**1. Title of the Practice : Coding Club@SVEC**

**Objectives of the Practice:**

- Motivate students to learn and practice programming in their areas of interest for improved placement potential.
- To acquire the skill of solving problems by considering different required points of view.
- Imbibe the ability among students to work as individual and in groups during projects.

**The Context:**

As per survey by AICTE, there is a large gap between the skill-set acquired by the students and requirements of industry. To bridge this gap it is essential to ensure programming competency among students is to enhance the employability skills of the students for placement in software industry. In this context students are required to acquire higher level programming skills to compete with the rest to be successful. With a large diversity in the domain of programming like programming paradigms, platforms and practices and much more evolutionary, there is a need to group like-minded aspirants to enhance their coding skills accordingly. This provides the required platform for student to choose a domain of his choice and work on it accordingly. This provides a platform for the student to understand the skills required in the domain and the intricacies in problem solving approaches.

**Implementation Plan:**

- Heads of the departments shall elect a Coding club coordinator among the faculty members of Computer Science branches.
- Coordinator identifies the interested members among faculty of Computer Science branches who are willing to guide the students in their platforms of expertise.
- Coordinator helps in identifying the different broad areas where faculty are able to train or guide the students and form few groups such that every group has a Member Secretary and members.
- These Coding club representatives shall promote the importance and activities of the clubs to all the students (Computer Science batch students to start-with) and enrol them.
- The student Members Secretaries are elected by the respective groups and other students shall remain its members.

- Groups formulate an individual plan or activities for the clubs within a common framework of the coding club supplied by Coordinator of Clubs.
- Dynamically depending upon the type of events students shall group for different events.
- The faculty representatives shall cohesively work with student groups and promote the evolutionary coding practices.
- Students are encouraged to participate in Hackathons, Codeathons organized within and outside of the institutions.

**Challenges and Resources:**

**Challenges:**

1. Understanding the student interests and motivating them
2. Embedding the Club activities in the curriculum

**Resources Required:**

1. Provision of lab slots for students when required based on student enrolment.
2. Identification of good internal and external experts for mentoring and training students.
3. Strong internal teams and cohesive groups required to handle training and associated activities
4. Annual budgetary requirement for remuneration of external experts & conducting events like Hackathons & Codeathons.

**Expected Outcomes:**

- Improved programming skills among students in their programming domains or areas of interest.
- For improved placement among students in software companies.
- Student participation in events like Codeathons and Hackathons.
- Taking up innovative projects for implementation.

**Notes:** Programming club shall promote the best coding practices among students and enhances their employability. This suffices the needs of students and motivates them to excel in programming.