KISII UNIVERSITY COMPUTING STUDENTS ASSOCIATION

PROGRAMS AND PLANS

INTRODUCTION

- Kisii University Computing Students Association is exploring the tech potential of its members to introduce plans and programs that are aimed at exposing our members to the job market and trends, a voice to the surrounding society and a direct engagements professionally across Africa and global society that leads to future career growth and employability.

OBJECTIVES

- 1. To give our members chance to interact with our alumni groups professionally.

- 2. To expand the territorial thinking of a global society problems that should be addressed through technology by allowing participants engage in knowing tech info in other countries.

- 3. invite different professionals in the tech space to engage with our members at different levels.

- 4. providing transformational tables and networking platforms to allow members interact and do common projects with people from different parts of the world.

- 5.provide a platform to share about various innovative ideas and assist in faster implementation in different parts of the world.

- 6. Provide a platform where employers, innovators, investors and mentors can help promote different ideas and advice accordingly.

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- 7. Connect different students and tech enthuasts connect globally and promote the idea of a tech or innovation local solution providing a global problem.

- 8. provide space for agri-tech, fintech, edtech and other tech savvy topic areas interact and show the world creative innovations.

- 9. Provide different challenge program that bring universities in same regions to develop and create common solutions for the region.

- 10. provide a tech space like hub where students and techprenuers interact to work on common money generating programs.

- 11. Provide training through different modules or area of specification by students.

- 12. give a space for innovative techies and students show the world their potential.

PROGRAMS

- For the above objectives to be achieved the following are programs that are to be done;

- 1. COMPUTER MAJORS ONLINE PROGRAM

- 2. TECH- OVER WEEKEND CHALLENGE

- 3. COMPUTING ALONGSIDER PROGRAM.

- 4. MONTHLY ONLINE MEET UPS.

1.COMPUTER MAJORS ONLINE PROGRAM

▶ This is a program where meet ups are done to discuss on topical influence of technology. The modules such as hardware, web development, cyber security, artificial intelligence, computer vision, mobile application and their influence on different sectors of the society.

▶ Computer majors program will invite different professionals, alumni group, techprenuers and those in the tech space share about technology and its massive impact.

▶ Computer majors will give a chance for students and innovators to interact different innovations on these topics.

▶ Computer majors online program will be a cross-border program that will be graduated to a hybrid(both online and physical).

2. TECH-OVER WEEKEND CHALLENGE

- This will be a physical event for innovators, students, investors, mentors and professionals engage in a 54 hour event of creating a new reality and startup idea, pitch the idea, refine the idea and present it before a panel. This will be for the universities in same region.

- The order of event goes in that introduction, pitching of random ideas from the participants, voting to the ideas by the participants, grouping of participants, members are to work in their idea by looking into how it can be executed, customer validation and best model. Then there will be various transformational and networking tables where bonding will be involved. There will be bonding and cognitive thinking games to keep participants connected.

- This challenge will focus on how best we can promote the local solutions for local problems which can be a solution to global and continental problems.

3.COMPUTING ALONGSIDERS PROGRAM.

▶ With the aim of forming teams and mentorship to promote technology, every student will be designed to have a mentor who he or she can engage with professionally at the same time be a mentor to younger children who are interested in technology and innovation.

▶ Every year one is to engage with his or her mentor and mentee 4-6 times a year engaging professionally and share through motivation by monitoring the progress of one another. This is designed to make our society grow in a uniform way and making computing interaction as a norm and allow the awareness and growth of professionals.

▶ This program is to make our members walk alongside someone who is above him and below him. This program will be done in secondary schools and primary schools. Our interaction is aided to increase awareness about the importance of technology in the current society.

▶ This will act as a tech mentorship programme to scale the introduction of coding in primary school.

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- Alongsider program will be done by introducing basic ideas and advisory to the young ones and monitoring each and every state by being a motivator and adviser.

- There will be certification for a successful 2 year continuity of this program and a document to highlight what should be shared when together especially for students to pupils mentorship call.

- This program will be conducted to allow our future generations learn the importance of team and relying on someone when stacked with a professional obstacle.

4.MONTHLY ONLINE MEETUPS

- This will be a meeting where different tertiary institution students, organizations, tech and coding companies have to join different students to engage with our students mostly online and give the tech impression and tech state by sharing their best in terms of learning.

- These online meet ups will also feature students groups and techie groups working in different programs as a platform of presentation.

- This is to provide a networking program and a platform to share resources and opportunities in technology.

BY VICTOR OTIENO – KUCSA CHAIR

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