

# A Report on Toycathon 2021 (22 -24 June, 2021)



# POORNIMA

INSTITUTE OF ENGINEERING & TECHNOLOGY

Affiliated to RTU, Kota • Approved by AICTE & UGC under 2(f) • Accredited by NAAC and NBA

Amongst top 83 Institution across India to host this prestigious event



Organizes  
**TOYCATHON 2021**  
(23-25 June, 2021)  
(Physical Mode\*)



An initiative by:



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## ***About Toycathon 2021***

India, despite being a home of many globally popular games like Chess, Ludo, Snakes and Ladders, is not among leading developers and manufacturers of toys.

Under the ‘AatmaNirbhar Bharat Abhiyan’ initiated by our Hon’ble Prime Minister, Shri. Narendra Modi, Toycathon-2021 is conceived to challenge India’s innovative minds to conceptualize novel Toy and Games based on Bhartiya civilization, history, culture, mythology and ethos.

Toycathon 2021 is an inter-ministerial initiative organized by Ministry of Education’s Innovation Cell with support from All India Council for Technical Education, Ministry of Women and Child Development, Ministry of Commerce and Industry, Ministry of MSME, Ministry of Textiles and Ministry of Information and Broadcasting.

Currently, India’s toy market stands at around 1.5 Billion USD, which primarily is dominated by imported toys. Moreover, majority of these toys do not represent Indian heritage, civilization and value systems.

Toycathon 2021 is a unique opportunity for Students, Teachers, Start-ups and Toy experts / professionals in India to submit their innovative toys/games concepts and win large number of prizes worth Rs. 50 lakhs.

### ***Focus of Toycathon***

- Toy/Games concepts based on Indian civilization, heritage, culture, mythology, history, ethos, technology, ethnicity, national heroes and important events
- Inculcate positive behaviour and good values(‘Sanskaar’)
- Toys for specially-abled/ Divyanga children
- Boosting physical and mental fitness
- Using eco-friendly, indigenous, non-hazardous or recycled material
- Focus on promoting Vedic Mathematics
- Encouraging national unity and respecting the cultural diversity.

- Supporting missions like Swatch Bharat, Beti Bachao Beti Padhao, Environment Conservation, Climate Change, Digital India, Skill India, Ek Bharat Shrestha Bharat.
- Rediscovering/redesigning traditional Indian toys
- Toys for pedagogy (for teaching students ‘difficult concepts in Math, Science, Languages, Social Sciences, etc.)
- Design should confine to basic toy guidelines issued by Govt. of India. Click the link to view the Gazette Notification

## Committee's

PATRONS AND ORGANIZING COMMITTEE

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|---|--|---|---|--|
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- *Vaidika Duggar- Student Coordinator*
- *Dhruv Sharma- Student Coordinator*

## ***Institutional Profile***

Poornima Institute of Engineering and Technology, Jaipur (PIET), is one of the premier institutions in engineering education in Rajasthan and is affiliated to Rajasthan Technical University and approved by AICTE. Shanti Education Society established in year 1999, initiated Poornima Group with student strength of 180 has now become best destination for Technical Education in Rajasthan. During its journey of 19 years Poornima Group has developed 4 institutions of repute and has grown to the size of 8000 students. Poornima Group institutions are known for excellent placements, consistent university results; 360-degree development of students. The society, governs three AICTE approved & RTU affiliated college and one University approved by UGC. PIET, is one of the premier institutions in engineering education in Rajasthan, established in the academic year 2007, is affiliated to Rajasthan Technical University and approved by AICTE. PIET is accredited by National Assessment and Accreditation Council (NAAC). Two of its programs namely B.Tech in Computer Engineering and B.Tech in Civil Engineering are accredited by National Board of Accreditation (NBA), India for the quality education. PIET has been ranked 3rd among all RTU affiliated colleges in Quality Index Value (QIV) assessment in academic year 2020-21. PIET has been rated as GOLD in Survey of Industry Linked Technical Institutes conducted by AICTE-CII. The management makes sustained efforts to use education as an instrument for growth of economy and is the driving force & inspirational spirit behind the establishment of PIET.

The following details convey its journey of progress and benchmarking in quality education. PIET Achievements & Highlights: -

State of Art of Infrastructure for innovative Teaching Pedagogy and ICT based learning.

- Ranked 4th by Rajasthan Technical University under Quality Index Value Framework.
- Accredited with NBA for B.Tech CSE 2020. • Accredited with NBA for B.Tech Civil in 2019.
- NAAC Accredited institute from 2019.
- Notable funding received from various Government and Private bodies (AICTE, RTU, IIHT, IMPACT, ZEETRON NETWORKS)

Regular and quality placements in all Major MNC are like Infosys, Capgemini. IBM, Adani, etc. with more than 91% eligible students getting placed in house every year. Industry oriented labs for quality education IBM, Oracle, Celebal Technologies, RapidOs, Wipro, FACE, Redhat, CESA etc., Faculty Felicitation & Reward system and similar systems for students, Concerned for Environment & sustainability, Waste Management, Rain Water Harvesting and Facilities for Sports, Gymnasium, Cultural Activities, Auditorium

## ***Toyathon 2021 – Process Flow***

The planning and execution Toyathon followed the below mentioned procedures:

### ***Step 1: Registration begins***

Participants will need to make the statements made sure the list, click the topics tab on the home page. If the job seems to be to fit in, and you've got an idea for a toy/game, then you need to be prepared for the rest of the requirements for the form and send it to us with the idea in the proper format.

### ***Step 2: Submission of proposals online***

Industries and organizations have provided problem statements related to Games and toys.

### ***Step 3: Evaluation process (Online)***

Online reviews are a team of expert judges will begin immediately after the ideas have been presented. The members of the jury will judge your idea is on the basis of pre-defined criteria.

### ***Step 4: Declaration of Shortlisted Ideas***

After 4 rounds of evaluation and mentoring the Selected team will go to Grand finale between the teams.

### ***Step 5: Grand finale***

The selected team will go for the grand finale in which participants have to go various mentoring evaluation session. The manufacturing/prototyping activity will go on over time slot as per the schedule for different tracks. There will be numerous mentoring and evaluation sessions in this time period.

### ***Step 6: Declaration of Result***

Based on the scrutiny in the Grand Finale, the best ideas selected to receive prizes and for online presentation in Toy Fair will be declared.

## ***Toycathon – Problem Statements***

The problem is formulated, which describes, in a nutshell, due to the working conditions to determine the vulnerability that needs to be filled in subsequent steps. They will need to be entered in the parameters, which provide them with a considerable degree of understanding of the issue and are working. The task will lead to the decision to use the results to improve processes. Each process is described, starting from the selection of the implementation of the project and the team, in order to reach the goal.

It needs to be a reality, and to its own proposal, because of its practical implementation, stresses, and stresses that the achievement of the purpose of such an activity. The problem statement is applicable to the whole of the project is to make the focus of attention of the project team, and always make sure that they stay on the right track. Ultimately, the project will be evaluated in order to confirm that the implemented solution to the problem is to be solved. A clear definition of the problem will also help you understand why it's a problem that's the problem, and take steps to prevent it in the future. Toycathon gave an exhibition to highlight the advancements in Toys and game system in relation to the upliftment of the society.

| <b>Problem Statement</b>  | <b>Category</b>      | <b>Problem statement sequence number</b> | <b>Theme</b>                      |
|---|----------------------|--|-----------------------------------|
| To transform the Indian traditional games to an Augmented Reality Application in order to revive the socio-emotional skills.                                      | Digital Toy          | TYCH01                                   | Social and human values           |
| To develop a Word Building Simulator for Sanskrit and other Indian languages that helps to build the understanding of a particular language in a Play way method. | Digital/physical toy | TYCH02                                   | Learning, education and schooling |
| Digital game based application that helps to solve logical and mathematical problems.   | Digital toy          | TYCH03                                   | Learning, education and schooling |

|   |                      |        |   |
|---|----------------------|--------|---|
| To develop a Virtual Guide (Talking Toy) that guides to various destinations with detailed information of our Indian monuments.                     | Digital Toy          | TYCH04 | Indian Culture, History, Knowledge of India and Ethos |
| To create an Electronic Toy based on the mechanism of Robotics that helps to identify the obstacles and alarms the signal to the person.            | Digital/physical toy | TYCH05 | Divyang   |
| Develop a Virtual Heritage Train using simulation that passes through Heritage Cities and helps to revive Indian Cultural Heritage.                 | Digital              | TYCH06 | Indian Culture, History, Knowledge of India and Ethos |
| STREAM based Virtual Museum integrated with AI technology /VR experience in Education. It can be further gamified by including Games &              | Digital              | TYCH07 | Learning, education and schooling                     |
| To develop the Eco-friendly Smart Home Appliances with decorative Showpieces/Toys   | Digital and physical | TYCH08 | Environment   |
| To create a Digital Spinning Top Application that routes to the Map and identifies Landforms/Crops/Culture/Climate about the Region where it lands. | Digital and physical | TYCH09 | Learning, education and schooling                     |
| Develop a SMART TEXTILE TOY to create the traditional Embroidery designs in the Vocation Education Training.  | Digital              | TYCH10 | Indian Culture, History, Knowledge of India and Ethos |
| To develop a Multiplayer Gaming Application that focuses on enhancing Emotional Intelligence and fight depression                                   | Digital/physical     | TYCH11 | Learning, education and schooling                     |
| Learning geometry (2D and 3D shapes) with construction  | Physical             | TYCH12 | Divvyng   |
| Learning multiplication of integers using Toy or Game   | Physical             | TYCH13 | Learning, education and schooling                     |
| Developing skills of handling numbers among children of primary classes   | Physical             | TYCH14 | Learning, education and schooling                     |
| Preparedness for different types of Disasters for personal safety and helping others to make evacuation plans                                       | Digital/physical     | TYCH15 | Environment   |
| Understanding the process of farming in India   | Digital/physical     | TYCH16 | Occupations & specific fields                         |
| Exploring the importance of No- conventional source of energy   | Digital/physical     | TYCH17 | Environment   |
| Economic activities in different sectors of an economy  | Digital              | TYCH18 | Occupations & specific fields                         |

|   |                     |        |   |
|---|---------------------|--------|---|
| Helping children learn Letter Sound association for Early Literacy  | digital             | TYCH19 | Learning, education and schooling                     |
| Developing Sense of Sound Discrimination from immediate environment   | Digital/physical    | TYCH20 | Environment   |
| Developing Sense of Touch among Young Learners.   | Physical            | TYCH21 | Out of the box, creative and logical thinking         |
| Learning Early Science Skills by doing  | Physical            | TYCH22 | Out of the box, creative and logical thinking         |
| Strengthening eye-hand coordination   | Physical            | TYCH23 | Out of the box, creative and logical thinking         |
| Developing sequential thinking for enhancing mathematical knowledge and language skills                                     | Digital/physical    | TYCH24 | Learning, education and schooling                     |
| Redesign a traditional toy to promote the concept of sharing between children.  | Physical            | TYCH25 | Learning, education and schooling                     |
| Design a Dynamic moving toy for teenagers with hearing impairment and wanting to learn about musical notes and beats.       | Digital/physical    | TYCH26 | Divyang   |
| Design a toy/ game for a group of 65+ years age who have stiff fingers and have been advised by doctors to exercise.        | Physical            | TYCH27 | Fitness and sports                                    |
| Design a toy/game for children of 10-12 years age, wheelchair bound and needing exercise and fun.                           | Physical            | TYCH28 | Fitness and sports                                    |
| Design a game for a hyperactive adolescent to help learn and be occupied.   | Digital or Physical | TYCH29 | out of the box, creative and logical thinking         |
| Design a digital game using a traditional art form to teach the concept of co-existence of humans, animals, birds, insects. | Digital             | TYCH30 | learning, Education and Schooling                     |
| .. Design card games for people with dementia which uses memory as a concept.   | Physical            | TYCH31 | out of the box, creative and logical thinking         |
| Understanding basic tenants of Indian Constitution (10 years and above)   | Digital or Physical | TYCH32 | Indian Culture, History, Knowledge of India and Ethos |
| Designing puzzles and figurines based on Military Personnel's or Indian war Hero.   | Physical            | TYCH33 | Occupation & specific field                           |
| Digital games to induce team cohesion and strategies  | Digital             | TYCH34 | Occupation & specific field                           |
| Military Miniatures Wargaming   | Digital or Physical | TYCH35 | Occupation & specific field                           |

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|---|---------------------|--------|---|
| Doodle War  | Digital             | TYCH36 | out of the box, creative and logical thinking         |
| Creating a board game/digital based on Ayurveda and Monopoly  | Digital or Physical | TYCH37 | indian Culture, History, Knowledge of India and Ethos |
| Creating a game mirroring real life fitness activity  | Digital             | TYCH38 | fitness and sport                                     |
| Promoting healthy ayurvedic recipes and discourages unhealthy food consumption pattern ('Virudha-Anna')   | Digital or Physical | TYCH39 | indian Culture, History, Knowledge of India and Ethos |
| A game / app that captures and scores correctness of Yogasans on real-time basis  | digital             | TYCH40 | fitness and sport                                     |
| Empathy based game on Indian Ethos  | Digital or Physical | TYCH41 | indian Culture, History, Knowledge of India and Ethos |
| Connecting with Elders  | Digital or Physical | TYCH42 | indian Culture, History, Knowledge of India and Ethos |
| Preparing a game to gain insights into religions and religious traditions   | Digital or Physical | TYCH43 | indian Culture, History, Knowledge of India and Ethos |
| Social Sciences through Interactive digital globe   | Digital & Physical  | TYCH44 | indian Culture, History, Knowledge of India and Ethos |
| Developing toys/materials for children in Anganwadi   | Physical            | TYCH45 | learning, Education and Schooling                     |
| Games/toys focusing on building social values, inclination towards traditional games and building character, critical and creative thinking, problem solving development. | Digital or Physical | TYCH46 | Social and human values                               |
| Learning segregation of wastes as bio-degradable and non-biodegradable through games or set of toys   | Digital or Physical | TYCH47 | environment   |
| Balancing chemical equations as a process of trial and error  | Digital or Physical | TYCH48 | learning, Education and Schooling                     |
| Toy for sensitizing children on child abuse (good touch and bad touch)  | Physical            | TYCH49 | learning, Education and Schooling                     |
| Learning physical and chemical properties, electronic configuration of elements in a periodic table through a toy or a game   | Digital or Physical | TYCH50 | learning, Education and Schooling                     |

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| Learning to live together: Appreciating Cultural Diversity:  | Digital or Physical | TYCH51 | indian Culture, History, Knowledge of India and Ethos |
| Ethnicity of India: Diversity in culinary practices  | Digital or Physical | TYCH52 | indian Culture, History, Knowledge of India and Ethos |
| Valuing every life on earth  | Digital or Physical | TYCH53 | Environment   |
| Understanding the effects of wind current on weather   | Digital or Physical | TYCH54 | Environment   |
| Engaging learners to work with words and phrases, idioms and language chunks through interactive and manipulative inputs.    | Digital or Physical | TYCH55 | Learning, education and Schooling                     |
| Engaging learners with stories to develop language through visual and verbal inputs.   | Physical            | TYCH56 | learning, Education and Schooling                     |
| Engaging learners to work in situations to develop communication skills through interactive and manipulative inputs          | Digital or Physical | TYCH57 | learning, Education and Schooling                     |
| Toy for improving/helping pronunciation of words of Indic languages  | Digital or Physical | TYCH58 | learning, Education and Schooling                     |
| Developing Grammatical competency for better language learning   |                     | TYCH59 | learning, Education and Schooling                     |
| Developing problem solving skills through riddles and puzzles  | Digital or Physical | TYCH60 | learning, Education and Schooling                     |
| Learning basic centre of mass/gravity, etc. through a toy or a game  | Physical Toy        | TYCH61 | out of the box, creative and logical thinking         |
| Games highlighting contribution of Bharatiya Rishis towards Science, Maths and Literature                                    | Digital or Physical | TYCH62 | indian Culture, History, Knowledge of India and Ethos |
| Figurines of modern and ancient Indian Heros/Rishis  | Physical Toy        | TYCH63 | Indian Culture, History, Knowledge of India and Ethos |
| 14 vidyas and 64 arts: Explore the value and relevance of various arts and skills for personal and professional development. | Digital or Physical | TYCH64 | Indian Culture, History, Knowledge of India and Ethos |
| Games based on Vedic deities (देवता): /Nature worshipped as deities, Earth, Waters, Agni, Wind, Sky.                         | Digital or Physical | TYCH65 | Indian Culture, History, Knowledge of India and Ethos |
| Reviving the Oral tradition  | Digital             | TYCH66 | Indian Culture, History, Knowledge of India and Ethos |

|  |         |        |   |
|--|---------|--------|---|
| Action-and-adventure games based on Vedic deities                      | Digital | TYCH67 | Indian Culture, History, Knowledge of India and Ethos |
| Design and strategy-based games based on Vedas and Indian Civilization | Digital | TYCH68 | Indian Culture, History, Knowledge of India and Ethos |

## Participating Ministries



## *List of Evaluators*

### S. No. NAME

- 1 Prof Fazal A Talukdar
- 2 Krishna Milind Trivedi
- 3 Kalaivani P
- 4 Chitralekha Jain
- 5 Dr. N. Rajathi

## *Brief Report*

Toycathon aimed a unique opportunity for Students, Teachers, Start-ups and Toy experts/professionals in India to submit their innovative toys/games concepts and win

a large number of prizes worth Rs. 50 lakhs. It was to bring together all the Junior level, Senior level and start up professional level. Toycathon is being organized to develop India as the global toy manufacturing hub. He said the size of the toy market in India is about one billion USD but unfortunately 80% of the toys are being imported. The launch of Toycathon today is an endeavour by the government to create an ecosystem for the domestic toy industry and the local manufacturers, tapping the untapped resources and utilizing their potential.

Approx. 30 Registrations are allotted to our Centre from which 12 are digital and rest of them are physical. Registrations were received from cities like Rajasthan, Madhya Pradesh, Telangana etc. out of which 50% registrations were from out of Rajasthan, 30% registrations were from out of Rajasthan.

I am glad to inform you that 12 digital teams are reported for this event. The Event was organized on Microsoft team Platform. On 22 June, 2021 the inauguration ceremony took place in which Mr Kunj Tiwari was the Chief Guest and Mr. Lokesh Sharma was the guest of honour. They all had motivated our participants with their words.

For Evaluations, we have conducted Four rounds, every round has mentoring and elimination rounds. Total 12 teams were evaluated in four rounds.

## ***Toycathon Schedule***

| <b>Tuesday, 22<sup>nd</sup> June 2021</b> | <b>DAY 1</b>  |
|---|---|
| 8:00 AM – 8:45 AM                         | Local Inauguration by Nodal Center <i>Inauguration of ‘Grand Finale of Toycathon-2021’ at Institute level</i> Welcome Address by Chairman / President of the Institute.<br>Speech by Guest of Honor at NC<br><br>Speech by Chief Guest at NC, |
| 9:00 AM to 10:00 AM                       | <b>National Inauguration</b><br><br>Address by Hon’ble Ministers, AICTE Officials and Representatives of Ministries., Detailed M2M to be shared.<br><b><i>Inauguration Ends</i></b>   |
| 10:00 AM                                  | Toycathon-2021 Begins   |
| 11:00 AM – 1:00 AM PM                     | First Round of Mentoring Session. (7-10 minutes per team)   |
| 1:00 PM – 1:45 PM                         | Lunch Break   |
| 1:45 PM onwards                           | Coding / Toy Building continues   |
| 4:00 PM to 6:00 PM                        | First Round of Evaluation   |

| <b>Wednesday, 23<sup>rd</sup> June 2021</b> | <b>Day 2</b>   |
|---|--|
| 08:30:00 onwards                            | Coding / Toy Building continues                            |
| 11:00 AM - 1:00 PM                          | Second Round of Mentoring Session. (7-10 minutes per team) |
| 1:00 PM to 1:45PM                           | Lunch Break  |
| 13:45:00 onwards                            | Coding / Toy Building continues                            |
| 4:00 PM - 6:00 PM                           | Second Round of Evaluation                                 |

|  |   |
|--|---|
| <b>Thursday, 24<sup>th</sup><br/>June 2021</b> | <b>Day 3</b>  |
| <b>11:00 AM - 12:15 PM</b>                     | <b>PM Address and Live PM Interaction with participants</b>                       |
| 12:15 PM – 4:00 PM                             | Power Judging Round for shortlisted teams with Jury Panel (5-10 minutes per team) |
| 4.00 PM – 6:00 PM                              | Submission of results by panelists/Jury Panel                                     |
| <b>26<sup>th</sup> June, Saturday</b>          | <b>Day 4 Results Announcement</b>   |

## *Inaugural Function*

**Day & Date:** Tuesday, 22 June, 2021

**Time:** 8:00 AM– 8:45 AM

**Venue:** Online Platform: MS Teams

**Event Coordinator:** Mr. Manish Bhardwaj & Mr. Manish Mathuria

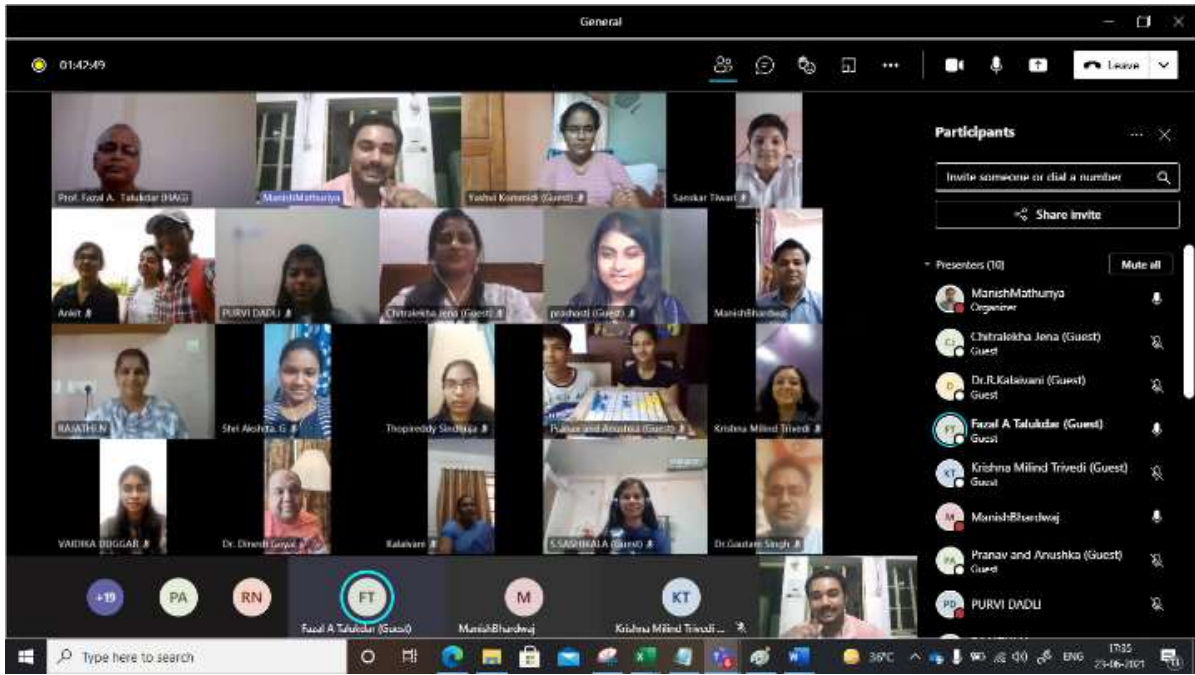
**Student Coordinator:** Ms. Purvi & Ms. Vaidika

| <b>S. No.</b> | <b>Activity</b>   | <b>Durati on</b> | <b>Time</b>         |
|---------------|---|------------------|---------------------|
| 1             | <b>Welcome of Dignitaries and participants</b><br>(Supported by Ms. Purvi & Ms. Vaidika)                        | 05 Min           | 8:00 am - 8:05 am   |
| 2             | <b>Saraswati Vandana in</b> Virtual Mode coordinated by Mr. Manish Mathuria, PIET, Jaipur                       | 02 Min           | 8:05 am - 8:07 am   |
| 3             | <b>Introduction of Live session by Mr. Manish Bhardwaj</b> , PBIC Coordinator, PIET, Jaipur                     | 03 Min           | 8:07 am - 8:10 am   |
| 4             | <b>Introduction of Chief Guest Mr. Kunj Tiwari</b> (Project Manager, ATISHAY LIMITED, MUMBAI) by Ms. Purvi      | 1.5 Min          | 8:10 am - 8:11.5 am |
| 5             | <b>Introduction of Guest of Honor Mr. Lokesh Sharma</b> (Sr. Test Engineer, SunArc Technologies) by Ms. Vaidika | 1.5 Min          | 8:11.5 am - 8:13 am |
| 6             | <b>Introduction of Teams and Evaluators</b> , by Ms. Vaidika  | 02 Min           | 8:13 am - 8:15 am   |
| 7             | <b>Welcome address by Dr. Dinesh Goyal</b> , Principal & Director, PIET, Jaipur                                 | 03 Min           | 8:15 am - 8:18 am   |
| 8             | <b>Group Photo Session</b> coordinated by Mr. Manish Mathuria, PIET, Jaipur                                     | 01 Min           | 8:18 am - 8:19 am   |
| 9             | <b>Technical Keynote by Mr. Lokesh Sharma Live on</b><br>TECHNOLOGY IN PANDEMIC                                 | 15~<br>Min       | 8:19 am - 8:34 am   |

|    |  |            |                      |
|----|--|------------|----------------------|
| 10 | <b>Technical Keynote by Mr. Kunj Tiwari Live on INNOVATION IN TECHNOLOGY</b> | 15~<br>Min | 8:34 am - 8:43<br>am |
| 11 | <b>Vote of Thanks by Mr. Manish Mathuria, PIET, Jaipur</b>                   | 2 Min      | 8:43 am - 8:45<br>am |

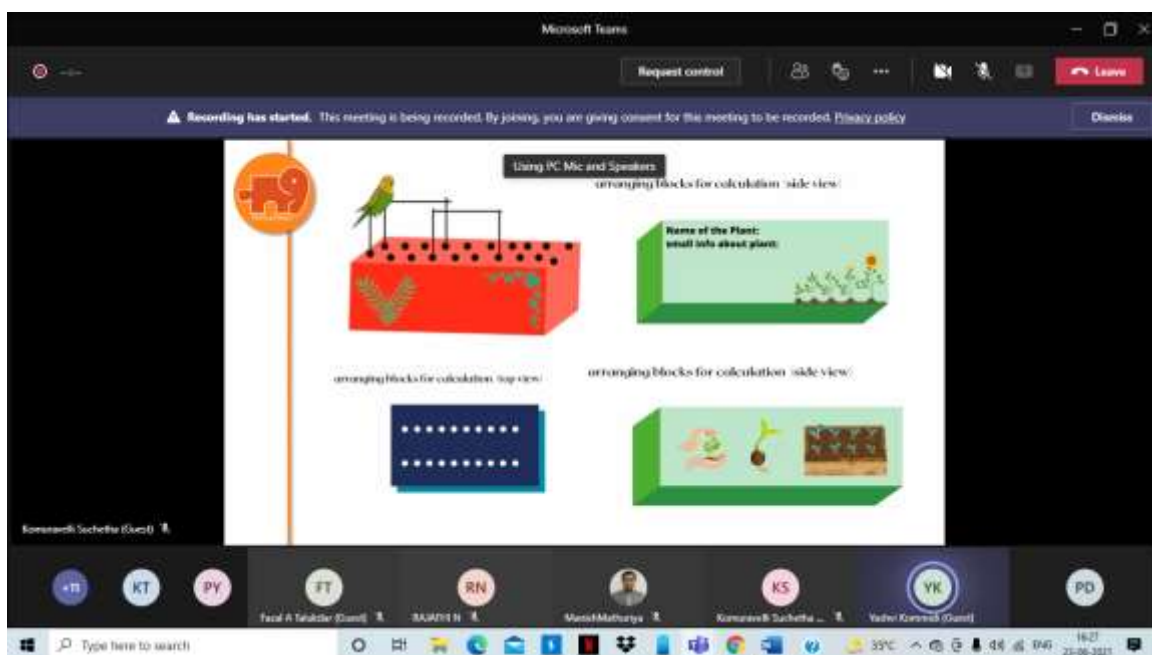
## *Inaugural Function Glimpses*

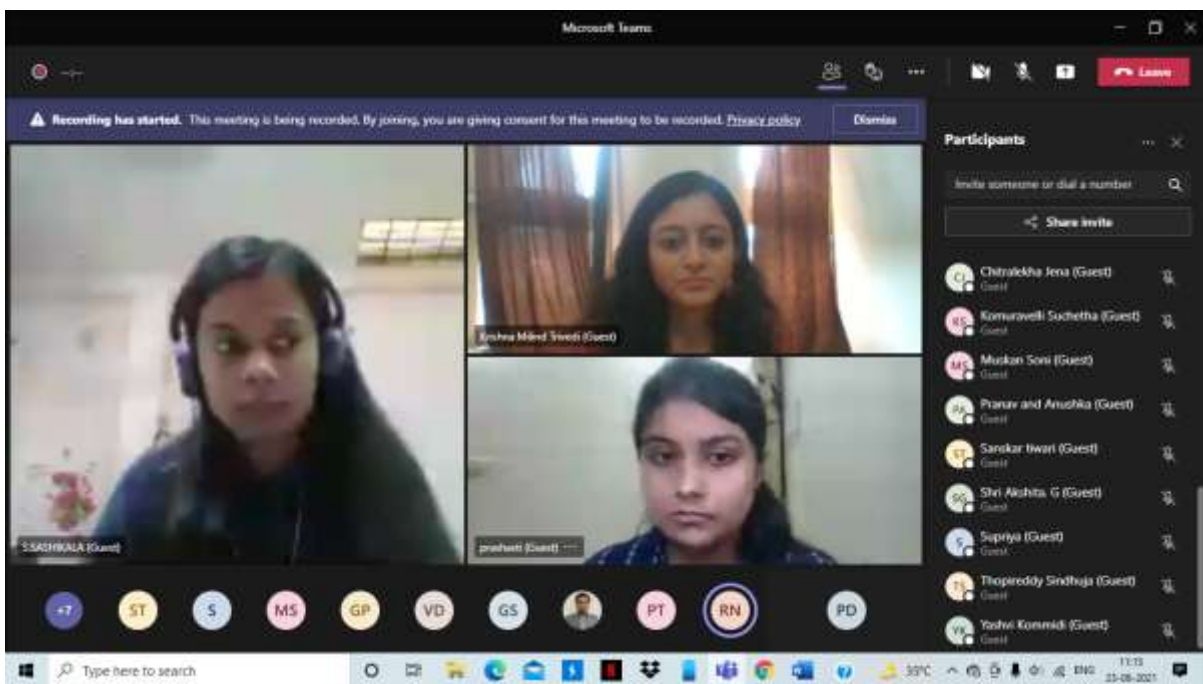
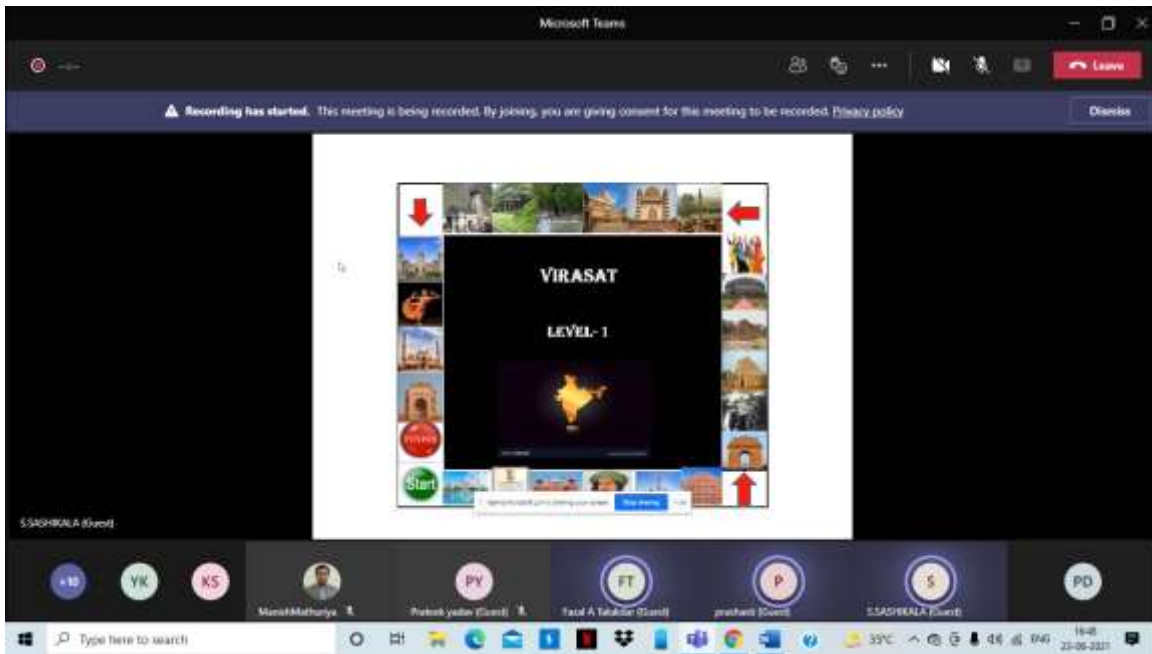




## *First Round of Evaluation*

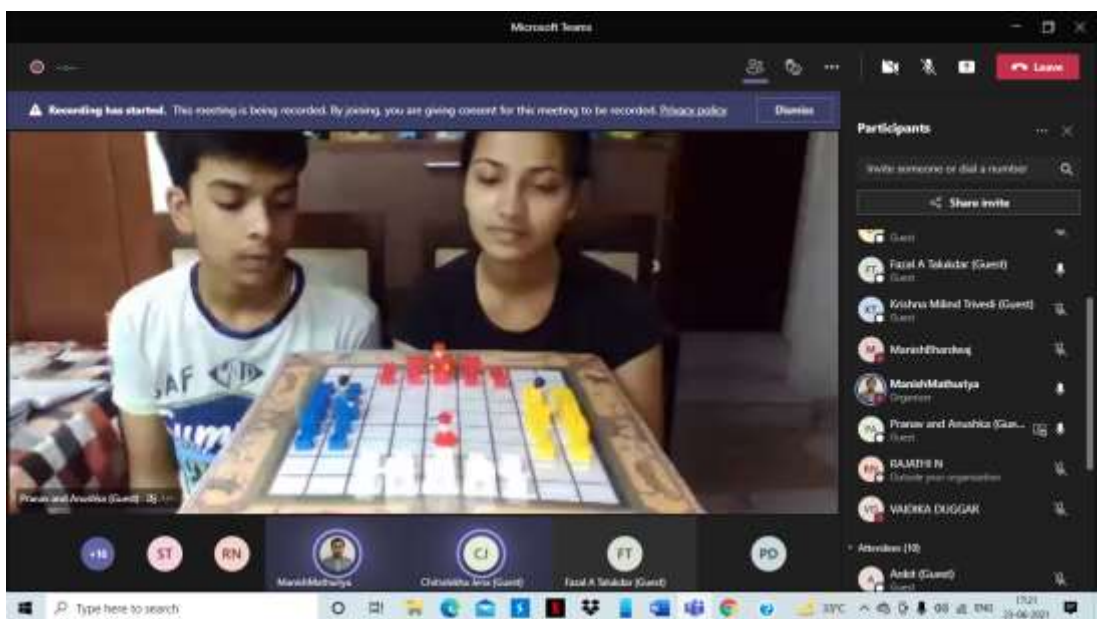
The evaluation round started at 11am- 6pm, on 22rd March. The judges calls the participants and check their projects . The mentors suggested on how the participants can do changes in the project. All of the members of the team who worked very hard and has an explanation of what this project is and how it works. They also told us about the problems they are dealing with and how to overcome these problems and to give you the best possible solution. The judges were amazed and pleased with the efforts of the students as well as the decisions taken by them. According to the court, and he wished everyone good luck in the next round, and that was the end of the first phase of the evaluation. Toycathon took place in Digital and Physical Mode Where there were 30 teams 12 of Digital Mode and else were of Physical Mode . The authorities urge the delegates in their activities that they have entered into a period of time. The assessment will depend upon the fact, about how the members to overcome this problem. All the co-workers who have dropped in ghee clarified what type of business it is and how it works. She loved them and is informed about the issues they are dealing with, and how they won the problems, will give you the perfect solution for you. To be named to power, and were shocked and intrigued by the efforts made by the participants and the conclusions drawn from it. After the evaluation is primarily attributed to the power of wishing, everyone's karma for the next round, and that is, in the first round of the evaluation is concluded.





## *Second Round of Evaluation*

The evaluation round started at 10am- 6pm, on 23rd March. In the final evaluation, participants completed the 1st and 2nd rounds, they showed what they could from the actual presentation and the change in the attitude of our highly respected judges. When the participants presented their final projects, and the proposed changes, which have been used to build games/toys that are facing common challenges and tasks that are assigned to them, and the judges gave them a high rating. After the competition, the evaluation of the final teams for the power judging round



# **PM Modi's interaction with participants of Toycathon-2021 on June 24**

Prime Minister, Shri Narendra Modi, today, talked to the participants of the Toycathon 2021, through a video conference. Prime Minister of Sri Piyush Goyal, union Minister of State Sanjay Dhotre attended the event.

Sri Amit Khare, the Higher Education Secretary, federal Ministry of Education and training; and Sri Upendra Prasad Singh, Secretary, Ministry of Textiles, is led by Prof. Were present, Anil D. Sahasrabudhe, Chairman, AICTE; Dr Jere, Chief Innovation Officer at the Ministry of Education, Innovation Cell, and Dr. M. R. Punia, Vice-Chairman, AICTE, Dr. Mohit Gambhir, managing Director of the Vegetable and the Innovation of the Cell. In speaking on this subject, the prime Minister noted that over the past 5 or 6 years old, in the land of the youth are linked with the most important problems of the country through the instagram platform. According to him, in the company of the country, and take care of the environment.

In addition, the meaning of a toy, such as that in the first year of the children by the prime Minister stressed that the economic dimension of toys and games, and called it "Toys of the world Economy." The prime Minister has said that the global toy market to about \$ 100 billion, while India will take only about 1.5 percent of the time. on the market. India imports nearly 80 per cent of their toys. This means that crores of rupees are being sucked out of the country. This needs to be changed, the prime Minister's office said. Sri Modi stressed that, in addition to those numbers, the industry has the potential to be a key to the progress and growth for the poorest segments of the society. The toy industry has its own industry, the artisans of the country's population, the Beggars, the poor and tribal people. The prime Minister highlighted the contribution of women in the industry. Use one of these segments, you will need to have in order to be talk loud about the local nightlife. The prime Minister has called for new models of innovation, and funding of, the, Indian, toys, the competition is on a global level. There is a need for the development of new ideas and foster new start-ups, and the transfer of new technologies to a traditional toy manufacturers to create new demand in the market. This has been one of the inspirations for events such as the Instagram, the prime Minister's office said.

The prime Minister's office, the budget of the data, and the development of the Internet in rural areas, and called for the exploration of the possibilities of the virtual, the digital and on-line games in India. The prime Minister expressed regret that most of the online games or digital devices available on the market are not based in india, and many of these games contribute to violence, and determine the cause of mental stress. The prime Minister stressed that " the world will want to learn about India, the potential of the arts, culture, and society at large. Toys are a big part to play in this. India is a treasure trove of content, digital gaming experience. Sri Modi urged the young innovators and companies, in order to remind them of their responsibility to the world to show you the real picture of India, its opportunities, and ideas.

The prime Minister stressed that the 75th anniversary of India's independence, it is a huge opportunity for the innovators and the creators of the toy industry. A lot of the incidents, the stories of our freedom fighters, courage, and leadership skills that can be turned into a game with the concept. These are the innovators play an important role in the man of the future," the. Really interesting and interactive games that include play and educate, " the prime Minister said.

Union Minister of state Shri Sanjay Dhotre, expressed deep appreciation and thanked the Prime minister Shri Narendra Modi, for his ongoing Toycathon.



**Conclusion:**

Events like Toycathon inspires a lot to get connected with the ancient Bharat. Such Events helps children and economy to boost into global scenario. Children get interacted with their culture, social life style and various unknown specialities of their history and country.

As a Nodel Centre we are very happy to be a part of such events and will be associated for such more events.