IEEE EDUCATION SOCIETY YOUNG PROFESSIONALS

Call for Volunteers - IEEE Education Society YP Ad Hoc Committee

As your Young Professional Representative of IEEE Education Society , I'm here to support you and ensure that your experience as a student or young professional member is the most satisfactory. I am delighted to be a part of your expedition as a member of our society.

I am excited to share some fantastic updates and upcoming events with you. Our IEEE Education Society board has made a firm commitment to prioritize the needs and interests of our Students and Young Professionals members. To that end, we have made it one of our top priorities in our plan of initiatives.

We are excited to announce that we will be launching a series of virtual webinars and in-person hybrid workshops in collaboration with some of our YP local groups. Stay tuned for more information on these events, as well as two upcoming competitions that we will be rolling out next month.

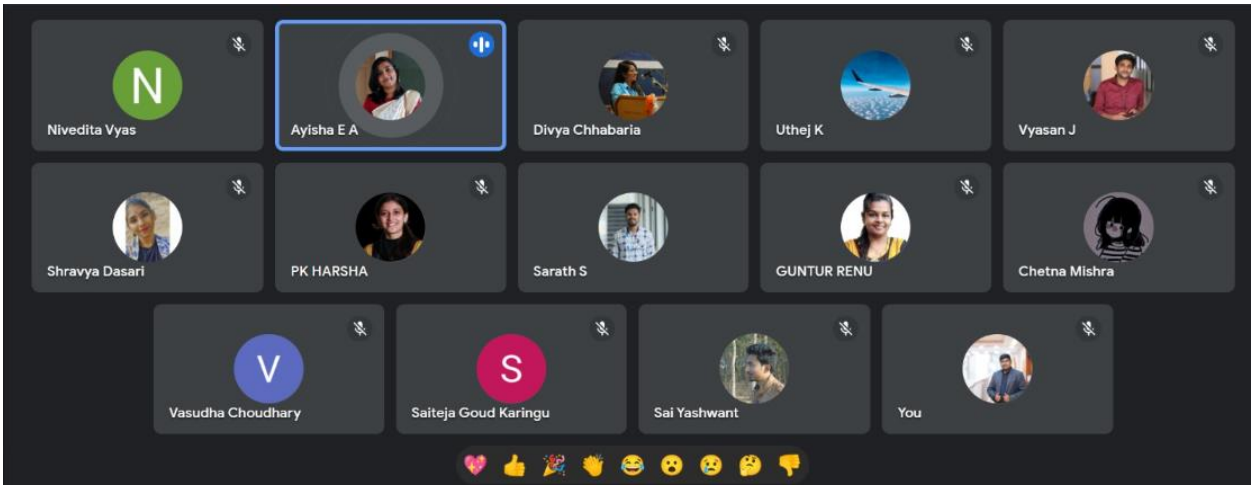
Don't hesitate to contact me at saiprashanth08@ieee.org with any thoughts, feedback, suggestions, or ideas. And remember to keep an eye on your inbox and follow us on social media to stay informed about all the exciting programs and activities we'll be rolling out throughout the year.

The IEEE Education Society YP Adhoc Committee seeks expressions of interest from the IEEE Education Society Volunteers as the committee members from various regions and sections across the IEEE, from all areas of relevance to the IEEE to serve the society in the role of Members of IEEE Education Society YP Committee. Kindly Please share your applications to chair of the committee at Mr. Sai Prashanth(saiprashanth08@ieee.org).
And if you're feeling inspired, we would be grateful for your help as a volunteer. Please email me your willingness to volunteer with IEEE Education Society YP Adhoc Committee; we can achieve great things together!

IEEE Education Society YP Adhoc MEETING - February

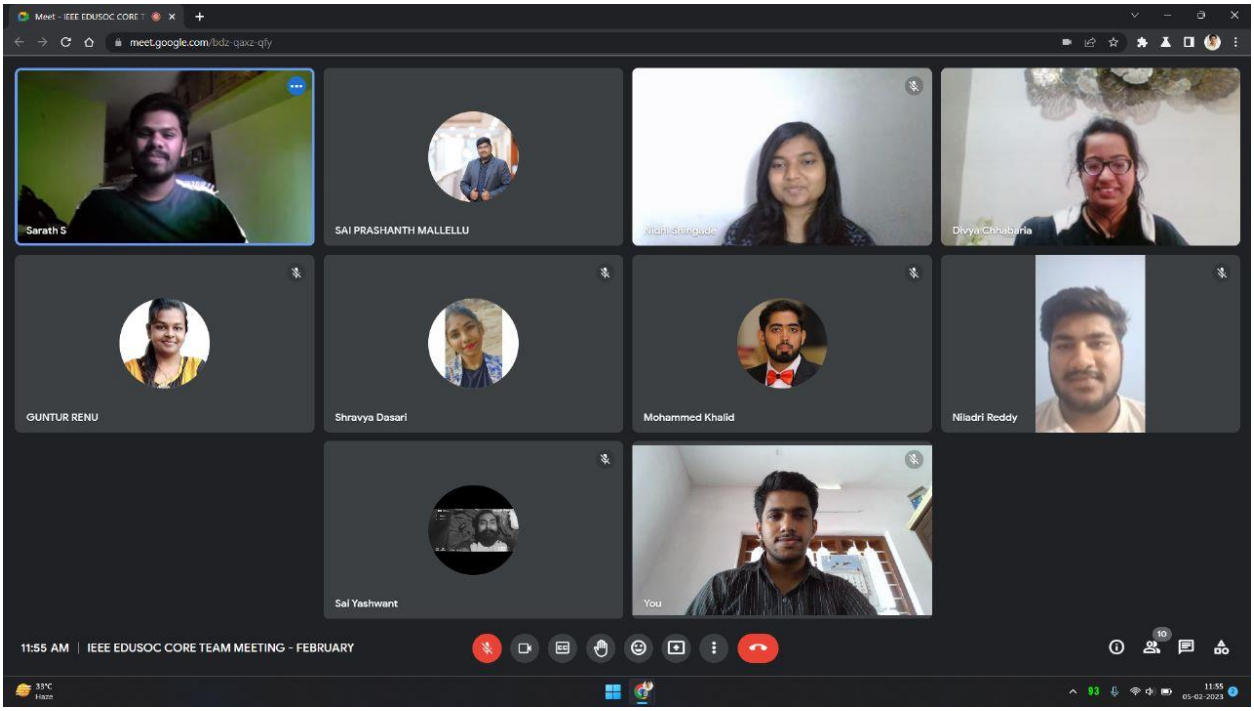
The first team meeting was January 15th, 2023 at 5:00 PM IST. The team shared their motive and goals, which were aimed at working towards the betterment of society by identifying social issues and implementing solutions to address them. This objective reflects the team's dedication and passion for contributing to the greater good. During the meeting, each team member was

given the opportunity to introduce themselves and express their message and concerns for creating a better world. Some of the ideas included promoting education and literacy, introducing the latest technology and humanitarian activities. Through this process, the team selected the best ideas to address social issues, taking into account their feasibility, impact, and potential for success.



FIRST CORE MEETING

The first meeting of the core team was scheduled on February 5th, 2023 at 11:00 AM IST. It was successful in laying the groundwork for future events and activities. The team discussed plans for organizing hackathons, summits, and STEP events, as well as funding for young professional (YP) activities. Specific responsibilities were assigned to each team member, and a preliminary schedule was created to ensure that everything runs smoothly. The team took into account the available resources, budget, and other limitations while creating the schedule for the upcoming events. With the team's hard work and collaborative efforts, they anticipate that the upcoming events will be successful.

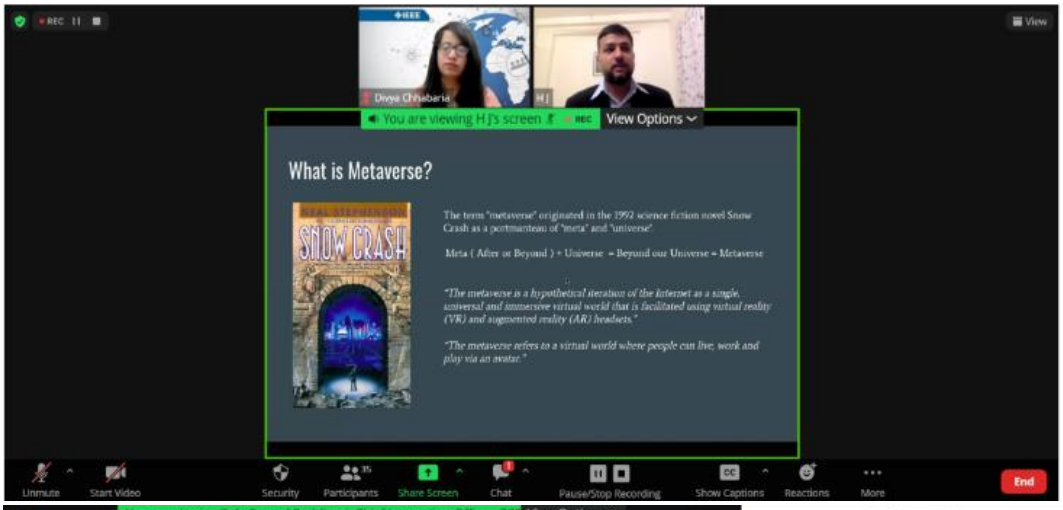


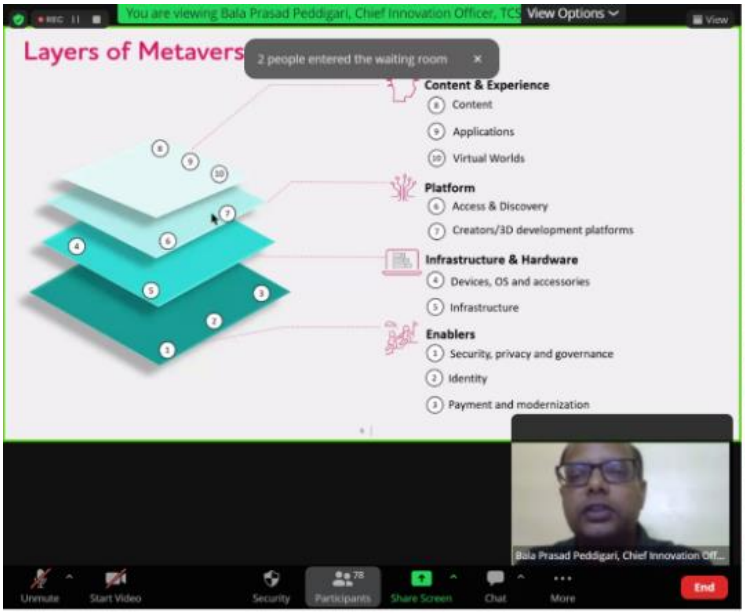
WORKSHOP ON METAVERSE AND ITS APPLICATIONS

The Event started with the introduction video of IEEE Edsoc YP on March 11, 2023, at 7:05 PM IST. Then our speaker Hemant Juyal explained VR, AR, and mixed reality where a merging real-world environment and a computer-generated one and Entering the metaverse - an immersive reality experience. Later he showed a Demo video of VR. The concepts include 7 layers of metaverse: infrastructure, human interface, decentralization, special computing, creator economy, discovery, and experience. Digital human, digital twin in VR real estate and construction in tech, Haptic technology, Tesla suit - high voltage electrical safety training suit

Then we step into Mr. P. Bala prasad's session in which he explained the Features of the metaverse 3d experience layer of the internet for physical-to-virtual world interaction and communication. key concepts in a rapidly evolving landscape. Domains of interoperability in the metaverse. The Metaverse could be gaming, fashion, Retail & CGP, travel & hospitality, and many industry initiatives will drag many promotions. metaverse in education will be immersive, personalized, affordable, and accessible learning. Also the metaverse future and way ahead for Enterprises.

Later we took a team photograph. Then discussion opened for the panel. Over 100+ participants were actively asked the queries. The meeting ended with a memento of appreciation. The webinar ended at 9:00 PM with a Group photograph of IEEE Education Society Young professional volunteers.


Divya Chhabaria
H J
You are viewing H J's screen
View Options
What is Metaverse?
SNOW CRASH
The term "metaverse" originated in the 1992 science fiction novel Snow Crash as a portmanteau of "meta" and "universe".
Meta (After or Beyond) + Universe = Beyond our Universe = Metaverse
"The metaverse is a hypothetical iteration of the Internet as a single, universal and immersive virtual world that is facilitated using virtual reality (VR) and augmented reality (AR) headsets."
"The metaverse refers to a virtual world where people can live, work and play via an avatar."
Unmute
Start Video
Security
Participants
Share Screen
Chat
Pause/Stop Recording
Show Captions
Reactions
More
End


You are viewing Bala Prasad Peddigari, Chief Innovation Officer, TCS
View Options
Layers of Metavers
2 people entered the waiting room
Content & Experience
8 Content
9 Applications
10 Virtual Worlds
Platform
6 Access & Discovery
7 Creators/3D development platforms
Infrastructure & Hardware
4 Devices, OS and accessories
5 Infrastructure
Enablers
1 Security, privacy and governance
2 Identity
3 Payment and modernization
Bala Prasad Peddigari, Chief Innovation Off...
Unmute
Start Video
Security
Participants
Share Screen
Chat
More
End

Participants (78)
Waiting Room (2)
Message
Admit All
21711A0532
D.pravallika
Joined (76)
Find a participant
Guntur Renu (Host, Me)
Sai Prashanth (Co-host)
Divya Chhabaria (Co-host)
Bala Prasad Peddigari, Ch... (Co-host)
H J (Co-host)
Effiyana_UTM_Malaysia
shravya
Yenish Radadiya
NECN-21711A05F7
Ibrahim Elewah
Invite
Mute All
More

IEEE Edusoc YP MEETING - March

The meeting was organized by Ms. Ayisha , Member IEEE EdSoc YP Adhoc, on `19th March 2023 at 8:00 PM IST and discussed the action plan regarding the various events that will be taking place in the society. Thereafter, the various proposals that were to be prepared for events were discussed and the last date for the submission was given as 1st April 2023. Furthermore, Sai Prashanth, Chair IEEE Education Society YP Adhoc Committee, discussed the various areas through which EdSoc society will be raising funds. The meeting concluded with members bringing up more event ideas and planning for their smooth conduction and checking the approvals for the submitted proposals.

Upcoming IEEE Education Week Events:

IEEE Education society is a worldwide society of professionals dedicated to ensuring high-quality education in science and engineering. IEEE Young Professionals (YP), was created as a membership program to help students transition to young professionals within the larger IEEE community.

On behalf of IEEE Education Week, we are excited to announce a blog writing competition, "WRITE WAY- Blogs of Reflections and Revelations". It is on the topic "Best Lesson Learned in your Life". Participants will be granted a Digital Certificate of Participation by IEEE Education Society YP Committee and the Best blog will be uploaded in social media (website). Register your entries before April 4, 2023, 11:59 PM IST. No submission after this date shall be entertained.

❖ RULES

- The blog must be a minimum of 500 words.
- All the entries should not be more than 2000 words excluding footnotes.
- The submission must be made only in .doc or .docx format
- The format to be used is:

Font – Times New Roman
Font size – 12
Line spacing – 1.5
Alignment – justified

- The author(s) bear sole responsibility for the accuracy of the submitted manuscript's facts, opinions, or views.
- In case of any gross plagiarism found in the contents of the submitted manuscript, the manuscript shall be subject to rejection.
- Language used should not be offensive.
- Co-authorship is allowed.

Drop you entries at:
https://bit.ly/WriteWay_EduWeek