

# M.S. Bidve Engineering College Alumni Association



# Webinar

Crowdsourcing Platform for Long Term Social Impact Projects



भाग १

Objectives



भाग २

Project Communities



भाग ३

Tasks



Objectives



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

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

# How can you support?

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



# Why should you 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

# Objectives of the initiative

- Provide participants an opportunity to work on real-world projects. All the projects have aspects of science, technology, business, strategy, sociology, economics, and politics. Participants can join one or more projects based on their interests. These are long-term projects, so we will move slowly, but note that the projects will become challenging as we move ahead. Participants can join or drop anytime during the project.
- The projects allow participants an opportunity to create something for their community, solve problems, and build skills and competencies. In today's world, where more and more focus is getting shifted to content consumption on social media, this could be a medium for participants to create something new.
- All members working on the initiative and projects are encouraged to work on projects in their free time as a fun activity. The intention is to infuse interest within participants towards working on solutions. Participants who want to contribute could be from any age group and educational background. Let's crowdsource solutions!

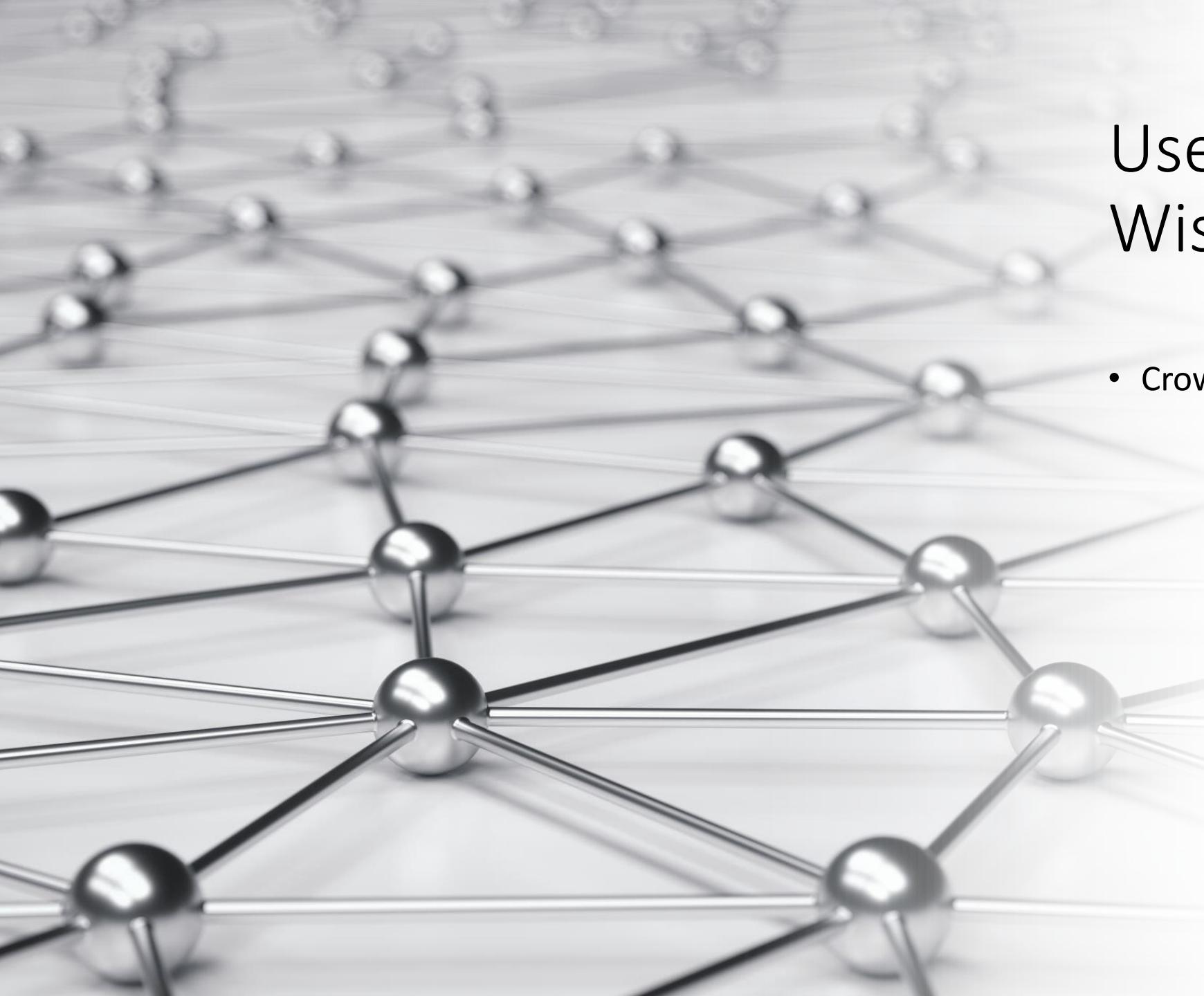
# पहल का उद्देश्य

- प्रतिभागियों को वास्तविक दुनिया की परियोजनाओं पर काम करने का अवसर प्रदान करना। सभी परियोजनाओं में विज्ञान, प्रौद्योगिकी, व्यवसाय, रणनीति, समाजशास्त्र, अर्थशास्त्र और राजनीति के पहल हैं। प्रतिभागी अपनी रुचि के आधार पर एक या अधिक परियोजनाओं में शामिल हो सकते हैं। ये दीर्घकालिक परियोजनाएं हैं, इसलिए हम धीरे-धीरे आगे बढ़ेंगे, लेकिन ध्यान दें कि जैसे-जैसे हम आगे बढ़ेंगे, परियोजनाएं चुनौतीपूर्ण होती जाएंगी। प्रतिभागी परियोजना के दौरान कभी भी शामिल हो सकते हैं या छोड़ सकते हैं।
- परियोजनाएं प्रतिभागियों को अपने समदाय के लिए कछ बनाने, समस्याओं को हल करने और कौशल और दक्षताओं का निर्माण करने का अवसर देती हैं। आज की दुनिया में, जहां अधिक से अधिक ध्यान सोशल मीडिया पर सामग्री की खपत पर स्थानांतरित हो रहा है, यह प्रतिभागियों के लिए कुछ नया बनाने का माध्यम हो सकता है।
- पहल और परियोजनाओं पर काम करने वाले सभी सदस्यों को एक मजेदार गतिविधि के रूप में अपने खाली समय में परियोजनाओं पर काम करने के लिए प्रोत्साहित किया जाता है। इसका उद्देश्य समाधान पर काम करने के लिए प्रतिभागियों के भीतर रुचि जगाना है। जो प्रतिभागी योगदान देना चाहते हैं वे किसी भी आय वर्ग और शैक्षिक पृष्ठभूमि से हो सकते हैं। आइए समाधान क्राउडसोस करें!

# How to Join?

Visit : <https://sites.google.com/view/creativebharat/home>





# Use Internet Wisely

- Crowdsource solutions

Education



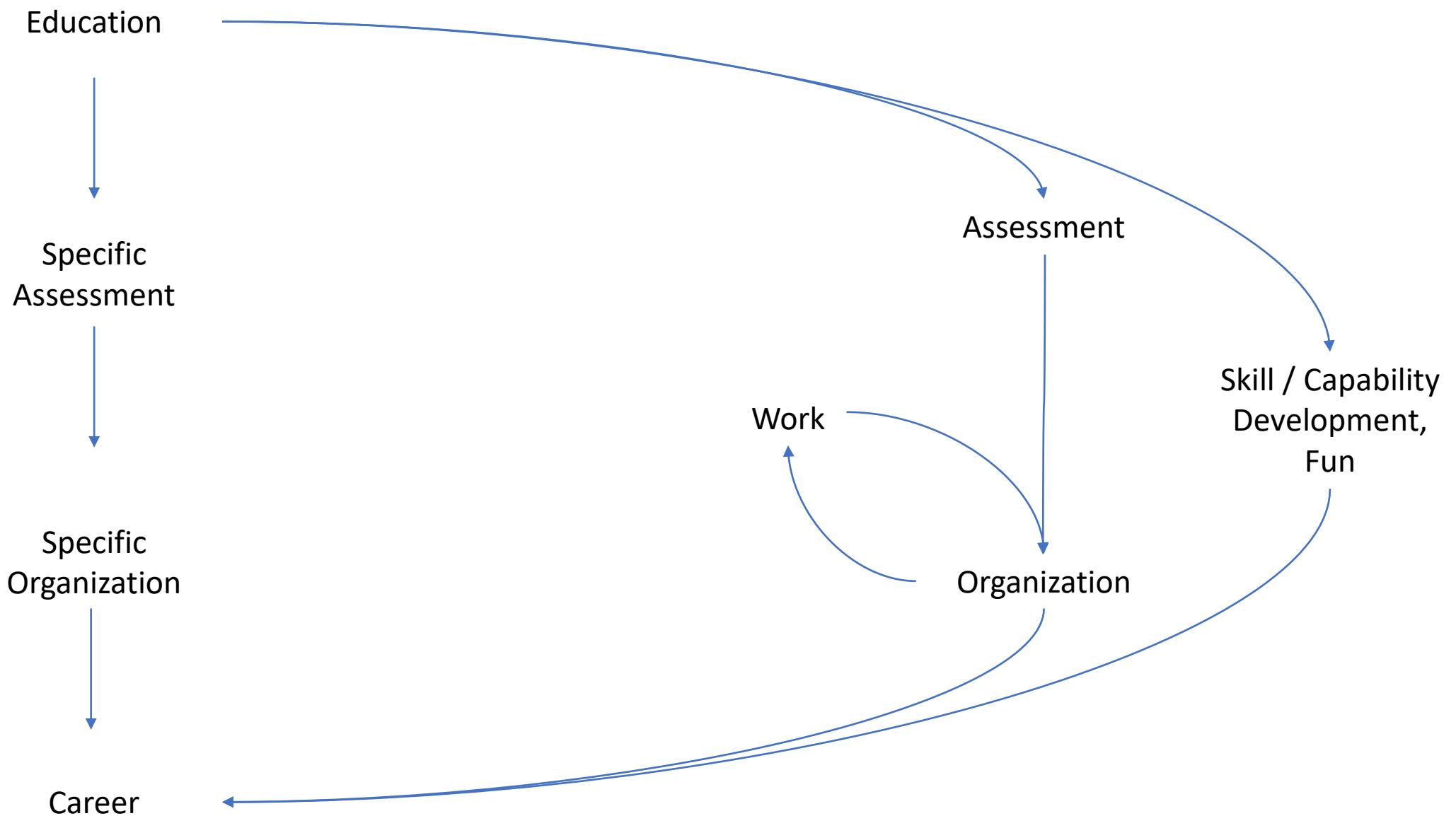
Specific  
Assessment

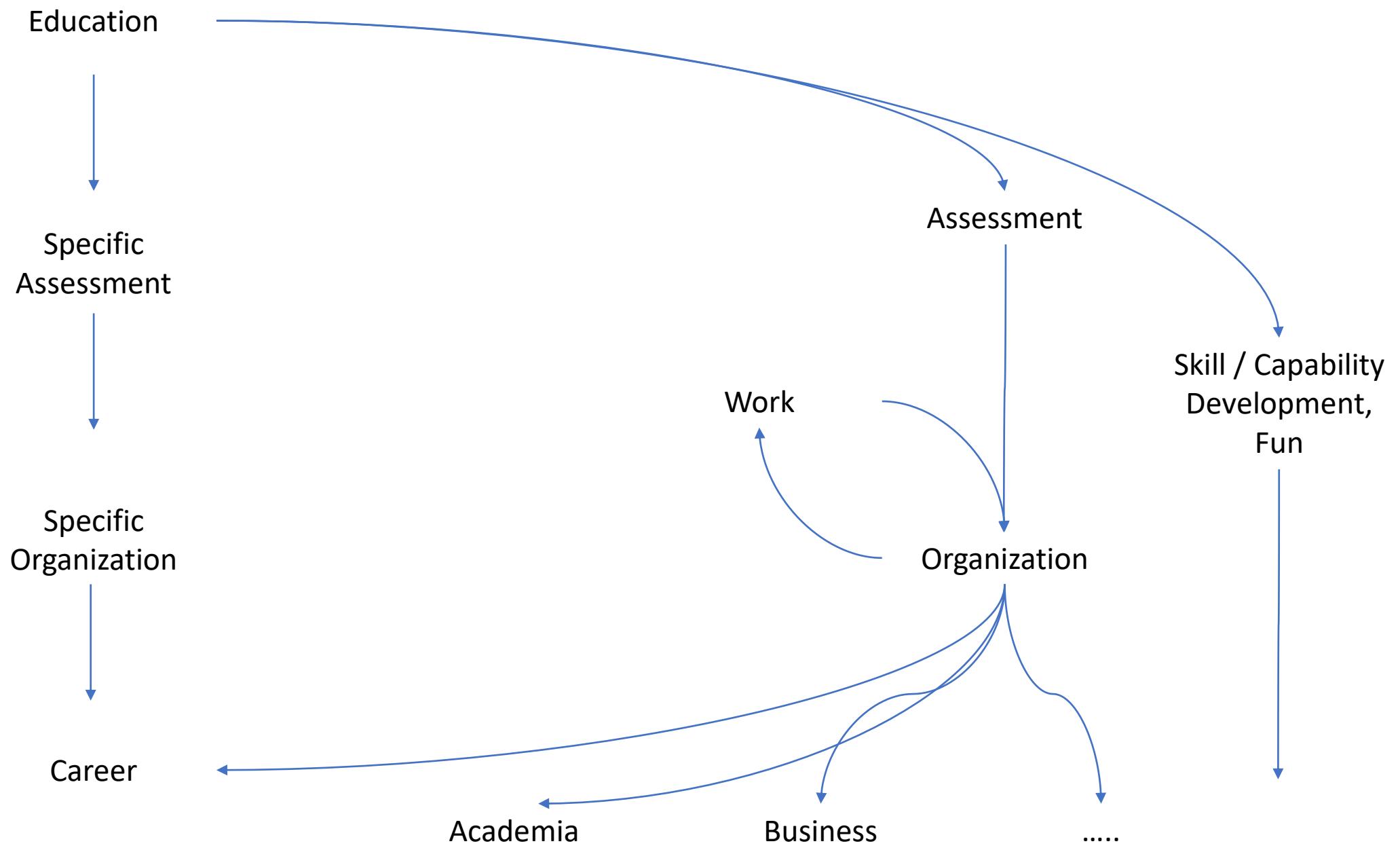


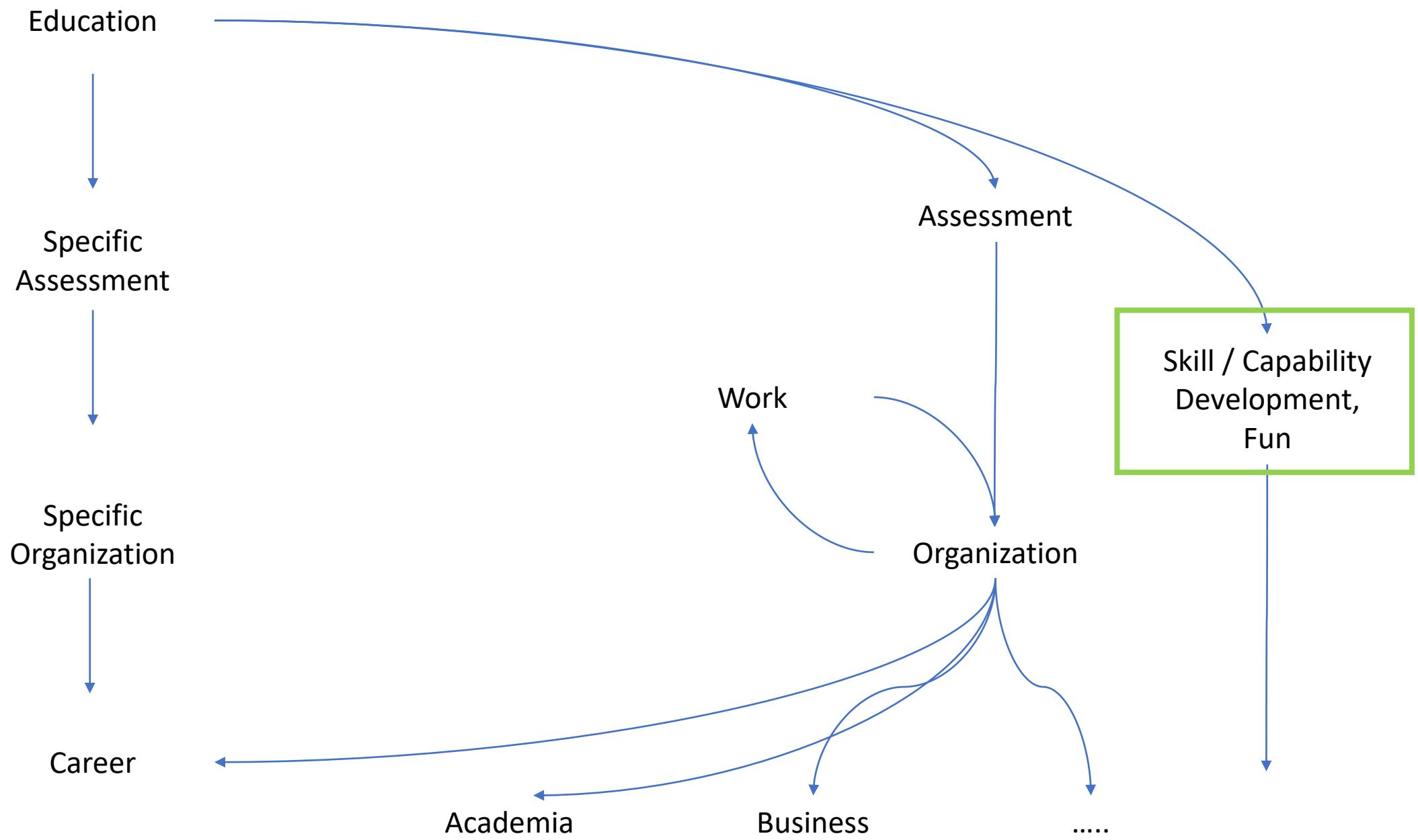
Specific  
Organization



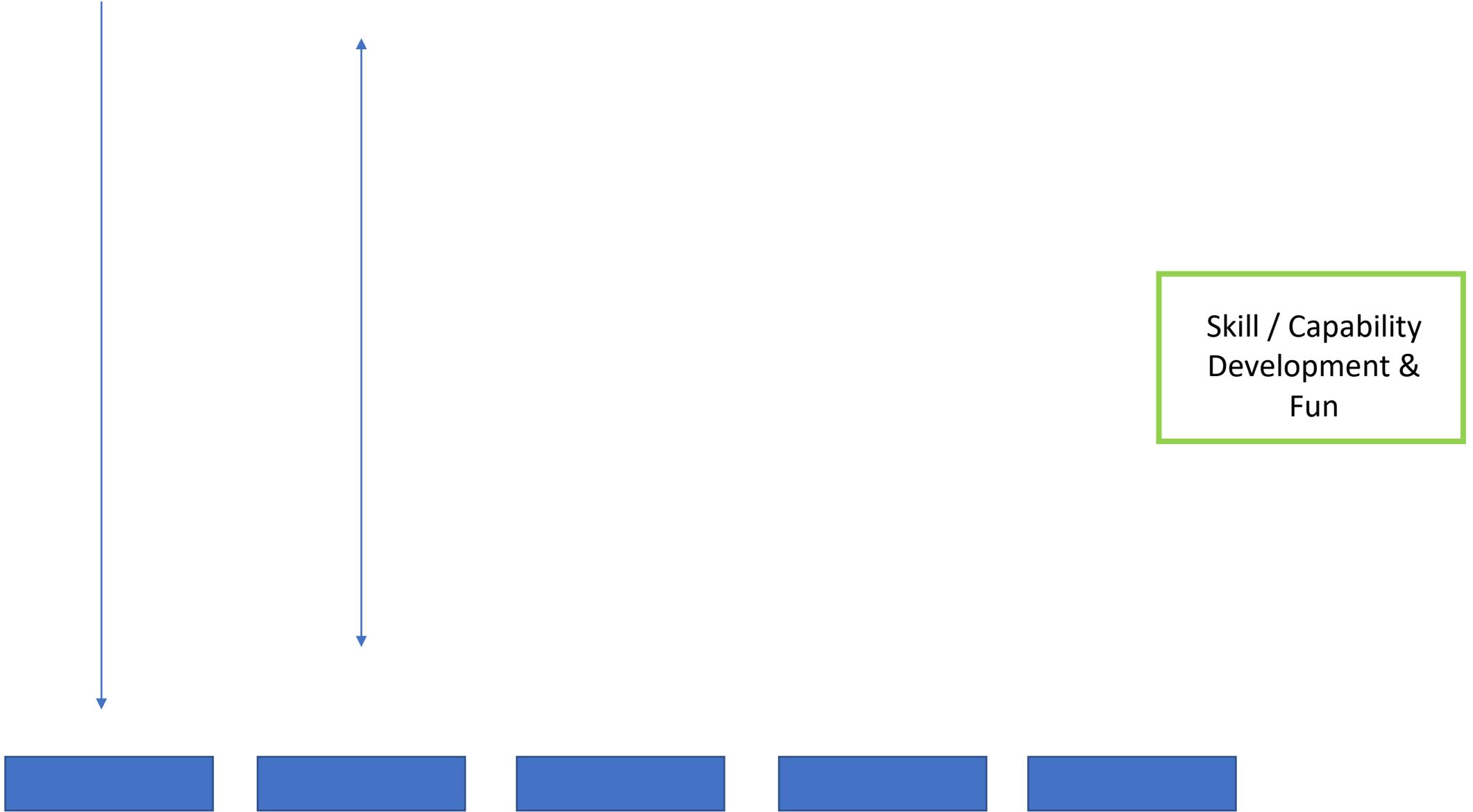
Career







Education



The Scratch interface is shown, featuring a script editor on the left with various blocks (Motion, Looks, Sound, Events, Control, Sensing, Operators, Variables, My Blocks) and a stage area with a cat sprite in the center.

# khanacademy

The Khan Academy website is displayed, showing a user profile for "shatadpurohit" and a list of courses under "My courses". Courses include Computer programming, Electrical engineering, and Differential equations.

# Scratch

# edx

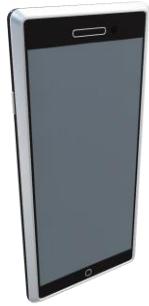
The edX search results page for "Robotics" is shown, displaying various courses from different universities like ColumbiaX, ETHx, and UCIx.

# coursera

The Coursera search results page for "Physical Science and Engineering" is shown, displaying courses from the University of Colorado Boulder, University of Michigan, and University of California, Davis.

# MITOCW

Course #	Course Title	Level
2.003	Modeling Dynamics and Control I (Spring 2005)	Undergraduate
2.003J	Dynamics and Vibration (13.013J) (Fall 2002)	Undergraduate
2.003L	Dynamics and Control I (Spring 2007)	Undergraduate
2.003M	Dynamics and Control I (Fall 2007)	Undergraduate
2.004	Modeling Dynamics and Control II (Spring 2003)	Undergraduate
2.004J	Dynamics and Control II (Fall 2007)	Undergraduate
2.004L	Dynamics and Control II (Spring 2008)	Undergraduate
2.004M	Dynamics and Control II (Fall 2008)	Undergraduate
2.004N	Dynamics (Fall 2004)	Graduate
2.004P	Systems and Controls (Spring 2013)	Undergraduate
2.12	Introduction to Robotics (Fall 2005)	Undergraduate
2.14	Analysis and Design of Feedback Control Systems (Spring 2014)	Undergraduate
2.141	Modeling and Simulation of Dynamic Systems (Fall 2006)	Graduate
2.154	Maneuvering and Control of Surface and Underwater Vehicles (13.49) (Fall 2004)	Graduate
2.160	Identification, Estimation, and Learning (Spring 2006)	Graduate
2.161	Signal Processing: Continuous and Discrete (Fall 2008)	Graduate
2.171	Analysis and Design of Digital Control Systems (Fall 2006)	Graduate
2.18	Biomechanical Feedback Systems (Spring 2015)	Undergraduate
2.737	Mechatronics (Fall 2014)	Graduate
10.450	Process Dynamics, Operations, and Control (Spring 2006)	Undergraduate
16.07	Dynamics (Fall 2009)	Undergraduate
16.81	Aerospace Dynamics (Spring 2003)	Undergraduate
22.921	Nuclear Power Plant Dynamics and Control (January IAP 2006)	Undergraduate





भाग 1

Objectives



भाग 2

Project Communities

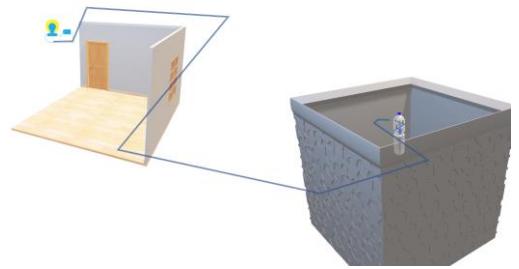


भाग 3

Tasks

# Long Term Project Based Skill Development

दीर्घकालीन प्रकल्प  
आधारित कौशल विकास



2006



8th

Keshavraj Vidyalay Latur

10th



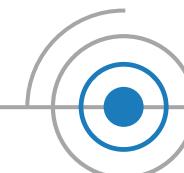
2008

2010



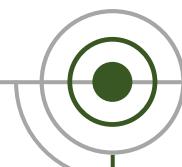
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BE Mechanical Engineering, M. S. Bidve Engineering College Latur



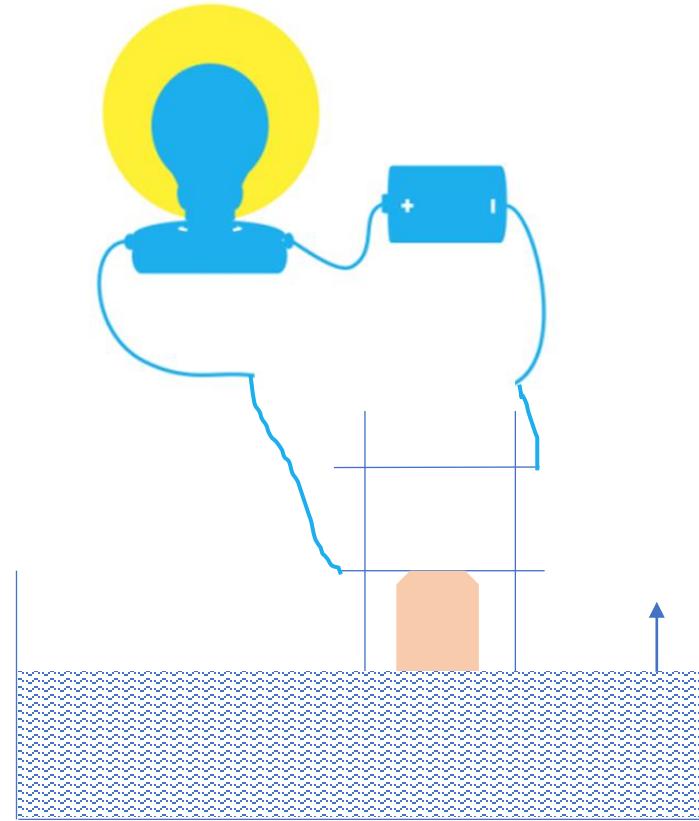
2012

2014

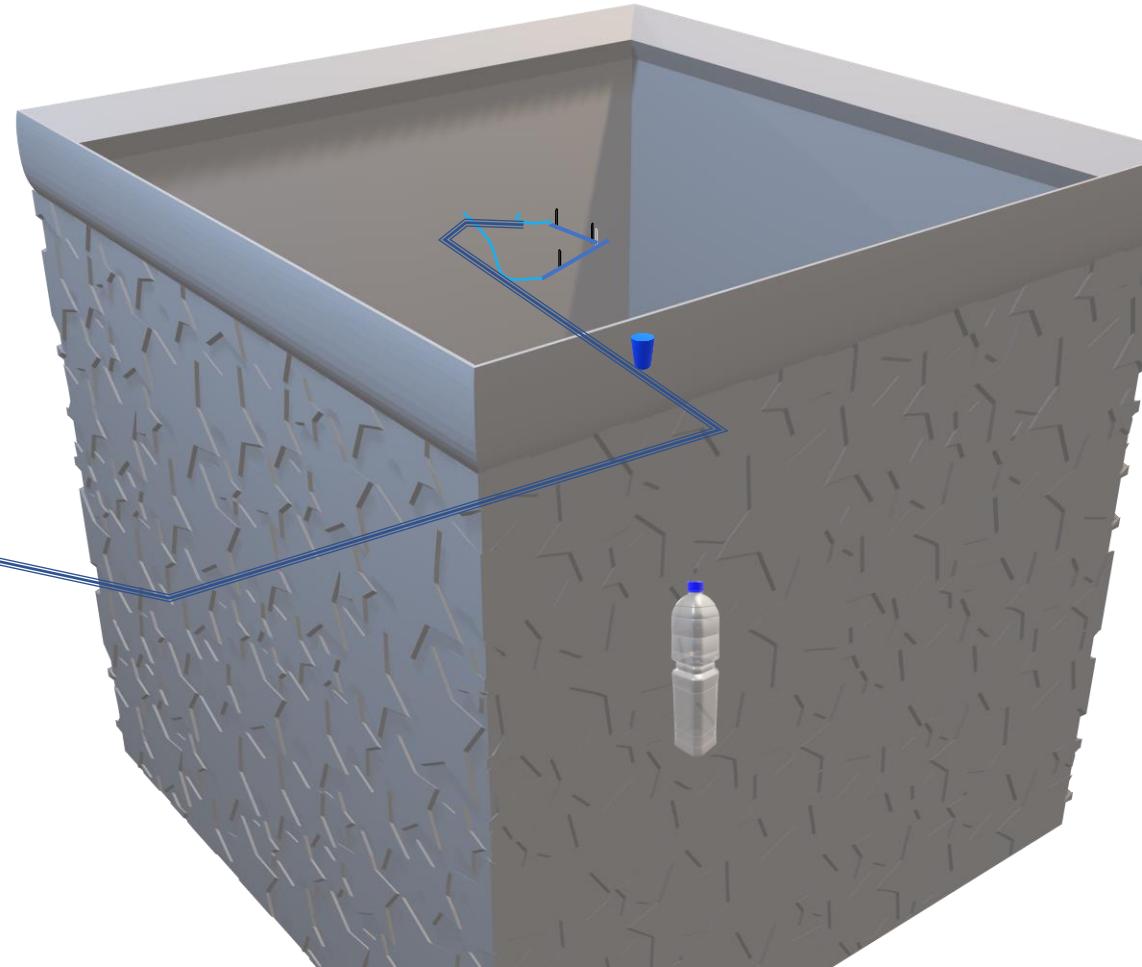
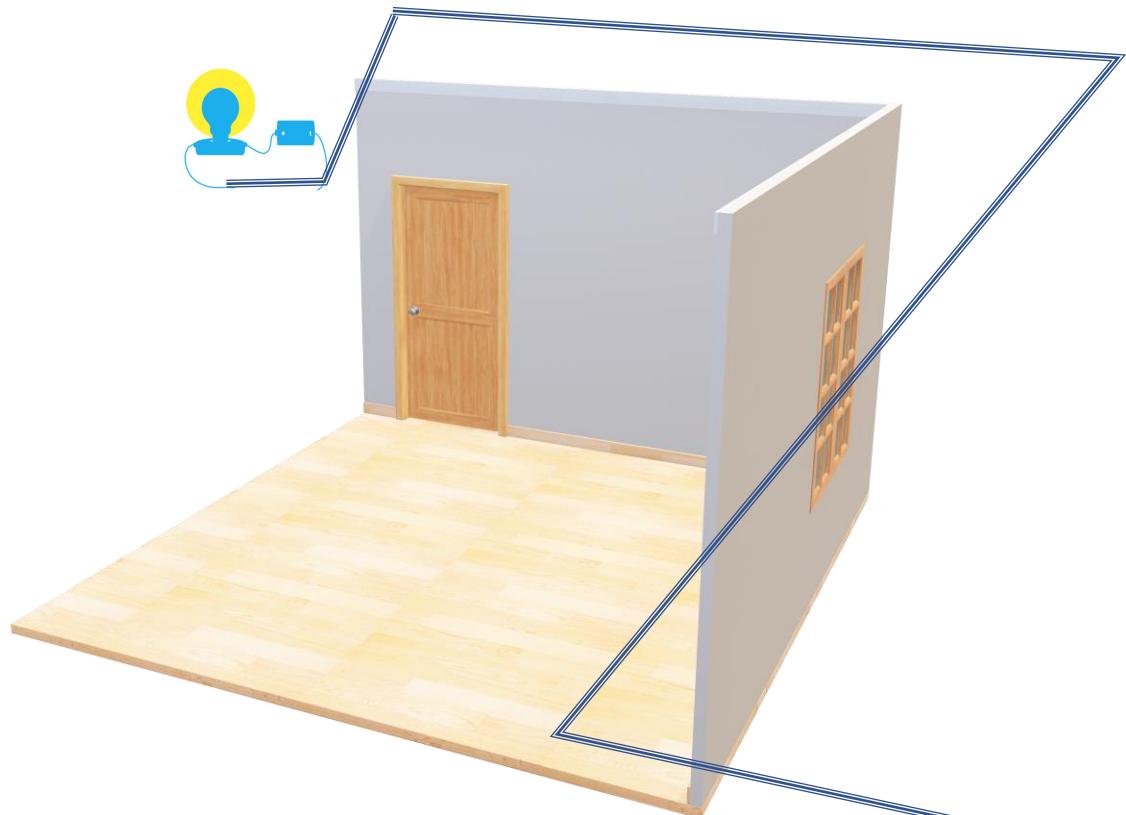


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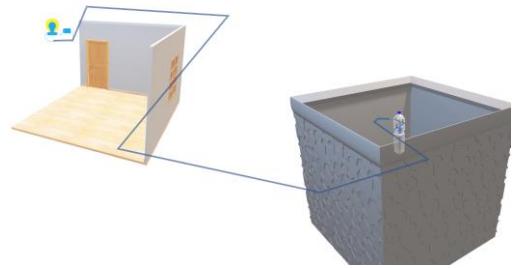
## पूर सुचक यंत्र



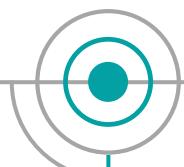
Study Archimedes Principle -> Book Project -> Project Relevant for People Near You -> Simple Commercialization



पूर सुचक यंत्र → पानी की टंकी भरने की सुचना देने के लिए



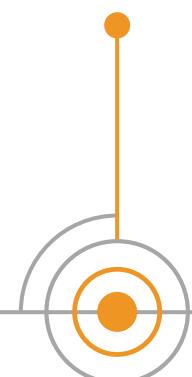
2006



8th

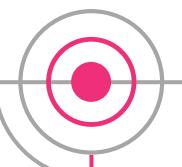
Keshavraj Vidyalay Latur

10th



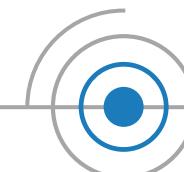
2008

2010



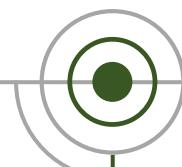
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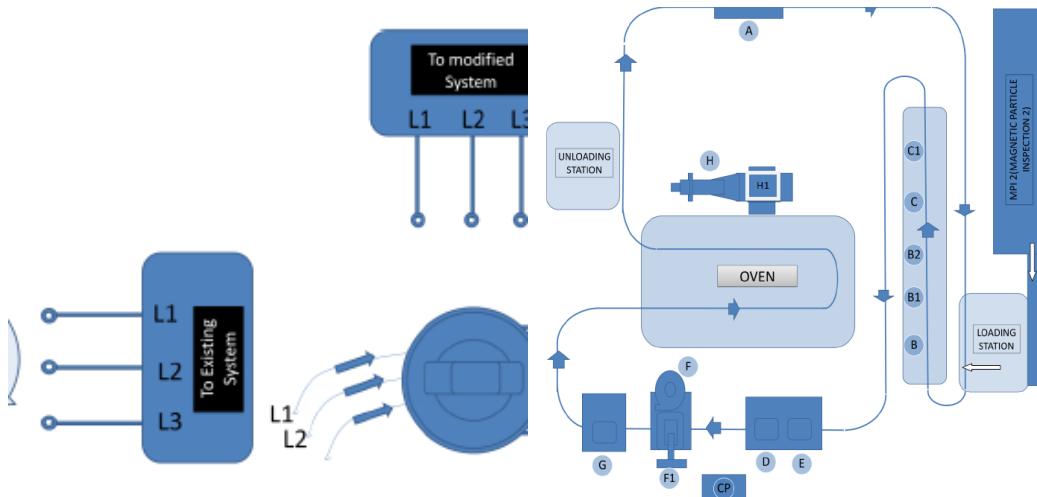
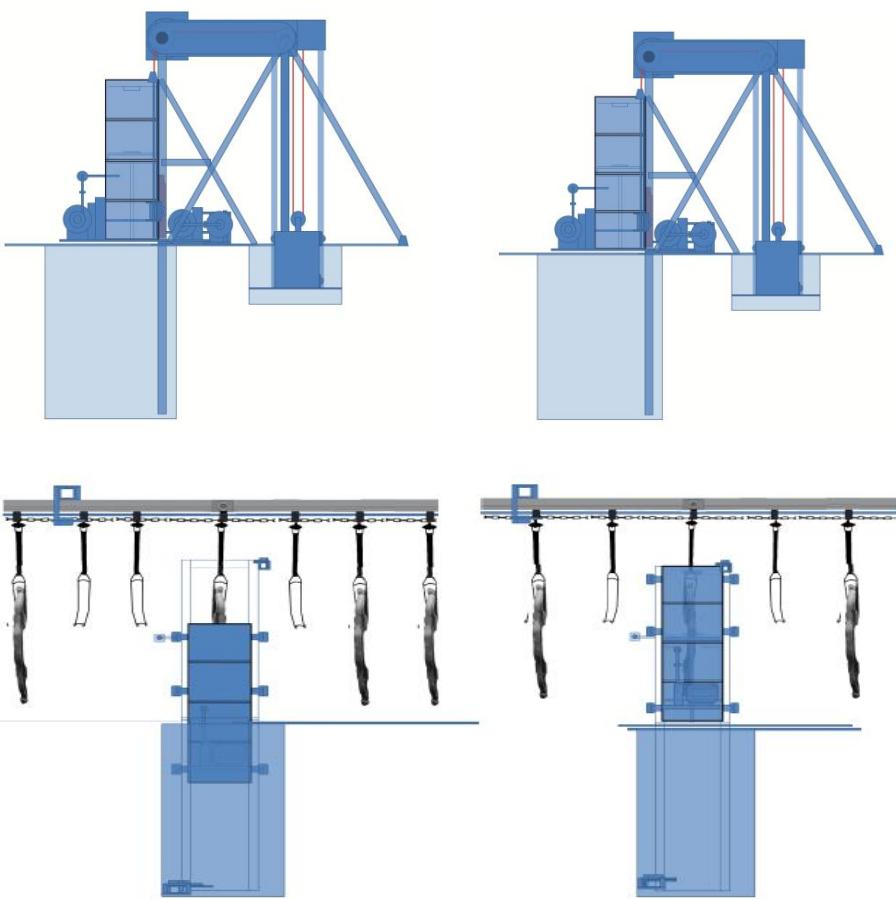
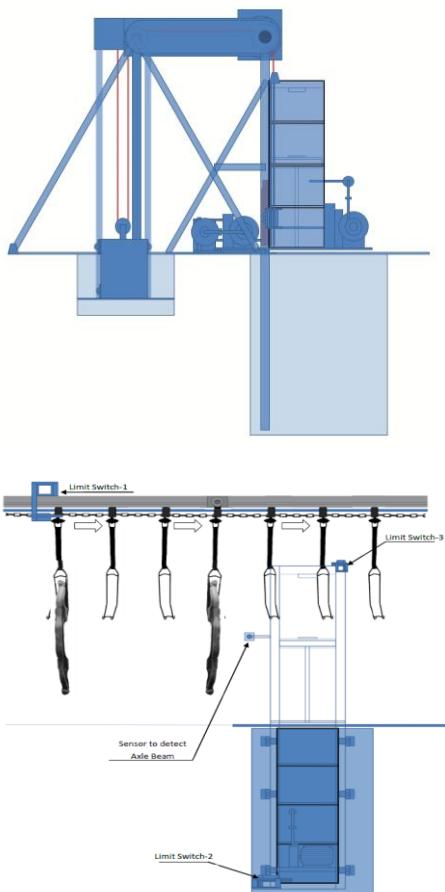
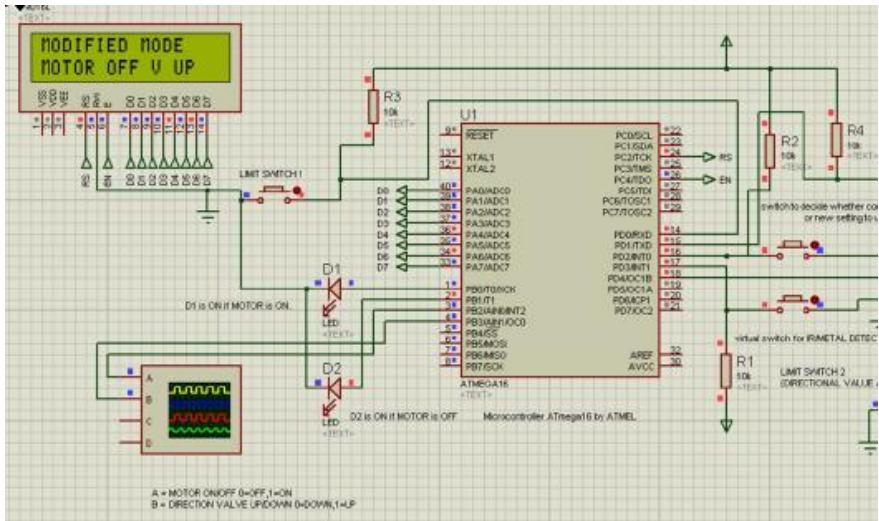
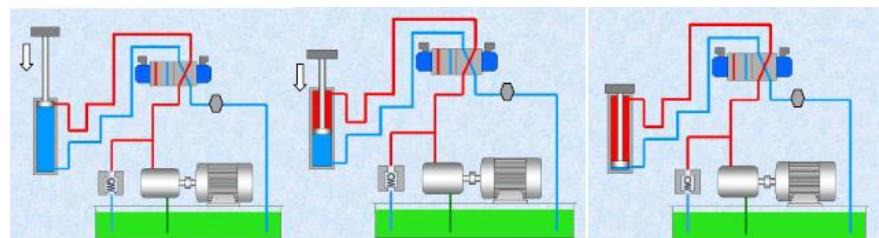


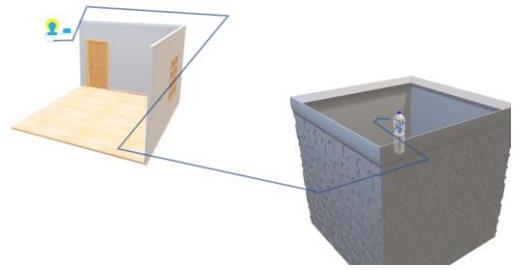
2012

2014



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2006



8th

Keshavraj Vidyalay Latur

10th



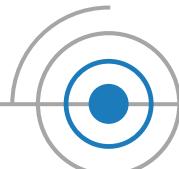
2008

2010

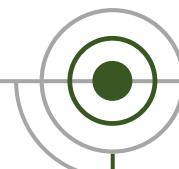


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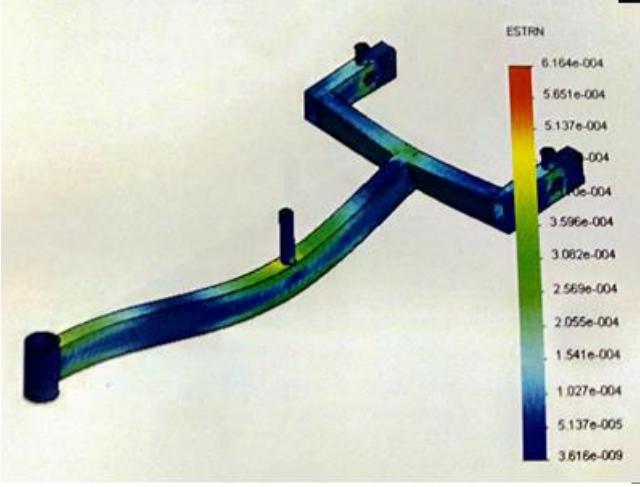
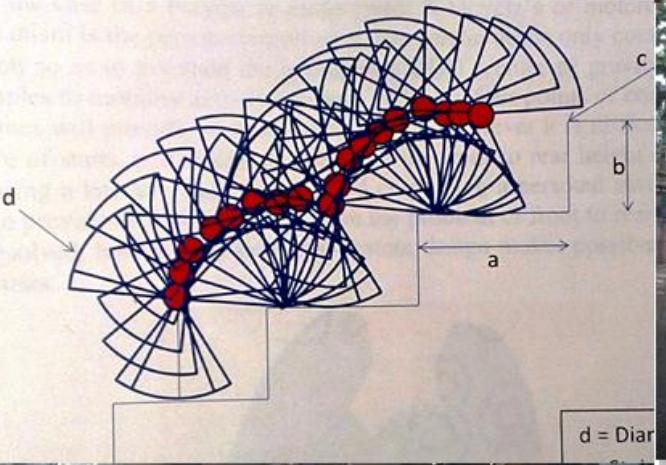
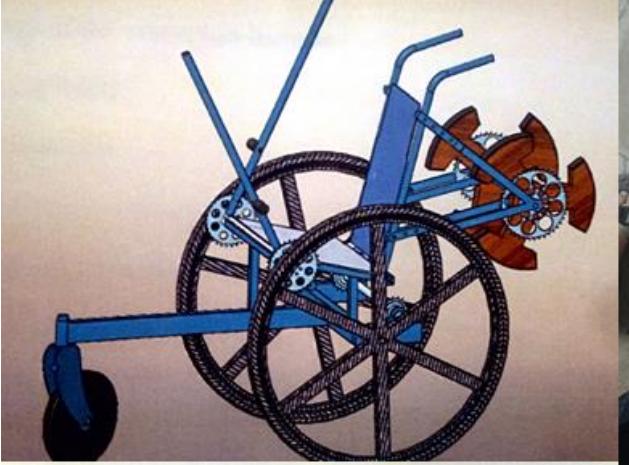
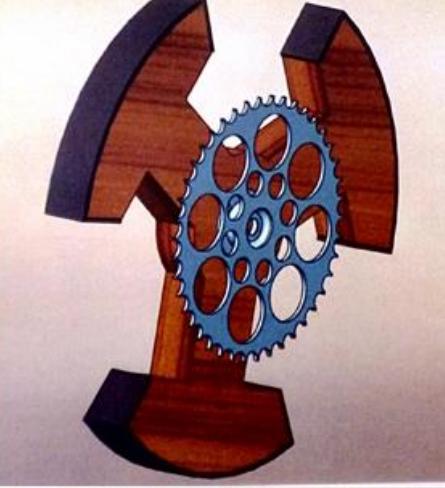
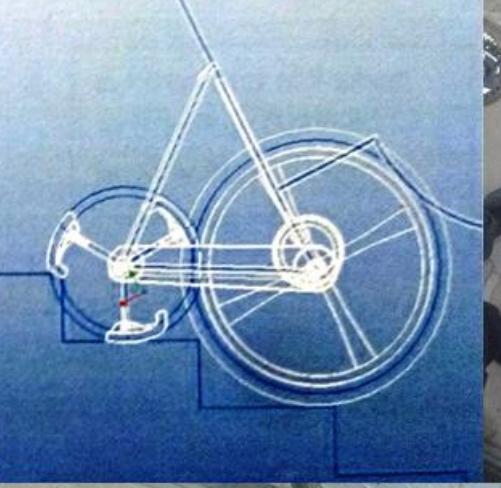
2012

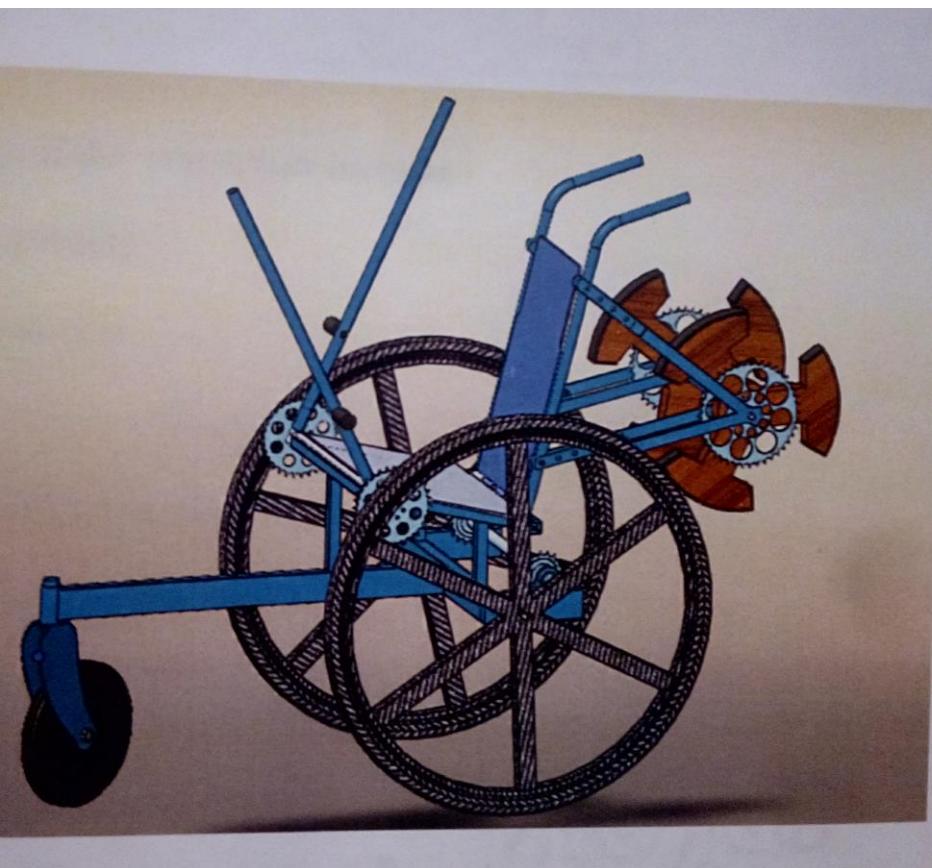


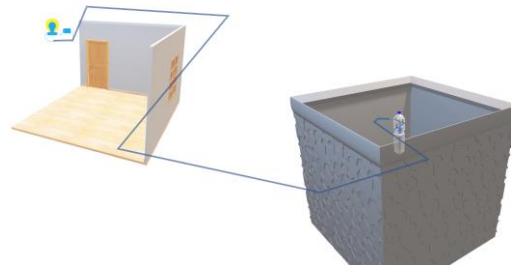
2014



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2006



8th

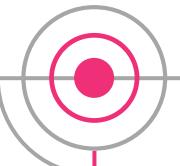
Keshavraj Vidyalay Latur

10th

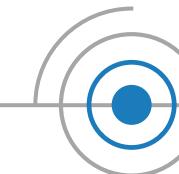


2008

2010



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2012



2014



**LONG  
TERM**

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**प्रकल्प**

# Long Term = 12 साल के लिए

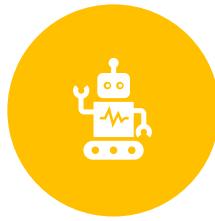
सप्ताह में एक घंटा one hour in a week



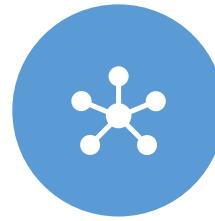
CLIMATE CHANGE  
AND AGRICULTURE



ENTERTAINMENT  
AND EDUCATION



ROBOTS FOR  
SOCIAL PROBLEMS



LANGUAGE  
STUDIES



ARTS AND  
HEALTHCARE



SPORTS AND  
SOCIOLOGY

# Natural Fiber Project

Long Term Project









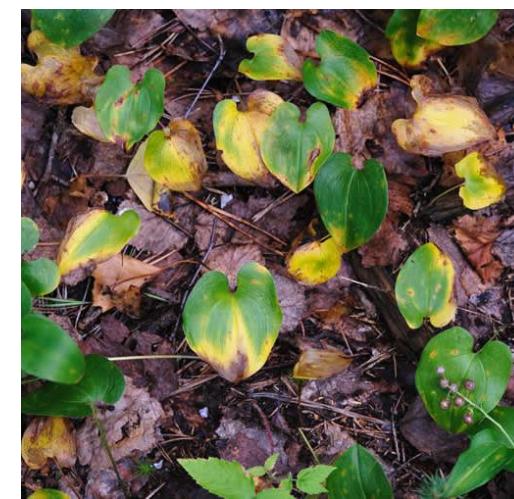




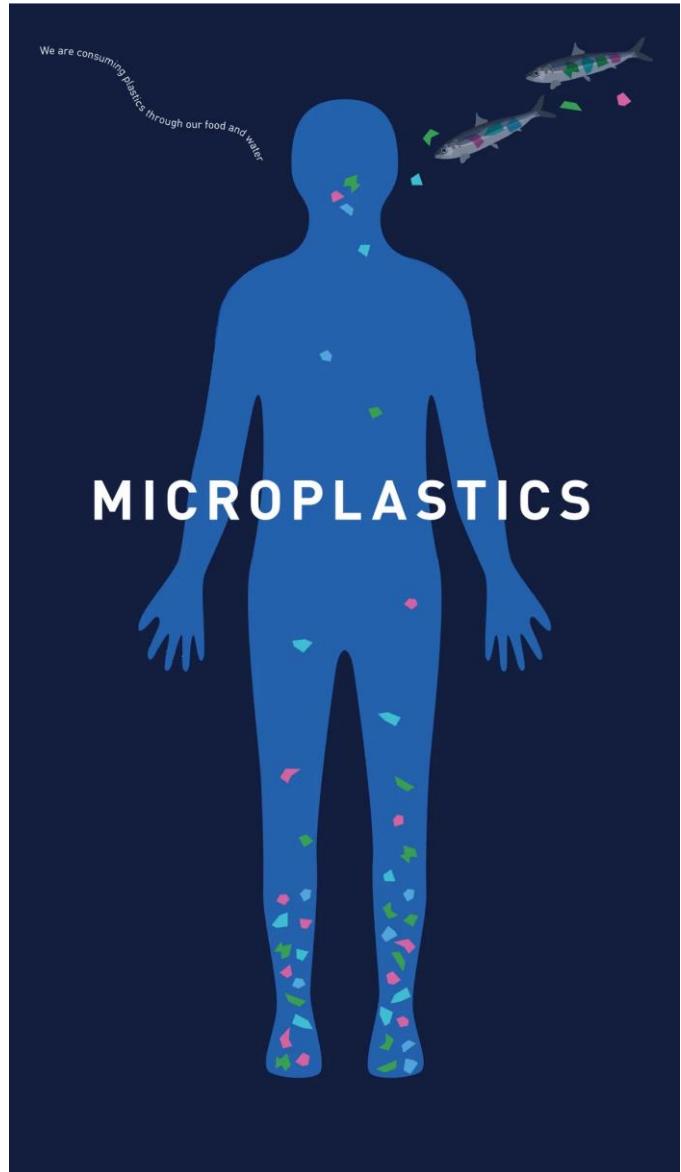
20%

80%







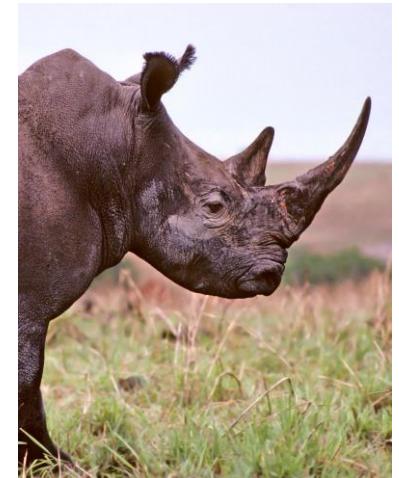


**MICROPLASTICS**



**28gm ~ Weight of Credit Card**





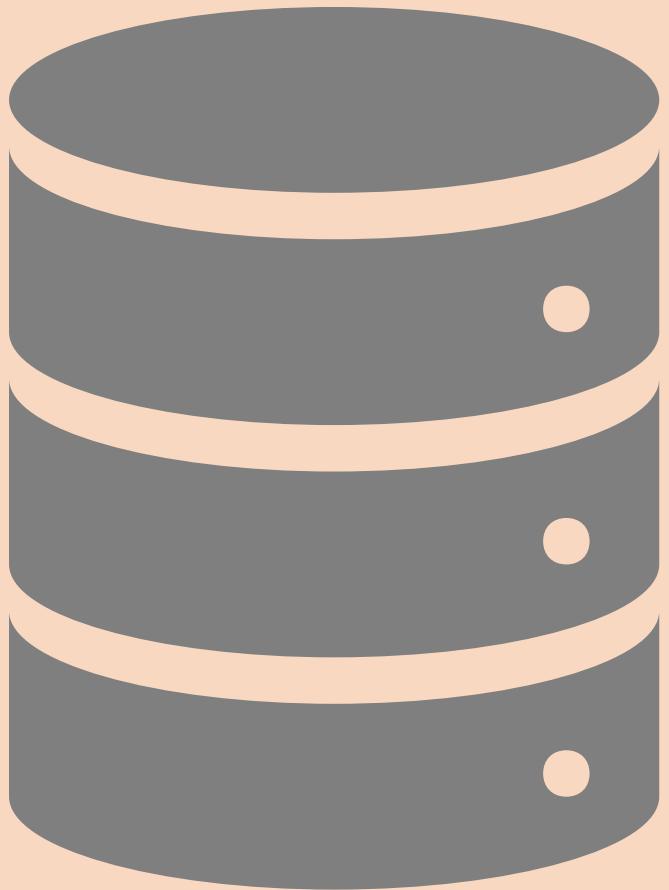


20%

80%







5x



# 10x



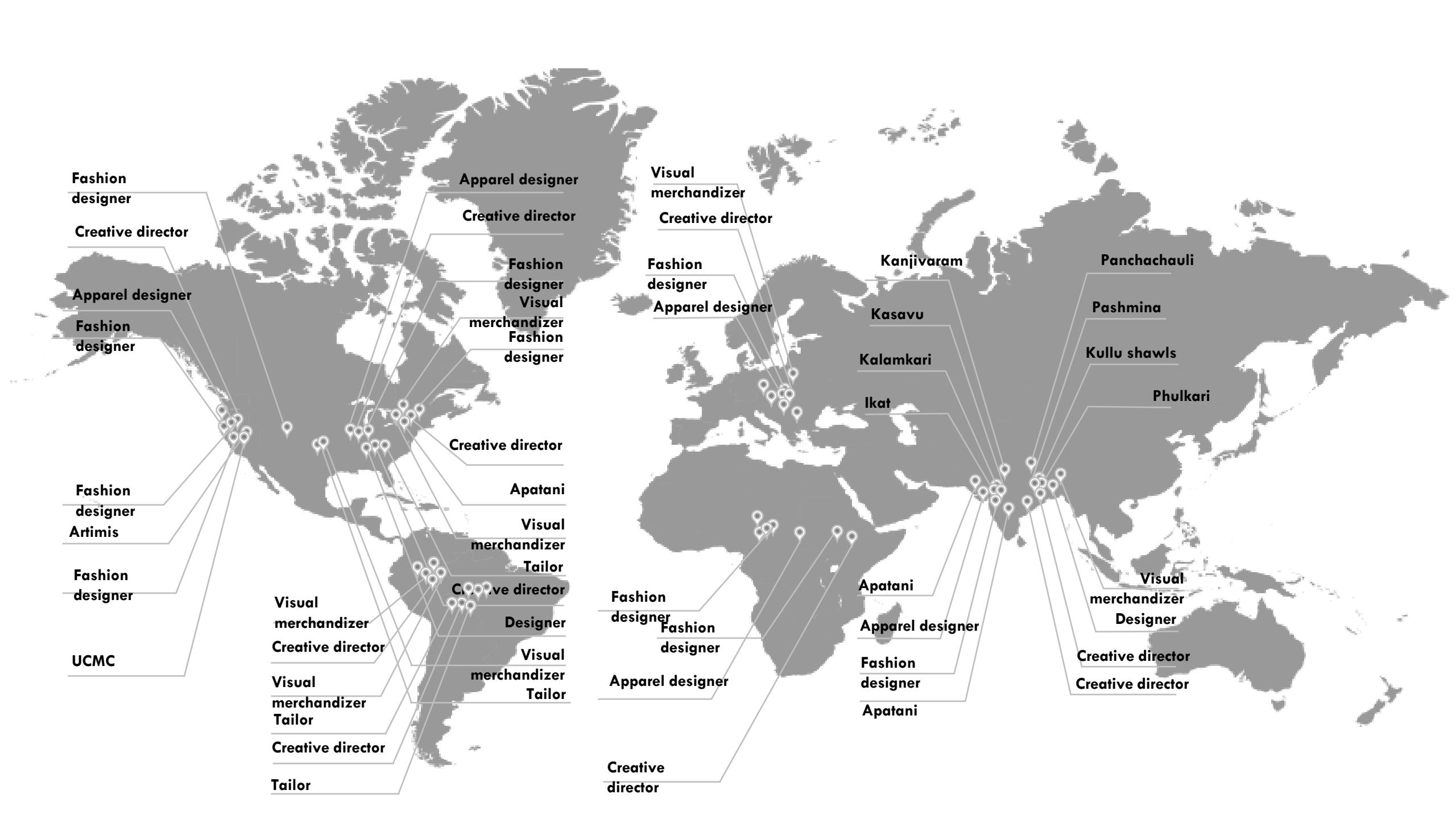














Apparel Designer



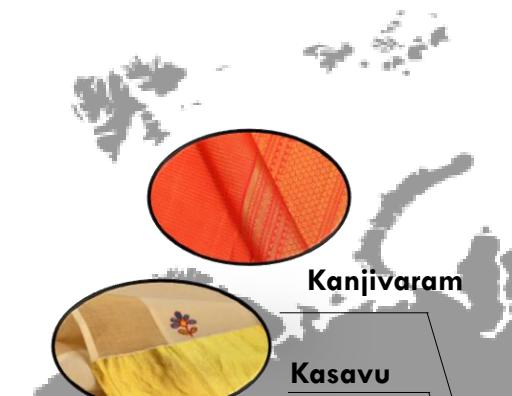
Kente Ankara



Dashiki



Apatani  
Pithani



Kasavu



Kalamkari



Ikat



Kanjivaram



Panchachauli



Pashmina



Kullu shawls



Phulkari



Chikankari



Sanganeri



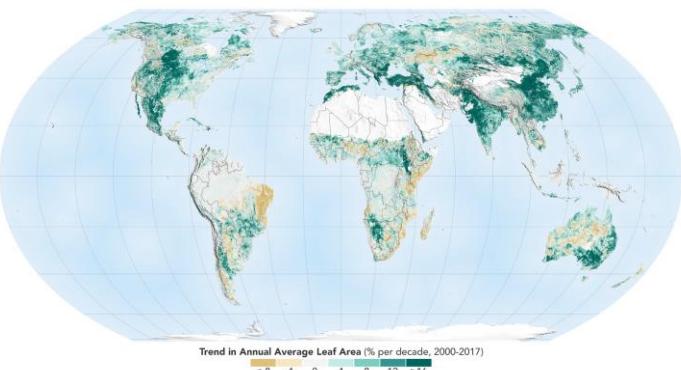
Chanderi



Mashru

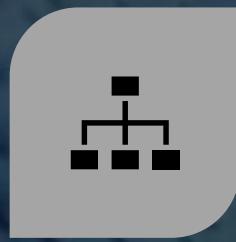








WHAT ARE THE DIFFERENT  
WEAVES THERE EXIST?



WHERE ARE THE HANDLOOM  
CLUSTERS?



CAN WE DOCUMENT THEM?



HOW MUCH OF THE  
POPULATION RELY ON  
NATURAL FIBER PRODUCTION  
AND SALES?



HOW TO CREATE TRENDS?

# कौशल Skills



Situational Awareness



Sensor Fusion



Sparse Information Modeling



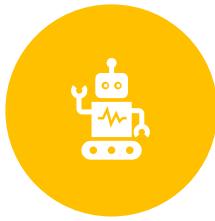
Systems Thinking



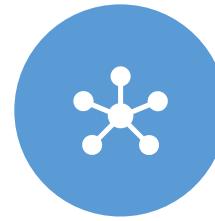
NATURAL FIBER  
PROJECT



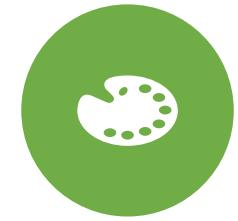
GAMES AND  
ANIMATIONS FOR  
ITIHASA



ROBOTS FOR SOCIAL  
PROBLEMS



SOCIAL NETWORK  
PLATFORM



SYSTEMS FOR ART  
FORMS



SPORTS EVENT  
MANAGEMENT  
SYSTEM

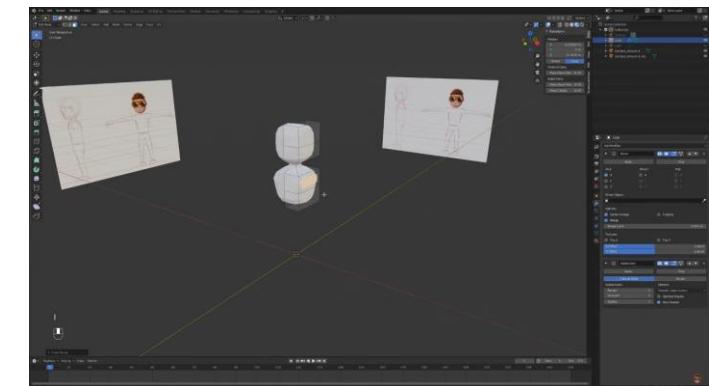
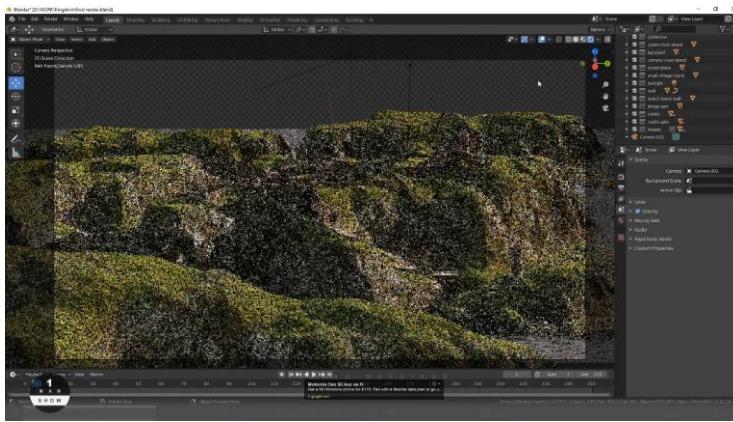
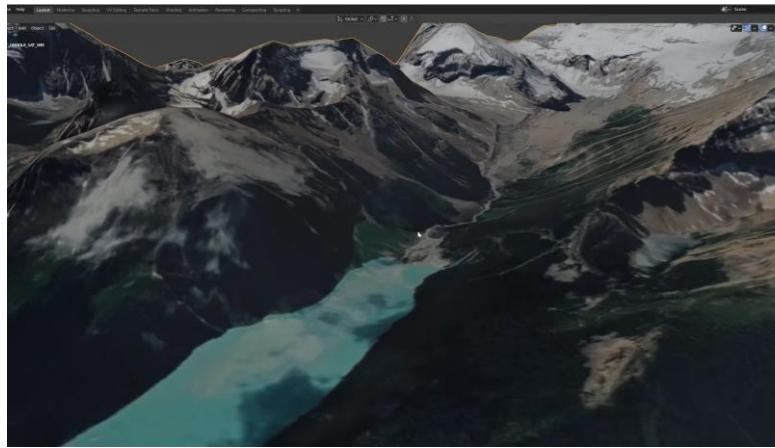
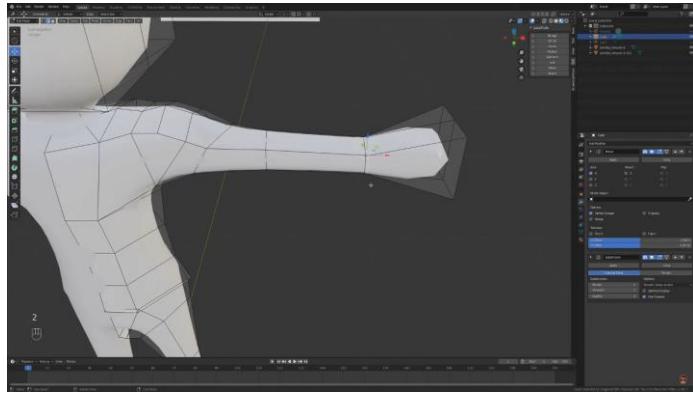
# Games and Animations for Itihasa

Long Term Project



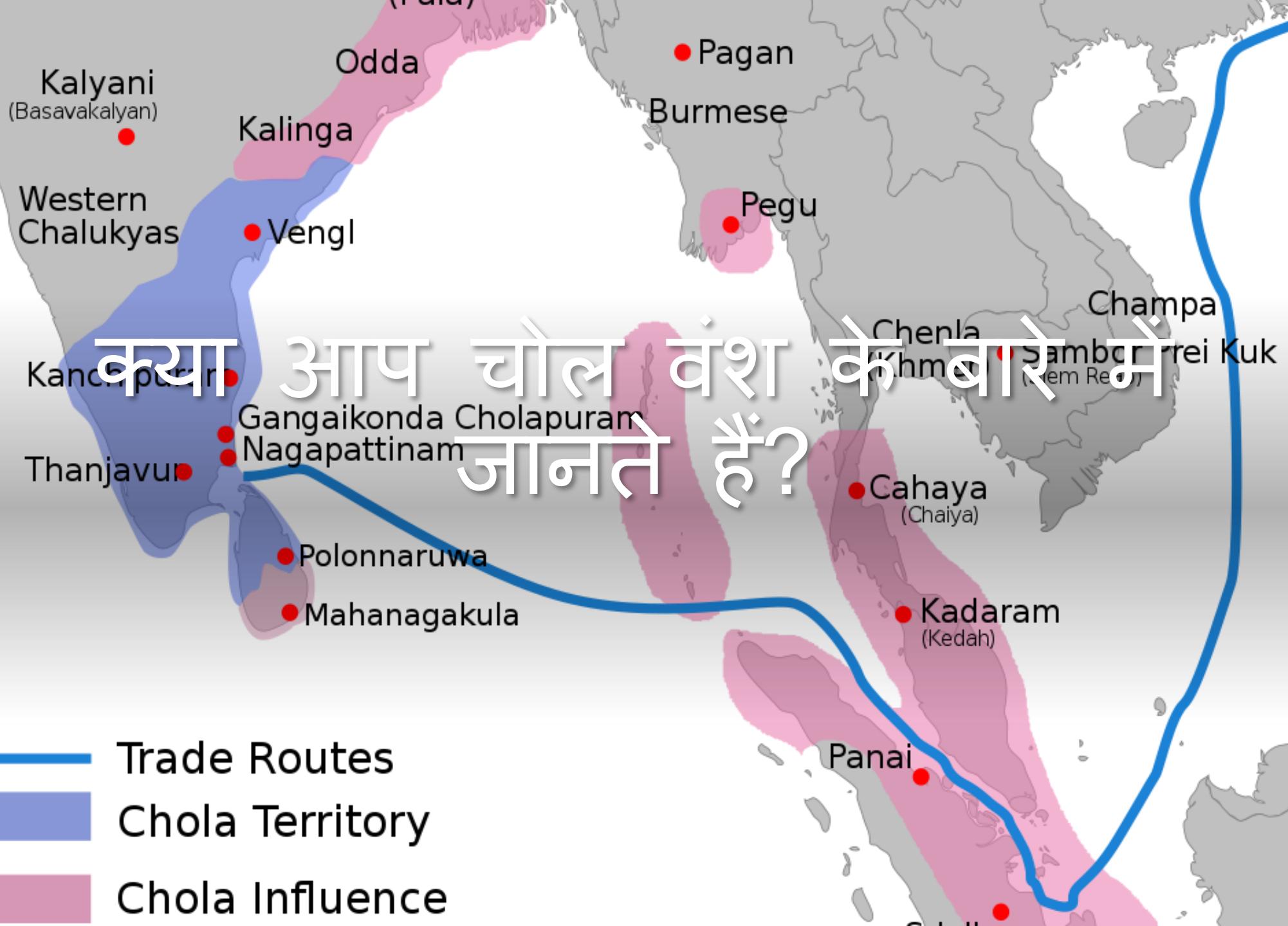
Your favorite video games?  
आपकी पसंदीदा वीडियो गेम कौन सी है?

वीडियो गेम और एनिमेशन बनाने के लिए सरल सॉफ्टवेयर उपलब्ध हैं



क्या आप चौल वंश के बारें में  
जानते हैं?

- Trade Routes
- Chola Territory
- Chola Influence



# बृहदीश्वर मंदिर, तेजावर



चोलपुरम में  
गंगाईकोडा मंदिर



the Temple of Gangaikonda Cholapuram

ऐरावतेश्वर मंदिर,  
दारासुराम



the Airavatesvara Temple at Darasuram

# अभियांत्रिकी

---

the kings who built these engineering marvels

can we tell  
their stories  
using new  
technologies?  
क्या हम नई  
तकनीक का  
उपयोग करके  
उनकी कहानियां  
बता सकते हैं?

उन्हें किस तरह की चुनौतियों का सामना करना पड़ा?

what challenges they faced?

मानसिकता क्या होगी?

what was their mindset?

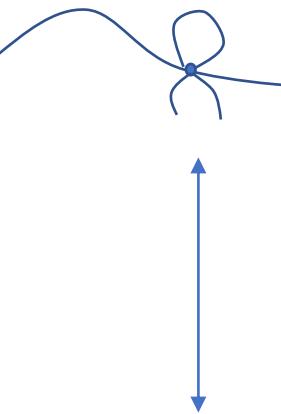
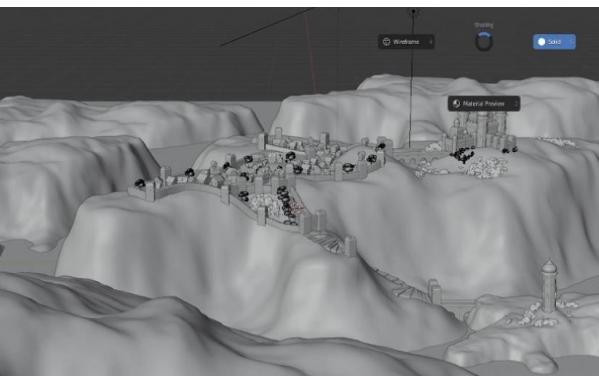
उस समय का सामाजिक-राजनीतिक और आर्थिक वातावरण कैसा था?

what were the socio-political and economic environments of that time?



# गेम आणि अॅनिमेशन डेव्हलपमेंट टेक्नोलॉजीज

## Game and Animation Development Technologies



\$\$\$

# हजारों साल का इतिहास

राष्ट्रकूट वंश	राष्ट्रकूट वंश	चेरा वंश	चेरा वंश	चालुक्य वंश	चालुक्य वंश	पल्लव वंश	पल्लव वंश	सातवाहन वंश	सातवाहन वंश	विजयनगर साम्राज्य	विजयनगर साम्राज्य	पांड्या वंश	पांड्या वंश	यदुवंशी	यदुवंशी	गुहिला राजवंश	गुहिला राजवंश
<b>Rashtrakuta dynasty</b>	<b>Rashtrakuta dynasty</b>	<b>Chera dynasty</b>	<b>Chera dynasty</b>	<b>Chalukya dynasty</b>	<b>Chalukya dynasty</b>	<b>Pallava dynasty</b>	<b>Pallava dynasty</b>	<b>Satavahana dynasty</b>	<b>Satavahana dynasty</b>	<b>Vijayanagara empire</b>	<b>Vijayanagara empire</b>	<b>Pandya dynasty</b>	<b>Pandya dynasty</b>	<b>Yaduvanshi</b>	<b>Yaduvanshi</b>	<b>Guhilas</b>	<b>Guhilas</b>

# कौशल Skills



Story telling



Presentation



Development



Planning



Decision Making



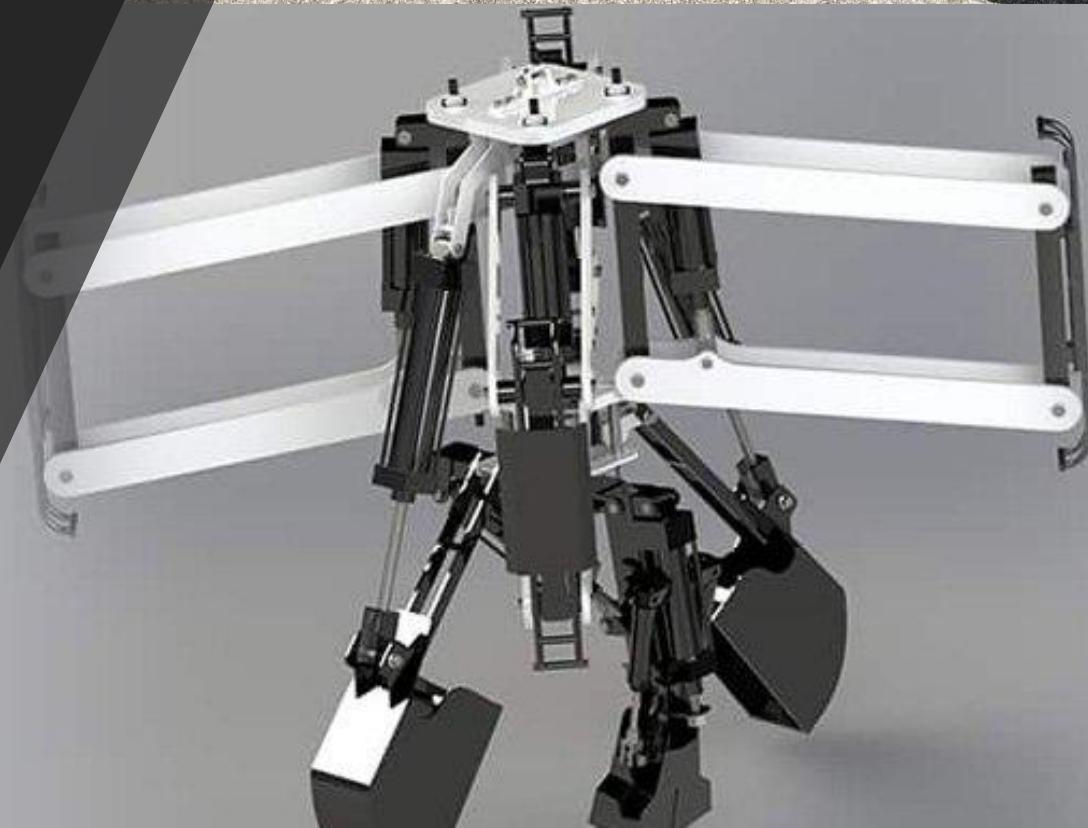
Commercialization

# Robots for Social Problems

Long Term Project

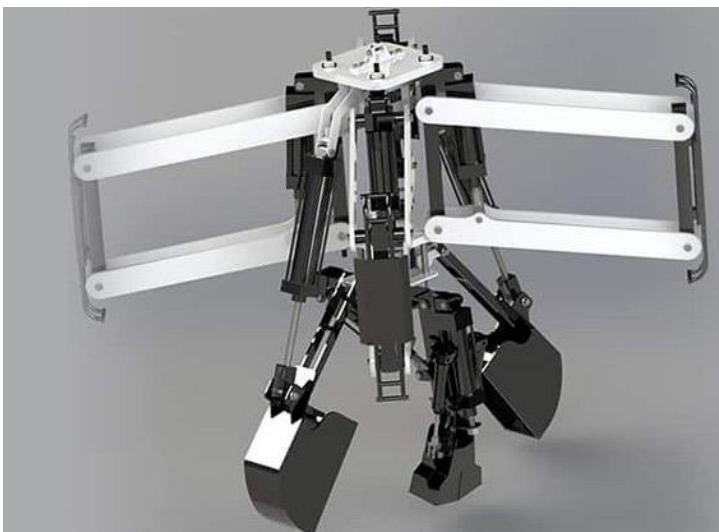
# Robotics

- for solving social problems
- सामाजिक समस्याओं के समाधान  
के लिए



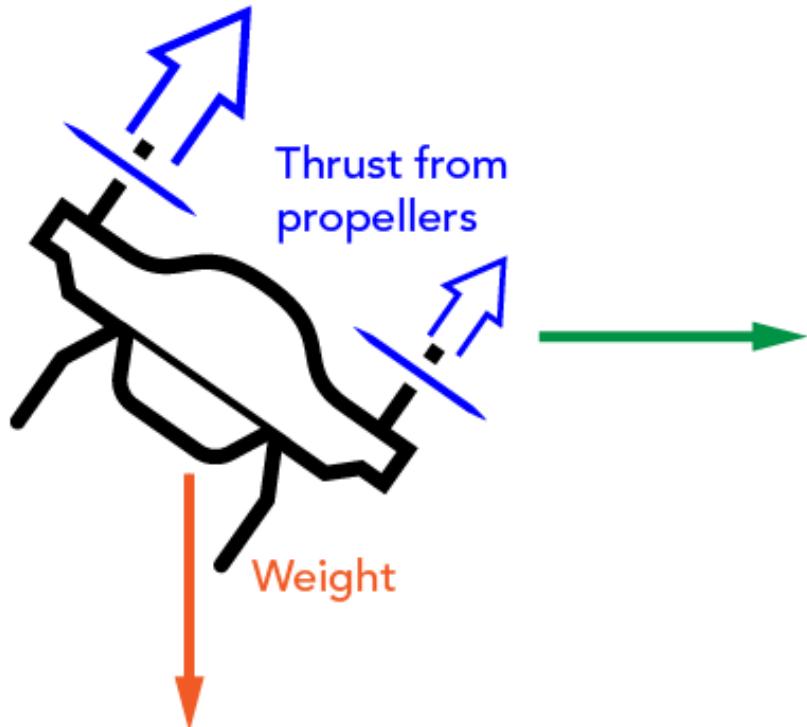
# Robotics

- Cleaning
- Surveillance
- Agriculture
- Old age care



## Robot

- Mathematics
- Physics
- Programming



आपके पास कोई हार्डवेयर  
नहीं है

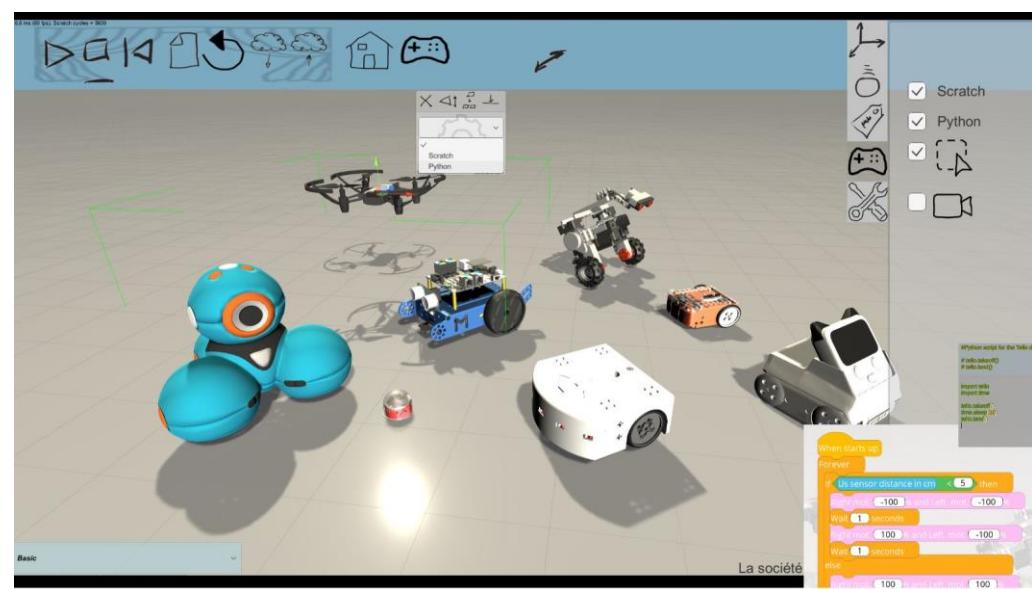
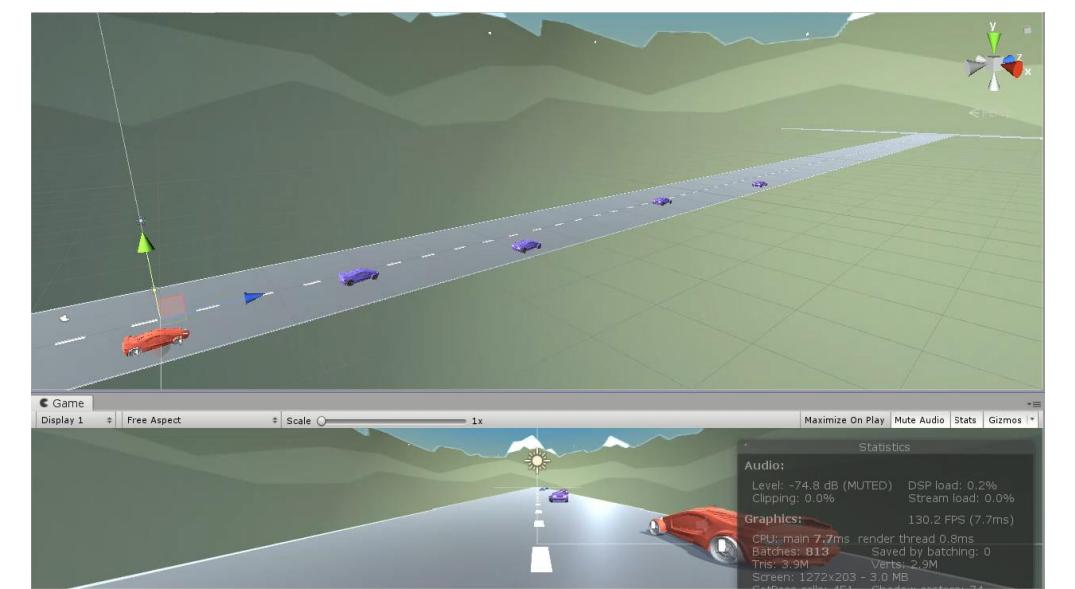
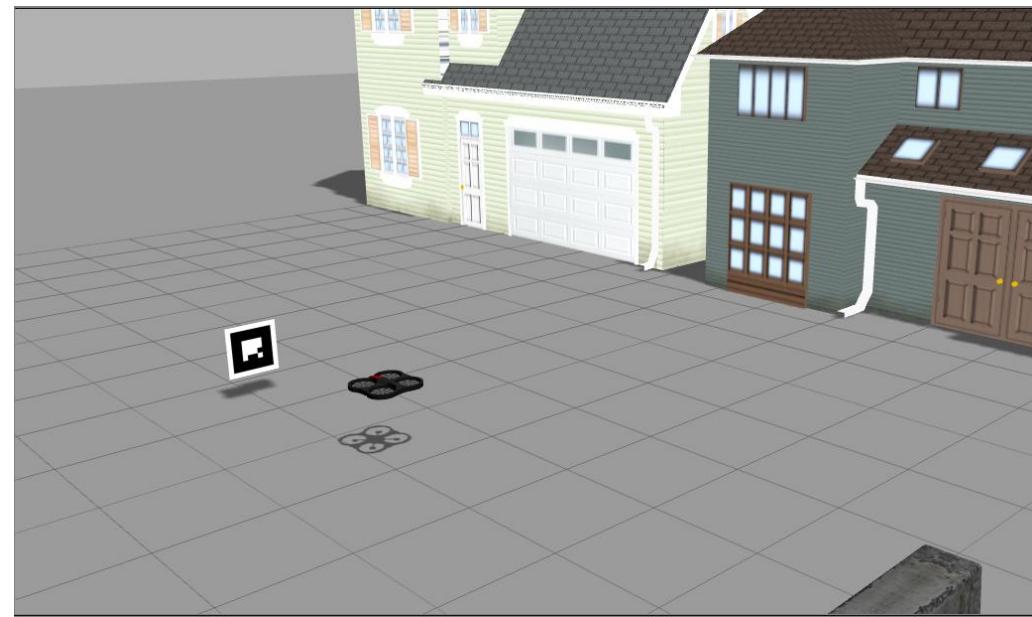
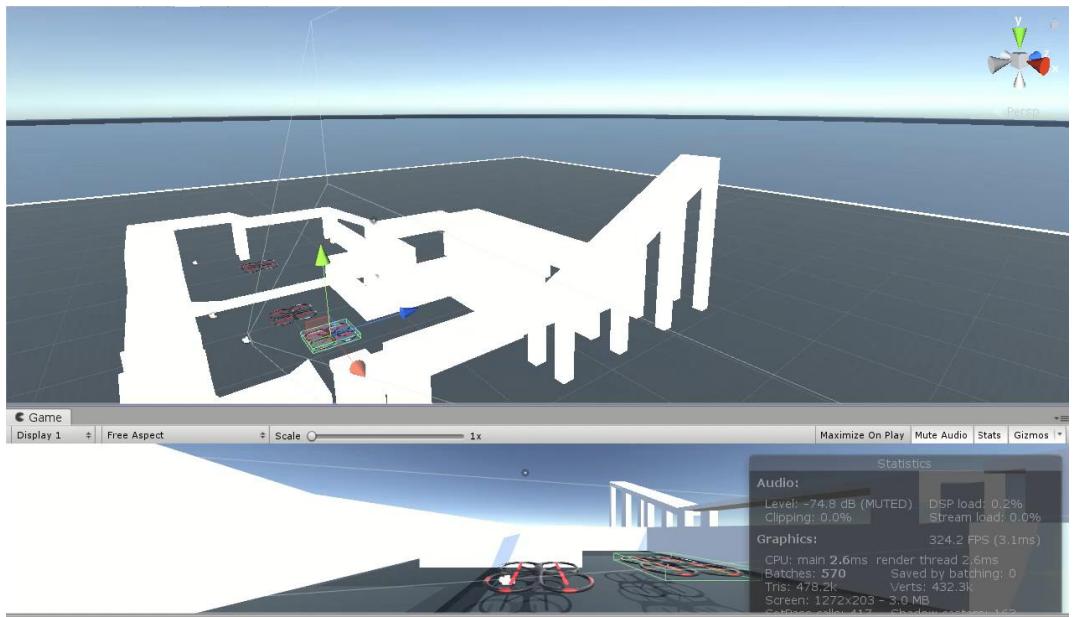
---

We don't have hardware

यदि रोबोट बनाना संभव नहीं है,  
तो क्या हम सिमुलेशन में डिजिटल  
रोबोट बना सकते हैं?

---

if we cannot make physical robots, can we make digital robots in simulation?



# कौशल Skills



Simulation



Experimentation



Economy



Decision Theory



Strategy

# Social Network Platform

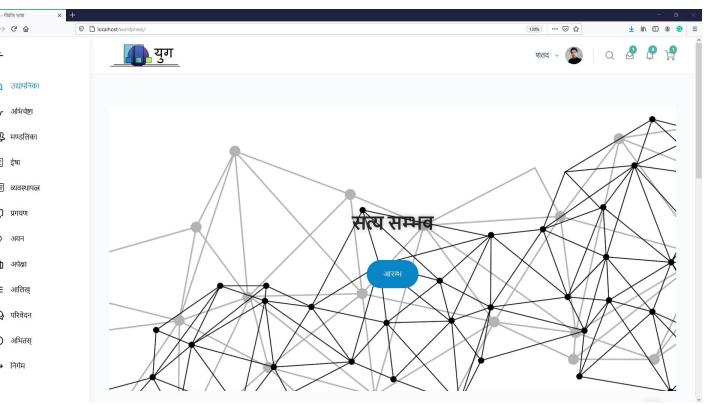
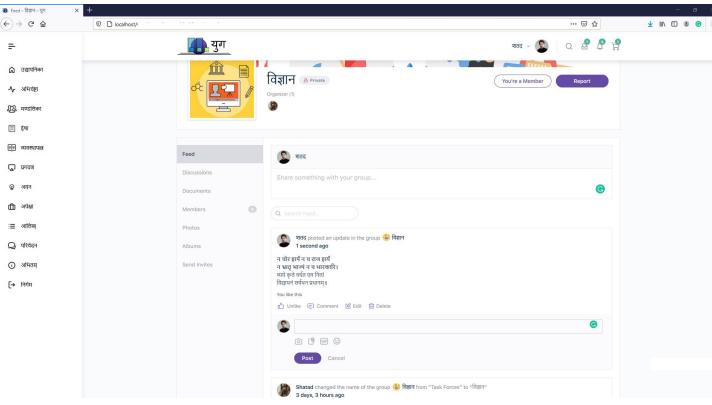
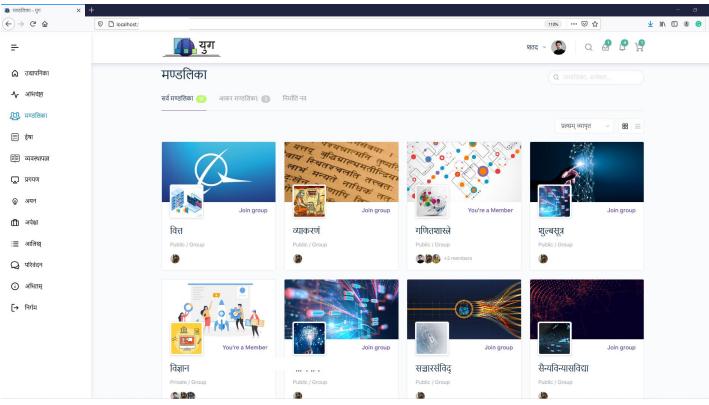
Language

Long Term Project



क्या आप सोशल नेटवर्क प्लेटफॉर्म  
पर हैं?

are you on social network  
platforms?



# संस्कृतम्

क्या हम दुनिया का पहला  
संस्कृत सोशल नेटवर्क प्लेटफॉर्म  
बना सकते हैं?

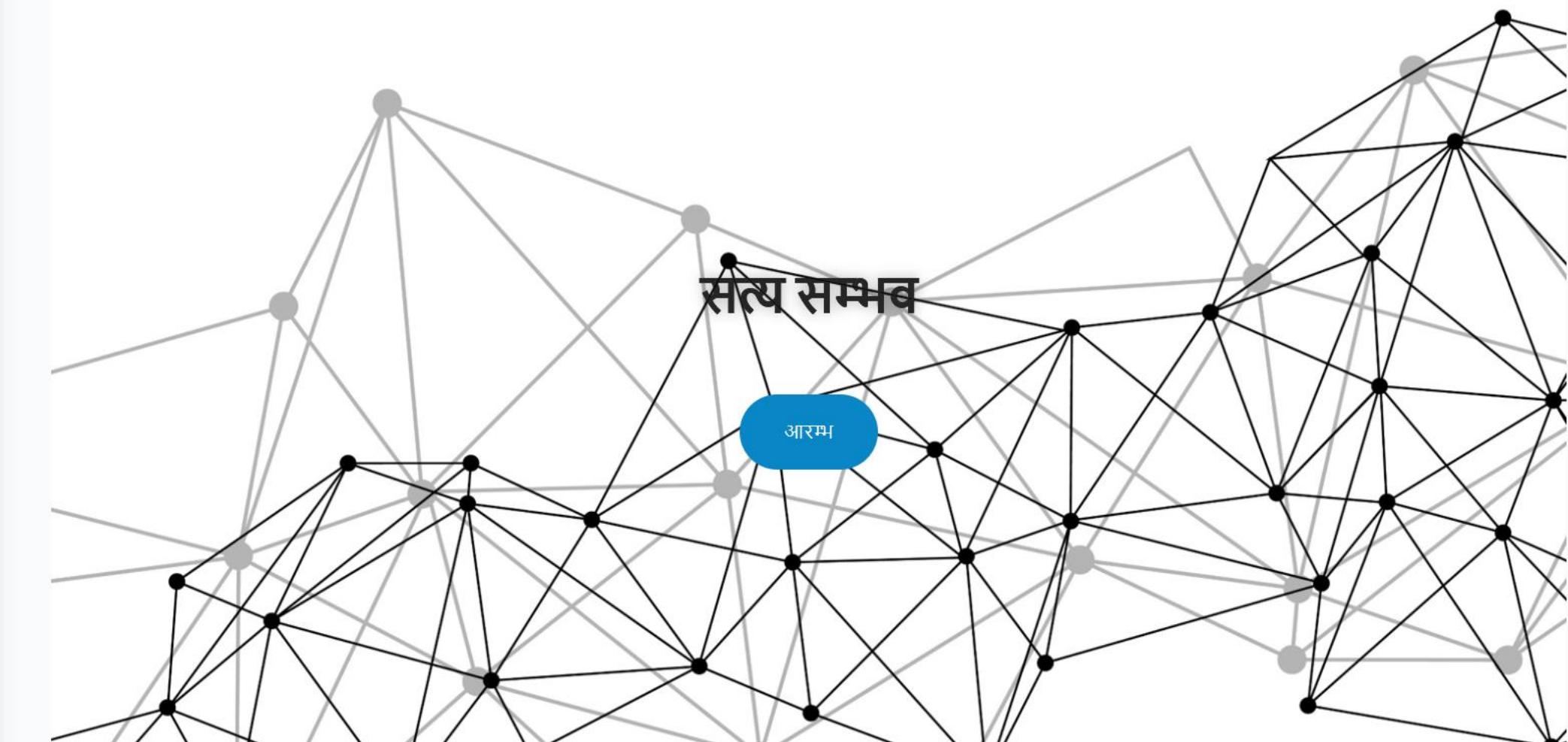
can we make world's first Sanskrit social network platform



१८



-  उद्यापानेका
  -  अंभेचेष्टा
  -  मण्डलिका
  -  इंशा
  -  व्यवस्थापत्र
  -  प्रगयण
  -  अयन
  -  अपेक्षा
  -  आलिख्
  -  परिवेदन
  -  अभितस्
  -  निगम







## विज्ञान

Private

Organizer (1)



शतद



You're a Member

Report

## Feed

Discussions

Documents

Members



शतद

Share something with your group...



Search Feed...

Photos

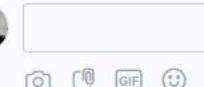
Albums

Send Invites

शतद posted an update in the group विज्ञान  
1 second ago

न चोर हार्य न च राज हार्य  
न भातु भाव्यं न च भारकारि।  
व्यये कृते वर्धत एव नियं  
विद्याधनं सर्वधन प्रधानम्॥

You like this

[Unlike](#) [Comment](#) [Edit](#) [Delete](#)

Post

Cancel

Shatad changed the name of the group विज्ञान from "Task Forces" to "विज्ञान"  
3 days, 3 hours ago

# कौशल

## Skills



Computation



Analysis



Articulation



Marketing



Sales

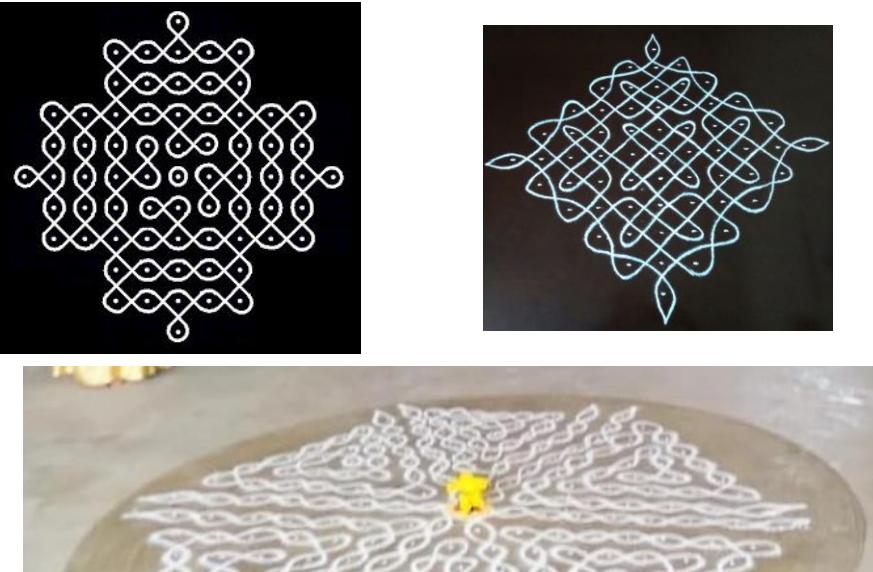
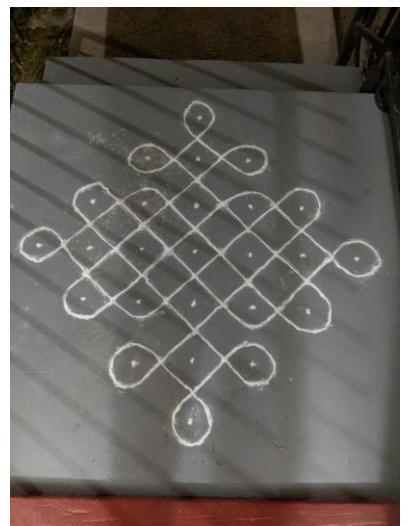
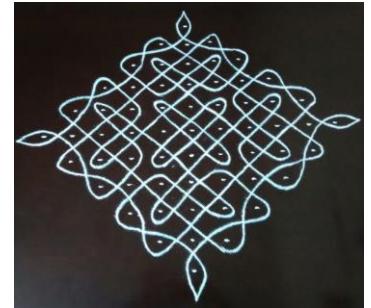
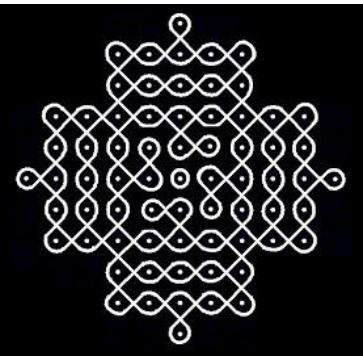
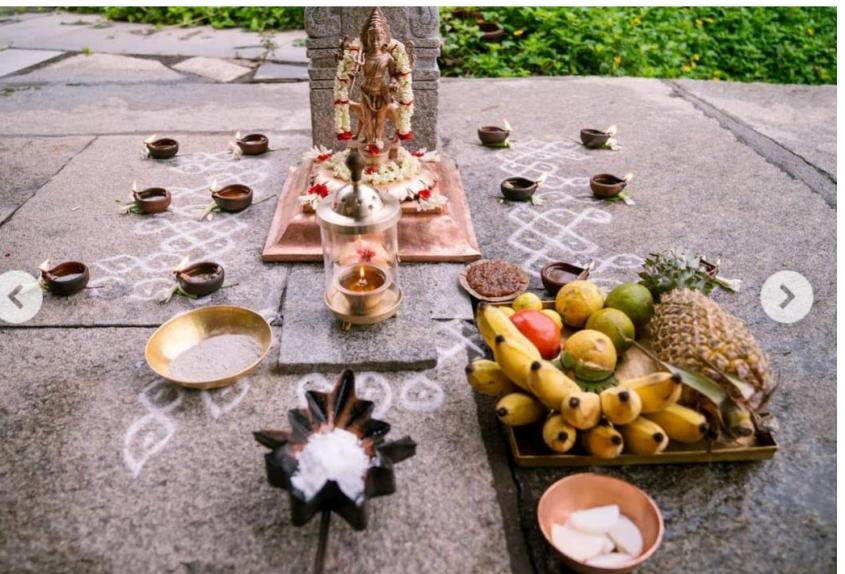


Security

# Systems for Art Forms

Long Term Project

காலம் Kolam கோலம் முரு



# कोलम् Kolam

चावल का आटा rice  
flour

गणितीय Mathematical  
patterns

प्रत्येक डिजाइन का  
एक अलग अर्थ होता  
है

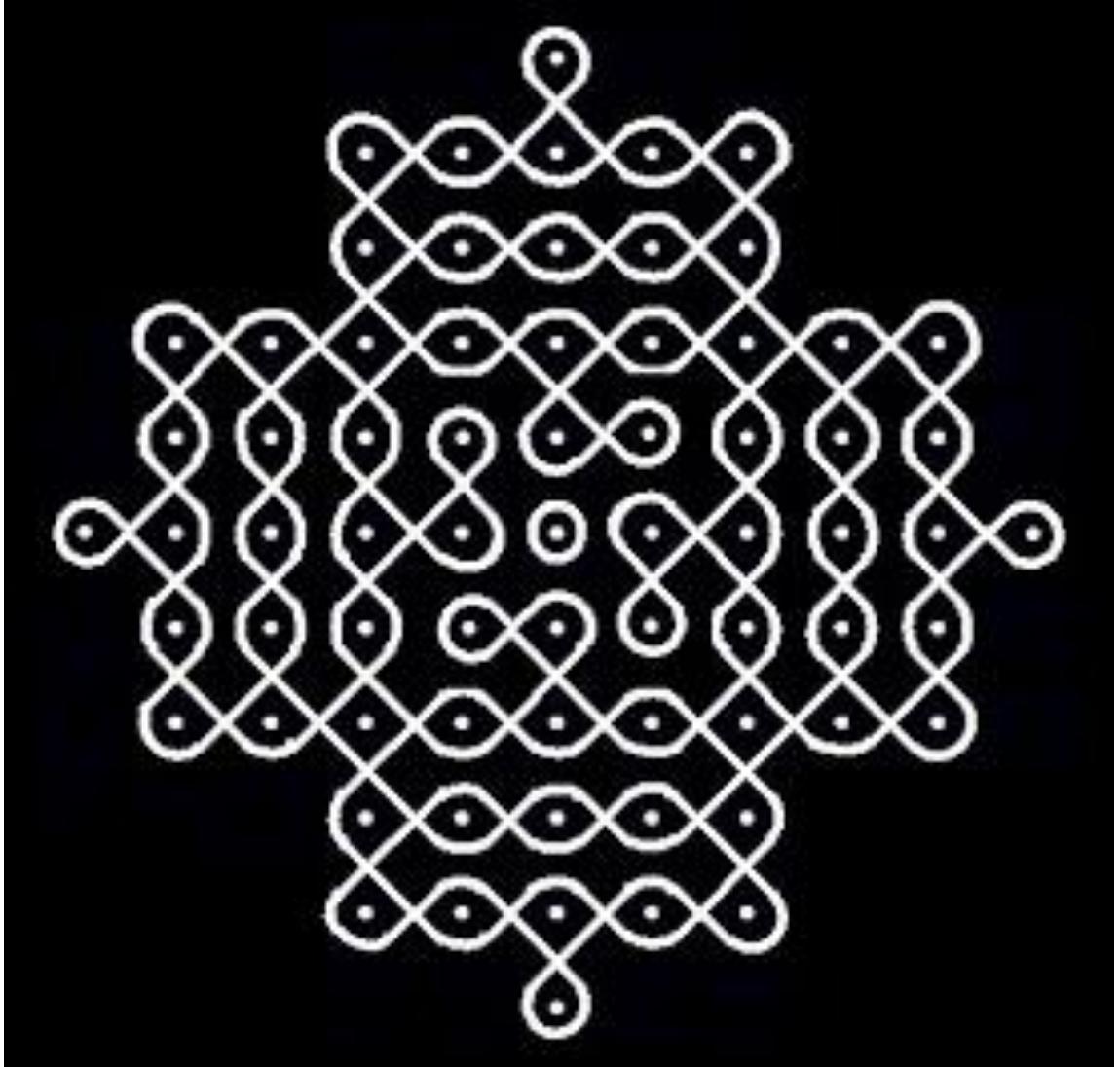
Each design has a  
different meaning

अलग-अलग मौकों के  
लिए अलग-अलग  
डिजाइन

Different designs for  
different occasions

# कोळम् Kolam

- बहुत से लोग इसके बारे में नहीं जानते लेकिन सीखने में रुचि रखते हैं Many people don't know about it but interested in learning
- कुछ लोग इसके बारे में जानते हैं Some people know about it
- क्या हम इसका दस्तावेजीकरण कर सकते हैं? और क्या हम लोगों को जोड़ सकते हैं? Can we document it? And can we connect people?







समय के साथ कई कलाएँ विलुप्त हो रही हैं

many artforms are dying

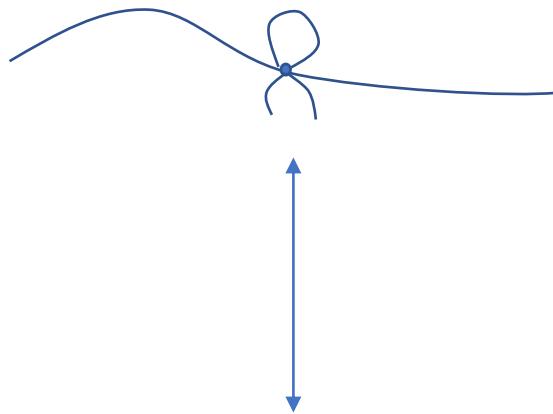
पुरानी कला और नई पीढ़ी के बीच की कड़ी ग्रामीण बुजुर्गों की है  
rural elderlyies are the link between old arts and new generation



Rural Elderly And  
*Their Quest For Health*



Edited by Abhijeet Jadhav  
Foreword by Deanna Jejeebhoy



\$\$\$



विलुप्त हो रही कला के बारे में जानने वाले लोग वृद्ध हैं और ग्रामीण इलाकों में रहते हैं People who know about dying arts are old and live in rural parts

ये वही लोग हैं जिन्हें सामाजिक ध्यान देने की ज़रूरत है  
These are the same people who need societal attentions

क्या इस तरह के सिस्टम का व्यावसायीकरण किया जा सकता है Can the Systems like these be commercialized

पूँजी जुटाना और ज़रूरतमंदों की मदद करना to raise capital and help needy

# कौशल Skills



Communication



Culture



Data analysis



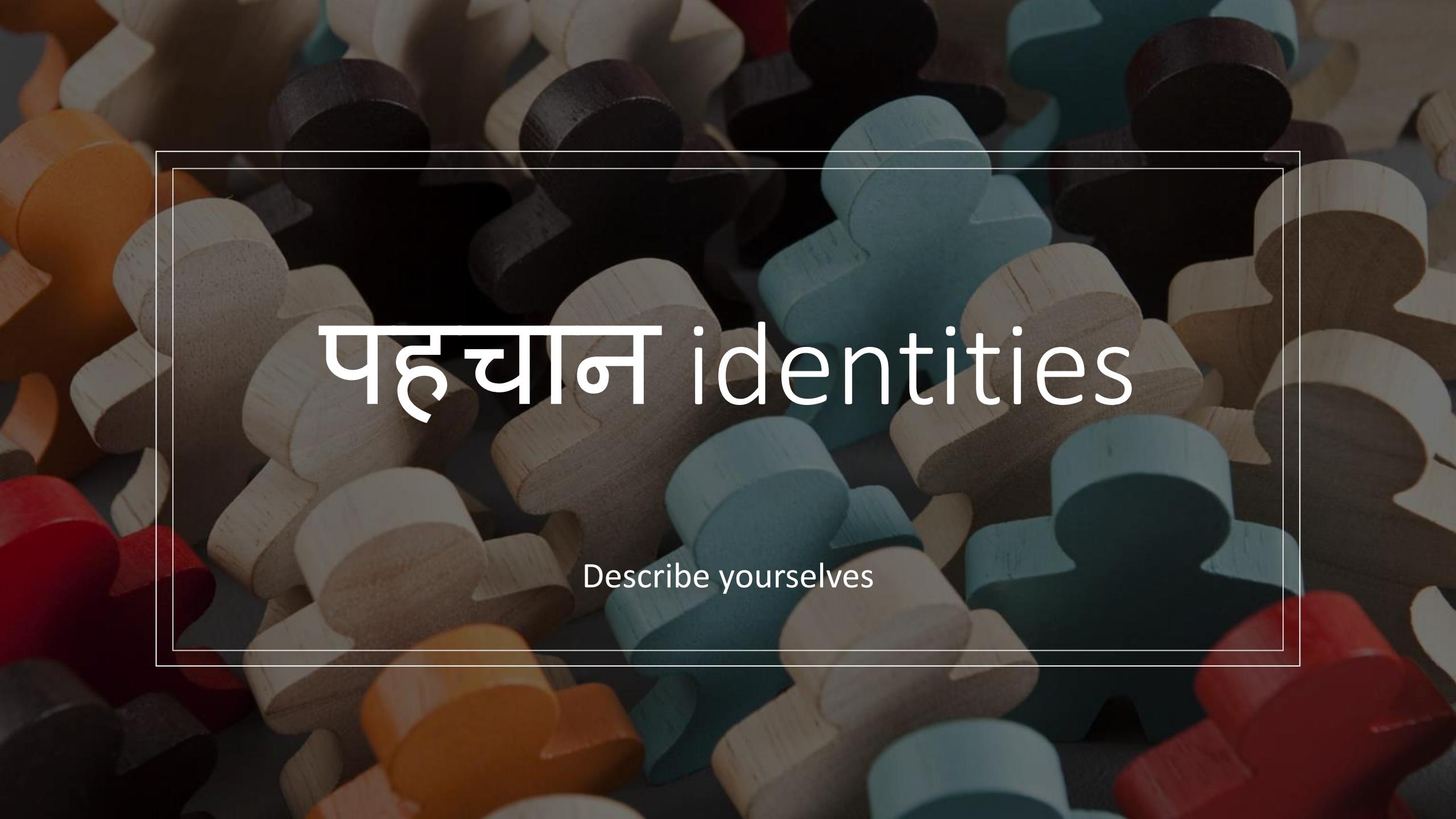
Stakeholder Need Analysis



Value Networks

# Sports Event Management System

Long Term Project



# पहचान identities

Describe yourselves

Occupation

Religion

Cast

Race

Skin color

Region

Money



सीमित पहचान को पार करने के साधन के रूप में खेल

Sports as a means to go beyond limited identities



# खेलों को कैसे बढ़ावा दें

How to promote  
outdoor games

- हर जगह कैमरे Cameras every where
- कार्यक्रम व्यवस्थापन Event management
- समन्वयित प्रसारण Coordinated Broadcasting

# कौशल Skills



Project management



Conflict Resolution



Digitization



Coordination



Scheduling



## भाग १

Objectives



## भाग २

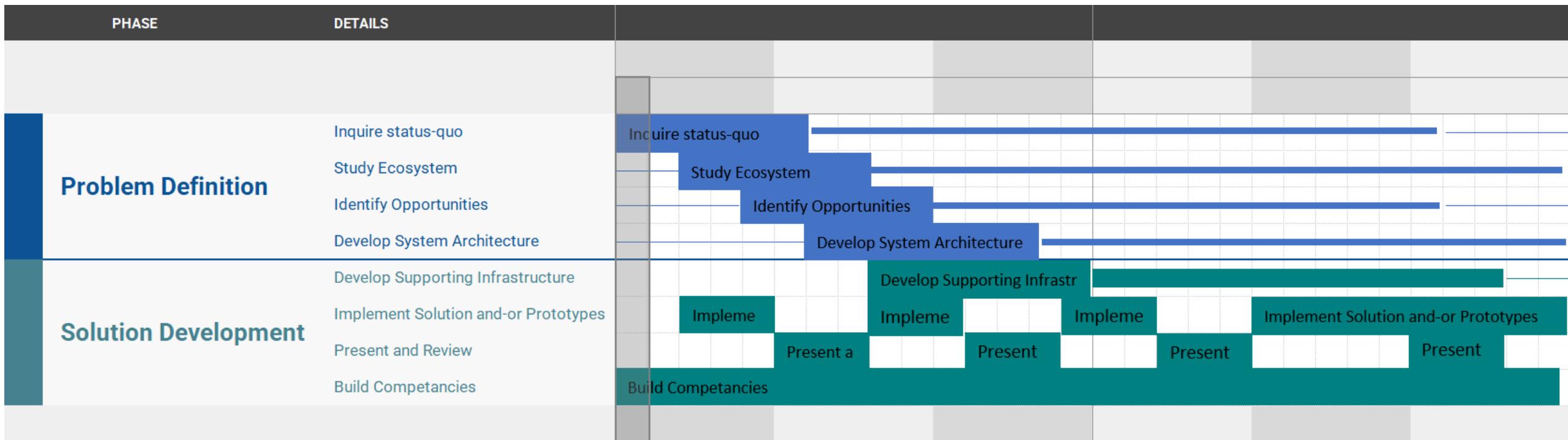
Project Communities

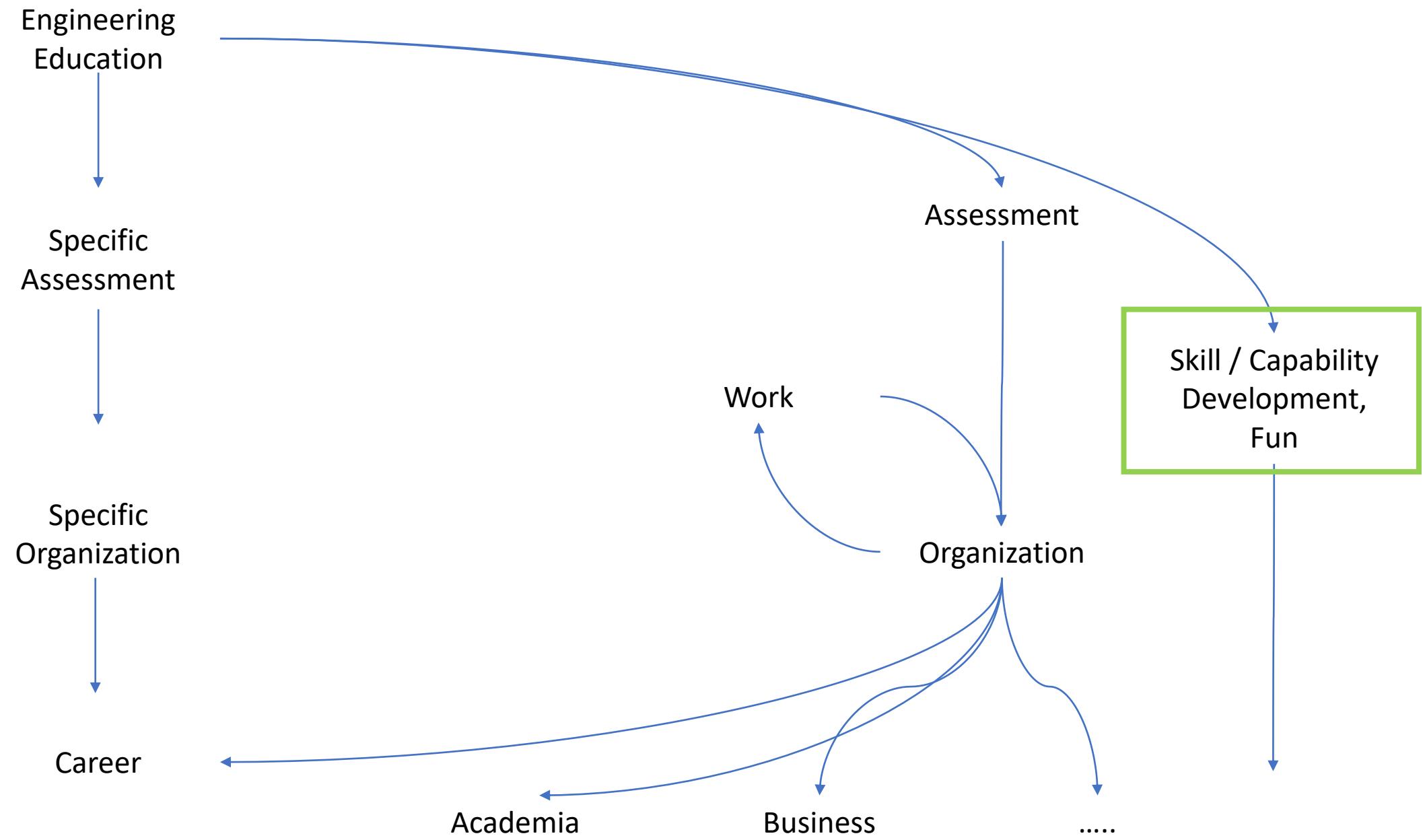


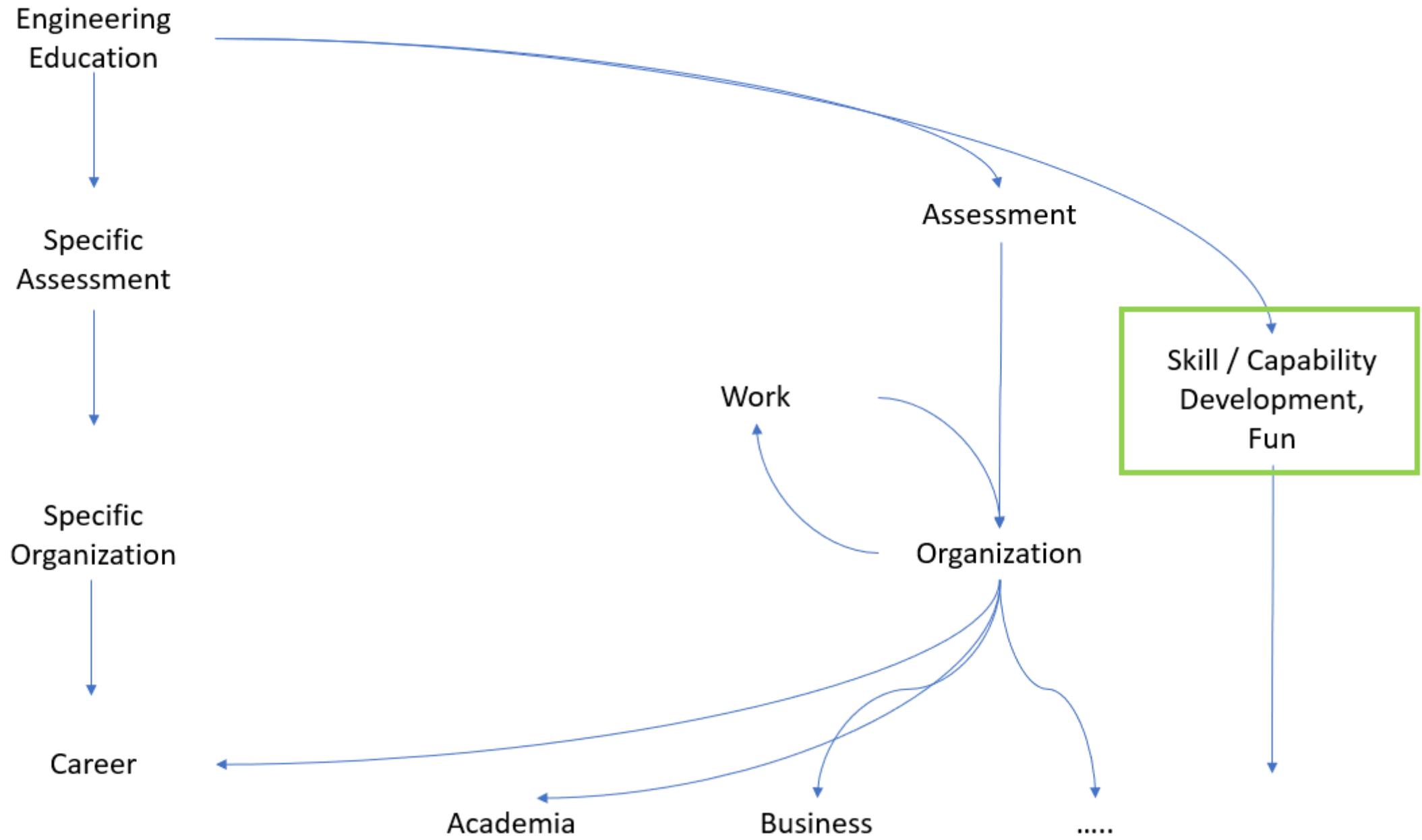
## भाग ३

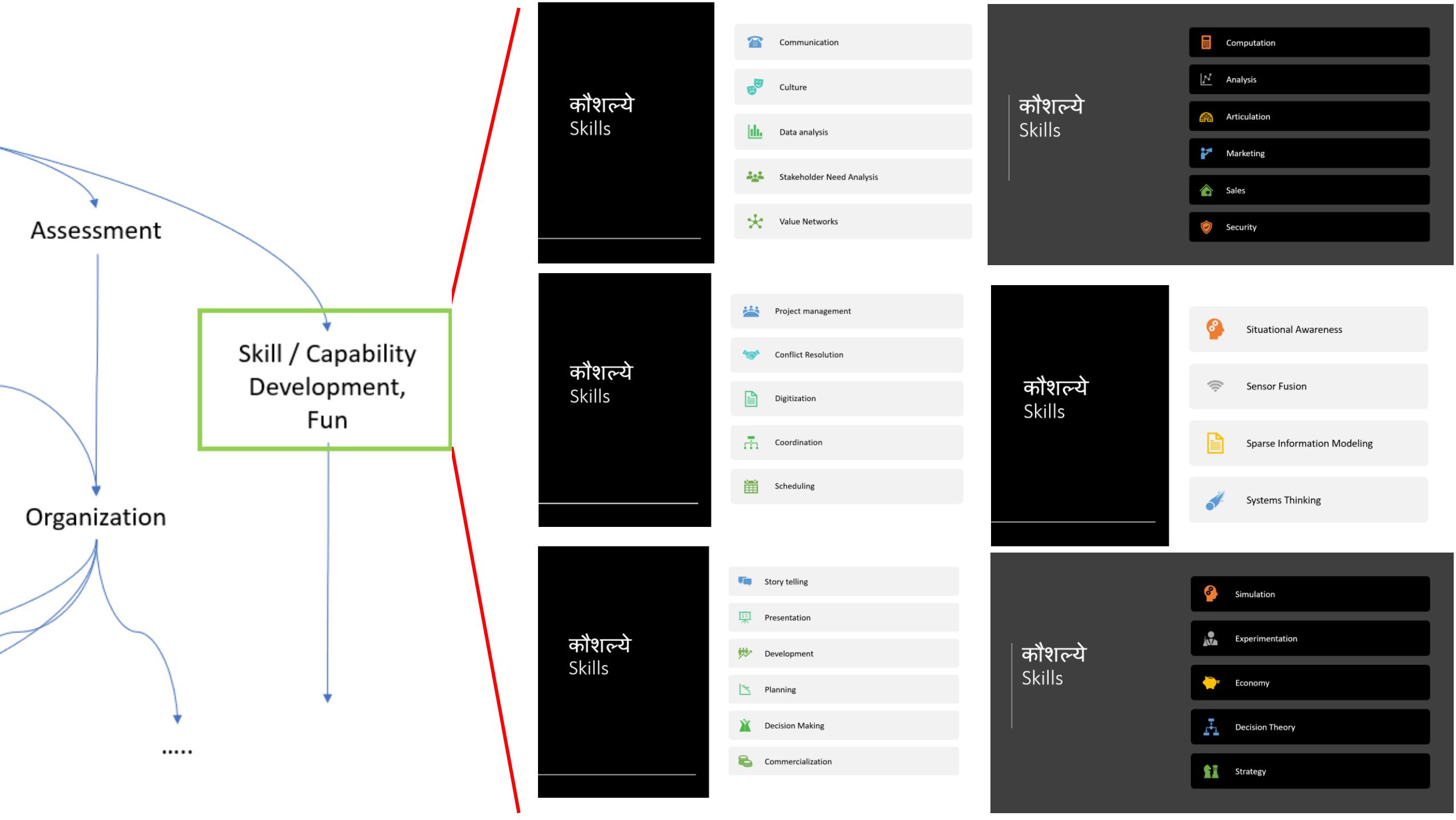
Tasks

# Tasks









## कौशल्ये Skills

- Communication
- Culture
- Data analysis
- Stakeholder Need Analysis
- Value Networks

## कौशल्ये Skills

- Computation
- Analysis
- Articulation
- Marketing
- Sales
- Security

## कौशल्ये Skills

- Project management
- Conflict Resolution
- Digitization
- Coordination
- Scheduling

## कौशल्ये Skills

- Situational Awareness
- Sensor Fusion
- Sparse Information Modeling
- Systems Thinking

## कौशल्ये Skills

- Story telling
- Presentation
- Development
- Planning
- Decision Making
- Commercialization

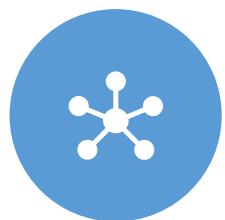
## कौशल्ये Skills

- Simulation
- Experimentation
- Economy
- Decision Theory
- Strategy

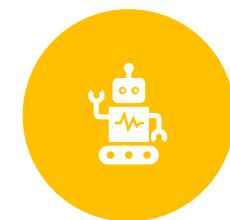
## NATURAL FIBER PROJECT



## GAMES AND ANIMATIONS FOR ITIHASA



## ROBOTS FOR SOCIAL PROBLEMS



## SANSKRIT SOCIAL NETWORK PLATFORM



## SYSTEMS FOR ART FORMS



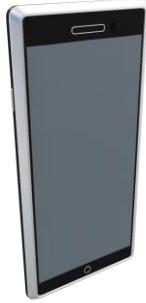
## SPORTS EVENT MANAGEMENT SYSTEM

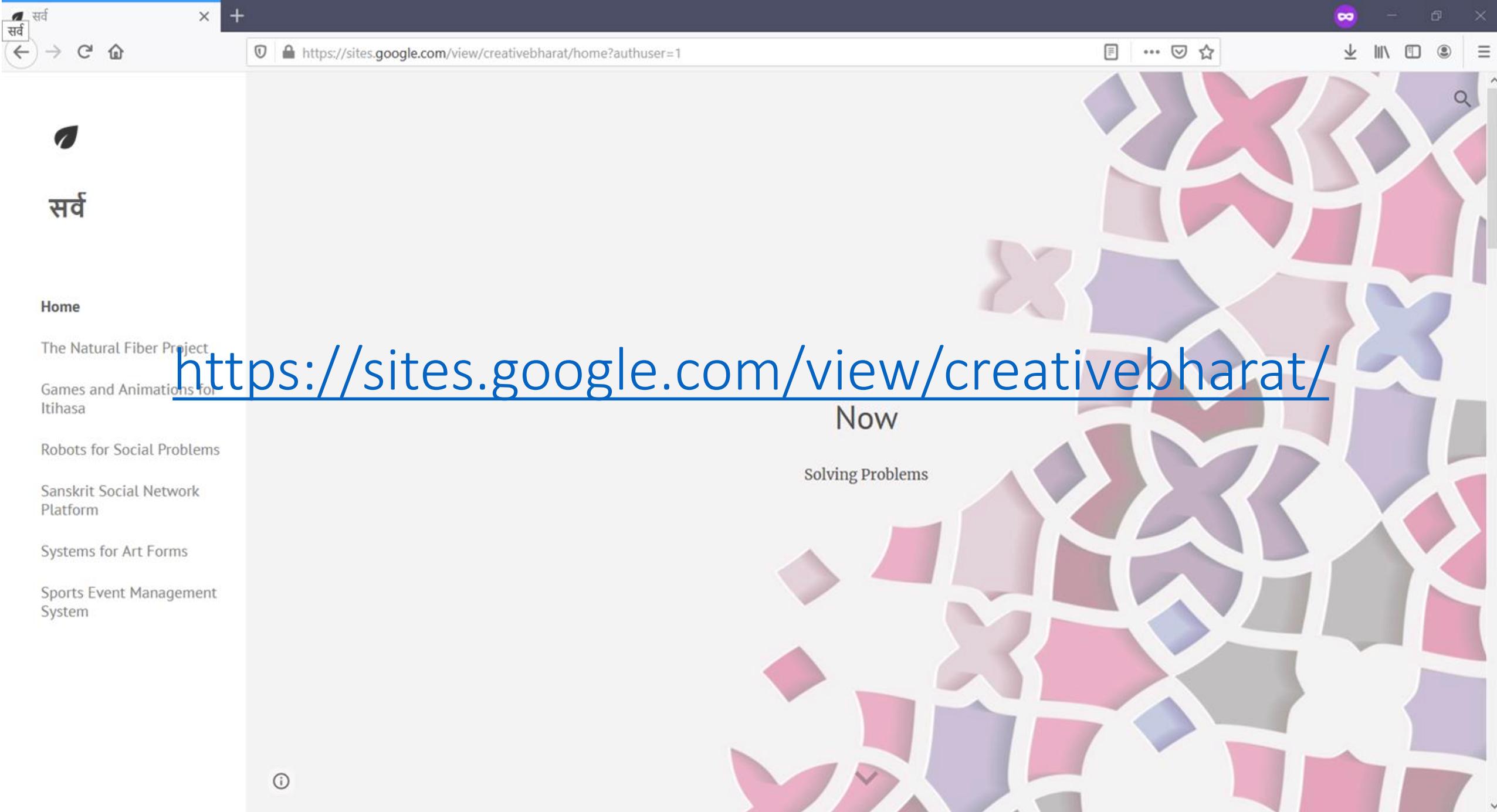


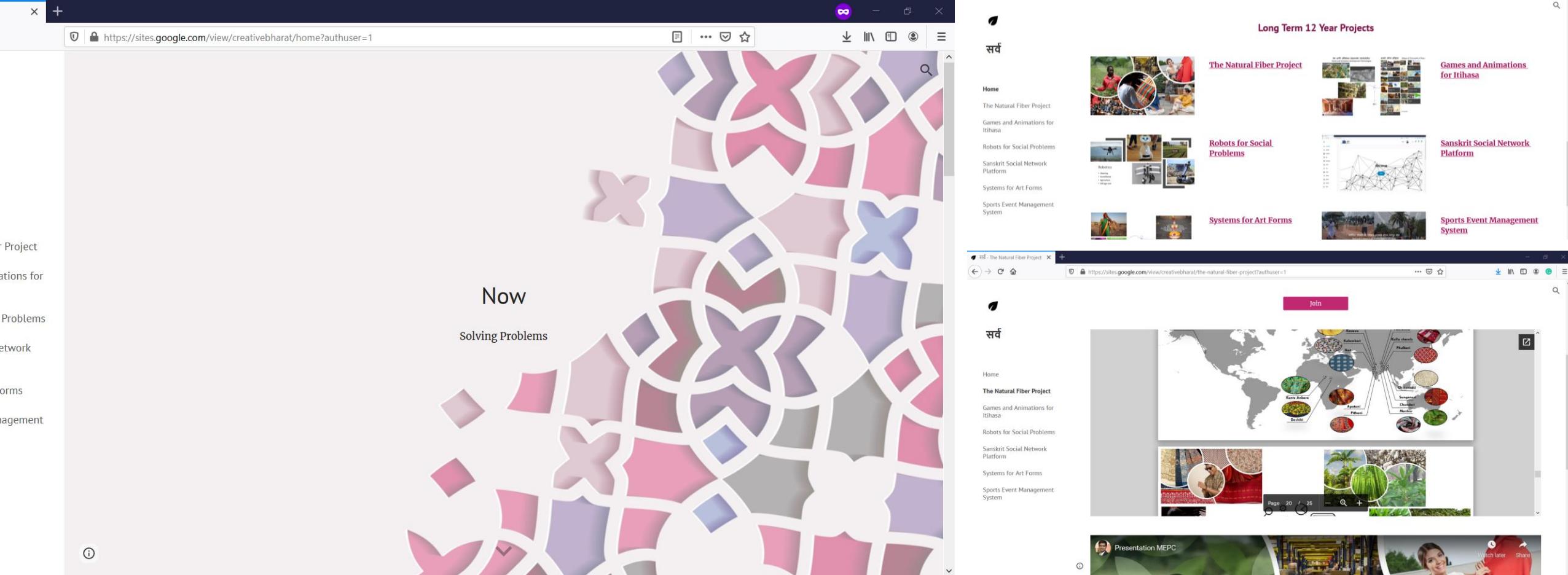
जानकारी का उपयोग Content Consumption



मूल्य निर्माता Value Creation







Project  
ations for  
Problems  
etwork  
orms  
management

Now  
Solving Problems

Webinar

Download Presentation

Questions?

Home  
The Natural Fiber Project  
Games and Animations for Itihasa  
Robots for Social Problems  
Sanskrit Social Network Platform  
Systems for Art Forms  
Sports Event Management System

## Objective of the initiative

Provide participants an opportunity to work on interesting projects. All the projects have aspects of science, technology, business, strategy, sociology, economics, and politics. Participants can join one or more projects based on their interests. Please click on the respective link to know more about the projects. These are long-term projects, so we will move slowly, but we would like to convey that the projects will become challenging as we move ahead. Participants can join or drop anytime during the project.

The projects allow participants an opportunity to create something for their community, solve problems, and build skills and competencies. In today's world, where more and more focus is getting shifted to content consumption on social media, this could be a medium for you to create something new (content creation).

All members working on the initiative and projects are encouraged to work on projects in their free time as a fun activity. Participant who wants to contribute could be from any age group and educational background. Let's crowdsource innovation!

Long Term 12 Year Projects

Home  
The Natural Fiber Project  
Games and Animations for Itihasa  
Robots for Social Problems  
Sanskrit Social Network Platform  
Systems for Art Forms  
Sports Event Management System

Robots for Social Problem Solving

rules

# moderator-only

+ INFORMATION

# actions

# announcements

# resources

+ TEXT CHANNELS

# general

# meeting-plans

# off-topic

+ VOICE CHANNELS

Lounge

Meeting Room

Shatad

+ PARTICIPANT INPUTS

# chess\_ipl 32

# rjoshi-45

Voice Connected

Meeting Room / Robots for ...

Video Screen

Shatad #!

# general

# Welcome to #general!

This is the start of the #general channel.

[Edit Channel](#)

→ Welcome, **Uday kulkarni**. We hope you brought pizza. 05/13/2021

May 16, 2021

→ Good to see you, **Chess\_Iplayd4**. 05/16/2021

→ ★TMR★DYNA★MΟ★ hopped into the server. 05/16/2021

May 17, 2021

→ Vishwesh Hanchate just slid into the server. 05/17/2021

May 18, 2021

Shatad 05/18/2021

Namaskaram!! (edited)



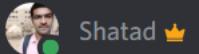
Message #general



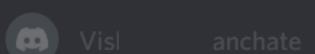
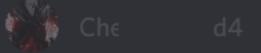
Search



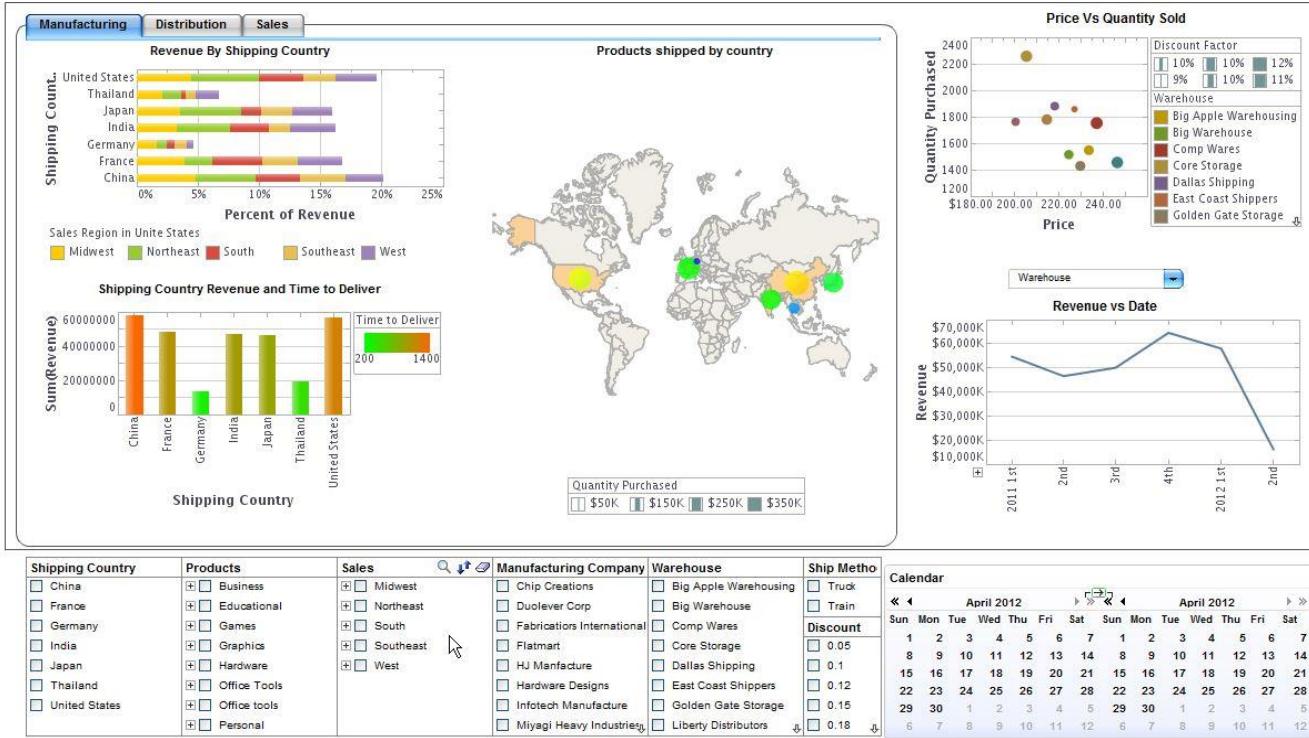
ONLINE — 1

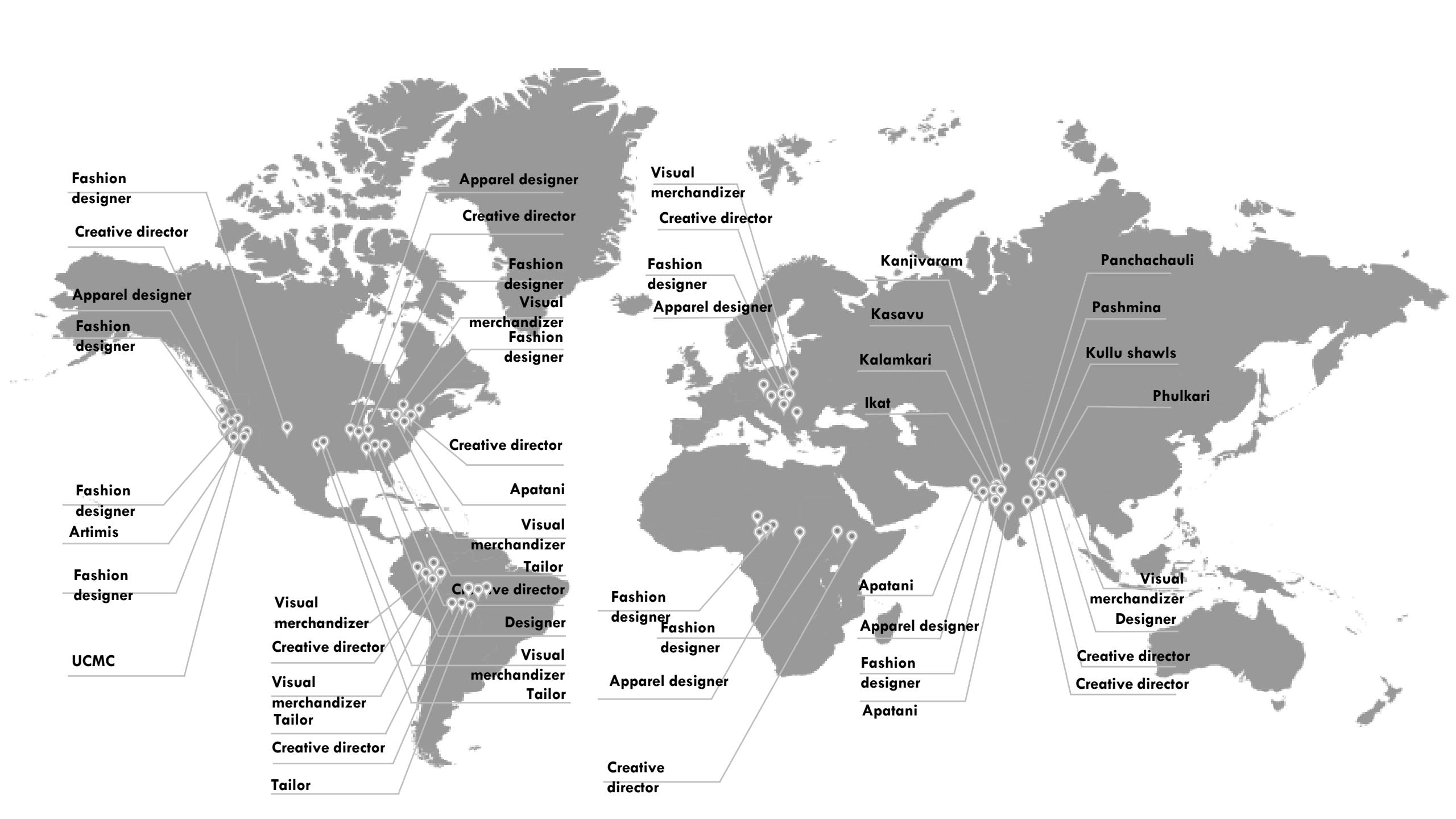


OFFLINE — 6



# Situational Awareness Function





## Motor vehicle collisions

Data: Motor vehicle collision injuries and death in NYC, Jan 2016

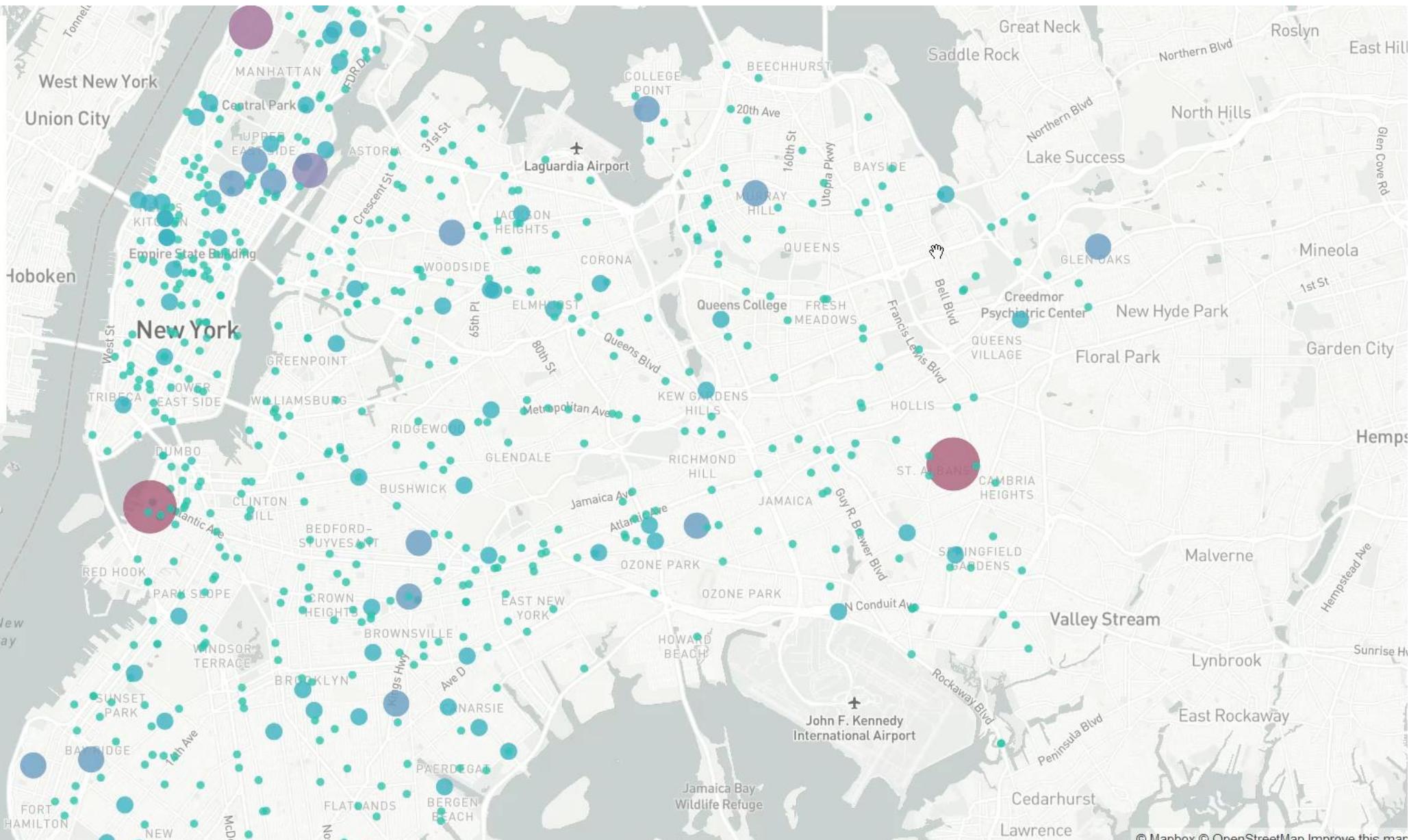
Casualty

0 1 2 3 4 5+

Hour: 12PM

Day of the week

All  Weekday  Weekend



© Mapbox © OpenStreetMap Improve this map



Mashnaq

mapbox

## Boundaries Explorer

Country / Territory by ISO code

India (IN)

World View for disputed areas

India

Boundary by type and level

adm0 : country/territory

1 Boundary List

IN India

Kabul  
an  
Lahore  
PUN.  
TIBET  
Ne  
RAJ.  
GUJ.  
Indore  
M.P.  
Nashik  
Mumbai  
MAH.  
TEL.  
KAR.  
A.P.  
T.N.  
KER.  
Bengaluru  
Visakhapatnam  
Chennai  
Kolkata  
Yangon  
Thailand  
Arabian Sea  
Bay of Bengal  
Ceylon  
Search

+ - ▲

# Parallel

## Building ages in the Netherlands

All 10 million or so buildings in the Netherlands. Building heights and date of construction from 3D BAG (Basisregisterie Adressen en Gebouwen) data.

2020
2015
2000
1975
1950
1925
1900
1850
1800
1750
1700 or earlier
Not known

Search for town, street or postcode

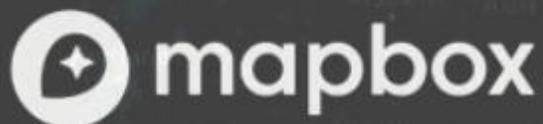
Data: 3D BAG by 3D GeoInformation Group,  
TU Delft, January 2020: [3dbag.bk.tudelft.nl](http://3dbag.bk.tudelft.nl)

Thanks to Mapbox for their generous support  
in keeping this resource live.

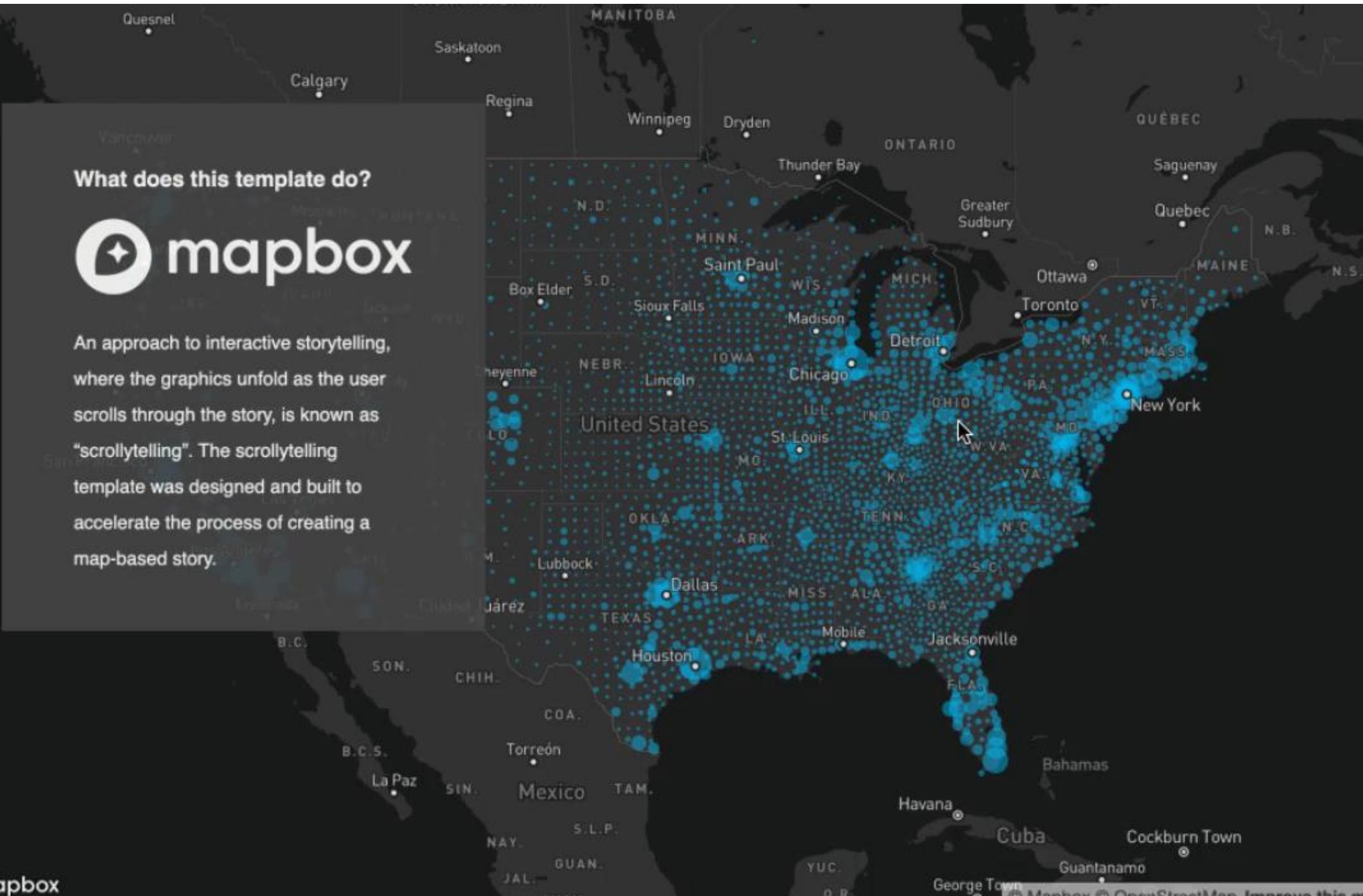
Begijnhof 43  
1012 WV Amsterdam  
Noord-Holland  
Construction date: 1905



What does this template do?



An approach to interactive storytelling, where the graphics unfold as the user scrolls through the story, is known as "scrollytelling". The scrollytelling template was designed and built to accelerate the process of creating a map-based story.



# Provide Holistic View

---

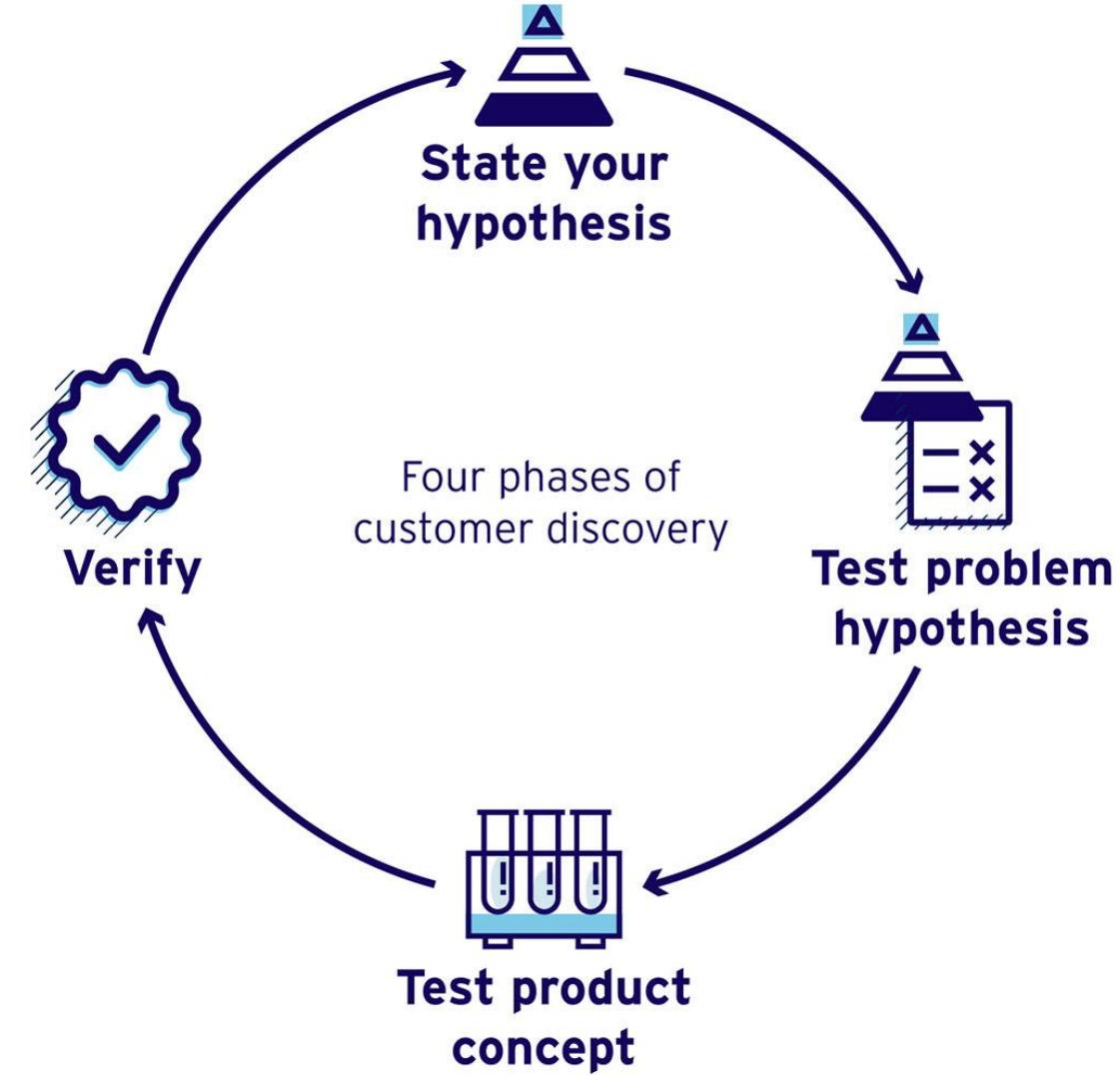
# Network Functions

The screenshot shows a web browser window with the URL <http://www.khushibaby.org>. The page is titled "Solutions". It features a central circular graphic illustrating a mobile application's interface, with icons for a doctor, a patient, and various medical symbols. Below the graphic, there are sections for "Community", "ASHA", "NFC", "BIOMETRIC", "GPS", "AUTOMATED", and "ANALYTICS". A "Learn More" button is located at the bottom left.

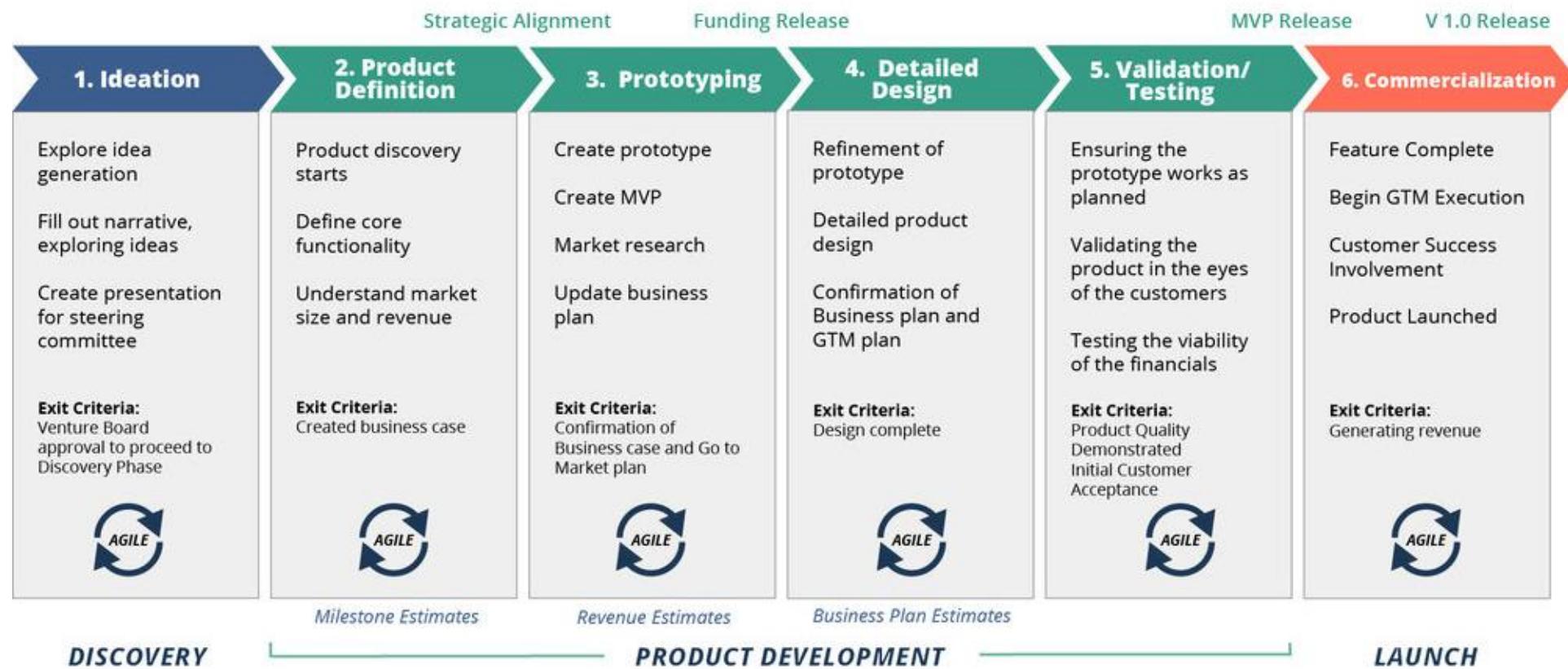
The screenshot shows a web browser window with the URL <http://www.wildlifeconservationtrust.org>. The page is titled "Our 360° Approach". It features four main sections: "Forest & Wildlife" (with a leaf icon), "Communities" (with a person icon), "Impact" (with a bar chart icon), and "VSTF" (with a house icon). Each section has a brief description and a "Read More" link.

The screenshot shows a web browser window with the URL <https://storyweaver.org.in>. The page displays statistics: 34672 STORIES, 11890000 READS, and 296 LANGUAGES. Below these, there is a grid of story cards with titles like "The Peacock Lady", "On Mondays I Want to Hide", "Birds That Sing Their Names", "Every Drop Counts", "Three Friends", and "I Don't Want To Sleep!". At the bottom, there are three categories: "SDG Lists", "Read-Aloud Stories", and "Science & Nature".

# Customer Discovery Function



# Development Function



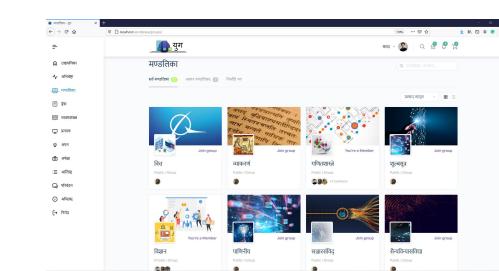
Economic  
Function -  
Commercialization



# Digitization Function

Platforms and Website

The screenshot shows the ARMMAN website's main page. At the top, there's a banner with a woman's face and the text "Leveraging technology to create scalable solutions, empowering mothers and enabling healthy children". Below this, the word "ARMMAN" is prominently displayed in red. To the right, there are several statistics: "17 STATES IN INDIA", "24,123,122 BENEFICIARIES", "173,297 HEALTH WORKERS TRAINED", "97 PARTNER HOSPITALS", and "40 PARTNER NGOs". A map of India highlights states like Bihar, Jharkhand, and West Bengal.



The screenshot shows the "OUR PROGRAMMES" section of the ARMMAN website. It features four programs: "mMitra" (described as a free mobile voice call service), "Kilkari" (described as a mobile health education service for pregnant women and new mothers), "Arogya Sakhi" (described as a mobile tool for community health workers), and "Mobile Academy" (described as a training course for health workers). Each program has a small icon and a brief description.

The screenshot shows the "mMitra" page of the ARMMAN website. It includes a sidebar with links to "Programmes", "mMitra", "Mother & Child Tracking System", "Arogya Sakhi", "Kilkari", "Mobile Academy", and "MUW Moderately Underweight Children". The main content area features large numbers: "2.40 Million WOMEN REACHED", "9 STATES", "40 NGO PARTNERS", and "97 HOSPITALS". There are also sections for "KNOW MORE" and "CONTRIBUTE NOW".

# Preliminary objectives

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- Train participants
- Provide guidance on academic project



# Intermediate Objectives

Equip

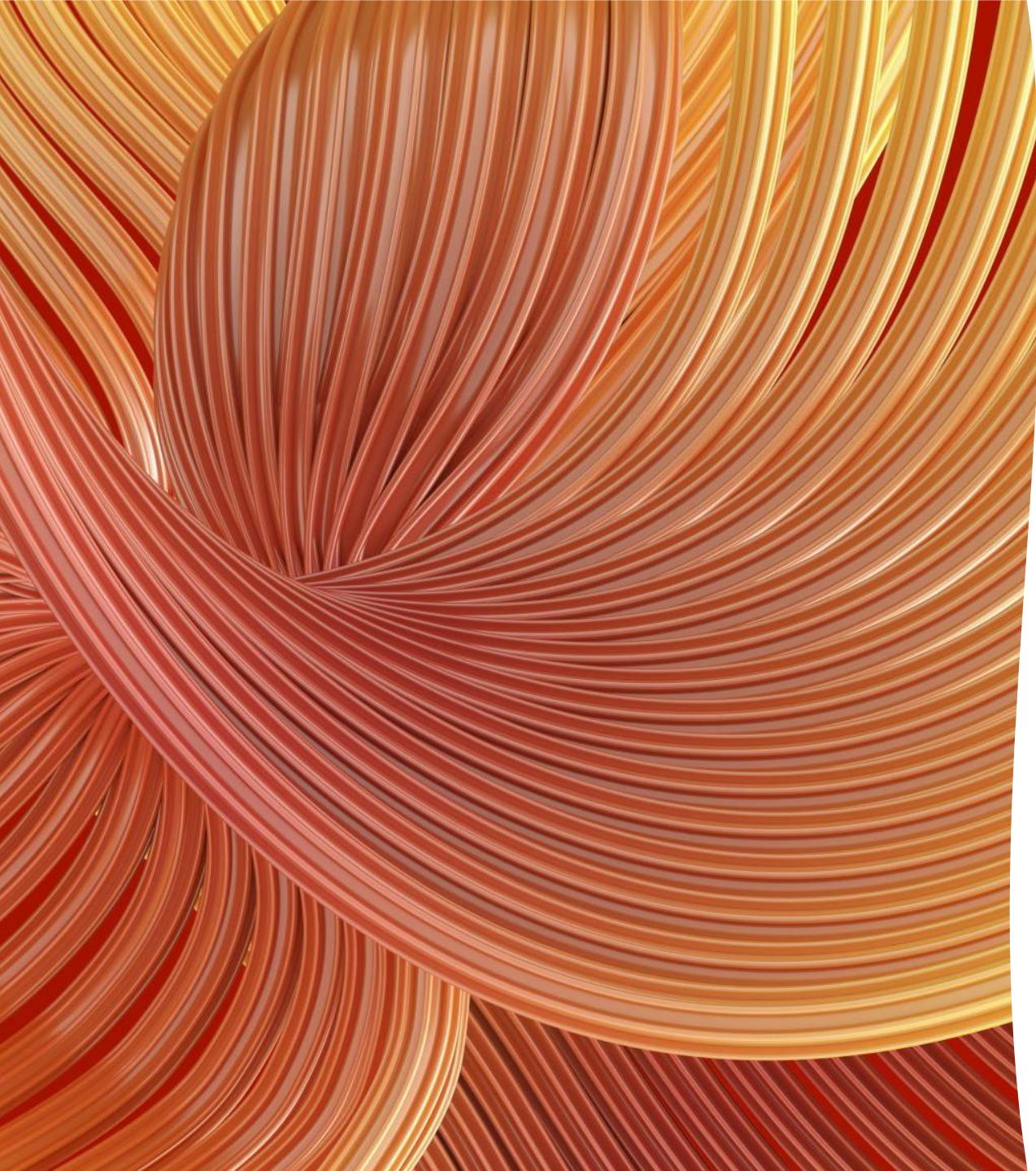
Equip participants with state-of-the-art in technology, business, etc

Network

Network individuals

Support

Support participants for project competition



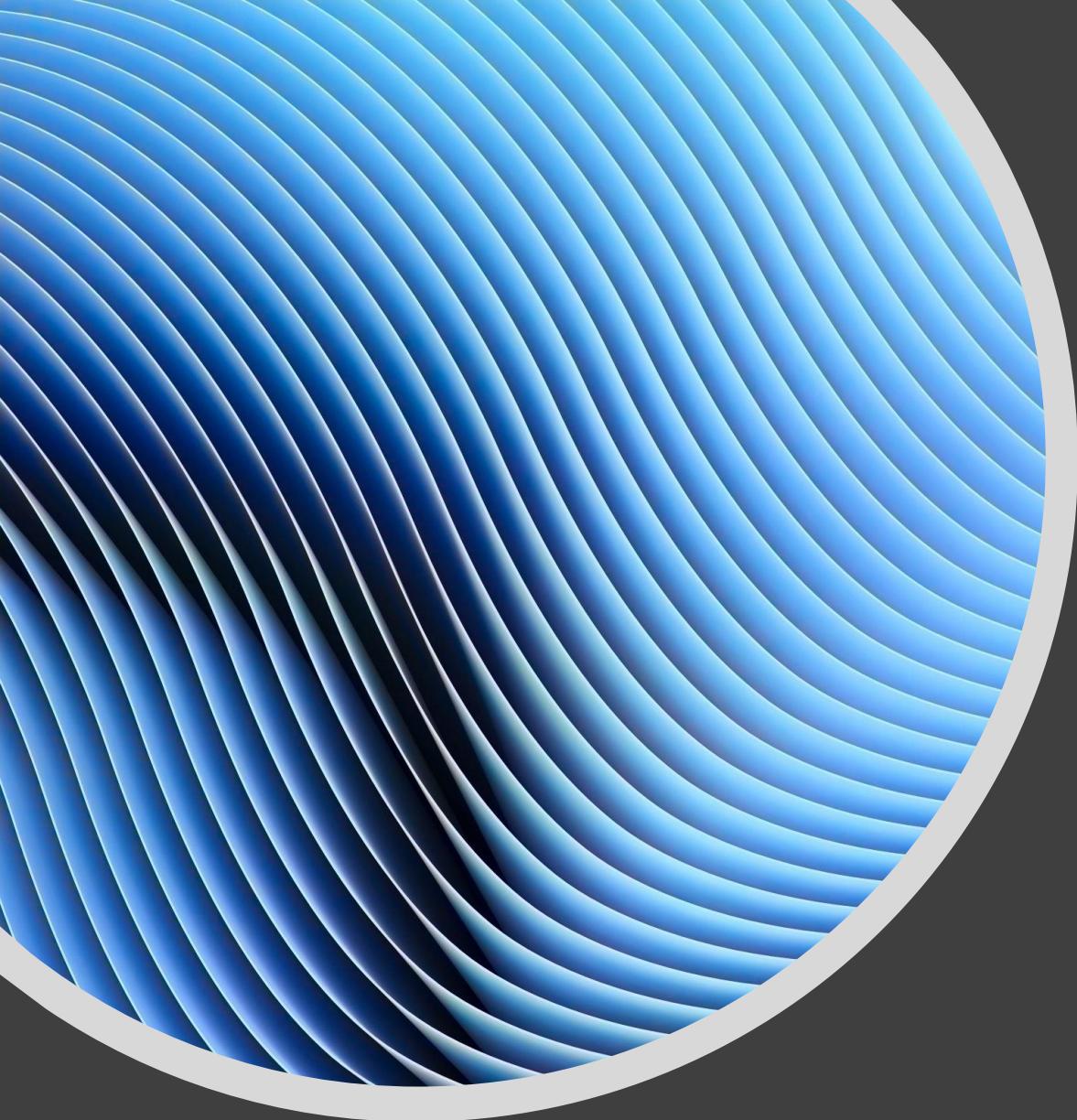
# Advanced objective

Implement  
solutions and scale  
them

Generate  
economic activities  
from enterprises

A close-up photograph of a light-colored wooden tray holding four coffee cups. Three cups are white paper cups with black lids, positioned in the foreground. The fourth cup is a larger white paper cup filled with coffee and topped with a latte art design. The tray is resting on a dark surface.

Provide alternative  
platform to spend  
time constructively



Develop  
something that  
works

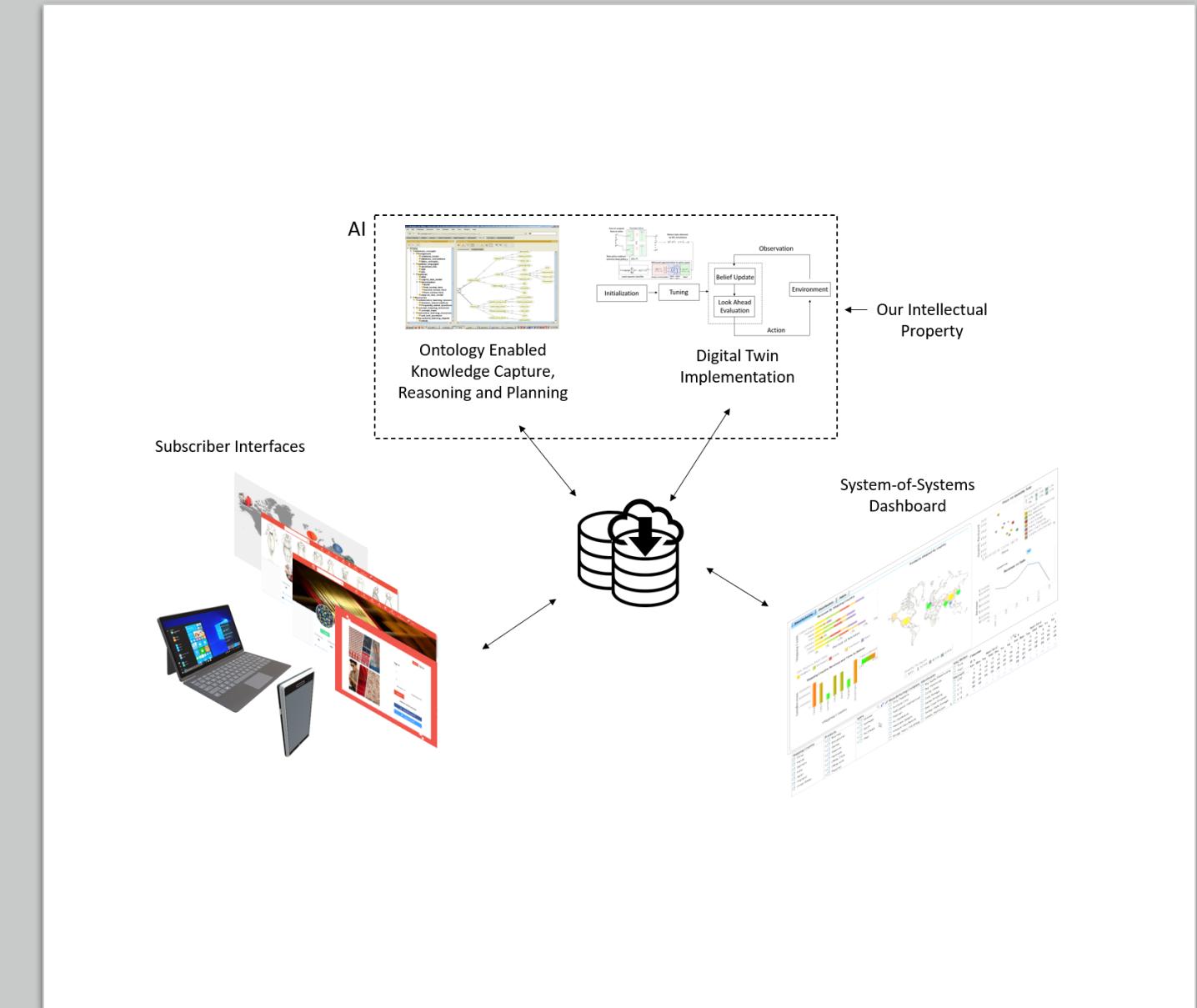
Then upscale  
and cross scale

# Self Organization

Infuse sufficient amount of energy in the sos

# Application of

- Sparse Information Modeling
- Model-Based Systems Engineering
- Digital Twins



# SoS



VIRTUAL



COLLABORATE



ACKNOWLEDGED



DIRECTED

# Agility and resilience not optimization



Scaling up  
methods not  
dumbing down  
problems

---

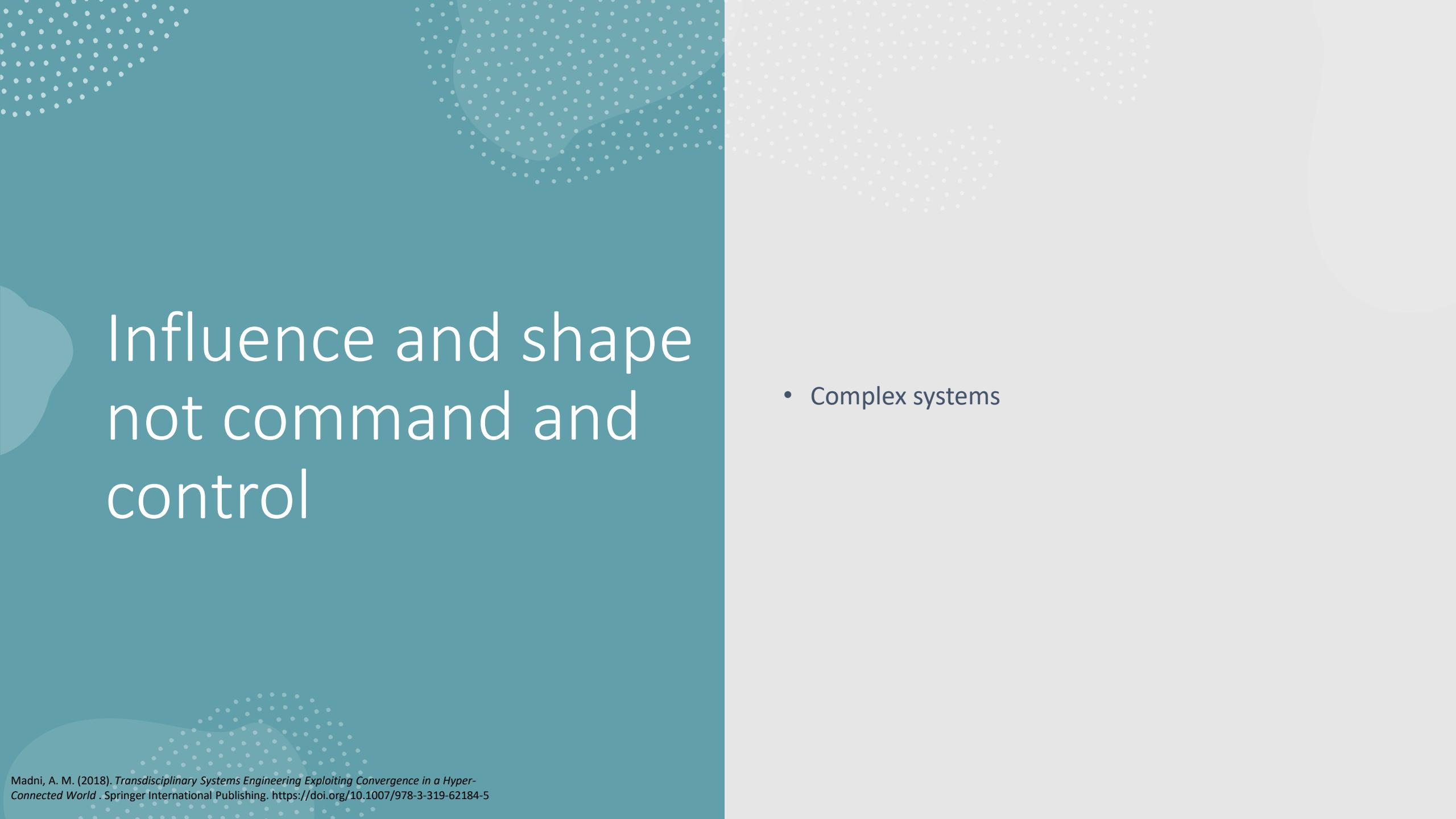




# Transdisciplinary thinking

Don't rely on Eng.  
tech

Sociotechnical  
systems



# Influence and shape not command and control

- Complex systems

Mutual commitments  
not just contractual  
relationships



Plan as  
you go  
not plan  
then go

Complex dynamic  
environment

Contingencies, reactive and  
adversarial components

Plan closed loop process ,  
plan adjusted,



Modelers and  
clients not just  
platforms and  
tools, who to  
focus on



Productive  
definitions  
not all-  
encompassing  
definitions





Story telling not  
just system  
modeling

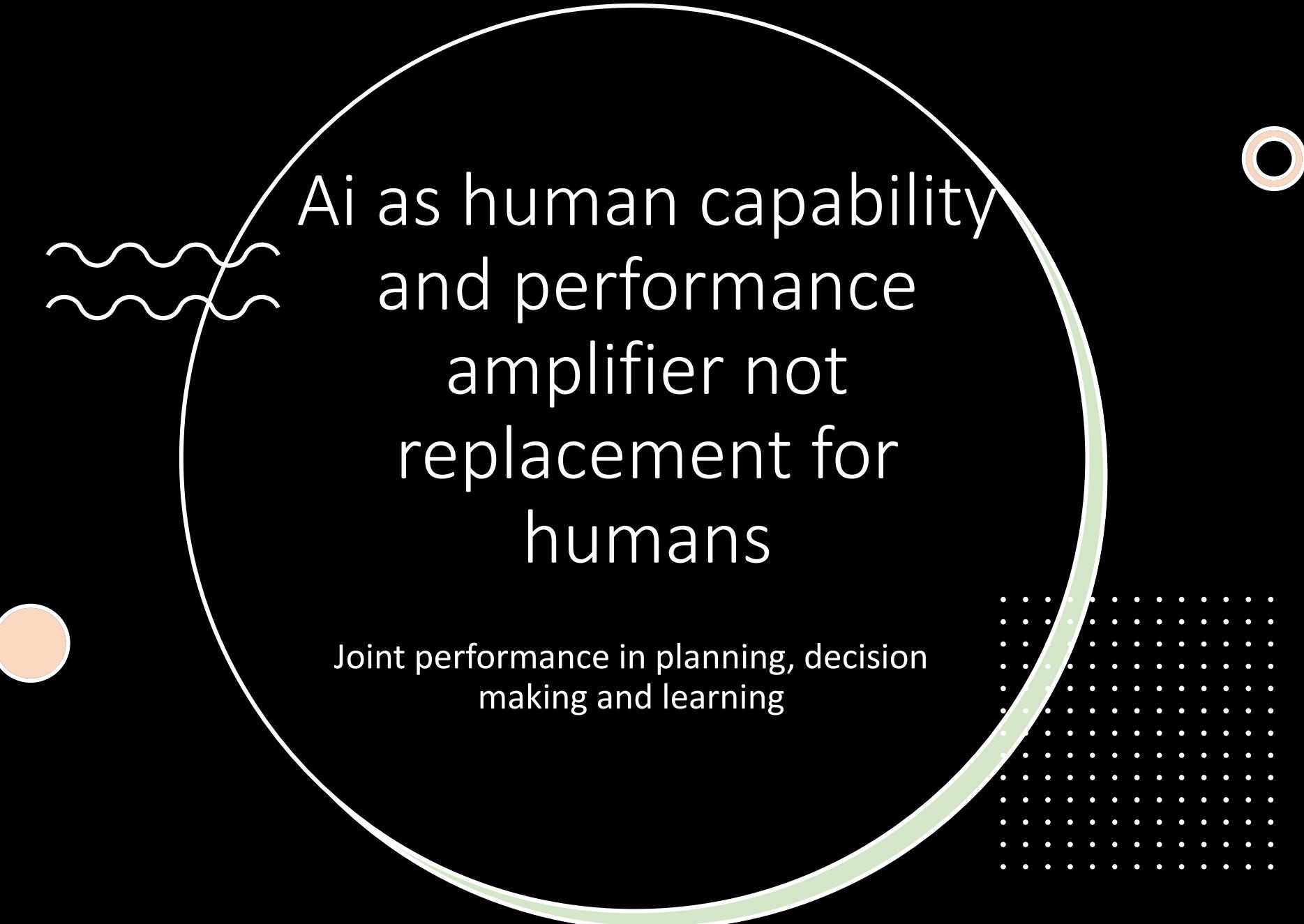
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Formal and flexible  
modeling not  
formal or flexible  
modeling

Learning by doing ,not  
by listening and recalling



# Digital twins not generic systems model



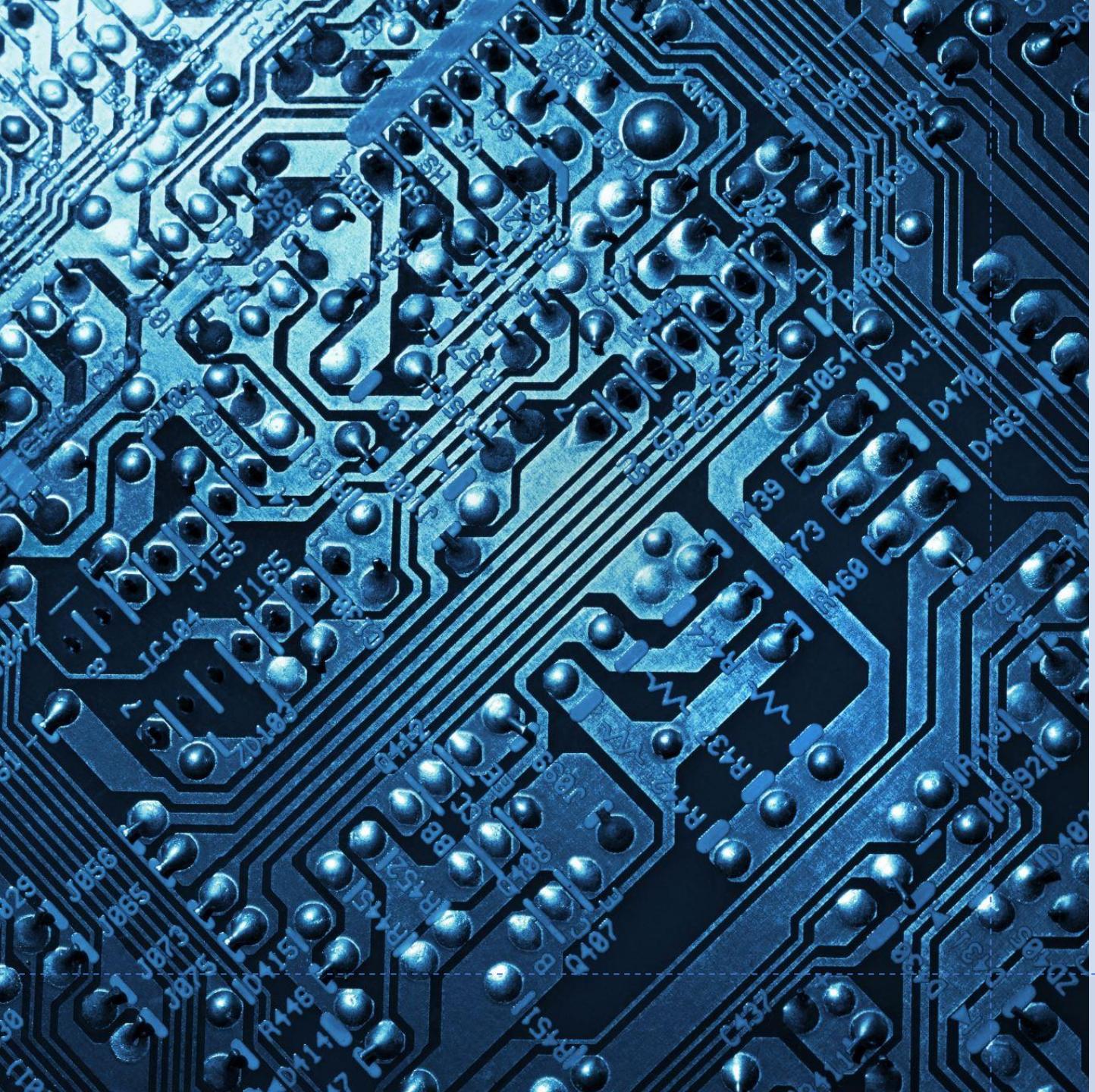
Ai as human capability  
and performance  
amplifier not  
replacement for  
humans

Joint performance in planning, decision  
making and learning

Use inspired  
research not  
just theoretical  
research



# Software and systems not software or systems



Think  
cybernetically  
not linearly



Explore historical cases with  
different assumptions, not  
just review them

---

+  
◦ • Think competitive  
advantage not  
requirement  
satisfaction

+

◦

# Why should you join?

A participant 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 collaboration tools and cloud 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**

# How to Join?

Visit : <https://sites.google.com/view/creativebharat/home>



[Systems.arw@gmail.com](mailto:Systems.arw@gmail.com)

Email