AI screen for foetal alcohol spectrum disorder

Washington: Scientists have developed an artificial intelligence tool that cab screen children for foetal alcohol spectrum disorders quickly and affordably, making it accessible to more children in remote locations worldwide.

Foetal alcohol spectrum disorders (FASDs) are a group of conditions that can occur in a person whose mother drank alcohol during pregnancy.

Problems may include an abnormal appearance, short height, low body weight, small head size, poor coordination, low intelligence, behaviour problems, and problems with hearing or seeing.

The tool uses a camera and a computer vision to record patterns in children's eye movements as they watch multiple one-minute videos, or look towards or away from a target.

It then identifies patterns that contrast to recorded eye movements by other children who watched the same videos or targets, according to the scientists from Queen's University in Toronto, University of Southern California and Duke University in the US.

The eye movements outside the norm were flagged by the researchers as children who might be at-risk for having FASD and need more formal diagnoses by healthcare practitioners.

FASD is still quite difficult to diagnose - a professional diagnosis can take a long time with the current work up taking as much as an entire day.

There is not a simple blood test to diagnose FASD. It is one of those spectrum disorders where there is a broad range of the disorder. It is medically very challenging and it is co-morbid with other conditions.

The current gold standard is subjective, as it involves a battery of tests and clinical evaluation. It is also costly.

Researchers felt that a screening tool might be able to reach more children who might be at risk. It is estimated that millions of children will be diagnosed with fetal alcohol spectrum disorder (FASD).

This condition, when not diagnosed early in a child's life, can give rise to secondary cognitive and behavioral disabilities.

The new screening procedure only involves a camera and a computer screen, and can be applied to very young children. It takes only 10 to 20 minutes and the cost should be affordable in most cases.

The machine learning pipeline behind this gives out objective and consistent estimations in minutes.

While this computer vision tool is not intended to replace full diagnosis by professionals, it is intended to provide important feedback so that parents can ensure that their children are seen by professionals and receive early cognitive learning and potentially behavioral interventions.

SSN students win at Smart India Hackathon

Chennai, Mar11: Seven teams from SSN Institutions (the first initiative of the Shiv Nadar Foundation in the field of education) were declared winners at Smart India Hackathon 2019, world's biggest digital product building competition organized by the Government of India on March 2 & 3, 2019.

The event was held across 48 centers in the country simultaneously and involved over 2 Lakh technical students, 3000+ technical institutions, 200+ organizations from across India who worked non-stop for 36 hours to build digital solutions towards problems identified by various ministries and organisations. This year, one winning team was identified from each of the 48 centers and seven teams from SSN were declared the winners for the following projects:

Wonder Bees, the team led by Malavika T,mentored by SasikumarVenkatesh (SSN Alumni) of the Computer Science Engineering Department at SSN won for developing an application that can convert text into speech for Indian regional languages. The team participated from Dehradun, Uttarakhandand received a cash prize of Rs. 75,000/-**WYSIWYG**, the team led by Yamini L, mentored by SSN Alumni, Arvind Muthuraman andAswin Kumar R of the Computer Science Engineering Department won for developing an Artificial Intelligence-based tool to get information (eg: faculty-student ratio, infrastructure, research facilities) about five good institutes based on All India Survey on Higher Education(AISHE) data. The team participated from Phagwara, Punjab and received a cash prize of Rs. 75,000/-.

Insert generic name, the team led by AkshayaRanganathan, mentored byDineshrajGunasekaran(SSN Alumni) of the Computer Science Engineering Department at SSN won for developing an application that displays the crime zone in the geographical route and also identifies safe zones for the user. The students also developed a dashboard for administrators of a city to track users in red zone and respond to SOS messages from them. The team participated from Jamshedpur, Jharkhand and received a cash prize of Rs. 50,000/-.

Seekers@ssn, the team led by DyaneswaranSivasankaran, mentored by Harish Kumar of the Computer Science Engineering Department at SSN won for developing an integrated application to track, analyse and audit reverse logistics for damaged goods. The team participated from Mumbai, Maharashtra and received a cash prize of Rs. 1 lakh.

ProTechIoT, the winning team led bySampath Kumar U., mentored by Dr. Sreeja and Dr.S.Radha of the Electronic and Communication Engineering Department at SSN won forits idea of reducing the rate of data transmission to further bring down the rate of carbon dioxide in the atmosphere. The team participated from Jamshedpur, Jharkhand and received a cash prize of Rs. 75,000/-.

Virtual Police, the winning team led by Sneha S., mentored by Dr. K. Muthumeenakshi and Dr.Hemalathaof the Electronic and Communication Engineering Department at SSN won for its idea of estimating the heart-rate using mobile phone camera under different lighting conditions. The team participated from Hubli, Karnataka and received a cash prize of Rs. 75,000/-**Hack O Holicss**, the winning team led by Akshaya V mentored by SSN Alumni, S.Saivignesh and S, Ramkumar of the Information Technology Department at SSN won for its idea of developing an application named CleanCare, a unique washroom management application that informs the user about any maintenance issues, such as plumbing, tissue paper, leakage, etc. The team participated from Surathkal, Karnataka and received a cash prize of Rs. 1 lakh.

SSN was also the host of the **Smart India Hackathon 2019** for the second time from the Chennai region. Over 280 students from 35 teams across the country participated at SSN to solve problem statements given by the Ministry of Agriculture, ICAR and Ministry of Water Resources.

V Shankar, Founder and CEO of CAMS was the Chief Guest and he addressed the participants along with Kala Vijayakumar, President, SSN, at the venue.

Speaking on the achievement, Kala Vijayakumar, President, SSN said, "It is a great honour for us to be a part of the world's biggest Hackathon. Such events are very important for the holistic development of students and encourage entrepreneurship. The SSN students continue to make us proud with their phenomenal achievements and innovative solutions for the problems identified by various ministries and organisations. My heartiest congratulations to all winning teams."

The Smart India Hackathon is a part of Shri. Narendra Modi's Digital India initiative and was launched on November 9, 2016. 96 industries and 18 Central Government Ministries and Departments,came together to evaluate morethan 34,000 ideas.16 teams from SSN institutions participated in the Hackathon this year.

Spotify hits 1 million user base in India

Swedish music streaming platform Spotify, which made its debut in India last week, has garnered over one million users.

Throwing a big competition to music streaming services like Gaana, Saavn, Apple Music and Amazon Music, Spotify arrived in India last week with all-new features, including for regional music. Spotify is offering more than four crore songs and 300 crore playlists for music fans in the country.

Spotify's biggest strength is simple: It lets you play just about any song instantly without having to purchase or download it. On the other hand, Spotify is renowned for helping people find alternate or cover versions of their favorite songs. For the first time on Spotify Free, smartphone users in India can play every song on demand.

Use smartphones to unlock cars!!

Hyundai Motor Group announced the development of a 'Digital Key', which allows users to unlock and start their Hyundai vehicle via their smartphone. Replacing a traditional physical key, the new Digital Key can be downloaded via an app and used by up to four authorized people.

The Digital Key can be downloaded via a cell phone application and Near Field Communication (NFC) technology detects the presence of an authorized Digital Key-enabled cellphone in close proximity to the vehicle door.

The NFC antenna for entry identification is located in the handles of the driver and front passenger's doors, whilst one for starting the engine is located within the wireless charging pad.

After unlocking the vehicle, the user can start the engine by placing the smartphone on the wireless charging pad in the center console and pressing an engine Start/Stop button on the dashboard.

The user's preferred vehicle settings are stored in the vehicle. When the key is recognized those settings are adjusted automatically – including the position of mirrors, seats and the steering wheel, as well as controls for the audio, video and navigation (AVN) systems and head-up display.

Hyundai's Digital Key can be used to control selected vehicle systems remotely via their smartphone. Using Bluetooth Low Energy (BLE) communication, users can lock and unlock the vehicle, activate the alarm and start the engine. In addition, once the vehicles with autonomous parking features are commercialized, such features are also expected to be remotely controlled.

The level of access to different vehicle functions can be tailored to each user, for a defined period. The vehicle owner can preset the duration of vehicle use or limit the use to only certain features when renting the vehicle. For instance, it can even be used to enable a courier to open the trunk to deliver a parcel.

Once car sharing becomes more widespread, the Digital Key will be further programmed to support hassle free vehicle rental where the owner and the driver won't have to meet but can transfer the Digital Key via the cell phone application.

Google launches Bolo: Children can now read English better

Google has launched a new app called Bolo, which will help students in India read in Hindi and English and work as a tutor of sorts. The Bolo app, which is launching in beta first, comes after a pilot project that Google ran with 900 children in over 200 villages in Uttar Pradesh with ASER centre. The annual ASER 2018 report showed that of all students enrolled in grade 5 in rural India, only about half of them can confidently read a grade 2 level textbook.

The Google Bolo app will hope to plug that gap with its tutor-based approach in helping children read. The app includes an Assistant called Diya as well, which encourages children with their reading, understanding skills.

Diya can speak in Hindi and English and will encourage the child when they are trying to read in English or Hindi. For instance, when the child reads the text correctly, Diya says "Shabash" or very good.

The app is currently limited to these two languages, though Google says it will expand it to more languages later. Bolo will also be a free app and relies on Google's speech recognition and text-to-speech technology.

The idea with Bolo is to work as a personalised reading tutor, and the app gives positive and corrective feedback. Google has partnered with Storyweaver.org.in for content, which includes 50 stories in Hindi and 40 in English. Further, the app works without any data and even when the phone is offline. Bolo will get more content soon, said the company.

On privacy, Google says the app does not require any information to be entered by the user. No name, age, gender is needed nor is a Gmail account needed to sign in. The app is also ad-free. Any personal data associated with app stays on the device.

Google also says that multiple children can use the same app and track their progress separately. As the child progresses with their skills, the app adjusts the difficulties of the stories.

Diya, the reading buddy will not explain the meaning of the word in English and Hindi, but can also explain and pronounce each letter for the child in a sentence or word.

Google's android TV turns a bug?

Google's Android TV has a bug where the Android TV and Google Home app could potentially allow users to see every single account which is connected to an Android TV device, even account information of strangers. Further, the bug also exposes Google Photos of other account holders via the Ambient mode screensaver settings, reports XDA Developers.

The security problem with the Google Android TV was first spotted by a Twitter user named Prashanth who has the handle. He found the security flaw on his VU Android TV. VU is an India-based television brand, which has launched several Android TVs in the market.

Both Google and Vu has issued statements to XDA Developers about the flaw. According to Google, they have disabled the option to remotely cast via the Google Assistant or view photos from Google Photos on Android TV devices.

Google in its statement to indianexpress.com said, "We take our users' privacy extremely seriously. While we investigate this bug, we have disabled the ability to remotely cast via the Google Assistant or view photos from Google Photos on Android TV devices."

Meanwhile, VU TV in a statement said, "Vu Televisions were recently informed about a malfunction of the Google Home App in an Android TV. After verifying the incident Vu Televisions informed Google who has confirmed it was a software malfunction of the Google Home App."

According to the statement by VU, the problem appears to be on Google's Home app end. As the user showed in the screenshots, the bug ensured that the Google Home app was reflecting every single account linked to an Android TV device. Further personal photos of the linked accounts were also showing as an option in the screensaver settings on the Google Home app. According to the video shared by the user, he had the option of accessing Google Photos of strangers on his Google Home app in the screensaver mode for the Android TV.

Laser beams to be reversed!

The world's first functioning reverse laser has been built, in which a slice of silicon converts laser beams into heat.

A laser that sucks in a bright beam instead of emitting it may seem counterproductive, but the researchers say that it could one day be used in ultrasensitive sensors and better telecommunications devices. The results are published in today's issue of Science1.

Lasers create coherent beams of identical light particles, or photons. The most basic types consist of an inert gas placed between two mirrors. When photons pass into the laser cavity, they excite the electrons of the gas into a semi-stable quantum state. Passing photons can cause the electrons to drop to a lower energy state, releasing still more, identical photons. The photons multiply as they bounce between the mirrors and interact with other electrons, until the laser creates a glittering beam of light.

Going backwards:

That is how things work going forwards in time, but researchers led by physicists Hui Cao and Douglas Stone at Yale University in New Haven, Connecticut, wondered what would happen if they rewound the clock. In principle, it should be possible to make lasers absorb photons: the rules of quantum mechanics mean that the process is the same going forwards or backwards.

In practice, it is another matter. Researchers would have to shine a perfectly adjusted beam of photons into a laser to get it to run in reverse. It would be tough to do with a conventional laser, but Cao and her colleagues believed it could work with a silicon wafer.

Calculations showed that by carefully engineering input beams of photons, a slice of silicon could act as a reverse laser.

Cao and her group used a 110-micrometre silicon wafer on an optical bench, along with a tunable infrared laser. They split the laser beam into two and shine it into both sides of the silicon slice. The front and back of the slice act as mirrors and the silicon in-between takes the place of the gas found in a common laser. Tuning the incoming beam's frequency and other properties causes the photons to become trapped between the surfaces of the silicon. As the photons bounce back and forth, the silicon absorbs them until all the photons are sucked up by the device and converted into heat. "It's just like playing a movie of a laser backwards," says Cao.

Fresh thoughts:

The reversal experiment is exciting because nobody had thought of it before, says Marin Soljačić, a physicist at the Massachusetts Institute of Technology in Cambridge. "It is surprising to have something so new and quite fundamental discovered in such a mature field," he says.

Cao says that the silicon device itself might not be that useful because it works in only very particular circumstances, but the concept of a reverse laser is a powerful one. Similar devices are used in sensors for optical communication, and their efficiency could be improved by thinking about time-reversal, says Cao. Moreover, backwards lasers would make very sensitive sensors because they could convert a faint laser signal into detectable electrical or thermal energy.

Separate TikTok app for under thirteen

The Federal Trade Commission announced a $5.7 million settlement with Musical.ly a popular video social network now known as TikTok, over accusations that the company's app illegally collected personal information about children.

The F.T.C said it was a record fine for a child privacy violation. The agency found a large percentage of the app's user were under 13 and revealed sensitive personal information including their email addresses, names and schools. The F.T.C said the app did not ask for parent's permission to collect data on users. When asked by some parents to delete videos and other data, the site refused.

Under the Children's Online Privacy protection Act, online services need parents permission before collecting data of users under 13.

The agency has come under increasing pressure to strengthen enforcement of children's online privacy. Last week, more than a dozen children's advocacy groups called the F.T.C to investigate Facebook after reports surfaced that the company knowingly deceived children into racking up fees from games on social network.

The investigation was prompted by various news reports and a complaint by the Better Business Bureau. The F.T.C. said that even in a casual review of the app, it found a large portion of the users were under 13 and it found numerous cases where parents were not notified or asked for permission.

User accounts were public by default and adults were able to contact users , regardless of their age. Until 2016, the app allowed users to view other users within 50 mile radius.

When some parents asked to have the data of their children deleted , TikTok deleted a child's account but retained videos and personal account information about those users in their servers.

In response , TikTok has announced a separate app for people under 13. The new app will not permit the sharing of personal information and puts limit on what content can be posted and shared.

Plastic is given a second life?

Washington:
Scientists have developed a recycling process that transforms single-use plastic bottles, and fabrics made from a common polyester material into more valuable products with a longer lifespan.

Their research, published in the journal Joule, could help protect oceans from plastic waste by boosting the recycled plastics market.

Polyethylene terephthalate (PET) is strong but lightweight, resistant to water, and shatterproof - properties that make it extremely popular among manufacturers.

Although PET is recyclable, most of the 26 million tonnes produced every year ends up in landfills or elsewhere in the environment, where it takes hundreds of years to biodegrade.

However, even when it is recycled, the process is far from perfect. Reclaimed PET has a lower value than the original and can only be repurposed once or twice.

The new process is a way to 'upcycle'

PET into long-lifetime, high-value composite materials like those that would be used in car parts, wind turbine blades, surfboards, or snowboards.

The team combined reclaimed PET with building blocks derived from renewable sources such as waste plant biomass.

This resulted in a new material that combines reclaimed PET and sustainably sourced, bio-based molecules to produce two types of fibre-reinforced plastics (FRPs), which are 2-3 times more valuable than the original PET, meaning that future plastic bottles could live lucrative second lives.

Through their collaboration with analysts at NREL, the team also predicts that the composite product would require 57 per cent less energy to produce than reclaimed PET using the current recycling process and would emit 40 per cent fewer greenhouse gases than standard petroleum-based FRPs - a significant improvement over business as usual.

The idea is to develop technologies that would incentivise the economics of PET reclamation.

That's the real hope - to develop 'second-life' upcycling technologies that make single-use waste plastic valuable to reclaim. This, in turn, could help keep waste plastic out of the world's oceans and out of landfills.

However, there is still work to be done before this recycling process can be implemented beyond the laboratory bench.

New software identify US Civil War soldiers

Washington
Scientists have developed a software that uses crowd sourcing to help algorithms identify faces in photos, that could uncover the mysteries of the nearly 4 million photographs of Civil War-era images that may exist in the historical record.

Kurt Luther, an assistant professor at Virginia Tech in the US, was inspired to develop the software for Civil War Photo Sleuth while visiting the Heinz History Center's exhibit called "Pennsylvania's Civil War" in Pittsburgh, Pennsylvania.

There he stumbled upon a Civil War-era portrait of Oliver Croxton, his great-great-great uncle who served in Company E of the 134th Pennsylvania, clad in a corporal's uniform.

"Historical photos can tell us a lot about not only our own familial history but also inform the historical record of the time more broadly than just reading about the event in a history book," said Luther.

The Civil War Photo Sleuth project allows users to upload photos, tag them with visual cues, and connect them to profiles of Civil War soldiers with detailed records of military history.

Photo Sleuth's initial reference database contained more than 15,000 identified Civil War soldier portraits from public domain sources like the US Military History Institute and other private collections.

More than 600 users contributed more than 2,000 Civil War photos to the website in the first month after the launch, and roughly half of those photos were unidentified.

Over 100 of these unknown photos were linked to specific soldiers, and an expert analysis found that over 85 percent of these proposed identifications were probably or definitely correct.

Presently, the database has grown to over 4,000 registered users and more than 8,000 photos.

Person identification tasks can be challenging in larger candidate pools because there is a larger risk for false positives.

The novel approach behind Civil War Photo Sleuth is based on the analogy of finding a needle in a haystack. The data pipeline has three haystack-related components: building the haystack, narrowing down the haystack, and finding the needle in the haystack.

When combined, they allow users to identify unknown soldiers while reducing the risk of false positives. Retracing historical Civil War photos through facial recognition software like Photo Sleuth has broad applications beyond identifying historical photos, too.

The software has the potential to generate new ways to think about building person identification systems that look beyond face recognition and leverage the complementary strengths of both human and artificial intelligence.

ROVER:
Best of its discoveries

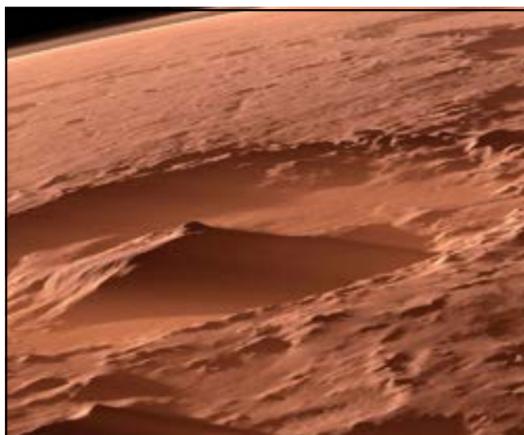## Evidence of ancient water flows

Curiosity found rocks believed to have been smoothed and rounded by ancient water flows.

Just seven weeks after Curiosity touched down, mission scientists announced that the rover had found an ancient streambed where water once flowed roughly knee-deep for thousands of years at a time.

The discovery suggests that at least some parts of Mars may have been habitable billions of years ago, since life here on Earth thrives pretty much anywhere liquid water is found.

The layers of exposed bedrock tell scientists a story of what was once a steady stream of water flowing about knee deep.

"It is surprising how much water persists under the surface of Mars and how much water must have been there," May said. "What happened? It either went into the rocks or out through the atmosphere."

Ancient Mars could have held life

Thanks to Curiosity, scientists found that ancient Mars likely had the right chemistry to support living microbes, according to NASA. By drilling into Martian rocks, the rover discovered what are believed to be the key ingredients for life - carbon, hydrogen, oxygen, phosphorus and sulfur.

Analyzing the makeup of the rocks, the rover found clay minerals and not too much salt. That tells researchers there once might have been drinkable water on the Red Planet.

"We have found the minerals that we are familiar with as the building blocks of life," May said. "We've also found places that had water, which was a source of energy. There were places where the water was neither too acidic nor too salty. There are areas where the environment would have been habitable billions of years ago. That's probably the biggest things we found."

Detects dangerous levels of radiation

Curiosity has been assessing the Martian radiation environment, helping scientists better understand the hazards radiation may pose both to potential indigenous microbes and human visitors to the Red Planet.

The news so far is encouraging, at least on the colonization front. Curiosity's measurements the first of their kind ever taken on the surface of another planet suggest that Martian radiation levels are comparable to those experienced by astronauts aboard the International Space Station.

Curiosity observed substantially higher radiation levels during its eight-month cruise through deep space. But overall, rover scientists say, the early numbers suggest that astronauts could endure a long-term, roundtrip Mars mission without accumulating a worryingly high dose.

Significant geological diversity found on Mars

Scientists were surprised by the variety of soil and rock that they found in the Gale Crater, where Curiosity landed. According to NASA, Curiosity found different types of gravel, streambed deposits, what could possibly be volcanic rock, water-transported sand dunes, mudstones, and cracks filled with mineral veins. All of these yield clues to Mars' past.

Drilling into a Martian Rock

In February, Curiosity used its hammering drill to bore 2.5 inches (6.4 centimeters) into a Red Planet outcrop called "John Klein," marking the first time any rover had ever drilled into a rock to collect samples on another world.

Going so deep beneath the Martian surface allowed Curiosity to study the Martian environment as it existed billions of years ago, leading to perhaps the rover's biggest scientific discovery to date.
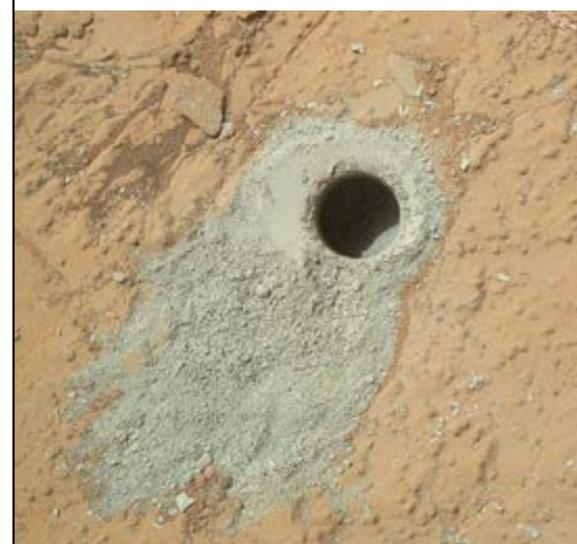
A Habitable Environment

Curiosity spotted some of the key chemical ingredients for life in the gray powder it drilled out of the John Klein rock, including sulfur, nitrogen, hydrogen, oxygen, phosphorus and carbon. The fine-grained rock also contains clay minerals, suggesting a long-ago aqueous environment — perhaps a lake — that was neutral in pH and not too salty, researchers said.

With this evidence in hand, the Curiosity team announced in early March that the rover's landing site could have supported microbial life billions of years ago.

"We have found a habitable environment that is so benign and supportive of life that probably — if this water was around and you had been on the planet, you would have been able to drink it," Curiosity chief scientist John Grotzinger, of Caltech in Pasadena, said at the time.

Storytelling

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Storytelling a specialized tool utilized by our predecessors to embed values, confidence, and fearlessness in the Society. The chronicled setting of storytelling uncovers that the accounts came in all structure like fantasies, legends, cheat stories, fiction, spirit stories, holy person stories, and epic encounters. These stories were told and retold. Going down from ages, these stories reflect the cleverness and facts of early people.

There are stories much of the time used to clarify fundamental facts regardless of consistently baffling events and disasters in nature at those early conditions, fire, storms, thunder, floods, waves, helping, it was typical for people to have confidence in the tales of heavenly creatures, which bound them to run of the mill heritage and feelings.

As we investigate storytelling history it is exceptionally old, lost in the midst of time might be begun so after the Homo sapiens began the essential explanation. Nobody knows when the essential story was truly told. Stories were used a long time back to quiet the sentiments of anxiety or inquiries of a family. Storytelling through oral tradition returns to different centres, contingent on the lifestyle. These traditions use tunes, serenade and recitation to describe stories that had been passed on from forever and over the long haul formed and disseminated. Fantasies were similarly first passed on through the verbal structure.

As families accumulated with various relations and shaped gatherings, the storyteller, who was incredible at telling brave events or other basic events of the faction, began to accomplish the situation of respect and power. People found them interesting and began to listen to them. The minister, the judge and the ruler were the most reliable to use this craftsmanship reasonably ever. In that time storytelling was seen as basic as whatever was advised was taken to be true.

In India, the grandparents are looked as celebrants as they interface with the youngsters with a collection of stories for the most part from the Epics. Storytelling has been an essential piece of Indian culture for a long time, with each house is up to its own fascinating style of describing. With growing urbanization and separating of the joint family structure, kids are moreover contributing less vitality with grandparents and more distant families. That is the reason we find the deterioration of characteristics and morals in the general population. Today various children in urban networks are being analyzed to have an absence of capacity to focus on promoting ADHD. Storytelling can support develop their abilities to sit down and tune in, especially in the event that they are told in a charming way like the mix with a jingle or a tune.

For every adolescent, Storytelling has transformed into a beginning of characters and vocabulary, other than including regard and preparing. Stories are anyway a window to teach great gauges and characteristics. Foreseeing mental and exciting pictures with the usage of the verbally expressed words, the storyteller moves toward the driver, using oral composition as the vehicle. People from grouped establishments have much of the time been joined to share the magical depictions of world storytelling day. The greater part of the day by

day cleansers makes roughage as they candidly catch the consideration of the ladies.

The sign of storytelling starts with a fair and first class story choice which is productive and manages in accomplishing its objective and is recollected after long years. Knowing its group of onlookers and holding the interest and breaking all age obstructions is the impact of convincing storytelling. Knowing and applying the speciality of describing won't simply invigorate your accounts, also, develop the pined for eagerness for the group.

You will go over various sorts of stories, yet it is proposed in any case essential stories with fundamental parts. Regardless of whether the story you have picked is a better than average one? Here are a few pointers for the benefit describing workmanship. A good story has a single subject which is particularly described by a tolerable plot. With an enthusiastic intrigue, it is devoted to the source. It should bear an incredible depiction and be appropriate for the group of onlookers.

Adjusting to the gatherings of the audience is basic for reasonable storytelling, for the group has a fundamental part to play. A better than average account incorporates significant relationship among teller and audience. Regardless, with the capacities to concentrate on getting shorter and all the more asking for, Storytelling has ended up being progressively troublesome. People are terrible at imagining things and imagine unreservedly. Along these lines, your describing aptitudes should be strong and impeccable to jolt the impression

of the horde of individuals completely.

The real storytelling craftsmanship goes into keeping the storyline short and fundamental and accepting the story as close as you can to the general population. Vivify their resources so they can use their inventive capacity to feel, notice, and contact and tune in, envisioning particular pictures. When recounting a story to a large number of individuals of consolidated ages, you should point the story at the more energetic ones. It is the contact between the storyteller and story crowd individuals that impact a story to end up fiery.

For over the years, since the essential cavern craftsmanship's were discovered, describing stories is the most vital devoted techniques for correspondence. We as a whole welcome a good story, paying little heed to whether it's a novel, a film, or basically something one of our sidekicks is revealing to us. In any case, for what reason do we feel significantly increasingly associated with when we hear a record about events?

When we are exposed to a story, things change radically. Not only is the tongue getting ready parts of our brain get activated, in any case, but some different locales of our insightfulness that we would use while experiencing the events of the story are also too.

The characteristics and resolution that we guzzle for the duration of regular day to day existence begin from our very own mind-boggling Indian Epics. We have a whole universe of Epics like the Ramayana and the Mahabharata. We should consider examining and sharing essentially on the grounds that they are a superb

window to the viewpoints, rationalities and feelings of the past, of past social orders, traditions and our strong regard system.

The Ramayana isn't just an epic or a story, yet moreover, an informational medium to display the indications of characteristics, for instance, venerating and in regards to our family, remaining steadfast to our obligation, securing the powerless and showing EQ at each purpose of time. By using the Magnum Opus of Hindu old stories, the Ramayana as a medium, we can train our children on various key capacities and ethics. The Ramayana depicts characters that we should try to remind you of, the ideal dad, the ideal son, impeccable relations, immaculate leadership, and flawless life partner. The vital regard and ethics can be taught to adolescents by this strategy for storytelling. The Ramayana and Mahabharata especially, address a huge amount of characteristics that we would require our children to follow.

In this manner, remembering such a significant number of priceless thoughts that can be effectively instructed to our kids. Through this epic storytelling, it ought to likewise instruct them to remain alert against awful counsel and wrong organization. It instructs to be watchful to abstain from being deceived. It instructs them to be firm in mind, and not let better judgment get influenced effectively by individuals. It instructs them to scrutinize their conduct and think about the results of their activities before settling on any enormous or little choices.

Instead of simply encouraging youths to respect senior natives, cases from sages would demonstrate to them the equivalent with more highlight. Coming days one should improve their storytelling skill. Subsequent to settling down on a story, put a huge time of energy in it. Kindly check the story a couple of times, with the centre point. Concentrate on its experience and social ramifications. Explore its fascination, the perspective you have to make and the word pictures you would require your group of onlooker's individuals to see, and the disposition you wish to make. The characters and setting should finish up as certified to you as people and spots you know. Imagine it absolutely with sounds, tastes, smells, and tints.

The speciality of Storytelling reflects the use of the story to paint word pictures, make utilization of the sound, musicality and emphasis of words. One should take in the story, with everything taken into account, persistently knowing the first and last lines by heart. The beginning of the story should set the stage, introducing the characters and. It should be recalled to not to alter the fundamental storyline while improving or changing a story. One should not lose the main flavour and essence of the story. Despite while depicting an old and comprehended the story, one can use their innovative liveliness to impact the story to have all the earmark of being fresh and alive, using your imaginative strength.

Today it is advised every training manual has a story related to the topic to be articulated to the trainees. This causes the trainer to interface with the participants and conveys the essential.

// Scholarships update 2019 - 2020 //

Higher Education Scholarship

Category:
Merit-cum-Means based
Scholarship:
Aga Khan Foundation International Scholarship 2019-20
Description:
The Aga Khan Foundation provides graduates and postgraduates students with an opportunity to secure financial aids for their higher education with this scholarship program. Selected scholars will be provided with maximum appropriate tuition fees and living expenses aid.
Eligibility:
Graduates willing to apply for Master's courses with genuine financial need and consistent academic records may apply for this scholarship. Post-graduates may also apply if they have requisite recommendations for doctoral studies.
Prizes & Rewards:
Selected fellows will be provided maximum appropriate tuition fees and living expenses aid based on their financial need and academic qualifications
Last Date to Apply:
March 20, 2019
Application: Offline applications only

Arts / cultural studies Scholarship

Category:
Talent Based
Scholarship: Diamond Jubilee Fellowship Program 2019, Kerala
Description: Department of Cultural Affairs, Government of Kerala is going to select 1000 young artists in various categories, to award them with monthly scholarship sum. This scholarship is meant to encourage young students to pursue arts and cultural studies.
Eligibility:
All students who have passed Certificate/Diploma/Degree course from a recognized institution in classical, theatre and fine arts, and are below 35 years of age as on 01-01-2019, are eligible to apply for this scholarship.
Prizes & Rewards:
The Department of Culture will provide selected fellows a monthly stipend of ₹10000 for a period of 2 years along with additional fellowship assistance if required.
Last Date to Apply: March 11, 2019
Application:
Applications to be submitted online

Innovators Scholarship

Category:
National Level
Scholarship:
11th National Biennial Competition for Green Grassroots 2018
Description:
National Innovation Foundation and DST, Govt. of India invite young innovators and inventors to submit their technical projects which can contribute to energy conservation, productivity and other social fields. Selected projects will be awarded with prize money and they will be featured in national/international media.
Eligibility:
Individuals or groups of innovators up to class 12, artisans, slum dwellers, students, mechanics, etc. with innovative ideas for sustainable environment development may apply with their projects for this scholarship.
Prizes & Rewards:
Monetary awards from ₹100000 to ₹750000 will be provided to National ranking entries and consolation prizes of ₹10000 will be distributed to noteworthy contributions.
Last Date to Apply:
March 31, 2019
Application: Submit offline entries for application