



IIT (ISM) Dhanbad

Naresh Vashisht Centre for Tinkering & Innovation (NVCTI)

presents

BeingArtifex Skillathon 2.0

- BeingArtifex - **The Prism of Skill Dispersion**
- **Skillathon** for School going Students.
- Chance to learn from IITians supporting #New-Education-Policy.
- Prize Pool Worth Rs. **6,00,000+**
- Prize **Increases** with each Participant
- Learn Technical Skills **#SkillUp-INDIA #MakeIn-India.**

BeingArtifex

Skillathon 2.0



BFX PrISM is proud to announce its second learning cum competitive skillathon (**BEINGARTIFEX SKILLATHON 2.0**). The objective behind coming up with skillathon is to make the students aware of the technologies that are being used in the marketing, social and industrial fields hence enabling them to emerge with their own innovative ideas thereby contributing in building up a nation adorned with great skills and providing a plethora of opportunities.

In this event, the students are **first required to learn the fundamentals of the subjects** they are interested in and then gradually dive deep into it as the skillathon continues. During this learning expedition they come across various existing examples/projects which help the students in finding interest in technology which helps in enhancing the efficiency of certain areas. The learning period continues for approximately a month and after this enriching period of learning the **students are given a problem statement to implement all their skills and innovation**. Participation and being a part of this journey will surely help them improve and implement their imagination skills and showcase their creativity.



About NVCTI

With an objective to encourage, inspire and nurture young creators, **IIT (ISM) Dhanbad** has established **Naresh Vashisht Centre for Tinkering and Innovation (NVCTI)** with the generous financial support of our distinguished alumnus of the 1967 batch of Petroleum Engineering, Shri Naresh Vashisht. In an endeavour to provide an enabling physical environment for young creators to transform ideas into products leading to the possibilities of successful entrepreneurship, the centre is equipped with the state of art '**Tinkering and Innovation Laboratory**' consisting of a mechanical and rapid prototyping unit, Gaming and Animation Design Unit, Electronic circuit and IOT Unit, Battery-Pouch Cell Assembly Unit and Robotics and Automation Unit. The centre intends to build a positive innovation ecosystem to generate creative solutions for local and global societal importance problems.



Objectives



1. We aim to provide a comprehensive platform for school students by planting within the minds of young talents the seed of creative innovation and thus allowing them to learn a variety of skills and implement devised solutions of their own to the technological challenges of the modern day at an early age. The advancement of the students at their chosen skill will be accompanied with top notch guidance and learning material, giving school students a head start to initiate and tackle problems of today's technological competitiveness and thus supporting **SKILL UP INDIA and NEW EDUCATION POLICY.**

2. We focus on fabricating an interface that enables young students to think of creative and innovative ideas and implement them with a technical and socio - economic approach regardless of the nature of the challenge, thereby supporting **MAKE IN INDIA.**



Skillathon 2021

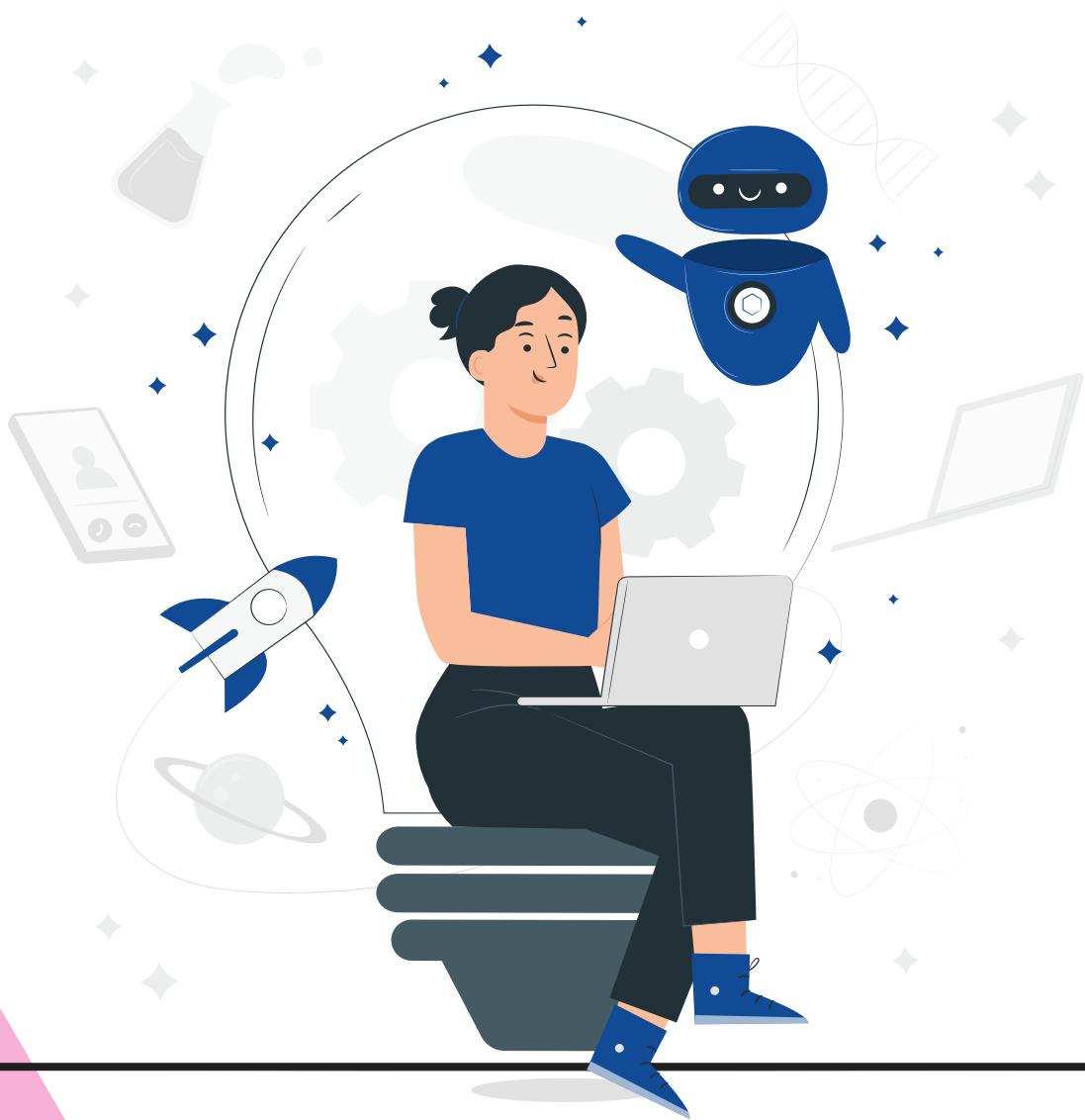
Reach and Success

- Last year BFX Prism was able to create a **community of 10k+ members** and a huge number of students benefited from it.
- The skillathon attracted a huge participation of students from all across the country. The students were driven by the motto of learning and the event of BFX PrISM instilled in them the inspiration required to grow. The zeal of the students for the event was evident from the fact that nearly **1000+ students participated** in it which included nearly **200+ NGO students**.
- The fantastic event of skillathon was graced by the presence of some of the very prominent personalities like **Sagar Dodeja (ex-IES officer)**, **Arvind Arora (Motivational YouTuber)**, **Tushar Kansal** and in the closing ceremony we had **Gabe Gabrielle (NASA engineer)** along with the respected **Director Sir and the Faculty conveners as our chief guests**.
- Along with this the event was also graced by the presence of the esteemed **Prof. H. C. Verma Sir**.
- The skillathon ultimately went on to receive innumerable feedback and the participating students **shared the amazing experience of learning** which they had in the journey.

Streams for Skillathon 2.0



- 1. COMPUTER PROGRAMMING**
- 2. ROBOTICS**
- 3. APP DEVELOPMENT**
- 4. GRAPHICS DESIGNING & VIDEO EDITING**
- 5. WEB DEVELOPMENT**





ELIGIBILITY

The students who belong to the **age group of 11 to 17 years** are eligible to participate in the event. Irrespective of the **classes (6-10) students** can team up for a duo team. Furthermore, the participation of **NGO students will be FREE of cost.**

GENERAL RULES

1. Students are allowed to participate either solo or in a group of two, as per their choices.

2. Entry Fees for selected Stream:

- The Nominal Price:

Solo - Rs. 300

Duo Team - Rs. 500

- In case of participation in multiple streams, for each extra stream, the prices are as follows:

Rs. 250 (Each for Solo and Duo)

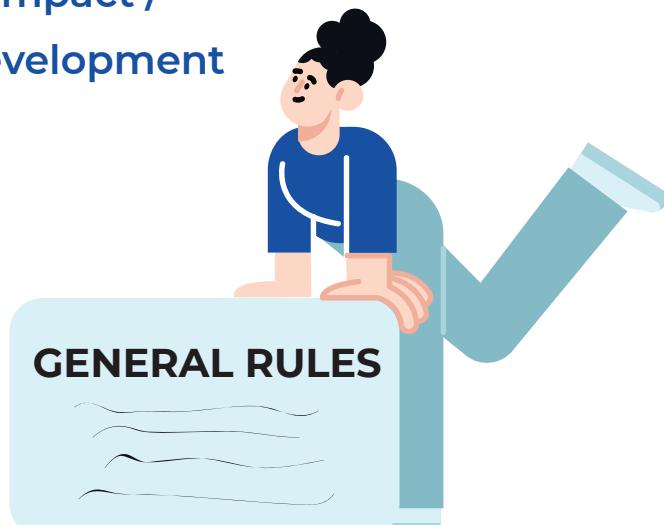
GENERAL RULES

3. It is to be noted that everything in this skillathon, starting from registration till the declaration of the results, will be done in **online mode**. Prizes would be sent to the respective schools and NGOs for distribution.

4. Participation certificate will be provided to everyone.
Course Completion certificate will be provided only to those who clear the quiz cut-off (held after one month of the Learning Phase) and **Merit certificate will be provided to winners only.**

5. General Marking Criteria for the final project submission will be as follows:

- | | |
|---|----------|
| • Originality | 25 Marks |
| • Creativity | 25 Marks |
| • Execution | 25 Marks |
| • Innovation / Real Life Use
/ Societal Impact /
Market Development | 25 Marks |



PHASE 0

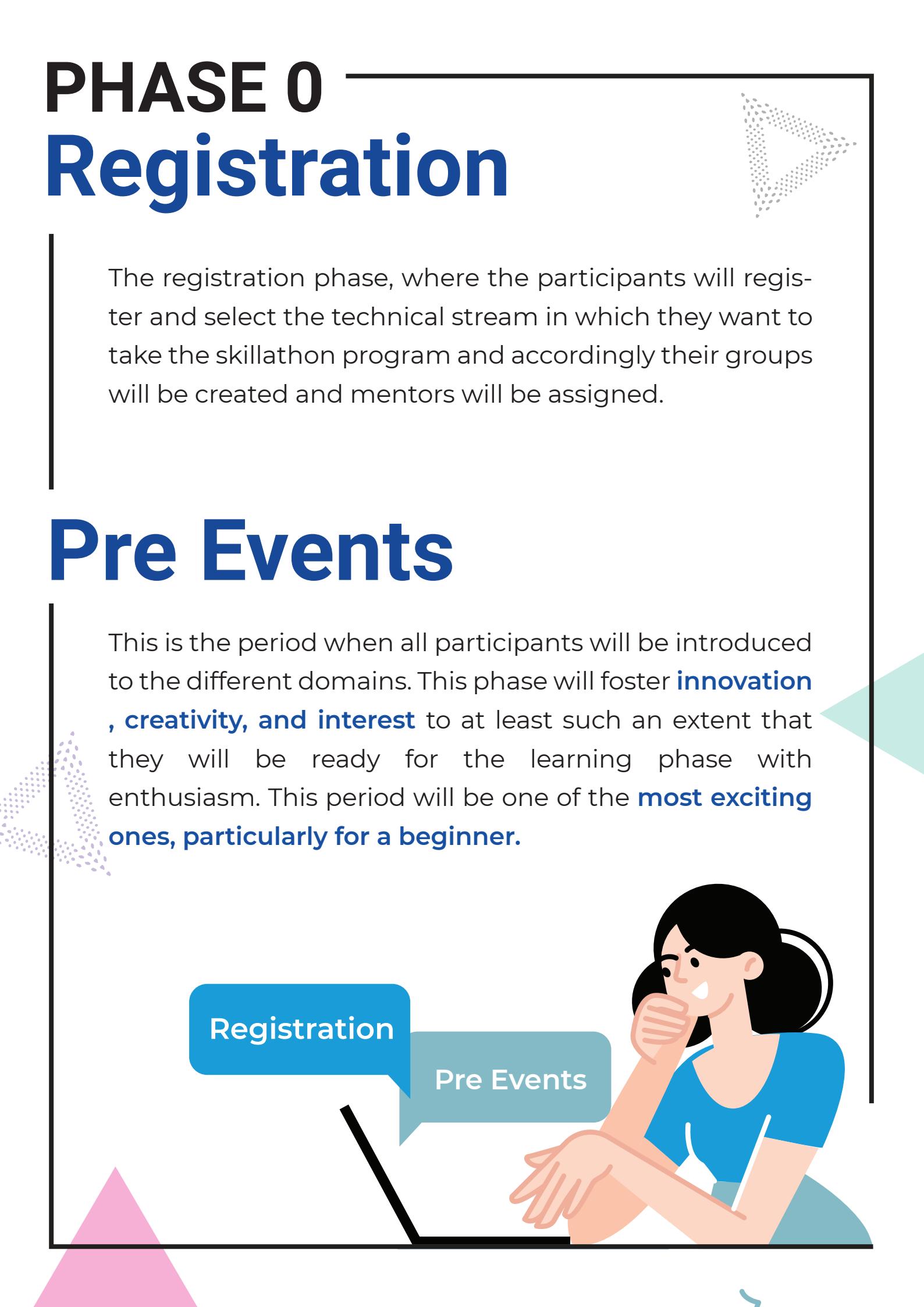
Registration



The registration phase, where the participants will register and select the technical stream in which they want to take the skillathon program and accordingly their groups will be created and mentors will be assigned.

Pre Events

This is the period when all participants will be introduced to the different domains. This phase will foster **innovation, creativity, and interest** to at least such an extent that they will be ready for the learning phase with enthusiasm. This period will be one of the **most exciting ones, particularly for a beginner.**



Registration

Pre Events

PHASE 1

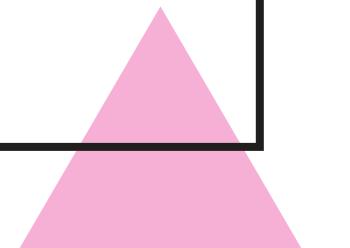
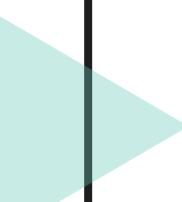
Learning



It is the preparation or learning phase where participants will be given proper training under the **guidance of their respective stream's mentor** where they will get to learn about these topics and also get a brief idea of what advance functions are being carried out under the particular stream they are working on. Also, **scheduled doubt sessions** will be given every week where all the doubts will be cleared out by the mentors. Although, regular doubts solving will also be done.

PHASE 2

Theme - Quiz



The final stage is divided into two phases which are Quiz and Projects. Therefore, the Learning Phase would be followed by the **Quiz Event**, where Stream related questions would be asked. A particular Cut-Off will be fixed for this Quiz and participants clearing it, will be awarded with **Course-Completion certificate**. After this event **Teams will be shortlisted** for the Grand Finale.



Learn & Quiz

PHASE 3

Grand Finale



The **final stage will be an implementation** as well as a competitive stage where the participants will be given tasks to implement their knowledge and to create a **Skillathon Project**, final winners will be evaluated from this Event.



Themes for Problem Statement

Once the students have completed the learning phase, they will be provided with Problem Statements related to these themes for implementation of their skills (at Grand Finale).

It is desired that the students should use their technical learnings to approach Problem Statements that can contribute towards some of the underwritten / similar to underwritten themes for better understanding of the subject and welfare of society.

Societal Impact:- Technology affects the way individuals communicate, learn, and think. It helps society and determines how people interact with each other. Technology plays an important role in society today and its effects impact our daily lives. Thus, it is expected from the participants to come up with excellent ideas & execution to create ways, so that social problems could be solved with the help of technology.



Themes for Problem Statement

Innovation:- Creativity goes hand in hand with innovation. It doesn't matter if we're talking about developing a new strategy or an innovative way to stay ahead of the competition. Creative problem solving gives that competitive edge that any business is striving to achieve. The participants should try to innovate something new and solve existing problems to create a better tomorrow.

Real Life Use:- Modern technology has changed our lives in countless ways, revolutionising how we work, live, and play. Basically if we look around we are surrounded with technology. Everywhere we see, technology has played a vital role. Now all we need is to make it more efficient with some innovation that can help people in their daily lives.



Themes for Problem Statement

Market Development:- Technology is about innovation and innovation in business is all about doing things differently in order to provide better products and solutions, and an improved service to customers. Technology is not just essential for day-to-day business processes, but it can also help companies to achieve growth and success when utilised effectively. Thus, the participants working on their problem statements should create something that could be a great product for the market.

NOTE:- Please note that the projects should contain at least one aspect from the above mentioned. Having more than one aspect or having something similar in the projects is of course acceptable but keeping it more towards what is mentioned would help the participants seek more points in the skillathon event.



INCENTIVES

- Prize Pool Worth **Rs 6,00,000 +**
- 1st position (from all theme): **Rs 2,00,000 Worth Prizes**
- 2nd position (from all theme): **Rs 1,25,000 Worth Prizes**
- 3rd position (from all theme): **Rs 75,000 Worth Prizes**
- Consolation Prize: **Rs 50,000 Worth Prizes**
- Goodies and Gifts: **Rs 1,00,000 Worth Prizes**
- Along with the Cash Prizes, prize-pool includes course completion certificate, certificate of merit, medals and also (goodies) BFX PrISM Merchandise like T-Shirts, bestseller books, stickers, school stationery, coupon, vouchers and Tech Accessories and other surprises for the teams.
- Also, **Prizes will be awarded for Pre-Events** and **Skillathon Sessions**, Evaluated on the basis of performance.



BeingArtifex Skillathon 2.0

TIME-LINE



01 MAY
2022

Registration Starts



01 JUN
2022

Learning Phase Starts

31 MAY
2022



05 JUL
2022

Grand Finale (Projects)

25 JUN
2022

General Terms and conditions:

By registering for this competition, it shall be deemed that each individual of the participating team has agreed to be bound by the following terms and conditions:

Liability:

- Participating teams are expected to follow the rules laid down by BFX PrISM laws while participating in this skillathon. BFX PrISM reserves the right to disqualify a team that is not confirming with the eligibility criteria or not complying with the terms and conditions and/or the competition rules and spirit.
- By entering the Competition, each team and its members agree to accept the decisions of BFX PrISM as final, including the determination of the winners of the skillathon.
- BFX PrISM shall have the discretion to initiate appropriate action against participating teams, including individuals of such participating teams, in case of any losses or damages arising from the violation of the eligibility criteria, competition rules, and the terms & conditions.
- The submission for sponsored projects shall be evaluated by the sponsors themselves and rest all the projects can be used or shared according to BFX PrISM.

Confidentiality:

By choosing to participate in skillathon each participating team member shall be considered allowing BFX PrISM to use their names, images and information regarding the team's business and prize information in publicity and marketing efforts unless expressly prohibited by law. Each participating team must agree to accept that their registration form and other entries will not be returned to them and accept that their personal data will be available for information and statistical purposes.

Contact Information

For any Queries feel free to
Contact our Team

CONTACTS:

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