

Dated: 19/02/2026

REPORT

GAMING ARENA

Date of Event: 19th February 2026

Venue: AIML Lab-1 (2203)

Objectives:

- To provide students with a platform to showcase their gaming skills and strategic thinking.
- To encourage healthy competition, teamwork, and sportsmanship among students.
- To create an engaging and recreational environment within the department.

Activities:

- The Gaming Arena featured two popular competitive games: Clash Royale and Stumble Guys.
- Participants competed in structured knockout rounds.
- In Clash Royale, students demonstrated strategic planning, quick decision-making, and effective deck management to defeat their opponents in real-time battles.
- In Stumble Guys, participants competed in multiplayer elimination rounds, showcasing agility, reflexes, and adaptability through various obstacle courses.
- A total of 30 students from different academic years actively participated with great enthusiasm and competitive spirit.

Key Takeaways:

- Improved strategic thinking and real-time decision-making skills.
- Enhanced coordination and adaptability in multiplayer gaming environments.
- Promotion of teamwork, sportsmanship, and healthy competition.
- Strengthened peer interaction and bonding through recreational activities.

Description:

The Department of AIML organized 'Gaming Arena' on 15th October 2025 in AIML Lab-1 (2203). The event aimed to provide students with a refreshing break from academic activities while fostering strategic and competitive skills through gaming.

The competition was divided into rounds for both Clash Royale and Stumble Guys. Participants displayed remarkable enthusiasm and dedication throughout the event. The Clash Royale matches were intense and strategy-driven, while Stumble Guys brought excitement with its dynamic and unpredictable gameplay.

The event concluded with winners being recognized for their outstanding performance. The Gaming Arena successfully created a vibrant and energetic atmosphere within the department, making it a memorable experience for all participants.

Outcomes:

Students demonstrated competitive spirit, strategic gameplay, and strong engagement throughout the event. The Gaming Arena served as a platform for experiential learning, enhancing cognitive skills, teamwork, and stress relief through structured gaming competition.

Beneficiaries: AIML students.

Photographs of event with title: Gaming Arena

ADG
Institute of Professional Studies

THE INVINCIBLES
OFFICIAL GAMING SOCIETY

ODYSSEIA

UTK ARSHI
VIRASAT SE VIKAS TAK

DEPARTMENT OF
ARTIFICIAL INTELLIGENCE
AND MACHINE LEARNING
PRESENTS

VENUE: AIML LAB (2203)
REGISTRATION FEE: ₹ 50
DATE: 19TH FEBRUARY 2026
TIME: 10AM ONWARDS

GAMING ARENA

WHERE LEGENDS STUMBLE... AND CHAMPIONS RISE

STUMBLE GUYS

CLASH ROYALE

CONTACT:
OJASVI: 9871112258
NISHITA: 9818793238

#ShapingGenerations







Ms. Srishty Goswami
Event Organizer

Prof. (Dr.) Ankit Verma
Head of Department