TASK / PROCESS	WHY THIS EVENT/MATERIAL PLANNED?	WHO ARE OUR TARGET AUDIENCE ?	WHEN DID WE HAVE TWO-WAY COMMUNICATION WITH OUR AUDIENCE?	WHAT EFFORTS WE HAVE TAKEN TO MAKE IT MORE ACCESSIBLE?
Kalakrithi Art contest	To appreciate science through art	Classes 1 - 12	We were able to learn the thought process of the students through the description of their artwork.	The event was conducted online and the poster was mailed to different schools. The participants were free to use any art medium. Specially-abled kids were allowed to choose any topic as per the choice
SynVibe Musical Parody	To appreciate life of iGEMer through Musicals	General audience	We decided on *Dance monkey* and *I don't care* by asking the opinion of many people with regards to the recent popular songs. The audience enjoyed the parody and got to know our iGEM life.	The SynVibe musical video was uploaded in our youtube channel for engagement with wider audience.
Bioku Haiku contest	To appreciate the Biology Lab through Poetry - Haiku	Students who have experience in biology lab	We got some amazing pieces of Haikus about Biology Lab. It was very creative way of defining the biolab in three lines.	The information about the event was sent through social media. The poster had an example haiku petry to create interest in the audience .
Evolution of Lab equipments	To delve into how different commonly used lab instruments underwent develoment over the course of several decades	General audience	We asked the students about their knowledge on the first version of several lab equipments. Very few of them know how things were few years back. Hence our reels appreciate the rapid progress made in science field.	The short 1 min videos are colouful animations with attractive illustrations of the instruments which would interest all the age group audience.
CSI Crime Scene Investigation	To delve into how different commonly used lab instruments underwent develoment over the course of several decades	University Students	Throughout the game, we were in constant communication with the participants, assessing their prior knowledge about synthetic biology, and at the same teaching them the synbio and associated biosafety rules through various game hints.	The event was conducted in Discord online platform and we also had participants from abroad universities. The puzzles were such that no prior hardcore knowledge of biology is required.
Track your Biowaste	To enlighten the student community regarding the biological waste management in our campus	General audience, especially researchers	We sent out a survey to the institute's student community and concluded the lack of awareness about lab waste management in them. Hence we decided to film our journey and make a short film	We gave English subtitles to the interview conducted in Malayalam language. We also screened this movie in our campus seminar hall. In addition to this, the video was also uploaded in youtube.

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Online Sci-Bio Camp	To give students more understanding about fundamental concepts of biology with the help of interative activities	Age 9 - 12 years who have just started learning different disciplines of science	Using an audience poll during the event registration, we assessed the prior knowledge of the topic among the participants and accordingly prepared our slides.	We live streamed our sessions on youtube to ensure anyone irrespective of their demographics, can gain knowledge from our lessons.
Classroom sessions	To introduce students to genetic engineering, synthetic biology projects in iGEM and introduced the concepts of experiments and hypothesis.	Classes 9 and 10	We prepared interactive worksheets for the students to fill during the session along with lesson and since students wanted available educational materials to learn basics of synbio, we made "Introduction to Synthetic biology" short book.	All the materials are open accessable in our wiki page. We also took in person classes for students from schools in different states.
Synbio on Wheels	To have a mobile lab setup which could be transported from place to place, which could increase the accessibility of synthetic biology.	Classes 6 to 12	Based on our interactions with the students during short briefing session, we explained them additional information during our Synbio on Wheels exhibition.	The infographic posters put up in the van are self explanatory and our moblile van gave students access to advanced microscopes and lab techniques like plating and pipetting were democtrated to them
Synbio Conclave 2.0	To introduce current advancements in the field of Synthetic Biology through Talks by some of the earliest pioneers of the field.	STEM Students and Researchers	Created a platform where students and frontline researchers could exchange their ideas and opinions.	The conclave was held online and after every talk, the Q/A session gave the participants an opportunity to engage with the guest speakers.
Synbiopoly Board Game	To gamify the synbio concepts using board games inspired by the well known, Monopoly.	15 years and above for effective learning	Talking to people made us realize that monopoly is quite popular and the same play style can be incorporated to gamify our synthetic biology concepts as well.	To make it accessible, we designed the game with easily understandable illustrations and kept minimal text in our game.
Introduction to Synthetic Biology Illustration Book	To introduce concepts of synbio through self - explanatory picture book	General audience	Students during classroom sessions, wanted to get access to materials that give basic knowledge about synbio. This was our motivation to create this picture book introducing a beginner to the wonders of synbio.	To make it accessible, we have made online edition to share with everyone. In addition to this, we made hard copy version and are planning to publish it and distribute it to schools and libraries.
WHY Sci Card Game	To encourage kids to develop scientific temperament about things they observe around them	Classes 1-10	The kids liked the game very much. The kids liked the the surprise of picking one card and guessing the answer for WHY the phenomenon happened.	To make it accesible, we took this activity cards to our homes and several members showed this card around and helped people know about them.
Celebrating Science	To recognise and honour the contributions of scientists and their the discoveries	General audience	The audience enjoyed the quiz series that were conducted and were able to learn about the signicant contributions in science	To make it accessible, we released content via our social media and had good reception for our reels.