

## Event Categories

1. **Research Paper/Poster Writings**
2. **Story/script writing on benefits from e-services/online services**
3. **Skit by students on benefits from digital learning/e-services**
4. **Digi Art Work**

**Introduction-** Digital art is an artistic work or practice that uses digital technology as an essential part of the creative or presentation process. Digital Art brings together Art, Technology, Math and Science. Digital art requires a creative spirit and the knowledge of art, design and computers. The digital artists must be able to move easily between the worlds of art, science, math and technology.

### **Major Categories**

- Graphic illustrations – in advertising, logos, brochures, posters
- Illustrations - in Books, Comics, web sites
- 3D models – in Animations, Movies, Video Games
- Digital photo artwork to create posters, advertisements
- Digital painting
- Web sites
- Computer generated images
- Animations
- Games
- Installations from digital/electronics waste

### **Why Digital Art**

- **Builds creativity & innovation – key 21st century skills:** Tomorrow's workforce must be fluent in technology as well as demonstrate creativity and innovation.
- **Teaches visual communication in today's multimedia world:** Most of our communication now takes place using computers. Text is no longer the default communication method. Every presentation or communication includes photos, graphics, video and other multimedia elements. Everyone must be able to communicate in this increasingly non textual and multimedia way. Knowledge of visual design and digital technologies to manipulate multimedia is now essential.
- **Brings "STEM" to schools** (STEM= Science, Technology, Engineering, and Math) through the medium of Art.
- **Prepares workforce for tomorrow's jobs:** Digital artists will find an increased demand for their work in this increasingly non textual, multimedia world. Web sites, presentations, games, movies all use digital technologies.

### **Useful Readings**

- <http://moca.virtual.museum/editorial/jdessay.asp>
- <http://www.wikihow.com/Make-Digital-Art>
- <https://www.youtube.com/watch?v=2RWop0Gln24>
- <http://www.slideshare.net/tephnii/forms-of-digital-arts-2>

## 5. State Specific e-Services Toolkit/Handbook Writing

Currently many of the government services (passport, PAN, record of rights, scholarships, ration card, tax filing and many more) are being delivered electronically/ online. One may access various government services by accessing designated portals or by visiting designated kiosks/CSCs (Common Services Centres).

The institute may develop a toolkit/handbook on e-services through competition. In the handbook the following are to be listed:

- Portals providing e-services (e.g.
  - Education (know your college/school, scholarships, admissions, results etc)
  - Health (MCTS, National Health Portal, Helplines etc)
  - Livelihood (Business registration, NREGS, job applications etc)
  - Agriculture (e.g. Kisan Call Centre, Weather/Market Price etc)
  - Others (Income Tax Online, Passport application, RTI, Public Grievance etc)
- End-to-end access of e-services via flow chart/diagram

The toolkit/handbook shall be relevant to the state/UT in which the Institute is situated. To identify, list and know details about the services, the website/portals of central/state government, ministries/departments are to be visited.

### Useful Readings

#### For e-Services Toolkit

- <http://www.itmission.kerala.gov.in/e-jaalakam.php>
- <http://teresas.ac.in/main/downloads/vivara.pdf>
- <http://www.teresas.ac.in/main/eJaalakam.asp/>

#### For e-Services

- <http://indiagovernance.gov.in/map.php>
- <https://negp.gov.in/service/finalservices.php?cat=-2:1>
- <http://india.gov.in/>
- <http://vikaspedia.in/index>
- Concerned website of Ministry/Department of Central Government
- State/UT Government's Portal
- Concerned website of Ministry/Department of State/UT Government

## 6. Hackathon

### Introduction

A Hackathon (also known as a hack day, hackfest or codefest) is an event in which computer programmers and others involved in software development, including graphic designers, interface designers and project managers, collaborate intensively on software projects. In general, Mobile Apps, Web/Applications Development and Video/Learning Game Development etc take place during Hackathons. Occasionally, there is a hardware component as well. Hackathon on civic event focused on creating solutions for civic issues, specifically solutions that in some way can improve or assist either government or citizen or both. Hackathons typically last between a day and a week. Some Hackathons are intended simply for educational or social purposes, although in many cases the goal

is to create usable software. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API or the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created. The following Themes/Topics are proposed for organizing Hackathon:

- Services delivery
- Citizen Engagement
- Improving education, health, livelihood, transportation
- Game & learning (Children, Adults, Women & Elders)
- Open Data & Analytics
- Evaluation & Learning
- Awareness & Communications
- Open Government
- Improving safety & Cyber Security
- Swacchh Digital Bharat
- Improving daily life / quality of life
- Disaster management and crisis response
- Smart cities
- Business & Finance
- Sports & Culture
- Environment & Cleanliness
- Authentication & integration

**Target Groups:** Individuals, students & faculty members, teams of individuals are invited for participation.

**Note :**

**Competitions & Timeline**

- Committee will be constituted for planning and monitoring (categories, target groups, timeline, announcement, location and channel of submission, selection & number of entries etc).
- Communications will be done through online (two weeks prior to the Digital India event).