

Hello Sir/Madam,

Hope you are doing well. We have an initiative in mind for students, wanted to know your thoughts.

We are experimenting with a crowdsourcing innovation initiative. In the last 1 year, we worked on defining few social impact projects and created a platform to crowdsource them in more detail. The platform will allow students/participants to work on projects from their homes.

For now, assembled a website to put down a common point of contact

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

The objective of the initiative described on the website:

" 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 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! "

Project Communities are:

1. Climate Change and Agriculture (Projects: The Natural Fiber Project, Green Marathwada,...)
2. Robots for Social Problems (Projects: Healthcare Robot, Surveillance Swarm,...)
3. Sports and Sociology (Projects: Sports Event Mgt. System, Maharashtra Forts' Digital Mapping,...)
4. Entertainment and Education (Projects: Games and Animations for Itihasa,...)
5. Language Studies (Projects: Native Language Social Network Platform,...)
6. Arts and Healthcare (Projects: Systems for Art Forms, TB System-of-systems Dashboard,...)

We gave webinars on this initiative to few students groups in college and schools to test the concept of the initiative. We asked students to join communities. 150+ students participated in the webinars in total, and 20+ students have joined different project communities so far. There are moderators too.

- The webinar video is available on the website
- The webinar pdf is available on the website
- And the link to join each project community is available on the website.

Selected a discord server for project communities; this is a digital distribution platform for creating communities.

In these times, We want to dedicate 4-8 hours/month towards working on solutions with students/participants, and we think this could be a possible way.

1. Many students might feel homebound and helpless due to sudden shortenings of opportunities; collaboration projects like these can provide a way to work on their skills. Projects are real-world problems, so the group has to build understanding accordingly. Projects are kept as 'slow' and 'long term' considering the part-time/free-time aspects of contributors, but they can be accelerated based on participants' interests. The domains are diverse to address different situations and interests.
2. Many people are consuming content on the internet; there are limited opportunities to work on creating something new and take action in the real world. Through this initiative, we intend to connect participants with real-world societal situations. Contributions can come through various means.
 - Data sets can be crowdsourced
 - Problem definition can be crowdsourced
 - Solution development can be crowdsourced
 - Ideas can be crowdsourced
 - Various parts of a business plan can be crowdsourced
3. Very importantly, these solutions need to be built no matter what.

Academic projects are an integral part of student's curriculum. Additionally, projects have the power of infusing interest about a particular subject in students. The initiative connects students' projects with societal situations (problems), instilling greater confidence and enthusiasm. In the project communities, we keep separate channels for participants to isolate their inputs and avoid groupthinking and conflicts. Communities also have channels to work as a team collaboratively. The project tasks are distributed and scheduled for individual participants. Efforts are coordinated, and information is fused towards project implementation. Professionals and alumni participate in the communities to guide participants' projects. The initiative attempts to provide a dedicated platform for crowdsourcing long-term social impact projects.

We want to discuss about this initiative with you and propose a meeting for the same.

Meeting agenda:

- Presentation on the initiative (30 Minutes)
 - Objectives
 - Project Communities
 - Inputs
- Discussions (15 Minutes)
 - Q&A, Feedback
 - Next Steps – Scope, Communication, etc.
- Additional Points for Presentation by Attendees (15 Minutes)

Registration form for the meeting: <https://forms.gle/hD3LpFoCKUnVp2N28>