



## Big Data Analytics for Inclusive Growth:



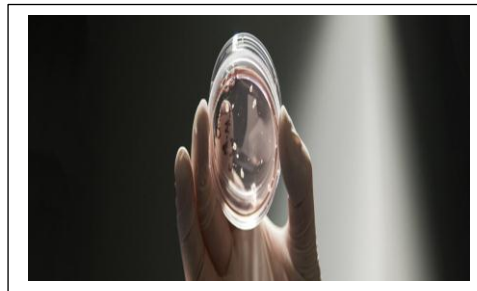
In Chapter 1.8, Mikael Hagstroem from SAS argues that resolving the world's current challenges requires moving beyond economic vigor to embrace technology. Elevating the human condition will require inclusive growth, where everyone can make contributions toward growth and all sectors of society can benefit from the dividends and sense of purpose that result. In a series of case studies that demonstrate how technology can improve the human condition, we see that big data analytics can:

- transform from within by providing faster, fact-based foundations on which to make decisions
- answer questions and uncover solutions that governments and nongovernmental organizations have not yet envisioned; and
- create much-needed jobs and GDP growth.

The examples show that big data analytics can create more developed economies, give voice to the unheard, and improve public welfare. Given this power for good, governments should ensure that their citizens have the skills needed to participate and succeed in a data-driven economy because data-driven decisions are what will move society forward

## Advance Innovation Brain Organoids!

As Madeline Lancaster lifts a clear plastic dish into the light, roughly a dozen clumps of tissue the size of small baroque pearls bob in a peach-colored liquid. These are cerebral organoids, which possess certain features of a human brain in the first trimester of development—including lobes of cortex. The bundles of human tissue are not exactly “brains growing in a dish,” as they’re sometimes called. But they do open a new window into how neurons grow and function, and they could change our understanding of everything from basic brain activities to the causes of schizophrenia and autism. Before it grows in one of Lancaster’s dishes, a brain organoid begins as a single skin cell taken from an adult. With the right biochemical prodding, that cell can be turned into an induced pluripotent stem.



## Musk Hunt

The billionaire entrepreneur, Elon Musk is constantly on the lookout for new talent and employs a large number of people across several different businesses. But, the one thing he will always look for in a prospective employee is not necessarily all the qualifications they may have or where they went to university, it's the way in which they talk about their own real-world experiences. Just to give you an insight as to what a job interview would be like with Musk, here is one of his favorite interview questions: “Tell me the story of your life and the decisions you made along the way and why you made them and also tell me about some of the most difficult problems you worked on and how you solved them.” What Musk is looking for as a response is one that includes the little details from someone who knows exactly how they solved it?

The form of interview style that Musk tends to favor is not one that looks for exact answers to puzzling conundrums, but rather one that he calls “behavioral interviewing.” Asking questions such as “Give an example of when you solved an analytically difficult problem”, will allow the interviewer to see how the candidate reacted in a real-world situation and what they found difficult about it. Musk is also a fan of brain teasers too, so if you are lucky enough to bag yourself a job interview with him, be prepared for a riddle or two. As a heads up, one of his favorites is:

**You're standing on the surface of the Earth. You walk one mile south, one mile west, and one mile north. You end up exactly where you started. Where are you?**

Answer: The North or South Pole

## Indian IT Influentials



Raju Vanapala

V V Raju, Founder & CEO of way2sms.com.

V V Raju is main pillar behind the success of way2sms.com.

Mr. Raju completed his MCA (Master Of Computer Application) in 2003 and then he started company named Way2On Interactive India pvt ltd, and in 2006 Mr. Raju started way2sms.com website that provides free messaging (SMS)



Ajit Balakrishnan

Ajit Balakrishnan founded Rediff.com when he was 48 year old.

He is the founder of rediff.com as well as current Chairman and CEO of Rediff.com

Mr. Balakrishnan, at the age of 22, co-founded Rediffusion, one of the largest advertising agencies and now it has been renamed to Rediffusion-Dentsu, Young & Rubicam Ltd.

Mr. Ajit Balakrishnan is also Chairman of board at IIM (Indian Institute of Management) Calcutta.

Mr. Balakrishnan has been serving as Managing Director of Rediffusion-Dentsu, Young & Rubicam Ltd and Rediff.com since 1993 and 2008 respectively and with that he is Chairman Emeritus of the IAMAI i.e. Internet and Mobile Association of India.



Ajay Bhatt well known as Co-founder or Co-Inventor of the USB : Universal Serial Bus Device.

Mr. Bhatt is co-founded not only USB but also developed AGP (Accelerated Graphics Port), PCI Express, Platform Power management architecture (PPMA) etc.

Mr. Bhatt got his Bachelor's Degree from M.S. University Baroda, India and his Master's Degree from New York, USA then he joined at 'Intel Corporation'.

Mr. Bhatt is also known as 'Intel Rock Star'. He is Intel Fellow, Chief Client Platform Architect of Intel Architecture Group.



# THE RISE OF INTERNET OF THINGS



The Internet of Things (IoT) is the inter-networking of physical devices, vehicles (also referred to as "connected devices" and "smart devices"), buildings, and other items embedded with electronics, software, sensors, actuators, and network connectivity which enable these objects to collect and exchange data.[1][2][3] The IoT allows objects to be sensed or controlled remotely across existing network infrastructure,[4] creating opportunities for more direct integration of the physical world into computer-based systems, and resulting in improved efficiency, accuracy and economic benefit in addition to reduced human intervention.

The term "the Internet of Things" was coined by Kevin Ashton of Procter & Gamble, later MIT's Auto-ID Center, in 1999

# VIRTUAL REALITY

BRIDGING THE GAP BETWEEN REAL AND VIRTUAL WORLD



Virtual reality (VR) is a computer technology that uses Virtual reality headsets, sometimes in combination with physical spaces or multi-projected environments, to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual or imaginary environment. A person using virtual reality equipment is able to "look around" the artificial world, and with high quality VR move about in it and interact with virtual features or items. VR headsets are head-mounted goggles with a screen in front of the eyes. Programs may include audio and sounds through speakers or headphones.

VR systems that include transmission of vibrations and other sensations to the user through a game controller or other devices are known as haptic systems. This tactile information is generally known as force feedback in medical, video gaming and military training applications. Virtual reality also refers to remote communication environments which provide a virtual presence of users with through telepresence and telexistence or the use of a virtual artifact (VA). The immersive environment can be similar to the real world in order to create a lifelike experience grounded in reality or sci-fi. Augmented reality systems may also be considered a form of VR that layers virtual information over a live camera feed into a headset, or through a smartphone or tablet device.

On March 25, 2014, Facebook purchased Oculus VR for \$2 billion.[34] This purchase occurred before any of the devices ordered through Oculus' 2012 Kickstarter had shipped.[35] In that same month, Sony announced Project Morpheus (its code name for PlayStation VR), a virtual reality headset for the PlayStation 4 video game console.[36] Google announces Cardboard, a do-it-yourself stereoscopic viewer for smartphones. The user places their smartphone in the cardboard holder, which they wear on their head. In 2015, the Kickstarter campaign for Gloveone, a pair of gloves providing motion tracking and haptic feedback, was successfully funded, with over \$150,000 in contributions

NASA has used VR technology for twenty years. [78] Most notable is their use of immersive VR to train astronauts while they are still on Earth. Such applications of VR simulations include exposure to zero-gravity work environments and training on how to spacewalk.[79][80] Astronauts can even simulate what it is like to work with tools in space while using low cost 3D printed mock up tools.

## EDITORIAL BOARD

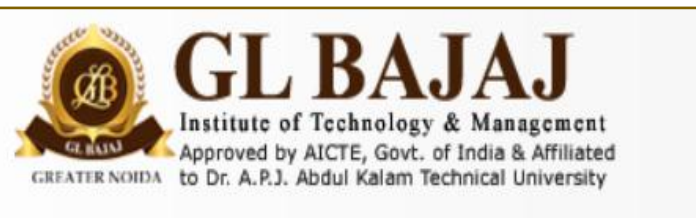
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**Editor:** Mrs. Neha Tyagi (Asst. Prof.)  
**Student Editor(s):** Sandhya Chauhan  
 Mayank Kumar Chauhan

## LOGIX

4 fathers, 2 grand-fathers and 4 sons went to watch the movie. What is the minimum number of the tickets they need to buy?

Answer will be published in the next issue

Previous puzzles answer: 1.3.9.27.81.243.729 and 7 weights



# TECHNO



# TECHNO-DRISHTEE

AN IT-CHRONICLE

New Year Edition JAN'15-APR'15

## DEPARTMENT OF INFORMATION TECHNOLOGY

IT focuses on information systems and information management. Information Technology is particularly important in the "service" industries such as banking, insurance, and communications. The majority of new jobs in recent years have been in these service industries. The purpose of this B.Tech is to provide the skills of applying advanced design, development, implementation and / or maintenance strategies and techniques in the development of Information Technology solutions; and to effectively manage and administer Information Technology. Presently this department is nurturing the talents of approx. 300 students of different semesters and is dedicated to impart quality education to the students in the field of Information Technology and transforming them from students to technocrats and entrepreneurs.

## DEPARTMENT VISION AND MISSION

### VISION

To develop competent IT professionals catering to the needs of Industry and society in a global perspective.

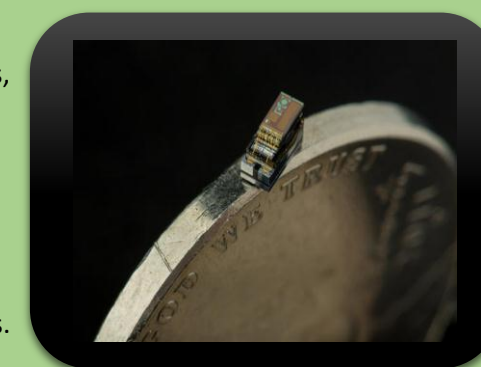
### MISSION

To attain academic & professional excellence with collective efforts of all stake holders through:

- M1: Dissemination of basic concepts and analytical skills.
- M2: Exposure to new tools in the area of Information Technology.
- M3: Effective interaction with industry for better employability.
- M4: Inculcating values and professional ethics with social responsibility.

## This is the world's smallest computer

Despite its tiny size, the M<sup>3</sup> has the ability to take pictures, read temperatures and record pressure readings. Researchers hope to implement the microcomputer into a variety of applications ranging from medical to industrial purposes. Due to its micro-size, the M<sup>3</sup> can actually be injected into the body, where it can then perform ECGs and also take pressure and temperature readings. The oil industry is also interested in inserting the Micro Mote into oil wells to help detect pockets of oil that can still be extracted before moving on to new sources. The M<sup>3</sup> is ready for production now, the faculty and staff are already looking forward to creating even smaller computers, which they call smart dust



## IN THIS ISSUE

### Techno-Corner

An initiative to be up-to-date with the latest news and information related to new technological updates and devices. More on Page 3.

### I-TECH Update

A place to showcase the latest innovations in IT for the students' knowledge and information. This bulletin is updated and maintained by the students themselves. More on Page 3

### Indian IT Influentials

Featured column on power of Indian Male IT influencers and their achievements. More on Page 2

### LOGIX

Logic and reasoning based questions on page 4.

## From the Editor's Pen



Welcoming the New Year 2015 and wishing all a very Happy New Year 2015, I take my pen to jot down new words in this year's edition with new enthusiasm.

We, the ITians at GLBAJAJ, have dedicated this issue to the Woman Power-and feature some famous woman in IT world.

Apart from this, futuristic molecular machines, augmented reality, deep learning etc. have been included to give a wider perspective of where IT is leading the world in the Tech Corner. We are thankful to the students and faculty members of Department of IT, GLBITM for their valuable inputs, and we welcome suggestions and feedback that will help us improve further. We can be reached at [tdristee@glbitm.org](mailto:tdristee@glbitm.org).