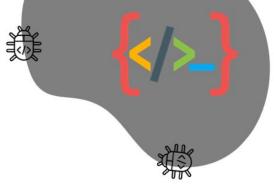




Success Centre







SSSC COMPUTER SCIENCE
TEAM

INNOVATENOW!



Join us and be part of the future of InnovateNow









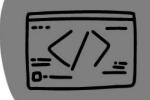
WHAT IS INNOVATENOW?

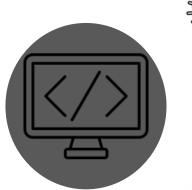
InnovateNow is a 2-Day event where students unite in teams to explore cutting-edge technology through immersive workshops

Learn from our SSSC mentors and other Tech club representatives, and collaborate with peers to craft innovative projects. Then, showcase your creations, compete for the top spot, and celebrate your journey in the ever-evolving world of computer science and technology

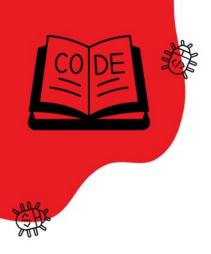








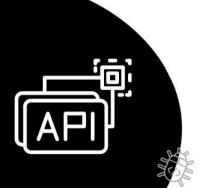




OUR COLLABORATORS





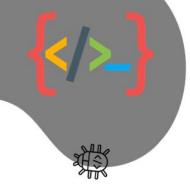






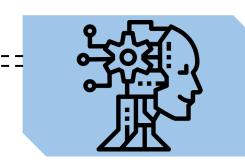






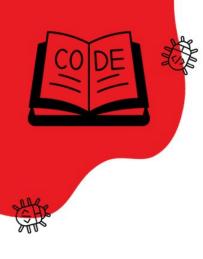
TIMELINE FOR EVENT











API

FIRST DAY OF EVENT:

Time	Event
5pm - 5:15pm	Welcoming & Group Assignment
5:15pm - 5:45pm	Group Brainstorming session
5:45pm - 6:15pm	Cybersecurity Crash Course: Wrangling Your Web App
6:15pm - 6:45pm	Blueprint: Tech for Social Good
6:45pm - 7:00pm	Short break
7:00pm - 7:30pm	Using Git
7:30pm - 8:00pm	Introduction to Al

SECOND DAY OF EVENT:

Time	Event
5:00pm - 5:15pm	Welcoming & Recap
5:15pm - 7:00pm	Innovate Now!!
6:30 pm	Project Proposal submission deadline
7:00pm - 7:45pm	Show your innovation
7:45pm - 8:00pm	Announce winners & wrap up!







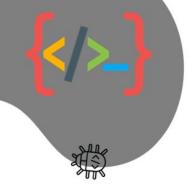












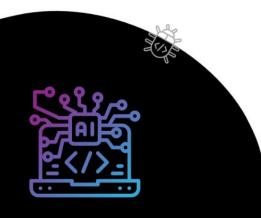
WORKSHOPS!

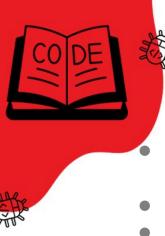


- Introduction to AI
- Blueprint: Tech for Social Good
- Cybersecurity Crash Course: Wrangling Your Web App









INSTRUCTIONS!

You guys technically have 24h to complete this innovation

- Groups of 4 max
- You have to include some aspect from at least one of the workshops in your innovation
 - Your innovation will be based off of the 17 Sustainable Development Goals from the united Nations https://sdgs.un.org/goals

WHAT WE ARE LOOKING FOR!

- Innovation & Problem Solving: the project's creativity and originality
- Technical Complexity
- Presentation & Communication
- Alignment with Sustainable
 Development Goals
- Application of Workshop Knowledge