

Proposals

for the post of

**General Secretary Sports and Games,
Technology Students' Gymkhana,
Indian Institute of Technology
Kharagpur**

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Proposal 1

Gymkhana Enhancement Program: Slots for Inter-IIT Players

Overview:

This proposal seeks to elevate the training regimen for Inter-IIT sports persons by introducing designated slots, and implementing an ID card scanner system for gym entry.

Proposal:

1. Designated Slots for Inter-IIT Players

- In line with the objective of supporting our Inter IIT players, I propose to allocate specific gym slots exclusively for Inter IIT players. The Physical Training Instructor (PTI) will be instructed to send a probable list of players, not exceeding 1.5 times the Inter IIT Team size, for gym access.
- Building upon the great initiative by the previous General Secretaries Sports and Games on the increased capacity in the Multipurpose Room (MPR), this aims to relieve pressure on existing gyms.
- The process for slot allocation will be dynamic for each sport, as not all sports require the same frequency for using the gym. The slots allocated to each of the sport can be changed according to the requirements and participation of that sport.
- Formalisation of the allocation of swimming slots for Inter IIT players specifically allocated for pain relief and recovery during the final days of the Inter IIT practice will be introduced.

2. Integration of Slot Booking into ApnaInsti App:

- Facilitate seamless slot booking for gymkhana facilities, which includes badminton, squash, gym, and billiards via the ApnaInsti App.
- Require users to upload a medical certificate for gym access and obtain approval from the Physical Training Instructor (PTI).
- Collaborate with the Technology Coordinator for the addition of the required features in the ApnaInsti app, ensuring optimal functionality and user experience.

- Integrating an online payment system to the website to enhance booking convenience and efficiency.

3. Implementation of ID Card Scanner System for Gym Entry:

- Integrating an ID card scanner system for streamlined and secure gym entry procedures.
- Enhance access control measures and simplify entry protocols, ensuring a smooth and efficient user experience for gym users.
- Digitization of attendance in these facilities also allows us to potentially increase the number of slots available to the student community.
- With the collaboration of the Technology Coordinator, we will process the data obtained to obtain vital information about the sport, such as
 - Department, Course and year of study (Undergraduate, Postgraduate & Research Scholars)
 - Hall of Residence
 - Gender
 thereby helping the Physical Training Instructors, General Secretaries, and the concerned Secretary to take relevant steps and initiatives.

Impact:

- **Enhanced Accessibility:**
Online slot booking streamlines access to gymkhana facilities, catering to the diverse schedules of students and digitises the paperwork for both students and the Physical Training Instructors
- **Boost in Fitness to Inter-IIT Players:**
Granting dedicated gym and swimming slots to Inter-IIT players not only ensures equitable access to fitness facilities but also offers a significant boost to their physical preparation and overall performance. These athletes represent our institute competing against top-tier talent from other prestigious institutions. By providing them with exclusive slots, we prioritise their training needs and acknowledge the rigorous demands of competitive sports.
- **Effortless Entry:**
The implementation of an ID card scanner system simplifies gym access procedures, minimising wait times, enhancing security and providing data on various metrics.

Proposal 2

Expansion of Shaurya by incorporating Adventure Activities and additional Sports

Overview:

Currently, the SHAURYA Sports Fest conducts competitions for various sports, however there is a scope to increase inclusivity by introducing and expanding the event lineup to incorporate a diverse range of recreational activities.

Proposal:

1. Introduction of Adventure Weekend:

- Collaborating with the Technology Adventure Society to leverage their experience and resources for seamless event planning and execution.
- The Adventure Weekend is a two-day event packed with thrilling activities and fun-filled games, taking place over weekends to accommodate student schedules.
- Activities include Paintball, Laser Tag, Meltdown, Bull Ride, Zorbing, Archery, Human Foosball, Go Karting, ATV Biking.

2. Expanded Event Lineup:

- Incorporate new sports and recreational activities into the SHAURYA Sports Fest, catering to diverse interests and preferences.
- Introducing Kho-Kho and other engaging activities to complement existing offerings and leading to an increased revenue for Shaurya
- Ensure inclusivity by providing opportunities for participants and students of all skill levels to engage and enjoy the festivities.

Impact:

- **Enhanced Experience:**

The introduction of Adventure Weekend and expanded event lineup diversifies the SHAURYA Sports Fest experience, catering to a wider range of interests. This also provides an incentive to increase viewership across competitive events.

- **Increased Participation:**

The inclusion of recreational activities beyond traditional sports attracts more participants, fostering a sense of community and camaraderie.

- **Expertise and Collaboration:**

Collaborating with the Technology Adventure Society brings expertise, equipment, and experience to ensure the successful execution of fun-for-all events.

- **Social Engagement:**

These events provide students with opportunities to unwind, socialise, and participate in recreational activities, promoting well-being and connection within the college community.

Proposal 3

Creation of Sports Profile and acclaim for sports milestones

Overview:

Currently, it may happen that the certificates are lost and the sportsperson is not able to claim the points in their final year for the institute awards.

Secondly, video interviews of graduating and record-breaking Inter-IIT Sports players do not occur currently which can highlight them and inspire the other students of our institute to perform better.

Proposal:

1. There will be a creation of a sports section in the student profile on the ApnaInsti App for every student. The certificates of General Championship, Open IIT and Inter IIT are currently under the process of being uploaded under the Certificate feature on the app. The points will be calculated on that basis which will be displayed to help keep a track for all the sports players.
2. Additional Interviews of the graduating and record-breaking Inter-IIT sports players will be uploaded on the IIT KGP Sports YouTube channel and clips of the interviews will be uploaded on the the iitkgpsports page.
3. Awarding the Player of the Match award to the best player in all the knock-out matches in all the team sports in the General Championship.

Impact:

1. Recognition and Motivation:

Creating sports profiles and conducting interviews will boost motivation by acknowledging students' athletic achievements.

2. Visibility and Inspiration:

Sharing interviews on social media platforms will showcase athletes' journeys, inspiring others to excel and fostering a culture of ambition.

3. Community Engagement:

Recognizing outstanding players during competitions cultivates pride and camaraderie within teams and the institute community.

4. Leadership and Character Development:

Highlighting graduating players' achievements promotes leadership, perseverance, and sportsmanship, setting a positive example for others.

5. Legacy Building:

Documenting achievements preserves athletes' legacies, inspiring future generations and contributing to the institute's sporting heritage.

Proposal 4

Enriching the Speed Cubing Culture

Overview:

Speedcubing presents an exciting opportunity to engage our institute community in a fun and intellectually stimulating activity. This event can bring together students who share a passion for solving puzzles, providing a platform for friendly competition, skill development, and community building.

Proposal:

The tournament will feature multiple rounds, including:

- 1. Conduction of Workshops:**

Participants will be taught to solve and gain the necessary skills to solve the Rubik's Cube as quickly as possible.

- 2. Introduction of Open-IIT for Speed Cubing:**

Teams of participants will work together to solve multiple Rubik's Cubes in a relay format, showcasing both individual and collaborative problem-solving abilities. Prizes will be awarded to winners in each category, including trophies, and certificates of achievement. Additionally, all participants will receive recognition for their participation and contribution to the event.

- 3. Promotion:**

The tournament will be promoted through various channels, including social media platforms, posters, and word-of-mouth. Additionally, collaboration with relevant student clubs and academic departments will be sought to maximise outreach and participation.

Impact:

- The tournament will serve as a platform for students community building from diverse backgrounds to come together, interact, and bond over a shared interest in Rubik's Cubing.

- Eventually, a society can be formed to promote intellectually challenging puzzles.