

PUCIT-ACM Student Chapter

Punjab University College of Information Technology



PUCIT ACM STUDENT CHAPTER:

ADDRESS:

Punjab University College of Information Technology,

Allama Iqbal Campus (Old Campus)

Lahore, Pakistan

CHAPTER EXECUTIVES:

Name	Designation	Email Id
Syed Waqar ul Qounain Jaffry	Faculty Sponsor	swjaffry@pucit.edu.pk
Ali Sajid	Chairperson	bcsf12a030@pucit.edu.pk
Muhammad Mutaher Raza	Vice-Chairperson	razamutaher@gmail.com
Muhammad Badar Awais	Treasurer	bcsf12a044@pucit.edu.pk
Muhammad Owais Nizami	General Secretary	owaisnizami@gmail.com
Ahmed Buksh	Asst Vice-Chairperson	bsef12m542@pucit.edu.pk
Abdur-Rub Atta Shahid	General Secretary	sabdur-rabatta@acm.org

About PUCIT: (<http://pucit.edu.pk/>)

University College of Information Technology, University of the Punjab, Lahore (PUCIT) is one of the leading IT institutes of Pakistan. This institute, a global hub for all the advancements made in the field of Computing, was established in 2001.

PUCIT provides the world with amazing and talented young IT professionals, entrepreneurs and researchers. PUCIT offers Undergraduate, Graduate and Doctorate courses in Information Technology, Computer Science and Software Engineering.

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About PASC: (<http://pucit.acm.org/>)

PASC was founded in 2012 with an objective to promote computing among the people from all fields of life. Starting with a small number of people working as a team, PASC has gradually achieved the stage where undoubtedly it is the best and most efficient student chapter of the college.

From the hiring of team members through a carefully observed method to the hosting of high end technical events and competitions, PASC has the credit to pull them all with a massive success.

PASC is not and cannot be confined to a single area of interest. A number of talks, seminars, competitions and training sessions are being conducted through the platform of PASC.

For more details about PASC, please visit:

<https://www.facebook.com/PUCITACMStudentChapter/>

Outstanding Chapter Website:

Website Link: <http://pucit.acm.org/>

The website of the PUCIT-ACM Student Chapter is divided into 3 main parts: **Student Chapter's Homepage, GameOn Network, and SoftExpo Network**. Each one of these parts has a specific goal, while the union of the 3 leads towards the chapter's goal as a whole: spreading professionalism by bringing computing to more places in the world.

The Student Chapter's Homepage is a place where any person can have access to updated information about the chapter. The sections of this page include **About us, Insides, Calendar, Team, Events** being organized and **Contact form** for contact purposes.

Since social media plays an important role in community, so our social network links for Facebook, Twitter, LinkedIn and Instagram can be found at the bottom of the site. At the bottom there is a menu that allows the sharing of content with just a few clicks. Each one of these components are thought to bring the visitors a way to stay in touch.



The GameOn Network was created because gaming has always been said a source to learn strategic performance and maneuvering even in time constrained critical situations. Working successfully in today's world requires spontaneous but correct decisions and this trait can be developed if young professionals or students pursuing their professional degrees participate in games that involve the mind in a calculated and strategic atmosphere. This event conducted the competition of the games including Need for speed (Most Wanted), Counter Strike, Subway Surfer, Temple Run 2, Puzzle Bobble, FIFA 16 and TEKKEN 6.

The SoftExpo Network was created for the final year individuals to indicate their closing session tasks. SoftExpo Network broke a new ground and provided best option for final year students to let the world be able to acquire mindful of them and their work.

Additionally, exhibiting Projects at SoftExpo made it possible for students in order to illustrate their work in a better and also interactive environment.

Furthermore, apart from SoftExpo Project Exhibition following competitions are also part of SoftExpo Network this year

1. **Scavenger Hunt**
2. **Code Bot** - Game Agent Competition
3. **Clash of the Coders** - Programming Competition
4. **Graduate Research Symposium**
5. **Game Con** – Gaming Competition

The main idea behind is to promote the improvement in quality and to add diversification in final year projects. To let the computing world know what our students are adding to it!