



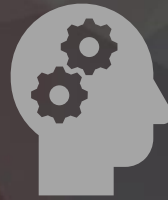
# Discussion

Crowdsourcing Platform for Long Term Social Impact Projects



## भाग 1

Objectives



## भाग 2

Project Communities



## भाग 3

Tasks

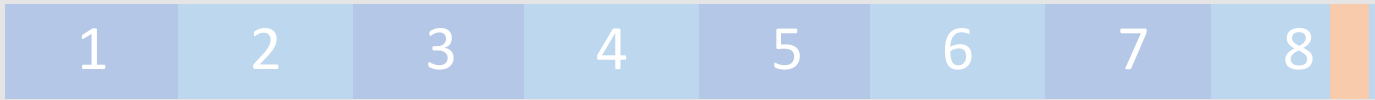


Objectives



Objective is to provide dedicated vibrant digital communities to participant towards solving societal situations in their own way

- Climate change
- Agriculture
- Dying art forms
- Rural education
- Elderly care
- Promote Sports
- Healthcare



Academic projects are an integral part of curriculum for most students at most levels

- No specified curriculum constrains
- Opportunity to innovate and practice creativity for students
- Possibility to infuse interest

# Bring people on board

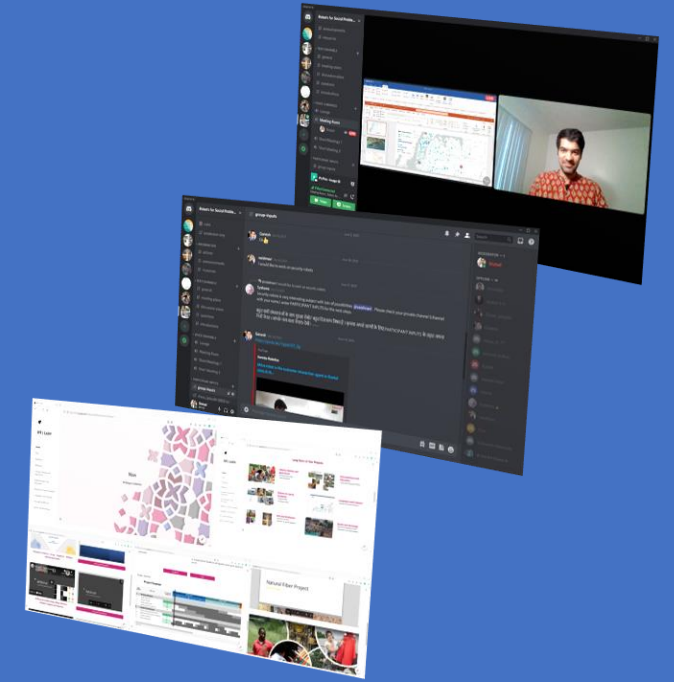
Students /  
Participants

Individuals and  
entities working  
on solutions  
(Public/Private)

- Tree Plantation Groups
- River Cleaning Groups
- Groups supporting educations
- Industry or Gov entities working on solutions
- ...

Mentors – Industry, Academia, Government

Platform





# Sync tasks & Reuse outputs

- Capture experiences, data, patterns, templates, heuristics, etc
- Reuse Work products
- Schedule tasks considering dependencies, sequence, parallelism and coupling
- Single solution - divided in multiple projects
- Example of Reuse – 3D Map component of dashboard built for Mizoram tourism can be used to build 3D Map component of Rajasthan Handloom Supply Chain Situational Awareness tool.



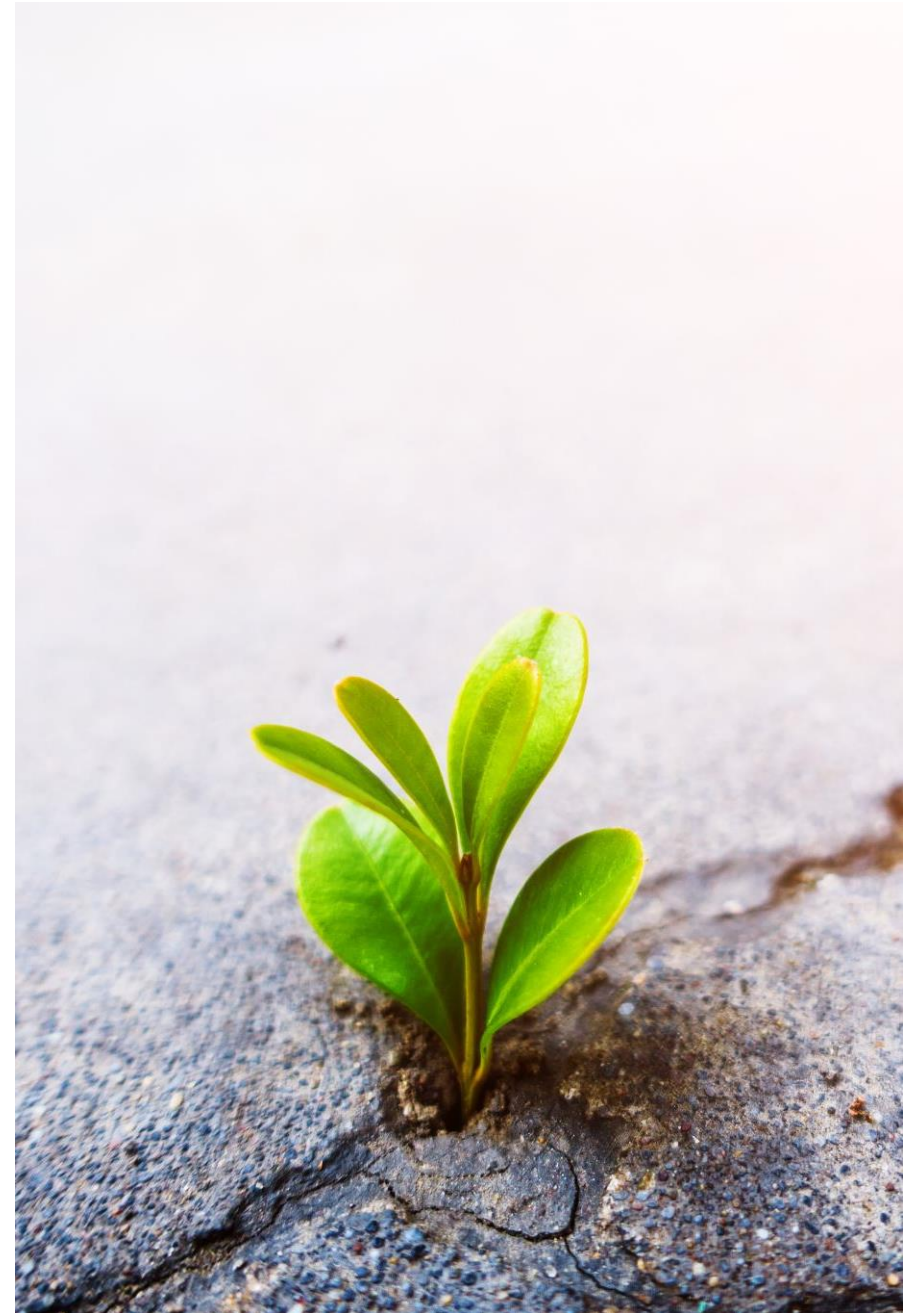
Tourism Map



Supply Chain Map

# How can one support?

- By joining as a participant
- By joining as a mentor





# Why should one join?

A member can utilize the initiative in many different ways; the following are the selected few:

1. Get opportunities to develop skills and gain experience while working on real-world situations
2. Get chance to be part of, learn from and help shape an open multidisciplinary community
3. Get ideas, guidance, and support for academic projects
4. Get opportunities to build scientific and research temperament
5. Get support to participate in project competitions, hackathons, and social entrepreneurship competitions
6. Get help to develop business plans
7. Get opportunities to be part of research publications
8. Get access to projects with the potential of creating significant impact by working with professionals and researchers from academia, industry, and government
9. Get access to state-of-the-art resources in various disciplines
10. Technically mentor a group of motivated participants or get mentored towards successfully solving challenges
11. Define new problem statements and help shape the onward journey of communities

# What is expected?



It is a voluntary community. There is no financial benefit for any member. However, we will provide access to tools and resources for experimentation and solution development



We expect members to be driven by passion along lines outlined here



The time-commitment made by each individual could vary



Members are expected to spend at least 2-4 hours/month

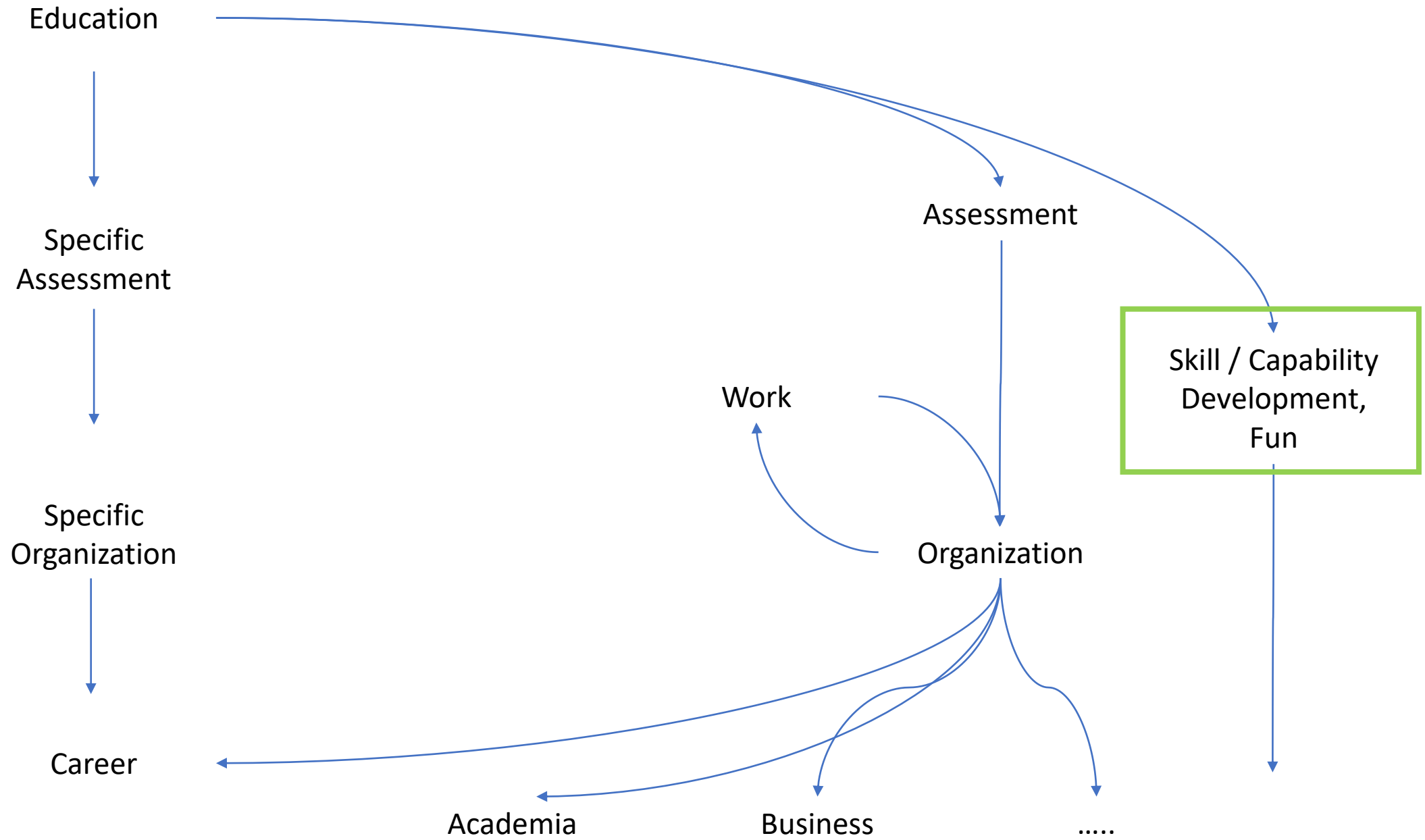
- Initiative has a flat organization built around project communities
- Each project will move through a lifecycle
- Each project will be monitored by moderators
- Members of a project are expected to regularly e-meet, with a recommended frequency
- All projects are required to update their progress quarterly.

Initiative is  
built around  
project  
communities

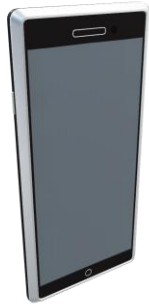


# Use Internet Wisely

- Crowdsolve solutions









## भाग 1

Objectives



## भाग 2

Project Communities



## भाग 3

Tasks

# Long Term Project Based Skill Development

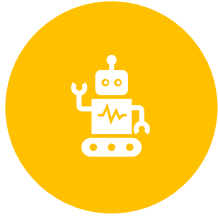
दीर्घकालीन प्रकल्प  
आधारित कौशल विकास



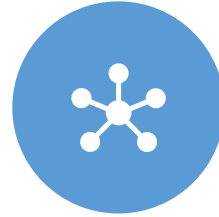
CLIMATE CHANGE  
AND AGRICULTURE



ENTERTAINMENT  
AND EDUCATION



ROBOTS FOR  
SOCIAL PROBLEMS



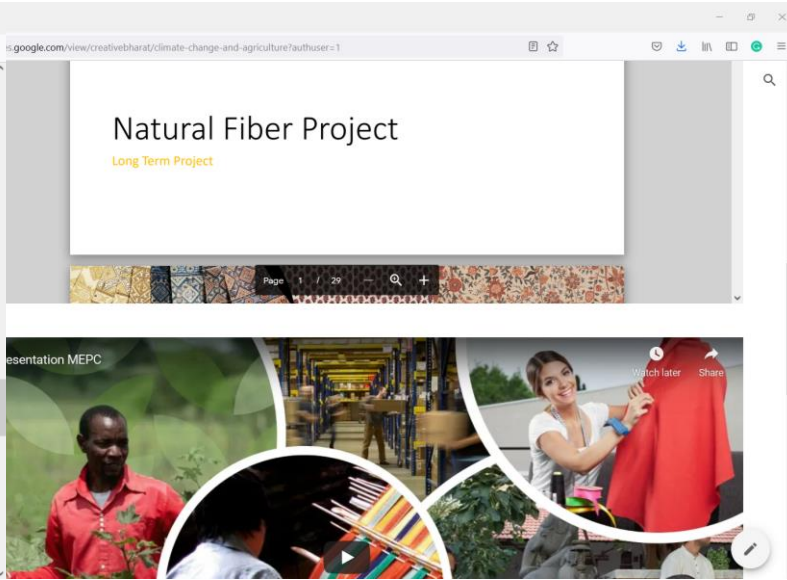
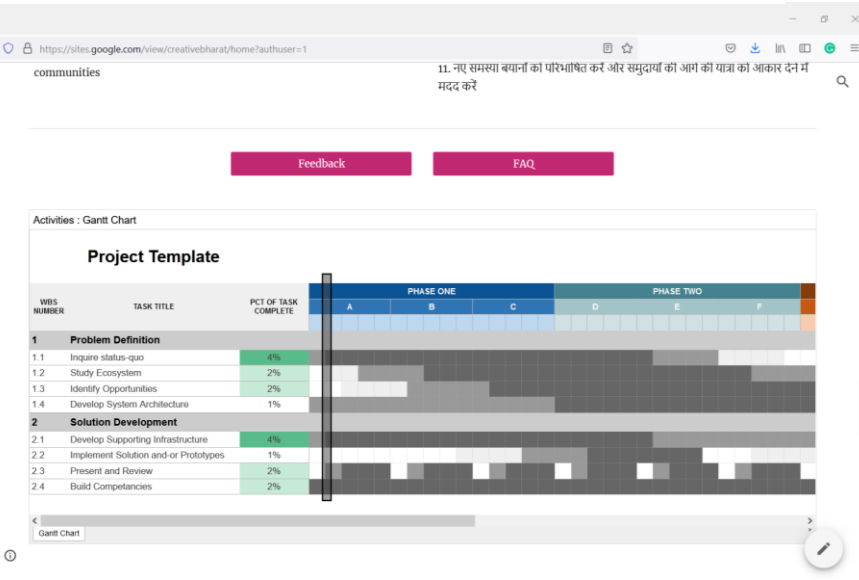
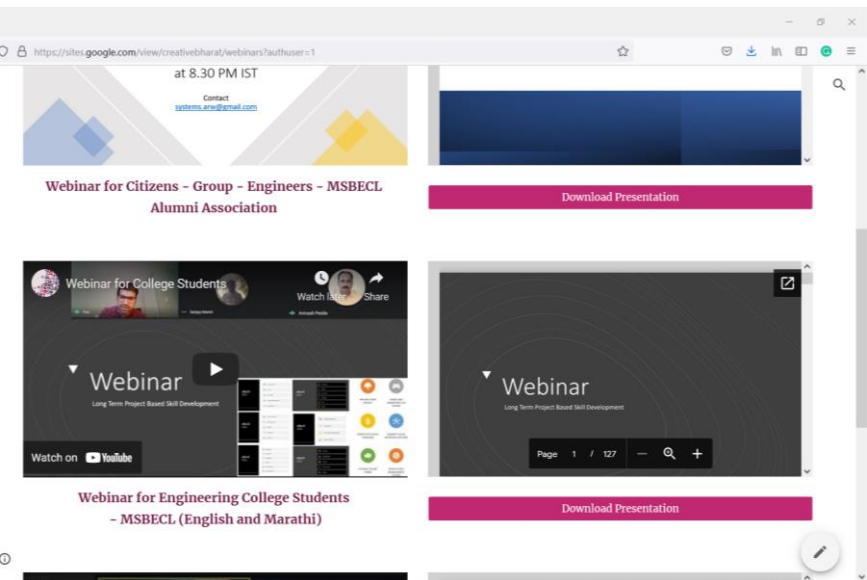
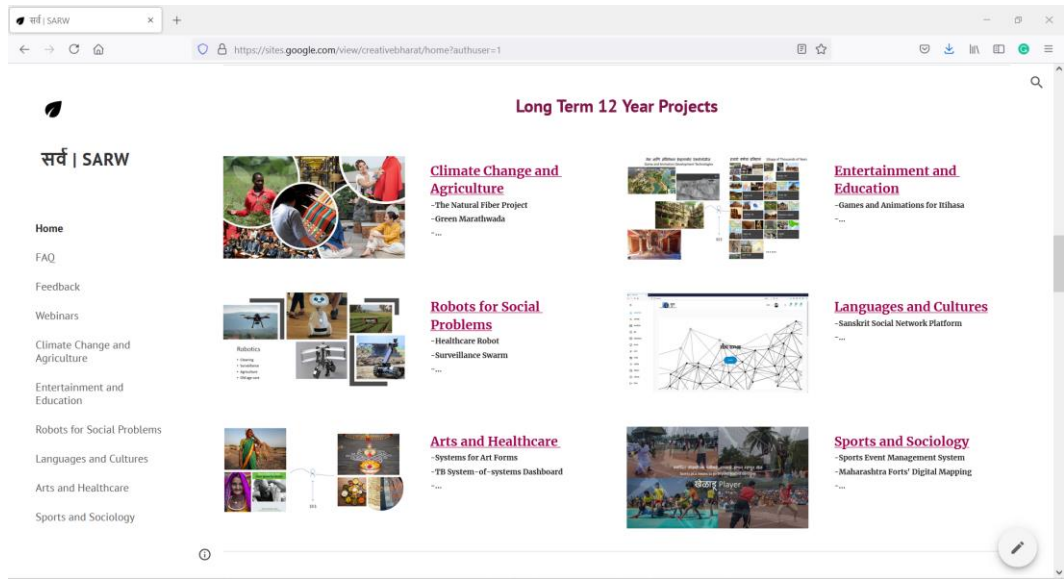
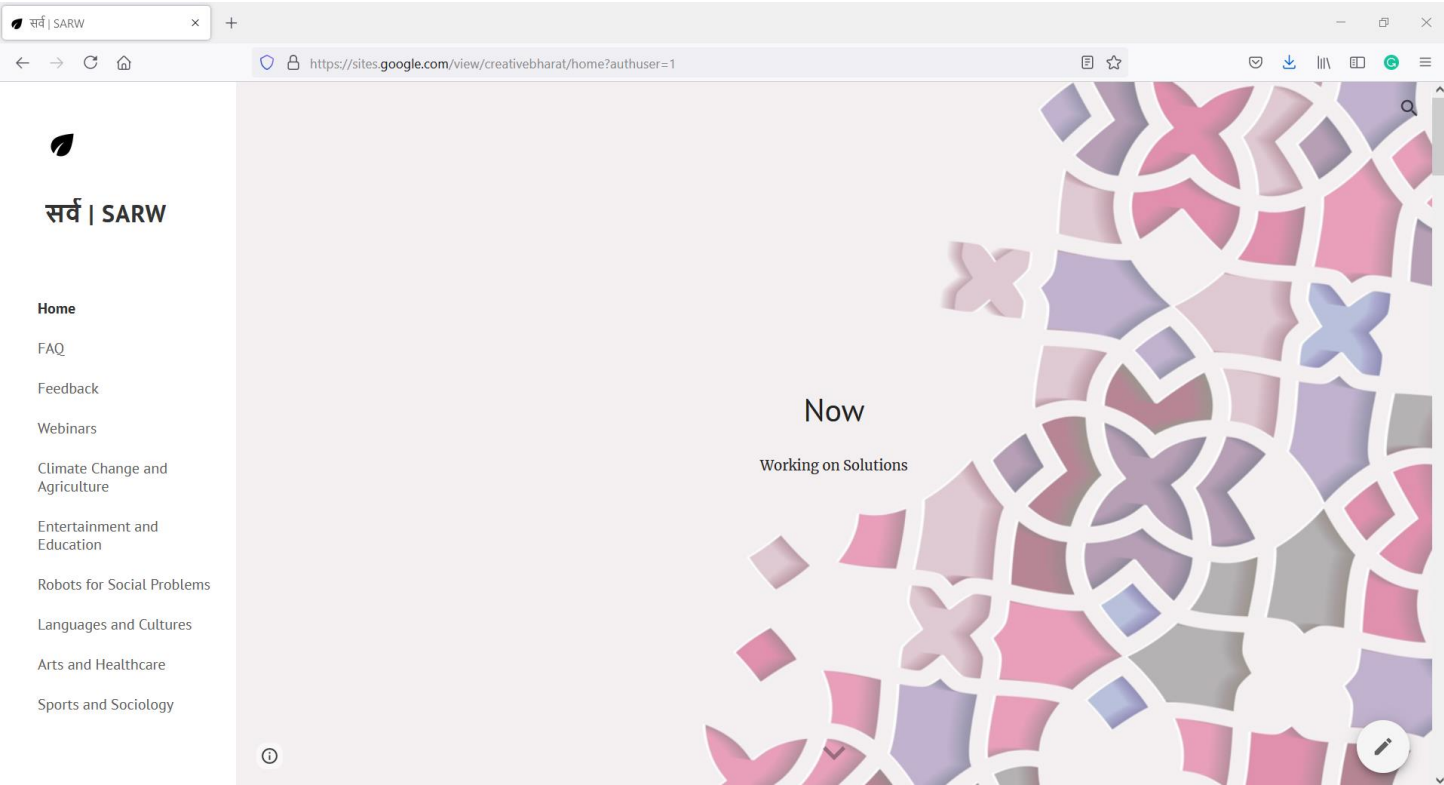
LANGUAGES AND  
CULTURES



ARTS AND  
HEALTHCARE



SPORTS AND  
SOCIOLOGY







Discord interface showing a community channel (#group-inputs) with various text and voice channels listed on the left sidebar. The main chat area displays messages from participants, including a message about security robots and a YouTube link. The right sidebar shows a list of community members.

Text Channels

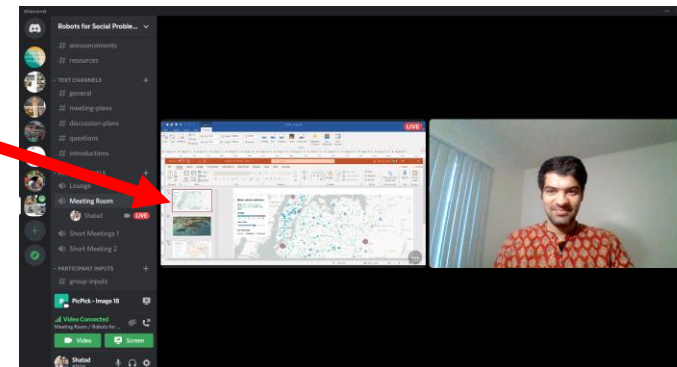
Voice Channels

Participants' Private Channels

Timeline for specific channel

Members of the community

Screen Sharing and Video





## भाग 1

Objectives



## भाग 2

Project Communities

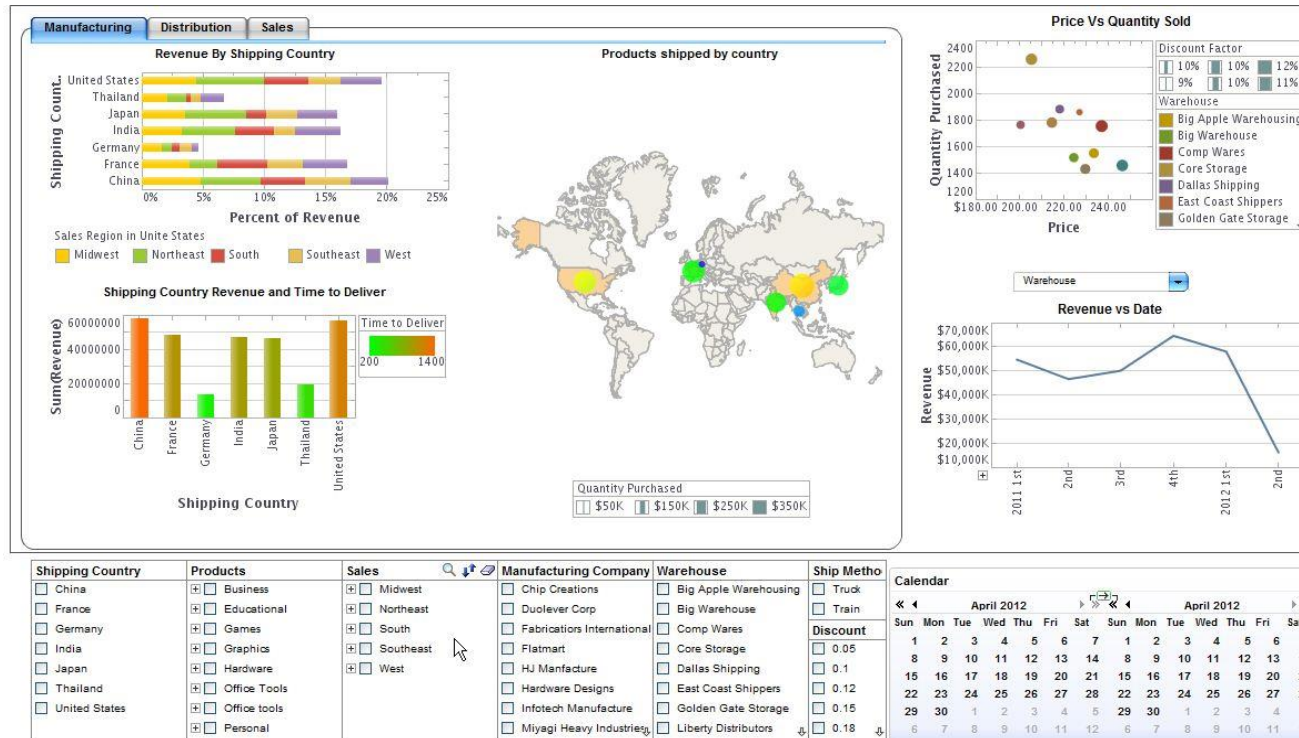


## भाग 3

Tasks

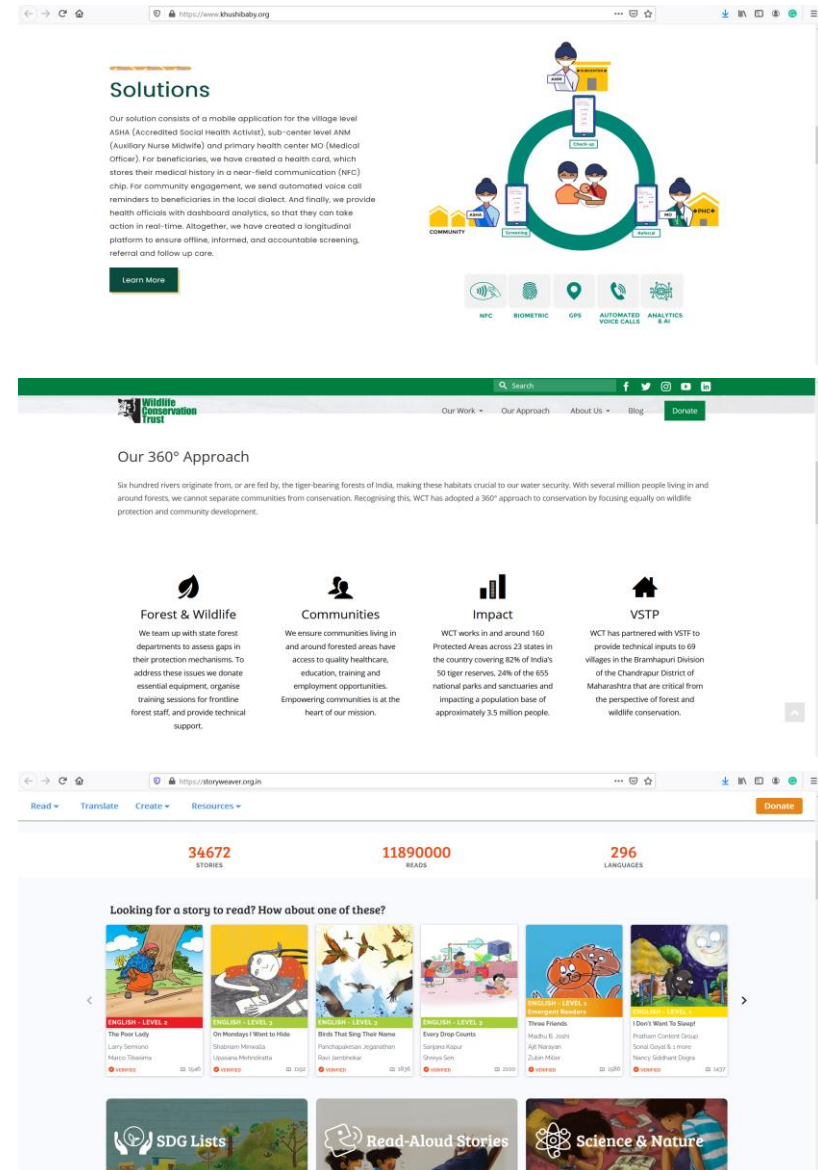
PHASE	DETAILS
Problem Definition	Inquire status-quo
	Study Ecosystem
	Identify Opportunities
	Develop System Architecture
Solution Development	Develop Supporting Infrastructure
	Implement Solution and-or Prototypes
	Present and Review
	Build Competancies

# Common Functions: Situational Awareness

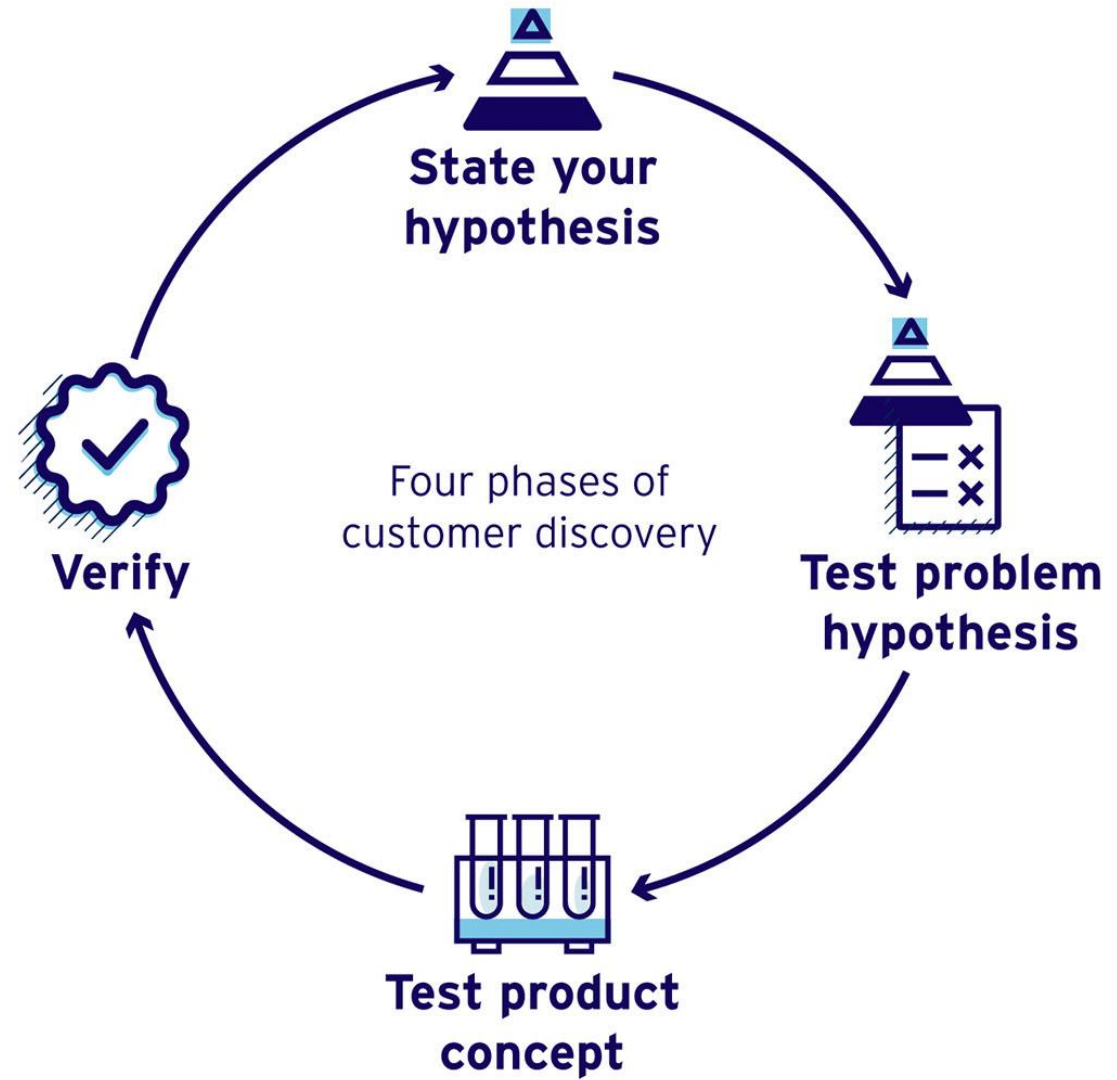




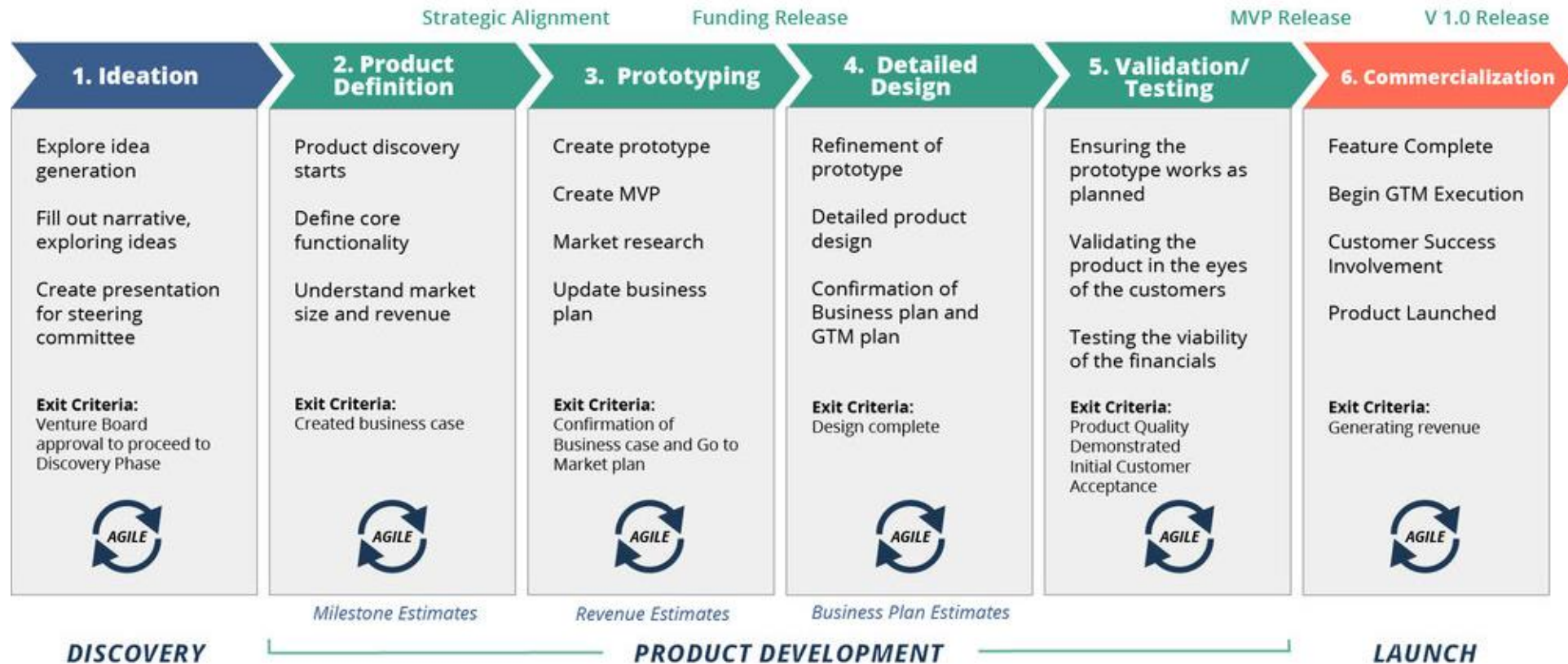
# Common Functions: Network



# Common Functions: Customer Discovery



# Common Function: Development



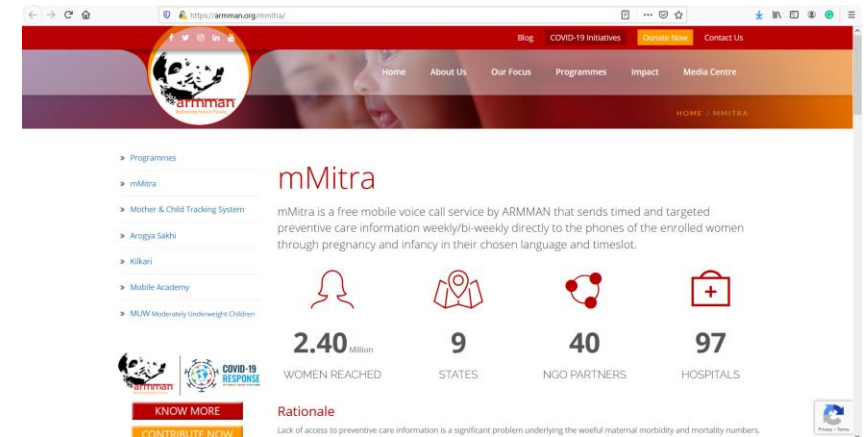
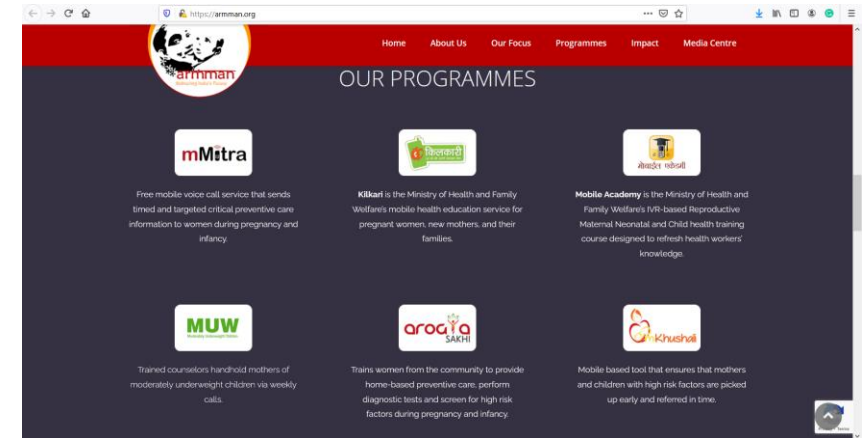
## Economic Common Functions: Commercialization





# Common Functions: Digitization

Platforms and Website





# Preliminary objectives

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- Train participants
- Provide guidance on academic projects



# Intermediate Objectives

Equip	Equip participants with state-of-the-art in technology, business, etc
Network	Network individuals
Support	Support participants for project competition





# Advanced objectives

Implement  
solutions and scale  
them

Generate  
economic activities  
from enterprises

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Crowdsourcing Platform for Long Term Social Impact Projects