

Sustainable Development Goal 4 (SDG 4)



1. Club Name : Entrepreneurship Cell

Activity Title: Headstart

Headstart is an initiative by the Entrepreneurship Cell (E-Cell) aimed at introducing first-year students to entrepreneurship, innovation, and startup culture. Through interactive sessions and workshops, it provides early exposure to ideation, market validation, and real-world problem-solving, while ensuring inclusive access to skill-based learning beyond the classroom.

Impact:

- **Participants:** 200+ students
- Strengthened **academic and professional work** culture among freshers
- Enhanced access to **quality, experiential learning**
- Improved institutional academic standards through **early student capacity building**
- Increased engagement in innovation and continuous learning



2. Club Name: Delta Force

Activity Title: Techids 4.0 & Web Development Workshop (SDG 4: Quality Education)

Techids 4.0, conducted in October 2025 with the Pragyan Social Responsibility team, introduced 150 government school students to basic programming, promoting inclusive access to technical education. In March 2026, a 2-day Web Development Workshop in collaboration with Vortex engaged 150 college students, enabling them to learn web development fundamentals and build and host their own portfolios.

Impact:

- **Participants:** 300+ (150 school students + 150 college students)
- Enabled **hands-on, skill-based learning** in programming and web development
- Promoted **inclusive and accessible technical education**
- Enhanced **digital literacy and practical skills** through project-based learning
- Increased interest in **technology and continuous learning**



3. Club Name: PSI Racing

Activity Title: Hands-on Learning through Sustainable Engineering Project

This activity provided experiential learning through the BAJA EV project, where students applied classroom knowledge to real-world engineering challenges. Participants gained hands-on experience in sustainable design, material selection, manufacturing processes, and lifecycle analysis, while developing skills in teamwork and problem-solving.

Impact:

- Strengthened **technical and practical skills**
- Enabled **hands-on, experiential learning**
- Increased awareness of **sustainable engineering practices**
- Enhanced **problem-solving and teamwork abilities**
- Encouraged adoption of **sustainable approaches** in future careers

4. Club Name: Robotics and Machine Intelligence (RMI)

Activity Title: Techids 4.0 & Genesis Workshop

Techids 4.0, conducted in October 2025 with the Pragyan Social Responsibility team, introduced 90 government school students to basic robotics, promoting inclusive STEM education. In February–March 2026, Genesis '26 engaged 186 freshmen through a hands-on workshop where they learned electronics and coding by building a maze-solver robot.

Impact:

- **Participants:** 276 (90 school students + 186 freshmen)
- Enabled **hands-on learning** in robotics, electronics, and coding
- Promoted **inclusive access to STEM education**
- Enhanced **practical skills through project-based learning**
- Increased interest in **technology and innovation**



5. Club Name: ECE Association

Activity Title: One Good Habit, One Good Change

This social responsibility initiative by PROBE, the Annual International Technical Symposium of the Department of ECE, NIT Trichy, sponsored by Qualcomm, was conducted at REC High School, NIT Trichy. The program engaged students through interactive learning, games, puzzles, and value-based activities, promoting positive habits, curiosity, and joyful learning.

Impact:

- **Participants:** 30 students
- Promoted **interactive and engaging learning methods**
- Encouraged development of **positive habits and values**
- Enhanced **student participation and enthusiasm for learning**
- Created a **fun and inclusive educational environment**

6. Club Name: Pixel Bug

Activity Title: Workshops & Symposiums by Pixelbug

Pixelbug, the official photography and videography club of NIT Trichy, conducts structured workshops and symposiums such as Aurora and Aaveg x PXB to promote technical and creative skill development. Aurora, the flagship symposium, features expert sessions and hands-on training in photography, cinematography, and post-production, while Aaveg workshops focus on building foundational digital literacy among freshmen. The initiative also includes the publication of a Flora and Fauna magazine, documenting campus biodiversity and promoting environmental awareness through visual storytelling.

Impact:

- **Participants:** 200+ students
- Delivered **hands-on, skill-based training** using professional equipment
- Achieved **100% module completion rate**
- Published a **campus biodiversity record** as an educational resource
- Promoted **inclusive access to creative and technical education**



7. Club Name: Spic Macay

Activity Title: SPIC MACAY Cultural Series

The SPIC MACAY Cultural Series featured performances and hands-on workshops, including Terracotta, Kathak, Sitar Duet, Puppetry, Gottuvadyam, and Kathakali, promoting experiential and cultural learning among students.

Impact:

- **Participants:** 200
- Promoted **experiential and value-based learning**
- Enhanced **cultural awareness and appreciation**
- Enabled **skill-based learning** through interactive workshops
- Fostered **holistic education beyond academics**

8. Club Name: League for Environmental Awareness and Protection (LEAP)

Activity Title: Upcycled Notebook Distribution – REC School

LEAP organized an upcycling initiative to convert partially used notebooks into new ones and distribute them to REC School students, promoting resource efficiency and supporting access to educational materials.

Impact:

- **Participants: 25**
- **100+ notebooks upcycled and distributed**
- **Reduced paper waste through reuse**
- **Promoted sustainable and responsible consumption**

