



Proposals

By:

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Contesting for the Post of

General Secretary, Sports And Games
Technology Students' Gymkhana
Indian Institute of Technology
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Proposal 1: To increase the involvement and participation of students in the field of sports and games by organising mentorship programs for freshers which will be volunteered by Inter IIT players and filling the gap for one the most important posts research scholar sports coordinator.

Need:

- This will also ensure motivation and passion across various sports for the students in the campus and also ensure increase in participation of students along with availing the facilities provided by Technology Students' Gymkhana.
- This will ensure that the sportsmanship culture and legacy of Indian Institute of Technology Kharagpur is passed on even to those freshers who weren't able to be a part of national sports organisation or summer camps held for their sport of interest.
- The post holder of research scholar sports coordinator plays a very important role in encouraging and motivating the research scholars of your campus.

Feasibility:

- There are various ex-inter-IIT players and competent seniors who can guide future leaders in the field of sports.
- We can allot freshers to respective seniors for realizing this objective.

Impact:

- A sports mentor/mentee program can promote sports involvement among interested freshers, with female inter-IIT players as mentors.
- Mixed sports events in the Open IIT and 2% fresher tournament can encourage participation and teamwork.
- These initiatives can foster a sports culture and provide opportunities for students to engage in sports such as Fresher tournament followed by Mixed sporting events competition in open IIT.

Proposal 2: Planning out calisthenic parks - parks that are equipped with training equipment that utilise one's body weight to exercise like monkey bars, pull-up bars, parallel bars etc.

Need:

- There are currently no calisthenic parks inside the campus.
- To extend fitness as a culture outside of the gymnasiums.
- To escalate awareness for fitness as a lifestyle.

Feasibility:

- The suitable locations to set up the parks are the ground near Bc Roy hospital, Gymkhana near the outside of the badminton court (ATM), Tata sports complex. Building Cost for one such park would be very less, with low maintenance .

Impact:

- This will promote fitness culture in iit KGP and would have a positive impact on the student body.
- Calisthenics can help to build strength in the muscles throughout the body.
- Calisthenics can also provide a cardiovascular workout, which can improve heart health, boost endurance, and burn calories.
- Many calisthenic exercises require balance and coordination, which can help to improve balance and coordination.

Proposal 3: Institute level sports induction program.

Need:

- Currently only the undergraduates and post graduates have induction program conducted for them but the research scholars do not have any specific program for themselves.
- This has led to unawareness about different sporting events amongst the research scholars leading to less participation in the events.
- A proper sports dedicated induction program is still lacking.

Feasibility:

- Need to coordinate for having a induction program dedicated for sports and games specifically.
- This induction program will be for undergraduates, post-graduates, and research scholars also.

Impact:

- This will increase the general awareness related to sports and games amongst the students of Indian Institute of Kharagpur.
- This would also increase participation of students from all domains in the events to be happening in campus and out of campus.

Proposal 4: Introduction of un-gendered and mixed sporting events .

Need:

- Bridging the gap between athletes based on gender identities is an urgent need on campus,
- Including athletes that do not fit into the traditional gender categories in various sporting events.

Feasibility:

- Inclusion of mixed and ungendered teams in team sporting events.
- Making participation in physically non-demanding sports and games unrestricted based on gender identity
- Division on sporting events based on weight, height, and individual sporting performance rather than gender.

Impact:

- Promotion of inclusivity and diversity, creating a more supportive athletic environment around campus.
- Participating in sports can have significant physical, mental, and emotional health benefits, and everyone should have the opportunity to access these benefits, regardless of gender identity.
- Promotion of a culture of respect and acceptance around campus that recognizes the diversity of gender identities and promotes equality and inclusion for all athletes.

Proposal 5: Introduction of e-sports in Shaurya as well as inculcate e-sporting culture on campus.

Need:

- Rapid development of e-sporting culture in India and exponential rise in its standardization.
- Inclusion of e-sporting events in global sporting competitions such as the Summer Olympics 2023.

Feasibility:

- E-sporting events can be included in Shaurya with proper supervision and supply of necessary hardware.

Impact:

- Increased engagement amongst wider audiences due to its popular appeal
- Highly inclusive as participation has no physical limitations.
- Heavy investments in technological development around campus.
- Development of unique set of skills and strategies such as hand-eye coordination, reaction time, and strategic thinking.