

## VPM's B.N. Bandodkar College of Science (Autonomous) Thane (w)

### "2nd mass gathering activity at Azadmaidan" Report

<b>Name of activity</b>	Street play
<b>Objectives of the activity (maximum 40 words)</b>	<ul style="list-style-type: none"><li>● Promoting Cyber Safety: Street plays can educate the audience about safe online practices, such as protecting personal information, avoiding phishing scams, and using strong passwords.</li><li>● Spreading Awareness: By performing street plays, participants can raise awareness about emerging types of cybercrime, including online fraud, identity theft, and cyberbullying. The goal is to inform people about potential risks and preventive measures.</li><li>● Encouraging Reporting: Street plays can emphasize the importance of reporting cybercrime incidents. Participants can highlight helpline numbers like the National Cybercrime Helpline (1930) and the National Cybercrime Reporting Portal (NCRP).</li><li>● Creative Expression: Participants can explore their creative instincts by producing engaging street plays that convey essential messages about cyber hygiene and safety.</li></ul>
<b>Organizing department/s</b>	Information Technology and Data Science Quick Heal Cyber Warrior
<b>Date ( DD / MM / YYYY )</b>	25/09/2024
<b>Venue</b>	Azad Maidan CSMT
<b>Mode</b>	Offline
<b>Details of Resource person (name, designation, institution)</b>	Quick Heal Cyber Warriors and Club Officers
<b>Key Participants</b>	<ul style="list-style-type: none"><li>● All over Maharashtra Aanganvadi teachers</li><li>● Police and news media are present</li><li>● Unknown people's on Azad maidan</li><li>● Quick Heal Cyber Warriors Bandodkar college</li><li>● Senior Aanganvadi teachers are also present</li></ul>
<b>Remarkable outcomes/ key take-away messages (max. three)</b>	<ul style="list-style-type: none"><li>● Enhanced Cyber Awareness: The street play successfully educated the audience on important topics related to cybersecurity, such as online fraud, data privacy, safe internet practices, and the risks of cybercrime. The interactive format made complex cybersecurity concepts accessible to the general public, especially to those less familiar with technology.</li><li>● Public Engagement and Learning: The street play involved the audience through quizzes, live demonstrations, and situational enactments, encouraging active participation and dialogue about safe online practices. Many attendees expressed an increased understanding of how to protect themselves and their families from cyber threats.</li><li>● Targeted Outreach to Vulnerable Groups: The program specifically aimed at groups with limited cyber awareness, such as older adults, children, and rural populations. It addressed their unique challenges, providing practical tips on avoiding scams, phishing, and identity theft.</li></ul>

	<p>The play provided guidance on how to use government-provided cybersecurity resources and helplines in case of a cyber incident.</p> <ul style="list-style-type: none"> <li>● Increased Media and Social Media Attention: The street play garnered media coverage, which helped raise awareness about the importance of cybersecurity on a larger scale. This coverage contributed to the dissemination of cyber safety messages to a broader audience. Videos, images, and messages from the event were shared across social media platforms, spreading the "Cyber Shiksha for Cyber Suraksha" message beyond those who attended the events.</li> <li>● Behavioral Change Indicators: Many attendees reported that they planned to change their online habits, such as using stronger passwords, enabling two-factor authentication, and being more cautious about sharing personal information online. The street play instilled a sense of responsibility among parents, teachers, and local leaders to promote cybersecurity awareness in their communities.</li> <li>● Political and Institutional Support: Local political leaders and policymakers in attendance acknowledged the importance of cybersecurity education and pledged to support future initiatives. The success of the street play prompted discussions about integrating cybersecurity education into school curriculums and community programs to create a more cyber-aware population.</li> </ul>
<b>Activity -</b>  <b>Street Play at Azad Maidan</b>  <b>( Anganwari Morcha , Kala Krida va Karyanubhav kshishan kruti samiti, Kisan Sanghatana)</b>	<ul style="list-style-type: none"> <li>● Event Name: Street Play at Azad Maidan</li> <li>● Organized by: Anganwari morcha, Kala Krida va Karyanubhav Kshishan Kruti Samiti Kisan Sanghatana</li> <li>● Location: Azad Maidan, Mumbai</li> <li>● Activity Type: Street Play</li> <li>● Purpose: <ol style="list-style-type: none"> <li>1. To raise awareness on key issues relevant to Anganwadi workers, farmers, and cultural activists.</li> <li>2. Public mobilization and advocacy for rights and better working conditions.</li> </ol> </li> <li>● Participants: <ol style="list-style-type: none"> <li>1. Members of Anganwari Morcha</li> <li>2. Cultural performers from Kala Krida va Karyanubhav Kshishan</li> <li>3. Kruti Samiti</li> <li>4. Representatives from Kisan Sanghatana</li> <li>5. General public attending the event at Azad Maidan</li> </ol> </li> <li>● Mode of Action:- <ol style="list-style-type: none"> <li>1. Street play performance</li> <li>2. Slogans, songs, and cultural presentations</li> <li>3. Interaction with the audience to raise awareness</li> </ol> </li> </ul>
Total Number	9000

Name of Coordinator/ teacher in-charge: Mr. Abhijeet A. Kale (In-Charge - Department of Information Technology and Computer Science)

Two Geo tagged photos:

