GOVERNMENT OF INDIA
MINISTRY OF SCIENCE AND TECHNOLOGY
DEPARTMENT OF SCIENCE AND TECHNOLOGY
LOK SABHA
UNSTARRED QUESTION NO. 2737
ANSWERED ON 07/08/2024

Proposals Invited by NCSTC

2737. **Shri Praveen Patel:**
    Shri Naresh Ganpat Mhaske:
    Dr. Shrikant Eknath Shinde:
    Shri Haribhai Patel:
    Smt. Daggubati Purandeswari:

    Will the Minister of SCIENCE AND TECHNOLOGY विज्ञान और प्रौद्योगिकी मंत्री be pleased to state:

(a)   the primary objectives of the proposals invited by the National Council of Science and Technology Communication (NCSTC) for 2024;

(b)   the data about proposals that have been received under the Samvaad initiative so far; and

(c)   the details regarding the types of projects being encouraged under the 'Science and Technology Communication Tools (Toys and Games)' component?

ANSWER
MINISTER OF STATE (INDEPENDENT CHARGE) OF THE
MINISTRY OF SCIENCE AND TECHNOLOGY & EARTH SCIENCES
(DR. JITENDRA SINGH)
विज्ञान और प्रौद्योगिकी तथा पृथ्वी विज्ञान मंत्रालय के राज्य मंत्री (स्वतंत्र प्रभार)
(डॉ. जितेंद्र सिंह)

(a)   The primary objectives of the proposals invited by the National Council of Science and Technology Communication (NCSTC), Department of Science and Technology (DST), Government of India for 2024, is to encourage, engage, and empower people through science communication, popularization and fostering scientific temper thus strengthening the Science, Technology and Innovation (STI) ecosystem in the country.

(b)   Samvaad, aims to cater experiential learning needs of students enrolled in Science, Technology, Engineering, Mathematics, and Medicine (STEMM) courses in higher education institutions. Under the 'Call for Proposals 2024" that was active from June 15, 2024- July 31, 2024, NCSTC received 198 proposals under Samvaad.

(c) The projects that are encouraged under 'Science and Technology Communication Tools (Toys and Games)' component is primarily focused upon development and implementation of innovative communication tools to disseminate scientific knowledge in an engaging manner to foster curiosity and experiential learning in STEMM fields. The projects are being encouraged in the domain of i) Traditional scientific toys and games, ii) Value-added learning materials and iii) Advanced communication tools leveraging emerging technologies.

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