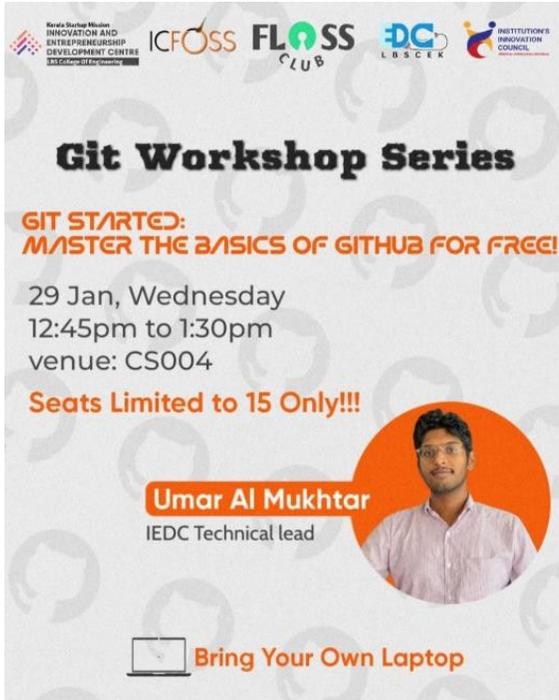


# **FOSS Club Event Report**

# Git & GitHub Workshop Series

# Git Workshop Series Report

Organized by FOSS Club, LBS College of Engineering, Kasaragod



**Git Workshop Series**

**GIT STARTED: MASTER THE BASICS OF GITHUB FOR FREE!**

29 Jan, Wednesday  
12:45pm to 1:30pm  
venue: CS004

**Seats Limited to 15 Only!!!**

**Umar Al Mukhtar**  
IEDC Technical lead

**Bring Your Own Laptop**

Logos: Kerala Startup Mission, ICFOSS, FLOSS CLUB, DC LBSECK, INSTITUTIONS INNOVATION COUNCIL



**Git Started: Master the Basics of GitHub for Free!**

**Wednesday & Thursday**  
12:45 to 1:30 pm, 5th & 6th March

**Venue: CS004**

**NOTE:**

- SEAT LIMITED TO 20 ONLY!
- BRING YOUR OWN LAPTOP!

**UMAR AL MUKHTAR**  
CTO IEDC LBSECK



**GIT WORKSHOP SERIES**

**Git Started: Master the Basics of GitHub for Free!**

**Wednesday, 12th March**  
12:45 to 1:30 pm

**Venue: CS004**

**NOTE:**

- SEAT LIMITED TO 20 ONLY!
- BRING YOUR OWN LAPTOP!

**SIDHARTH S**  
Technical Lead  
Foss Club

Logos: Kerala Startup Mission, ICFOSS, Foss, DC LBSECK, INSTITUTIONS INNOVATION COUNCIL, L.B.S. College of Engineering, NRA



**GIT WORKSHOP SERIES**

**Git Started: Master the Basics of GitHub for Free!**

**Wednesday, 19th March**  
12:45 to 1:30 pm

**Venue: CS004**

**NOTE:**

- SEAT LIMITED TO 20 ONLY!
- BRING YOUR OWN LAPTOP!

**SANJAY K P**  
Vice Captain  
ED CLUB

Logos: Kerala Startup Mission, ICFOSS, Foss, DC LBSECK, INSTITUTIONS INNOVATION COUNCIL, L.B.S. College of Engineering, NRA

## 1. Introduction

The FOSS Club of LBS College of Engineering successfully organized a multi-part Git Workshop Series titled 'Git Started: Master the Basics of GitHub for Free!'. The initiative aimed to introduce students to version control using Git and GitHub, promoting collaborative development and open-source contributions.

## 2. Objective

- To equip students with the basic skills required to use Git and GitHub.
- To enable participants to manage source code efficiently and collaboratively.
- To encourage open-source contribution and project version tracking among students.

## 3. Event Details

Date(s)	Time	Venue	Speaker	Designation	Seats	Remarks
29 Jan (Wednesday)	12:45 PM – 1:30 PM	CS004	Umar Al Mukhtar	IEDC Technical Lead	20	Day 1 of 2- day workshop for same batch
30 Jan (Thursday)	12:45 PM – 1:30 PM	CS004	Umar Al Mukhtar	IEDC Technical Lead	20	Day 2 continuation for same batch
5 Mar (Wednesday)	12:45 PM – 1:30 PM	CS004	Umar Al Mukhtar	CTO, IEDC LBSCEK	20	One-day standalone session
12 Mar (Wednesday)	12:45 PM – 1:30 PM	CS004	Sidharth S	Technical Lead, FOSS Club	20	Follow-up workshop
19 Mar (Wednesday)	12:45 PM – 1:30 PM	CS004	Sanjay K P	Vice Captain, ED Club	20	Final physical session before online

## 4. Participation

Despite each session having a seat limit of 15–20 for hands-on engagement, all sessions saw full attendance of 20 participants each. The workshops were conducted in an interactive, peer-led format that encouraged active participation.

## 5. Session Format and Structure

- Each session was hands-on, with students working on their own laptops.
- The initial two sessions (29–30 Jan) by Umar Al Mukhtar were conducted for the same group over two consecutive days.
- The subsequent session on 5 March served as a crash course for a new batch.
- Sessions by Sidharth S and Sanjay K P focused on revision, clarification of doubts, and real-time demos.
- A follow-up online session was held after the final physical session to ensure continuity and provide a platform for additional queries and advanced learning.

## 6. Feedback Summary

Participants unanimously found the sessions very helpful and insightful, especially for those with no prior experience in version control. Many students expressed increased confidence in using Git and GitHub for their personal and academic projects.

## 7. Challenges Faced

- Managing first-time participants was challenging, particularly with laptop setup and installation of Git tools.
- Additional time had to be dedicated to debugging environment issues across diverse operating systems.

## 8. Outcome and Future Plans

The workshop series has laid a strong foundation in version control for many students. Based on the positive response, the FOSS Club is planning to:

- Conduct advanced sessions on collaborative workflows, GitHub Actions, and branching strategies.
- Introduce project-based learning using Git in future workshops.
- Organize regular follow-up sessions, both online and offline, to build consistency and fluency in using Git.

## 9. Acknowledgements

We thank:

- Umar Al Mukhtar, Sidharth S, and Sanjay K P for their dedication as resource persons.
- The FOSS Club Coordinators and volunteers for organizing and managing logistics.
- IEDC, EDC, IIC, and ICFOSS for their support and collaboration.

## 10. Conclusion

The Git Workshop Series was a well-received and impactful initiative by the FOSS Club, promoting essential development practices among students. The sessions have sparked increased interest in collaborative coding and open-source contributions and have established a strong groundwork for future technical upskilling activities.



Benefits of Working on Open Source

Feb 24, 2025 (Online)

led by Navneeth K



**WEBINAR**

ICFOSS ASSOCIATION OF B.TECH IN CSE 2024-2025  
LBS COLLEGE OF ENGINEERING KASARGOD

**TERANIS 2025**  
Inter-Collegiate Technical Fest  
In Collaboration with FOSS LBSCEK

# BENEFITS OF WORKING ON OPEN SOURCE

Get upto 15 activity points

**Navneeth K**  
Consultant Architect, ICFOSS

**24 - FEB**  
8 PM - 9 PM  
G-MEET

teranis.in teranis.lbscek Teranis 2025

Organized by: FOSS Club, LBSCEK in collaboration with Teranis 2025

Date: 24<sup>th</sup> February 2025

Time: 8:00 PM – 9:00 PM

Platform: Google Meet

Speaker: Navneeth K, Consultant Architect, ICFOSS

### **Introduction:**

As a pre-event to Teranis 2025, the FOSS Club of LBSCEK organized an insightful webinar titled “Benefits of Working on Open Source.” The session aimed to educate students and tech enthusiasts on the advantages of contributing to open-source projects, skill development, career opportunities, and community engagement.

### **Session Highlights:**

Navneeth K, Consultant Architect at ICFOSS, shared his expertise on the significance of open-source contributions. Key points discussed during the session included:

- Introduction to open-source software and its impact.
- How contributing to open source enhances problem-solving skills and collaboration.
- Career benefits and networking opportunities in the open-source ecosystem.
- Real-world case studies of successful open-source contributors.
- Steps to get started with open-source projects.

The interactive session allowed participants to ask questions and engage in discussions, making it an engaging and informative experience.

### **Participation and Engagement:**

- Total Attendees: 100
- Q&A Session: The speaker addressed multiple queries on contribution guidelines, project selection, and best practices for beginners.

## **Feedback from Participants:**

The feedback from attendees was overwhelmingly positive, with many appreciating the practical insights and real-world examples shared by the speaker. Some key takeaways from the feedback forms:

- 85% of participants found the session extremely useful in understanding open-source contributions.
- 90% expressed interest in participating in future FOSS-related events and workshops.
- Many attendees requested hands-on sessions or workshops to get started with open-source contributions.

## **Conclusion and Next Steps:**

The webinar successfully raised awareness about the advantages of working on open-source projects. Participants gained valuable knowledge and motivation to explore the open-source community. Based on the feedback, the FOSS Club of LBSCEK plans to conduct follow-up workshops and hands-on sessions to help students take their first steps in contributing to open source.

FOSS Stall at Techfest  
Feb 27, 2025 (IEDC Makerspace)

## REPORT

FOSS Club Stall @ Innovation Corner – Open Source Arena



Date: 27th February 2025

Venue: IEDC Room, Administrative Block

Organized by: FOSS Club

Event Type: FOSS Awareness & Engagement Stall

## Introduction

As part of Innovation corner ,the FOSS Club organized an interactive stall titled Open Source Arena . The initiative aimed to promote Free and Open Source Software (FOSS) culture by engaging participants through hands-on activities, fun games, and informative sessions.



## **Objectives**

- Foster awareness about Free and Open Source Software (FOSS).
- Introduce students to Linux-based operating systems and basic command-line interfaces.
- Encourage participants to explore and contribute to the Open Source community.
- Make learning about Open Source fun and accessible through interactive games.

## **Event Activities**

The FOSS Club brought open-source spirit to life with engaging activities:

- Ball in Cup Challenge: Open Source vs Closed Source
- Logo Quiz: Open-source projects
- Hands-on with Kali Linux, Fedora, and Terminal Games
- GitHub Networking Wall and Knowledge Wall

FOSS-themed treats added to the excitement, making the experience engaging and rewarding.

## **Participation & Engagement**

The stall witnessed 150+ footfalls throughout the day, with 100+ active participants across various challenges. Volunteers from the FOSS Club provided guidance and insights, sparking conversations on the significance of FOSS in today's tech landscape.





## **Giveaways & Prizes**

To encourage participation, the following prizes were distributed:

- FOSS Cookies
- FOSS Chocolates
- FOSS Stickers featuring popular open-source logos

## **Impact**

- Enhanced visibility of the FOSS Club on campus.
- Increased interest in Linux-based systems and open-source software.
- Encouraged participants to join the FOSS Club Community and learn more about contributing to open-source projects.
- Positive feedback from participants, with many expressing interest in future FOSS Club events.

## **Conclusion**

The Open Source Arena successfully combined education, fun, and community engagement, making FOSS more accessible and appealing to students. The overwhelming participation and enthusiasm from students reflect the growing curiosity towards open-source technologies, marking this event as a significant step in building an active FOSS community on campus.

## **Acknowledgements**

We extend our sincere gratitude to the Innovation corner Organizing Committee, FOSS Club Volunteers, and all participants for their support in making this event a grand success.

FOSS Club , LBSCEK

FOSS Meetup  
(June 28, 2025, OpenMind Makerspace)

KASARAGOD'S FIRST EVER  
**FOSS MEETUP 2025**

# EVENT REPORT

Organised by



<>penmind

# EVENT DETAILS

**Event Name** : FOSS MEETUP 2025

**Date and Time** : 28th June 2025 ,9:30 AM to 4:30 PM

**Venue** : OpenMind MakerSpace, ASAP Community Skill Park, Kasaragod

**Organized By** : FOSS Club, LBS College of Engineering, Kasaragod

**Supported By** : Foss United and Openmind

**Foss** CLUB  
LBSCEK

<>openmind

**FOSS**  
**UNITED**

**ANNOUNCING**

**FOSS MEETUP**

**JOIN US FOR KASARAGOD'S FIRST MEETUP**

📅 28th June 2025 | ⌚ 9:30 AM to 4:30 PM | 📍 OpenMind MakerSpace,  
ASAP CSP Kasaragod

Registration Started: <https://tinyurl.com/yf8pfd6c>

# EVENT SCHEDULE

The FOSS Meetup 2025 began after a short delay in registration, with active participation from students and tech enthusiasts. The event was inaugurated by Mr. Safwan Hussain, CTO of Prokomers, followed by a welcome address from Archana Das, a second-year FOSS Club ambassador. Dr. Sarith Divakar, our Faculty Advisor, also attended and supported the event. The sessions covered various open-source topics, with interactive discussions and quizzes. The day concluded with a Vote of Thanks by Abhinav Krishna, Finance Lead of the FOSS Club.



# EVENT HIGHLIGHTS

The FOSS Meetup 2025 was officially inaugurated by Mr. Safwan Hussain, CTO of Prokomers, in the presence of participants. The event began with a warm welcome speech delivered by Archana Das, a second-year ambassador of the FOSS Club, setting the tone for the day. As part of the inauguration, the official FOSS Club website was also launched by Mr. Safwan Hussain, marking a proud digital milestone for our student-driven open-source community.







A special highlight of the meetup was the surprise visit by Mishab Mohammed from StartGlobal and Atul Nagaraj Nambiar, an alumnus and InfoSec consultant. Their spontaneous interactions added great value to the event — Mishab shared encouraging words on startups and innovation, while Atul gave insightful thoughts on cybersecurity and real-world challenges in the FOSS space.

# BUDGET SUMMARY

	Item	Amount(INR)
1	Stationary & Tags	₹500
2	Memento	₹590
3	Snacks	₹466
4	Lunch	₹280
5	Posters, Gifts & Welcome Kits	₹1,100
<b>Total</b>		<b>₹2,936</b>
<b>Sponsored by FOSS United</b>		<b>₹3,000</b>

The FOSS Meetup 2025 was organized with the vision of delivering maximum impact with minimal resources. With a generous sponsorship of ₹3,000 from FOSS United, the event was executed smoothly, and all key expenses were covered. The total spending was ₹2,936, leaving a remaining balance of ₹64. Every amount was utilized thoughtfully to ensure a meaningful and resourceful open-source gathering.

## **PARTICIPANT FEEDBACK & IMPACT**

Around 30 participants, including FOSS Club members and students, actively took part in the meetup. Although some school students couldn't attend due to classes, and a few others missed the event due to bad weather, many of them later appreciated the event after seeing the photos.

The speakers and attendees gave positive feedback on the quality of each session and congratulated the team for organizing such a well-structured event. The idea of giving goodies and appreciation gifts was also well-received and added a positive touch to the overall experience.

## **ORGANIZING TEAM**

The success of FOSS Meetup 2025 was made possible by the dedicated efforts of the student organizing team from the FOSS Club of LBS College of Engineering, Kasaragod. From event planning and coordination to design, logistics, and execution, every aspect was managed with passion and teamwork.

Due to the vacation period, offline meetings weren't possible. However, the entire team came together through online discussions, led by our faculty advisor Dr. Sarith Divakar and club lead Alvira. With strong collaboration from all executive members, the event was successfully organized and executed with great spirit and dedication.

## EVENT VOLUNTEERS

1	Abhinav Krishna
2	Archana Das A
3	Divyashree M T
4	Sidharth S
5	Sreyas P
6	Sumayya
7	Vaishakh O V

## SPEAKER GALLERY

The FOSS Meetup 2025 featured a lineup of passionate speakers, including alumni and faculty members, who delivered engaging and impactful sessions. Each talk highlighted different dimensions of the open-source world from debunking common myths to exploring the role of Linux and cloud integration through Azure.

The speakers not only shared technical knowledge but also emphasized the importance of community, contribution, and collaboration in the FOSS ecosystem. Their real-world examples, interactive presentations, and motivational insights inspired participants to take their first step toward open-source involvement and continuous learning.

# 1. Adnan Haaris

LBSCEK Alumnus (Batch of 2025)

## Topic: Open Source – From Myths to Possibilities

Adnan started the sessions with an energetic and inspiring talk. He cleared common myths about open source and shared real stories on how open-source contributions can lead to learning, collaboration, and global opportunities.



## 2. Abhiram B K

LBSCEK Alumnus (Batch of 2025)

### Topic: Linux in the Open Source Ecosystem

Abhiram gave an engaging talk on the role of Linux in the FOSS world. With real-life examples and humor, he explained how Linux powers devices we use every day and why it's important for open source.



### 3. Dr. Sarith Divakar M

Assistant Professor, LBSCEK & Faculty Advisor,  
FOSS Club

### Topic: Empowering Open Source with Azure: From Code to Cloud

Dr. Sarith led an in-depth session on combining open-source tools with cloud platforms like Azure. His session helped participants understand how to scale and deploy open-source projects using cloud technologies.



# SPONSOR & PARTNER APPRECIATION

We sincerely thank FOSS United and OpenMind for their valuable support in making the FOSS Meetup 2025 a success. Their encouragement and sponsorship played a key role in enabling a student-led, community-driven event that promoted the values of open-source collaboration.



# Overall Summary

The FOSS Meetup 2025 marked a significant milestone as Kasaragod's first-ever open-source community gathering. Organized by the FOSS Club of LBS College of Engineering with the support of FOSS United and OpenMind, the event successfully brought together students, alumni, tech professionals, and enthusiasts.

Through engaging sessions, meaningful discussions, and enthusiastic participation, the meetup fostered awareness, collaboration, and interest in Free and Open Source Software. The event not only sparked curiosity among beginners but also motivated many to contribute to the open-source ecosystem.

With its positive impact and encouraging feedback, the FOSS Meetup 2025 laid the foundation for future initiatives and a stronger open-source community in the region.

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Decode the Internet: Learn Basics of API  
July 27, 2025 (Online), led by Umar Al Mukhtar

# Event Report: Basics of API

## Event Details

Event Name: Decode the Internet: Learn the Basics of API

Date: 27th July 2025

Time: 10.00 AM

Mode: Online (Google Meet)

Organized by: FOSS Club, LBS College of Engineering, Kasaragod

Speaker: Umar Al Mukhtar, CTO - IEDC LBSCEK

## Overview

The session 'Decode the Internet: Learn the Basics of API' was conducted by the FOSS Club of LBSCEK on 27th July 2025. It aimed to introduce participants to the fundamentals of APIs (Application Programming Interfaces) - the invisible bridges that connect applications, websites, and software systems.

Designed to be beginner-friendly, the session welcomed students from various branches and levels of technical knowledge, offering a clear and interactive explanation of how APIs work behind the scenes.

## Session Highlights

- The event began with a short welcome and introduction to the speaker.
- Umar Al Mukhtar, CTO of IEDC LBSCEK, led the session with real-life examples, relatable use cases, and a beginner-focused breakdown of how APIs function.
- Participants were introduced to:
  - The definition and purpose of APIs
  - RESTful APIs and JSON basics
  - How apps communicate with servers
  - Hands-on demo using public APIs
- The session also included a short Q&A where students clarified their doubts about API requests, endpoints, and integration.

## Participation & Feedback

- Around 20+ participants attended the session live.
- The audience included FOSS club members, curious beginners, and IEDC students.
- Feedback collected through chat and informal polls reflected high levels of engagement. Many appreciated

the simple explanations and the relatable approach taken by the speaker.

## Event Poster



**DECODE THE INTERNET :**

**LEARN**

**BASICS OF API**

**SUNDAY, 27TH JULY**

**10 AM**

**ONLINE**

**Speaker - Umar Al Mukhtar**  
**CTO IEDC LBSCEK**

## Conclusion

This event successfully introduced APIs to beginners and sparked curiosity about web development and backend technologies. The session reinforced the FOSS Club's goal of making foundational tech concepts more accessible and community-driven.

Graphic Design Workshop  
Aug 24, 2025 (Online)  
led by Shreyas P

## Graphic Design Workshop (Using Open-Source Tools)

**Date:** 24 August 2025

**Time:** 7:30 PM – 8:30 PM

**Mode:** Online

**Speaker:** Sreyas P (Design Lead, FOSS Club LBSCEK)

**Participants:** 50+ students

### Description:

FLOSS Club LBSCEK organized an engaging and interactive **Graphic Design Workshop** aimed at introducing students to the world of digital design using **free and open-source tools**. The session was designed to break the common misconception that high-quality design requires paid software, and instead showcased the powerful capabilities of open-source alternatives such as GIMP, Inkscape, and other freely available platforms.

The workshop witnessed **active participation from over 50 students** across various departments, reflecting strong interest beyond just technical domains. The session was highly interactive, with live demonstrations, step-by-step design walkthroughs, and real-time guidance provided by the speaker.

Participants were introduced to:

- Basics of graphic design principles
- Hands-on usage of open-source design tools
- Techniques to create posters, social media creatives, and digital artwork
- Tips for improving creativity and design aesthetics

The session also encouraged students to explore open-source tools as a sustainable and accessible alternative for creative work.

### Outcome & Impact:

- Successfully engaged **50+ participants**, including non-technical students
- Promoted adoption of **open-source tools in creative domains**
- Enhanced students' design and creativity skills
- Received **highly positive feedback** for its beginner-friendly and practical approach
- Strengthened FLOSS Club's presence in **both technical and creative communities**

# GRAPHIC DESIGN WORKSHOP



LEARN WITH SREYAS P  
DESIGN LEAD AT FOSS LBSCEK

24 AUGUST, SUNDAY  
7:30PM TO 8 30 PM

FREE SESSION

1 HOUR LEARNING

LEARN OPEN SOURCE  
DESIGN TOOLS

REGISTER NOW AT :  
<https://dub.sh/G0tECC1>



Eath Mood പൂക്കളം Mood! ✨🌸

Digital Pookkalam

Aug 25, 2025 (Online)

led by Shreyas P

## Digital Pookalam Competition (Onam Special Event)

**Title:** “Eeth Mood! Pookkalam Mood!” – Digital Pookalam Competition 2025

**Date:** 25 August 2025

**Mode:** Online

### Description:

As part of Onam celebrations, FOSS Club LBSCEK organized a vibrant and creative **Digital Pookalam Competition**, blending cultural tradition with modern technology. Participants were challenged to design traditional Pookalams using **only open-source tools**, promoting creativity while reinforcing the values of the open-source ecosystem.

The event witnessed enthusiastic participation from students across multiple departments, with participants showcasing their artistic talents through innovative and visually stunning digital designs.

The competition was conducted in a live online format, adding an element of excitement and spontaneity. Participants demonstrated exceptional creativity, effectively utilizing open-source tools to recreate the essence of traditional floral art in a digital medium.

### Winners:

-  **Abin George (S7 CSA)**
-  **Soudha Sareena (S3 ME)**
-  **Theertha V (S1 AI/DS)**

The winners were recognized and awarded with **FOSS Club goodies and prizes**, celebrating their creativity and effort.

### Outcome & Impact:

- ▯ High levels of student engagement and enthusiastic participation
- ▯ Successfully integrated **cultural celebration with open-source innovation**
- ▯ Encouraged students to explore creative applications of open-source tools
- ▯ Strengthened community bonding through a fun and inclusive event
- ▯ Created a positive and memorable festive experience within the campus



**EETH MOOD**  
**pookkalam**  
**MOOD**

***Join us to create a  
stunning  
Pookalam using  
open-source  
tools!***

***25 AUGUST  
2025  
8:00-9:00pm  
(online)***

# PRIZE DISTRIBUTION



## Machine Learning Series

CODE → LEARN → PREDICT

(Oct 11–12, 2025, SDPK Lab)

led by Shamil Shamseer, Sidharth S, Vaishakh OV

## Machine Learning Series – “Code → Learn → Predict”

**Title:** Code → Learn → Predict – Machine Learning Series

**Start Date:** 12 September 2025

**Duration:** Multi-session program (Weekly)

**Mode:** Hybrid (Offline + Online Sessions)

**Participants:** 40+ students

### Session Handlers:

- Sidharth S (Technical Lead, FOSS Club LBSCEK)
- Shamil (AI/ML Project Intern, BARC Visakhapatnam)
- Vaishak O V (Technical Lead, FOSS Club LBSCEK)

### Inauguration:

The series was officially inaugurated by **Dr. Sarith Divakar (FOSS Advisor)**, marking the beginning of a structured learning journey into Machine Learning.

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### Description:

FOSS Club LBSCEK organized a comprehensive **Machine Learning Series titled “Code → Learn → Predict”**, aimed at providing students with a **strong foundation in Machine Learning using open-source tools** such as Python, Google Colab, and JupyterLab.

Designed as a **beginner-friendly yet structured program**, the series combined theoretical understanding with hands-on implementation, enabling participants to gradually build confidence in working with data and ML concepts.

The program witnessed **active participation from over 40 students**, demonstrating strong interest in emerging technologies like AI and Machine Learning.

---

### Program Structure & Sessions:

#### Session 1 (Offline – 12 September 2025):

- Introduction to Machine Learning concepts
- Python basics for ML
- Overview of tools like Google Colab and Jupyter Notebook
- Interactive hands-on exercises

#### Session 2 (Offline – Following Week):

- Advanced Python concepts for ML
- Introduction to data handling and visualization
- Initial exposure to real-world ML workflows

#### Session 3 (Online – 4 October 2025, 7:00–9:00 PM):

- Deep dive into Machine Learning concepts
- Practical demonstrations and guided implementations
- Discussion on real-world applications and project ideas

Throughout the sessions, participants were encouraged to actively engage, experiment, and build their own understanding through practice.

---

### **Key Highlights:**

- Structured **multi-session learning program** (not a one-time event)
  - Hands-on training using **industry-relevant open-source tools**
  - Participation from **40+ students across different academic years**
  - Strong involvement of both **internal and external technical mentors**
  - Focus on **practical learning and project-based approach**
- 

### **Outcome & Impact:**

- Successfully introduced **40+ students to Machine Learning fundamentals**
  - Built a strong foundation in **Python, data handling, and ML concepts**
  - Encouraged **project-based learning and independent exploration**
  - Increased student interest in **AI/ML and emerging technologies**
  - Received **highly positive feedback** for its structured and beginner-friendly approach
  - Strengthened FLOSS Club's position as a **technical learning hub within the campus**
- 

### **Additional Impact:**

The Machine Learning Series served as a **gateway initiative**, inspiring participants to further explore advanced topics, work on projects, and engage with open-source ML communities.

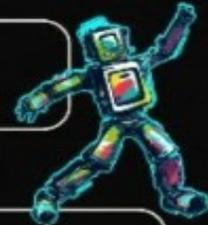


# CODE → LEARN → PREDICT



INTRODUCTION TO ML

HANDS-ON LEARNING



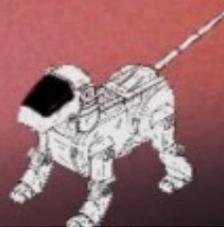
LEARN USING PYTHON

REAL-WORLD APPLICATIONS

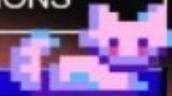
FROM  
**12 SEP 2025**

2 HRS WEEKLY

OFFLINE AT COLLEGE



REGISTRATION  
**FREE**



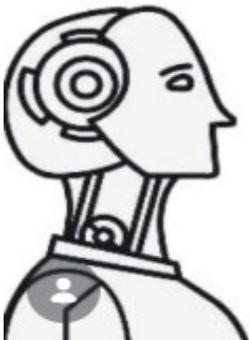


FOSS LBSCEK PRESENTS

# CODE LEARN PREDICT



Introducing our  
speakers



**FROM  
12 SEP**

 **LBS COLLEGE OF  
ENGINEERING**

*Officially Launched*

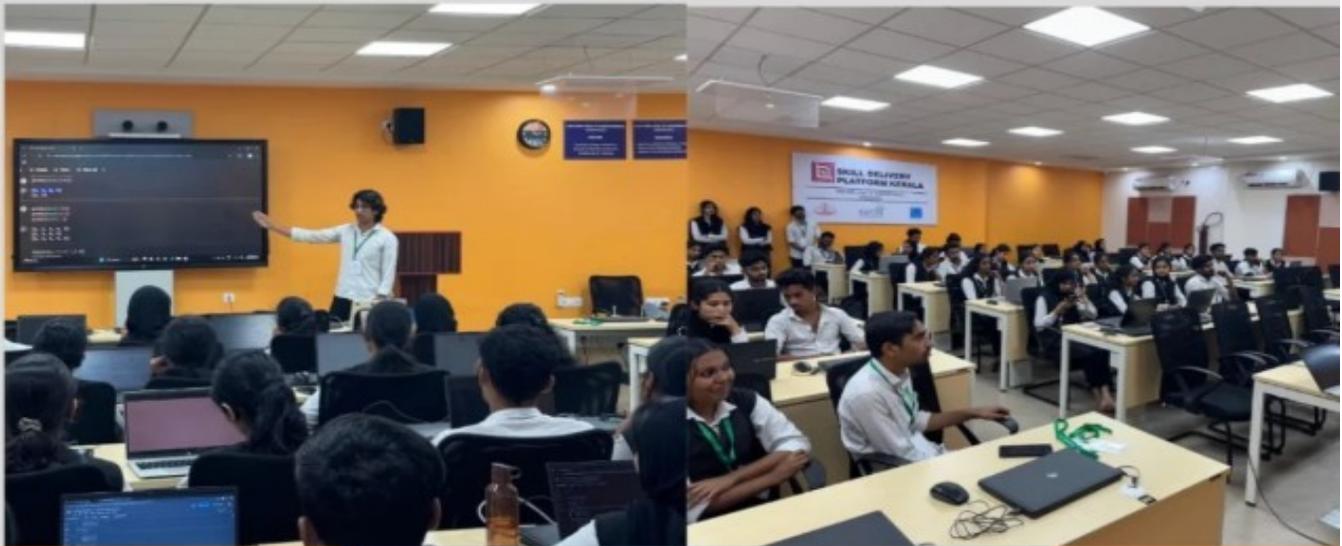


# CODE → LEARN → PREDICT

## **FOSS CLUB LAUNCHED AI & ML WORKSHOP**



**CODE → LEARN → PREDICT**



**CODE → LEARN → PREDICT**



OPEN PLAY

# Venue Report

## Venue Information

**Venue:** CS 008

**Date:** 22/12/2025

**Time:** 12:00 PM – 01:00 PM

**Venue Coordinators:** 1) Veda Sudheesan  
2) Nived C K  
3) Shreyas S K  
4) Nived S

## Events Conducted at the Venue

Event Name	Time	Attendance
Openplay: Pubg Gaming Tournament	12 PM – 1 PM	17

## Events:

### 1. OpenPlay : Pubg Gaming Tournament

## General Information

- **Event Name:** Openplay: Pubg Gaming Tournament
- **Time:** 11:30 AM – 3:00 PM
- **Target Audience:** Everone who interested in gaming

## Objective of the Event

The GamingTournament was organized to engage students through a structured, rules-based esports event conducted by the FOSS Club. The objective was to provide participants with a competitive yet disciplined gaming experience while enabling volunteers to gain practical exposure to event coordination, digital logistics management, and fair-play enforcement in a real-world tournament setting.

## Event Description

The Tournament was conducted from **12:00 PM to 1:00 PM** as part of the FOSS Club activities. Participants arrived at the venue and completed the check-in process, after which the organizers provided the **Room ID and password** in a controlled manner to ensure fair entry into the match lobby. Once all verified players joined, the match was initiated in the **Livik map – Solo mode** and progressed smoothly without interruptions. The tournament concluded with **one final winner**, while the **second and third positions** were determined based on the **last two surviving players** in the match. The event was conducted in an organized and disciplined manner, ensuring a fair competitive environment for all participants.

## Outcome of the Event

- Active student participation and disciplined conduct throughout the event.
- Fair and transparent result declaration for the **top three positions** based on final survival order.
- Increased visibility and engagement for the **FOSS Club** within the campus community.

## Conclusion

The PUBG Tournament was successfully conducted and met its intended objectives. The event provided an engaging and disciplined competitive platform for students, while also offering valuable hands-on experience in coordination and technical logistics for the organizing team. The smooth execution of the match and the clear declaration of results contributed to the overall success of the event and strengthened the activity profile of the FOSS Club.

# **FOSS Meetup – IEDC Summit 2025**

# Event Report: FOSS Meetup – IEDC Summit 2025

**Event Title:** FOSS Meetup

**Date:** 22nd December 2025

**Session:** Afternoon Session

**Organized as part of:** IEDC Summit 2025

## Introduction

The FOSS Meetup was conducted as part of the IEDC Summit 2025 on 22nd December 2025 during the afternoon session. The event aimed to introduce and promote awareness about Free and Open-Source Software (FOSS) among participants in an engaging and interactive manner.

## Objectives

- To promote the importance and benefits of Free and Open-Source Software
- To create awareness about FOSS tools and communities
- To provide participants with insights from experienced professionals
- To ensure an engaging and enjoyable learning environment

## Event Highlights

The session was designed to be both informative and entertaining. Our team actively engaged participants through various fun activities, games, and interactive discussions. This approach helped in maintaining enthusiasm while delivering valuable knowledge about FOSS.

A key highlight of the event was the presence of two guest speakers, our college alumni: Atul Nagaraj and Jacob George. They conducted a short session where they shared their experiences, insights, and journey with open-source technologies. Their talk provided practical exposure and inspired participants to explore the FOSS ecosystem further.

## Participation and Engagement

The participants showed great interest and actively took part in all activities. The combination of games and discussions created a lively atmosphere, making the session both enjoyable and educational.

## Outcome

- Participants gained a better understanding of FOSS
- Awareness about open-source tools and opportunities was effectively promoted
- The interactive format ensured high engagement and retention

## Event Snapshots



## Conclusion

Overall, the FOSS Meetup was a successful and memorable event. It not only fulfilled its goal of spreading awareness about Free and Open-Source Software but also ensured that everyone involved had a great time. The session was informative, interactive, and enjoyable, leaving a positive impact on all participants.

**Free Software Day Workshop  
Wikimedia Commons & Wikipedia**

## Free Software Day Workshop – Wikimedia Commons & Wikipedia

**Title:** Celebrate Free Software Day with Knowledge Sharing – Wikimedia Commons & Wikipedia Workshop

**Date:** 20 September 2025

**Time:** 2:00 PM – 3:00 PM

**Venue:** OpenMind MakerSpace, ASAP Community Skill Park, Vidyanagar, Kasaragod

**Speaker:** Vijayan Rajapuram (School Wiki State Coordinator)

**Participants:** 40+ students and knowledge enthusiasts

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### Description:

On the occasion of **Free Software Day**, FOSS Club LBSCEK organized a knowledge-driven workshop focusing on **Wikimedia Commons and Wikipedia**, aiming to promote the spirit of free knowledge sharing and open collaboration.

The session was conducted at OpenMind MakerSpace and witnessed **active participation from 40+ students and enthusiasts**, reflecting strong interest in contributing to global open knowledge platforms.

The workshop provided participants with a comprehensive understanding of:

- How Wikipedia functions as a collaborative knowledge platform
- The role of Wikimedia Commons in sharing open media
- Guidelines and best practices for contributing content
- Importance of free and open knowledge in today's digital world

The session was highly interactive, with real-time demonstrations and discussions, enabling participants to understand both the technical and ethical aspects of open contributions.

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### Key Highlights:

- Conducted as part of **global Free Software Day celebrations**
  - Expert session led by an experienced Wikimedia contributor
  - Hands-on exposure to **Wikipedia editing and Wikimedia Commons**
  - Collaboration with OpenMind MakerSpace for hosting the event
  - Participation from students across multiple disciplines
- 

### Outcome & Impact:

- Successfully introduced participants to the **global free knowledge ecosystem**
- Encouraged students to actively contribute to **Wikipedia and Wikimedia platforms**
- Promoted awareness about **open collaboration and knowledge sharing**

- Received **positive feedback** for its informative and engaging nature
- Strengthened FOSS Club's alignment with the **core values of the open-source movement**

### Additional Impact:

This initiative reinforced the importance of **community-driven knowledge creation**, inspiring participants to become contributors rather than just consumers of information, thereby extending the impact of FLOSS beyond coding into the broader domain of open knowledge.

The poster features a dark background with a white torn-paper effect at the bottom. At the top, logos for <code><>penmind</code>, Kasarac<code><>de</code>, KSDIEDC, Kerala Startup Mission, TinkerHub LBSCEK, and LBSCEK are displayed. The main title 'WORKSHOP ON WIKIMEDIA COMMONS AND WIKIPEDIA' is in large white letters. A calendar icon indicates the date '20.09.2025', a clock icon shows the time '2pm-3pm', and a location pin icon points to 'ASAP Community Skill Park, Vidyanagar, Kasaragod'. A 'REGISTER NOW' button is in the bottom left. A portrait of Vijayan Rajapuram, School Wiki State coordinator, is on the right. A blue circular logo with a red center is in the top right. At the bottom, logos for MoE's Innovation Cell, Institution's Innovation Council, IAS Industry Applications Society, Ministry of Education, ANITE, and FOSS Club LBS College Of Engineering are shown.

**<code><>penmind</code>**  
INITIATIVE BY KASARACODE COMMUNITY & LBS COLLEGE OF ENGINEERING

**Kasarac<code><>de</code>**

**KSDIEDC**

**KERALA STARTUP MISSION**

**TinkerHub**  
LBSCEK

**LBSCEK**

# WORKSHOP ON WIKIMEDIA COMMONS AND WIKIPEDIA

**DATE**  
20.09.2025

**TIME**  
2pm-3pm

**LOCATION**  
ASAP Community Skill Park,  
Vidyanagar, Kasaragod

**REGISTER NOW**

**Vijayan Rajapuram**  
School Wiki State coordinator

Celebrate Free Software Day with us on September 20.

**MoE's INNOVATION CELL**  
(GOVERNMENT OF INDIA)

**INSTITUTION'S INNOVATION COUNCIL**  
Ministry of Education

**IEEE IAS INDUSTRY APPLICATIONS SOCIETY**

**Ministry of Education**  
Government of India

**ANITE**  
Association of National Institutes of Technology

**FOSS Club**  
LBS College Of Engineering

# WORKSHOP ON WIKIMEDIA COMMONS AND WIKIPEDIA



## SUCCESSFULLY COMPLETED

# **Git & GitHub Training Session for IEDC Execom Trainees**

## Git & GitHub Training Session for IEDC Execom Trainees

**Title:** Git & GitHub Session for IEDC Execom Trainees

**Date:** 8 October 2025

**Time:** 8:00 PM – 9:00 PM

**Mode:** Online (Google Meet)

**Speaker:** Vaishakh O V (Technical Lead, FOSS Club LBSCEK)

**Participants:** 30+ IEDC Execom trainees

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### Description:

FOSS Club LBSCEK conducted a focused and hands-on **Git & GitHub training session** exclusively for **IEDC Execom Trainees**, with the objective of equipping student leaders with essential version control and collaboration skills.

Recognizing the importance of Git and GitHub in modern software development and project management, the session was designed to ensure that trainees could effectively manage code, collaborate on projects, and contribute to open-source initiatives.

The session was structured to be **practical and application-oriented**, with participants guided through:

- ▢ Fundamentals of Git and version control
- ▢ Essential Git commands for tracking and managing code
- ▢ Creating and managing repositories on GitHub
- ▢ Best practices for collaborative development

Participants were instructed to set up Git and GitHub accounts beforehand, ensuring a smooth and fully hands-on learning experience during the session.

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### Key Highlights:

- ▢ Exclusive training session for **IEDC student leaders and trainees**
  - ▢ Focus on **real-world application of version control tools**
  - ▢ Hands-on demonstration with guided practice
  - ▢ Strengthened collaboration between **FOSS Club and IEDC**
- 

### Outcome & Impact:

- ▢ Successfully trained **30+ student leaders** in Git and GitHub
- ▢ Enabled participants to apply version control in **ongoing and future projects**
- ▢ Strengthened the technical foundation of **IEDC Execom members**
- ▢ Increased adoption of GitHub for **collaborative development within the campus**

Received **positive feedback** for its clarity, relevance, and practical approach

### Additional Impact:

By training student leaders, this initiative created a **multiplier effect**, where the knowledge of Git and GitHub is further disseminated across various teams and projects, amplifying the impact of FOSS Club beyond its immediate community.

**FOSS Club**  
LBS College Of Engineering

# Git & GitHub session for IEDC Execom Trainees



 **8 October 2025**  
**8:00 - 9:00 pm**

 **Google Meet**

**Speaker- Vaishakh OV**  
Technical Lead- Foss Club



# **GitHub Training – Hands-on Git & GitHub**

## Event Report: GitHub Training – Hands-on Git & GitHub

### Event Overview

The FOSS Club of LBS College of Engineering Kasaragod, in collaboration with OpenMind, conducted an online workshop titled “Hands-on Git & GitHub” on Monday, 23rd June 2025.

The session aimed to equip students with foundational skills in version control using Git and collaborative development using GitHub — essential tools for modern software engineering and open-source contribution.

**<>penmind**

**GIT HUB TRAINING:**

**Hands-on Git  
& GitHub**

critical for version control  
and collaboration

 : MONDAY, 23rd JUNE

 : 10 AM



## **Event Details**

Date: 23rd June 2025 (Monday)

Time: 10:00 AM

Mode: Online

## **Speaker**

Name: Vaishak O V

Designation: Technical Co-lead, FOSS Club LBSCEK

Vaishak led the participants through a hands-on session demonstrating the practical use of Git and GitHub. His walkthrough included live coding, real-time examples, and interactive engagement with the audience.

## **Participation**

Total Registrations: 70

Audience: OpenMind interns and non-interns from LBSCEK

Participant Profile: Students with beginner to intermediate programming skills interested in software development and open-source contribution

Best practices for open-source contribution

Live demonstrations with hands-on exercises

## **Impact and Outcome**

Participants developed practical skills in Git/GitHub

Many expressed interest in contributing to open-source projects

The session encouraged adoption of FOSS tools in academic and personal projects

Follow-up discussions and queries indicated strong engagement and curiosity

## **Conclusion**

The training session fulfilled its objective of introducing Git and GitHub to a wide student audience in an accessible and hands-on manner. It aligns with ICFOSS's vision of promoting FOSS adoption in educational institutions across Kerala. The FOSS Club of LBSCEK, in collaboration with OpenMind, plans to conduct more sessions that empower students with open-source skills and tools.

# **Launch of QR-Based Makerspace Access System**

# Event Report: QR-Based Makerspace Access System

## Event Details

Event Name: Launch of QR-Based Makerspace Access System

Date: 23rd January 2026

Time: 10.00 AM

Venue: Makerspace, LBS College of Engineering, Kasaragod

Organized by: FOSS Club, LBS College of Engineering, Kasaragod

Project Team: Lead by Nived CK, Sanjay KP, Shreyas sk and team

Inaugurated by: Muhammad Sukoor

## Overview

The QR-Based Makerspace Access Web Application was officially launched at the Makerspace of LBS College of Engineering, Kasaragod. The system was developed to digitize and streamline student entry, improve monitoring, and enhance data-driven utilization of the Makerspace.

The inauguration marked a step towards smarter campus infrastructure by replacing manual logbooks with a secure, efficient, and automated check-in/check-out system using QR technology.

## System Demonstration Highlights

- The event began with a brief introduction to the purpose and need for digitizing Makerspace access.
- The development team presented the working of the system through a live demonstration.
- Participants were introduced to the core workflow:
- Students scan a QR code at the Makerspace entrance
- A web application opens instantly (no installation required)
- Users perform check-in/check-out by entering basic details
- A live photo is captured for verification
- Timestamp and session details are securely stored

## Key Features Showcased

- *Photo Verification System*

Prevents proxy attendance by capturing real-time images during entry and exit

- *Automated Time Tracking*

Calculates total time spent by each student and tracks usage patterns

- *Purpose-Based Logging*

Allows students to tag their visit (project work, hackathon prep, etc.) for analytics

- *Admin Dashboard*

Displays real-time occupancy, daily usage, and active users inside the Makerspace

- *Data Export Capability*

Enables easy report generation for institutional and external requirements

## Event Pictures



## Conclusion

The launch of the QR-Based Makerspace Access System represents a significant move towards digital transformation within the campus. By integrating technology with everyday operations, the initiative enhances efficiency, security, and data-driven decision-making. The project also stands as a strong example of student-led innovation addressing real-world institutional needs.