



## DIGITAL EVENT PORTAL

### Objective

Design and develop a digital solution to plan, manage and present information for a school event.

### Session 1: Digital Content Creation

#### Activities

##### 1. Video Editing in Canva

###### ✦ Task

Create an engaging video about virtual tour of the event and shares its map. Highlight key attractions such as the **Robotic Arena**, **Artistry Hub**, **Science Fusion** and **Heritage Voyage**, showcasing their unique features and planned activities.

###### ✦ Skills Practiced

- ✦ Importing and arranging media files
- ✦ Applying text effects and transitions
- ✦ Exporting the final video for sharing

##### 2. Google Apps Collaboration

###### ✦ Task

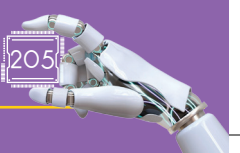
Use Google Docs to plan the event schedule. Create a Google Form to collect information from volunteers for organising committees.

###### ✦ Skills Practiced

- ✦ Using cloud-based collaboration tools
- ✦ Creating and sharing forms and documents

#### Outcome for Session 1

Develop skills in digital content creation, online collaboration and event planning.



## Session 2: Digital Frameworks in Action

### Activities

#### 1. HTML5 Forms and JavaScript

##### ❖ Task

Create an HTML5 web page that showcases highlights of various events and includes a registration form for participants with fields like Name, Class, Event Name and Contact Information. Use JavaScript to apply appropriate input validations.

##### ❖ Skills Practiced

- ✦ Structuring content using headings, paragraphs and images
- ✦ Creating and styling form elements using HTML5 and JavaScript

#### 2. MySQL Database

##### ❖ Task

Create a table in MySQL to store participants' data for events. Write basic SQL queries to display a list of participants.

##### ❖ Skills Practiced

- ✦ Creating and managing tables in MySQL
- ✦ Writing SQL queries to insert and retrieve data

### Outcome for Session 2

Gain hands-on experience in developing a basic website. Create a database to store and retrieve participant's information effectively.

## Session 3: Coding & Robotics in Action

### Activities

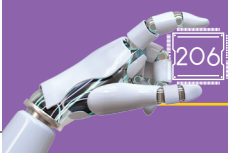
#### 1. Python Programming

##### ❖ Task

Develop a menu-driven Python program to display participant lists, count participants, add or remove participants and select random winners for each event.

##### ❖ Skills Practiced

- ✦ Writing modular code using functions
- ✦ Using standard Python libraries (math, random)



## 2. VEXcode VR Simulation

### ◊ Task

Simulate a robotic assistant navigating between event booths, including the Robotic Arena, Artistry Hub, Science Fusion and Heritage Voyage.

### ◊ Skills Practiced

- ✦ Applying loops and conditional logic
- ✦ Using sensors and motion blocks in a virtual environment

### Outcome for Session 3

Develop programming and problem-solving skills by working with Python data structures and simulating autonomous robotic movement in a virtual space.

### Final Deliverables

Tick (✓) the box if submitted:

- ◊ Canva file for the promotional video
- ◊ Google Docs file with the event plan
- ◊ HTML5 web page with event details and registration form
- ◊ MySQL database containing participant data
- ◊ Python script for participant reporting and winner selection
- ◊ VEXcode VR project simulating navigation



This project provides hands-on experience in integrating programming, databases, web design and robotics to build a complete digital event solution.

