

What excites you about technology and why do you want to help other students explore and learn?

The number of things technology has enabled us humans to do is endless. Some ten years ago, I could have never been able to imagine the way the internet helps us today. I've read incredible stories where Artificial intelligence and Virtual reality has been used to build facilities for the differently abled. A differently abled child named Chris can now experience the many beautiful terrains, forests, mountains and valleys in the world right in his wheelchair with the help of a joystick and a headset in place. To my eyes, this is magic. I want to help fellow students see that magic.

I was introduced to coding right from my school time. The first time I created a website using HTML tags, I felt a weird sense of fulfillment. I want others to experience that feeling. The way a bunch of symbols and letters transformed into appealing as well as usable websites, got me thinking. My curiosity ever since has been on a roller coaster ride that only goes up. I explored a bit of CSS, JavaScript, C programming, Java and Python and I learnt that there was something about computers that interested my mind.

Later on, I enrolled into a few courses in UX design from the Interaction Design Foundation. The way UX research methodology utilizes the empathy mindset and empowers humans as it does today seems interesting to me. The idea of building products that help people live a better life excites me and I wish to be able to contribute to the same.

On several occasions in my journey so far, I have felt the need for good guidance. There are certain things that no books can teach us. While that process would require reading and researching for hours on end, a conversation with an experienced person can turn out to be a quick fix. Seniors can help us by sharing their experiences and help us in our personal decision making. I want to help and contribute to the community for the very same reasons. If some young girl is sitting in her room with her laptop, trying to figure out how she can learn java, I am more than happy to help. Student programs will help me connect with such people. The goal is to learn and share the knowledge.

Currently I am pursuing a degree in Bachelor of technology and my subject of interest is Computer Science. So far, my journey of learning and exploring technology has been amazing and I have no plans of stopping or looking back. I hope to learn as much as I can and give back to the community.

If you were hosting an event at your school, how would you get students to attend?

During my course in UX research, I read about two key terms: target audience and problem statement. In my opinion, defining these two components in regard to any product or service can result in a much more efficient process.

In case I'm conducting an event at college, my first priority would be to figure out the target audience. The target audience is the bunch of people who are interested in the topic and theme of the event. They are most likely to attend the event. For example, if I am conducting a Web development workshop, the target audience would be the students who are interested in web development and want to learn more about it. The rest of the students can still be our potential audience. If they are not interested in web development, the publicity of the event can still be done in such a manner that the students develop some interest and curiosity. We can make them feel the fear of missing out on something very amazing.

The problem statement can vary for every part of the audience. Some of the probable problem statements are as follows:

There are some challenges that I have faced with my team members while conducting an event. Here's how I would tackle those problems and get students to attend.

Sometimes, the news about the event does not reach each student. They come to know about the event later and wish they had known about it earlier. It is important to leverage every platform that can help us spread the word across campus and ensure that all online social media handles and websites are updated. I would draft messages, design posters and send emails and spread the word through the word of mouth. Tell four friends and tell each of them to share the news with four of their friends.

There are times when students do get to know about the workshop being held but are unaware of the specific topics that will be covered. Some students feel they have no prior knowledge and skip the event.

My aim would be to specify clearly through every banner, poster, message, emails and social media handle what the workshop will be focused at and the required prerequisites.

Sometimes, students don't trust the source of information. They have received wrong guidance in their past and they wish to prevent repeating that mistake.

In this case, it becomes very important to share the work profile of the main speaker. Give the students some concrete proof as to why they should attend and learn from the workshop.

Also, students sometimes don't find the topic interesting enough. In this scenario, the major goal would be to convince students why that particular event is worth their time by creating and sharing videos in bit sizes to describe the topics to be covered. I would make it a point to present it in an interesting manner such that it develops some curiosity about the event.

These are some of the methods I would use. I am sure there will be many more methods and ideas and I intend on learning those along the way.

How would you take a technical concept and teach it to a friend or peer that has never heard of it?

For example, my super enthusiastic and curious 8-year-old cousin asks me about object-oriented programming. Here's how I'll explain it to her.

The two key terms in object-oriented programming are objects and classes.

Let's begin with objects. An architect named Bob planning the layout of different houses to be built on a piece of land. All the houses are going to be 2 floored duplexes. The first client told Bob that she wants a garage in her basement. While the second client demanded a spacious lawn area. In a similar way, all the clients had different but specific demands for their respective homes. These different houses can be termed as objects.

According to the technical definition, object is an identifiable entity which can have different attributes, characteristics and function.

After gaining specific knowledge about properties, Bob brings in resources and gathers a team of engineers and workers. All set, they begin the construction work. This might be a decision that Bob would regret later. What if he has indecisive clients who approach him a few days later to inform him about a change in their decision? He will have to discontinue the construction process and take a complete U-turn and bear huge losses of time, energy and resources.

On the contrary, what if Bob makes use of his smartness and only designs the blueprint in the early stage? If his client demands any changes after some time, he can simply modify the blue print accordingly.

A class is a blueprint of all the objects in it. It tells the computer how to make an object with specified properties.

Object oriented programming saves a lot of time and keeps room for modifications and changes along the way. In totality, it much more adaptive in nature.