TinkerHub LBSCEK – Club Activity Report (July 2025 – March 2026)

Introduction

TinkerHub LBSCEK is a vibrant, student-driven tech community rooted in the spirit of accessibility, peer learning, and building-with-purpose. As a chapter, we strongly believe that technology education should never be restricted by financial barriers. That's why we operate with **zero membership fees** and function entirely on a **0-fund model**, ensuring that every student—regardless of department, background, or prior experience—can step into tech without hesitation.

From July 2025 to March 2026, our chapter actively created spaces for exploration, creativity, and innovation through **20+ learning-centered activities**. These initiatives brought together students from all branches and year groups, helping them upskill, collaborate, and gain the confidence to build meaningful projects.

During this period, we proudly welcomed **400+ new members** into our community. Even more inspiring is the impact: students contributed to **85+ new projects**, ranging from beginner-level experiments to full-fledged prototypes. This surge in hands-on making shows how deeply the culture of innovation has taken root across our campus.

Our **core team of five dedicated members** has been the driving force behind planning, executing, and nurturing these initiatives—ensuring every event stays inclusive, student-friendly, and aligned with TinkerHub's mission of **"learning by doing."** Despite operating without any official funding, the team continuously found creative ways to deliver high-impact programs through peer support, resource-sharing, and community-driven collaboration.

Meet & Greet – Community Kickoff (July 2025)

Highlight:
The Meet & Greet served as the very first touchpoint for the new academic year, bringing together freshers, seniors, and tech enthusiasts under one roof. This informal gathering set the tone for the year ahead, introducing students to the vision, culture, and opportunities offered by TinkerHub LBSCEK. The session included ice-breaker activities, open conversations, and experience-sharing moments from existing members, creating an inviting atmosphere for newcomers.

Gain:
This event helped establish a strong foundation for the year's community engagement. It strengthened the sense of belonging among students, allowed early networking between peers, and sparked curiosity about the upcoming programs. The core team also gained a clearer understanding of the students' interests, helping us shape our future learning tracks more effectively

Soraparachil – Official Chapter Kickoff (July 2025)

Highlight:
Soraparachil marked the formal inauguration of the TinkerHub LBSCEK chapter for the 2025–26 academic year. This flagship kickoff event brought together faculty coordinators, core team members, and a diverse group of students eager to begin their tech-learning journey. The inauguration featured an overview of TinkerHub's mission, success stories from previous years, and a clear introduction to the culture of peer learning, hands-on building, and openness that defines our community. The event officially launched the new year's activities, setting an energetic and collaborative tone for everything that followed.

Gain:
The kickoff allowed us to clearly communicate the annual roadmap—covering learning tracks, workshops, challenges, community initiatives, build clubs, and project opportunities. It helped students understand how they could participate, contribute, and grow within the community. For the core team, Soraparachil provided a valuable platform to align expectations, gather insights from participants, and refine the year's approach based on student interests and feedback.

Student Impact:
Soraparachil played a major role in motivating students to step into the world of tech and making. Hearing about real student-led projects and achievements inspired many newcomers to believe that they, too, could build something meaningful. The event encouraged a culture of project-based learning right from the beginning, pushing students to experiment early and actively participate in upcoming activities. Many attendees later joined our learning circles, hackathons, and workshops—clearly showing the strong motivational spark created by the kickoff.

Useless Projects 2.0 – 18-Hour Hackathon (August 2025)

Highlight:
Useless Projects 2.0 was one of the most energetic and creativity-packed events of the year, bringing together **80+ enthusiastic participants** for an 18-hour hackathon unlike any other. Instead of focusing on technical complexity or polished outcomes, the event encouraged students to build quirky, funny, and intentionally "useless" projects—pushing them to think beyond conventional boundaries. The atmosphere was filled with laughter, chaotic brainstorming, and unexpected ideas, making it a memorable creativity marathon.

Gain:
The hackathon played an important role in breaking the fear of "building something perfect." It encouraged students to experiment freely without judgment, try new tools, and test out ideas that they would normally hesitate to explore. This mindset shift helped many students understand that building is not just about results—it is about learning, iterating, and enjoying the process. For the core team, the event provided deep insights into how students approach problem-solving when they're freed from pressure, helping us design better learning experiences.

Student Impact:
Participants walked away with valuable hands-on skills such as rapid prototyping, teamwork, improvisation, and time management—even while working on humorous or experimental ideas. Many first-time builders gained confidence after creating their first working prototype in under a day. The collaborative environment helped students form new friendships, find teammates for future hackathons, and discover their strengths in creativity and communication. The event successfully nurtured a playful yet productive learning culture, encouraging students to keep making, experimenting, and innovating.

. Zero to Zero.1 – Inter-College JavaScript Workshop (August 2025)

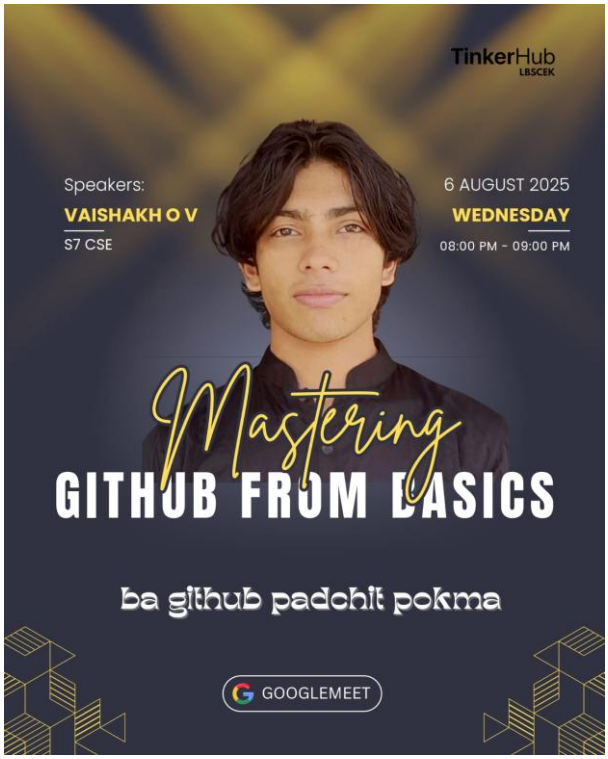
Highlight:
Zero to Zero.1 was a high-energy, beginner-friendly JavaScript workshop that brought together students from multiple colleges, marking one of our strongest collaborative learning events of the year. The session focused on breaking down JavaScript concepts through hands-on exercises, live coding, and interactive problem-solving. The inter-college participation added a refreshing mix of perspectives, encouraging students to learn from one another and expand their peer network beyond the campus.

Gain:
The workshop significantly strengthened students' foundational understanding of JavaScript—covering variables, functions, DOM manipulation, and basic event handling. By

focusing on core concepts rather than theory-heavy content, the session helped participants develop a clearer roadmap for moving forward in web development. For the chapter, it reinforced the value of collaborative events and highlighted the positive outcomes of skill-sharing across institutions.

Student Impact:
Many students built their **first functional JavaScript applications** during the workshop, which boosted their confidence in coding independently. For beginners, this was a transformative moment—helping them realize that web development is approachable and fun. The collaborative environment also helped students form new connections, find mentors, and become more comfortable experimenting with code. Several attendees later joined TinkerHub learning circles and hackathons, showing the long-term impact of the event on skill-building and participation.

Study Jam: GitHub & Workflow (August 2025)



Highlight:
The Study Jam on GitHub & Workflow was a **two-day** intensive workshop designed to help students understand one of the most essential tools in modern software development—version control. Through guided demos, hands-on tasks, and live collaboration exercises, participants learned how to manage repositories, handle branches, resolve merge conflicts,

and use GitHub effectively. The workshop created a focused environment where beginners could comfortably learn and practice alongside peers.

Gain:
This Study Jam significantly improved students' literacy in Git and GitHub, enabling them to adopt industry-standard practices for tracking code, collaborating on projects, and maintaining clean workflows. The event also introduced students to open-source culture, showing how structured version control can elevate both individual and team productivity. For the chapter, it strengthened our goal of preparing students for real-world development environments.

Student Impact:
By the end of the workshop, students were confident enough to create repositories, push changes, collaborate through pull requests, and navigate typical version control challenges. Many participants made their **first meaningful contributions to real-world repositories**, boosting their readiness for internships, hackathons, and technical team projects. The workshop empowered students to adopt professional workflows early in their learning journey, setting a strong foundation for future technical growth.

Open Mic: Kick-Off Session (Girls Only) – August 2025

Highlight:
The Open Mic Kick-Off Session was a dedicated, girls-only event designed to create a safe, comfortable, and beginner-friendly space for exploring technology. This informal session encouraged open conversations where participants could freely share their interests, doubts, challenges, and aspirations without the pressure of a technical setup. The event set the foundation for building a supportive micro-community within TinkerHub, focused on empowering women in tech.

Gain:
The session opened up meaningful discussions around tech exploration, career uncertainties, learning paths, personal experiences, and confidence-building. It helped the chapter understand the unique concerns and barriers faced by girls in tech spaces, enabling us to design more inclusive events moving forward. The Open Mic also strengthened the culture of peer support—allowing participants to relate to each other, exchange ideas, and find motivation through shared experiences.

Student Impact:
The event had a direct and positive impact on **girl participation in tech activities** across the campus. Many students felt more confident attending future workshops, study jams, and hackathons after experiencing this welcoming space. The supportive environment helped reduce hesitation, encouraging more girls to take their first step into coding, building, and project creation. Several participants later contributed to events, volunteered, or even led sessions—reflecting the long-term ripple effect of this focused initiative.

Hardware Varthanangal (September 2025)

Highlight:
Hardware Varthanangal was an engaging introductory session focused on the fundamentals of electronics, circuits, and hardware tinkering. Designed for beginners, the event broke down intimidating concepts into simple, practical demonstrations. Participants explored components like resistors, sensors, microcontrollers, and breadboards, gaining clarity on how hardware systems function in real life. The session maintained a hands-on vibe, allowing students to interact directly with components rather than just learning theory.

Gain:
The event provided valuable **practical exposure to physical computing**, helping students bridge the gap between what they learn in class and how hardware actually works in projects. Participants gained a clearer understanding of basic circuit design, prototyping methods, common electronic tools, and the workflow behind building hardware-based solutions. For the chapter, the session strengthened our goal of promoting multidisciplinary learning by introducing software-focused students to the world of electronics.

Student Impact:
Hardware Varthanangal sparked interest in hardware development among many students who previously felt disconnected from electronics. The easy-to-follow demonstrations and approachable learning format helped participants build confidence, motivating them to

experiment independently. After the session, several students began exploring projects involving sensors, microcontrollers, and IoT—showing how the event successfully nurtured curiosity and encouraged hands-on hardware tinkering.

Game Development Workshop – Lumina (September 2025)

Highlight:
The Game Development Workshop as a part of Lumina was an exciting introduction to the world of game design and development. The session covered the fundamentals of game mechanics, character interactions, environment design, and basic level-building. Participants were introduced to beginner-friendly game engines, giving them hands-on experience in creating interactive digital experiences. The workshop combined creativity with technical learning, making it a fun entry point for students curious about game development.

Gain:
The workshop sparked creativity by helping students explore how ideas transform into playable game elements. They gained a clear understanding of how game loops, controls, physics, and assets come together to form a cohesive experience. By familiarizing students with accessible tools and workflows, the event encouraged them to take early steps toward building games independently. For the chapter, Lumina highlighted the importance of integrating creative-tech domains into our learning ecosystem.

Student Impact:
By the end of the session, participants successfully built **small game prototypes**, which significantly boosted their confidence. Many students who had never coded a game before

were able to produce simple yet functional creations within a short time. This hands-on achievement motivated them to explore further—some continued working on their prototypes, while others joined game dev clubs or began learning more advanced tools. The workshop nurtured a blend of creativity, problem-solving, and storytelling skills in a technical context.

Study Jam: C Programming (3 Days) – 19–21 September 2025

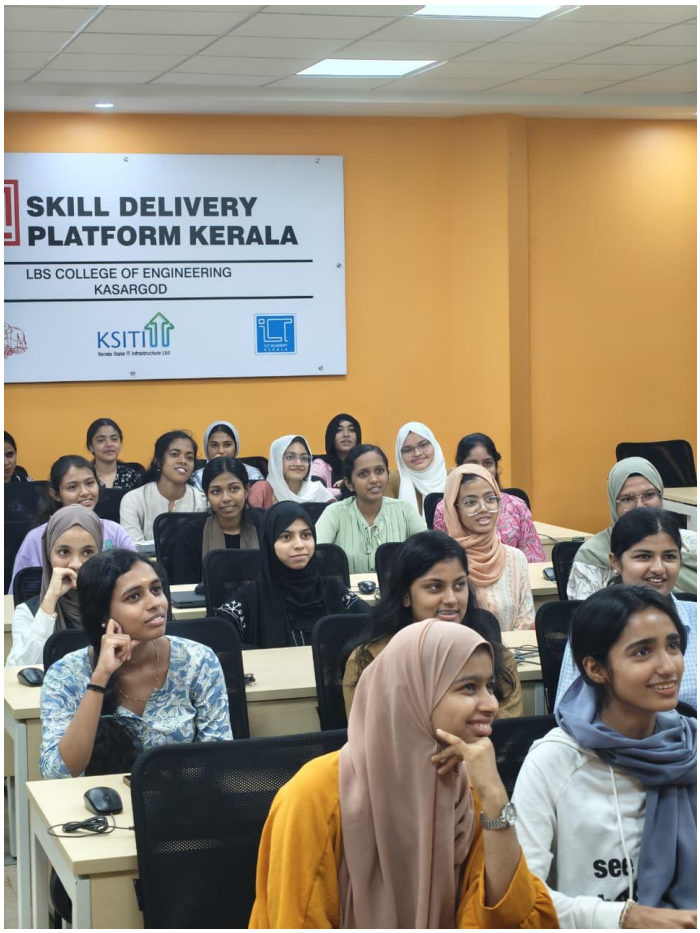
Highlight:
This three-day Study Jam on C Programming was a structured, beginner-friendly bootcamp designed to guide students through the core fundamentals of programming. The session covered essential topics such as data types, loops, functions, conditional statements, and arrays—paired with continuous hands-on exercises. The workshop also included a small mini-project on the final day, allowing students to apply everything they learned in a practical, task-oriented format.

Gain:
The bootcamp helped students develop a strong foundation in programming logic and problem-solving. By breaking down concepts into simple explanations followed by immediate practice, participants gained a deeper understanding of how programs function internally. The consistent flow of exercises ensured that students were not just listening, but actively coding throughout the camp. For the chapter, this Study Jam reinforced the importance of structured, progressive learning formats for beginners.

Student Impact:
By the end of the three days, students reported feeling significantly more confident with C programming. Many first-year participants wrote their *first proper programs* during the workshop, which gave them the courage to continue coding independently. Completing the mini-project boosted their sense of achievement and helped them understand the logic-

building mindset required in all future programming courses. This Study Jam played a major role in empowering beginners to participate in more advanced study jams, coding challenges, and academic labs with increased confidence.

O-penn Mic: Me, Myself & AI (Girls Only) – September 2025



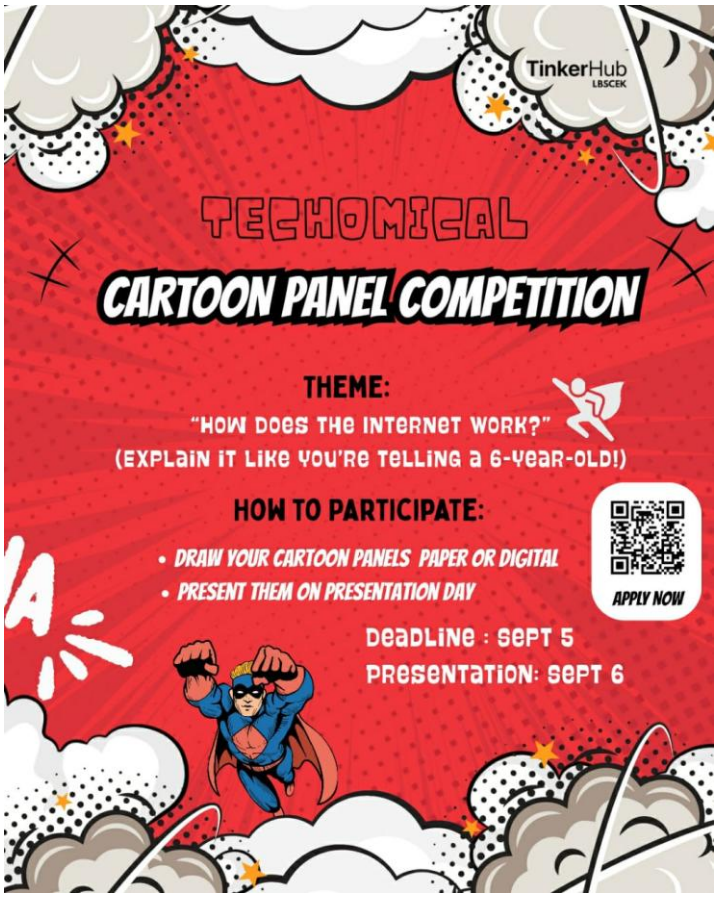
Highlight:
Me, Myself & AI was a girls-only Open Mic session focused on introducing the fundamentals of Artificial Intelligence in a simple, relatable, and beginner-friendly manner. The event created a safe and inclusive space where participants could ask questions openly, share their thoughts about AI, and discuss how emerging technologies influence daily life. The informal discussion-driven format made complex ideas feel accessible, helping students connect with AI beyond textbooks.

Gain:
The session provided clear awareness about key AI concepts such as machine learning, neural networks, datasets, and real-world applications. It also highlighted the various opportunities available in the AI ecosystem—ranging from online courses and projects to competitions and career paths. For the chapter, this event helped identify the interests of girl students in tech, enabling us to design more focused upskilling programs tailored to their needs.

Student Impact:
The event played a meaningful role in motivating more girls to engage with AI and related technologies. Many students who previously felt unsure about where to begin gained the

clarity and encouragement to start learning. The supportive environment also reduced the hesitation around entering male-dominated tech spaces, helping participants feel seen, heard, and capable. Several attendees later joined AI study groups, participated in hands-on ML activities, or began exploring beginner-friendly AI tools—showing the lasting impact of the session.

Techomical – Tech Comic Competition (September 2025)



Highlight:
Techomical was a lighthearted yet impactful tech comic competition that blended humor with technology. The event encouraged students to create short, witty comic strips that represented tech concepts, developer struggles, futuristic ideas, or everyday digital-life humor. This unique competition offered a refreshing break from typical tech events, showcasing the creative and expressive side of technology through storytelling and illustration.

Gain:
The event enhanced students' creative expression by allowing them to translate complex or relatable tech scenarios into simple visual narratives. Participants learned how to communicate effectively using minimal text and strong visuals—an important skill in design, presentation, and communication. For the chapter, techomical demonstrated how creative mediums can be powerful tools for tech awareness and engagement.

Student Impact:
Students who joined the competition discovered new ways to express their ideas visually. Many participants, including those without prior drawing or design experience, gained

confidence in presenting concepts creatively. The event also encouraged them to think critically about technology from a fun and relatable perspective. Some students continued exploring digital art tools, meme design, and visual storytelling after the competition—showing how the event successfully sparked long-term creativity.

Let's Tinker – October 2025

Highlight:
Let's Tinker was an online introductory session designed to help beginners understand the world of tinkering, making, and creative exploration. Instead of a hands-on format, the session focused on giving students a clear overview of what tinkering means, how makers approach problems, and how simple ideas can evolve into impactful projects. The session used examples, demonstrations, and stories to make the concept approachable and exciting.

Gain:
The event offered valuable exposure to the tools, workflows, and mindset behind the tinkering culture. Students learned about beginner-friendly resources, digital platforms for ideation, and the basic building blocks of starting a project—without requiring physical hardware or prior experience. This introduction helped demystify making, giving students a realistic understanding of how to begin exploring technology on their own. For the chapter, it set a strong foundation for encouraging independent learning.

Student Impact:
Let's Tinker successfully sparked curiosity among students and encouraged them to start thinking beyond textbooks. Many participants reported that the session helped them understand how even small, simple ideas can grow into meaningful projects. The approachable content reduced hesitation among beginners, making them feel more confident about exploring their first DIY or tech-related project. The event played a key role in nurturing early-stage project thinking within the community.

Talk Session – Turning Silly Ideas into Innovation

Highlight:
This talk session, delivered as part of the IEDC Summit 2025, focused on transforming simple, quirky, or "silly" ideas into meaningful innovations. The session broke down the misconception that only complex or highly technical ideas lead to impactful outcomes. Through relatable examples, real maker stories, and interactive discussions, the talk highlighted how creativity, curiosity, and a willingness to experiment form the foundation of true innovation.

Gain:
Students gained a fresh perspective on ideation and problem-solving. The session emphasized that experimentation—no matter how small or unconventional—can lead to unexpected breakthroughs. Participants learned about the early stages of idea-building, brainstorming techniques, and the importance of documenting and iterating on even the most basic concepts. For the chapter, this talk reinforced the culture of open exploration and validated the value of beginner-friendly creativity.

Student Impact:
The session had a significant motivational impact on students, encouraging them to build without overthinking. Many participants felt inspired to pursue ideas they had previously dismissed as "too simple" or "not good enough." The talk empowered beginners to take their first steps into innovation by showing that every impactful project starts with a single small idea. After the event, several students began experimenting with playful prototypes, participated in hackathons, or started early-stage projects—demonstrating the long-term influence of the session.

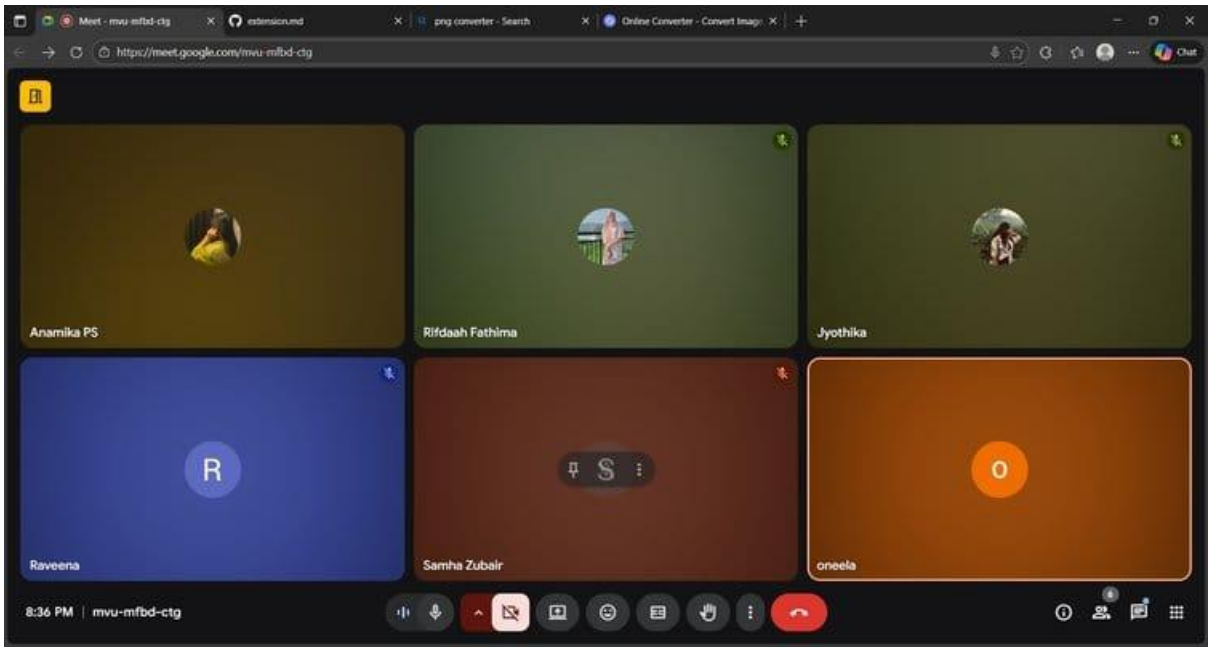
Website-Making Competition (December 2025)

Highlight:
The Website-Making Competition challenged students to build their own personal websites and portfolios entirely from scratch. The event created an exciting, goal-driven environment where participants explored HTML, CSS, and basic JavaScript while designing a site that reflected their identity, skills, and creativity. For many students, this was their first experience crafting a full webpage—making the competition both memorable and skill-building.

Gain:
The competition offered strong practical exposure to core web development concepts. Students learned how to structure a webpage, style layouts, add interactive elements, and present content in a clean and impactful way. Beyond coding, participants also gained experience in design thinking, content planning, and user experience fundamentals. The event strengthened the chapter's focus on helping students turn skills into tangible outcomes.

Student Impact:
By the end of the competition, participants walked away with **their first online portfolios**, giving them a digital identity they could proudly share for internships, events, or future opportunities. The sense of ownership boosted students' confidence, encouraging them to continue exploring web development independently. The event also helped students understand the importance of showcasing their work—an essential step in building a strong career foundation.

O-penn Mic: Building First Chrome Extension (Girls Only) – December 2025



Highlight:
This girls-only Open Mic session offered a beginner-friendly, hands-on introduction to building Chrome extensions. The event focused on demystifying how browser extensions work, walking participants through the structure of an extension, its core files, and how simple scripts can modify or enhance the browsing experience. The supportive, interactive format encouraged students to experiment freely and learn by doing.

Gain:
Participants gained a clear understanding of essential extension components such as the manifest file, background scripts, content scripts, and basic extension APIs. The session highlighted how even simple logic—like modifying webpage elements or adding custom actions—can lead to a fully functional extension. Students also learned how to test, debug, and improve their prototypes, giving them practical exposure to real-world development workflows.

Student Impact:
By the end of the session, participants built **their first functional Chrome extension prototypes**, marking a major confidence boost—especially for beginners in web development. The girls-only environment helped reduce hesitation, making it easier for students to ask questions, seek help, and experiment without fear of mistakes. The event empowered more girls to explore web technologies, with many expressing enthusiasm to continue building extensions and experimenting with browser-based tools.

Tink-Her Hack 3.0 – Girls-Only Hackathon (February 2026)

Highlight:
Tink-Her Hack 3.0 was an empowering girls-only hackathon designed to create a safe, inclusive, and high-energy innovation space exclusively for women in tech. With **30+ enthusiastic participants**, the event encouraged students to brainstorm creatively, collaborate in teams, and build practical solutions to real-world problems. The hackathon atmosphere was supportive yet challenging, making it one of the most impactful initiatives for women-led innovation on campus.

Gain:
The event reinforced the importance of inclusivity in tech by providing a dedicated platform where girls could explore their ideas without hesitation. Participants gained experience in ideation, rapid prototyping, UI/UX thinking, and pitching. They also learned how to work in teams under time constraints—mirroring real-world hackathon and workplace scenarios. For the chapter, Tink-Her Hack 3.0 emphasized the value of facilitating accessible innovation spaces for women.

Student Impact:
The hackathon significantly boosted participants' confidence by giving them hands-on experience in **solving real-world problems** through technology. Many students built their first-ever projects during this event, helping them realize their potential to innovate and lead. The supportive environment encouraged open communication, risk-taking, and creative thinking. After the event, several participants continued working on their projects, joined upcoming tech programs, or stepped into leadership roles—showcasing the long-term impact of the initiative.

O-penn Mic: I Made a Widget (Girls Only) – January 2026

Highlight:
"I Made a Widget" was a fun and creativity-driven girls-only Open Mic session where participants explored the process of building small, interactive widgets using simple tools and code snippets. The session created a supportive space where beginners could experiment freely, share ideas, and learn from each other. The informal, build-and-show format made the event lively, engaging, and deeply motivating for first-time creators.

Gain:
The event offered **hands-on practical development experience**, helping students understand how small pieces of logic come together to form functional, interactive components. Participants learned about event handling, basic UI elements, simple animations, and embedding widgets into webpages. The session also encouraged iterative building—testing, tweaking, and improving their widgets as they learned.

Student Impact:
One of the strongest outcomes of this event was the confidence boost it gave to participants. Students proudly showcased their own widgets—ranging from click-based mini tools to small productivity helpers and fun interactive elements. Many girls expressed that this was their first time building something independently, making the achievement even more meaningful. The session encouraged more students to engage in making, creating, and sharing their work with the community, reinforcing a culture of learning by doing.

Shitty First Drafts – Creative Workshop (March 2026)

Highlight:
Shitty First Drafts was a creativity-centered workshop conducted as part of the college tech fest, designed to help students break free from the fear of starting imperfectly. The workshop emphasized that every great project, idea, or innovation begins as an unpolished first draft. Through engaging activities, reflective discussions, and interactive prompts, participants experienced a refreshing shift from outcome-focused thinking to exploration-focused creativity.

Gain:
The session encouraged students to embrace experimentation without worrying about making mistakes. They learned practical creative techniques such as rapid ideation, sketch-thinking, messy brainstorming, and low-pressure concept building. By highlighting the value of early drafts and rough prototypes, the workshop helped participants understand that progress matters more than perfection. For the chapter, it reinforced the importance of integrating creativity into technical learning.

Student Impact:
Shitty First Drafts made a powerful impact by helping students overcome perfectionism—one of the biggest blockers to starting projects. Participants left the workshop feeling more open, expressive, and willing to try new things without self-judgment. Many students shared that the session helped them think more freely, explore ideas they previously dismissed, and take the first step toward building projects. The workshop successfully fostered a mindset of fearless creativity and continuous experimentation.

Overall Impact

For the Community

TinkerHub LBSCEK grew into one of the most active and accessible student communities on campus during this period.

- Successfully expanded to **400+ active members**, reflecting the trust and enthusiasm students have for peer-driven learning.
- Conducted **20 diverse learning experiences** across software, hardware, creativity, and innovation, ensuring that there was something valuable for students from every background.
- Enabled **85+ new student projects**, ranging from beginner-level builds to advanced prototypes—showcasing a thriving culture of making and exploration.

For the Students

Our initiatives created a positive and empowering learning environment for students of all years and branches.

- Boosted student confidence through multiple **hands-on sessions, hackathons, and creative workshops**, helping them see themselves as makers rather than just learners.
- Ensured **equal and inclusive opportunities**, especially through a series of girls-only Open Mic sessions that provided a safe space for exploration and participation.
- Developed **career-relevant technical skills** in programming, web development, hardware, GitHub workflows, AI basics, and creative problem-solving—making students better prepared for internships and future projects.

For the Campus

The presence and activity of TinkerHub LBSCEK contributed significantly to the college's larger innovation ecosystem.

- Positioned our chapter as a **vibrant, student-led learning hub** that consistently encouraged curiosity, collaboration, and experimentation.
- Strengthened the campus-wide **grassroots innovation culture**, inspiring more students to initiate, build, and showcase projects.
- Brought high engagement and energy to the campus tech environment through regular events, workshops, competitions, and community-building sessions.
