



# DSA News Letter



**April 2026**

**Presidency University**  
**Department of Student Affairs**

[www.presidencyuniversity.in](http://www.presidencyuniversity.in)



"DoGood: Access Quest," organised by the GEN AI Club of the Presidency School of Information Science at Presidency University, in collaboration with iVolunteer, was a meaningful social impact initiative aimed at raising awareness of accessibility and inclusion for people with disabilities. The event encouraged students to actively engage with real-world social challenges while contributing towards building more inclusive communities.

The programme commenced with a virtual orientation and training session conducted by the NGO team, where participants were introduced to the importance of accessible public spaces and trained on the use of the "Yes to Access" App. The session provided valuable insights into accessibility standards and the challenges faced by individuals with disabilities in everyday environments.

Following the training, participants took part in an on-field Accessibility Hunt, visiting public spaces to assess and document accessibility features such as ramps, pathways, entrances, and other facilities. Through this hands-on activity, students gained practical exposure to identifying barriers in public infrastructure and contributed meaningful data for inclusive development initiatives.

The event successfully fostered social responsibility, empathy, teamwork, and civic engagement while empowering students to become active contributors towards creating a more accessible and inclusive society.



TOASTMASTERS CLUB

STRENGTHEN YOUR STORIES

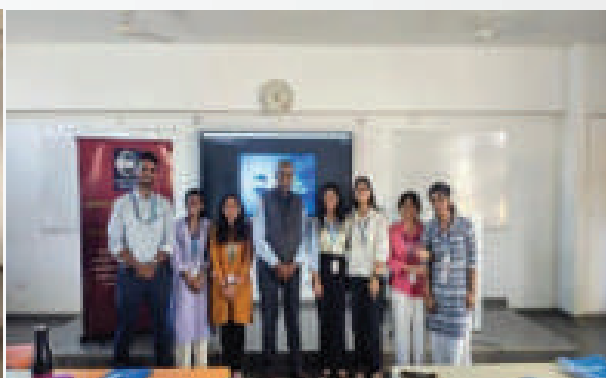


The 66th meeting of the Presidency University Toastmasters Club was held on Wednesday, 1st April 2026, from 2:30 PM to 4:00 PM at UG-01. The meeting was themed "Strengthen Your Stories" with the Word of the Day being "Narrative." The Presidential Address was delivered by TM Lakshmi, who began with a vivid scenario about discovering strength in challenging moments, sharing a personal story about stepping up as a team leader.



TM Dinesh Parthibhan delivered his Icebreaker speech titled "I Am All That," captivating the audience by introducing himself as both a bully and the bullied. He reflected on his carefree earlier life, which underwent a profound transformation following the tragic loss of his mother. The speech was emotional, honest, and left a strong impact on the audience.

The Table Topics session was conducted by TM Arati using a "Pick and Speak" format with fun, opinion-based prompts, followed by a second session by TM Diksha, who gave random thought-provoking questions to enhance impromptu speaking. The General Evaluation was conducted by TM Lakshmi, with the TAG team providing feedback on time management and language usage. The meeting concluded with the National Anthem and a group photograph.



# THEATRICAL SOCIETY

## WORLD THEATRE DAY CELEBRATION



Presidency University marked World Theatre Day on 26th March 2026 with great enthusiasm. The event was organised by the School of Liberal Arts and Sciences and brought together students, faculty, and theatre enthusiasts for an engaging cultural experience.



The celebration began on a vibrant note with a traditional theatre song performed by Ms. Bhramara Udupa, followed by an expressive mime dance by Ms. Jagruthi, setting the stage for the performances ahead. The formal proceedings commenced with a warm welcome address by Dr. Pritha Sanyal, Head of the School of Liberal Arts and Sciences. The event was also graced by the presence of the Pro Vice-Chancellor, Dr. Vidya Shetty, who witnessed and appreciated the performances.

Two plays were staged as part of the celebration: a lively Detective Comedy Act and a theatrical adaptation of Lamb to the Slaughter. Both performances captivated the audience with their creativity, humour, and dramatic expression. The event attracted a wide audience, including students and faculty members from various schools across the university. The World Theatre Day celebration stood as a testament to the vibrant cultural spirit of the institution and its commitment to promoting the performing arts.



# DEPARTMENT OF STUDENT AFFAIRS

## INVINCIA 2026 – CULTURAL FEST

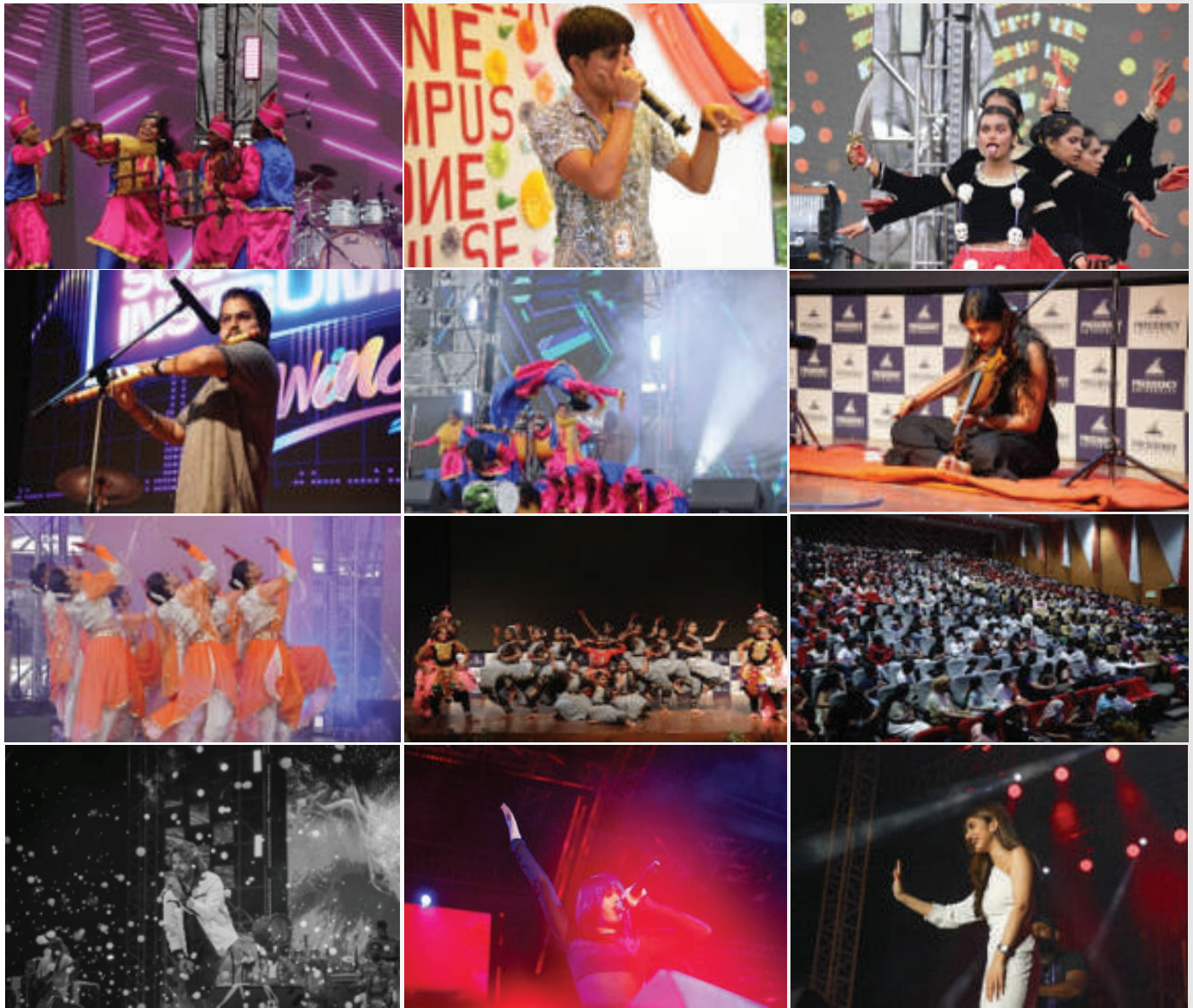


Invincia 2026, the flagship cultural fest of Presidency University, organised by the Department of Student Affairs, was conducted on the 10th and 11th of April 2026, bringing together a vibrant mix of talent, competition, and entertainment. The two-day extravaganza witnessed enthusiastic participation from students across institutions, making the campus a hub of energy, creativity, and celebration.

The first day began with a grand inaugural ceremony held in the auditorium at 9:30 AM. The university anthem was presented, followed by an invocation dance. The Chancellor officially declared Invincia 2026 open. Events ran simultaneously across various locations: the main stage hosted Indian Group Dance and Fashion Show; the auditorium featured solo instrumental and western group singing; and classrooms were transformed for events such as Best Manager, Treasure Hunt, and UI/UX Design Challenge. The afternoon featured performances by artists Saad Khan, Sachin Gomma Boy, and Karen Vincent, building anticipation for the evening's highlight – a live concert by Javed Ali, whose soulful voice created a mesmerising atmosphere.



Day 2 continued with events including Battle of Bands, Western Group Dance, Council Wars, Rap Battle, street play, cosplay, debate, and Shark Tank. Key highlights included Yunus Ahmed serving as a judge for Council Wars. The closing valedictory ceremony featured a 50-year logo launch and recognition of winners. Rebel delivered a power-packed concert, followed by Haneef from the Rohaani Band, and a DJ set brought the fest to a vibrant close. Invincia 2026 recorded a total footfall exceeding 25,000, featured 100+ stalls, and saw REVA University crowned overall winner with New Horizon College as runner-up.



## THEATRICAL SOCIETY

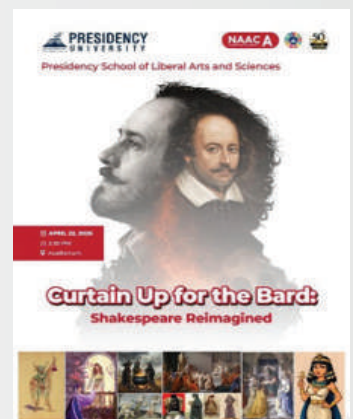
### CURTAIN UP FOR THE BARD: SHAKESPEARE REIMAGINED



Presidency University's School of Liberal Arts and Sciences commemorated the 462nd birth anniversary of William Shakespeare on 22nd April 2026 with exceptional enthusiasm and splendour, creating a memorable tribute to the Bard whose literary genius continues to shape global theatre and storytelling traditions.

The celebration unfolded as a rich and immersive cultural experience, thoughtfully designed to bring Shakespeare's timeless works closer to contemporary audiences. Among the key highlights was the enactment of the iconic Balcony Scene from *Romeo and Juliet*, where performers beautifully captured the emotional intensity and lyrical beauty of the play. Equally captivating was the staging of the Ass-Headed Man episode from *A Midsummer Night's Dream*, which infused the event with humour, whimsy, and theatrical vibrancy.

Students also presented a compelling segment dedicated to Shakespeare's female characters, bringing to life some of literature's most powerful women through carefully selected dialogues. The occasion was graced by Mr. Salman Ahmad, Vice-President, Presidency Group of Institutions; Dr. Anu Sukhdev, Dean, DSA; Dr. B. N. Venkata Girish, Director – Strategy; and Dr. Pritha Sanyal, Head, School of Liberal Arts and Sciences. The event was a vibrant reaffirmation of Shakespeare's enduring legacy and the School's commitment to fostering literary appreciation and creative expression.



# ROTARACT CLUB

## CODE QUEST



Code Quest was organised by the Rotaract Club of Presidency University on 8th April 2026, from 2:30 PM to 3:30 PM at D-Block Stationery, as an engaging and intellectually stimulating event designed to challenge participants' logical thinking, problem-solving abilities, and coding aptitude. The event created a competitive yet fun environment where students could enhance their analytical skills and collaborate effectively.



The event was structured as a fast-paced coding and problem-solving challenge, where participants were presented with a series of clues and tasks that required both logical reasoning and technical understanding. The one-hour challenge tested not only coding skills but also the ability to think quickly and adapt under pressure. Participants worked through different levels of difficulty that pushed their mental agility and creativity.

Code Quest successfully created an exciting and energetic environment where 14 participants were motivated to push their limits. The event achieved its objective of fostering critical thinking, teamwork, and enthusiasm, providing participants with an opportunity to challenge themselves and improve their technical skills while experiencing the thrill of solving problems under pressure.

Event Photographs



# ROTARACT CLUB

## DRR'S OFFICIAL VISIT (DOV)



The DRR's Official Visit (DOV) was successfully conducted on 25th April 2026 from 12:30 PM to 3:30 PM at the Board Room, DSA, Presidency University. The visit is a significant event conducted to review, guide, and strengthen the functioning of the Rotaract Club, serving as an opportunity for district representatives to interact with club members, assess progress, and provide valuable insights for future growth.

The session began with a formal welcome, followed by an overview of the club's activities, achievements, and ongoing projects. The district officials reviewed the club's work, provided constructive feedback, and shared valuable suggestions for improvement. The interaction was engaging and insightful, allowing members to clarify doubts and gain a better understanding of expectations at the district level.

The event witnessed active participation from the Board of Directors and members of the Rotaract Club of Presidency University, Bengaluru. Key activities included presentation of club reports and achievements, review and evaluation by district officials, and an interactive discussion and feedback session. The visit helped members gain clarity on club operations, reporting standards, and leadership responsibilities, providing clear direction for future activities.



## HARVEST CLUB

### FUTURE READY WITH AI: LEARN, BUILD, AND LEAD TOGETHER



The Peer-to-Peer Learning session on "Future-Ready with AI: Learn, Build, and Lead Together" was successfully conducted on 15th April 2026 from 2:30 PM to 4:00 PM at E Block Seminar Hall 03, for students of the School of Computer Science (Specialisation) and Engineering. The session was delivered by Mr. Priyesh Srivastava, a 3rd-year B.Tech (AI & ML) student, making it a highly engaging peer-driven learning experience.



The event effectively bridged the gap between academic knowledge and industry expectations in Artificial Intelligence. Key topics discussed included Retrieval-Augmented Generation (RAG), advanced retrieval techniques, and production-level AI system design. The session also provided insights into real-world challenges of AI systems, including limitations of large language models and the importance of reliable, scalable architectures.

The interactive format encouraged active participation, allowing 74 students to clarify their doubts and engage in meaningful discussions. The event was organised by the Harvest Club under the Presidency School of Computer Science and Engineering, and was coordinated by Ms. Josephine R and Ms. Shana Aneevan as faculty coordinators, with Navaneet AD and Hida Fathima PH as student coordinators.

## GOOPS CLUB

### KUBE QUEST – KUBERNETES HANDS-ON WORKSHOP

The "Kube Quest" – Kubernetes Hands-on Workshop was conducted on 28th April 2026, from 9:45 AM to 11:45 AM at J Block Ground Floor 01 (JG04). The workshop was designed as a structured technical learning session aimed at introducing participants to practical container orchestration concepts through an interactive and hands-on approach.



The workshop covered key domains of Kubernetes and DevOps, including containerisation fundamentals, cluster architecture, application deployment, service management, and scaling strategies. Participants engaged in guided hands-on exercises that required them to deploy containerised applications, configure Kubernetes objects, and manage workloads within a cluster environment. The session focused on practical exposure where participants worked with components such as Pods, Deployments, Services, and ConfigMaps.

The workshop was organised by the GoOps Club and coordinated by Samuel Joshua (President) and Achal Kumari Gupta (Vice President). Topics covered included containerization and Kubernetes basics, core components and objects, hands-on deployment, scaling, networking and monitoring, and DevOps integration and best practices. The event successfully prepared students for real-world applications in cloud computing and DevOps environments.



Presidency School of Computer Science and Engineering, in collaboration with the Criminal Investigation Department (CID) and organised by the Informatica Club, successfully conducted Namma Suraksha 2.0, a National Level 24-hour Hackathon from 28th to 30th April 2026 at Presidency University.



The event focused on developing innovative technological solutions for real-world challenges in crime investigation, public safety, and cybersecurity. Participants worked on problem statements such as cybercrime prevention, financial fraud detection, digital forensics, and secure system design. Students utilised technologies including Artificial Intelligence, Machine Learning, Data Analytics, Cloud Computing, and Cybersecurity frameworks to develop impactful solutions.

The hackathon saw enthusiastic participation from both internal and external teams, encouraging teamwork, innovation, and critical thinking. The event concluded with the evaluation and recognition of the best solutions developed. Faculty coordinators Dr. Selveraj Poornima and Ms. Shet Reshma Prakash guided the event, while student coordinators Vivek B and Tulasi Gowda managed logistics. The collaboration with the CID brought real-world relevance to the technical challenges addressed.

## AI CLUB

### REVIEW OF RESEARCH ARTICLES FOR FINAL YEAR STUDENTS



The session provided students with structured guidance on how to critically evaluate research papers, identify key contributions, understand methodology, and interpret results. Participants were introduced to techniques for summarising complex academic content and relating it to ongoing projects in the field of Artificial Intelligence and Machine Learning.

A total of 32 students participated in the seminar, actively engaging in discussions and presentations. The event empowered final year students with the skills needed to navigate academic literature effectively, strengthening their academic capabilities and preparing them for research-oriented careers. The session was organised under the AI Club, School of Computer Science and Engineering, Presidency University.



The Kannada Club organised an interactive and lively cultural event titled "SAMBRAMA" on 29th April 2026 at QF04, from 2:30 PM. The event was designed to celebrate the Kannada language, cinema, music, and cultural richness through engaging and entertaining team-based activities.



Participants took part in fun challenges such as guessing Kannada movie names through actions, performing dialogues with different emotions using expressive skills, and creating humorous or creative responses based on visual cues. These activities were aimed at encouraging quick thinking, creativity, and active involvement among students.

Overall, SAMBRAMA provided an enjoyable platform for students to interact, build confidence, and showcase their talents while fostering a deeper appreciation for Kannada culture. The event successfully strengthened participation in club activities and promoted cultural preservation within the campus community.

## ROTARACT CLUB

### THE HIDDEN QUEST

The Hidden Quest was organised by the Rotaract Club of Presidency University on 29th April 2026, from 2:30 PM onwards at Presidency University. The event was designed as an interactive and adventure-based activity aimed at enhancing problem-solving skills and critical thinking. It was structured as a treasure hunt-style challenge, where participants navigated through a series of clues and tasks to reach the final goal.



Each stage required logical reasoning, observation, and quick decision-making, making the activity both exciting and intellectually stimulating. Participants actively engaged in decoding clues and exploring different areas, which created a sense of curiosity and enthusiasm throughout the event. The competitive yet friendly atmosphere encouraged teamwork and collaboration as participants worked together to solve challenges and progress further in the quest.

The Hidden Quest successfully created an engaging outdoor experience, combining fun, strategy, and interaction, making it enjoyable and memorable for all involved. The event enhanced logical thinking, improved teamwork, encouraged strategic planning, and boosted engagement through interactive and experiential learning.





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Rajanukunte, Yelahanka, Bengaluru 560 119