

SRI GURU NANAK DEV KHALSA COLLEGE Dev Nagar, Delhi - 110085

Post-Event Report

Event	Baazigar
Topic	Baazigar
Organizer	Industry Institute Interaction Cell (IIIC)
Date	22nd February, 2024
Time	12:00 p.m.
Duration	1:30 hours
Place/Platform	Sri Guru Nanak Dev Khalsa College
Number of Participants	90+
Guest Speaker/Trainer	N/A
Welcome Speech	Nandini Arora, Gautam Bhisht
Introduction to the Speaker	N/A
Activitico	

Activities

- The Baazigar was a resounding success, bringing together students for an enriching experience. The event commenced with a warm welcome extended to all attendees by our esteemed speakers, Nandini and Gautam. Their words of encouragement set the tone for an engaging and insightful experience ahead.
- Following the welcome address, Garima Ma'am, the convenor of our society, took the stage to deliver a brief yet impactful speech. She provided an overview of our society's objectives, highlighting its commitment to fostering talent and providing platforms for students to showcase their skills.
- Subsequently, the event transitioned into its main agenda, which was divided into three rounds of competitive activities. Each round was meticulously crafted to challenge participants' skills and creativity, fostering a spirit of healthy competition and camaraderie among the attendees.
- Round 1: Solve the Puzzle
 Everyone was requested to be seated with their teams. Round 1 began with a team competition. In this cerebral challenge, teams were tasked with solving a jigsaw puzzle featuring renowned brand ambassadors and logos of prominent companies. Reference images were displayed simultaneously on projectors as a visual aid to the participants.
 12 teams had successfully secured their positions and advanced to Round 2.

• Round 2: Trade to Gain In this round, participants were given the chance to showcase their negotiation and trading skills while managing risks. The round was divided into four industries each featuring three companies. Each company was equipped with a power card in which one of the strengths was fixed and non-negotiable. Four teams had accumulated the maximum points and qualified for the final round.

 Round 3: Pop to win Round 3 of our event was aptly named 'Pop to win'. There were four lines, each adorned with four colorful balloons, representing the respective four teams. Inside every balloon, there was a question waiting to be unravelled. The challenge was to answer all four questions quickly. After the final round, we got our top 2 companies 1st Apple 2nd Nike.

Main Ideas

- The event, Baazigar, successfully engaged students in a series of intellectually stimulating activities aimed at fostering talent and skill development. Through rounds such as "Solve the Puzzle," participants were challenged to think critically and creatively, enhancing their problem-solving abilities. Additionally, activities like "Trade to Gain" provided students with practical experience in negotiation and trading, equipping them with valuable real-world skills essential for future endeavours.
- Baazigar facilitated an environment conducive to collaboration and camaraderie among attendees. By organizing team-based competitions like "Pop to Win," students were encouraged to work together, communicate effectively, and support one another in achieving common goals.
- The event not only fostered healthy competition but also strengthened bonds within the student community, promoting a sense of unity and teamwork.
- Baazigar left a lasting impact on participants, providing them with valuable experiences, lessons, and memories. Beyond the immediate benefits of skill development and camaraderie, the event also laid the groundwork for future initiatives and collaborations within the college community.

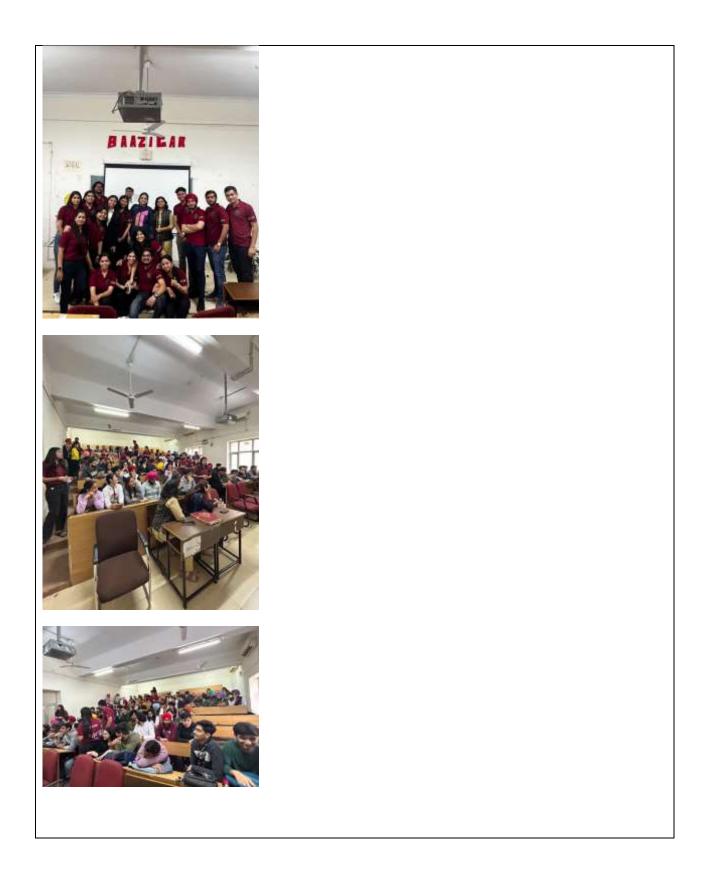
Vote of thanks: Ms Garima Malhotra and Ms Neeti Goel

Feedback: N/A

Attendance sheet: N/A



Pictures (5 photos attached):





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Signature:-

Name: - Ms Garima Malhotra (Convener)