Python Workshop Details

This document contains details on

- Workshop Objective
- Workshop Scheduling and Timeline
- Group Responsibilities
- Project Evaluations

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Workshop Objective

- Be able to read and write all of python syntax.

  This objective is pretty self-explanatory, we hope that each participant has good understanding of POP and OOP paradigms.

- Create a custom real-life application that solves a specific problem or automates a real-life task.
- Create and deploy a Django Server and create a personal website that solves a real-life business problem.
- Introduction to Machine Learning and deploying AI's related to facial recognition, game engines, stock analyzer, etc.

Timeline

1. Introduction to OOP and POP paradigms of python will be done within the first week.
2. The next 3 weeks will be given to create a real-life application.
3. The first week of the next month we will evaluate applications developed by the participants.
4. The next week we will start to learn Django.
5. Within the next 5 weeks we will deploy a live Django server.
6. The next week we will evaluate the project and organize a seminar to present projects done by the participants.
7. We will then start to learn Machine Learning and AI for the next month and write our projects side by side.
8. After completion of the month we will reorganize a seminar for the participants to display their projects.

Scheduling

Our Scheduling approach will follow the following paradigms:

1. Virtual meetings better than physical
2. 10 mins a day to discuss progress and problem.
3. Less Listening and More Doing.
4. Saturdays are showcase days, where we will show our projects and activities to others.
5. Day to Day activities, that require a physical presence, when required, will be done from 10:00 to 10:40 am.
6. In case of visitor trainer, we can expect to change the schedule according to need and reason.

Group Responsibilities

As with any group and organization, for its efficient functioning we need best people to uphold the responsibilities that may arise.

1. **Treasurer**

   -Collection and safekeeping of funds.

2. **Coordinator**

   -Coordinates different teams and communicates with them.

   - There will be two Coordinators.

3. **Team Leader**

   -Leads a team of 4-5 participants (including himself) in various projects

   - Among the team leaders, treasurer and Coordinator will be decided.

4. **Graphic Designer**
   - A respected position which helps the workshop produce different artistic messages.

5. **Core Members**
   - Core Members of the workshop, who regularly participate and are involved in Workshop Activities.
   - The most important responsibility of the Core Member is to create a Team Leader for their group of 4-5 people.
   - Any core Member who misses 2 consecutive projects or more than 50% of the overall project will become a Visiting Member automatically.

- Core Members can form their own team and select a Team Leader.

6. Visiting Members
- People who are only involved for a short time.
- Only a visiting Member who has been part of the Workshop for 2 consecutive projects can be a core member.
- Visiting Members will be selected by Team Leaders for their teams in any project.

7. Advisors
- Advisors are our Teachers and seniors from NOSK.

8. Founding Members
- Participants present at the first Workshop Meeting to be held in December 10 Saturday are considered Founding Members.
- Founding Members are automatically considered Core Members.

Project Evaluations:

1. Projects will be evaluated by Coordinator, Advisors and Team Leaders.
2. Each Team will be given an opportunity to present their project.
3. Projects are to be evaluated in "as is" basis and not on its future implications.
4. Plagiarism and copyright violations are highly discouraged.
5. On each minor Project, each Core Member will donate 50rs and each Visiting Member will donate 100rs. 80% of which will be awarded to the Team that wins the project. 20% going to the Workshop fund.
6. On mid-level projects, projects showcased in seminars, each core Member will donate 100rs and each Visiting Member will donate 200rs. 60% which will be awarded to Wining team, 15% to Runner up and 5% to 2nd Runner up, 20% going to the Workshop fund.
7. For any funds acquired through external means, allocation of such fund on awards will be decided by the Treasurer and Coordinators.
8. Graphic Designers are exempt from donations for projects.