Students tech it up in science of change

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New Town: Technology has trumped science fests in schools.

Designing games and apps and 3D printing have replaced lab experiments and miniature models that had been the focus of science fests.

Tinker Fest at The Newtown School recently saw students of classes VI to XII from across the city and the outskirts showcase their technological innovations, participate in workshops and listen to experts speaking about how trigonometry and the law of inertia are integral to designing games or why being adept at pro-gramming can enhance one's employability.

The school wanted to spread the message that technology is not always a bane and, if channelised in the right way, it can produce innovators and inventions.

Teachers noticed that many students who are often distracted in class were engrossed in app-making, robotics or gaming workshops.

"Such platforms are eye-openers for teachers and parents because students are so much into technology. They have a lot of innovation in them. Some of them might be doing research on their own but adults are often not equipped to under-stand them and so we under-estimate their potential," said Satabdi Bhattacharya, the principal of The Newtown School.

Aryan Agarwal, an IB Year II student of The Heritage School, has designed a drone. "The height up to which the drone can fly will depend on the range of the transmitter. I had designed one a few years ago, too, but this new one is more advanced," he said.

Emdadul Islam, former director of Birla Industrial & Technological Museum, said tech fests involve programming, app-making, game making and robotics, all of which require mathematical skills and logical thinking.

"Physics and maths form the backbone of most games, which is what differentiates games from movies. Everything we see is mathematically calculated, whether it is the graphics or a character moving from one point to another," said game designer Rajat Ojha in his session on game designing and development as a career option.

Data and artificial intelligence expert Aniruddha Deswandikar explained how most "businesses today are software businesses", citing examples of app cabs, OYO and Amazon that do not own the physical infrastructure of the products they are marketing and yet are making money.

Aryan Agarwal (left) of The Heritage School demonstrates his drone