Proposals
for the post of General Secretary: Social and Cultural, Technology Students' Gymkhana, Indian Institute of Technology, Kharagpur for the academic session 2023-2024

Sachin Kumar Repswal
(21CE30026)

OVERVIEW

Proposal 1:
INTRODUCTION OF NEW EVENTS IN OPEN IIT TO DIVERSIFY THE INTERESTS OF STUDENTS
Introduction of Fashion, Culinary arts, Media Club events, namely Photoshop Battle and Word Games, namely Scrabble as Open IIT events.

Proposal 2:
TO INCREASE THE STUDENTS' INVOLVEMENT IN SOCIAL AND CULTURAL ACTIVITIES.
Organise workshops for students which encourage them to participate more in Open IIT events.

Proposal 3:
TO ORGANISE SOCIAL AND CULTURAL WEEKENDS TO PROMOTE THE CULTURE OF DIFFERENT STATES
Organise various programs to expand the cultural knowledge of students from various parts of the country.

PROPOSALS

PROPOSAL 1:

INTRODUCTION OF NEW EVENTS IN OPEN IIT TO DIVERSIFY THE INTERESTS OF STUDENTS

My first proposal is to introduce fashion, culinary arts, digital art events and Word Games like Scrabble in the Social and Cultural Events of IIT KHARAGPUR.

BACKGROUND:

1. Every year IIT Kharagpur organises Open IIT events for students to actively participate and introduce them to new events. This helps in building a good community.
2. Another benefit is that these events are a precursor to other events like General Championship and Inter IIT and help in identifying talent for these events. It will be beneficial to introduce events already present in Inter IIT. Inter IIT is a highly competitive and sought-after event at IITs and one way to improve our performance at Inter IIT is to introduce these events.

IMPLEMENTATION:

Scrabble

1. A Scrabble tournament where teams battle it out in head-to-head prelims, and individuals from the top 6 teams play each other in the playoffs.
2. The Game will be played for 30 minutes.
3. Procurement of scrabble kits through the Gymkhana budget.

Upscaling

1. Dress the model in a beautiful attire made from the available cloth supplies.
2. To carry out the event, we will purchase textile materials and some standard ornamental things.
3. Choose a compelling theme that reflects the latest trends in fashion. This can be anything from vintage to futuristic.

Photoshop Battle

1. A Live Photo editing competition. Where each team will be given a stock image and they have to edit it in 2 hours. Participants are allowed to use all photoshop tools.

2. Temporary access to institute-bought Photoshop accounts or providing some computers present in Computer and Informatics Centre with Photoshop Pro
3. Booking the Computer and Informatics Centre for a suitable amount of time

Cook-off
1. To conduct cooking events similar to those conducted at Inter IIT Cultural Meet to help identify talent and serve as practice for the Inter IIT events.
2. Contestants will be given a set pantry in a timed competition and a specific theme to build their cuisine upon. Any two dishes should be prepared by each team.
3. The Gymkhana subcommittee will decide on an inventory, which will be utilised for subsequent events in future.

IMPACT:
1. Scrabble is a game that can be played by people from all walks of life and of all ages and invites the participation of the student body, staff and professors. By participating in Scrabble competitions, students can enhance their cognitive skills, including memory, vocabulary, and analytical reasoning.
2. Upscaling can help in improving the students' resourcefulness, teamwork, creativity and other soft skills required in real-life work situations.
3. Photoshop battle events at IITs can offer a variety of social and cultural benefits, including community building, inclusivity, artistic expression, and exposure to different perspectives. By promoting creativity and collaboration, these events can help to create a more vibrant and diverse campus culture.
4. Organising culinary art events can help the participants learn new recipes and cooking techniques which will help us in bringing glory at Inter IIT. By showcasing healthy and nutritious food options, culinary art events can promote healthy eating habits among the campus community.

PROPOSAL 2:

TO INCREASE THE STUDENTS' INVOLVEMENT IN SOCIAL AND CULTURAL ACTIVITIES.

My second proposal is to organise workshops for students which may encourage them to participate more in the events.

BACKGROUND:

1. Participants may have the chance to pick up new skills and strategies during workshops that they can apply during Open IIT events or contests.
2. Workshops on acting, elocution, and debate, for instance, can aid participants in honing their cultural skills and communication abilities and improving their readiness for the competitions.
3. Participants can get a preview of what to expect during Open IIT by attending workshops on themes relating to the activities, which can assist to raise interest and boost attendance.

IMPLEMENTATION:

1. Before conducting Open IIT of any particular event, a workshop related to that can be first conducted by the Gymkhana. This would help the participants get some exposure to the events leading to active participation.
2. Workshops can be a chance to ask attendees for their opinions on the event and the activities that surround it. The event's organisers can use this feedback to make it better for attendees and more interesting and relevant.
3. These workshops will be meant to increase awareness about the event and to develop exposure among the individuals and not for anyone to completely learn from it.

IMPACT:

1. Workshops can unite people who share common interests, fostering relationships and the formation of teams for the activities. This could foster a sense of teamwork and community among participants, which would improve Open IIT as a whole.
2. They will give the participants the necessary knowledge and skills to tackle challenges with confidence. This can lead to better outcomes for participants, and may even lead to improved overall performance in the event.
3. Participants in workshops may meet others who share their interests, which enables them to network and establish teams for the events. This could foster a sense of teamwork and community among participants.

PROPOSAL 3:
TO ORGANISE SOCIAL AND CULTURAL WEEKENDS TO PROMOTE THE CULTURE OF DIFFERENT STATES

My third proposal is to organise various programs to expand the cultural knowledge of students from various parts of the country.

BACKGROUND:
1. India is a country with a diverse range of art forms, each with its unique history, culture, and tradition. Organising cultural and social weekends can help to showcase this diversity and promote it to a wider audience, which can encourage people to learn more about the various art forms and their significance.
2. Cultural and social weekends can give people from many states and areas the chance to interact and exchange cultural traditions and artistic creations.
3. Cultural weekends bring together people from different groups and origins, giving them a forum for conversation and the development of deep bonds. This may foster an inclusive campus community that cuts across all or any differences.

IMPLEMENTATION:
1. We can find local experts who can teach various art forms. This would also give them a stage to practise their culture.
2. Each weekend, a scheduled program is arranged to allow for learning about and experiencing a chosen art form in its cultural context. For instance, if the focus is on traditional dance forms, the program may involve attending a lecture on the dance form's history and significance, followed by a live performance by the enthusiasts. This approach aims to provide a more comprehensive and engaging way of exploring different art forms while appreciating their cultural significance.
3. These programs could be promoted to students, parents and the community via social media, flyers and other forms of promotion to get the word out.

IMPACT:
1. This can aid in building respect, admiration, and understanding of various cultures and practices
2. Cultural weekends will offer a chance to highlight other cultures, traditions, and customs. These activities will allow the students the opportunity to learn about cultures that are different from their own.
3. Cultural weekends allow students to express themselves by sharing their cultural heritage through music, dance, food, and art. This can boost their confidence and self-esteem, while also showcasing the richness of different cultural traditions.

4. Students can learn about different art forms, understand the history and significance of each art form, and develop an appreciation for cultural diversity.

ANNEXURE

PROPOSAL 1:
INTRODUCTION OF NEW EVENTS IN OPEN IIT TO DIVERSIFY THE INTERESTS OF STUDENTS

1. An experienced judge would be called for proper judgement of the competition.
2. The events would be scheduled in Autumn Semester.
3. Open IIT certificates would be issued to the winning participants.
4. The venue will be decided after discussing with the Gymkhana authorities.
   a. **Cook-Off**
      i. **Rules**
         1. Each team has 120 minutes to prepare, cook, and serve two dishes.
         2. Participants will be allotted random dishes to prepare on the spot.
         3. The required ingredients will be arranged before to the event and will be provided to the participants once the topic is announced.
         4. The competition will begin 15 minutes after the ingredients list and dish are allotted.
         5. This culinary demonstration will use induction stoves. One cooker will be given to each team if needed.
      ii. **Penalties**
         1. Exceeding the time limit will cause a deduction of 5 marks per minute.
         2. Use of any personal ingredient will result in disqualification.
      iii. **Judging Criteria:**

Taste	40%
Presentation	25%
Skill	35%

   b. **Upscaling**
      i. **Rules:**

1. Use only the clothing items provided. Teams can bring their own decorative items.
2. Teams are supposed to upscale the given clothing material with the tools they have.
3. Modification of outfit after 2.5 hours will lead to reduction of points.
4. Usage of mobile phones for outfit inspiration is strictly prohibited.
5. Obscenity of any form is discouraged and will lead to disqualification.
6. Vulgarity is not allowed.
7. Decision of the judge will be final and binding.

ii. **Judging Criteria:**

Creativity	**25%**
Uniqueness	**30%**
Usage of Given Item	**20%**
Presentation and Explanation	**25%**

c. **Scrabble**
i. **Judging Criteria:**
Standard Scrabble Rules

ii. **Rules:**
1. **Prelims format:**
   a. Each team plays a certain number of games and the top 6 teams make it to the playoffs.
   b. The prelims games will be 5v5, i.e., team vs team. They will be played on physical Scrabble boards.In case, all the boards are unavailable and the game needs to be played at that time, it will be shifted to online mode.

2. **Game format:**
   a. Time limit for each game: 30 (+2) minutes (15 (+1) per side). Things like arranging tiles,time for totalling, etc. are not counted in the 15 minutes.

b. Matches are not void. You can challenge your opponent's play. Any play may be challenged before the next player starts a turn.
c. If the play challenged is unacceptable, the challenged player takes back their tiles and loses that turn. If the play challenged is acceptable, the challenger loses their next turn.
d. Consult the dictionary for challenges only. All words made in one play are challenged simultaneously.
e. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any Challenge.

3. **Finals format**:
   a. The top 6 teams make it to playoffs. It is now an individual tournament and games will be
   b. 1v1. There will be multiple rounds of games.
   c. Rankings at the end of this will be the final rankings.
   d. There will be no formal quarterfinals, semifinals and finals.
   e. Game format stays the same.

d. **Photoshop Battle**
   i. **Rules:**
      1. Stock image will be disclosed with the start of the event.
      2. For Submission of the final image extra 15 mins will be given. Entry will not be accepted if it exceeds the deadline.
      3. Images that have already been photoshopped, including images with watermarks, logos, or added text may be removed.
      4. Submission should include: Final created image, original PSD file, separate writeup, text file, and screenshots of the screen with time for every 30 mins during the event (4 screenshots).

   ii. **Judging Criteria:**

Technical Skill	30%
Creativity	30%
Write-up	10%
Concept and Uniqueness	30%

  iii. <u>**Penalties:**</u>
    The penalty scheme will be as follows (time past the deadline):
    0 - 10: 5 points
    10 - 20: 10 points
    20 - 30: 15 points
    No submissions will be accepted after 30 minutes past the
    deadline.

<u>PROPOSAL 2:</u>

TO INCREASE THE STUDENTS' INVOLVEMENTS IN SOCIAL AND CULTURAL ACTIVITIES.

1. Workshops will be organised in the Autumn Semester a week prior to the respective Open IIT event.
2. Venue will be decided after coordinating with the Gymkhana authorities.
3. The idea was discussed with some of the governors of the social and cultural societies.

<u>PROPOSAL 3:</u>

TO ORGANISE SOCIAL AND CULTURAL WEEKENDS TO PROMOTE CULTURE OF DIFFERENT STATES

1. The venue will be decided after consulting the concerned authorities at Technology Students' Gymkhana.
2. If a guest is invited, the budget will be issued by Technology Students' Gymkhana.