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## A BIMONTHLY NEWSLETTER

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### Message from President's Desk

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### Message from Provost's Desk

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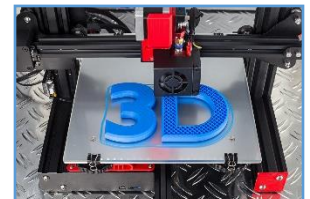
From Editor's Desk -  
Dr. Sneha Bajaj



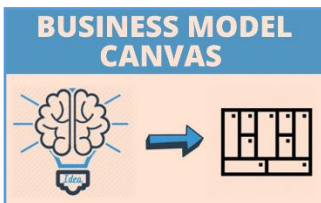
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Mr. Kiran Parmar



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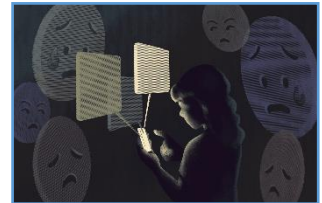
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Happening Around  
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## GSFC University Newsletter Editorial Board



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Editor,  
School of Science

## Message from President's Desk

*Shri P.K. Taneja, IAS (Retd.)*

President - GSFCU

Former ACS Industries, Home and Forest & Environment, GoG



“Anyone who has never made a mistake has never tried anything new.”

- Albert Einstein

Life is a journey of varied experiences in which success and failures are two major outcomes in all walks of life. Success is celebrated while failure is calibrated which reveals the mistakes that occurred mostly inadvertently. However, the key to future success lies in learning from those mistakes. Mistakes provide the fodder for improvement. An open mind and positive thought process enable one to learn from experiences.

Gen Z, full of energy and enthusiasm are on one hand impulsive and impatient, on the other hand, does not focus on the ‘gold mine’ lying in those experiences which have resulted in failures. Hence, it is necessary to develop a personality of positive thinking and open-mindedness.

We at GSFC University, make all efforts to focus on the holistic development of our students so that they embrace failures fearlessly. Our vibrant pot has a plethora of activities under different students’ managed clubs which provide an opportunity to expand life vision through active participation. We look forward to exploring the new frontiers of youthful endowments. I am confident that the fresh and young students will infuse the campus with energy and vigor and rock the place.

## Message from Provost's Desk

*Dr. Nikhil Zaveri*

Provost (Vice Chancellor)

GSFC University



Looking back at human history, it is clear that education is critical for humanity's growth, wealth, and well-being. Education embodies civilized behaviour, growth, peace, development, and human dignity. Education helps to develop character, strengthen morals, broaden perspectives, and prepare a nation for a better future. Without it, the entire purpose of human creation would be futile.

At GSFC University, we believe that better-educated people are more responsible and caring, are more aware of their state's role and duties, and are more aware of their rights and obligations. As a result, we place a premium on students' overall development and prepare them for employment in order to make them more progressive and advanced in all fields. Our students are the only reason we can continue to exist, survive, and grow. We see ourselves as facilitators of knowledge by providing assistance to teachers and infrastructure. To ensure that our students have an enriching experience, we employ a variety of pedagogical techniques. We act as catalysts in their development as successful individuals and generous human beings. Our delight stems from their achievement, and their joy stems from our success.

I warmly welcome all newly admitted students to the university and wish them success in all aspects of their lives.

## From Editor's Desk

*Dr. Sneha Bajaj*  
Chief Editor - 'Eventia'  
GSFC University



Greetings!

We are excited to present you with yet another issue of the newsletter as the complete editorial board of "Eventia." This issue is jam-packed with knowledge, ideas, and wisdom as a result of our efforts to deliver it to you. We give the university's economic, spiritual, and motivating components as much attention as its academic ones. This issue covers a wide range of topics, including the economy, knowledge as power, soft skills, cutting-edge university pedagogies, guest lectures, practical workshops, and the spiritual idea of mind control. I sincerely hope you enjoy reading and get something from this issue.

I would like to express my heartfelt gratitude to the entire 'Eventia' editing team for their unwavering support, and I anticipate more of the same in the future.

Happy reading!

With Best Regards,

*Dr. Sneha Bajaj*

Chief Editor – 'Eventia' & Assistant Professor GSFC University



## GUIITAR Council

### Workshop on Business Model Canvas

*Mr. Kirankumar Parmar*

*Sr. Manager, GUIITAR COUNCIL*



Workshop on Business Model Canvas organized on 20th May, 2022 from 03:00 to 04:00 P.M. at Auditorium, SoT, GSFC University, Vadodara. The motive of this workshop was to make the students appreciate the basic Business Model Canvas (BMC) and its applicability for a new as well as an established business.

A workshop begins with the understanding of the Business Model. Dr. Saroj Shekhawat explained the definition of the business model to the participants and discussed the benefits of Business/Lean Canvas. She said it is easy to understand, flexible, customer-focused, easy to communicate and shows interconnectivity. She explained Value Proposition, Customer Segments, Customer Relationships and Channels. She said value is exchanged from a customer for money when a problem is solved or pain is relieved for them by your business. Customer Segmenting is the practice of dividing a customer base into groups of individuals that are similar in specific ways, such as age, gender, interests and spending habits. Customer Relationships are defined as how a business interacts with its customers. Channels are defined as the avenues through which your customer comes into contact with your business and becomes part of your sales cycle. She explained the case study of Nykaa Canvas to the participants.

Dr. Chetna Parmar explained Cost Structure and Revenue Streams. She said cost structure means how a company spends money on operation and identification of key costs for business. She said Revenue Streams are defined as the way by which your business converts your Value Proposition or solution to the customer's problem into financial gain. She shared the cost structure and revenue model of Nykaa.

Dr. Abha Kalaiya explained Key Partners, Key Activities and Key Resources with the example of Nykaa. She explained customer segmentation, customer relationship, marketing strategies, brand endorsements & collaborations, convent marketing, event marketing and seasonal discounts effect of BMC.

Mr. Kirankumar Parmar, Sr. Manager, GUIITAR Council expressed the vote of thanks to the participants for attending the workshop. He expressed the vote of thanks to the speakers Dr. Saroj Shekhawat, Dr. Chetna Parmar and Dr. Abha Kalaiya, Faculty members of GSFCU for conducting a workshop. He also expressed a vote of thanks to the Sr. Management of GSFCU for guidance and support to organize a workshop.





## GUIITAR Council Startup Conclave

*Mr. Kirankumar Parmar*  
*Sr. Manager, GUIITAR COUNCIL*



The Startups Conclave was organized on 25th June, 2022 at GUIITAR Council (GC), Vadodara by GUIITAR Council (Nodal Institute for Start-up Support, Industries Commissionerate, GoG) and GSFC University in collaboration with Startup Gujarat Cell, GoG and Startups India, Gol.

### Startups Exhibition:

Dr. Nikhil Zaveri, Provost, GSFCU University and Shri D. R. Parmar, Joint Commissioner of Industries, Industries Commissionerate Office, GoG welcomed Shri Anurag Jain, IAS, Secretary, Department for Promotion of Industry & Internal Trade (DPIIT), Ministry of Commerce & Industry (MoCI), Government of India with a flower bouquet. He briefed about GSFC University and GUIITAR Council activities to Shri Anurag Jain, IAS, Secretary, DPIIT, MoCI, Gol.

Shri Anurag Jain, IAS, Secretary, DPIIT, MoCI, Gol first visited GSFC University State-of-Art Fire & Environment, Health, Safety Engineering (F&EHS) laboratories. Dr. Nikhil Zaveri, Provost, GSFCU briefed about F&EHS courses and Mr. Narendra Patel, Lab Assistant (Fire & EHS) demonstrated equipment & tools usage.

Shri Anurag Jain, IAS, Secretary, DPIIT, MoCI, Gol interacted with 40+ startup founders, co-founders and team members. He has also interacted with 14+ incubation centers representation during the visit. He asked startups which problem they solve, what solution they provided, viability and future planning.

Shri Anurag Jain, IAS, Secretary, DPIIT, MoCI, Gol said India has the third-largest ecosystem for startups in the world. Startups are doing great work. To achieve India's vision of 2047 to become the world's top three economy, startups contributions play a major role. We will achieve this by spreading Knowledge and continuous Innovation. He congratulated all start-ups and gave best wishes for future endeavors.

Shri D. R. Parmar, Joint Commissioner of Industries, IC, GoG briefed Scheme for assistance for Startups/ Innovation – Gujarat Industrial Policy 2020 to Shri Anurag Jain, IAS, Secretary, DPIIT, MoCI, Gol and startups.

Shri Nikhil Zaveri, Provost, GSFC University said this Startup Conclave was organized to provide a platform for the startups to exhibit their products/processes/services. He invited startups to connect with GUIITAR Council for Fundraising, Mentorship, Networking, Business Support Services, Co-working Space, IPR guidance, Hi-tech lab access and other support.

**Seminar:** A seminar was organized to motivate and guide the participants about Entrepreneurship/Start-up mind sets and Tool Sets.

Mr. Anand Bhatnagar, Vice President, Reliance talked about the “Entrepreneurial mindset”. He started with a question to startups- who is an entrepreneur? He emphasized that Entrepreneurs need to be

shock absorbent; they cannot transfer shock down to the team. He explained how to build a vision statement. He talked about clarity and a collaborative approach in business. He showed the industry revolution graph and how technology created and launched at the right time played a role in economic growth. He closed his talk by explaining the VUCA world i.e. volatility, uncertainty, complexity, and ambiguity.

Ms. Mrunali SN. Parikh (CA), Investment Associate, Gujarat Venture Finance Limited (GVFL) talked about “Do’s and Don’ts while pitching to investors”. She explained how to prepare a perfect pitch by including Tag Line, Problem, Solution, Go to Market Strategy (TAM-SAM-SOM), competitors, Traction (Financial & Non-Financial), Team, Growth Plan (B2B, B2C, B2B&C) etc. in the Presentation.

Ms. Ragini Shah, TiE - Vadodara talked about “5 key elements of becoming investable”. She asked a question to the startups: Do you have a monopoly in the market that you are addressing? She said Intellectual Property Rights will give you a monopoly and all startups have to protect their business by securing innovation. A startup must have a strong team who complements each other before approaching the investors. She advised startups to give reasons to the investors to trust them and your startups become investable.

Mr. Bhavesh Chelani, Founder & Managing Director, Dessertino talked about “Solution on Challenges faced by Startups”. He invited volunteers to play the game and explained Leadership concepts. Entrepreneurs keep learning till the end of his/her life. He said Entrepreneurship is a habit/mindset. What we think is converted into action and action is converted into habit and habit into character.

Startups enjoyed the Startup Conclave and at the end a networking dinner was organized for all the participants.

GUIITAR Council is grateful to the Honorable President of GSFC University Shri P. K. Taneja, IAS (Retd.), Dr. Nikhil Zaveri, Provost, Shri R. B. Panchal, Director (Admn.) & Registrar, Shri Mahesh Barot, Asst. Director (Admin.), Shri Naren Acharya, Sr. Manager-Placements & Internships, Dr. Saurabh Shah, Dean, SoT, Dr. Nishith Parikh, Associate Dean, SoT, Dr. K. Santhosh Kumar, Associate Dean, SoS, Dr. Chetna Parmar, Associate Dean, SoM, GUIITAR Council team members, faculty and non-teaching staff for guidance and support provided to organize Startup Conclave.











## GUIITAR Council

### Workshop on Prototype Development using 3D Printer

*Mr. Kirankumar Parmar*

*Sr. Manager, GUIITAR COUNCIL*



Workshop on Prototype Development using 3D Printer organized on 14th May, 2022 from 10:00 A.M. to 12:30 P.M. at CAD lab, 1stFloor, SoT, GSFC University, Vadodara.

Dr. Ghanshyam Tejani explained Additive Manufacturing technology most commonly known as 3D printing to the participants. He explained Fused Deposition Modeling (FDM), Stereolithography (SLA), Digital Light Processing (DLP) and other technology used for 3D printing.

Mr. Harsh Rajpoot, Mr. Devarshi Shirke and Mr. Neelkumar Patel, Mech. Engg, SoT, GSFCU students explained how to use solid work software for 3D design preparation. They instructed and explained to participants to prepare Square over Circle and write G on top of Square step by step to the participants.

Dr. Ghanshyam Tejani explained Cura Software usage for 3D printing such as raft usage, when to give support, how to decide infill, increasing or decreasing no of Shells effect of prototype, layer height and printing resolution. He explained the printing workflow to the participants. At the end of the workshop participants selected one design and printed it in FDM 3D printer available at the University.



## GUIITAR Council Workshop on Business Model Canvas

Mr. Kirankumar Parmar  
Sr. Manager, GUIITAR COUNCIL



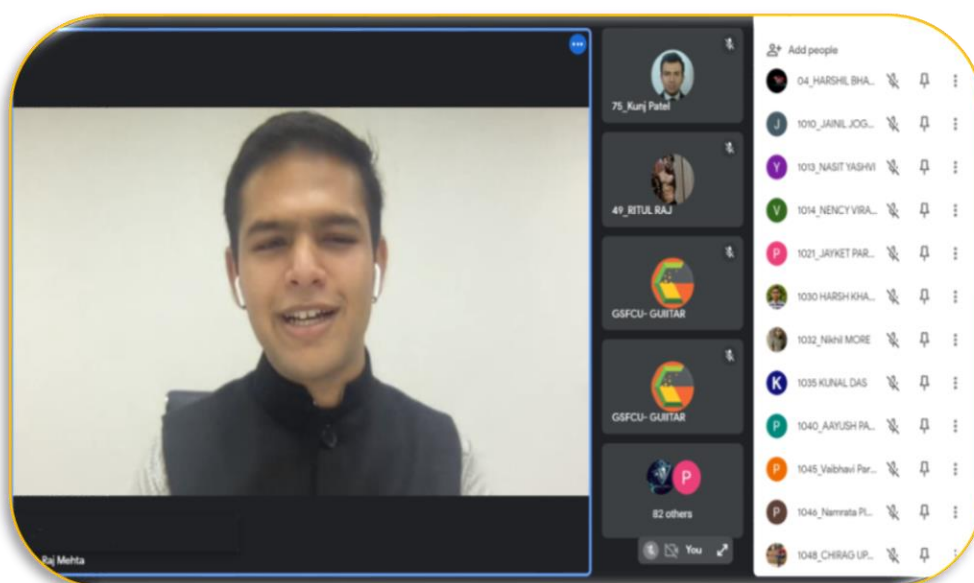
The Impact Lecture Series 2022-23, session 1 was organized on 8th July, 2022 at GSFC University in collaboration with IIC, MoE's Innovation Cell (MIC), GoI & AICTE.

### Lecture 1:

Mr. Kirankumar Parmar, Sr. Manager, GUIITAR Council introduced Mr. Raj Mehta to the participants and invited him to talk on the topic of “Converting Innovation into Startups”.

Mr. Raj Mehta started the session by narrating the story of his first e-bicycle kit development occasion. He was 12 years old when invented a battery-operated bicycle and set up a company called Raj Electromotives Pvt. Ltd. He said after inventing a battery-operated bicycle he become famous and was invited by news channels for interviews. He received many inquiries and orders across India. He shared his product development journey from cycle to pedal riksha to tricycle kit to E-Bike Company Greta Electric Scooters setup in June 2019. He is also the youngest founder of an automobile company. He explained E-Bike features, price, design, R &D and how to win the customer's hearts. His company exports E-Bike in 19 countries, two showrooms in Nepal, one showroom in Ladhak and established a new manufacturing plant at Faridabad.

Mr. Raj Mehta explained how he failed 19 times in the export-import license exam and finally 20 attempts he passed the exam and become the youngest entrepreneur to get an export-import license. He motivates students to attend Entrepreneurship related courses so they may understand how to convert an idea into business, idea validation, market survey, funding, logistic, legal compliance etc. to start and run a business.



**Lecture 2:**

Dr. Saroj Shekhawat, CEO, GUIITAR Council introduced Mr. Amitkumar Patel to the participants and invited him to talk on the topic of “Protection of Intellectual Property Assets - Key to Success of Startups”.

Mr. Amitkumar Patel explained Creativity, Invention and Innovation differences to the participants. IPR usually gives the creator an exclusive right over the use of his/her creations for a certain period of time and these are granted by the Government. IP rights are territorial in nature. Patent, Trademark, Copyright, Industrial Design, Integrated Circuit Design, Geographical Indication and Trade Secret are types of IP. He explained each IP protection criteria, protection time, renewal and acts. He guided how to protect Products or services in multiple ways.

Mr. Amitkumar Patel shared example of Apple company iPhone 7 costs of production and selling price difference because of IPR. He explained Patent, Trademark, Copyright, Industrial Design, Integrated Circuit Design, Geographical Indication and Trade Secret with examples. He explained why IP is important to startup:

- For protect your idea upon which the startup is founded
- For maintain a competitive advantage
- For Protect your time and money (R&D investment)
- For generating the revenue
- For defend your company
- For protect your brand and logo
- For attract investors
- For using IP as collateral to secure financing

GUIITAR Council is grateful to the Hon'ble President of GSFC University Shri P. K. Taneja, IAS (Retd.), Dr. Nikhil Zaveri, Provost, Shri R. B. Panchal, Director (Admn.) & Registrar, Shri Mahesh Barot, Asst. Director (Admin.), Dean, Associate Dean, GUIITAR Council team members for guidance and support provided to organize Impact Lecture Series 2022-23, session 1.



## Finvest Chronicle

*Dr. Chetna Parmar*

Associate Professor – SoM  
GSFC University



### **Indian GDP growth among G20**

India's gross domestic product in the June quarter deal 1.4 percent quarter on quarter, when adjusted for seasonality variation among the few independent variables, and the second worst performance among the G20 countries this was calculation given by OECD (Organization for Economic Co-operation Development) analysis.

There are some reasons behind it, In India, the main reasons for the slowdown were decreases in government spending and net (X-M), OECD said. According to their analysis, India's GDP also contracted 1.4 percent in the March quarter, However, India remained the fastest growing economy among G20 countries in the June quarter, when growth was calculated on YoY basis.

### **Unemployment Rate in India:**

In India, the unemployment rate is estimated by research done by taking directly interviewing a large sample of randomly selected households. The data shows in the center for monitoring Indian Economy in the section of consumer pyramids panel of households include more than 174405 households including over 522000 members who are over the age of 15 years. In the worst situation in Haryana, Jammu & Kashmir, and Rajasthan, the employment rate is more than 30%, excellent positions in Maharashtra, Madhya Pradesh, and Gujarat states.



### **RBI – Governor Comments on Inflation**

RBI governor Mr. Shaktifanta Das has said that macroeconomic conditions have improved after the August policy and necessity commodity prices were reduced, which the central bank is able to estimate the price of major commodities. The governor also said in the public interview that the RBI will ensure that the growth will be seen, and sacrifice would be minimum. He also added that this financial year was lowering the growth projections.

In the month of July industrial production growth number shows expansion as like 2.4%. The weakness shows in the core manufacturing and non-durable consumer goods production along with the other items of production. Governor also stated that was seen as a softening of money market position and government bonds. The inflation rate accelerated to the 7% mark led by a sharp price rise in necessities products.



## Students' Corner

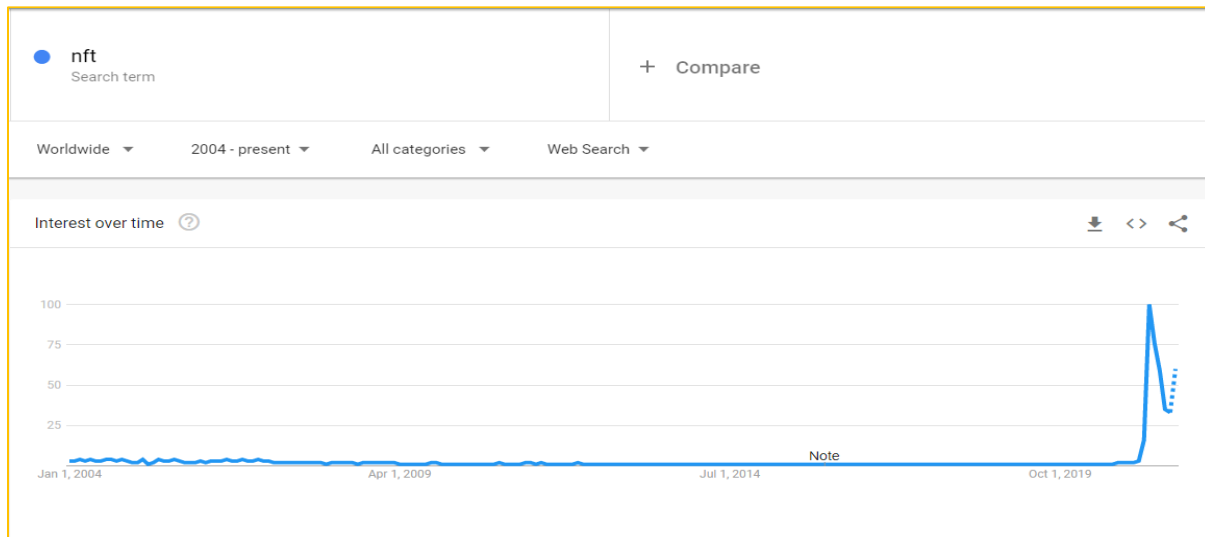
### Applications of NFTs in the Gaming Industry

*Mr. Kshipra Jadav*

B. Tech CSE, Semester V  
GSFC University



NFTs, or Non-fungible tokens, are now sweeping over the world of digital art and collectibles. Massive sales to a crypto-audience are changing the life of digital artists. However, digital art is simply one use of this new form of digital authentication. These tokens, when implemented right, have the capability to change the way the gaming industry functions potentially. The industry is still structured to favor game producers and promote a one-way flow of value in which players pay money to get access to in-game content and gameplay options. NFTs could power the framework to authorize and store digital assets that reflect in-game content. The blockchain networks that support this allow player ownership, proven scarcity, interoperability, and immutability. These benefits, when combined, have the potential to promote widespread adoption and a significantly fair value model, creating fresh revenue streams for gamers and game developers alike.



### Decentralized Economies Owned By Players

There are a slew of reasons why NFTs and video games are a combination made in heaven.

A digitally verifiable token enables the players to “truly own” what they buy. The traditional model of online game economies limits the use cases of items purchased in-game. Hence, it limits the longevity of the in-game items purchased due to their limited use cases. All of a gamer's money would vanish if their account were stolen, deactivated, or if the player just became bored and went on to another game. This approach has persisted because there was no viable alternative until blockchain tech arrived in this form, and revolutionized the industry.

Players may genuinely own and manage what they buy, acquire, or make by creating in-game goods, which can be translated to NFTs. It's about more than simply proving your character's accessory is irreplaceable. Consequently, they may be treated as a commodity, and these goods may be purchased and sold on secondary marketplaces, transferred across games. This leads to the players retaining the value they invested in them in the first place.

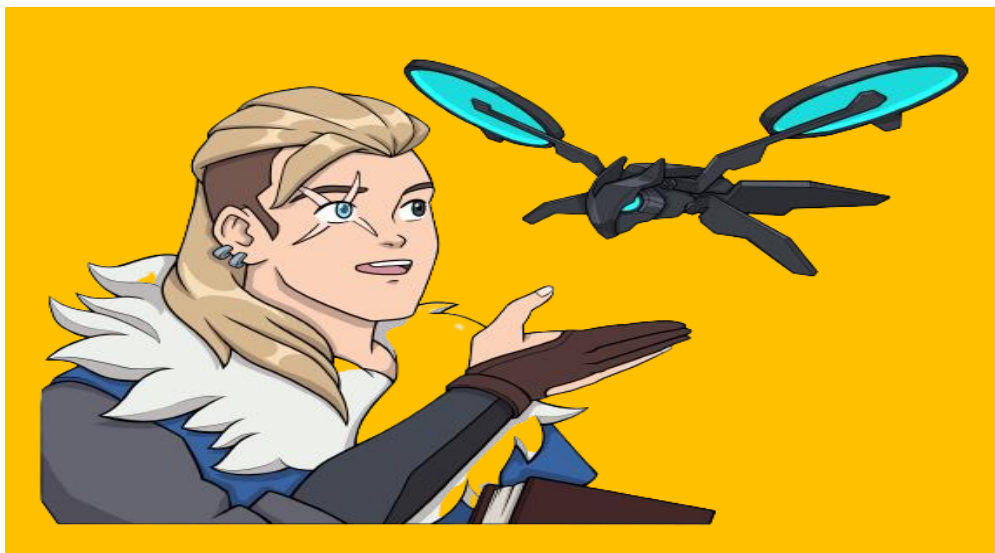


## CryptoKitties

### Empowering Digital Artists to Engage In Community Interaction

Skins have become digital art for video games. NFTs might allow digital artists who wish to sell such creations. They offer the critical component of scarcity to help artists establish financial value for their work. Scarcity is one of the reasons card collectors spend millions of dollars for a piece of cardboard or why sneakerheads swoon over limited-edition releases.

It encourages fans of the game to involve themselves and make a special edition of in-game merchandise that may even give birth to a new generation of digital artists. It would also increase the engagement amongst the members of the community with in-game merch featuring meta-jokes, memes and pop culture. The ability to contribute to the game would give the players a sense of connection to a community.



## New Avenues for Engagement with Influencers

Subscribers and paid memberships from their followers are significant sources of revenue for streamers. Fans typically pay \$5 a month, while streamers make \$2.50 per month on average per subscriber. As a result, streaming is a high-intensity job with the necessity of hundreds of subscribers to keep a roof over their heads, making it an unlikely choice for a full-time job.

NFTs can assist bridge the gap between streamers and their dream of living sustainable lives with financial security. Streamers can mint NFTs of iconic moments from their streams, be it an impossible feat achieved in a game or an iconic moment. This also provides an opportunity for the fans to collect unique memorabilia instead of the usual perks. The ability to transform the communities inside jokes into NFTs that people can gather and exchange with one another brings a new level of engagement to streaming that is hard to find anywhere else.

## NFT Powered Marketplaces

An NFT is essentially proof of ownership and authentication. If game copies, in their entirety, were sold as NFTs, it has the possibility to pose a lot of advantages for the developers and gamers alike. Selling game copies as NFTs makes it akin to selling physical copies of the games, allowing players to “truly own” their game copies.

NFT based marketplaces could enable players to trade games or even loan them to their friends, similar to trading game CDs or game cartridges. Using NFTs to validate the legitimacy of a game copy will, in the long run, drive down piracy and also curb the use of extreme measures like DRM.

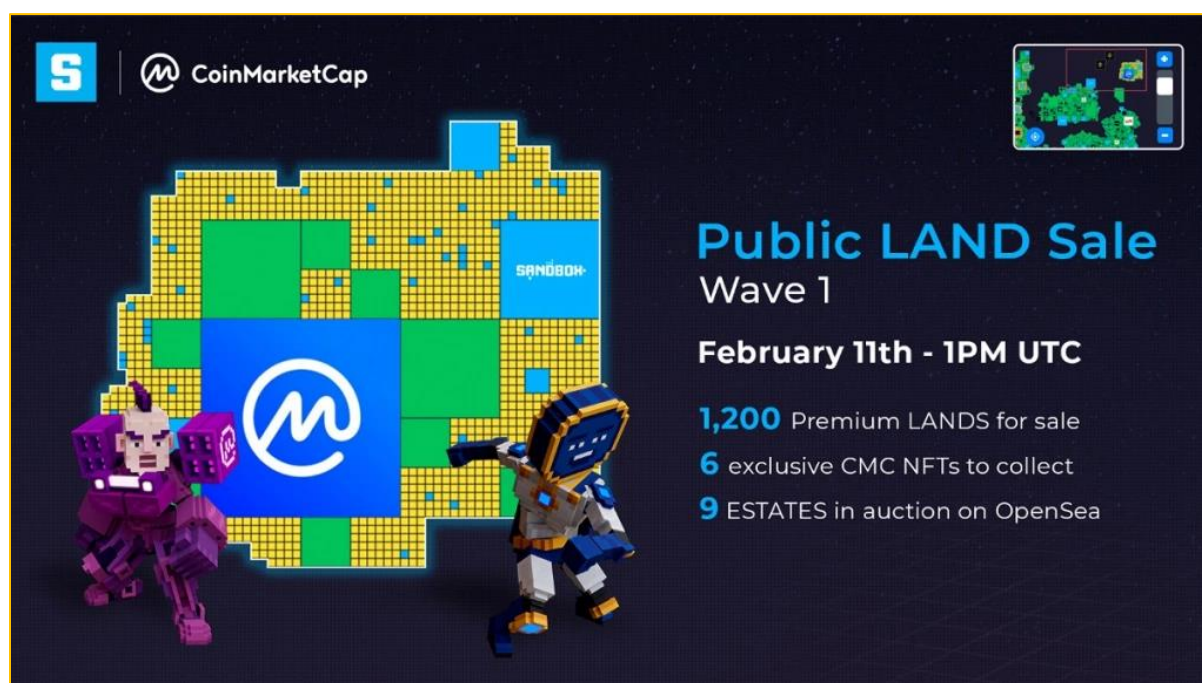


## Enriching Game Mechanics with NFTs

NFTs can enrich game mechanics in unconventional ways. The proof of ownership and scarcity makes it a prime candidate for in-game merchandise and fueling in-game economies. However, depending on the genre of the game, usage of NFTs can be taken a bit further. MMORPGs could have a loot drop system based on an NFT framework, whereby killing enemies guarantees the player some unique loot.

NFTs can be used in an exciting way with games that support user-designed levels. Take, for example, Mario Maker: consisting of two major components: the level designers and the leaderboards. If we were to integrate NFTs into this framework, the game could potentially award specially minted tokens as proof of achievement and a badge of honor to the players and the level designers for achieving certain milestones. Budding game design enthusiasts would collect these badges, which could prove very useful when looking for jobs in the industry, while speed runners would be able to further legitimize their skills and accomplishments.

Currently, the primary focus in the gaming industry is collectables, limiting the functionality of the technology. They aren't really enjoyable, resulting in significant user dropout. We have yet to see a crypto game that can be played in a virtual environment. The gaming industry is valued at more than \$100 billion and is continuously expanding. NFTs have the ability to both infiltrate and bring new forms of games into current game categories. Because of its inherent features, effective implementation of NFTs in games might result in a massive increase in value exchange, significantly expanding the gaming business. Millions of dollars have already been traded in today's basic crypto games. At current rates, we anticipate seeing more than \$1 billion in transactions this year.



The graphic is a promotional poster for a public LAND sale. It features a dark blue background with a large, pixelated map of the Sandbox metaverse in the center. The map is composed of yellow, green, and blue squares. A large white 'M' logo is overlaid on the map. In the bottom left corner, there are two pixelated characters: a purple one and a blue one. In the top left corner, there are logos for 'S' and 'CoinMarketCap'. In the top right corner, there is a small inset image showing a virtual landscape. On the right side, the text reads: 'Public LAND Sale Wave 1', 'February 11th - 1PM UTC', '1,200 Premium LANDS for sale', '6 exclusive CMC NFTs to collect', and '9 ESTATES in auction on OpenSea'.

**S** | **CoinMarketCap**

**Public LAND Sale**  
**Wave 1**

**February 11th - 1PM UTC**

**1,200** Premium LANDS for sale  
**6** exclusive CMC NFTs to collect  
**9** ESTATES in auction on OpenSea



## Students' Corner

### Moment – Physics of God

Ms. Foram Mistry

B.Sc Chemistry, Semester III  
GSFC University



What is a moment?

A specific time in seconds when many things can get change. A moment is where we can make some unexpected memories, the moment is where we can meet some new faces, the moment is where we can lose some flowers, the moment is where we can take our decision, the moment is where life's coin gets tossed.

Now and then is important in everyone's life. Some people go into depression which results in no workout, but they don't know the value of each beautiful moment of life. Life is very certain. Let me share one experience which I read out in one book of my collection where the moment gets changed unexpected.

If you were asked who is more mature, smart, and intelligent between a drunken person and a normal straightway person

Let's start a story. In the First World War, two brothers separated. The father divided all his property because he was getting old and he was worried about the younger son- because he was a drunkard and he will destroy the whole thing, and even the eldest son will suffer because of the younger. So he divided them equally.

What do you think, after diving into the property did the younger son destroy his father's half property? As told every moment can get tossed it depends on how smart people work out on it.

So further a miracle happened. In First World War the value of money went so low, as it always goes in wartime: things became very costly and money loses its purchasing capacity. The drunkard had one habit of collecting bottles. He finished with the whole money, he drank and enjoyed it. And the other son was so miserly that he was clinging to the money that he has got, but money was going down every day. The moment came when the money became almost useless, almost valueless, and the younger son sold all his bottles and he had more money than the elder brother. He enjoyed the wine and he sold the bottles! And the elder was a fool- he was just clinging to the money!

This is how the moment when money rushed valueless; it changes the time of a drunkard son.

If you remember in physics there were sums where we were asked to find what will happen after the time of 5seconds or 10 seconds further also asked what will at this or that distance? So we have the formula and just solve the problem that at this or that moment this thing will happen. But is it possible in our daily life to find what will be going to happen to us at this or that moment? Nope!

Because it is all mystery where only God knows what will happen with everyone's life. Only god knows the formula of the life moment that is why moments are the physic of God.

Sometimes some moments became too valuable to reserve for it for up to a lifetime. The main reason behind this is only that it teaches the value of people in our surroundings, the value of ourselves towards others, and the value of that person in our life. Sometimes value and self-respect also matter in moments! If you have two groups, to 1st group you think that it is too close you know everyone more than 6 months but the moments when your absence matter more to them then it doesn't make



any sense to have a memory in that rubbish non-valuable moments. But in the second group your presence matters though you know them all from the last 3-4 days and you had been told, "We are not asking you whether you want to come or not, it's an order that to have to be present that's all." (This type of group I got).

This type of group is members are too rare to get in anyone's life because they make your sad moments by asking, "Will you have a milkshake to stop crying?" Who can ever dare to change the sad or worst moment by asking silly questions just to make that moment happy more than expected?

If you think from above that in starting days everyone's presence matter everywhere! Then you are wrong because if a little moment can make you happy and give you the confidence to speak to a hundred people, became a piece of good luck, make you happy though with any expectations then wished that every beautiful moment became beautiful with them.

So, at last, have good surroundings which make your every moment valuable and gorgeous.

## Key Aspects

### Digital Discipline: A Caution over misuse of Electronic gadgets & Social Media

*Mr. Tarang Dave*

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*GSFC University*



Before starting to my article, I want to disclaim and clarify that, the aforesaid topic is not written to object the use of technology or social media. I myself is also a Teach-Savvy person and I believe that modern technologies should be used optimally as it brings accuracy, agility, and ease of communication. The main purpose for writing article on the aforesaid subject is just to spread awareness about misuse of Electronic gadgets & Social Media (especially amongst students).

Here title of the topic itself is self-explanatory. Digital Discipline as per my views means, there should be optimal positive use of Digital Resources and there should be strict discipline and awareness over its misuse.

Just like each coin has two sides, Social Media & Electronic gadgets like smart phones, laptop computers etc. have two ways of use. That can be used positively to acquire knowledge, to save time and cost of work etc., which ultimately leads to growth and development. Ideally, it can be termed as optimal utilization of modern technologies.

However, we can also see the misuse of Electronic gadgets & Social Media in the current era. And we should be cautious enough to avoid its misuse to the best of our knowledge.

I have practically seen some of the cases of my relatives, where parents are allowing smart phones to their children having age even below 3-5 years. Apparently, there is nothing wrong to make child leaning various basic education though smart phone. But it has also been observed that, sometimes children become addicted with usage of smart phone, and they even don't eat food properly or sleep appropriately due to such addiction of smart phone. Further, its overuse may adversely impact on the Eyes, physical health, mental health etc. As per my personal views, there should be very limited access to children over Electronic gadgets & Social Media, and that too under monitoring of any of the Guardian.

Students should specially take care to bring Digital Discipline in their life. Few years ago, students are expected to have discipline in their behaviors, study, and regularity. However, now Digital Discipline is also one of the core important need which should be brought by every students for their better future. For that, students should understand what is necessary and what is unnecessary.

Students may use Electronic gadgets & Social Media for the purpose of Education, knowledge and new and innovative leaning etc. However, spending unnecessary screen time to play games on smart phones / laptop, watching videos / posts on various platforms which are irrelevant in nature, etc. should be avoided by awareness and self-understanding. In short any kind of misuse of Electronic

gadgets & Social Media should be avoided by students. Students should focus on building a strong character, which would lead to make them a good and successful human being in future.

Many students are passing their idle / free time on screen in playing games or watching social media etc. Instead of passing such free time on digital gadgets, students may positively use such idle / free time by engaging themselves in following activities:

- Reading good books
- Developing and working upon hobbies,
- Spending time with family members / nature etc.
- Playing various games which involves physical activities
- Visiting religious or other well-known tourism places
- etc.

Now it is well noted in the whole world that, excessive & irrelevant use of electronic gadgets & social media may cause anxiety, depression and adverse impact on eyesight. Addictive behaviors of people towards digital media and gadgets may be converted into psychological disorders gradually, if appropriate timely care would not be taken. Further some researches are presently going on to study various kind of psychological disorders caused by undisciplined approach towards usage of electronic gadgets & social media.

World Health Organization has defined Gaming disorder in the 11th Revision of the International Classification of Diseases (ICD-11). Gaming disorder means a pattern of gaming behavior (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences. (Source: <https://www.who.int/news-room>). If essential self-discipline is not brought into our way of life, such types of moreover other problems may develop.

People should consider that; imprudent use of electronic gadgets & social media may take away valuable time in wrong direction. There is one good quote that, “Prevention is better than cure”. Hence, it would be better to be cautious & vigilant while using various electronic gadgets & social media platforms with self-awareness and understanding. Technologies & Digitalization are being made to serve us, however misuse of it may make that reverse, by snatching away our control.

Let’s positively use electronic gadgets and social media platforms, by keeping full command and appropriate control in our own hand.

Regards.....

## GUIITAR Council

### Seminar on Cross-Border Commerce – Present Possibilities & Future Opportunities

*Dr. Saroj Shekhavat*  
CEO, GUIITAR COUNCIL



GSFC University, GUIITAR Council, Students Startup Innovation Policy (SSIP), Institution's Innovation Council (MoE) and Startup Gujarat organized a seminar on 'Cross-Border Commerce – Present Possibilities & Future Opportunities' on 16th May, 2022 from 01:00 to 2:00 P.M. at Auditorium, GSFC University, Vadodara.

A session begins with the understanding of basic terminology of Export and Import. Mr. Aehsan Khan said a country's importing and exporting activity can influence its GDP, its exchange rate, and its level of inflation and interest rates. He explained what to Export – Import, where to Export and from where to Import.

Mr. Aehsan Khan explained the Customs Clearance, Shipping & Logistics operation process to the participants. He also discussed Tariff & Non-tariff Barriers, Cultural norms, Market Mood, Economic Situations, Insurance etc. with the participants.

In the end of seminar Mr. Aehsan Khan shared his views on starting an Export & Import business. He advised to gain the knowledge by joining online or offline Export- Import Courses before starting a business.



## Think Aloud

### It's all about Perception

*Mr. Dhairya Patel*

Teaching Assistant – Physics  
GSFC University



Einstein is widely considered as the greatest scientist born on earth. He is credited for his theories like speed of light, theory of relativity, time dilation and other concepts related to space time continuum.

However, you may be surprised to hear that most of his theories had already been explained thousands of years ago in ancient Hinduism scriptures. Ancient Vedic sages were familiar with the concept that time is relative and many passages on the Vedic scriptures continuously point out that the cosmic time of the gods is different than the time on earth.

#### ***Theory of Relativity in Indian scriptures:***

There are innumerable examples of Einstein's theory of relativity in ancient Indian scriptures. Modern Scientists are awestruck on seeing the strikingly similar concepts in Indian scriptures while others are surprised to find hi-fi scientific concepts in Indians scriptures that were written thousands of years ago.

Before I give the practical examples of Einstein "Theory of relativity" in Indian scriptures, it is very important to understand what Einstein "Theory of relativity" exactly is.

#### ***Example of Theory of Relativity:***

Suppose you are kidnapped and carried in a private smooth vehicle travelling at a speed of 100 kilometers per hour. Now you are not aware that you are travelling along with the vehicle at a speed of 100 kilometers per hour. If you look out the window, you will feel that your vehicle is stationary and the person standing outside is moving at a speed of 100 kilometers per hour. But the person standing on a road feels that he is stationary and your vehicle is moving at a speed at 100 kilometers per hour. Another stationary person might feel that your vehicle is stationary and the road is moving at a speed of 100 kilometers per hour. This situation is very similar to our observance that the earth is stationary while the sun & moon moves from east to west.

#### ***Short conclusion of Einstein theory of relativity:***

- 1) Nothing travels faster than light.
- 2) It is not possible to say which object is stationary and which object is moving.
- 3) Every observer is correct in thinking that he is stationary while everything else is moving around.
- 4) Time is relative to your motion.

If you travel faster, time moves slowly. If you travel at speed of light, clock stops ticking and so, even if you travel for one year, you will be of the same age you were when you started travelling at speed of light.



Suppose you are 28 years old and your brother is 26 years old. Now you start travelling from earth to space at speed of light for twenty human years. When you return back to earth, you find that you are still young and 28 years old but your brother has grown old and is 46 years old. You will be surprised to know that your younger brother has become elder while you have become the younger one. This concept of relativity has been proved by American scientist and astronauts travelling in space on their spacecrafts. Even when the astronauts travel in spaceships for years, they feel like travelling for only few days.

### **Theory of relativity in Indian scriptures:**

Now, let us go through this theory of relativity in ancient Indian scriptures. Before you hear this story, you must be aware of concept of yugas (Time) & celestial Planets (lokas). According to Indian scriptures, Brahma is the Creator of this universe and the planet where he resides is called as “Brahma-Loka”. His creation aspect is repetitive in nature where there is a Satya yuga (Golden age) which spans for 1.728 million years, followed by Treta yuga (Silver age) spanning 1.296 million years, followed by Dwapar yuga (Bronze age) spanning 8,64,000 years followed by Kali yuga (Dark age) spanning 4,32,000 years. These four yugas are repeated 71 times to form one manvantara. Manvantara is repeated fourteen times to form Half a kalpa, meaning one day of Lord Brahma. Another half a kalpa is night of Lord Brahma. After full kalpa, universe is destroyed and recreated again by lord Brahma

### **Story of Kakudmi in Brahmalo:**

Now that you have understood in brief about lokas and yugas, let us go through the story.

In satya yuga (Golden age), there lived a benevolent and courageous king called Kakudmi. He had a very beautiful daughter named Revati, endowed with auspicious and mystical qualities. King Kakudmi was not able to find a suitable match for her lovely and talented daughter in the entire earth and decided to travel to Brahma Lok (Which exist millions of light years away from earth) for some advice from Lord Brahma. When they arrived at Brahma Lok, Lord Brahma was listening to a musical performance by celestial Dancers. King Kakudmi waited patiently for some time till the musical performance was finished. After the musical performance when Lord Brahma asked the king for the reason for his visit, he said, “I am not able to find a suitable match for my daughter Revati. I came here for your guidance.” Then Lord Brahma smiled and explains that time runs in a different way on different planes of existence. Your few minutes in my celestial planets are equivalent to many yugas on earth. Lord Brahma said by the time you travelled to reach here and stayed here, already 27 Manvantara have passed. “Ohh King, all your ministers, wives, kings men, father etc, all those whom you have accepted as your sweethearts have swept away in the course of time. Today, nobody on earth knows about you or your descendants”. Shocked and surprised, king asks for a solution. Then Brahma says “If you start now, by the time you reach earth, you will be in Dwapar yuga of 28 Manvantara. There you can marry your daughter to Balaram, the avatar of Sheshnath, Lord Vishnu serpent. He is the only perfect worthy match for your daughter. And You will be granted Moksha (Salvation) by none other than Lord Krishna, avatar of lord Vishnu for that yuga.” Shrimad Bhagvatam (Canto 09, Chapter 03)

So, this story clearly mentions the concept of ‘Time Dilation’.

Let us go through second story that has the concept of theory of relativity:

“Brahma Vimohana Lila” Shrimad Bhagvatam (Canto 10, Chapter 13)

Once, Lord Krishna was playing with cows and friends at Vrindavan. Brahma didn’t believe that the little kid Krishna is an incarnation of Lord Vishnu. He decides to prove it to his spy. Brahma steals all

the lord Krishna friends including cows and takes them to Brahma loka. When Lord Krishna realizes the test of Brahma, he decides to teach Brahma a lesson. Through his mystical power, Lord Krishna created identical copies of his friends and cows. When truti(fraction of a second) passes on Brahma Loka, Brahma realizes that one year has passed on earth. Brahma decides to investigate on the happenings of Vrindavan and was bewildered to see Krishna playing with his friends and calves just like before. Seeing the boys and calves simultaneously both on earth and Brahma lok, Brahma realizes that Krishna is none other than Lord Vishnu. Brahma also sees other Brahmas which explains the scientific concept of multiple universe, one Brahma for each universe. Krishna then explained the concept of multiple universes to Lord Brahma. Brahma apologizes and sends all Lord Krishna's friends back to earth.

In this story, Sanskrit word 'truti' is used to represent time. According to Vedic astronomy, truti means  $1/33750$  of a second. So according to above story, when  $1/33750$  of a second has passed on Brahma Loka, one day had passed on earth.

Above story again explains the concept of time running differently at different levels of existence.

#### **Conclusion:**

When we think about these concepts which is already discussed in Ancient Indian Sagas of Mythology, we realize that the we Indians were already familiar with the concept that time is relative and many passages on the Vedic scriptures continuously point out that the cosmic time of the gods is different than the time on earth. The perception of the time is purview by the different people in a different ways. Perhaps that's the beauty of the purview of perception.

## Lesson to Learn

*Dr. Sneha Bajaj*

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“Stay Focused!”

How many times do we hear these words in our life? Have we ever tried to comprehend what exactly the focus is? What could be the focal point of focusing on the goal? And most importantly how to focus, where to focus and how much to focus to boost up our productivity?

In our lives today we are busier than ever before. We think technology has streamlined many task but instead we are given more tools that give us more and more to do with less time to do it. I admire this generation for maintaining their resolve in the face of multiple temptations. That might be the Zen generation's most useful trait.

Successful people in the world have long back realized that focus is the key to be productive. Being focused means you are making progress towards what is the most important to you. This shall give you the sense of fulfillment, productivity and accomplishment. Being focus at one task for a certain period of time allows you to do a enhanced quality of a work, additional works get done more rapidly and your ingenious creative ideas flows easily.

It can nevertheless be challenging to find time to concentrate on your work in today's fast-paced society. Focusing on their assignments is a common challenge for students. They find it difficult to focus and are quickly distracted from their work. The ability of students to focus can be impacted by a variety of circumstances. Some of them are: Lack of sleep, Stressful environment, Lack of self-care, Inadequate or unhealthy diet, Unsupportive peers, Negative environment at home, unstructured schedule, etc. Some studies show that students who manage to focus at school have better grades, higher test scores and more success in life than those who don't. Focusing is one of the most important skills for students because it helps them achieve their goals and improve their academic performance. You may boost your productivity and sharpen your focus by using the tips given here.

### 1. Create a To-Do List

Create a list of all the tasks you need to complete. The next step would be to identify the tasks that are not aligned with your goals. You can do this by making a list of all the tasks that you do on a daily basis and then categorizing them into three columns: must-dos, should-dos, and want-to-dos. After that, you need to figure out what needs to be done first so you can start tackling those tasks one at a time. Lastly, make sure that the task at hand is aligned with what your goal is before starting it.

### 2. Set Goals

Set goals for yourself so that you can stay focused on them and not get distracted by other things. This will also help you with self-discipline which is important in order to reach your goals.

### 3. Take Breaks

Take breaks every once in a while, so that you don't get burnt out from working too long without any rest or relaxation time. This will also help with preventing stress from building up over time due to lack of balance between work and meditation is a great way to improve focus and reduce stress. It has been shown to improve memory and increase productivity.

#### **4. Spend time with your loved ones**

Spend time with people who make you happy. The best way to spend time with your loved one is to share something that you both enjoy. Spending time with your children, spouse, parents, besties and people who are close to you can be the best booster for your creativity.

#### **5. Listening to music**

Listening to music can help you focus on your work. It is a good idea to listen to music while working in order to improve your focus. Music has the power to make you feel happy, sad or energized. It is all about finding the right type of music for you and the task at hand.

#### **6. Track your time**

The first step to improving focus is to have a better understanding of how you spend your time. You can use apps and tools to track your time and see where you are spending it. Tracking your time will give you a mind map whether you are on right track to complete your on time as scheduled.

#### **7. Plan a day**

Focus is important for a productive day. If you are not focused, you will end up doing the wrong things in the wrong order. Plan your day and make sure that you are focused on what needs to be done. Start your day by positively planning your daily schedule with the priority to-do list. Planning plays a very pivotal role to stay focus. You can plan your routine keeping the most difficult tasks at the beginning and breaking down the tasks into several smaller tasks.

Focus is such an important part of how productive you are! The more focused you are, the more productive and creative you are. So, use the strategies discussed here and focus on your focus to complete the task more elaborately.



## Happening Around the World – Infolinks



Title: - 15 Places on Earth Where Gravity Doesn't Seem to Work

Link:- <https://youtu.be/TeiuXAfecw>



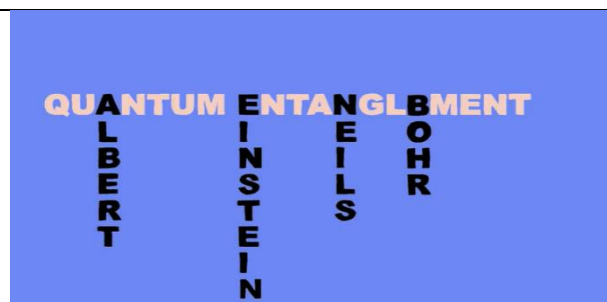
Title: - Top 10 Biggest Scientific Discoveries of 2022

Link:- <https://youtu.be/rte3MKjqogE>



Title: - It's Reality! Scientists FINALLY Sees What's Inside Black Hole!

Link: - <https://youtu.be/sDBR937vy9g>



Title: - Quantum Entanglement Explained - How the 2022 Nobel Prize proved Einstein wrong

Link: - <https://youtu.be/TUB8OqdXh3M>



Title: - Inner Guide Q&A | How to Stop Laziness.... | Buddhism In English

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