

# XI. MODERNIZING OF GVMC SCHOOLS – VISAKHAPATNAM

## CONTEXT

Visakhapatnam is the largest city and financial capital of Andhra Pradesh. It is the most populous city in the state and one of the million-plus cities in India with a population of over 2 million. The core city and its surrounding settlements together constitute Visakhapatnam Metropolitan Region, one of the most populous urban regions in the country with a population of over 5.3 million. The economy of the city is the tenth largest in the country. Visakhapatnam is famous as a port city due to the presence of two big ports namely Visakhapatnam Port and Gangavaram Port. Recently the city has seen the growth of IT and Pharmaceutical industry as well.

Greater Visakhapatnam Municipal Corporation (GVMC) has a total of 149 schools including 118 Primary Schools, 4 Upper Primary Schools and 27 High Schools. All GVMC schools can accommodate nearly 45,000 students in an academic year. Yet, in the academic year 2015-16, only 20,725 students enrolled in these schools. The lack of adequate infrastructure and modern tool kits have been attributed as one reason for lesser enrollment in GVMC schools. To address these concerns GVMC has taken up the initiative of modernising the schools under them as a part of the Smart City proposal.

## THE INTERVENTION

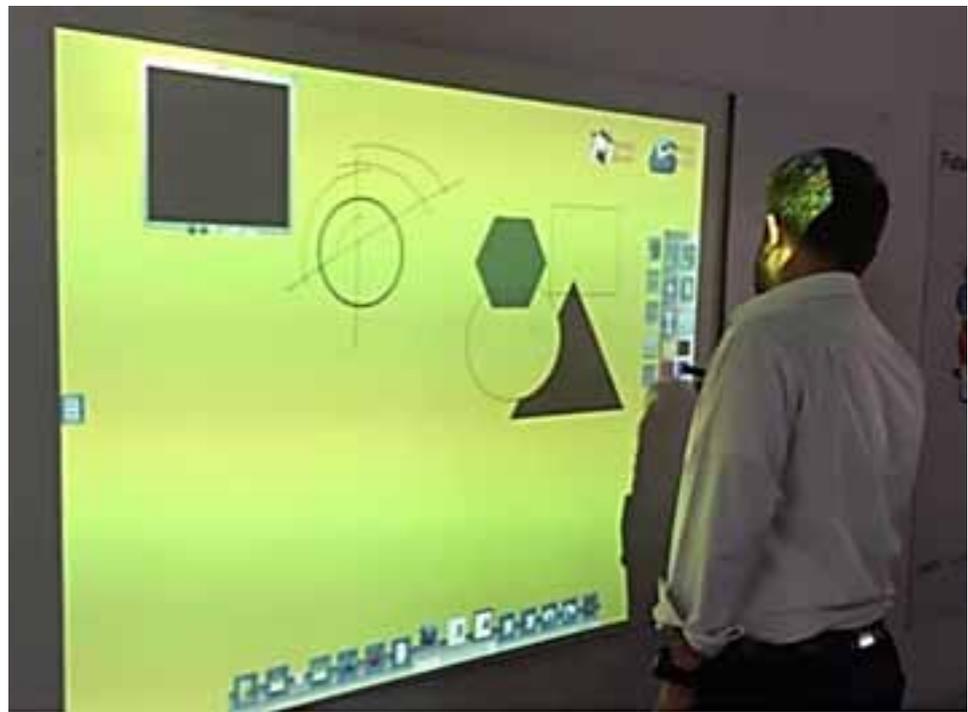
### Project description

Modernising GVMC Schools and transforming them as smart campus has been conceptualized by Visakhapatnam Smart City, to create modern education infrastructure for all strata of the society by focusing on:

- Equip schools with technology based learning resources
- Equip schools to have video conferencing where a teacher in one location is able to teach/ interact with students from other schools in different locations
- Equip schools to have interactive learning sessions with other schools
- Providing universal accessible design in all schools
- Creating an identity/ brand building for GVMC schools
- Creating clean and green education campuses
- Providing active outdoor spaces for sports and extra-curricular activities

The project interventions are expected to be completed by mid 2017, and once completed following are the envisaged impacts:

- Digital literacy amongst students, preparing them at an early age for taking up further educational and professional challenges of the context of IT enabled/ digital environment
- Optimum use of under-utilized land within school premises by creation of functional spaces
- Reduced paved areas in schools through addition of pervious surfaces and playgrounds/ sport courts, thus reduction in urban heat island effect
- Preservation of all existing trees and addition of new trees and landscaping element
- More outdoor activity areas for students to provide them opportunities for greater physical activity



*Digital classroom for GVMC schools*