



Ministry of Education
Government of India



MoE's INNOVATION CELL
(GOVERNMENT OF INDIA)



INSTITUTION'S INNOVATION COUNCIL
(Ministry of Education Initiative)



IIC7.0 Calendar Activities for Academic Year 2024-25

Semester -1 (September – February)

Quarter 1 (1st September - 30th November)

Sr. No	Activity	Suggestive Mode of Conduct of Activity	Suggestive Level of Activity	Thrust Area of Activity
1	Workshop on “Entrepreneurship and Innovation” as a Career Opportunity	Offline/Online	1 or 2	Conducting a Maximum Number of prescribed activities focuses on Inspiration, Motivation, and Ideation
2	My Story - Motivational Session by Successful Innovators	Offline/Online	1	
3	From Idea to Impact - Motivational Session by Successful Entrepreneur/Start-up Founder	Offline/Online	1	
4	Session on Problem Solving and Ideation Workshop	Offline/Online	1 or 2	
5	Session on the “Basics of Intellectual Property Rights and its Importance for Innovators and Entrepreneurs”.	Offline/Online	1 or 2	
6	Exposure and Field Visits for Problem Identification: Aligning with UN SDGs and Exploring Emerging Areas of Technologies	Offline	2 or 3	
7	Organize an Inter/Intra Institutional Idea Competition/ Challenge/ Hackathon, and Reward the Best Ideas and deposition in the Institution's YUKTI Innovation Repository	Offline/Hybrid	3 or 4	
8	Idea Showcase: Demo Day/Exhibition/Poster Presentation of Ideas/PoC & linkage with Innovation Ambassadors/Experts for Mentorship Support.	Offline/Hybrid	3 or 4	

Quarter 2 (1st December - 28th February)

1	Workshop on Design Thinking, Critical thinking and Innovation Design	Offline/Online	2 or 3	Conducting a Maximum Number of prescribed activities focuses on Idea/innovation on Validation and Concept Development
2	Organizing Innovation & Entrepreneurship Outreach Program in Schools by engaging active Atal Tinkering Labs and School Innovation Council (SIC)	Offline	1 or 2	
3	Organize an Expert talk on Process of Innovation Development, Technology Readiness Level (TRL); Commercialization of Lab Technologies & Tech-Transfer	Online/Offline	1	
4	Workshop on Effective Sales and Marketing Strategies for Entrepreneurs /Startups	Online/Offline	1 or 2	
5	Conduct a Session on Achieving Problem-Solution Fit and Product-Market Fit	Online/Offline	1 or 2	
6	Field/Exposure Visit to Pre-incubation units such as AICTE Idea Lab, Fab lab, Makers Space, Design Centers, City MSME clusters, workshops etc.	Offline	2 or 3	
7	Organize an Inter/Intra Institutional Innovation Competition/Challenge/Hackathon and Reward the Best Innovations and deposition in the Institution's YUKTI Innovation Repository	Offline/Hybrid	3 or 4	
8	Innovations Showcase: Demo Day/Exhibition/Poster Presentation of Innovations/Prototypes & linkage with Innovation Ambassadors/Experts for Mentorship Support	Offline/Hybrid	3 or 4	



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IIC7.0 Calendar Activities for Academic Year 2024-25

Semester II (March- August)

Quarter 3 (1st March - 31st May)

1	Workshop on Prototype/Process Design and Development.	Offline/Online	2 or 3	Conducting a Maximum Number of prescribed activities focuses on Prototype, Design, Process Development for Business Model/ Process/ Services
2	Session/ Workshop on Business Model Canvas (BMC)	Offline/Online	1 or 2	
3	Field/Exposure Visit to Incubation Unit/Patent Facilitation Centre/Technology Transfer Centre such as Atal Incubation Centre etc.	Offline	2 or 3	
4	Session on "How to plan for Start-up and legal & Ethical Steps"	Offline/Online	1	
5	Workshop on "Raising Capital and Managing Finance for Startups"	Offline/Online	1 or 2	
6	Workshop on "Protecting Intellectual Property Rights (IPRs) and IP Management for Startups"	Offline/Online	1 or 2	
7	Organize an Inter/Intra Institutional Business Plan Competition and Reward the Best Innovations and deposition in the Institution's YUKTI Innovation Repository	Offline/Hybrid	3 or 4	
8	B-Plan Pitch: Demo Day/Exhibition/Poster Presentation of Business Plans & linkage with Innovation Ambassadors/Experts for Mentorship Support.	Offline/Hybrid	3 or 4	

Quarter 4 (1st June - 31st August)

1	Session on Innovation/Prototype Validation – Converting Innovation into a Start-up or Session on Achieving "Value Proposition Fit" & "Business Fit"	Offline/Online	1 or 2	Conducting a Maximum Number of prescribed activities focuses on Awareness about Startup and related Ecosystem Support Services for Startup Development
2	Session on Accelerators/Incubation -Opportunities for Students & Faculties – Early-Stage Entrepreneurs	Offline/Online	1 or 2	
3	Organize Session on "Lean Start-up & Minimum Viable Product/Business"- Boot Camp (or) Mentoring Session	Offline/Online	1 or 2	
4	Session on Angel Investment/VC Funding Opportunity for Early-Stage Entrepreneurs.	Offline/Online	1 or 2	
5	Session/ Panel discussion with innovation and Start-up Ecosystem Enablers from the region/state/national level	Offline/Online	1	
6	Organizing Innovation & Entrepreneurship Outreach Program by involving ATLs/SICs in Schools	Offline/Hybrid	2 or 3	
7	Organize an Inter/Intra Institutional Start-up Competition and Reward the Best Start-ups and deposition in the Institution's YUKTI Innovation Repository	Offline/Hybrid	3 or 4	
8	Startup Summit: Demo Day/Exhibition/Poster Presentation of Start-Ups & Linkage with Innovation Ambassadors/Experts for Mentorship Support	Offline/Hybrid	3 or 4	



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Activity Level Description

Level	Event/Activity types	Duration
Level 1	<ul style="list-style-type: none"> • Expert Talk • Mentoring Session • Exposure Visit • Seminar • Conference • Exposure Visit • Panel Discussion • Roundtable Discussion • Networking Event 	<p>An Activity of 2 to 4 contact hours Duration (or) A Half Day Event</p> <p><i>(Pre-Event Preparation Period is Excluded)</i></p>
Level 2	<ul style="list-style-type: none"> • Workshop • Seminar • Conference • Exposure Visit • Panel Discussion • Roundtable Discussion • Networking Event 	<p>An Activity of 5 to 7 contact hours Duration (or) A Full Day Event</p> <p><i>(Pre-Event Preparation Period is Excluded)</i></p>
Level 3	<ul style="list-style-type: none"> • Workshop • Boot Camp • Innovation Exhibition/ Startup Showcase • Demo Day • Competition • Hackathons • Conference 	<p>An Activity of 8 to 15 contact hours Duration (or) More Than A Day but Less Than Two</p> <p><i>(Pre-Event Preparation Period is Excluded)</i></p>
Level 4	<ul style="list-style-type: none"> • Tech Fest • Challenge • Hackathon • Competition • Workshop • Boot Camp • Innovation Exhibition/ Startup Showcase 	<p>An Activity of more than 16 contact hours Duration (or) More Than Two Day Activity.</p> <p><i>(Pre-Event Preparation Period is Excluded)</i></p>