

**Proposal 1:** Workshop on Virtual Reality/Augmented Reality conducted by Gymkhana to increase awareness about the various opportunities associated with it.

**Objective:** A workshop on one of the fastest growing technologies, that is, AR/VR with an aim to give the students an idea of how Augmented Reality and Virtual Reality works, it's history, concepts, current trends along with a hands on experience on the technology would develop the interest of students in taking steps to making the technology more mainstream.

**Benefits:**

1. The workshop would give the students an overview of the enormous potential of VR/AR in training, entertainment, education, marketing, and even rehabilitation after an injury.
2. It would fuel the will of students and research groups to look into the fields of Virtual & Augmented Reality and allied fields.
3. Exploring the future possibilities of using AR & VR for various industries

**Proposal 2:** A newsletter will be released every month chronicling the advancements in the fields of technology, finance and management happening around the world. It will also have detailed accounts on the achievements of the students and faculty of the institute.

**Objective:** It is very vital that the students of one of the premier engineering institutions of the world are informed about the advancements in the world of technology and this newsletter is a very crucial way of ensuring this goal.

**GroundWork:**

- There will be a team selected by Gymkhana to draft this newsletter. The team will be headed by 4 third year undergraduate students and 6 second year undergraduate students. The team itself will be divided into two sub-teams of design and content writing. There will be two heads in charge of each of these teams respectively. When it comes to members, there will be 3 second year undergraduates in the content team and 3 in the design team.
- The newsletter will be published in the last week of every month through the official website of Gymkhana. At the same time, it will also be sent to the students through mail on their institute mail ids.
- One section of the newsletter would include research projects being offered by the faculty during the publication of the newsletter.
- One of the sections of the newsletter would include updates or upcoming events of the Technology related societies under gymkhana, even urging students to participate in the events.

- Another section of the newsletter would consist of the winners of past Inter IIT Tech Meets, where their efforts, achievements and solutions would be highlighted for students to take learning and inspiration from.
- Some printed copies of the newsletter can be displayed in the central library and all the halls of residences for easy access to the students.

**Proposal 3:** A competition conducted by Kshitij which calls upon the college students around the country to identify an issue in their community and create a mobile app and a business plan to launch the app which will address the issue.

**Objective:** The problems faced by student community in day to day life is often overlooked and not given due attention by the general public. At the same time, if they are addressed and resolved by an individual experiencing the issue first hand, the end result would be more fruitful and constructive.

**Benefits:**

1. The students would develop the skill set required for app development as well as nurture a mentality for entrepreneurship.
2. The issue if recognised accurately would lead to a large scale positive effect in the student community resulting in a large number of users for the mobile app developed.
3. The competition will help them be more aware of their surroundings and would urge them to think logically about the problems they face.

**Proposal 4:** Competition on creating innovative technology with machine learning and artificial intelligence which will be conducted by Kshitij to build student's skills set to solve global issues.

**Objective:** Creating new and innovative technologies by students increases their skills in machine learning and artificial intelligence, also changes lives and gives people the thrill of seeing the future come to life right before their eyes.

**Benefits:**

1. Competition helps students to build a technical solution aligned with the social issue they are passionate about, and find a community of peers who share their vision.
2. From teamwork, to getting hands-on creating a proof of concept and practical business model, live project pitching, and more, this journey will help give them a comprehensive toolkit to take forward in life.