

ITER 8

AFFINITY DIAGRAM

ACADEMIC & LEARNING

COMMUNITY & CULTURE

INFRASTRUCTURE & FACILITIES

HOUSING

1. Faculty housing
2. Visitor housing
3. guest rooms

FOOD

1. Mess
2. Pantry
3. food court
4. food timings

COURSES

1. Electives
2. Credits
3. CSPA
4. course Management

PLATFORM

1. Moodle
2. Website
3. Open source

EVENTS

1. Festival
2. Cultural
3. Seminars
4. Competitions

SOCIAL LIFE

1. PDA
2. Game Nights
3. DLF

WELL-BEING & PERSONAL LIFE

Emotional

1. Mental well-being
2. dignity
3. personal life
4. dreams
5. sleep
6. parents

Health-related

1. Sanitary
2. Washroom
3. medical store

LOGISTICS & OPERATIONS

Movement

1. Navigation
2. transport
3. delivery
4. logistic
5. virtual tour
6. guide

Maintenance

1. laundry
2. Room booking
3. furniture
4. utilities
5. AC
6. Painter

Security

1. biometrics
2. security
3. lift

SPORTS & RECREATION

Facilities

1. Gym
2. swimming pool
3. training grounds

Sports

1. cricket
2. football
3. hockey
4. Frisbee
5. Running

DIGITAL & USER EXPERIENCE

UX Factors

1. user experience
2. accessibility
3. digital
4. creativity

Misc

1. website
2. virtual tours
3. design-thinking

INNOVATION & GROWTH

PROCESSES

1. Design Thinking
2. Iteration
3. Implementation
4. Roadmaps

STRUCTURES

1. Incubation
2. Product Development
3. Hackathon
4. Research

ENVIRONMENT & MISC

Animals & Surrounding

1. Dogs
2. Snares
3. Environment

Misc

1. Toys
2. Speakers
3. design-thinking

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