15-05-2024

Session 2:

Training vs Education vs Learning

Teacher resource learning model (conventional education system)

Difference between 19th, 20th and 21st century education system

What is 21st century education

IDEO Video

Flipped Classrooms

VARK (Vocal, audio, reading and kinesthetic)

🡪Need

🡪Market analysis/need analysis

🡪 Requirement (HLR: High level requirement/system level requirement, LLR: Low level requirements/software level requirement)

🡪 Design (HLD: high level design [structural and behavioral], LLD: Low level design [structural and behavioral])

🡪 Implementation (Circuit, develop, design)

🡪 Testing (unit testing and integrating testing)

Ideation

SWOT Analysis

5W and 1H

Session 3:

ER&D (in terms of business terms, for us core companies)

Block diagram of embedded system

16-05-24

Session: Baradwaj

1. Resume or CV (core, it and start up)
2. LinkedIn
3. Blogs

Workshop: - Ajay

Agile method

Publish an article and paper end of this internship i.e., after 6 weeks. Both formal and informal way.

Agile by prex studio

1. Why

* Write a word about me
* Intro to partner about that word
* Swap your card and explain to another person
* Continue this for 2 exchanges
* 🡪 Icebreaker and social interaction
* 🡪 Encourages, active listening and creative thinking

1. Rules

* Open to new ideas, opportunity to everyone and summarize

1. Agile

* Fast, flexible and creative
* Light weight development
* Mostly used in software development
* Individuals and interactions, working software, customer collaboration and responding
* 4 values, 12 principles, multiple practices.

1. Flip game

* Form a group, one person flips coins of 10 and stack those
* Next should do the same process again and up to last person
* The team finishes fast that will be winner
* For round 2, the same game but here after every flip of each coin he can pass to next person instead of waiting for all 10 coins to flip.
* The last person has to stack the all coins
* In round 1, mostly it took 3mins but in round 2 less than 1min
* Outcomes are value, engagement, efficiency and risk

1. Ways of doing project

* Traditional way which is step by step which takes more time
* Agile method is doing all at a time by dividing it and which can be modified on the go

|  |  |
| --- | --- |
| Traditional | Agile |
| 100% of system | 30% system |
| 30% done | 100% done |
| No testing yet | With known quality |

1. Agile Planning

* Initially it will go to product backlog like priority
* Divide work into sprints like a flow

1. Scrum (Ex: Jira)

* It’s an agile framework
* 1. Roles 2. Artifacts 3. Events & Ceremonies
* Transparency

1. Planning poker

* Sprint blog 🡪 daily scrum 🡪 review 🡪 retrospective 🡪 final product

1. Key Scrum Ceremonies

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Sprint planning | Daily scrum | Sprint review | Sprint retrospective |
| Purpose |  |  |  |  |
| Participants |  |  |  |  |
| Outcomes |  |  |  |  |

1. Sprint Planning

* Frequency is daily
* Duration is like 2hrs for 2 weeks sprint and 4hrs for 4 weeks sprint
* Questions like goal, problems, conformation, etc.

1. Daily scrum

* Frequency daily
* Duration is 15mins
* Questions like yesterday and today achieved goal.

1. Sprint review

* Frequency is end of each sprint
* Duration is 1hr for 2-week sprint and 1.5 to 3hrs for 4-week sprint

1. Kanban

* Workflow management used to improve efficiency and manage work
* To do – In progress – Complete (Eg: Trello, Notion)

Session 2:

ATS (application tracking system), non-tech resume

On campus, off drive and cold mail

Resume worded and LinkedIn Xray

Personalization, money is in the follow ups and multi-touchpoint

Linkalyze (content trending)

Leonardo ai (images generating site)

Invideo ai (create a video of a conversation)

17-05-24

PDLC

* Requirements
* Architecture
* Implementation
* testing
* deployment