

Proposals

for the post of

General Secretary Social and Cultural

**Technology Students' Gymkhana Indian Institute
of Technology, Kharagpur Academic session:
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● **Proposal 1:**

INTRODUCTION OF OPEN IIT SCRABBLE
AND WORD GAMES SOCIETY.

● **Proposal 2:**

HARMONISING CAMPUS CULTURE: FOSTERING
STUDENT ENGAGEMENT THROUGH CULTURAL
WORKSHOPS AND PRODUCTIONS

● **Proposal 3:**

CELEBRATING CAMPUS TALENT: YOUTUBE
SHOWCASE & GENERAL CHAMPIONSHIP
AWARD CEREMONY

INTRODUCTION OF OPEN IIT SCRABBLE AND WORD GAMES SOCIETY.

Objective:

This proposal aims to introduce an Open IIT Scrabble event and Word Games Society within IIT Kharagpur to enhance the campus's word gaming community and raise awareness about the diverse array of word games available.

Impact:

The Word Games Society and Open-IIT Scrabble are dedicated to providing an inclusive platform for individuals from diverse backgrounds to engage in stimulating word games, fostering the development of cognitive skills such as memory, vocabulary, and analytical reasoning. Participation in word game competitions cultivates these skills and offers opportunities for students to excel at the Inter-IIT level. Through open sessions and active participation in outstation events, the society identifies and nurtures talent, enhancing competitiveness and preparing members for success in Inter-IIT competitions. As a hub for word game enthusiasts, the society promotes awareness and appreciation of these games within the campus community through organized events. Ultimately, the society serves as a vital grooming ground for our campus, facilitating improved performance and representation at Inter-IIT events.

IMPLEMENTATION:

- The workshop will focus on increasing event awareness and exposure rather than comprehensive learning, fostering relationships, and team formation by the committee of members before the Open-IIT Scrabble event.

- Conducting an Open-IIT Scrabble event aimed at campus enthusiasts and workshop participants, serving as a platform to identify and engage individuals interested in word games while fostering community involvement.
- Conduction of Open sessions will be held every weekend, welcoming all interested individuals, with governors ensuring smooth operations by providing guidance, teaching, and resources.
- The Conduction of A Word Weekend event, spanning three days in the first week of October, will feature competitions and activities related to word games, serving as a recruiting ground for Inter-IIT competitions.
- Participating in outstation events like the Indian Crossword League, Patna Mind Fest, and Darbhanga Mind Fest will enhance skills, nurture competitiveness, and provide valuable competition experience for society members.
- Conduction of Theme-related word game events will be organized on special occasions to increase student participation and awareness.
- Conduction of Online word game events will be conducted to boost publicity and spread awareness across various social media platforms.

NECESSARY GROUNDWORK:

We must establish a committee overseeing open sessions, workshops, and events to establish the proposed society effectively. We intend to collaborate with the IIT administration and Gymkhana to secure the requisite resources for these endeavors and ensure their implementation.

Key requisites include:

Procurement of Puzzle Subscriptions: We will request subscriptions to "The Hindu" and "Times of India" to access cryptic crossword samples. This can be arranged through the library.

RULES FOR OPEN-IIT SCRABBLE EVENT:

Judging Criteria:

We will follow the official Scrabble rules. All disputes will be settled by the Tournament Director, who will have the final word.

Rules:

- **Prelims format:**

1. In the prelims, teams of 5 compete against each other. (5V5, i.e., Team vs. Team)
2. Games are ideally played with physical Scrabble boards but can be switched to online if needed.
3. The top 6 teams move on to the playoffs.

- **Game format:**

1. Each game lasts 30 (+2) minutes, with 15 (+1) minutes for each side to make their moves. Tasks like arranging tiles don't count towards this time.
2. Players can challenge their opponent's moves. If a move is found unacceptable, the player who made it loses their turn.

3. Players can consult the dictionary for challenges, and all words made in one turn are challenged together.
4. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any Challenge.

- **Finals format:**

1. The top 6 teams make it to the playoffs. It is now an individual tournament.
2. The playoffs are a series of 1v1 games. There are several rounds of games in the playoffs.
3. Final rankings are based on performance in the playoffs.
4. The playoffs don't have formal quarterfinals, semifinals, or finals.
5. The gameplay rules remain the same as in the prelims.

HARMONIZING CAMPUS CULTURE: FOSTERING STUDENT ENGAGEMENT THROUGH CULTURAL WORKSHOPS AND PRODUCTIONS

Objective:

This proposal aims to host workshops targeted towards students to foster increased participation in Social and Cultural domain organized by the Academy of Classical and Folk Arts and alums from esteemed institutions such as IITs, NITs, and IIITs. These workshops will serve as a platform to engage students and ignite their interest in various artistic endeavors. Additionally, the proposal seeks to facilitate the production of NCA course students, providing them with opportunities to showcase their talents and contributions within the cultural community. Through these initiatives, we aspire to cultivate a vibrant and dynamic cultural environment, enriching the educational experience for students while promoting the cultural arts on a broader scale.

Impact:

Workshops unite people with common interests, helping them form friendships and teams. This creates a strong sense of belonging and teamwork at Open-IIT, Inter-IIT, and all other events, which benefits everyone. Participants gain valuable knowledge and skills from these workshops, making them better equipped to tackle challenges confidently. This often leads to better results during events, and successful alums might even provide opportunities for current students. The NCA production not only encourages students to pursue NCA courses as extra academic activities but also serves as a way to measure their progress in NCA courses. This strengthens the campus's social and cultural community, creating a lively and supportive environment for everyone involved.

IMPLEMENTATION:

- The Conduction of Workshops provides a platform for event attendees to share feedback and opinions, aiding organizers in enhancing the event's overall experience and relevance.

- The Conduction of Workshops focused on dance, music, folk arts, and fine arts, held from August to October, aim to increase awareness about the event and offer exposure rather than just focusing on skill acquisition.
- Conduction of Alumni workshops, which feature successful individuals in the social and cultural domain, motivating students and providing them with opportunities. These workshops will be conducted in offline and online throughout the academic session.
- The Conduction of NCA production, conducted at the start of the academic session, is led by the NCA team with administrative support, serving as an awareness and induction program of NCA for the newly entered freshers.

Necessary Groundwork:

For conducting the workshops and production events. We seek the support of the IIT administration to allocate the necessary resources for the event and ensure its smooth execution.

CELEBRATING CAMPUS TALENT: YOUTUBE SHOWCASE & GENERAL CHAMPIONSHIP AWARD CEREMONY

Objective:

This proposal aims to showcase various social and cultural events, from the General Championship to Inter-IIT competitions on the Cultural.IITKGP YouTube channel. Additionally, we propose to enhance the recognition of individual achievements within the General Championship for social and cultural activities by presenting individual awards in the award ceremony of the General championship social and cultural.

Impact:

The broadcasting of social and cultural events from our campus via the Cultural.IITKGP YouTube channel will create enduring memories for participants and foster a deeper appreciation for the arts worldwide. This endeavor serves as a comprehensive repository of the diverse and valuable art forms showcased by our students, effectively portraying the vibrant cultural landscape of IIT Kharagpur. Positive reception, indicated by likes and views, validates the significance of these events and opens avenues for monetization. By leveraging this support, we can allocate funds to running Gymkhana. Furthermore, individual awards will serve as a compelling incentive for students to consistently excel in their performances, which becomes one of the parameters for deciding gymkhana awards in the social and cultural sphere.

IMPLEMENTATION:

- The Secretary of Technology students' gymkhana should ensure the recording of every cultural event organized by the Gymkhana and their subsequent upload on the Cultural IITKGP YouTube channel.
- Capturing footage of the InterIIT contingent's journey from inception to conclusion and sharing it online will significantly bolster their confidence as an Aftermovie.

- Conduction of Award ceremony for the general Championship Social and Cultural after the conclusion of all the general championship social and cultural events.
- Individual awards for achievements in general championship social and cultural events will be awarded. Additionally, Awards will be presented based on overall performance in respective cups.
- Awards presented in stage play will also be commemorated with trophies for the performers.
- Awards will be distributed to winners during an award ceremony following each event stated above, boosting their morale and confidence, with institute officials adding to the significance of the recognition.

Necessary Groundwork:

We propose seeking the Gymkhana's support to allocate necessary resources and ensure the smooth execution of the event. The concerned secretaries will be allotted for the work, and general secretaries will oversee the work assigned. The subcommittee meeting will decide the list of individual awards for the respective events.