ACTION PLAN

[2024 - 2025]

Proposed by:

Society of Computer Sciences
Sabaragamuwa University of Sri Lanka

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Introduction

As we embark on a new academic year, we are excited to share the annual plan of the Society of Computer Science at Sabaragamuwa University of Sri Lanka for the term 2024/2025. Since our inception in 2012, we have been dedicated to fostering a dynamic and innovative environment for computer science enthusiasts. Our society has continuously strived to enhance the academic and professional growth of our members through a variety of engaging activities, workshops, and events. This year, we aim to build on our past successes and introduce new initiatives that will inspire and empower our community to reach new heights in the ever-evolving field of computer science.

This document outlines our vision and strategic direction for the upcoming year, from June 2024 to June 2025 for the Society of Computer Science, Sabaragamuwa University of Sri Lanka. Our overarching goal is to build upon our past successes, leveraging efficient strategies and innovative initiatives to make this year even more impactful and rewarding for our members.

Mission

Our mission is to cultivate a community of learners and innovators by providing exceptional educational opportunities, networking, collaboration and nurturing creativity.

Vision

Spearheading global innovation by a vibrant community of next-generation technologists. We network innovators to attract, nurture and retain exceptional talent in technical disciplines, empowering them to their expertise and creativity to engineer groundbreaking solutions that uplift humanity to create the future of technology.

Objectives

The Objectives of the Society of Computer Sciences are three-fold. Which are,

- Improving the knowledge of the Undergraduates regarding the subject of Information Technology.
- Meeting the human and technological requirements needed to improve the IT knowledge of University Undergraduates.
- Organizing university-wide Information Technology events.

Goal 1

Equip students with up-to-date knowledge and practical skills in IT to enhance their academic and professional growth.

Objective

Improving the knowledge of the undergraduates regarding the subject of Information Technology

Strategies

- Knowledge-Sharing Workshops with Industry Insights
- Peer-to-Peer Learning Sessions

Activities

- Fortnight Meetup Sessions
- Tech Talk Series
- Connecting Dots 02nd Edition
- Vidunena

Goal 2

Ensure access to necessary resources and platforms for effective learning and collaboration in IT.

Objective

Meeting the human and technological requirements needed to improve the IT knowledge of university undergraduates

Strategies

- Organize sessions with industry experts to provide insights and tools
- Collaborate with alumni and professionals for skill development

Activities

- Exhibition

Goal 3

Foster a culture of innovation and competition through IT-based events that promote skills and creativity.

Objective

Organizing university-wide Information Technology events

Strategies

- Host competitive coding and hackathon events

- Showcase student projects that solve real-world problems

Activities

- LetMe Hack Eco V3.0
- Virtual Rival
- Code Night

Events Planned (June 2024 - June 2025)

1. LetMe Hack Eco V3.0

Introduction	:	LetMe Hack is an annual, product-oriented hackathon series organized by Sabaragamuwa University of Sri Lanka. It focuses on developing innovative and practical open-source products for social and environmental benefit. This 24-hour overnight event invites university students from across Sri Lanka to create products based on a specific platform and theme, allowing them to showcase their skills and creativity to a panel of technological experts. The hackathon also features guest speakers, mentors, and sponsors from various fields, providing participants with valuable learning opportunities. In line with its eco-friendly ethos, LetMe Hack avoids single-use plastics and paper items and promotes green initiatives such as tree planting and plant distribution.
Audience	:	All Undergraduates of Sri Lankan Universities
Budget	:	Rs.1,000,000/=
Date	:	November - December 2024
Mode	:	The initial stage will be as virtual and the final stage will be physical

2. Virtual Rival

Introduction : The Virtual Rival Inter-Faculty Gaming Competition is an exciting event organized by the Society of Computer Sciences at Sabaragamuwa University of Sri Lanka. This annual competition brings together gaming enthusiasts from various faculties within the university to compete in a variety of popular and challenging video games.

The event aims to foster a spirit of friendly competition and collaboration among students, providing a platform for showcasing gaming skills and strategic thinking. Additionally, the Virtual Rival Competition promotes the growing field of e-sports and highlights the opportunities within this dynamic industry. Participants will not only enjoy thrilling matches and interactive gameplay but also engage in fun activities and community-building exercises.

Audience : Undergraduates of the Sabaragamuwa University of Sri Lanka

Budget : Rs.100,000/=

Date : January 2025

Mode : Physical event

3. Fortnight Meetup Sessions

Introduction : The Fortnight Meetup webinar series is a monthly event organized by the Society of Computer Science at Sabaragamuwa University of Sri Lanka. This program is designed to benefit undergraduates from all parts of Sri Lanka who are studying IT-related subjects and new technologies. The series includes innovative ideas and fun activities to make learning engaging and enjoyable.

The webinar series aims to equip undergraduates with the latest knowledge and skills in the ever-evolving field of Information Technology. Moreover, the program intends to create awareness about the opportunities available in the IT sector and promote the degree programs offered by the Faculty of Computing at Sabaragamuwa University of Sri Lanka.

Audience : Undergraduates of the Sabaragamuwa University of Sri Lanka

Date : Once every month

Mode : Physical

4. Code Night

Introduction	:	Code Night is an inter-university hackathon conducted by final year undergraduates for 1st, 2nd, and 3rd year undergraduates of the university. It is a night event featuring an idea hackathon focused on 3rd years and an algorithm hackathon focused on 2nd years. Starting this year, 1st year students are also anticipated to participate in the algorithm hackathon. This exciting event promises to foster creativity, collaboration, and innovation among students across different years.
Audience	:	1st Year, 2nd Year and 3rd year Undergraduates of the Sabaragamuwa University of Sri Lanka
Budget	:	Rs.20,000/=
Date	:	March 2025
Mode	:	Physical

5. Connecting Dots 02nd Edition

Introduction : The event "Connecting Dots" is organized in parallel with the Code Night event as a session to share knowledge. It was previously focused on the 1st undergraduates whilst the 2nd students and 3rd students are focused on the code Night Hackathon. But starting from Code Night V4.0, it is planned to involve the 1st undergraduates as well with the Code Night. Therefore, this session will be conducted after Code Night.

Audience : 1st Year Undergraduates of the Sabaragamuwa University of Sri Lanka

Budget : Rs.2,000/=

Date : March 2025

Mode : Physical

6. Tech Talk Series

Introduction	:	Tech Talk is an exciting event where an industry expert shares their experiences, industry standards, and various industry-based tools. This insightful session aims to bridge the gap between academic knowledge and industry expectations, encouraging students to align more closely with industry practices. By providing valuable insights, practical advice, and real-world examples, the Tech Talk inspires students to develop relevant skills, stay updated with current trends, and prepare for successful careers in the tech industry. This event not only enhances their understanding but also motivates them to pursue excellence and innovation in their future professional endeavors.
Audience	:	All Undergraduates of the Sabaragamuwa University of Sri Lanka
Budget	:	Rs.5,000/=
Date	:	Once in three months
Mode	:	Virtual/ Physical (May vary with the resource person).

7. Vidunena

Introduction : The “Vidunena V4.0” webinar series is an annual educational event organized by the Society of Computer Sciences, Sabaragamuwa University of Sri Lanka. This program is designed to benefit Advanced Level students from all parts of Sri Lanka who will be facing the Information and Communication Technology subject in the upcoming 2024 G.C.E (A/L) Examination. The webinar series aims to equip these students with essential ICT knowledge and build their confidence to excel in the examination. Moreover, the program intends to create awareness about the opportunities available in the field of Information Technology and promote the degree programs offered by the Faculty of Computing at Sabaragamuwa University of Sri Lanka.

Audience : Advanced Level Students

Budget : Rs.5,000/=

Date : September 2024

Mode : Virtual

8. Exhibition

Introduction	:	The Exhibition of IT Innovations, is a landmark event in our academic calendar. This exhibition is an opportunity for all students to showcase innovative and unique IT-related products and innovations developed by them. The exhibition serves as a platform for demonstrating the latest advancements in technology, promoting interdisciplinary collaboration, and fostering a culture of innovation within our community. By organizing this exhibition, we aim to inspire creativity, encourage entrepreneurship, and highlight the practical applications of computer science in solving real-world problems.
Audience	:	All Undergraduates of the Sabaragamuwa University of Sri Lanka
Budget	:	Rs. 100,000/=
Date	:	April 2025
Mode	:	Physical

9. Annual General Meeting

Introduction	:	The Annual General Meeting of the Society of Computer Sciences at Sabaragamuwa University of Sri Lanka marks a significant moment in our academic calendar as we gather to reflect on our achievements over the past year and set the strategic direction for the coming year. The AGM provides a platform for members to review the society's progress, discuss new initiatives, and select the executive committee that will guide SOCS in its mission to promote excellence in computer science. It is an opportunity for all members to engage in meaningful discussions, share innovative ideas, and contribute to shaping the future of our society.
Audience	:	All members of the Society and the Academic staff members of the Faculty of Computing
Date	:	June 2025
Mode	:	Physical

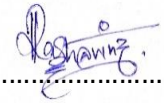
Goal	Objective	Strategies	Activities	Timeline												
				May 2024	June 2024	July 2024	Aug 2024	Sep 2024	Oct 2024	Nov 2024	Dec 2024	Jan 2025	Feb 2025	Mar 2025	Apr 2025	May 2025
Equip students with up-to-date knowledge and practical skills in IT to enhance their academic and professional growth.	Improving the knowledge of the undergraduates regarding the subject of Information Technology	Knowledge-Sharing Workshops with Industry Insights Peer-to-Peer Learning Sessions	Fortnight Meetup Sessions													
			Tech Talk Series													
			Vidunena													

			Exhibition														
			Connecting Dots														
Ensure access to necessary resources and platforms for effective learning and collaboration in IT.	Meeting the human and technological requirements needed to improve the IT knowledge of university	Organize sessions with industry experts to provide insights and tools	LetMe Hack Eco V3.0														

	undergraduates .	Collaborate with alumni and professionals for skill development.	Virtual Rival														
Foster a culture of innovation and competition through IT-based events that promote skills and creativity.	Organizing university-wide Information Technology events	Host competitive coding and hackathon events. Showcase student projects that solve real-world problems	Code Night														

Approval

Submitted for Approval



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