

## **SIDDHARTH VINOD**

**POST:- GENERAL SECRETARY, SPORTS AND GAMES,**  
**Technology Students' Gymkhana**

### **PROPOSALS**

- COVID SPORTS FUND (CSF)
- SPORTS AWARENESS PROGRAMME (SAP)
- INTERACTION THROUGH E-SPORTS

## ***PROPOSAL:- COVID SPORTS FUND (CSF)***

### ***1. Aim***

A drastic decrease in the funding was observed in the post covid budget vis-a-vis the pre covid budget. Moreover, owing to the situation, little did the athletes benefit from the allocated funding with most of the equipment and facilities being inaccessible. For all the athletes who are willing to put effort to develop skills in their respective sports in these trying times, I propose to directly provide a performance-based incentive to the athletes from the covid sports fund.

### ***2. Features***

- The proposal targets to pull out the pre-covid budget.
- Reimbursement till a certain maximum cap will be given for the purchase of sports equipment.
- The maximum cap will be based on the nature of the sports equipment.
- Reimbursements will be of two types:
  1. For the confirmed athletes an initial reimbursement of 40% will be given at the start of the semester. Post verification of progress achieved in the semester, the remaining 60% reimbursement will be disbursed.
  2. For the trial athletes, reimbursement of 75% will be given after suitable progress is observed in the semester.
- For more information on confirmed and trial athletes look at Annexure B. For more information on the equipment covered under CSF and the number of athletes eligible for the same look at Annexure A.
- Later on, once the proposal is in motion, reimbursements for specific needs such as training facilities may be included based on the budget allocated. This will be done after a one-to-one interaction with the athletes.

### ***3. Timeline***

The reimbursements will be provided independently for the coming two semesters.

#### **4. *Estimated Budget***

The estimated budget which I calculated is approximately INR 3L. The proposal which will be presented to the executive committee will be around INR 4L-5L. This is to facilitate more athletes and an increase in the reimbursement amount. A detailed breakup of the same can be found in Annexure A.

#### **5. *Benefits***

- The proposal will motivate students to put effort towards skill development.
- It will ensure that athletes continue to retain their form and be in good shape in these trying times.
- It provides an opportunity for athletes who don't have access to technical equipment to train from their homes.

## **ANNEXURE A**

Table 1: [You can find the detailed calculation of the estimated budget in this link.](#)

The amounts shown in the above table are for the estimation of the budget of the CSF. To successfully meet all the criteria and for maximum benefits availed by the athletes I will ensure the proper costs and reimbursement percentages to be established during the discussion with the administration.

A complete list of Terms and Conditions has been formed and will only be released after the proposal is in motion. Some items/resources have variable costs and to deal with the reimbursements of such items a formal one-to-one meet would be required and the amount to be reimbursed would be discussed.

## **ANNEXURE B**

The status of a Confirmed or Trial athlete will be assigned based on the recommendations of the PTIs of the respective sports who will work closely with the secretaries of the subcommittees and will be finalized by the General Secretaries. The PTIs and secretaries will also be responsible for providing a performance summary based on which the amount of reimbursement to be given shall be decided.

Some items/resources will not be reimbursed for the same player the next semester, hence the second round of registration would be held keeping in mind the people who missed the chance of availing the reimbursements of the CSF.

A detailed list of items/resources (As given in Annexure A) would be pitched to the administration depending upon the registration received and the budget allocated, thus the details in Table 1 in Annexure A are subject to changes.

# **PROPOSAL:- SPORTS AWARENESS PROGRAM (SAP)**

## **1. Aim**

Due to the online mode of education, freshers are unaware of the various sports at IIT Kharagpur. Thus interaction will be conducted through interactions with PTIs at the campus as well as webinars with eminent sports personalities and panel discussions with Institute seniors which will ensure that the newcomers are well aware of the sporting facilities and get to know the seniors who excelled in their respective sports

## **2. Features**

- The Proposal targets to provide a beneficial and smooth interaction between the newcomers and the seniors of the sport.
- New-comers and the previous batch will have the opportunity to pick a game from the basics and will be introduced to the facilities on the campus.
- A 40 to 45min panel discussion is to be held with the prominent InterIIT seniors as well as other prominent seniors the next day, where they can be asked to describe their journey in sports at IIT Kharagpur.
- The nature of the upcoming Spring semester is tough to determine given the current covid situation. So I am considering the 2 possibilities:
  1. **Online semester:** I propose to:
    - a. Get in touch with eminent personalities (in the autumn semester itself) of various sports outside of our institute and hold webinars/seminars with them.
    - b. Conduct various group streaming sessions of various sports events, where the PTIs and concerned experienced personnel of the game will break down the aspects and ways to improve in the game.
  2. **Offline semester:** I propose to:
    - a. Conduct a 3-week summer camp open to all which will be held in three 1 hour slots of the day (2 in the evening 1 in the morning). The camp will be held 5 days a week out of which 3 days will be dedicated towards the technical aspects of the games while the other 2 days will be utilized for the development of the physical endurance of the student.

- b. Conduct Freshers' Tournaments and Open IIT Tournaments for various sports, and expect a good amount of participation given the camp being conducted before the aforementioned events.
- c. Conduct a second round of official NSO trials such that students have a better chance of getting into NSO of their respective sports of interest.

### **3. *Timeline***

The interaction sessions held in the upcoming autumn semester will span over 6-10 weekends depending upon the academic calendar.

On the virtue of an online spring semester and the availability of enough eminent personalities, the webinars would be conducted for 4-6 weekends.

On the virtue of an offline spring semester, the 3-week sports camp would commence after 15-20 days such that students have sufficient time to settle in the institution.

### **4. *Estimated Budget***

On the virtue of an offline spring semester, the estimated required resources and equipment are already purchased from the previous budget (The academic year 2020-21) vis-a-vis the covid budget and will be sufficient in kickstarting the summer camp, for conducting the Freshers' and Open IIT Tournaments as well as the NSO trials which will be conducted after.

Further equipment required for the general use in a sport will be acquired in the next budget (The academic year 2021-22) as per previous similar budgets.

### **5. *Benefits***

- Players can gain insights into a new game and pick it up in the future.
- High-quality interaction with seniors will motivate the juniors to take up an interest in sports.

- Webinars with eminent personalities will showcase and highlight the competitiveness and ways to perform better in a particular sport.
- Players can pick up the sport they want to learn and pursue and different time slots ensure maximum participation can be accommodated during the 3- week sports camp.
- A fresh NSO trial will help the students who are interested in sports and were allocated either a different sport or NSS or NCC in their previous semester as no official NSO trial was undertaken.

# ***PROPOSAL:- INTERACTION THROUGH E-SPORTS***

## ***1. Aim***

On the virtue of the online mode of education since the past year, students haven't had the chance to play and interact in extra-curricular activities. Instead of physical activities, virtual activities can bring out competitiveness in the students.

## ***2. Features***

- Games like Battlegrounds India Mobile, Call of Duty Mobile, etc. can be played on mobile phones.
- Games like CSGO, Valorant, etc. can be played on laptops and PCs.
- The event will be online mode and students can play from their respective homes themselves.
- A chance to compete on an external professional online platform. I have come across a lot of online platforms which conduct tournaments for online games very smoothly and efficiently. The matches can be streamed on various platforms as well.
- Individual participation, as well as group participation, is encouraged in the event.

## ***3. Timeline***

- A series of events will be declared at the start of the semester and the competitions will be held after the mid-semester and the end-semester exams.

## ***4. Estimated budget***

- Including the prize pool and the charges of the usage of an external hosting platform, I estimate a budget of INR 25,000.

## ***5. Benefits:***

- A chance to have the adrenaline rush which everybody misses.
- Interaction with fellow batchmates & seniors in an informal manner



- Esports is the best way of bringing the students of the institute together and bringing back the zeal to compete together.
- Most students have smartphones and thus can participate in the events where Mobile Games are a feature.