

# Dr. Akhilesh Das Gupta Institute of Professional Studies



## MBA Department

**Event:** Steal the show

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

**Department:** MBA

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

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

**Number of Participants:** 10

**Objectives:** The 'STEAL THE SHOW' Open Mic Competition organized by the Sankalp Society on February 16, 2024, aimed to achieve the following objectives:

- 1. Facilitating Collaboration and Networking:** The competition aimed to encourage collaboration among students by offering a platform for networking through diverse performances such as music, poetry, and comedy.
- 2. Promoting Positive Mental Health and Well-being:** By engaging in creative expression, students had the opportunity to alleviate stress and enhance resilience while expressing themselves artistically.
- 3. Improving Communication and Presentation Skills:** Participation in the competition was geared towards helping students develop vital communication and presentation skills essential for their personal and professional growth.

**Event Highlights:** The competition was meticulously structured, incorporating preliminary elimination rounds to identify top performers for the main event.

1. **Variety of Performances:** Open mic events featured a wide range of acts including music, poetry, spoken word, comedy, storytelling, and dance, catering to diverse interests within the audience.
2. **Showcasing Student Talent:** Serving as a platform for students to exhibit their talents, the event celebrated the unique abilities and perspectives within the college community, fostering a sense of pride and achievement among participants.

**Beneficiaries:** Students of MBA.

**Outcomes:** The competition provided students with a platform to showcase their talents, enhance confidence, and develop valuable soft skills such as public speaking and teamwork. Additionally, it contributed to fostering a stronger sense of community among students.

**Conclusion:** The Management Society's open mic competition emerged as a successful initiative, offering a platform for student expression, nurturing skill development, and fostering community engagement. Such events significantly enrich the 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



## MBA Department

**Event:** Housebound Thrills

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

**Department:** MBA

**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 defied limitations with their engaging event, "Housebound Thrills." This event offered students a unique opportunity to unwind and have fun indoors through a series of strategic and entertaining games, aiming to meet following objectives, beyond just providing fun:

- Developing Strategic Thinking
- Promoting Communication and Teamwork
- Encouraging Healthy Competition.
- Reducing Stress and Promoting Well-being
- Building a Stronger Community

**Event Highlights:** The focus of "Housebound Thrills" shifted from generic indoor games to a selection that emphasized strategy, wit, and teamwork. Here are some highlights:

- **Strategic Musical Chairs:** This classic game received a strategic twist, incorporating elements of memory or quick thinking to determine elimination.

- **Tactical Games:** The event featured strategic party games with unique victory conditions that demanded strategic planning and decision-making skills.
- **Charades:** This timeless game of acting out words or phrases injects a healthy dose of creativity, communication, and teamwork into the event.

**Beneficiaries:** Students of MBA

**Outcomes:**

- **Enhanced Problem-Solving:** The strategic nature of the games likely challenged participants to think critically and develop creative solutions.
- **Communication and Teamwork:** Collaborative games like charades or tactical board games fostered communication and teamwork skills among participants.
- **Stress Relief and Fun:** Despite the strategic elements, the core purpose remained entertainment. Students likely experienced a sense of accomplishment and enjoyment through the games.

**Conclusion:** The Sankalp Society's "Housebound Thrills" successfully transformed 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 relax and connect with peers. This innovative approach to indoor entertainment serves as a model 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



## MBA Department

**Event:** Clash of Champions

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

**Department:** MBA

**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 organized an electrifying esports competition titled "Clash of Champions." This thrilling event brought together seven teams of avid gamers to compete in various popular esports titles with the following objectives in mind:

1. **Promotion of Esports:** The event aimed to raise awareness and promote esports within the college, potentially cultivating a strong gaming community.
2. **Competition and Skill Development:** Providing a platform for students to compete, showcase their skills, and potentially enhance teamwork, strategy, and problem-solving abilities.
3. **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.

### **Event Highlights:**

- The competition was meticulously structured, featuring preliminary elimination

rounds to identify top performers for the main event. The championship match showcased the two strongest teams in a fiercely competitive showdown.

- Games included:
  - Multiplayer Online Battle Arenas (MOBAs) such as League of Legends and Dota 2.
  - First-Person Shooters (FPS) like Counter-Strike: Global Offensive, Valorant, and Call of Duty.
  - Strategy Games including StarCraft II, Age of Empires, and Company of Heroes.
- The event fostered a thrilling atmosphere of competition and camaraderie among participants, with seven teams competing for the championship title.
- Diverse game selection catered to a wide range of student interests within the college's gaming community.
- "Clash of Champions" provided a platform for students to exhibit their esports skills and strategic acumen in a competitive environment.

#### **Outcomes:**

- The event likely fostered a sense of community among gamers within the college, encouraging interaction and friendly competition.
- Depending on the specific games played, the competition could have promoted teamwork, strategic thinking, and problem-solving skills among participants.
- "Clash of Champions" might have contributed to boosting school spirit and instilling pride among participating students and spectators.

#### **Beneficiaries:** Students of MBA

**Conclusion:** The Sankalp Society's "Clash of Champions" was a successful endeavor in promoting esports within the college. By facilitating competition, showcasing diverse games, and nurturing a sense of community, the event catered to the growing interest in esports and provided students with a unique and engaging experience.



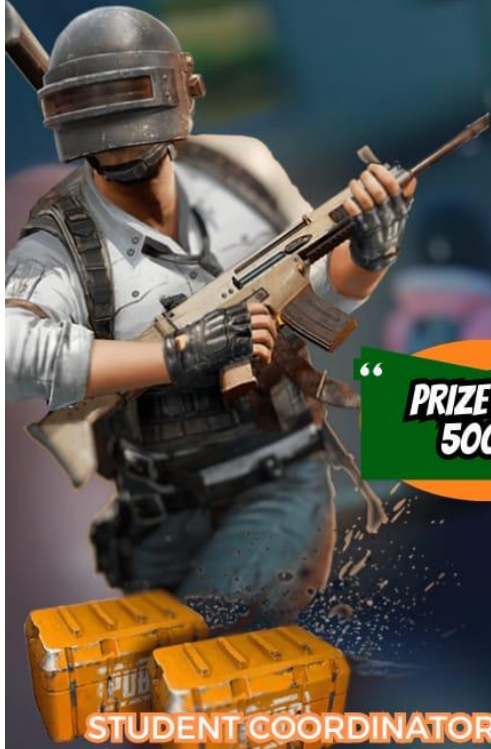


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# Management Department

## 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}**



