Show & Tell Corner

WHAT IS IT?

"**Show & Tell Corner**" activity can be an exciting opportunity to bridge theoretical knowledge with real-world applications. It can be tailored with activity to be both informative and engaging for engineering students. This concept tries to create a space where innovative ideas are shared and shaped creating a concrete possibility for research among the peer group. **It is mandatory for all the final year UG and PG students to exhibit their projects on the Show & Tell platform before attending their viva-voce examination.** In association with Institute Innovation Council, **other Students can showcase their innovation ideas & Projects through this open platform**.

WHY USE IT?

- Exhibit & Explain: An open platform for students to showcase and present their projects and ideas.
- Inspire Innovation: Projects developed in different labs are shared to motivate and inspire peers.
- Structured Presentations: Includes 10-20 minute micro-talks and live demonstrations.
- Collaborative Feedback: Peer and faculty suggestions are incorporated to enhance project quality.
- Innovation Outcomes: Some presentations lead to product-based innovations, involving all final-year B.Tech , M.Tech , MBA and MCA students and other students can showcase their contributions.

HOW I DO IT?

Project Showcase

- **Purpose**: Students can present personal or academic projects, prototypes, or designs they've worked on.
- **Examples**: Arduino-powered gadgets, 3D-printed models, small robotics projects, or code for an application.
- **Skills Gained**: Communication of technical work, problem-solving explanations, and demonstration of hands-on skills

Engineering Innovations

- **Purpose**: Have students bring in or discuss an existing piece of technology or a recent engineering innovation.
- **Examples**: A new smartphone, a VR headset, renewable energy gadgets, or even an innovative piece of machinery.
- **Skills Gained**: Analytical thinking and the ability to communicate the relevance of technology to everyday life.

Relevant Engineering Tool or Software

- **Purpose**: Students can show a tool or software they frequently use or find invaluable in their studies.
- **Examples**: CAD software, simulation tools, or a multi-meter.

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- **Skills Gained**: Technical presentation skills and practical knowledge-sharing with peers.

"Invent an Improvement"

- **Purpose**: Students pick a common device or process and present ideas for improvements or modifications.
- **Examples**: Ideas to enhance energy efficiency in household appliances, improve user interface in common apps, or redesign ergonomic tools.
- **Skills Gained**: Creative problem-solving, innovation, and application of engineering principles to real-world problems

Highlight a Current Engineering Trend

- **Purpose**: Students present on a trending topic in engineering, such as AI, IoT, sustainability in design, or nanotechnology.
- **Examples**: Discussing the applications of IoT in smart cities, advancements in renewable energy, or the impact of AI on industries.
- **Skills Gained**: Research skills, keeping up with industry trends, and relating academic knowledge to global developments.

WHAT SHOULD I CONSIDER?

- **Preparation**: Encourage students to prepare a short slide deck or bring physical items for demonstration.
- **Time Limit**: Set a 5-minute limit for each presentation to keep things engaging and to ensure everyone gets a turn.
- **Peer Feedback**: Allow students to give constructive feedback or ask questions, building a collaborative learning environment.
- **Evaluation**: Create a rubric that assesses clarity, technical accuracy, creativity, and engagement.