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Report on Anime IQ Clash

Dated: 14/03/2024

Date of Event: 14th March 2024(1:30 PM - 2:30 PM)

Location: Room Number – 2214, AI & DS Department

Attendees: 11 teams & 3 volunteers.

Organizers: Saarthak Shivam (2ND Year, AI & DS Department)

Coordinator: Sonika Nautiyal(2ND Year, AI & DS Department)

Overview: The Anime IQ Clash event was a fun and exciting event that was organized by Datazoic – The Official Society of Artificial and Data Science Department. The event took place on 14th March 2024 at Room Number 2214 and was attended by 11 teams. The aim of the event was to provide an opportunity for attendees to have fun, bond with each other, as well as to boost their anime knowledge.

Activities: In the Anime IQ Clash event, 11 teams participated, each one to two members. Registered teams had to report to room 2214 at 1:00 PM, where they were provided with a QR code and a numeric code to join on mentimeter.com to join the quiz. The attendees were required to join the quiz and answer the questions in quick succession. The team with the most correct answers and less time wins.

Outcome: The Anime IQ Clash event was a huge success. The attendees had a great time working together to solve the challenges and bond with each other. The event was not only fun, but it also helped to improve the teamwork skills of the attendees. The feedback received from the attendees was overwhelmingly positive, with many of them expressing their desire to attend similar events in the future. The team “Aincrad” was

Team name	Branch & section	Members	Position
Aincrad	CST(O)	1	1 st

declared as winner. The winner is rewarded with an anime related merchandise And other teams are rewarded by a coupon of 15% off on the meal from SUB91 for their determination towards winning.

Conclusion: The Anime IQ Clash event was an exciting and enjoyable event that was well-organized and well-received by the attendees. The event provided a fun and unique opportunity for Attendees to bond with each other and have a great time. Attendees showcased their anime knowledge, tackled intricate quizzes, and competed for the coveted title of Anime champion. The success of the event shows that with proper planning and organization, it is possible to create events that are both fun and educational.



