

International Conference on Students' Progression (ICSP'2021)

Theme: Reengineering Higher Education for Students' Progression: Skillsets that will Dominate in the Knowledge & Digital Economy

SESSIONS DESCRIPTION

Track 4: Fashion Technology, Fine Arts, Architecture & Planning, Design & Education

Session 4.1: Theme: The COVID-19 World and Its Impact on the Future of Careers in Fine Arts

Overview:

The COVID-19 pandemic had a big impact on the fine arts, as it did on the rest of the art world. Many cultural institutions try to adjust by delivering new (or freshly enlarged) digital offerings due to physical distance restrictions. COVID-19 has demonstrated that the arts are a social imperative. Creativity is always a statement of optimism. Our future economy is now heavily reliant on creativity, innovation, and technology, which has opened new markets for many creative entrepreneurs in and outside of the creative sectors. Artists and designers can now transmit to genuinely global audiences using virtual reality goggles. Designers are already employed in IT firms, advertising agencies, and the television and media industries, among other places. These positions necessitate both creative and technical abilities, and persons with these abilities will increasingly be in demand in the fine arts. In the post-COVID-19 era, Fine Arts Programmes would be crucial incubators for the next generation of creative leaders and Entrepreneurs.

Session Objectives:

- To deliberate on the breadth and diversity of creative job/ career options in fine arts in the new normal
- To explore increased opportunities to contact between creative firms, creative entrepreneurs, and young people
- To gain perspectives from the industry leaders on how to develop transferable abilities among students to deal with situations that are characterized by ambiguity.
- To examine industry-oriented curriculum design and teaching pedagogies that will enhance student's ability to think critically and creatively, to solve problems, to become creative entrepreneurs, and to adapt to the rapidly changing interests of the audience.

Session 4.2: Future of Creative Fashion Careers in Post Pandemic Era

Overview:

Focusing on major societal issues requires creativity and art. One such difficulty for the entire world has been the post-pandemic era, which has had an enormous influence on the art industry, with many artists losing their stage, audience, and livelihoods, as well as several Art Fairs being cancelled.

Any industry that deals with art need to be innovative and adaptable. After sweeping cancellations of performances, concerts, readings, exhibits, and arts-related events and conferences, the arts community

was one of the first to pivot online, and various Indian galleries and museums are opting for virtual shows and exhibitions, which have been a huge hit and have continued to rise. Art and literature have always been impacted by the times and civilization. Isolation has provided the opportunity for some people to reflect and consider. In solitary imprisonment, writers, visual artists, painters, and sculptors' work has become more serious and thoughtful. Because they have the luxury of leisure to create art, it has been a fantastic period of creativity.

Millions of individuals will be able to participate in the experience in the future. Social media has evolved into a useful business tool. Art may be accessed instantly through digital channels. We will be able to see our museums and galleries in real-time as technology advances, perhaps even watch artists at work and see shows being mounted.

Session Objectives:

- To discuss and explore the pandemic's impact on artists.
- To examine how the artists' used their creative vocabulary to cope with the uncertainty.
- To explore the strategies for reaching out to viewers and potential consumers
- To identify the new ways to communicate with collectors, artists, and patrons by discussing the lessons learned from nationwide lockdown
- To gain perspectives on how galleries can engage in cutting-edge technology to create viewing experiences that mimic the sensation of travelling through a physical location, with the materiality of the work muted by the digital medium
- To deliberate on newer and more exciting models to maintain people's interest in art.

Session 4.4: Incentives to develop and use technology to enhance their teaching and academic activities.

Overview:

Incentives are means to motivate an individual or a group of people to achieve something over time. It is either given in the monetary or non-monetary form (Positive reinforcements, positions, responsibilities). It aims to stimulate and direct the activity of an individual in developing extraordinary from the basics. Technology in education has become a tool for developing learning strategies and improving concept understanding. Digital learning paves the way for student engagement, facilitates personalized learning, and prepares the student for an unprecedented tomorrow, which seems to have laid its foundation on technology. The need for incentives to ensure technological advancement in teaching-learning activities is much more than one can fathom. The absence of technology in education leads to a lot of learning gaps. By providing appropriate incentives, we are ensuring the up-gradation in the motivational level of teachers in using technology. This proposed conference is to bring forth multitudes of ideas from various educationists and teachers on the need for incentives for technological development. It will bring a change within the invisible four walls of the teaching-learning methods both literally and figuratively.

Session Objectives:

- To identify appropriate tools for students' understanding.
- To develop an understanding of a concept with the help of technological tools.
- To familiarize the audience with new technology during the 21st century.
- To develop the skill creativity and literacy skills.

Session 4.5: Contemporary Skill-sets for successful Physical Education and Sports career

Overview:

In the contemporary world, Physical Education & sports sciences is one of the most exciting and dynamic areas of study, especially in developing nations like India. The domain of physical education and sports sciences has changed dramatically during the last 50 years due to the increased need for health and fitness and also due to the commercialization of sports as an art of entertainment and a potential avenue for endorsements. It has expanded in different areas from education to health, fitness, and sports, ranging from school-aged children to people of all ages as well as abilities. We can witness the growing interest in games and sports exemplified by the fitness boom and the wellness movement, sports events today receive worldwide coverage. This has created an immense demand in the industry for skilled professionals who can successfully contribute towards high-quality health and fitness programs, effective physical education implementation, scientific analysis and development of athletes along with management and administration of commercial sports. Physical education and sports universities, institutions, department, and colleges across the nation have the task to adapt to modern technologies, pedagogies, infrastructure, and management approaches to produce the best human resources in a wide range of career opportunities in physical education as sports and help to reduce the Industry-University Gap that exists in the present scenario.

Session Objectives:

- To explore the Technological revolution in physical education
- To examine the role of Innovation in physical education and sports sciences
- To gain perspectives on Curriculum design in higher education physical education programs
- To explore Pedagogical approaches in Physical Education teacher training program
- To discuss the Contemporary Health and Fitness opportunities
- To examine opportunities in the Post COVID-19 profession preparation in physical education teaching

Session 4.6: Pedagogical Upskilling of Special Educators to perform effectively at Virtual Platforms

Overview:

The COVID-19 pandemic has affected educational systems worldwide, leading to the near-total closures of schools, universities, and colleges. Most governments decided to temporarily close educational institutions in an attempt to reduce the spread of COVID-19. The impact was more severe for disadvantaged children and their families causing interrupted learning. In response to school closures, UNESCO recommended the use of distance learning programmes and open educational applications and platforms that schools and teachers can use to reach learners remotely and limit the disruption of education. Therefore, its hours need of pedagogical upskilling of special educators to perform effectively at virtual platform. An educator dealing with children with special needs has a lot to do in this dimension as innovative practices can be incorporated to club the contemporary educational demands and pedagogical orientation.

Session Objectives:

- To Exchange Scientific Knowledge in the field of rehabilitation to meet the educational needs of different disabilities

- To Explore solutions to different functional and operational challenges at virtual platforms especially during interaction with children with special needs
- To Encourage students to learn and implicate new skills to perform effectively in the digital world
- To Discuss opportunities to improve pedagogical activities with up-gradation and advancement with technological features
- To Enhance understanding and implementation of the possible innovative practices to deal with the contemporary needs of an educational system

Session 4.7: Development of pedagogical skills and social skills among the teachers for an effective learning environment

Overview:

Education is the most powerful weapon which you can use to change the world.” – Nelson Mandela. Education is the key to human development, sustainable economic growth of nations, and facilitator for personal emancipation. It is seen as a way to empower people to improve their quality of life and increase their capacity to participate in the decision-making process, leading to the desired transformation in the social, cultural, and economic policies. It is rightly said that the development of a country is assessed on the scale of education which leads to economic and social development. Education of the learner necessarily requires a team spirit between various agencies of the school, home, and community. It is the responsibility of the education system to bring different groups of society together and promote the emergence of an egalitarian and integrated society. With a change in the educational scenario, it is very essential to have skilled teachers who can deliver the content to the students in a very intricate manner. Online teaching requires expertise in skills. Social skills can help teachers to set goals for themselves and build positive relationships with peers, students, and guardians. This also facilitates develop self-awareness and emotional management skills. It also helps teachers recognize which students are having a tough day and where they might need help. The essence of well-comprehended pedagogy can improve the quality of teaching and the way students learn, helping them gain a deeper grasp of fundamental material. Being mindful of the way you teach can help you better understand how to help students achieve deeper learning.

Session Objectives:

- To generate awareness among the teachers for developing skills required for Education 4.0.
- To explore the emerging trends in teaching-learning in the present scenario.
- To identify the challenges for implementing innovative practices in Schools.
- To promote innovative practices effectively for building competency among teachers.
- To explore the latest trends in the pedagogical areas conducted by teachers in Schools.
- To foster the development of social skills engaging innovative teaching techniques for promoting independent, critical, and creative thinking among students.
- To explore the impact of the school environment on the functioning of the teachers.

Session 4.8: Professional Avenues post Architectural training

Overview:

Graduation in architecture offers a holistic Development of Individual as it provides a wide variety of Subjects and Elective during its 5 years of course work and many of the complementary subjects studied

for overall understanding of Architecture can further branch out into various Professional Avenue and opportunities like Architectural photography and Journalism, product designing, User Experience/User Interface Design, Animation, Project Manager, Interior Designer, set designer, 3d Printing and Modelling, etc which are completely different from Conventional Architecture practice as it requires a very specific role in the service industry.

The proposed discussion is on how the education of architecture provides a base platform for various streams and professions and how it builds a perspective to branch out and excel in them.

Session Objectives:

- To know about the existing opportunities that align with their field of study apart.
- To learn about the right channel to pursue such professions.
- To encourage students to explore the upcoming opportunities in the field of Architecture & design.

Session 4.10: Design Thinking: Approach in Built Environment

Overview:

Design thinking is a term used to represent a set of the cognitive, strategic, and practical processes by which design concepts are developed. The approach to built environment ranges from a very small-scale exercise from designing a product to a large-scale exercise of designing a city that requires an idea /concept/vision to begin with. The process of design thinking helps us to commend innovative solutions to prevalent/contemporary issues within the built environment. The importance of design thinking in the field of the built environment is very critical and necessary for our young designers who should not just be aware of it but also practice design thinking in their day-to-day life and work to improve the design concepts that will help them achieve desired outcomes.

Session Objectives:

- To become aware and recognize the importance of design thinking as an integral part to generate concepts and user-centric outcomes.
- To have a panel discussion with the creative firms, creative entrepreneurs, and young people practicing design thinking in their specific domain to the built environment,
- How the Students can develop the process for design thinking in their design projects and further collaborate on the same.
- To create in our graduates, the ability to think critically analyze, and creatively, solve problems, and inculcate the changes in their design projects.
- To teach our students how to be creative entrepreneurs who see the importance of creating their career path.

Session 4.11: Design Collaborations: Multi-layered and multilateral approach

Overview:

Design collaboration is a process in which various specialized people or agencies work together to resolve design ideas that meets the objective or outcome for the key stakeholders. Method to achieve successful design collaboration is the resolution of multiple layered parameters within a specific domain and later on collaborating these parameters with other specialized fields working for the same outcome.

The role of collaboration in the design industry governs the success of any project. Design collaboration has become a tool to managing projects to achieve optimum outcomes concerning time and finance. The need to have a broader understanding of various domains concerning the design field is necessary for a holistic approach while collaborating for any project.

Session Objectives:

- To become aware and recognize which designer must deal with various stakeholders through different stages of the project life cycle
- To have a panel discussion with the business firms, creative entrepreneurs, and young people on design collaborations.
- How the Students can participate with the industry in their design projects and further understand the importance and need to collaborate on projects,
- To create in our graduates, the ability to network professionally with the skills and experience they need to stand out in the job market for their projects
- It allows them to build industry links and enrich their academic learning by developing a specific design or business concept

Session 4.12: Entrepreneurship challenges in architecture practice

Overview:

Architecture practice requires an understanding of various fields like real estate, construction, finance, marketing, vendors, material, Technology, Client & Consultant Coordination, service value, etc even after acquiring graduation and learn about the field theoretically, practical understanding of many such domains remain untouched till one begins his/her practice and undergoes various stages of a project. It is often becoming a dilemma for young architects how to begin and what all to manage to run their practice. Is there a framework that one could follow to start their practice? The topic intends to discuss the aspects which will help young Design entrepreneurs to be aware & prepared for upcoming challenges before stepping into the industry.

Session Objectives:

- Students will learn about the challenges & opportunities from various Perspectives.
- Students will be more aware & better prepared to begin their practice.
- Students will learn about Branding, Market Presence & Cost Management, which enables them to run a successful practice.

Session 4.13: Strategies of building Strong Alumni Connect for Supporting Students' Progression in the digital age during Covid Pandemic

Overview:

The Panic that engulfed our lives last year has let up, and 2021 has marched in. There is still a marked risk to public safety, especially when it comes to mobility. The lockdowns and subsequent months of quarantine have left employees starved for visiting the office. However, Experts feel otherwise. The ideal work environment today allows an employee the flexibility between office hours and “mobile working”, something that many organizations are now allowing for two to three days a week as a new global standard. Appropriate usage and impenetrable cybersecurity are concerns that any intelligent

organization strives to achieve, keeping itself in the center of today's interconnected digital economy. The pandemic simply accelerated the trends that were inevitable with the advent of AI and automation, along with changing workplace roles and shifting marketplaces. It presented every organization with its own set of challenges and opportunities and forced them to either adapt or perish. It allowed businesses to become more human-centered and to transcend organizational boundaries. The disruption caused by the pandemic also brought with it several insights and capabilities that will allow businesses the opportunity to thrive in the future.

Session Objectives:

To understand and learn about:

1. Role of AI and automation integrated into the workplace
2. Requirement of reskilling of the employees
3. Importance of cybersecurity for an Intelligent organization