

# SRM Institute of Science and Technology Faculty of Science and Humanities

## **Department of Computer Science**

Conducted

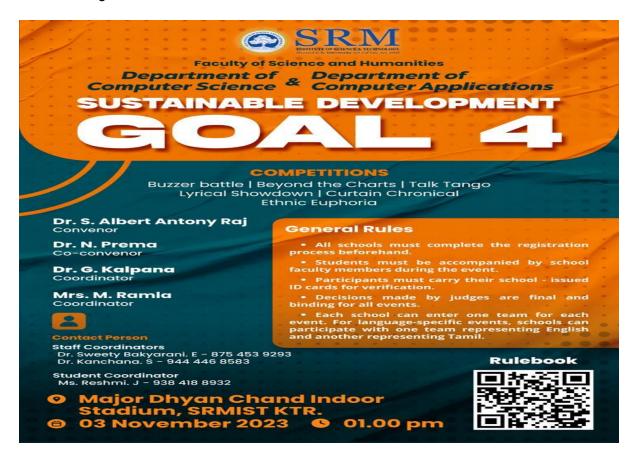
### **Inter-School Students Competition**

#### **About the Event:**

Sustainable Development Goal 4 (SDG 4) is dedicated to ensuring inclusive and equitable quality education and promoting lifelong learning opportunities for all. The aim of SDG 4 is to address various educational challenges worldwide and provide a framework for improving education systems, access, and outcomes.

#### The Objectives of the Symposium was to:

- Showcase how technology can enhance learning experiences
- Incorporate Sustainable practices in Technology use
- Infusing Gamification elements in Education



### **About Competition:**

We also went extra miles to invite School students for an Inter-School Competition.
 Infusing Gamification in Education was the theme. Events like Buzzer Bottle, Beyond the Charts, Talk Tango, Lyrical Showdown, Curtain Chronical and Ethnic Euphoria was conducted in the grand indoor stadium in a dynamic and memorable way. Around 300 participants from 6 schools participated.

## Gallery:











## The Grand Valedictory of SDG-4 at Major Dyan Chand Indoor Sta

