indiana, ***Stranger Things*** follows the mysterious disappearance of Will Byers, uncovering secret government experiments, the terrifying Demogorgons, and the eerie parallel dimension known as the Upside Down.

Guided by **Eleven**, a girl with extraordinary telekinetic powers, the story evolves into a gripping blend of friendship, horror, and mystery.

Celebrated for its compelling characters and nostalgic 1980s atmosphere, the series remains a modern sci-fi phenomenon despite mixed opinions on the pacing of later seasons.



TECH AT THE CORE :

TECH ON SCREEN:

While primarily supernatural, the show includes scientific concepts that ground the story in a pseudo-realistic framework.

1. Psychokinesis and Telepathy :

Eleven's powers resemble extreme models of human cognition and telepathy, echoing experiments from real-world programs such as MKUltra.

2. MKUltra-inspired secret lab experiments :

The Hawkins National Laboratory is inspired by real U.S. government research into mind control, sensory deprivation, LSD experiments and psychic phenomena where Eleven was tested to enhance telekinetic abilities. In reality, MKUltra secret experiments really happened but psychic powers are not scientifically proven.

3. Sensory Deprivation Float Tank :

Eleven's powers improve when she floats in salt water and there is no sound or light present. This reduces external stimulus and sharpens concentration. In reality, Float tanks are real and are used in therapy and neuroscience.

4. Wormholes and Exotic Matter :

The Upside Down resembles a parallel dimension, conceptually similar to a wormhole or alternate universe. In theoretical physics, wormholes are bridges through spacetime that could connect distant points instantly, but require "exotic matter" with negative energy density to remain stable.

TECH BEHIND THE SCREENS : THE MAKING OF STRANGER THINGS

1. Marker-Based Motion Capture :

Actors' body movements and stunts were digitally enhanced using motion capture to integrate with CG creatures and effects. Subtle expressions, especially for Eleven and monsters, were recorded with head-mounted cameras to create accurate digital faces.

2. Real-Time Virtual Production :

Algorithmic asset generation and particle systems created realistic environments like the Upside Down and energy distortions. GPU-accelerated previews helped directors visualize composite scenes on set while reduced iteration time allowed faster integration of actors, monsters, and CGI environments.

3. Sound and Music Technology :

Synth-driven audio processing and signal modulation created the show's eerie, retro-futuristic tone by blending 1980s analog textures with modern digital techniques. Data-driven audio layering produced immersive, spatialized soundscapes, adding depth and directionality to creature movements, environmental effects, and supernatural events.



IMPACT & LEGACY: WHY IT MATTERS ?

Stranger Things reshaped serialized sci-fi by seamlessly integrating practical effects with VFX, influencing TV production workflows through GPU-assisted virtual previews, popularizing horror and sci-fi with a technology-conscious approach, and demonstrating that computation can enhance storytelling as much as it does visuals.

DO
YOU
KNOW

- The **Upside Down environments** were created using procedural algorithms combined with practical sets for maximum realism.
- **Creature animations** relied on motion capture and physics simulations to interact believably with live actors.
- Some sequences were rendered with GPU clusters in real time, allowing directors to adjust VFX during shooting.

TECH VERDICT :

Scientific Imagination (On Screen): ★★★★★

Visual Complexity: ★★★★★

Computational Rigor (Production): ★★★★★

Cultural Impact : ★★★★★



BLOOPER MADE BANGERS



HOSPITAL GOES BOOM..... EVENTUALLY

During the filming of **The Dark Knight**, the hospital explosion scene was supposed to be clean and robotic. Joker walks out, presses the trigger, boom. No drama, no hesitation. Just destruction on cue.

But on the actual take... it didn't work. Heath Ledger clicked the remote and nothing happened.

But Ledger didn't break. He stayed Joker. He started clicking the remote again, confused, annoyed, almost offended by it. He shook it, tapped it, stared at it like it had personally betrayed him. None of that was in the script. It was pure instinct, filling the silence with madness while the crew panicked off-camera.

Then the explosives finally went off, a few seconds late. Nolan watched the playback and instantly said, keep it. What was meant to be a smooth villain exit turned into one of Joker's most iconic moments. That delay didn't ruin the scene, it gave it a soul. The Joker looked surprised by his own chaos. And somehow, that made him scarier.



"Perfect technical bloopers, that made the final cut....."

URNS OUT STREAM IS ACTUALLY EXHAUSTING

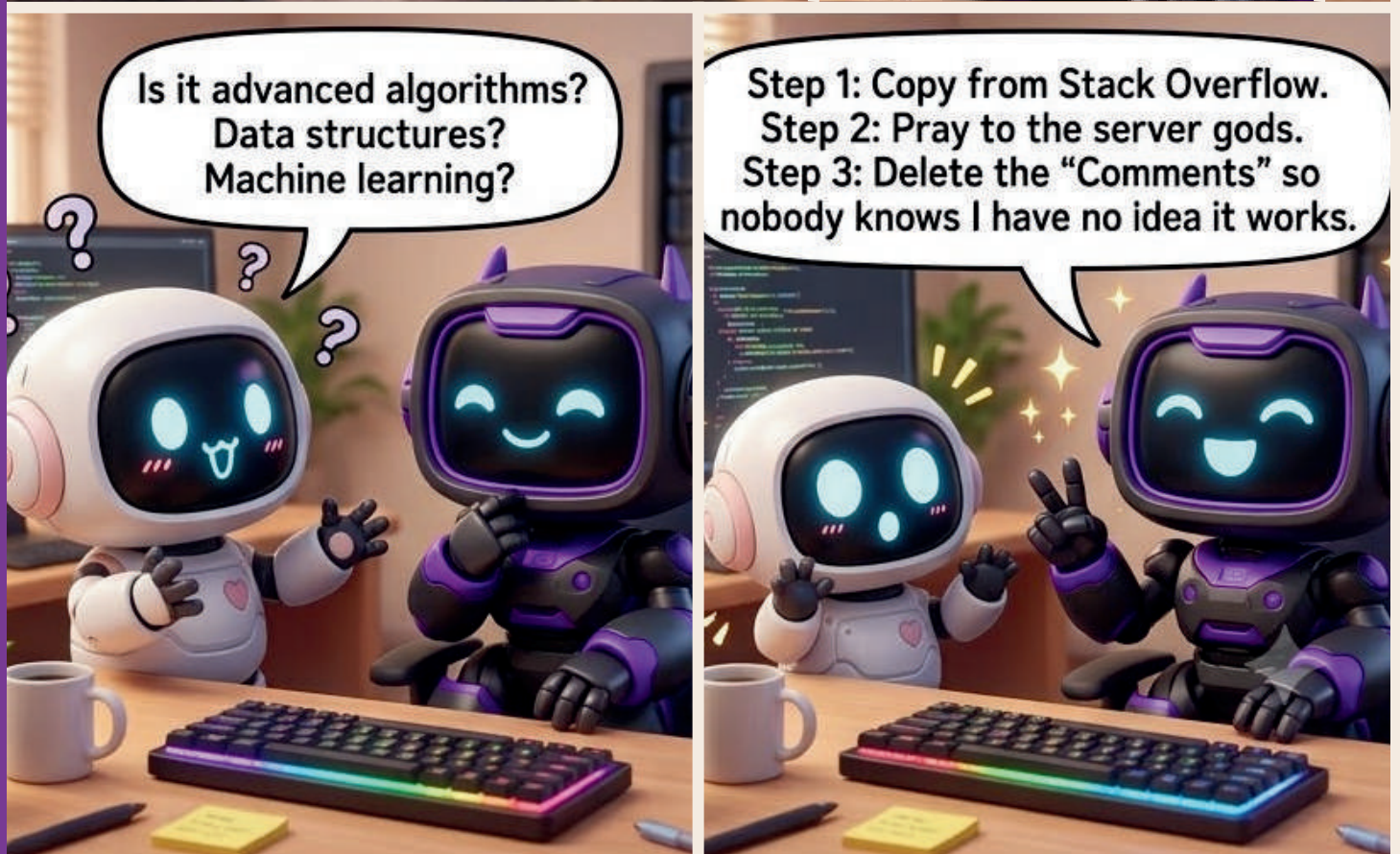
During the filming of **Stranger Things S3 Ep. 4**, the Sauna fight sequence between Eleven and Billy was one of the most physically demanding scenes in the show. More than 100 people were working on set, and everyone was equally exposed to the blistering heat created for the scene.

After 4 intense days of filming, the Sauna sequence became exhausting for the entire cast and crew, but Millie Bobby Brown endured the heaviest physical and psychological toll. The brutal showdown left both actors completely drained, pushing them beyond normal performance limits.

One of the most emotional moments, where Eleven collapses into Mike's arms and breaks down, was completely unscripted. Finn Wolfhard's reaction feels raw and uncertain, as if even he wasn't sure whether the moment was still acting or something real. Director Shawn Levy confirmed that all the reactions seen on screen were real, choosing to keep the scene unchanged because it perfectly captured his vision. He later praised the young cast for their composure and tremendous performance.



THE SENIOR DEV'S SECRET



THE MULTIMEDIA DESIGNER'S CURSE

An animator finishes a complex 3D render.

It's perfect. It's a masterpiece.

Animator:

Client enters

Love it! But can we make the 'blue' a bit more... 'friendly'?

Client:

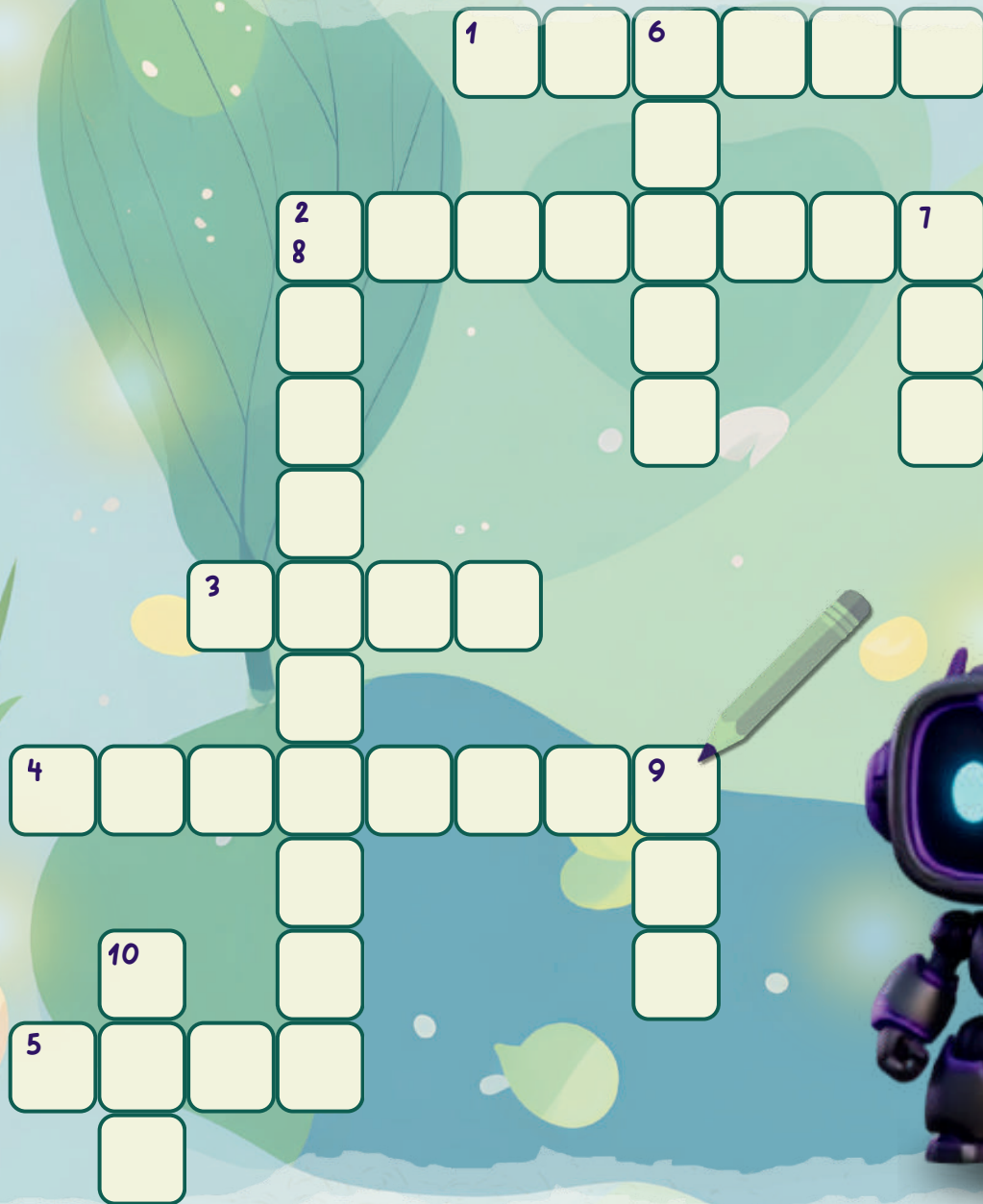
Animator:

Animator:

x457
UNDO

Animator:

CROSSWORD



ACROSS

1. 2009 James Cameron film that is the highest-grossing movie of all time. (6)
2. The movie that made way for the making of famous studio Ghibli. (8)
3. Oscar winning animated movie made on blender. (4)
4. The company behind the popular Grand Theft Auto game series. (8)
5. AI powered upscaling in Nvidia cards is called? (4)

DOWN

6. The name for animation originating in Japan. (5)
7. Rival processor company of Intel. (3)
8. The most famous diss track of 2024. (10)
9. NVIDIA's advanced technology for real-time lighting and shadows. (3)
10. The media player with the famous traffic cone logo. (3)

GLITCH & GUESS

I.
I HAVE A BODY BUT NO BONES, A BRAIN WITH
NO THOUGHT OF MY OWN.
I DO WHAT I'M TOLD WITH PERFECT ACCURACY,
YET ONE BAD LINE CAN CHANGE MY MISSION.
HUMANS BUILT ME TO EASE THEIR LOAD -
I NEVER COMPLAIN, I JUST RUN THE CODE.
WHAT AM I ??

II.
I AM NOT ALIVE, BUT I GROW;
THE MORE I LEARN, THE MORE I KNOW.
I SPEAK IN MANY TONGUES, SOMETIMES TOO WELL,
GUESSING PATTERNS NO HUMAN CAN TELL.
SOME SAY I'LL RULE, OTHERS SAY FALL-
BUT FOR NOW, I SIMPLY HELP YOU ALL.
WHAT AM I ??

III.
I WALK ACROSS OCEANS IN A MOMENT'S TIME,
DELIVERING A MESSAGE FOR JUST A DIME. I JUMP
FROM TOWERS, BOUNCE THROUGH THE AIR, FROM
ROUTERS TO CABLES - I'M EVERYWHERE. YOU
NEVER SEE ME, BUT YOU FEEL MY POWER; I BRING
WORLDS TOGETHER HOUR BY HOUR.
WHAT AM I ??

IV.
I HAVE KEYS BUT NO LOCKS, SPACE BUT NO ROOM,
AND YOU CAN ENTER BUT NEVER LEAVE.
WHAT AM I ??



ANSWERS

CROSSWORD

ACROSS
1. AVATAR
2. NAUSICAA
3. FLOW
4. ROCKSTAR
5. DLSS
DOWN
6. ANIME
7. AMD
8. NOT LIKE US
9. RTX
10. VLC

ANSWERS

GLITCH &

GUESS

I. Hard Drive/SSD
II. Artificial Intelligence (AI)
III. Internet
IV. Keyboard

Au Revotr

ORDINATEUR



Until We meet 2025-26 again



Once Upon



Vishnu

I am the Armored Titan.
Bluetooth is the Colossal
Titan.

Aishwarya

The greatest thing I
earned in college was the
strength to keep moving
forward.



Moinak

As long I am still alive,
there are infinitely many
possibilities.



Fansheen

Some of the best
lessons were never
part of the syllabus.



Rish

Quotes won't
work until you
do.



Ayush

Don't be a
protester,
be a pro-tester.



Kanishk

Seek first
the kingdom
of God.



Lakshay

My greatest academic achievement
was convincing professors I knew
what I was talking about.



Siya

Be your sanity,
let the things be



A Society



Ganvi

The 'mature one'... until my friends show up.



Divyansh

Compiling dreams, deploying reality.

Divya

High key Dramatic... Low Key Leading.



Yogita

If life is a repository, college was my favorite commit.



Kshiti

You can't cry about having alot on your plate, when the goal is to eat.

Bhumika

Too much change is not a good thing. Ask the climate.



Shruti

Be yourself; everyone else is already taken.



Lalit

In a world full of noise, focus is the ultimate statement.



Chestha

I understood memes better than algorithms.

FACULTY MEMBERS



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M.C.A.



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M.C.A. | Ph.D.



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PROF. MANOJ AGARWAL
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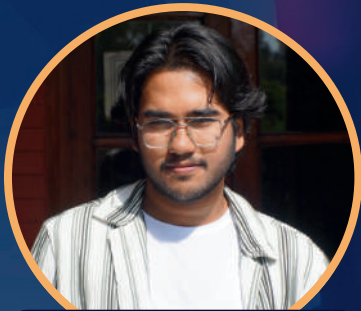


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ANUSHA GUPTA
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DIVYA FALIA
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KIRTI
Editor

BITWISE TEAM



KOMAL SHARMA
Editor



MRIDUL PANGTEY
Editor



RISHIT SHARMA
Editor



ABHAY VERMA
Designer



AKSHITA SHAH
Designer



SANVI DUREJA
Designer

Technology is neither good nor bad; nor is it neutral.
It is a mirror reflecting the intentions, values, and blind spots of
the society that creates it.

- Melvin Kranzberg's first law of technology



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हंसराज कॉलेज





Ordinateur
The Computer Science Society
Hansraj College, University of Delhi
(2025 - 26)