



# दीन दयाल उपाध्याय कॉलेज DEEN DAYAL UPADHYAYA COLLEGE

(दिल्ली विश्वविद्यालय) (UNIVERSITY OF DELHI)

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## DDUC ACM STUDENT CHAPTER

### REPORT

### “ Chai , Code & Cinema ”

Under

## DDUC ACM STUDENT CHAPTER

#### **KEY HIGHLIGHTS:**

**DATE :** 19 October 2024

**TIMING :** 1:30 p.m.

**VENUE :** Room No. 509, Deen Dayal Upadhyaya College, New Delhi

**NO. OF PARTICIPANTS:** 60

#### **Faculty Sponsor, DDUC ACM Student Chapter :**

Dr. Rajni Bala

#### **Session Coordinators :**

Mr. Sanjeet Kumar

## Introduction:

On 19 October, 2024, the DDUC ACM Student Chapter organized a thought-provoking movie screening of *The Imitation Game*, a film that sheds light on the life and work of Sir Alan Turing. The event was organised to provide an engaging environment for students to explore the impact of technology and its role in challenging times, such as World War II. The event aimed to provide students with a chance to explore the impact of technology, the historical significance of Turing's groundbreaking contributions to computer science and cryptography, and, as well as the broader implications of technological advancements.

The screening attracted students from various departments, not just Computer Science, showing how Turing's work and its themes resonate across multiple fields of study. By using film as an accessible and engaging medium, the event created an environment where students could learn about the profound influence of technological advancements on history and society.

## Event Structure:

### 1. Introduction to ACM-DDUC Chapter and the Film:

The event began with a comprehensive introduction by members of the DDUC ACM Student Chapter. They outlined the relevance and benefits of joining ACM, emphasizing its international prestige and the rich opportunities it provides for both personal and professional growth. Students learned about the networking, mentorship, and research opportunities available to members, especially how ACM helps them stay connected to cutting-edge advancements in technology, even at the undergraduate level. In addition, a brief prelude to the movie was given, touching on its relevance to the history of computer science and the current curriculum.

### 2. Screening of *The Imitation Game*:

The highlight of the program was the screening of *The Imitation Game*, a film that brings to life the extraordinary contributions of Alan Turing during World War II. The audience was captivated as they watched how Turing and his team at Bletchley Park broke the Enigma code, a feat that is said to have shortened the war by years. The film not only showcased Turing's genius but also delved into the social challenges and discrimination he faced, giving students a holistic view of both his professional triumphs and personal struggles.

### **3. Post-Screening Discussion:**

Following the screening, an interactive discussion was led, focusing on the film's themes and their significance. The session explored why *The Imitation Game* was chosen for the event, highlighting Alan Turing's groundbreaking contributions to computer science and his role during World War II.

The session further explored the significance of the Turing Award, often regarded as one of the highest honours in computer science, celebrating individuals who have made substantial contributions to the field. This recognition served as a reminder of Turing's enduring legacy and the importance of acknowledging those who push the boundaries of knowledge and innovation.

It touched on the posthumous pardons granted to Turing, reflecting on the societal changes surrounding his legacy and the recognition of the injustices he faced during his lifetime, encouraging students to think critically about how society treats its greatest innovators and the complex moral questions that arise in the wake of technological progress.

The discussion concluded with an announcement for future screening events, which will continue to introduce students to the lives and contributions of other historical figures who have significantly impacted technology and society, further enriching their understanding of the past and its relevance to the present.

### **Conclusion:**

The screening of *The Imitation Game* provided a unique and engaging way for students to connect with the historical, ethical, and technological challenges that define modern-day computing. By drawing in students from various fields, the event succeeded in highlighting the far-reaching impact of Alan Turing's work, making it clear that technology is not the sole concern of computer scientists but a fundamental force shaping all aspects of society. The event's success reaffirmed the value of such screenings in providing students with the opportunity to learn about the people behind the technological advancements that continue to influence the world today.



