

- Emerging Tech Challenge

Identify one specific challenge or opportunity for women in an emerging technology (e.g., AI bias, lack of women in blockchain/web3, cybersecurity skills gap, AR/VR accessibility, etc.). Propose a realistic initiative (event, workshop series, mentorship program, campaign, etc.) that WTM/GDSC could organize to address it.

--As this question arises I think the booming technologies like cybersecurity, Metaverse,Blockchain etc. are growing rapidly but the number of women participating in it is very low in comparison to male community. The issue with this gender disparity is because females find this technologies too technical and hard to understand,because for eg talking about the Metaversity many people haven't explored this technology yet.

To solve this issue I personally feel we should organise a cybersecurity learning bootcamp or metaversity "zero to hero" workshop for like 6-7 days with affordable cost so it won't feel costly to people and it will give a great opportunity for our women community to learn and build something unique.We can also have women mentors and speakers so they can motivate our female community and they can also build confidence in them. Hence by this way we can resolve a very big issue because the main problem was there were not enough resources.

- Innovative Event Formats for WTM

Suggest two (2) creative, tech-focused event ideas targeted at 1st- and 2nd-year students. Each idea must: o Be hands-on or interactive o Encourage community building o Explain in 4–6 lines why it will reduce imposter syndrome and excite beginners

--I would suggest a game type of event like "guess the tech". We will have chits and in each chit some interactive funny kind of description will be written and we have to guess which technology it will belong and who guesses it right will get an opportunity to directly learn from the industrial mentor and build something unique.

As I have seen freshers feel shy to participate in coding events but this will be and interactive yet knowledgeable.

- Beginner-Friendly 4-Week "Intro to Tech" Bootcamp Curriculum Design a complete 4-week curriculum for absolute beginners (mostly 1st-year girls with zero coding background). For each week include: o Week number & theme o Learning goals (2–3 bullet points) o Session plan (topics + hands-on activities) o How you will make it welcoming and reduce "tech fear"

--WEEK -1 "BASIC OF COMPUTER"

Students will make pairs and they will know the basic of computer and web..they will learn through ppt videos etc. and at the end of the week each pair will take a basic non judging friendly test of one another of what they learnt in this week.

--WEEK-2 "Introduction to Programming"

In this week they will learn what is programming and choose a easy language like basics of python or html.

Make them learn step by step like start from datatypes,comments,print statements etc.

Students must feel free to ask doubts.

WEEK 3 “BUILD BASIC PROJECTS”

---In this week mentors will teach students a step by step guide of building small projects like calculator or easy simple games like tic tac toe.

At the end of the week the students should build project a similar kind of project by their own and they have to showcase what they have done.

Every student must feel appreciated even if they haven't done up to the mark. This way we can remove the “shy” factor in them and make them feel confident.

WEEK-4 “Simple Hackathon”

In this week students have to make small groups by their own and have to put some easy idea and every student must participate in this hackathon.

This hackathon will have levels and each level students will get a small prize which will keep them boosted and they will feel motivated.

This hackathon will provide certificate also. And again no judging and no pressurization will happen.

ATLAST we will have a NIGHT ENDING PARTY which will contain food,music and dance.

- Video Reflection Watch: <https://www.youtube.com/watch?v=9IbN1LxXevM>

Answer in your own words: o What does the speaker mean by “technology is less of a device that students possess and more of an environment that they inhabit”? o Give one real-life example from your own experience or observation that illustrates this idea.

- I think the speaker means that technology isn't just a gadget we carry, like a phone or a laptop. It's more like the world we live in. Today, students use technology for learning, communicating, and exploring new ideas every day. It's everywhere in our life, so we grow and learn inside it rather than just using it as a tool.
- For example, I've noticed that many of my friends learn new skills like coding or graphic design mainly through YouTube or online platforms instead of attending traditional classes. We spend so much time online, exploring tutorials, joining forums, or using apps to practice. Technology has become the environment where we learn, experiment, and connect with others.

