

# Dr. Akhilesh Das Gupta Institute of Professional Studies



## School of Business Studies (BBA)

**Event:** Steal the show

**Date:** 16<sup>th</sup> Feb, 2024

**Department:** BBA

**Venue:** Seminar hall, Room No. 2404, ADGITM

**Event Coordinator:** Ms. Vimla Sharma & Ms. Ankita Upadhyay

**Number of Participants:** 10

**Objectives:** On February 16, 2024, the Sankalp Society organized the 'STEAL THE SHOW', Open mic Competition with the following objectives:

- 1. Encouraging Collaboration and Networking:** The event aimed to foster collaboration among students and provide a platform for networking through various performances such as music, poetry, comedy, and more.
- 2. Promoting Positive Mental Health and Well-being:** By engaging in creative expression, students could alleviate stress and build resilience while expressing themselves artistically.
- 3. Enhancing Communication and Presentation Skills:** Participation in the competition helped students develop essential communication and presentation skills crucial for personal and professional growth.

### **Event Highlights:**

The competition was meticulously organized, incorporating preliminary elimination rounds to identify top performers for the main event.

**1. Diverse Performances:** Open mic events encompass a wide spectrum of acts such as music, poetry, spoken word, comedy, storytelling, dance, and beyond. This diversity ensures an engaging experience catering to various interests within the audience.

**2. Student Talent Showcase:** Serving as a platform for students to exhibit their talents, the event celebrates the distinct abilities and viewpoints present within the college community. It fosters a sense of pride and achievement among participants.

**Beneficiaries:** Students of BBA

**Outcomes:** Students gained a platform to showcase talents and build confidence, while also developing valuable soft skills like public speaking and teamwork. The show fostered a stronger sense of community among students.

**Conclusion:** The Management Society's open mic competition proved to be a successful initiative. It provided a platform for student expression, nurtured skill development, and fostered a sense of community. Events like these contribute to a richer college experience for all participants.



**Dr. Akhilesh Das Gupta Institute of  
Professional Studies**

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Approved by AICTE and Affiliated to GGSIPU

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**BBD GROUP**



**Presents**

**STEAL THE SHOW**  
**THE MIC IS YOURS**

FOR REGISTRATION



Time : 1:30 -2:30

Date : 16 Feb 2024

Venue : Seminar Hall

**STUDENT COORDINATOR**

**Mehul Malhotra: 9311444970**

**Varun Makhija: 9821132937**

**FACULTY COORDINATOR**

**Ms. Vimla Sharma**

**{Assistant Professor}**





# Dr. Akhilesh Das Gupta Institute of Professional Studies



## School of Business Studies (BBA)

**Event:** Housebound Thrills

**Date:** 22<sup>nd</sup> Feb, 2024

**Department:** BBA

**Venue:** Seminar hall, Room No. 2404, ADGITM

**Event Coordinator:** Ms. Vimla Sharma & Ms. Ankita Upadhyay

**Number of Participants:** 30

**Objectives:** On February 16, 2024, the Sankalp Society redefined indoor entertainment with their exciting event, "Housebound Thrills." This event aimed to offer students a distinctive opportunity for indoor leisure through a series of strategic and enjoyable games, aiming to achieve the following objectives:

- Enhancing Strategic Thinking
- Fostering Communication and Teamwork
- Encouraging Healthy Competition.
- Promoting Well-being
- Building Community

**Event Highlights:** The focus of "Housebound Thrills" shifted from conventional indoor games to a selection that emphasized strategy, wit, and teamwork. Key highlights included:

- **Strategic Musical Chairs:** This classic game was given a strategic twist, incorporating elements of memory or quick thinking for elimination.
- **Tactical Games:** The event featured strategic party games with unique

victory conditions that required participants to employ strategic planning and decision-making skills.

- **Charades:** This timeless game injected creativity, communication, and teamwork into the event, fostering collaboration among participants.

**Beneficiaries:** Students of BBA.

**Outcomes:**

- **Enhanced Problem-Solving:** The strategic nature of the games likely challenged participants to think critically and develop innovative solutions.
- **Improved Communication and Teamwork:** Collaborative games like charades or tactical board games facilitated the development of communication and teamwork skills among participants.
- **Stress Relief and Enjoyment:** Despite the strategic elements, the primary focus remained on entertainment, offering students a sense of achievement and enjoyment through the games.

**Conclusion:** The Sankalp Society's "Housebound Thrills" successfully turned limitations into an opportunity for strategic indoor fun. By incorporating elements of wit, teamwork, and problem-solving, the event provided students with a unique and engaging way to unwind and connect with peers. This innovative approach to indoor entertainment sets a precedent for creating a well-rounded and enjoyable student experience.



**DR. AKHILESH DAS GUPTA**

**INSTITUTE OF PROFESSIONAL STUDIES**

(Formerly Dr. Akhilesh Das Gupta Institute of Technology & Management)



**MANAGEMENT DEPARTMENT**  
**P R E S E N T S**

# HOUSEBOUND

*Thrills*

**Exciting  
Prizes**

**Date : 22nd feb**

**Venue: Seminar Hall**

**Time: 1:30 onwards**

**STUDENT COORDINATOR**

**Harshita Khurana: 9466381977**

**Naman Khandelwal: 7678675208**

**FACULTY COORDINATOR**

**Ms. Vimla Sharma**

**{Assistant Professor}**







# Dr. Akhilesh Das Gupta Institute of Professional Studies



## School of Business Studies (BBA)

**Event:** Clash of Champions

**Date:** 23<sup>rd</sup> Feb, 2024

**Department:** BBA

**Venue:** AUDITORIUM, 2<sup>nd</sup> Block, Ground Floor, ADGIPS

**Event Coordinator:** Ms. Vimla Sharma & Ms. Ankita Upadhyay

**Number of Teams:** 7

**Objectives:** On February 23<sup>rd</sup>, 2024, the Sankalp Society hosted a high-octane esports competition titled "Clash of Champions." This exciting event brought together seven teams of passionate gamers to compete in a variety of popular esports titles aiming to fulfill following objectives:

- **Growth of Esports:** Raising awareness and promoting esports within the college, potentially building a strong gaming community.
- **Competition and Skill Development:** Providing a platform for students to compete, showcase their skills, and potentially develop teamwork, strategy, and problem-solving abilities.
- **Community and School Spirit:** Fostering a sense of community among gamers, boosting school spirit, and potentially attracting new members to the college's esports scene

### **Events Highlights:**

- The competition was thoughtfully structured, including preliminary elimination rounds to select the top performers for the main event. The championship match pitted the two strongest teams against each other in a fierce competition.

- **Games:** The games encompassed a range of genres including Multiplayer Online Battle Arenas (MOBAs) like League of Legends and Dota 2, First-Person Shooters (FPS) such as Counter-Strike: Global Offensive and Valorant, and Strategy Games like StarCraft II and Age of Empires.
- **Competitive Spirit:** With seven teams vying for the championship title, the event fostered a thrilling atmosphere of competition and camaraderie among participants.
- **Diverse Game Selection:** The inclusion of games from various genres catered to a wider range of student interests within the college's gaming community.
- **Platform for Talent:** "Clash of Champions" provided a platform for students to showcase their esports skills and strategic thinking in a competitive environment.

### **Outcomes:**

- **Building a Community:** The event likely fostered a sense of community among gamers within the college by providing a platform for interaction and friendly competition.
- **Promoting Teamwork and Strategy:** Depending on the specific games played, the competition could have encouraged teamwork, strategic thinking, and problem-solving skills among participants.
- **Enhancing School Spirit:** "Clash of Champions" might have served as a way to boost school spirit and create a sense of pride among students who participated or spectated.

### **Conclusion:**

The Sankalp Society's "Clash of Champions" proved to be a successful initiative in promoting esports within the college. By offering a platform for competition, showcasing diverse games, and fostering a sense of community, the event catered to the growing interest in esports and provided a unique and engaging experience for students.



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# Management Department

Collaboration With Invincible



P R E S E N T S

**CLASH OF CHAMPIONS**

(E - S P O R T S E D I T I O N)

“ **PRIZE POOL  
500RS** ”

Date : 23 Feb 2024

Room number: 2404

Time: 12:30 onwards

**SQUAD : RS. 40**

**STUDENT COORDINATOR**

**Kanishk Singh Rawat : 7683062703**

**Naman Khandelwal : 7678675208**

**FACULTY COORDINATOR**

**Ms. Vimla Sharma**

**{Assistant Professor}**





