

Web Quest Development

The following **COMMON INTRODUCTION** points to all roles are constant.

Include the following in the first head of all your individual Web Quests:

- Theoretical knowledge of the project.
- Application of a particular subject in the project (Chem, Phy, etc)
- Reason for choosing a particular role.
- Need of the project.
- Application of the project.

Role S1: Research Question – From Incumbent Concepts/ Topics

- Include the research that has been carried out in this direction.
- Cite some articles, research papers, projects on the topic.
- Include the companies that are already working (anywhere on the globe)

Role S2: Significance of researching on this project?

- Importance of the topic in their teaching/learning?
- Future prospects and relevance in future projects.
- Companies that are going to work for the same in the future.

Role S3: Employment Readiness

- What kind of skills will be expected in case a student wants to join in a project under your topic
- Perception of employers in this field
- What kind of work and education is required for a project of this sort?

Role S4: Industry and Customer Benefit

- Value Stream that gets generated from the project.
- Benefits that the project will have on individual customers and people.
- Value that gets added in a nation's economy via the project.

Role S5: Interdisciplinary Knowledge Effectiveness

- Value creation from previously gained knowledge in schools and universities.
- How that inter-disciplinary knowledge (from different subjects) does get applied in the project?
- The kind of motivation that gets generated by a project like this for students.

Role S6: Cost Management

- The business model that would cater to a project like this.
- Cost effectiveness of this project in the present scenario.
- Real-time cost requirement to carry out this project.

Role S7: Critical Thinking

- Compare and contrast various concept methodologies regarding the development of such a project.
- Examine perspectives and alternate points of view on this project
- Justify the methodology that you feel suits best for this project development.

Role S8: Product manufacturing processes and technology

- The technology required for carrying out such a project.
- The manufacturing tools and knowledge required for development.
- The machineries, requirements those are required for the project.

Role S9: Collaborative Work Flow

- The methods used to connect team members (sites, portals etc)
- Challenges faced in bringing everyone on one page.
- The interactive and encouragement methods that helped everyone reach a common goal.

Role S10: Project management

- How were the roles divided for the project?
- The project management techniques.
- How were the challenges faced while managing everyone (including inactive members) for the project overcome?

Role S11: Digital Publishing

- How the project work was branded on different social media platforms?
- Responses gained by the digital presence (Blogs, Facebook pages, Twitter).
- Digital portals that were used for project development, their advantages and issues.

Key points:

1. Present valid proofs (snaps, chats, tweets, videos, articles, blogspot etc.) supporting your statements.
2. Include un-plagiarized text.
3. Text from two Web Quests shouldn't match.
4. Divide your complete idea (including the main factor) into 6 heads:

- First: The **common introduction** (as already explained)
- Second: The introduction of your specific role, your skill sets etc.
- Third: The Tools (portals, websites, research papers, articles, blogs etc).
- Fourth: Elaborative study of your role.
- Fifth: Future prospects.
- Sixth: Conclusion, link to your resume or portfolio and your creative inputs etc.

These points are a sample. You can go as creative as you wish. Divide the work into six heads anyway that suits you. Keep the Common Introduction static.

5. Phase 1 submission: Include some genuine text in each field as per the work done till now. You can be creative in expressions.
6. Phase 2 will progress similarly.
7. Web Quest link submission can be updated on a Google document that will be circulated.

Include the text in a way that the following points are explained

- Theoretical Knowledge
- Applications
- Your role and Digital portfolio (please develop a resume/digital profile (LinkedIn))
- Understanding of your organization
- Learning gained
- Strategize and determine customer
- Team effectiveness
- Value creating benefit
- Goals and accomplishments
- Insurance of curiosity, interest and motivation
- Determine new performance measures
- Valuable Content Creation
- Customer benefit and improved experience
- Own research conclusions

Group Web Quest:

Group Web Quests need to be created by any group member by a different ID (Email-ID), the reason being that only one login is allowed per person. The team member (not necessarily group leader, can be anyone dedicated from the team) needs to be provided with the complete data in the exact format by the students of the team before April 25th, after which this member will just compile them in a group Web Quest (the text in the final WebQuest should have data from all the Web Quests creatively divided into 6 parts as a project on the whole).

Member taking up two roles:

For a member taking up two roles (restrict to two only, if a member takes group web quest, don't take a third role) two different login Email IDs are required, since zunal.com doesn't allow two Web Quests from one Login ID. Use two Email-IDs for the same.

- In case of absence from leagues, no make-up is allowed.
- In case of absence from the final presentation for selected 5 teams, a written report needs to be submitted like the 15 eliminated teams.
- Online test is going to be generic.
- 2 minutes presentation at the leagues needs to be as interactive and creative as it can be.
