

## FORMAL PROPOSAL

# Establishment of Google Cloud Arcade 2026 Cohort

A strategic initiative to empower students with Industry-Standard Cloud Computing & Generative AI skills at zero cost to the institution.

Generative AI

Cloud Infrastructure

Big Data

Kubernetes

## Objective

To integrate practical, hands-on cloud learning into the student curriculum through the **Google Cloud Arcade Program (Session Jan-July 2026)**. This initiative aims to bridge the gap between academic theory and industry requirements.

## Target Audience

Students from BCA, B.Sc., and B.Tech streams who demonstrate an aptitude for technology and a willingness to commit 3-5 hours per week for self-paced learning.

## Strategic Value for the Institute



### Accreditation

Students earn globally recognized skill badges that enhance the institution's technical profile during audits/placements.



### Zero Cost

The program provides \$200+ worth of monthly lab credits per student for FREE. No financial investment required.



### Placement

Cloud skills are currently the #1 demand in IT. A verified portfolio increases hiring chances by 40%.


## Note from the Facilitator

*"As a selected Mentor for this cohort, I will personally ensure that students stay on track. My goal is to help our college achieve the highest badge completion rate in the region."*

- Pratipal Kumar Singh


Curriculum Matrix

The program is divided into monthly "Levels" or "Games". Each level focuses on a specific technology stack.



**GenAI & Machine Learning**

Vertex AI, Prompt Engineering, Gemini API Integration, Natural Language Processing.



**Infrastructure & DevOps**

Compute Engine, Cloud Storage, Load Balancing, IAM Security, Terraform.

Implementation Roadmap (Jan - July 2026)

<b>Phase 1</b> Jan 10 - Jan 30	<b>Awareness &amp; Registration</b>  Circulate "Showcase Docs" to students. Complete Google Forms registration. Verify Public Profiles.
<b>Phase 2</b> Feb - March	<b>Onboarding &amp; Level 1</b>  First set of labs released. Facilitator conducts a workshop to solve common errors. Initial badge earning begins.
<b>Phase 3</b> April - June	<b>Advanced Tracks &amp; Trivia</b>  Students move to complex GenAI projects. "Trivia" weeks allow for rapid point accumulation.
<b>Phase 4</b> July	<b>Closure &amp; Rewards</b>  Prize counter opens. Top performers redeem Swags. Final report submitted to HOD.

Resource Requirements

To execute this program successfully, we request the following support from the department:

- **Computer Lab Access:** Permission for students to use the lab for 1-2 hours/week for heavy practicals.
- **Official Communication:** Permission to circulate the registration links via official WhatsApp groups.

**Ready to Launch?**

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SCAN TO JOIN

