

**A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)**  
(Re-Accredited with 'B' Grade by NAAC)  
(Affiliated to Adikavi Nannaya University)  
**Jagannaickpur, Kakinada.**

## **DEPARTMENT OF COMPUTER SCIENCE**



# **COMPUTER LITERACY DAY**

## **CELEBRATIONS**

# **2025-2026**

**A.S.D. GOVERNMENT DEGREE COLLEGE FOR WOMEN (A)**  
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**DEPARTMENT OF COMPUTER SCIENCE**

**Activity Register 2025-2026**

Date	02-12-2025
Conducted through (DRC/JKC/ELF/NCC/NSS/ Departments etc.)	Department of Computer Science
Nature of Activity (Seminar/Workshop/Extn. Lecture etc.,)	<b>Computer Literacy Day Celebrations</b>
Title of the Activity	<b>Computer Literacy Day Celebrations</b>
Name of the Department/Committee	<b>COMPUTER SCIENCE</b>
No. of students participated	40
Brief Report on the activity	To create awareness on Digital and computer Literacy
Name of the Lecturers who Planned & conducted the activity	N.Naga Subrahmanyeshwari, Lecturer in Computer Science K.Surya Lakshmi, Lecturer in Computer Science A.Jaya Lakshmi, Lecturer in Computer Science P.S.V.D.Ballamamba Lecturer in Computer Applications V.Rama Tulasi, Lecturer in Computer Applications G.Sowmya Lecturer in Computer Applications
Signature of the Dept. In-Charge /Convener of the Committee	 N.N.S. Eswari IN-CHARGE DEPT OF COMPUTER SCIENCE A.S.D GOVT DEGREE COLLEGE (AUTONOMOUS) KAKINADA
Signature of the Principal	 V.N.C. PRINCIPAL A.S.D.GOV'T.DEGREE COLLEGE ('W') AUTONOMOUS KAKINADA
Remarks	

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## **DEPARTMENT OF COMPUTER SCIENCE**



## **COMPUTER LITERACY DAY CELEBRATIONS**

**2025-2026**

The Department of Computer Science celebrated Computer Literacy Day on 02-12-2025 and several activities were conducted to the students like Quiz, JAM, Roleplay etc.,

*N.N.S. Eswari*  
IN-CHARGE  
DEPT OF COMPUTER SCIENCE  
ASD GOVT DEGREE COLLEGE (AUTONOMOUS)  
KAKINADA

**Signature of the HoD**

## **DEPARTMENT OF COMPUTER SCIENCE**

### **Report on the Activity**

#### **Objective:**

The objective of celebrating Computer Literacy Day was to create awareness among students about the importance of digital skills, promote the safe and responsible use of technology, and provide platforms such as Quiz, JAM, and Role-play to help students showcase and enhance their computer-related knowledge and communication skills.

#### **Report:**

The Department celebrated Computer Literacy Day on 02-12-2025 with great enthusiasm. The program began with a short introduction on the significance of computer literacy in today's digital era. Teachers highlighted the growing importance of technology in education, communication, and future careers.

Students actively participated in a series of well-planned activities that made the celebration both educational and enjoyable. A Computer Quiz Competition was organized to test students' knowledge of basic hardware, software, digital tools, and cyber safety. Teams from different classes competed with great excitement, demonstrating their preparedness and interest in the subject.

The JAM (Just A Minute) activity provided students with an opportunity to speak confidently on topics related to computers, such as internet safety, benefits of technology, and the future of artificial intelligence. This activity helped students improve their communication skills, quick thinking, and subject awareness.

One of the highlights of the event was the Role-play activity, where students creatively presented scenarios on themes like cyberbullying awareness, safe internet habits, online fraud prevention, and responsible digital behavior. Their performances were both informative and engaging, spreading important messages through drama and expression.

At the end of the program, a prize distribution ceremony was held. Winners of Quiz, JAM, and Role-play were awarded certificates and prizes. All participants were appreciated for their enthusiasm and effort.

### **Outcomes:**

- Students gained deeper understanding of computer literacy and cyber safety.
- The Quiz improved students' technical knowledge and teamwork skills.
- The JAM activity enhanced their confidence, communication skills, and ability to think quickly.
- The Role-play activity encouraged creativity, collaboration, and awareness of responsible digital behavior.
- Overall participation increased students' interest in computers and digital tools.
- The event successfully promoted a positive digital learning environment.

### **Conclusion:**

Computer Literacy Day was celebrated successfully, achieving its objectives of spreading digital awareness and encouraging students to become confident and responsible users of technology. The day concluded with a vote of thanks and a commitment to continue fostering computer literacy throughout the academic year.



Ch.Eswari, I B.Sc.(CS) talking about the prominence of Computer Literacy



Principal Dr. V. Anantha Lakshmi addressing the students on the occasion of Computer Literacy Day Celebrations



Winners of Competitions held on the occasion of Computer Literacy Day Celebrations

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