



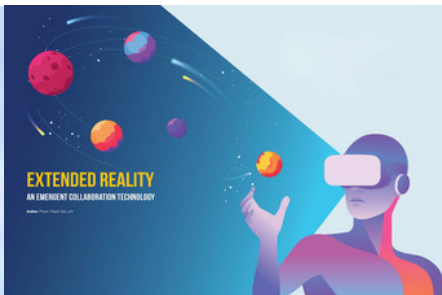
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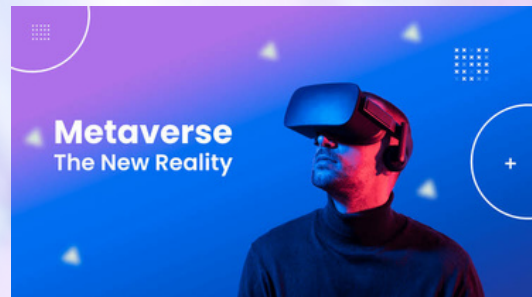
Department of

**CSE**

# Byte Quest



**EXTENDED REALITY**



**METaverse**



**COGNITIVE COMPUTING**



**DATAFICATION**

## Department Vision

*To be a center for academic excellence in the field of Computer Science and Engineering education to enable graduates to be ethical and competent professionals.*

### **FACULTY COORDINATORS**

S. KOMAL KAUR  
(ASST. PROFESSOR)  
T. NISHITHA  
(ASST. PROFESSOR)

## Department Mission

*To enable students to develop logic and problem solving approach that will help build their careers in the innovative field of computing and provide creative solutions for the benefit of society.*

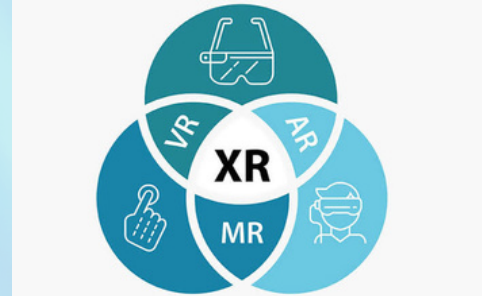
### **STUDENT COORDINATORS**

MANAS (2/4) CSE C  
ANISH (2/4) CSE B  
RANESH (2/4) CSE A  
CHANDRASEKHAR (3/4) CSE B  
AKASH (4/4) CSE C



## EXTENDED REALITY

Extended reality is an emerging umbrella term for all the immersive technologies. It integrates five traditional senses including sight, hearing, taste, smell and touch. Perception involves signals that go through the nervous system for respective senses.



It is the combination of human and computer generated graphics Interaction which is in reality as well as the virtual environment. Simply, it is a superset of Augmented reality, virtual reality and mixed reality. Major challenges faced by companies in developing extended reality are cost, hardware and privacy.

## METAVVERSE

Metaverse is a collection of every virtual world built using blockchain technology. It is an aggregate of the new digital spaces that people are calling the next iteration of Internet.



No single person or organization has total control over the metaverse. All the metaverse platforms are slightly different. Some are built for gaming while others for education. The possibilities are nearly limitless and the next five to ten years will be an audience. The best way to do this is by providing entertainment.



# Byte Quest

## COGNITIVE COMPUTING

**Cognitive computing is the use of computerized models to simulate the human thought process in complex situations where the answers may be ambiguous and uncertain.**



**Cognitive computing is an attempt to have computers mimic the way a human brain works. To accomplish this, it makes use of AI and underlying technologies like deep learning, neural networks, expert systems, speech and object recognition. It uses these processes in conjunction with self learning algorithms, data analysis and pattern recognition to teach computing systems. Cognitive computing is adaptive, interactive, iterative, contextual and state full.**

**Cognitive computing has positive outcomes in areas like analytics, business process efficiency, customer interaction and employee productivity. It also has downsides in security challenges, slow adoption and negative environmental impact.**

**Examples of cognitive computing in various industries include health care, retail, banking, finance and logistics. It aids in areas such as warehouse management and automation. It can deal with large amounts of unstructured Healthcare data such as patient histories and journal research articles.**

**This technology is a great asset for future generations.**



# Byte Quest

## DATAFICATION

**Datafication is a technology trend turning many aspects of our life into data which is subsequently transferred into information realized as a new form of value.**



**It refers to collective tools, technologies and processes used to transform an organization to a data driven enterprise. Simply, it is the transformation of social action into online quantified data thus allowing for real time tracking and predictive analysis.**

**Industries where datafication is actively used are insurance, banking, human resources, hiring and recruitment. Datafication makes it possible for businesses to improve operations to increase productivity.**

## BROUGHT TO YOU BY



**Department of  
Computer Science and Engineering**

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