Event Proposal

Director General

Ajay Kumar Garg Engineering College

Ghaziabad

Date: 17/10/2023

Respected sir,

We are proud to be a member of your organization and Student Network and our aim is to support the highest academic and personal development of our students. Our aim is not only to organize extraordinary activities in the field of education but also help to familiarize themselves with different Technologies and help them to find their Interest.

In this context, we would like to present a proposal for organizing “Sopan” – a Mentorship Workshop under your guidance. The "Sopan" is a five days long workshop that aims to let students know about different domains & also help them to choose as per their interest.

Under our proposed plan, we intend to organize “Sopan” between 10 October to 14 October 2023. We will have full equipment and resources to organize this event, and we would like to obtain the consent of all our departments and also Hostels regarding this Event.

We would be honored if you approve our proposal and give us the opportunity to organize “Sopan”. We believe that through this Event our students will develop the ability to think in an enabling context and will be able to choose their field of interest.

We will look forward to your positive feedback. We look forward to working with your organization to make this event a success.

Thanks, and best wishes

XYZ

GDSC

**WHAT IS SOPAN ?**

SOPAN is a Five days long Mentorship Session that aims to Enable First Year and Second Years to learn about different Domains like Web Development , App Development , Machine Learning ,UI/UX , Management .

Under the guidance of Prof. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. GDSC AKGEC will put in all its effort to make this event full of enthusiasm and learning for all the participants.

**Overview and Objective of SOPAN**

**Overview**

SOPAN is the First Mentorship Session which aims to provide Students Knowledge about different Domains under GDSC AKGEC .It would overall be a great opportunity for the students to gain insights from each other and explore this path of their career.

**OBJECTIVES**

1.Familiarization - To Familiarize Participants with different Technologies and Domains .

2.Motivation and Engagement - To inspire Participants and create a positive attitude towards learning by Doing .

3.Networking and Relationship Building - To encourage participants to meet and interact with seniors and also with their Batchmates facilitating the development of connections and relationships within the group.

4. Technology and Online resources - To explain to participants how to access and utilize online platforms .

5. Peer Support and Mentorship - Introduce students to Seniors, Mentors who can provide guidance and support.

6.Community Building - Create opportunities for students to connect with their peers and build a sense of Community.

**IMPACTS**

SOPAN tries to have a significant impact on several fronts:

1. **Confidence and Empowerment**: Students will be empowered to make informed decisions and take control of their College Experience.

2. **Social Integration** : Designed to help students to connect with their peers . Also it will provide an opportunity to students to meet and interact with others helping them to build a social network.

3. **Personal Growth** The SOPAN helps students to build confidence, improve communication skills and foster personal Growth.

**FINAL BUDGET**

| Item | Quantity | Amount | Total |
| --- | --- | --- | --- |
| Refreshment | 100 | 50 | 5000 |
| Poster | 10 | 10 | 100 |
| Banner | 3 | 50 | 150 |
| Awards - Winner (Chocolate, certificate (5)) | 5 | 200 | 1000 |
| Awards - Runner Up (Certificate (5) | 5 | 150 | 750 |
| Goodies | 100 | 100 | 10000 |
| **TOTAL** |  |  | **17000** |

**TARGET AUDIENCE**

* **Undergraduate first Year Students**
* **Undergraduate Second Year Students**