

## **AMITY UNIVERSITY MAHARASHTRA**

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# Dedicated Outreach Educational Activities for The Wider Community

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Antarchakshu 2.0(Season 3, Online - Adapted for Covid) Working towards broadening awareness for an Inclusive World



**About The Workshop**: A module developed and conceptualized by the XRCVC, Antarchakshu®— The Eye Within is a simulation workshop aimed at creating a sneak preview for the sighted into the world of the visually challenged. It's a simulated environment where participants, through experiencing a disability simulation, will learn to reflect on personal attitudes towards people with vision impairment. This simulation is then followed by an interactive session and/or presentation. The objective of the module is to equip its participants with insight, understanding and basic facts about the lives of the visually impaired, the 'How?' of their lives as also to foster an insight in developing their own personal perspective on the issue.

**How Antarchakshu® has been adapted for Covid :** Keeping in mind, the extraordinary situation thrown up by the Covid pandemic, we have adapted the sit-down workshop model of Antarchakshu® so as to make it available through the online platform to specific target groups located anywhere across the country, and perhaps, even the world. We have already run many such workshops successfully online.

**Objectives of the Session:** To help participants reflect on attitudes and beliefs towards persons with vision impairment. Orient participants to concepts of inclusion, accessibility, equal opportunity employment and related ideas. Through the experience, help participants gain valuable insights of personal strength, ability to work around situations, power of imagination, and the inherent human capacity to overcome odds through innovation and determination. Hence Antarchakshu® serves the dual aim of not only sensitising participants to disability but serves as a potent HR and OD tool towards personnel growth and motivation.

#### Duration of the Session: Approximately 2 hours

Maximum Participants per Batch: 25 Minimum Number of participants required: 15 Methodology: Interactive exercises, group discussion and lecture inputs.

**Requirements:** Good internet connectivity. It is critical that all participants should be present throughout the session. Given the manner in which the activities are structured, joining / leaving half way defeats the purpose of the session.

Conducted By: Xavier's Resource Centre for the Visually Challenged (XRCVC) St. Xavier's College 5, Mahapalika Marg, Mumbai – 400 001 Contact Details: 022-22623298; <u>www.xrcvc.org.</u>

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Amisanté is a combination of two words Amity and Santé; Santé translates to health in French. Which brings us to the Theme of the event "World Health Day". The purpose of the event was to educate our guest on various health issues such as Mental Health, Stress Coping Mechanism, etc. Social Committee had the wonderful opportunity to collaborate with Robin Hood Army, A Zero funds volunteer-based organization that has dedicated themselves in the service of underprivileged and they volunteer to educate children who don't have a lot of resources. Participants were evaluated on the bases of creativity, Relevance, Clarity, Time limit and Communication. We were fortunate to have Dr. Seema Unnikrishnan and Dr. Payal Sanan to be our esteemed Guest and part of our jury panel. We were delighted by the presence of Ms. Khayati who was joining us on the behalf of Robin Hood Army. We had total 15 participants and 240 plus attendees.

On 16<sup>th</sup> of April, 2021 on Friday at 11:00 to 12:00 through MS Teams, Social Committee Conducted an exciting event based of Situation Solving games, Words Search and A debate to conclude our competition. Our Competition was divided into three levels.

#### Level 1: Situation Based Game

Participants were given a situation which was reflected on the screen they had to answer those question on the bases of how are they planning to respond to those scenarios. Participants were requested to type their answer to their requested coordinators within the given time frame which were further evaluated by our panel of Jury.

#### Level 2: Word Search

Participants were given a certain time frame in which they and the find words from the word search displayed on the screen. The Theme of our word search was based on disorders and phobias. Participants had to answer to their respective level coordinators. The one with most words wins the round and progresses to the 3<sup>rd</sup> level.

#### Level 3: Debate

For our Finale, Participants were allotted a topic they had to debate for the motion or against the motion. Topics were related to Health such as Euthanasia, Ayurvedic Vs Modern Medicine, etc. Participants were evaluated on the bases of facts and genuine arguments.

To conclude the event, we were graced by the words of wisdom from Ms. Khayati who had joined us for our event she discussed health concerns faced by the lessPrivileged. She encouraged us to join and be a part of Robin Hood Army. At the end of the event, Heartly congratulated the winners Ms. Alina, Ms Shabnam and Ms Yashika.





Time duration: 03:30 PM to 04:00 PM

The Event on Kindness Quest and Giving in December Organized by team of Students of Social and Human Values Committee in online Mode: Held on MS teams, Attendees: 107 Attendees, and Participants: 02 Participants

### **Objectives of the event**

- To let people share their experience.
- To develop understanding of social work in the world via pictorial interpretations.
- To Allow people to show the world through their eyes.

### Key highlights of the Event

The event was conducted successfully under the guidance of Dr. Bhavika Thakkar to understand the importance of social work and giving to those who are in need without seeking any benefit for ourselves. Guests were welcomed. Participant's work was shared using video Speeches were given by the organizing team on the topics as Hunger and Human Values.

Live voting was done during the event through which the winner for the event was decided. The winner of the event was Devesh Goel, and it was announced by Dr. Bhavika Thakkar in the event itself. In the end the guests were very satisfied and gave a positive review. They found the live voting very engaging and actively participated in providing their opinion.

#### **GREENBEATS** Recycling

| Event: Scattergories Game on Kahoot- GREENBEATS |
|-------------------------------------------------|
| Date: 9 <sup>th</sup> Dec 2021                  |
| Time: 4 PM to 5 PM                              |
| Venue: Online Mode (MS Teams)                   |





Purpose of Event: - This is an attempt to create awareness amongst students towards Environment and innovative solutions of Environment.

Details of the event:

- Organising quiz on Kahoot App(Theme- Recycling)
- Scattergories Game

Event Summary: Environment Committee organized Second event-"GREANBEATS" on theme of recycling. The Scattergories game is the fast-thinking game of categories and words!. The game organized on Kahoot App followed by Scattegorize round. The event is attended by 74 participants and winners of event First Position- Rohan Pawar(BBA Sem III), Second Position- Pooja Sawant (MBA Sem-I) & Third Position-Siya Garg (BBA Sem-I).

#### Awareness Program of use of single use of Plastics

| Event: Azadi ka Amrit Mahotsav- Awareness Program of use of single use of Plastics.<br>(Competitions) |
|-------------------------------------------------------------------------------------------------------|
| Date: 28 Oct and 29 Oct 2021                                                                          |
| Time: 2 PM to 3 PM                                                                                    |
| Venue: Online Mode ( MS Teams)                                                                        |



**Purpose of Event:** - This is an attempt to celebrate Azadi ka Amrit Mahotsav to celebrate the achievement of country and its people. Amity Business School' Environment Committee Organizing Competition for creating Awareness to avoid the use of single use of plastics.

Details are given below:

Develop an innovative solution to mitigate the single use of plastics

- Proposal making of innovative solutions (PPT)
- Poster making competition (Handmade poster)
- Roleplay (Video on creating awareness to reduce single use of Plastic)

#### Event Summary: 28 Oct 2021

On 28<sup>th</sup> Oct Competitions Organized on Proposal making of innovative solutions through Power Point (PPT). The chief guest of the event was Dr. Bhawna Sharma and jury members were Dr. Latha Shreeram and Dr. Vinit joshi. In this students proposed unique ideas on use of less use of plastics like Reusable coffee cup, plastic free chewing gum, use of cloth bag, buy second hand clothes with this students shows ill effects of Plastics on our environment etc. Event attended by total 50 students with the faculty members and organizing Committee. There are three winners of the event are Madhav Sharma, Vidhi Adia, Aditi Goel.

29<sup>th</sup> Oct 2021



On 29<sup>th</sup> Oct Competitions organized on Poster Making Competitions and Role play on awareness of less use of plastics. The chief guest of the event was Dr. Bhawna Sharma and jury members were Dr. Pushpendu Rakshit and Dr. Reshma Nair. In this students created awareness program through their art and knowledge. Students prepared hand made posters and tell their story through roleplay. Events attended by total 30 students with faculty members and organizing committee. The winners of the event are Salil Ambedkar-Role play, Riya Surani, Piyush Badani & Neha -Poster Competitions.