Sandip Foundation's
Sandip Institute of Technology & Research Centre,
Mahiravani, Trimbak Road, Nashik - 422 213

Department of Artificial Intelligence and Data Science Engineering

Date:- 01/08/2023

NOTICE

All students are hereby informed that the department of Artificial Intelligence and Data Science Engineering is organizing the "Indoor Sport Event" from 23rd Aug 2023 to 25th Aug 2023.All the students are requested to attend and make the event grand success.

Prof. V. K. Barbudhe
Event Coordinator

Dr. Amit Gadekar
Head of Dept

Sandip Institute of Technology and Research Centre, Nashik
Department of Artificial Intelligence & Data Science Engineering

Sandip Foundations SITRC

AISA

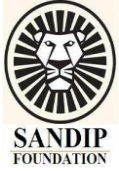Artificial Intelligence Student Association

INDOOR SPORTS EVENT

Chess, Carrom, Table Tennis

23 AUG - 25 AUG 2023

For registration contact:
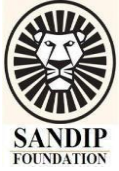
Prof. V. K. Barbudhe

Sandip Institute of Technology and Research Centre, Nashik

Department of Artificial Intelligence & Data Science Engineering

Activity Report Of Sports

(Chess)

(2023-2024)

Name of Programme: Chess

Date: 24/08/2023

Event Coordinator: Prof. V. K. Barbudhe

Participants: Students from various departments

Venue: AI & DS Department , SITRC, Nashik.

Aim: The primary goal of chess is to checkmate your opponent's king while keeping your own king safe. Checkmate occurs when the opponent's king is under attack and cannot escape capture.

Outcomes:

 Benefits of chess are:

1.Cognitive Development:

Chess requires critical thinking, problem-solving, and strategic planning, which help improve cognitive skills.Players learn to anticipate and evaluate consequences, enhancing decision-making abilities.

2.Memory Improvement:

Playing chess involves remembering previous moves, patterns, and strategies, which can improve memory and concentration.

3.Logical and Analytical Thinking:

Chess promotes logical and analytical thinking as players assess positions, analyze threats, and plan their moves

4.Pattern Recognition:

Players develop pattern recognition skills, which can be applied in various areas of life, including mathematics and science.

5.Concentration and Focus:

Chess demands intense concentration, helping players improve their ability to stay focused for extended periods.

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Summary Report of Sports

Rules of Playing Chess:

Setup:
Each player starts with 16 pieces: one king, one queen, two rooks, two knights, two bishops, and eight pawns.The pieces are set up on an 8x8 chessboard as follows: The two back rows (rank 1 and rank 8) are occupied by the major pieces, with the rooks in the corners, followed by the knights, bishops, queen, and king in the center.The pawns are placed in the front row (rank 2 for White and rank 7 for Black).

Movement of Pieces:

King (K): The king moves one square in any direction - horizontally, vertically, or diagonally.

Queen (Q): The queen can move diagonally, horizontally, or vertically any number of squares.

Rook (R): The rook moves horizontally or vertically any number of squares.

Bishop (B): The bishop moves diagonally any number of squares.

Knight (N): The knight moves in an L-shape, two squares in one direction and then one square perpendicular to that.

Pawn (P): Pawns move forward one square but capture diagonally. On their first move, pawns have the option to move forward two squares.

Special Moves:

Castling: Under specific conditions, a king can move two squares towards a rook, which then moves to the square the king crossed. This is known as castling and is used to improve the king's safety.

Enpassant: If a pawn moves two squares from its starting position and lands beside an opponent's pawn, the opponent can capture it as if it had moved only one square forward.

Pawn Promotion: When a pawn reaches the opponent's back rank (eighth rank for White, first rank for Black), it can be promoted to any other piece, usually a queen.

Check and Checkmate:
A king is in check when it is under attack by an opponent's piece.The player in check must make a move that gets their king out of check, block the attack, or capture the attacking piece.
Checkmate occurs when a king is in check, and there is no legal move to remove the threat. The game ends, and the player in checkmate loses.

Stalemate and Draw:
A stalemate is a situation where a player has no legal moves left, but their king is not in check. In this case, the game is a draw, and no one wins.Other situations, such as insufficient material to checkmate, can also result in a draw.

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Photograph

Students Playing Chess

Prof. V. K. Barbudhe

Co-ordinator

Prof.(Dr.) Amit Gadekar

(HOD, AIDS Dept.)

Dr. M. M. Patil

Principal

Sandip Institute of Technology and Research Centre, Nashik
Department of Artificial Intelligence & Data Science Engineering

Attendance

Sr. No.	Name
1	ANDHALE VEDANT ANIL
2	JAIN AYUSHI AKSHAY
3	KHUSHI SACHIN MEHATA
4	SWAMI SANJAY KURKUTE
5	JAGTAP SHRAVANI SANTOSH
6	WAGHMARE VIBHANSHU
7	KESHARWANI YASH SANTOSH
8	JADHAV VEDANT BHATU
9	SHINDE SAHIL SANDIP
10	SHINDE GORAKH VISHWAS