



A Report on Ideathon SSIP Sensitization Program

Organizing School: School of Engineering and Technology

Organizing Department: Department of Humanity and Science

Event Title: SSIP Sensitization Program

Event Date: 27/07/2026

Event Type: Awareness and Sensitization Program

Venue: C-001

Name of Coordinator: Prof. Shreyas Thumar

Name of Experts (if any): Prof. (Dr.) Ashok Thummar

Participation: 92

Objective of the Event:

- Students gained awareness of the opportunities and benefits available under the Student Startup and Innovation Policy (SSIP 2.0).
- Participants developed an understanding of innovation, entrepreneurship, startup development, incubation support, and Intellectual Property Rights (IPR).
- The session motivated students to identify real-world problems and develop innovative ideas with entrepreneurial potential.
- Students were encouraged to actively participate in innovation, startup, and entrepreneurship initiatives organized by the University and SSIP.
- The program fostered creativity, problem-solving abilities, and an entrepreneurial mindset among the participants.
- Overall, the session strengthened the culture of innovation and entrepreneurship by inspiring students to transform their ideas into impactful projects and startups.

Brief Summary of the Event:

The Innovation & Entrepreneurship Sensitization Session was organized by the DSU Innovation Cell in association with the Department of Humanity and Science, School of Engineering & Technology, Dr. Subhash University, on 27th July 2026. The session aimed to create awareness among students about the opportunities available under the Student Startup and Innovation Policy (SSIP 2.0) and to promote innovation and entrepreneurial thinking.

During the session, students were introduced to various aspects of the innovation ecosystem, including startup support, financial assistance, incubation facilities, mentorship, and Intellectual Property Rights (IPR). The interactive session encouraged



participants to identify real-world challenges, develop innovative solutions, and explore the process of transforming their ideas into prototypes and startup ventures.

The program witnessed enthusiastic participation from students and faculty members and successfully strengthened awareness of innovation and entrepreneurship initiatives, inspiring students to actively engage in research, innovation, and startup activities.

SDG Mapping:

SDG 4 – Quality Education

The event promotes experiential learning, critical thinking, and creativity among students by encouraging them to develop innovative ideas and practical solutions.

SDG 8 – Decent Work and Economic Growth

Ideathon encourage entrepreneurship and startup ideas, helping participants think about sustainable economic opportunities and job creation.

SDG 9 – Industry, Innovation & Infrastructure

The primary focus of an Ideathon is innovation, where participants design new technologies, systems, or approaches that support industrial and technological advancement.

SDG 17 – Partnerships for the Goals

Ideathons promote collaboration among students, mentors, institutions, and industries to develop innovative solutions for global challenges.

Photograph(s) of Event with Caption:





Dr. Subhash
University



Link for Geo-Tag Photograph(s):

https://drive.google.com/drive/folders/1DiorWL-3JX3xCrwcLmBGO6N63M3JT3?usp=drive_link

Event Outcome:

Participants develop innovative ideas and practical solutions for real-world problems while enhancing their creativity, critical thinking, and problem-solving abilities. The event helps students improve teamwork, communication, and presentation skills as they collaborate and present their ideas effectively. It also encourages entrepreneurial thinking and motivates participants to transform their ideas into feasible projects, research work, or startup initiatives, thereby fostering a culture of innovation and continuous learning.