

**5 Day Civil Engineering Workshop on
TECHNOLOGIES SHAPING CIVIL ENGINEERING**

Google Meet Link: <https://meet.google.com/zqm-yimi-akg>

Sr. No.	Time	Activity	Assignments
Day 1 - 7th June, 2021	9:30 to 11:00	Disruptive Technology in Civil: -Use of 5G in Civil -BIM -AR/VR in Civil -Smart Gadgets in Civil	Applications of 5G, BIM, AR/VR in Civil
	11:00 to 12:00	PPT & Video Making Skills	Making of Presentation of the same
Day 2 - 8th June, 2021	9:30 to 10:00	Intro to the 2 day 360 degree survey of Statue of Unity -Overview of the assignment	Studying their topic in depth and gathering as much information as possible
	10:00 to 10:30	Team Division & Task Allocation	
	10:30 to 11:30	Surfing online and collecting sources for allocated topic	
	11:30 to 12:00	Presentation of sources found	
Day 3 - 9th June, 2021	9:30 to 11:00	Presentation by Teams on their findings for the topic allocated	Making of Decision Tree for their respective topics
	11:0 to 12:00	Final Discussion and Introduction of Decision Tree	
Day 4 - 10th June, 2021	9:30 to 10:30	Architecture of Different Structures and how they can be understood through Origami	Making of Innovative Structures through Origami
	10:30 to 12:00	Hands on Origami for Folded Plate and Miura Fold structures	
Day 5- 11th June, 2021	9:30 to 10:15	Biomimicry in Engineering	Making Presentaion of their Biomimicry Design
	10:15 to 10:45	Students shall be searching for other Biomimicry Engineering Designs	
	10:45 to 11:15	Presentation of Biomimicry Designs by students	
	11:15 to 12:00	Hyperloop: The concept	

**Making a Video
Compilation of the 5
day Workshop**