

TIMELINE FOR 2012-2013

AUGUST

22nd – 1st meeting for the entire team and getting orders for tshirts

23rd to 25th – training sessions for respective teams, magazine article refining, editing, designing

26th to 29th – project completion, magazine designing

30th – project submission, magazine completion

31st – Interviews for the senior execution team

SEPTEMBER

1st to 3rd – going out for sponsorship for the magazine and marathons for the team (**2nd - GROUP PHOTO**)

4th to 7th – Training for senior execution team in teaching, team work and leadership skills, finalizing sponsorship and payment collections

8th – MAGAZINE RELEASE and Publicity campaign for the recruitments start

9th to 16th – HOLIDAY FOR SESSIONALS

17th – 2nd meeting for the entire team

18th – Product launches (APP GALLERY, STUDY PALACE)

19th – RECRUITMENTS

21st – 1st meeting for the selected people and starting the work for the 3rd issue of the magazine

22nd – New Training session begins for this semester

24th – Marketplace launch and techie of the month award

OCTOBER

1st – 2nd meeting for junior execution team

2nd – 3rd meeting for the senior execution team

15th – Magazine 3rd issue launch

17th – Work starts for magazine 4th issue

25th – Training session ends

26th to 31st – Onsite project development and techie of the month award

NOVEMBER

1st – Last meeting for the semester (entire team) and project disposals, magazine completion and sponsorship work starts

11th – Magazine 4th issue launch and work ends for the semester

JANUARY 2013

10th – Release of first video tutorial series by Tech Ahoy (Web development)

12th – 1st meeting for the entire team

14th – work starts for magazine 5th issue, internal and external projects, animation film & series (2d and 3d)

15th to 17th – INTERNATIONAL HACK FEST (ONLINE)

19th to 22nd – INTERNATIONAL CODING FEST (ONLINE)

24rd to 26th – INTERNATIONAL ART FEST (GD & CARTOONING - ONLINE)

FEBRAURY

1st – Magazine work completion and sponsorship work start

8th – Magazine 5th issue sponsorship deadline and give for printing

22nd – Magazine 5th issue available to the public (printed copies)

23rd to 26th – marketing of the issues

27th – PARTY for the entire team

28th – Work starts for 6th issue of the magazine

MARCH

1st – Release of the 1st 2D animation series of Tech Ahoy

2nd – Release of the 2nd tutorial series of Tech Ahoy (Adobe Tuts)

4th – Release of tech ahoy's 1st game

5th - TECH AHOY EXHIBITION

15th – Magazine work completed and sponsorship work starts

21st – Work starts for 7th issue of the magazine

22nd – Sponsorship work ends and magazine given for print

27th – 6th issue magazine printed copies given to public

APRIL

1st – Meeting for the entire team

2nd – Marathon

3rd – Release of Tech Ahoy's 1st 3D Movie

12th – Magazine completed and sponsorship work starts

22nd – Last tech ahoy meeting for the year, Magazine given for print and Certificate distribution

26th – Magazine 7th issue available to the public (hard copies)