



Educational level has also been linked to

Summer birth, computer games increases short-sight risk in childhood

Summer birth and hours spent playing computer games are linked to a heightened risk of developing short or near sightedness (myopia) in childhood, indicates a twin study, published recently. But fertility treatment may be protective, the findings suggest.

Myopia is defined as a refractive error, meaning that the eye can't focus light properly. The result is that close objects look clear, but distant ones appear blurred.

It can be corrected with prescription glasses, laser surgery, or contact lenses, but the condition is linked to a heightened risk of visual impairment and sight loss in later life.

And it is becoming increasingly common: 4.758 billion people worldwide are likely to be affected by 2050, up from 1.950 billion in 2010.

Genes are thought to have a role, but they don't fully explain the rising prevalence. And given the rapid development of the eyes in early life, the researchers wanted to explore potential contributory environmental factors across the life course.

They studied 1991 twins whose age was 16.7 years, on average. The twins were all born between 1994 and 1996 in the UK, and taking part in the long term Twins Early Development Study (TEDS).

Opticians provided information from their eye tests about myopia, and the researchers analysed demographic, social, economic, educational and behavioural factors in the twin pairs from when these children were 2,3,4,7,8,10,12,14, and 16 years old, to capture critical stages of child and eye development.

Parents and teachers filled in comprehensive questionnaires and the twins did web based assessments to provide a wide range of background and potentially relevant information on factors that might have influenced early life development.

The average age at which children with myopia started wearing glasses to correct the condition was 11. Around one in 20 (5.4%) had a 'lazy eye' (amblyopia) and a similar proportion (nearly 4.5%) had a squint. Overall, one in four (26%) of the twins was myopic.

The factors most strongly associated with the development of myopia across the various time points were the mother's educational attainment (university or postgraduate level), hours spent playing computer games, and being born during the summer.

Hours spent playing computer games may not just be linked to close working, but also to less time outdoors-a factor that has previously been linked to heightened myopia risk.

summer months will start school at a younger age than those born during the winter months, the researchers suggest that this earlier close work may speed up eye growth which is responsible for short-sightedness.

Higher levels of household income and measures of intelligence, particularly verbal dexterity scores, were associated with heightened risk, but to a lesser extent.

Fertility treatment seemed to afford protection against myopia and was associated with a 25-30 per cent lower risk. The researchers speculate that children born as a result of fertility treatment are often born smaller and slightly more premature, and may have some level of developmental delay, which might account for shorter eye length and less myopia.

This is an observational study, and as such, can't establish cause, say the researchers, highlighting that future research may be able to look at the interplay between genetic susceptibility and environmental influences.

Prepare for the malicious use of AI

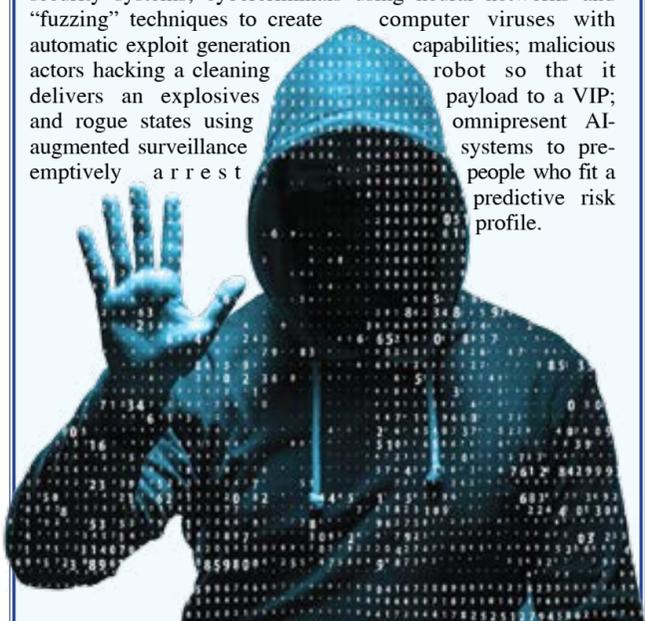
AI challenges global security as it lowers the cost of conducting many existing attacks, creates new threats and vulnerabilities, and further complicates the attribution of specific attacks. Given the changes to the threat landscape that AI seems to bring, a report has been made which makes some high-level recommendations that companies, research organizations, individual practitioners, and governments can take to ensure a safer world:

Acknowledge AI's dual-use nature: AI is a technology capable of immensely positive and immensely negative applications. We should take steps as a community to better evaluate research projects for perversion by malicious actors, and engage with policymakers to understand areas of particular sensitivity. As written in the report: "Surveillance tools can be used to catch terrorists or oppress ordinary citizens. Information content filters could be used to bury fake news or manipulate public opinion. Governments and powerful private actors will have access to many of these AI tools and could use them for public good or harm." Some potential solutions to these problems include pre-publication risk assessments for certain bits of research, selectively sharing some types of research with a significant safety or security component among a small set of trusted organizations, and exploring how to embed norms into the scientific community that is responsive to dual-use concerns.

Learn from cyber security: The computer security community has developed various practices that are relevant to AI researchers, which we should consider implementing in our own research. These range from "red teaming" by intentionally trying to break or subvert systems, to investing in tech forecasting to spot threats before they arrive, to conventions around the confidential reporting of vulnerabilities discovered in AI systems, and so on.

Broaden the discussion: AI is going to alter the global threat landscape, so we should involve a broader cross-section of society in discussions. Parties could include those involved in the civil society, national security experts, businesses, ethicists, the general public, and other researchers.

Like the work on concrete problems in AI safety, some of the problems motivated by the malicious use of AI in concrete scenarios have been grounded, such as: persuasive ads generated by AI systems being used to target the administrator of a security systems; cybercriminals using neural networks and "fuzzing" techniques to create computer viruses with automatic exploit generation capabilities; malicious actors hacking a cleaning robot so that it delivers an explosives payload to a VIP; and rogue states using omnipresent AI-systems to pre-emptively arrest people who fit a predictive risk profile.



AI predicts nuclear fallout to save lives

Researchers have built an AI capable of predicting the spread of nuclear fallout in advance to limit the impact and save lives.

Nuclear fallout, or fallout, is the residual radioactive material propelled into the upper atmosphere following a nuclear blast, so called because it "falls out" of the sky after the explosion and the shock wave have passed.

The fallout from a nuclear power plant accident is going to be devastating. Aside from the human impact, we've only got to look at Chernobyl to see how the environment can remain damaged for decades.

A new AI system developed in Japan, developed by a team from the Institute of Industrial Science at the University of Tokyo, can accurately predict the spread of nuclear fallout up to 33 hours in advance.

Armed with this information, evacuations can begin and emergency responders can allocate resources where

needed to ensure the impact is limited as much as possible.

The researchers' system takes into account many variables, including the use of weather forecasts to predict things such as wind speed and direction to see where - and how far - nuclear material will



Yoshikane, a researcher from the project, said: "Our new tool was first trained using years of weather-related data to predict where radioactivity would be distributed if it were released from a particular point.

In subsequent testing, it could predict the direction of dispersion with at least 85 percent accuracy, with this rising to 95 percent in winter when there are more predictable weather patterns."

Nuclear reactor meltdowns result in high temperatures which catapult radioactive material up to 2,000 meters (6,562 feet) into the air. This means it can end up in the upper troposphere that can spread fallout across the world.

The researchers' project demonstrates how AI can be used to analyze situations and take into account many different variables. Despite the complex calculations made, the resulting information is provided in a simple manner which can be acted upon quickly to save lives and limit the impact of disasters

Whom to save in a driverless car crash, researchers go public

Researchers have conducted an experiment intending to solve the ethical confusion of who to save if a fatal driverless car crash is unavoidable.

A driverless car AI will need to be programmed with decisions such as who to prioritize if it came down to choices such as between swerving and hitting a child on the left, or an elderly person on the right.

It may seem a fairly simple choice for some - children have their whole life in front of them, the elderly have fewer years ahead. However, arguments could be made such as younger people often have a greater recovery chance so both people could ultimately survive.

This is a fairly simple example, but things could get even more controversial when taking into account things such as choosing between someone with a criminal record or a law-abiding citizen.

No single person should be made to make such decisions, nobody wants to be accountable for explaining to a family member why their loved one was chosen to die over another.

In their paper, the researchers wrote: "Never in the history of humanity have we allowed a machine to autonomously decide who should live and who should die, in a fraction of a second, without real-time supervision.

We are going to cross that bridge any time now, and it will not happen in a distant theatre of military operations; it will happen in that most mundane aspect of our lives, everyday transportation.



Before we allow our cars to make ethical decisions, we need to have a global conversation to express our preferences to the companies that will design moral algorithms, and to the policymakers that will regulate them."

The best way forward is establishing what the majority feel should happen in such accidents for collective accountability.

Researchers from around the world conducted research involving millions of participants from more than 200 countries to answer hypothetical questions in an experiment called the Moral

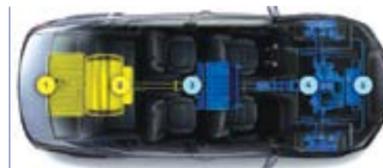
Machine. The results tur

In the driverless car world, you're relatively safe if you're not:

A passenger is Male, Unhealthy, Considered poor / low status, Unlawful, Elderly, An animal. If you're any of these, it is better that you start taking extra care crossing the road.

This research was conducted by researchers from Harvard University and MIT in the US, University of British Columbia in Canada, and the Université Toulouse Capitole in France.

A kernel of promise in popcorn-powered robots



Water based fuel for electric vehicles

Australian-Israeli startup Electriq Global has come up with a way to use water to power electric vehicles. The company, formerly known as Terragenic said its water-based recyclable fuel is "highly efficient, safe" and clean and can be used to power electric vehicles with zero emissions.

The technology, which the company calls "revolutionary," extracts hydrogen from the fuel, which is then utilized to create electricity to power the vehicle.

The Electriq Global system contains three key elements in its fuel: the water, a chemical called BH4 or Tetrahydrobiopterin, and a metal layer- a "catalyzer" developed by the company- that triggers the production of hydrogen from the mix.

"Compressed hydrogen is expensive to store and transport," said CEO Michrowski. Because Electriq Global's fuel is 60 percent water, it is safe to store and transport and is able to produce hydrogen on demand that is then turned into electricity.

Electriq Global's technology achieves twice the range of electric cars at half the cost, according to the company.

Electriq claims its vehicles will have a range of 1,000 kilometers, according to data provided on its website, and can be refueled in five minutes.

Its cost per tank will be \$25. The energy density of the fuel is up to 15 times that of electric batteries currently in use in vehicles like Tesla's, the company said in a statement.

How exciting will it be when robots turn edible?? Researchers of Cornell University, New York discovered how to power simple robots with a novel substance that, when heated, can expand more than 10 times in size, change its viscosity by a factor of 10 and transition from regular to highly irregular granules with surprising force.

You can also eat it with a little butter and salt.

"The goal of our lab is to try to make very minimalistic robots which, when deployed in high numbers, can still accomplish great things," said Petersen, who runs Cornell's Collective Embodied Intelligence Lab. "Simple robots are cheap and less prone to failures and wear, so we can have many operating autonomously over a long time. So we are always looking for new and innovative ideas that will permit us to have more functionalities for less, and popcorn is one of those."

The study is the first to consider powering robots with popcorn, which is inexpensive, readily available, biodegradable and of course, edible. Since kernels can expand rapidly, exerting force and motion when heated, they could potentially power miniature jumping robots. Edible



devices could be ingested for medical procedures. The mix of hard, unpopped granules and lighter popped corn could replace fluids in soft robots without the need for air pumps or compressors.

"Pumps and compressors tend to be more expensive, and they add a lot of weight and expense to your robot," said Ceron, the paper's lead author. "With popcorn, in some of the demonstrations that we showed,

you just need to apply a voltage to get the kernels to pop, so it would take all the bulky and expensive parts out of the robots."

Since kernels can't shrink once they've popped, a popcorn-powered mechanism can generally be used only once, though multiple uses are conceivable because popped kernels can dissolve in water, Ceron said.

After studying popcorn's properties using different types of heating, the researchers constructed three simple robotic actuators - devices used to perform a function.

For a jamming actuator, 36 kernels of popcorn heated with nichrome wire were used to stiffen a flexible silicone beam. For an elastomer actuator, they constructed a three-fingered soft gripper, whose silicone fingers were stuffed with popcorn heated by nichrome wire. When the kernels popped, the expansion exerted pressure against the outer walls of the fingers, causing them to curl. For an origami actuator, they folded recycled Newman's Own organic popcorn bags into origami bellows folds, filled them with kernels and microwaved them. The expansion of the kernels was strong enough to support the weight of a nine-pound kettlebell.

AI understands volcanic eruptions from tiny ashes

Artificial Intelligence is now beginning to replace the age-old method of studying the volcanic eruptions which were previously done manually. Scientists led by Daigo Shoji from the Earth-Life Science Institute, Tokyo Institute of Technology, have shown that an artificial intelligence program called a Convolutional Neural Network can be trained to categorize volcanic ash particle shapes. Because the shapes of volcanic particles are linked to the type of volcanic eruption, this categorization can help provide information on eruptions and aid volcanic hazard mitigation efforts.



Volcanic eruptions come in many different forms, from the explosive eruptions of Iceland's Eyjafjallajökull in 2010, which disrupted European air travel for a week, to the Hawaiian Islands' relatively tranquil May 2018 lava flows. Likewise, these eruptions have different associated threats, from ash clouds to lava. Sometimes the eruption mechanism is not obvious and needs to be carefully evaluated by volcanologists to determine future threats and responses. Volcanologists look closely at the ash produced by eruptions, as different eruptions produce

ash particles of varying shapes. But how does one look at thousands of tiny samples objectively to produce a cohesive picture of the eruption? Classification by eye is the usual method, but it is slow, subjective, and limited by the availability of experienced volcanologists. Conventional computer programs are quick to classify particles by objective parameters, like circularity, but the selection of parameters remains the task because simple shape categorized by one parameter is rarely found in nature.

Enter the Convolutional Neural Network (CNN), an artificial intelligence designed to analyze imagery. Unlike other computer programs, CNN is not limited

to simple parameters like circularity and learns organically like a human, but thousands of times faster. The program can also be shared, removing the need for dozens of trained geologists in the field. For this experiment, the program was fed images of hundreds of particles with one of four basal shapes, which are created by different eruption mechanisms.

Ash particles that are blocky when rocks are fragmented by eruptions, vesicular when lava is bubbly, elongated when particles are molten and squished, and rounded from the surface tension of fluids, like droplets of water. The experiment successfully taught the program to classify the basal shapes with a success rate of 92% and assign probability ratios to each particle even for the uncertain shape. This may allow for an additional layer of complexity to the data in the future, providing scientists with better tools to determine eruption type such as whether an eruption was phreatomagmatic or magmatic.



Supermaterial from plastic waste

Scientists have developed a way to convert plastic bottle waste into flexible and durable aerogels that could be used for heat and sound insulation in buildings, oil spill cleaning, and as a lightweight lining for firefighter coats and masks.

Plastic waste is toxic and non-biodegradable. Such waste often ends up in oceans and landfills, affecting marine life and causing problems such as groundwater contamination and land scarcity.

Globally, the annual consumption of plastic bottles has been rising steadily, and it is expected to exceed half a trillion tons per year by 2021.

"Plastic bottle waste is one of the most common types of plastic waste and has detrimental effects on the environment," said Hai Minh Duong, an associate professor at National University of Singapore (NUS).

Plastic bottles are commonly made from polyethylene terephthalate (PET), which is the most recycled plastic in the

world. "Our team has developed a simple, cost-effective and green method to convert plastic bottle waste into PET aerogels for many exciting uses," said Duong.

"One plastic bottle can be recycled to produce an A4-sized PET aerogel sheet. The fabrication technology is also easily scalable for mass production. In this way, we can help cut down the harmful environmental damage caused by plastic waste," he said.

The PET aerogels developed are soft, flexible, durable, extremely light and easy to handle. They also demonstrate superior thermal insulation and strong absorption capacity. These properties make them attractive for a wide range of applications, such as for heat and sound insulation in buildings, oil spill cleaning, and also as a lightweight lining for firefighter coats and carbon dioxide absorption masks that could be used during fire rescue operations and fire escape.

World's first brain massager

Bodyfriend Inc., the manufacturer of massage chairs, has revealed that its new massage chairs feature the world's first "brain massage" function.

According to Bodyfriend, the brain massage helps users feel calm and increases cognitive skills by stimulating the senses of touch and hearing.

"It's a new technological concept that has not been developed by any other company," said an official at Bodyfriend, adding that the massage chairs had been patented and clinically proven.

The brain massage is a massage program that relieves mental fatigue and improves memory skills by providing soothing music equipped with binaural beats proven to increase cognitive functions.



In addition, the program offers a physical massage that stimulates the brain and induces rest.

The massage program has two types. The first is aimed at increasing concentration,

while the second focuses on calming the mind.

The research and development center operated by Bodyfriend tested the massage chairs on 25 healthy adults

between the ages of 20 and 25 by measuring their brainwave levels and cognitive skills. The results found that participants who used the brain massage function while enjoying their rest had much lower levels of fatigue and were able to concentrate for longer periods, according to the results of the brainwave indicator.

Long-term memory skills were also improved for those who had received brain massages and for those who had used the massage chairs. However, memory skills related to languages improved only for participants who had received the brain massage.



Trending apps

Facebook

It is the world's most popular social networking website and application. Facebook app is available for Android, iOS, BlackBerry and all other major mobile platforms. The app is used almost everywhere in the world, for social and business communications. Its website was launched by Mark Zuckerberg. Facebook has more than 2.2 billion monthly active users. Facebook can be accessed from a large range of devices with Internet connectivity, such as desktop computers, laptops and tablet computers, and smartphones. After registering, users can create a customized profile indicating their name, occupation, schools attended and so on.



Downloads - 1 billion - 5 billion

WhatsApp

WhatsApp is a free, instant messaging application where users can communicate with one another using the phone's internet service. It provides you the ability to send text messages and voice messages, share links, images, and location, make video calls, etc. to any other user worldwide. It is one among secure Android messaging

apps and is also accessible from a desktop environment. It is one of the most popular and widely used chat applications that also supports communication between international phone networks.

Downloads - 1 billion - 5 billion

Snapchat

It is a social networking cum messaging application that can only be used through a dedicated mobile application. Yes, even Snapchat doesn't work on the regular web. The app allows users to chat with other Snapchat users and send messages, photos, short videos and more. An easy choice. Snapchat may have its hands full with

Instagram at the moment, but it's still one of the hottest apps on the planet, the kind that will have all your friends talking when it makes a change or adds a new feature. Don't be left out, make sure you have a place for Snapchat on your phone.

Downloads - 500 million - 1 billion



Facebook Messenger

This is a dedicated messenger (chat) application by Facebook that provides a messaging facility to Facebook users. Previously, there was no separate app for messaging on Facebook but there is now, and it has become equally popular within a few years of its invention. You may be able to get away without installing Facebook's primary app, thanks to slick wraps like Metal, but avoiding the company's messaging option is more difficult. Luckily, the app performs well, is beautifully designed and is continually adding new features, like the ability to send money to friends within the app.



Downloads - 1 billion - 5 billion

Uber

Uber is the most used location-based cab hiring app that allows users to hire drivers, cabs, bikes and shared rides for local and outstation transits. It is an easy, convenient, safe and cost-effective way of transporting within or near your city. Since it is a location-based app, Uber works fine on any GPS-enabled mobile device. Controversies aside, Uber is indispensable for anyone living in a big city, where hailing a black cab could be a quick way to bankruptcy. Currently available in seven cities across the UK, Uber can get you a ride anywhere within minutes of making a request. There are also five tiers of vehicles to hire, so you can travel like royalty if you so wish.

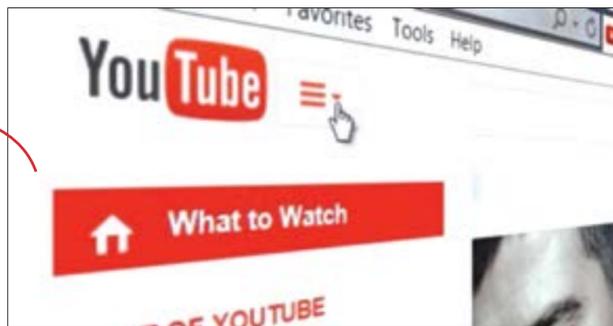
Downloads - 100 million - 500 million



YouTube

It is a complete video viewing and sharing an application that works on mobile and desktop devices. The dedicated mobile app has some additional features such as offline downloading. YouTube is the biggest host of videos on the planet and also offers monetization options to users. YouTube's mobile app is sleek and intuitive, bringing the entirety of the video sharing site to the palm of your hand. For those subscribed to YouTube Red, you'll have access to all the premium content, as well as special features like audio playback while the screen is off.

Downloads - 1 billion - 5 billion



Instagram

This is a photo sharing and social networking application that became popular mainly because of its high quality and unique features like square image format, filters and the lack of a website variant. Yup, the app only works on supported mobile devices and there is no web version. A no-brainer. Instagram is a juggernaut, and it needs to be on your phone. Sure, it may be blatantly ripping off the core features of Snapchat, but it is still a hotbed for the social media movers and shakers of the world, and a phone without it is one sorely out of the zeitgeist.

Downloads - 1 billion - 5 billion



UC Browser 8.3

Designed for iPhone

UC Browser

When it comes to mobile browsers, UC completely dominates the market with its amazing mobile compatible browsing app. UC browser is also available in a mini version for low-memory devices and has all the features you can expect in a mobile browser. UC Browser is a free web browser for Android devices with Fast Download, Data Saving, Ad-Block functionality, and helps you access music, video, cricket information with smooth experience. Customized cricket feature is available on UC Browser. You can visit many cricket sites to support your team, and watch cricket live stream, and check out match scores on UC Browser.

Downloads - 500 million - 1 billion

"If you can DREAM it, you can DO it."
-Walt Disney

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Basics of Group Dynamics



operating in the workplace. Individuals working together often develop the liking for each other and socialize with each other to overcome the psychological fatigue, boredom and monotony associated with their work. Informal groups are formed as they satisfy the social needs of individuals while at work. As they are not created by the organization, the working of informal groups is not regulated by organizational rules and regulations. Informal groups are invariably smaller in size. Here individual who is capacitated to solve the woes of other members become a Leader.

According to Dr. Tuckman's theory, there are five stages of group development: forming, storming, norming, performing, and adjourning. During these stages group members must address several issues and the way in which these issues are resolved determines whether the group will succeed in accomplishing its tasks.

Forming: The initial stage marked with uncertainty and confusion. The structure is uncertain. Leadership cannot be implemented effectively. These feelings strengthen in later stages of development. Individuals are often confused during this stage because roles are not clear and there may not be a strong leader.

Storming: There is a huge rift created because of various disparities and disagreement among members. Members often challenge group goals and struggle for power. Individuals often eye for the leadership position during this stage of development. This is stage conflict surfaces and if members are not able to resolve the conflict, then the group will often disband or struggle to continue but will remain dormant and never advance to the other stages.

Norming: This is the stage when "I" is replaced by "We" This characterized by the recognition of individual differences and shared expectations. Expectantly, at this stage, the group members will begin to develop a feeling of group unity and identity. Cooperative effort should begin to yield results. Responsibilities are divided among members and the group decides how it will evaluate progress.

Performing: The group will start realizing, they are on the verge of attaining the goal. Teamwork forms the very essence of the group. The assigned task is completed with dedication and determination. This can occur when the group has now matured and attained a feeling of cohesiveness. During this stage of development, individuals accept one another and conflict is buried through interactive group discussion. Members of the group make decisions through a rational process that is focused on relevant goals rather than emotional issues.

Adjourning: Not all groups experience this stage of development because it is characterized by the disbandment of the group. Some groups are relatively permanent and regrouping begins all over again. Most of the members feel so let out and sadness engulfs them as they prepare to leave.

Group has advantages as well as disadvantages, extension from the view-point on people joining the group; there are also factors like enhancing productivity. The members here are benefited by working in a group and it facilitates them to raise their output. If working in a group, everyone works cohesively using their skills to make sure of quality yield. One more aspect is Information acquiring: While working in a group, everyone gets the opportunity to communicate with others within the group. Each suggestion is considered and systematically discussed before the group arrives at a decision. Hence, we can find that the flow of conversation or communication is smooth and effortless within the people of the group. Decision taking members beget greater satisfaction. Research suggests that active members who are engaged in group problem solving are more committed to the solution and are better satisfied with their participation in the group than those who were not involved. There are other advantages also like Group Commitment, Methodology, Knowledge transfer, reliability etc.

Discussing the disadvantages, an individual may dominate the discussion. This leads to members not gaining enough satisfaction from the group because they feel too separated in the decision-making process. Some

members may depend too heavily on others to do the work. This is one of the most significant problems that groups face. Some members do not pitch in fittingly and assist and do not adequately contribute to the group. One solution to this problem is to make every group member aware of the goals and objectives of the group and assign specific tasks or responsibilities to each member. The list extends to intrinsic conflict, social loafing, cognitive bias, time constraints, creativity loss etc. One way to help prevent conflict with members who dodge duties is to keep the group small. It is difficult to be a "loafer" or a "slacker" in a small group.

The group structure is a pattern of relationships among members that hold the group together and help it achieve assigned goals. The structure can be portrayed in different ways. Among the more common considerations are group size, group roles, group norms, and group cohesiveness.

Norms are acceptable standards of behaviour within a group that are shared by the members of the group. Norms define the limits of acceptable and unacceptable behaviour. They are typically created in order to facilitate group survival, make the behaviour more predictable, avoid embarrassing situations, and express the values of the group. Each group will establish its own set of norms that might determine anything from the appropriate dress to how many comments to make in a meeting. Groups exert pressure on members to force them to conform to the group's standards. The norms often reflect the level of commitment, motivation, and performance of the group. They are further classified as 1) Predictive-basis for understanding 2) Relational- some norms the behaviour of others define relationships 3) Control-regulate the behaviour of others.

Roles; Role Perception-An individual is expected to behave according to his own perception in the group. **Role Expectation-**It is defined as how others believe one should behave in a given situation.

Cohesiveness refers to the bonding of group members and their desire to remain part of the group. There are factors influencing the amount of group cohesiveness. In General, it is considered more difficult to obtain group membership the more cohesive the group. Cohesiveness in work groups has many positive effects, including worker satisfaction, low turnover and absenteeism, and higher productivity. However, highly cohesive groups may be detrimental to organizational performance if their goals are skewed with organizational goals.

Evidence suggests that groups typically outperform individuals when the tasks involved require a variety of skills, experience, and decision making. In Order to get the best of results, one needs to focus more on the benefits of working in a group. Thus, working together can be an advantage for the project, as well as the company.

SRM gets A++ from NAAC

SRM Institute of Science and technology, SRMIST, awarded the Highest Grade of A++

by NAAC and classified as Category - □ institute by UGC / MHRD with full autonomy.

SRM Institute of Science and Technology, (formerly SRM University) has been recently accredited with the highest grade A++ (A double plus) by NAAC (National Assessment and Accreditation Council) with a score (CGPA) of 3.55 on a four point scale. It is considered as one of the biggest achievements as yet by SRMIST. Last year NAAC switched over to a more objective accreditation process. In the new methodology, about 70% is assigned to quantitative metrics for which the institute is asked to upload evidence which is subsequently verified by using computer based tools. Under this new and stringent methodology other than SRMIST only two other universities have got A++, so far, out of 33 universities which have applied for accreditation.

Consequent upon achieving a score higher than the threshold value of 3.51, SRMIST has been placed under Category University by UGC / MHRD as per the UNIVERSITY GRANTS COMMISSION [CATEGORIZATION OF UNIVERSITIES (ONLY) FOR GRANT OF GRADED AUTONOMY] REGULATIONS, 2018 which is yet another feather



in its cap.

By becoming Category □ University, SRMIST joins an elite group of 2 central universities, 12

state universities and 11 deemed to be universities in India. In Tamil Nadu only three Universities, including SRMIST, have been granted this rare distinction.

As a Category University, SRMIST will be automatically deemed to be under section 12B of the University Grants Commission Act, 1956; once SRMIST is under 12B, it is eligible to receive

funds from Central Government, UGC and other government departments for various schemes.

In other words SRMIST will be treated on par with any other government university for various purposes including funding.

There are other salient features that SRMIST can leverage as a Category institution like starting a new course/programme/ department/school/centre in disciplines that form a part of its existing academic framework; opening constituent units/off-campus centers;

offeringskill

courses, consistent with the National Skills Qualification Framework; opening research parks,

incubation centres, university society linkage centers, in self-financing mode; admitting foreign students on merit; recruiting foreign faculty and starting programs in Open and Distance

Learning modes (ODL) The university can also enter into collaboration with foreign institutions.

Summer placements at IIM, Calcutta

More than 120 companies participated in the recently concluded summer placements for the class of 2020 at IIM Calcutta. Summer Internship is a mandatory part of curriculum of the flagship PGDM course at IIM Calcutta.

The campus saw 100 per cent of the candidates being recruited in a little over two days. There were 458 candidates who had opted for summer internship in the 55th batch. IIM Calcutta retained its crown as the Finance Campus of India with the highest number of offers (26 per cent) coming from Banking and Financial Services domain. Citibank was the largest recruiter in the sector. Other prominent names recruiting from the campus were Bank of America Merrill Lynch, Barclays, Credit Suisse, Goldman Sachs among others.

Consulting sector continued to demonstrate its confidence in recruiting from IIM Calcutta with 100+ accepted offers during the placement process. Boston Consulting Group was the largest recruiter in the sector with other notable firms such as McKinsey & Co., Bain & Co., A.T. Kearney and Alvarez & Marsal making offers to the candidates.