



Introducing

# Riglabs Collective

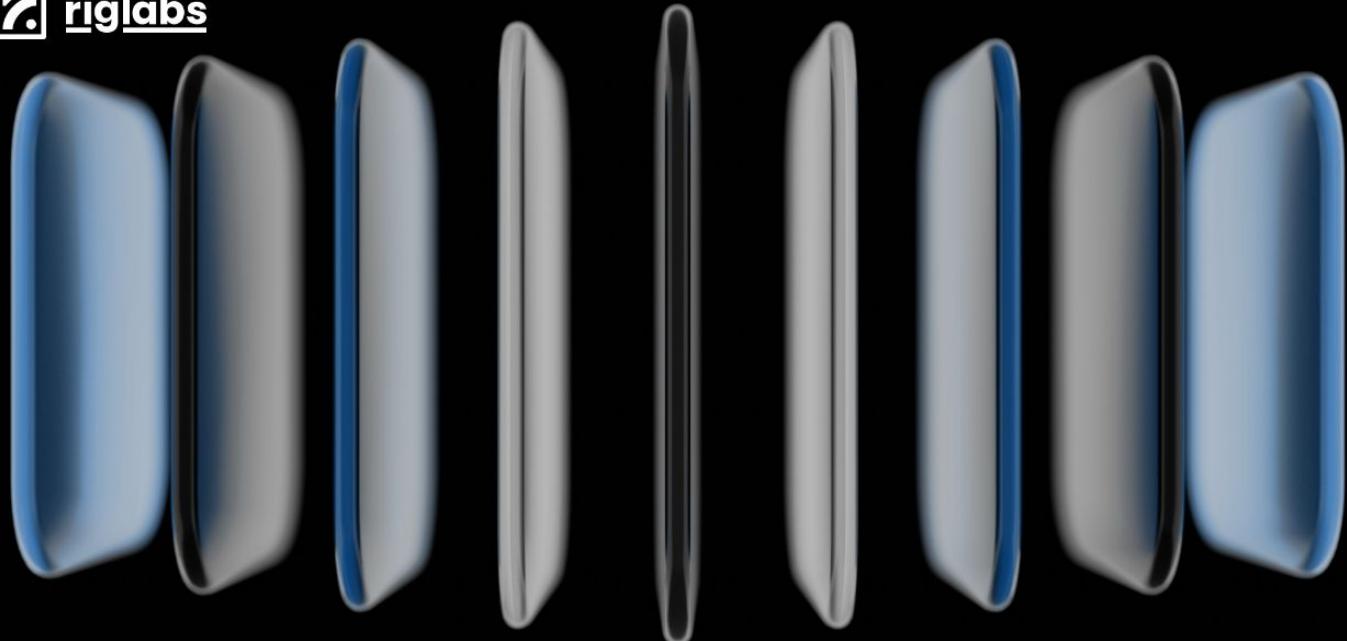
Ed-tech platform powered by  
Zilicon Technologies Private Limited



**Zilicon Technologies Private Limited** is a startup company registered in India and recognized by the Department for Promotion of Industry and Internal Trade, Government of India. We are mainly focusing on domestic smart home systems and home automation solutions.

**Our Vision** is to integrate Internet of Things into day-to-day activities and to make daily life easy and manageable.

**Our Mission** is to provide simple, user friendly, ready to use and cost-efficient smart home devices which address a wide range of day-to-day issues to our customers.



## on the educational side of things

**Riglabs Collective** is an initiative by Zilicon Technologies Private Limited which focuses on Academic Sector. All the team members and Company co-founders are in the academic sector, having handled more than **400 events in various domains since 2016**. The extreme resonance of the passion of team members in tech and academic fields was the core reason for the establishment of the community.

Students can construct their **domain-specific platform profiles** through events such as **workshops, hackathons, bootcamps**, and **level-based learning systems**. The Riglabs Collective creates a public profile for the student community based on their work and upskilling performance, which any third party can use to research the student community skill sets.

**Our vision** remains to pave the road for the student community to develop their skill set and profile in order to obtain better jobs and a better life through domain-specific platforms.

 **our domains**

Riglabs Collective extends, but is not limited to; **Artificial Intelligence**, **Cyber Security**, **Electronics**, **Immersive Technologies & Photography**, and a lot more sub-sections.

01

**Cyber Security**

- Cyber Security & Ethical Hacking

02

**Artificial Intelligence**

- Machine Learning

03

**3D & Immersive Technology**

- 3D Multimedia
- Augmented Reality
- Virtual Reality
- Mixed Reality
- Ui Ux Designing

04

**Internet of Things**

- Robotics
- Automation
- Embedded Systems
- PCB Design & Fabrication
- UAV Development

05

**Photography**

- Wild Life Photography
- Macro Photography



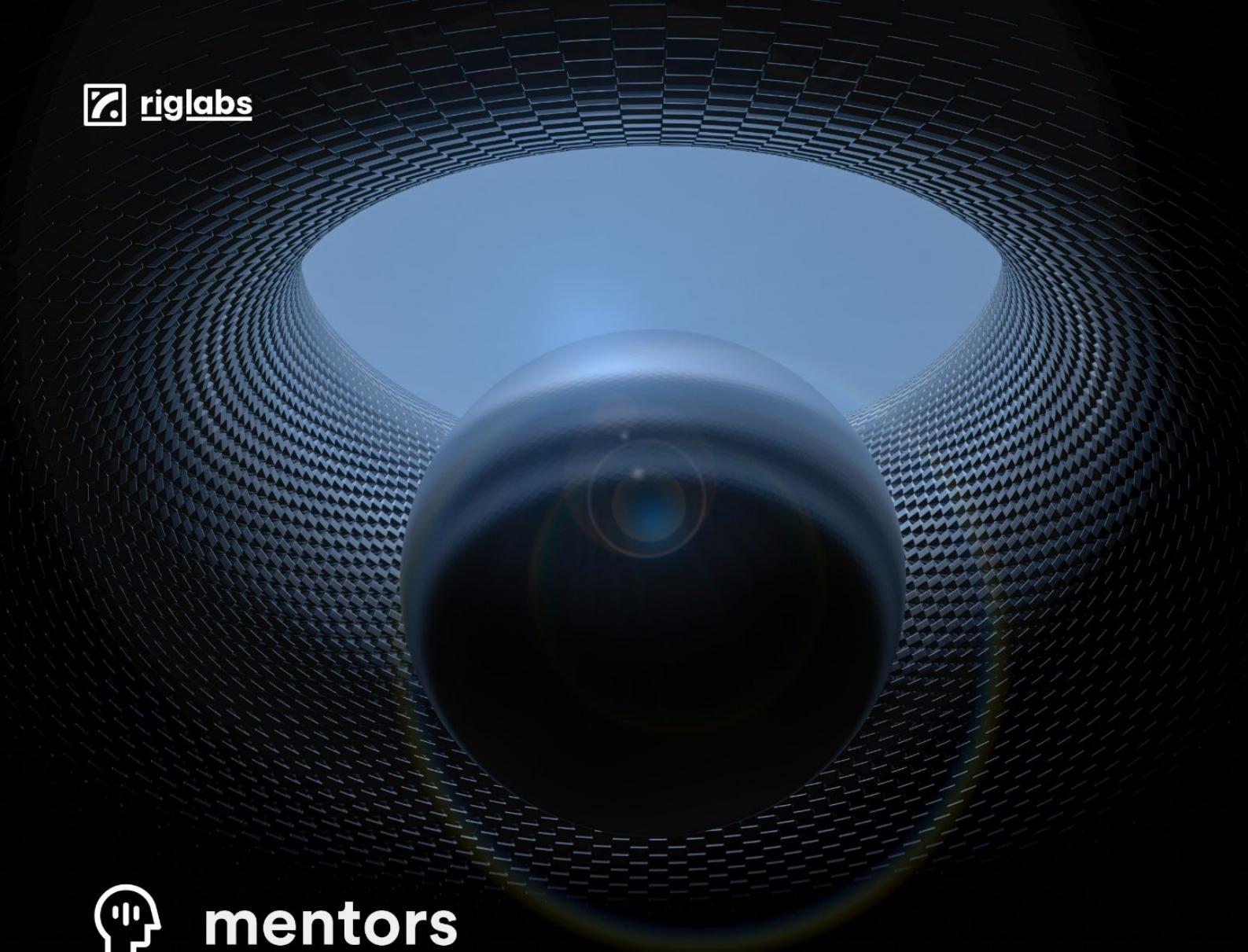


# engagements

Engagements are our way of communicating and enabling students to upskill through various operations in each of the domains.

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- 01 | **Bootcamp**
- 02 | **Hackathons**
- 03 | **Internship**
- 04 | **Live Project Intern**
- 05 | **On Job Training**
- 06 | **Meetup**
- 07 | **Profile Building**
- 08 | **Seminar**
- 09 | **Tech Talks**
- 10 | **Workshop**



## mentors

Every domain have highly skilled & active mentors to lead all our engagement programs. We have a total of 24 mentors who are highly qualified in the domain, up-to-date and well experienced.

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Cyber Security	<b>08 Mentors</b>
Artificial Intelligence	<b>05 Mentors</b>
3D & Immersive Technology	<b>05 Mentors</b>
Internet of Things	<b>03 Mentors</b>
Photography	<b>03 Mentors</b>



## := activity

### What we have accomplished so far

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We have taken **almost 400 events in total in the past 06 years**. Over 14,000 students engaged and more than 5,000 work hours of active learning sessions have been taken.

**14,000+** Students engaged

**5,000+** Active learning sessions

**400+** Events conducted

Since 2016 till date; events for Cyber Security conducted has been 204. For 3D & Immersive Technologies, 74. For Electronics, 63. For Artificial Intelligence & Machine Learning, 39. For Photography, 21.

And more than a dozen, **Memorandum of Understanding** signed with various communities, educational institutions & government entities.



## := adding more to it

### What we have also done

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For the past year, we were able to conduct **over 14 events in total**, on various domains on behalf of **Information Communication Technology Academy of Kerala** [ICTAK]. Over 350 students were engaged in more than 430 work hours of active learning sessions delivered.

**350+** Students engaged

**430+** Active learning sessions

**14+** Events conducted

Since 2022 till date; events for Cyber Security conducted for ICTAK are **11**. For Electronics, **02**. For Artificial Intelligence & Machine Learning, **01**.

## := insights on the past

### Upon looking back

We have conducted global community day events and hackathons on behalf of companies like **Arduino** and **Meta, Inc.**

**04** Global community fay events from Arduino

**02** Global hackathons from Meta

On Arduino Day, since 2018, we are engaging students on **Electronics & Internet of Things** sessions for a wide range of students from 04th standard to 04th years.

On Hackathons from Meta, we enable students to participate in global **Augmented Reality** hackathons.

# := arduino day

## Insights

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Arduino Day is a worldwide celebration of Arduino's birthday, bringing people together to share their experiences and learn more about the open-source platform. **Riglabs Collective is conducting Arduino Day since 2019** and it is not a surprise that **we have got approval from Arduino officially for conducting events on Arduino Day.**

**550+** Students engaged

**80+** Active learning sessions

**04** Events conducted

On Arduino Day, since 2019, we are engaging students in **Robotics, Embedded systems, Home Automation, IoT and Edge IoT**. Sessions for a wide range of students from 04th standard to 04th year students.

# Arduino day



Arduino Day 2019



Arduino Day 2021



Arduino Day 2022



Arduino Day 2023

# ≡ meta, inc.

## Insights

We have conducted 02 supporting events to **global hackathons from Meta, Inc.** on **Augmented Reality**.

In 2022, HackARthon was conducted. In a total of 04 days, 03 days were dedicated to enabling the participants towards **learning sessions, ideating & networking their knowledge on augmented reality**. On the final day, a hackathon called, **HACKARTHON**, was conducted **lasting for 24 hours**.

**27** Global hackathon winners, out of 80 trained in both events

**0.3%** Global winners was from these both events

**27,000\$** Prizes were won in total & distributed for both events

The fact that still makes us proud of the event was, all the participants were blank and very new to the technology and were not having any background knowledge on 3D and Augmented Reality.

This was **Kerala's first ever Augmented Reality Hackathon conducted**.

# meta hackathons



HackARthon Cohort 01, April 2022



HackARthon Cohort 02, July 2022



## our domain specific community platform

Cyber Security

### **Nixie\_Bytes Security Team**

Nixie\_Bytes is an emerging hacking platform for testing, proofing security & gaining knowledge on hacking skills for students and professionals alike.



3D & Immersive Technologies

### **XtrudAR**

XtrudAR is a community platform focused on enabling augmented reality experiences for all with code and no code platforms through programs online and offline.



Specified community platforms were introduced to involve deeper into the domains.

## our associates

**Additional Skill Acquisition Programme Kerala [ASAP]**



**GTech MuLearn**

 GTech MuLearn

**GDG Thiruvananthapuram**

 Google Developer Groups  
Thiruvananthapuram

**Bloom Bloom**

 bloom bloom

**BHub Global**

 B-HUB

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