



## NSUT: RENAMED TODAY, REVAMPED TOMORROW

By Aashna Jha & Priya Chugh

In the past academic year, our college has gone through a multitude of changes, some welcome and others not so much. Most of these changes can be pointed towards the transformation from an institution to a university. The change grants our administration much more autonomy, financial and otherwise. This new found autonomy allows us to expand in terms of course development, infrastructure and student strength. While the benefits might be invisible to the student's eye, this article assures you that our university is only stepping forward.

### INFRASTRUCTURE:

While the college boasts of a green campus, infrastructure isn't really the highlight of our college. Fear not NSUTians, this will come to an end in the coming 5 years with a variety of infrastructural changes in process. Construction of new academic blocks and expansion of the already existing blocks is already in the pipeline, so it's only a matter of time before we have more space for students to conduct extracurricular

activities and smart classes. We are also looking forward to new playgrounds and even an open air theatre!

### PLACEMENTS:

Ah! The USP of NSUT and probably the most important aspect for any student. It was feared that placements might suffer due to the change from NSIT to NSUT since the 'tag' of the college is lost in the process. Be assured that there will be no such setback. When DCE converted to DTU, no such changes in the rank of the college were observed and a similar pattern is being expected in our case. In fact, parents generally prefer universities over institutions so that will benefit us by improving the student quality. The extensive media coverage combined with the full support of the Delhi government and an extensive alumni network is sure to help NSUT reach new heights.

### ATTENDANCE:

The 75% attendance rule had plagued all students since its inception but this year even more so. With the sudden strict

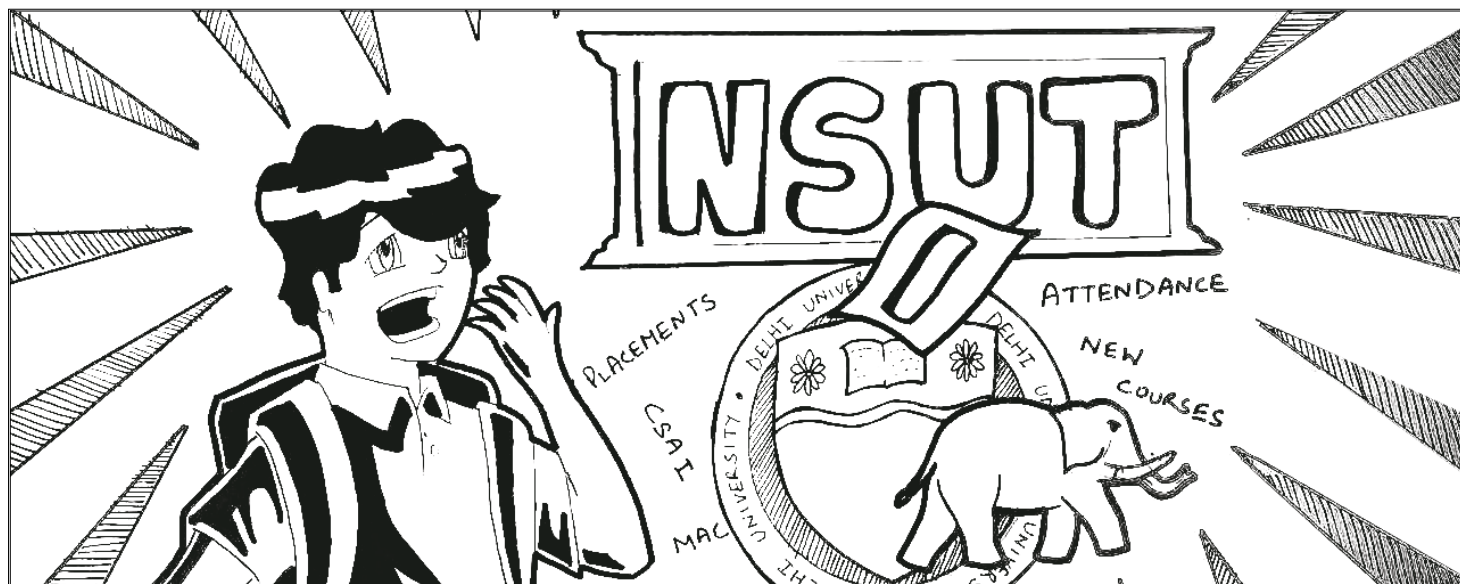
implementation of the rule and no relaxation being given even on accounts of medical or academic leave, attendance remains to be an issue. It all boils down to finding the right balance though. If the extracurricular activity is well defined and explained, the academic leave will still be sanctioned hence the student's activities will not suffer. Various fests were carried out this year such as Innovation, Resonance and Moksha and their success can only be attributed to the students. All teachers understand this and are willing to cooperate as long as academics and their classes are not adversely affected.

### COURSES:

With greater autonomy comes the power and responsibility to introduce new courses. The university will be launching new and interesting B.Tech branches along with MBA and other humanities courses. The new B.Tech courses include: Computer Science with AI, Maths and Computing and Electrical Engineering. Student strength will not be much affected as the university has

reduced one section in ICE and one in MPAE. The recruitment for the new faculty is already in process and the prescribed student-teacher ratio will be maintained. New labs, better equipment and technology will only add to the learning experience. One can also expect much more options while choosing electives.

The fact is that technological universities are the need of the hour. Becoming a deemed university is a very important step as it removes many administrative barriers to funding and other basic facilities. Being a technological university, we know our technology and our requirements. Becoming a university helps achieve those same requirements without being stuck in a loop of procedures involving tedious file work and funding issues. The recent changes and developments in NSUT are certainly for the best. The near future carries with it the tremendous scope of development both for the current batch of students and the incoming one.



# THE PABLO OF GOSSIP CARTEL

By Sheersha Majumder & Priya Chugh

You know them. I know you do.

They say the grass is greener on the other side, and they sure as hell are on a mission to find out, aptly depicting their own version of a low budget movie of Austin Powers. Their craving for salacious gossip is much more stringent than that of a dog's wanting to lick its precious jewels.

Ladies and PUBG playing gentlemen, I present to you The Nosy Ladies.

You see them with their wet hair draping over their faces, sitting in the park under the sun, cracking ground nuts with their own clan of Mrs Sharma, Pinki ki Chachi, and yada yada. They huddle together and always move in groups, reciting the lyrics of 'Heard it through the grapevine' as if chanting the spells from the ancient manuscripts of Egypt clad in cloaks of black.

Noteworthy applause to your residential societies' Illuminati.

Spongebob has Patrick. Kapil Sharma has Sunil Grover.

And our lovely nosy ladies have the security guards.

"Guard Bhaiya, yeh kal raat ko society park mein kiska jhagda hua tha?"

Have you ever missed out on giving a Diwali gift to one of the guards or a housekeeper by mistake? Beware all wannabe Bonds, you have a snitch.

They watch you through the CCTV cameras, peek through

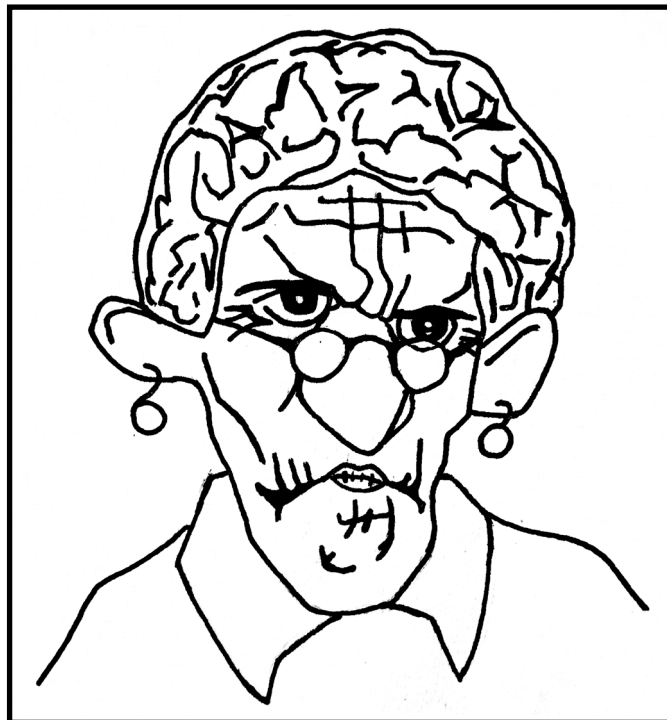
the closed doors while mopping the floors, all to snitch to their legitimate leader, the Pablo of the gossip cartel.

The best way to keep them off your back might be to dig a hole in the park late at night to keep them guessing. But there's a nine hundred ninety-nine thousand nine hundred ninety-

'Barely Speaking' with Arnub.

On the panel tonight we have Pinki ki Chachi, Mrs Chadha and Atanko ki maa, the alleged leader of the gossiping occult - Mrs Sharma.

So tonight Arnub wants to know the real cause of gossiping and the failed resolutions to refrain yourself from this blasphemy.



nine in a million chance that you're going to get arrested, considering they have Crime Patrol's number on speed dial.

Lights, camera and fiction!

\*cue music to Times Now bg music\*

Hello and welcome to TVF's

Turning to Pinki ki Chachi: Aunti Ji, just why? Why do you poke around the households of your residential society and pass around the same number of rumours which is equal to the number of selfies Paris Hilton posts in a day?

Pinki ki Chachi: "After waking

up at 5 A.M. every morning, washing the dishes, doing laundry, hanging the clothes..."

**\*Arnub signals to the cameraman to edit this out.\***

Pinki ki Chachi: "...making food ..."

Arnub: "Don't even bother. We're going to edit this anyway."

Pinki ki Chachi: "Mujhe ghar pe kuch kaam nahi hai".

**\*The caption at the bottom of the screen says, 'Oh my Arnub - God'.\***

Arnub: "Thank you so much for providing us with the preview for today's show. We had no idea. Moving on."

Let's turn the table around. Mrs Sharma, aapke bete ki JEE MAINS rank kitni thi?

**Mrs Sharma takes Arnub by the collar.**

Arnub: "Aaye! What is this?! Don't stop rolling the camera otherwise she is going to kill me! Aaye cameraman! Power Rangers SPD kidhar hai?!"

But fret not, oh you bereaved soul. There's nothing that you can do to stop this. And lest you blow this off as a joke, take heed of this omen because the next forty years down the line, you might be one of them.

'Kyunki saas bhi Kabhi bahu thi'.

## PEER PRESSURE - A BUMPY ROAD

By Advik Jain & Manad Gupta

You have just entered NSUT, and are still trying to make sense of the tangled syllabus, the web of societies, of the tardy facilities and what not, when lo and behold, everybody in your social circle starts frantically scrambling to

join Coding Ninjas or Coding Blocks. In all of this mayhem, you too clamber to fill the registration form, without ever questioning the rationale behind it.

What just happened was a result of "peer pressure", a

taboo term we're all familiar with. Peer pressure today is a reality, whether it is harsh or benevolent depends upon the individual in question and his or her circumstances.

Peer pressure exists because

we as simple beings crave for acceptance and respect from our equals, which forces us to take certain decisive steps to earn the same (yes, humans possess no free will). However, in this paradigm, we are forced to take those steps.

And hence the conundrum arises, how far are we willing to go to gain acceptance from our peers. Peer pressure, today has taken a turn for the worst, especially in the case of adolescents. In a world where Facebook likes and Instagram hearts determine our likability and our lifestyle, there is an increasing pressure on young adults to conform to the benchmarks set by a certain section of the population, as the need for social validation increases everyday. Peer pressure has been known to put people in depression, severe anxiety, conflict and social withdrawal. Many pre-teens are not able to develop proper social and communication skills because people will judge them on the outcome of their effort.

It takes a dangerous trajectory when it assumes a passive aggressive nature and the individual in question feels threatened and intimidated.

This might cause a person to alter their personality and characteristics. It often results in decisions taken against the better judgement of the person. The issue of substance abuse and sexuality are in most cases negatively influenced by peer pressure.

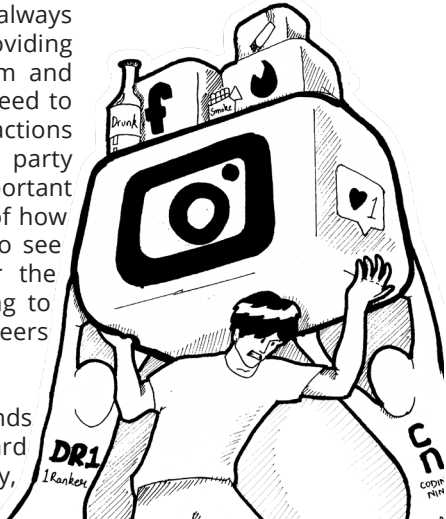
Keeping in mind all the pitfalls of peer pressure, it isn't all that bad, if used in a constructive manner. Being constantly judged by your friends to open up and talk isn't bad after all; social awkwardness is no coveted quality in any individual. The motivation to excel, when your peers are doing well comes from the positive side of peer pressure. It can act as a great source of motivation and inspiration for individuals if they have the drive to better themselves. Many people have achieved eminence because peer pressure pushed them forward, take for instance the War of Currents, waged by

two feuding geniuses, Edison and Tesla (just try not to get embroiled in an institutional war with your former boss).

What we have to realise is that peer pressure need not affect us greatly. While positive peer pressure is good, it is important to be on guard against its negative counterpart. And the first step is only achieved by being confident about your own skills. There are always going to be people providing you with both, criticism and praise, however, you need to be able to judge your actions without letting a third party influence you. It is important to have a clear image of how and where you want to see yourself, and whether the decisions you are going to take because of your peers would lead you there.

Peer pressure often tends to lead people toward the herd mentality, and it has often been

the case that a generic path doesn't suit everybody. Everyone has a different pace and forcibly trying to hasten it would bring about no good. Try and filter in only the constructive criticisms and plan accordingly. In the end, it doesn't mean that if everyone is going right, you too have to go the same way. It all boils down to which suits **you** better, the right or the left.



# WISDOM TREE - REIMAGINING REALITY

By Ayush Kumar & Devansh Batra

**Virtual Reality - What Exactly is it?**  
"All our knowledge begins with the senses, proceeds then to the understanding, and ends with reason."  
These words were quoted by Immanuel Kant, a German philosopher. Truly so, everything that we know about our reality comes by way of our senses. It stands to reason then, that if you can present your senses with feigned information; your perception of reality would also change in response to it. You would be presented with a version of reality that isn't there, but from your perspective, it would be perceived as real; something we could refer to as Virtual Reality. In technical terms, VR is an interactive computerized event happening within a

simulated environment.

**VR Deconstructed**  
Owing to the 3-inch separation between them, our eyes view the world from two slightly different perspectives. The brain blends these 2 images and creates a sense of depth by noting the difference between the left and right images, giving rise to 3D vision - the elementary foundation of VR. The VR headset puts up a screen in front of each eye eliminating any interaction with the real world. Matched with sensors to measure position and angles, an entire virtual universe is created which can be explored by the movement of the eyeballs. The visuals on the screen are rendered either by using a smartphone or a PC. It is essential to adjust parameters such as the frame

rate (number of images the GPU can process per second), the screen refresh rate (the pace of the display) and the field of view, to avoid latency and cybersickness while creating a truly immersive virtual reality.

**A Skill Challenge**  
Mastering the skills required for development of VR, sets one on the front lines of a hot and growing technology. The prerequisites for VR development include both software and hardware technicalities. This is because dealing with high-end graphics requires a robust processing unit and an efficient development environment. It is evident that designing for VR is more demanding than programming for it. Intermediate level of coding in

C#, Java or Javascript suffices for most of the programming. For 3D modelling and rendering, a software called Unity is recommended for beginners.

**Experience VR!**  
Major companies have sought their share in the VR industry, ever since the advent of this technology. HTC shipped its first units of the HTC Vive Stream VR headset which marked the first major commercial release of sensor-based tracking, allowing for free movement of users within a defined space. Another example of a VR headset is the Oculus Rift. Its ability to draw out an individual's unthinking emotional reactions comes from its immersive field of vision technology. But these headsets are both bulky and



expensive. To get the essence of VR without having to wipe out your wallets, one can opt for mobile platforms like the Google Daydream and Cardboard, and Samsung Gear VR. These headsets transform your daily use smartphone into a fully immersive virtual environment. With the advent of these readily available platforms, different industries have stepped up their game by inculcating aspects of VR in their framework. From deeply engaging museum tours and theatres to enhanced military training, and from mesmeric advertisements to 3D reconstruction of a crime scene, VR is being widely used in all such fields.

### Virtually Flawless?

Skeptics of virtual reality concern themselves with the negative psychological effects such as having the visual and vestibular system at odds while in an immersive virtual environment. Our brain receives mixed and contradicting messages. A form of disconnect develops which is known as Motion

Sickness.

Although the use of partial immersive reality can cause Motion Sickness, it has been seen that VR tools could be used in the health field for the ailment of many psychological diseases. Its future applications will mainly be focused on cognitive disorder treatment and post-traumatic stress disorder treatments.

### Introduction to AR

Augmented Reality is the result of using technology to superimpose information-sounds, images and texts on the world we see. Unlike virtual reality, which is about you inhabiting an entirely virtual world, AR uses your existing environment and simply overlays virtual information on top of it. Techniques such as SLAM (Simultaneous Localization and Mapping), marker based AR and location based AR are used to execute the overlay. A very obvious example of the use of AR is that of Snapchat filters. The filters literally add "augmentations" ranging from dog ears to birthday hats to

your usual photos.

### AR Development Tools

The prerequisites required for developing AR are similar to that of VR. Unlike VR, AR does not need a fully developed virtual environment. Stating explicitly, AR adds extensions to our real natural surroundings. For this SDKs (Software Development Kits) like Vuforia and EasyAR are widely used. Being well versed with game development and graphic designing also helps. Aside from the technical demands, a major requirement here is, ironically, non-technical. Intelligent thinking and creative visualization also play a key role in developing AR and VR technologies as a lot of emphasis needs to be placed on the real world applications and acceptability of the project.

### Careers in the Virtual Arena

It is understood that AR and VR are different entities, but they often turn up in the same discussions. For the ease of communication, Extended Reality or XR has come up in

the recent years. XR actually incorporates all the aspects of AR and VR under a single umbrella. Being well versed with the skills required for the development of XR, one can land a job in the top XR players such as Google, Facebook, NVIDIA, Qualcomm, HTC and so on. A variety of lucrative careers such as software engineer, content writer, UI and UX designer, product manager exist in the fields of VR/AR and are widely sought after.

To conclude with, VR can be called the world of desires, whereas AR is said to be the world within. AR and VR are not really competing, but rather complementary technologies, both serving considerable roles in the future. It is obvious, considering the present rate of XR popularity, that the futuristic world will very substantially make use of these technologies. It won't be long before everyone will get to enjoy a vacation in the chilly Himalayas while in their rooms, with the air-conditioning on of course!



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