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DEPARTMENT OF HUMANITIES AND SOCIAL SCIENCES

Contesting for the post of
General Secretary Technology
Technology Students' Gymkhana
Indian Institute of Technology Kharagpur (2025-2026)

PROPOSAL 1: PRESERVING THE LEGACY OF DOMINANCE IN INTER IIT & GENERAL CHAMPIONSHIP TECHNOLOGY

Overview:

To deal with the absence of formal orientation for freshers in Open IIT and General Championship (GC) competitions, this proposal presents a Tech Orientation Week formally organised by the Technology Students' Gymkhana. The initiative aims to demystify the facts of Open IIT and GC competitions, including prerequisites, timelines, and success tips, and equip freshers with the skills and confidence necessary for successful engagement. Early exposure to hands-on demonstrations, success stories, and well-chosen resources will create interest and a competitive mindset, enabling first years to contribute meaningfully to teams, ensuring informed involvement, and cultivating a competitive culture from their first semester.

Proposal:

1. Introduction to Open IIT & GC, highlighting the significance of various events.
2. Mapping prerequisites and required skills, including technical and soft skills, along with recommended resources and tools.
3. Alumni and senior panels featuring past Open IIT winners, GC captains, and alumni sharing their experiences, challenges, and key insights.
4. Hands-on demos of past projects to showcase competition standards, followed by an interactive Q&A session.
5. A centralised online portal hosted by the Gymkhana, providing curated resources, past winning solutions, and alumni success stories to guide freshers in their preparation.

Impact:

1. Enhanced Participation & Preparedness: Freshers will participate in Open IIT and GC events with clarity on prerequisites and timelines, enabling meaningful contributions from their first year.
2. Practical Skill Development: Curated resources and hands-on demonstrations bridge classroom concepts and competition-ready skills, accelerating real-world application.
3. Culture of Collaboration: The centralised portal and interactive sessions will foster cross-batch mentorship, creating a supportive ecosystem where knowledge flows seamlessly between seniors and freshers.
4. Alumni-Led Inspiration: Success stories and candid discussions with past winners make the path to success more tangible, motivating freshers to embrace challenges and learn from setbacks.

Groundwork:

1. Gymkhana Coordination: Form a committee with the General Secretaries of Technology, Secretaries of Tech Committee, previous GC winner captains, and past winners of Open IIT to design session agendas, curate resources, and oversee portal development.
2. Venue & Logistics: Offline sessions will be conducted in a booked auditorium or hall, with recordings made available for later access.
3. Alumni Engagement: Invite alumni for virtual/in-person panels and mentorship sessions.
4. Promotion: Leverage Gymkhana's social media, freshers' WhatsApp groups, and tech societies for publicity.

PROPOSAL 2: MONTHLY TECH CALENDAR & NEWSLETTER

Overview:

IIT Kharagpur hosts a range of tech events, but information about them is often scattered across various platforms, causing students to miss opportunities. This proposal introduces a centralised Monthly Tech Newsletter to consolidate all relevant tech event details, including calendar, qualification criteria, tips, and insights from previous winners. The goal is to provide a single, accessible source of information to ensure students never miss an event and can make the most of each opportunity.

Proposal:

1. The Monthly Tech Calendar & Newsletter will be uploaded at the start of each month via multiple methods.
2. It will feature an organised list of upcoming events with key details like dates, venues, and qualification criteria.
3. The newsletter will include expert tips and preparation resources to guide students in their event participation.

Impact:

1. Improved participation by offering students a clear, consolidated view of upcoming events.
2. Enhanced event submissions through actionable tips and preparation strategies.
3. Increased learning and skill development, as students will have access to expert insights and mentorship from previous winners.
4. Strengthened community by encouraging collaboration between students, mentors, and event participants.
5. Increased recognition for event winners will boost their self-esteem and motivate others to strive for excellence.

Groundwork:

1. Consultations with event winners and students confirmed the need for a unified resource.
2. Previous event winners have shown interest in contributing to the newsletter, providing valuable advice for participants.

PROPOSAL 3: GAME CRAFT CHALLENGE – KSHITIJ

Overview:

Game development has emerged as a rapidly growing multidisciplinary field that blends coding, design, and storytelling, offering immense potential for innovation and creative expression. To leverage this momentum, this proposal introduces the Game Craft Challenge in Kshitij, a competitive event designed to provide students with a platform to design, develop, and showcase innovative games. By fostering technical expertise and creativity, this initiative aims to empower participants to explore emerging technologies like AI, VR/AR, and multiplayer systems while nurturing a culture of collaboration and hands-on learning.

Proposal:

1. **Workshops and Skill Development:** The initiative will begin with workshops tailored for both beginners and advanced participants. These workshops, conducted in collaboration with industry experts, aim to equip participants with the necessary skills to excel in the subsequent competition. Participants will receive recorded sessions, resource kits, and hands-on training to ensure readiness for the competition.
2. **Game Development Competition:**
 - a. **Round 1 (Online Qualifiers):** Teams of 4–6 will develop a game prototype remotely within 72 hours based on a predefined theme. Submissions will include a playable build and a demo video. A panel of industry experts will shortlist top teams based on creativity, technical execution, and theme alignment.
 - b. **Round 2 (On-Campus Finale):** Shortlisted teams will refine their prototypes by incorporating feedback from industry officials as mentors. The teams then present their games to judges via live demos during Kshitij.

Impact:

1. **Skill Enhancement:** Participants will gain expertise in coding, design, and project management, aligning with global industry standards.
2. **Industry-Academia Synergy:** Direct interaction with professionals will bridge theoretical knowledge and practical application.
3. **Festival Visibility:** Attract gaming enthusiasts, developers, and sponsors, elevating Kshitij's profile as a leader in tech innovation.

Groundwork:

1. **Industry Partnerships:** Collaborate with gaming studios and tech firms to secure judges, mentors, and sponsorships.

2. Promotion & Registrations: Creating a promotional campaign to attract participants and manage event sign-ups.
3. Collaboration with Computer Graphics Society: Partner with the Computer Graphics Society (CGS) for participant outreach and assistance in organising pre-event webinars, promoting the competition through their networks, and managing on-ground logistics.

PROPOSAL 4: IDEATHON EVENT IN OPEN IIT

Overview:

The Ideathon event is a new addition to Open IIT, designed to offer students a platform to think critically, explore real-world business and technological challenges, and create ideas that have the potential to be developed further and test their entrepreneurial side. This event aims to foster entrepreneurship and equip participants with essential skills in idea generation, business strategy, and market analysis.

Proposal:

1. Participants will form teams of 3-6 members and create a presentation outlining their ideas.
2. The presentation will cover key aspects such as problem identification, proposed solution, feasibility, market potential, and impact.
3. Presentations will be evaluated by a panel of experts based on originality, clarity, feasibility, and overall impact.
4. Shortlisted teams will present their ideas to a panel of judges comprising industry experts and institutional mentors.
5. Top winning teams will receive comprehensive support from IIT Kharagpur, including mentorship, technical resources, and incubation facilities ensuring their ventures transition from concept to scalable solutions.

Impact:

1. The Ideathon will contribute to the growing startup ecosystem by focusing on innovation, strategy, and problem-solving.
2. Participants will learn about idea generation, business strategy, and market analysis, enhancing their ability to think creatively and critically.
3. The event will provide students with a platform to explore entrepreneurship and take their first step towards building a startup.
4. It will strengthen IIT Kharagpur's reputation as a centre for innovation.
5. Top teams will leverage IIT Kharagpur's institutional support and incubation facilities, fostering innovation and entrepreneurial success.

Groundwork:

1. Previous winners of similar national-level events have been consulted regarding the feasibility and impact of the Ideathon.
2. They have shown a positive response, indicating the potential for success and the value of such an event in fostering entrepreneurial spirit and innovation among students.
3. Aligned the Ideathon framework with alumni networks to ensure participants connect with venture capitalists and industry experts.