



Symbiosis Institute of Business Management, Hyderabad



Symbiosis International (Deemed University), Pune

Report on

Academic Week

November 05 to 10, 2020

Introduction:-

Symbiosis Institute of Business Management, Hyderabad has recently conducted the Academic Week events from November 05 to 10, November 2020, by the various academic clubs of the college.

Club	Name of the Event	Date
Ops-Era (Operations club)	Ops-Squared	5 th November, 2020
7PM (Marketing club)	Ingeniser	6 th November, 2020
Humanalaya (HR club)	HR Pedia 4.0	7 th November, 2020
Inksleuths (Literature-Library club)	The Ink Quisition	8 th November, 2020
SCEI-Samarthya (E-Cell)	Mega Mind	9 th November, 2020
Mint Club (Finance club)	SYMBI S&J 300	10 th November, 2020

Academic Week Event of Operations Club: Ops-Squared

November 05, 2020

With the announcement for Academic week on October 28 2020 from November 05 to 10, November 2020, Operations Club started with its preparation right from the day of the announcement. Meetings were conducted to brainstorm the ideas for the events; rounds to be designed, parameters to be judged and posters to be made. Finally, on 1st Nov, the team documented the idea and got approval from the management for the event, following which promotions began from November 03, 2020 on social media platforms of Operations Club, also involving the PR team for promotions and to get maximum participation.

Google form was rolled out for the participants and the event was open for both First - and Second-year MBA students of SIBM-H. Registrations were to be made in teams of 2. Registrations were open until noon on November 05, 2020. Below is the draft of the entire event along with videos.

Name of Event	Platform	No of Rounds	Participants in Team
<i>Ops-Squared</i>	<i>MS TEAMS</i>	<i>03</i>	<i>02</i>

Poster



Methodology:- We have 3 rounds with the end of the second round as an elimination round based on the cumulative score of the First & second rounds.

Round 1: Emoji Nation

Duration: 10 mins

In this round, teams will have to guess the name of the Organization with clues in the form of emojis, product images, unarranged words, and clues which would be displayed on the screen

Evaluation: 1 mark for every right answer

Round 2: OPERATIONS LINGO

Duration: 15 mins

For this round, we would provide 25 jargons that are commonly used in operations and their meaning or definition in two columns, A and B respectively. Col B will consist of the definition or meaning of jargons unevenly.

So, participants have to match each jargon correctly with its actual meaning & definition; they can make use of Google to find answers for the right pair.

Evaluation:- 1 mark for every right answer & no negative marks for any wrong answers, and depending on groups registered we will eliminate the teams

Round 3: YUMMY PIZZA

Duration: 35 mins

Each team will be a Pizza chain owner that makes 3 different types of Pizzas depending upon their ingredients & price. However, demand is not the same for all 3 pizzas, demand changes as per the season & ingredients are different for each pizza.

In this round, Each Team will be given a fixed budget with which they will have to procure ingredients necessary to make different types of Pizzas within the budget and each ingredient cost will be specified to the team in the form of a table.

Once procurement is done, demand for 3 pizzas will be given with Making Prize & Selling Prize for each pizza. The team has to decide how many and which type of Pizzas they can make using the ingredients procured. Thus, they have to maximize the profit with fewer inventories of ingredients and operating costs.

Negative points will be given for every unmet demand and any excess of inventory.

Similarly, an additional budget would be provided for the next demand & teams with maximum revenue will be declared as the winner.

Evaluation:

Closing Inventory = Negative points (Twice the cost price),

Sales = Positive points,

Unmet demand = Negative points,

Cash in Hand = Positive points

The team with maximum revenue will be declared as the winner.

Objective:

Make students aware of Operations Management in day-to-day business activities

Introduce students to the Club members and make them aware of the functioning of the Club

Decision-making & planning can be invoked through the activities planned

All participants can learn how to manage inventory daily and how it impacts Profits

Can be familiarized with popular Operations Jargons used often incorporate and academics

Event Day: November 05, 2020

Registrations were closed at noon, with 28 teams registering for the event resulting in 56 students participating in the event. A WhatsApp group was formed for all participants to maintain a common channel for instant communication. Timings were conveyed and all teams were asked to report at 7:25 pm onwards on the MS Teams platform with the channel name Ops-Squared.

Teams started reporting from 7:25 pm and attendance was taken online, the event was started at sharp 7:30 pm. The event started with Operations head, Mr. Javed Shaikh, welcoming the teams and introducing members to the participating teams. Mr. Javed briefed them about the importance of the Academic week event and also about the rules & regulations of the day's event. A PowerPoint presentation was made to make teams obtain clarity about the rounds along with their names.



Beginning with the First round:

Round 1: EmojiNation

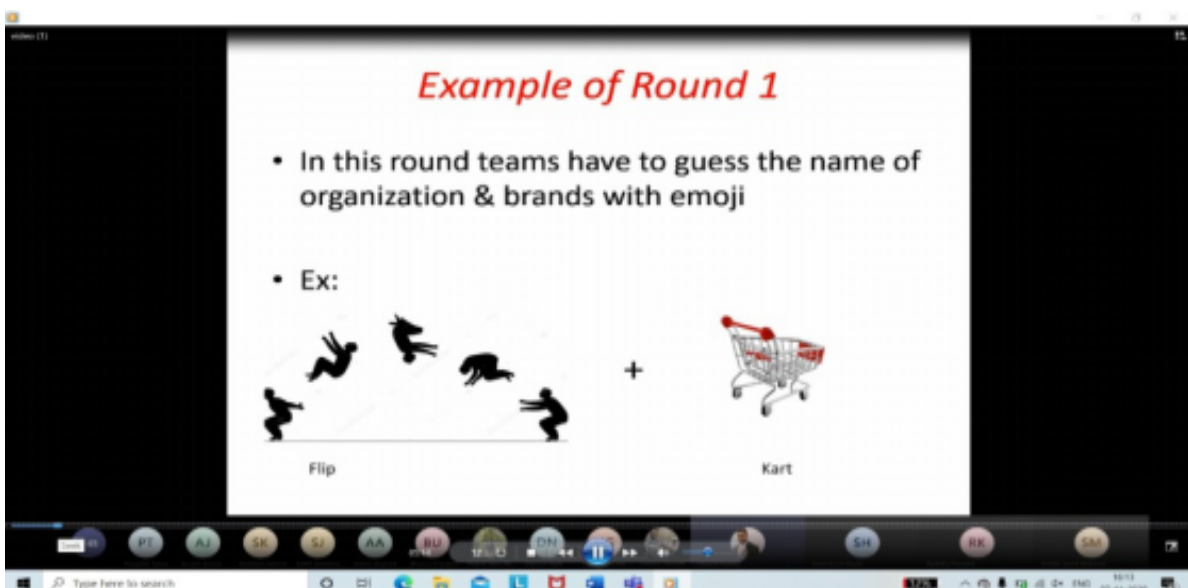
Timeline: 7:37 pm to 7:47 pm

The round started at sharp 7:37 pm where questions were shared on screen and participants were shared a link of the google form wherein they were required to write the names of organizations/brands which are depicted by the emojis on the screen and each Emoji was showed for a time of 40 seconds & participants had to type in their answer in 50 seconds time frame from the beginning. There were 9 questions for 1 mark every wrong answer or missed one was given 0 marks.



At 7:46 pm, the first round ended and participants had to submit the google form before 7:47 pm. Late entries were considered invalid.

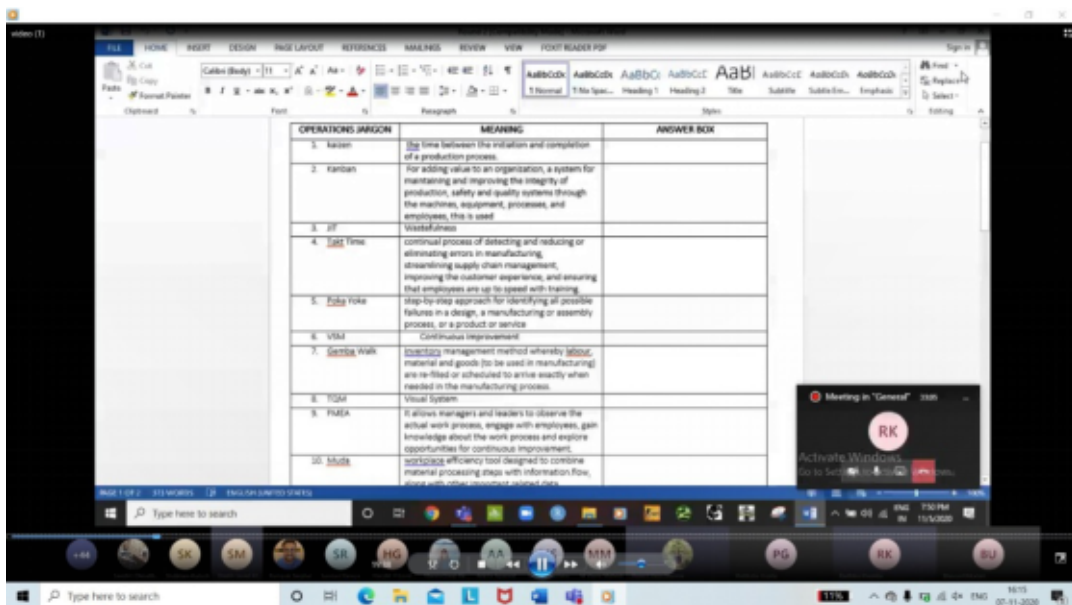
Feedback was taken instantly and all participants were very happy, stating that the activity was fun-filled. This way, Round 1 came to an end. The entire round was coordinated by Mr. Javed Shaikh & Mr. Prakrit Vasu Sharma.



Round 2: Operations Lingo

Time: 7: 48 pm to 8:05 pm

This round was coordinated by Miss Bhavya U and Mr. Shubham Katoch, who briefed the participants about the entire round along with the process, rules, and regulations. Once again, a Google form was rolled out where participants could register their answers with “Match the Following” of 20 jargons in Col A and their meanings or definitions in Col B. The participants were asked to write the correct option along with the serial number. 1 mark for every right answer and 0 marks for any wrong answer.



Round 2 had ended at 8:05 pm with responses registered from all the 28 teams. The cumulative scores of Round 1 and Round 2 were considered to eliminate the teams and the top 10 teams were passed to the Final round of the Pizza game.

By the time the responses were assessed, Miss Sahiti kept the teams engaged by telling them the right answers of Rounds 1 and 2, where participants were themselves guessing the answers and Miss Sahiti explained to them the approach to the answer and how the answers are related to operations management, especially Round 2 which had popular Operations jargons.

The results were announced at 8:28 pm and the top 10 teams were qualified for the final round of the event.

The top 10 teams were:

Team Mirzapur

Ankit-Mohit's team

Team Brute force

Team Dynamite

Team Master mind

Black Ops

Team Matrix

Happy Pranksters

Team Savy

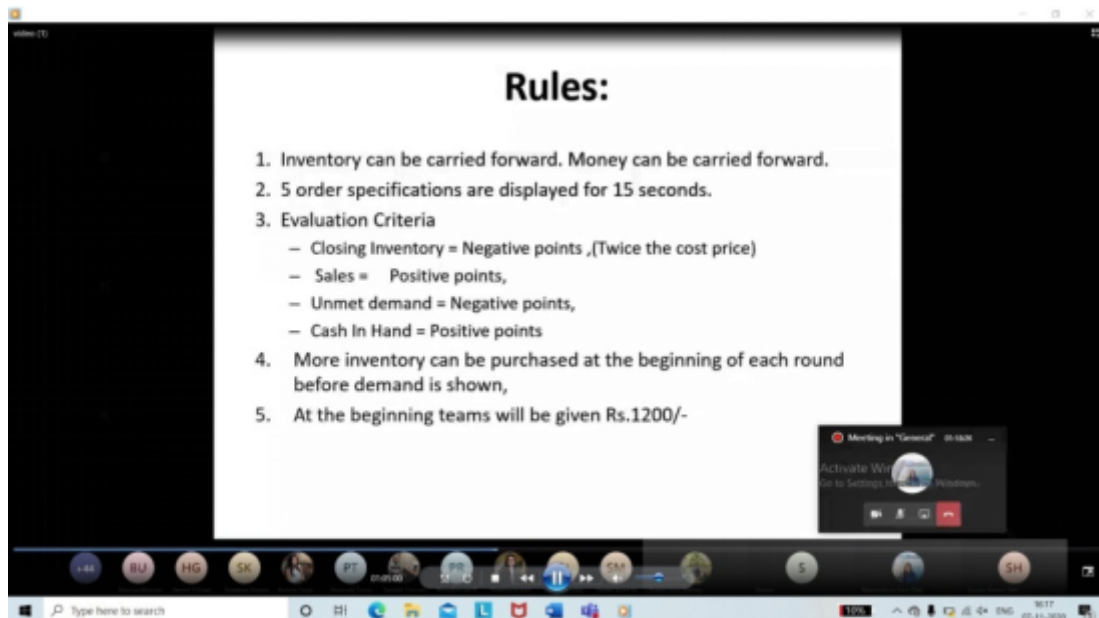
Team Domin

Round 3: Pizza Game

Time: 8:30 pm to 9:47 pm

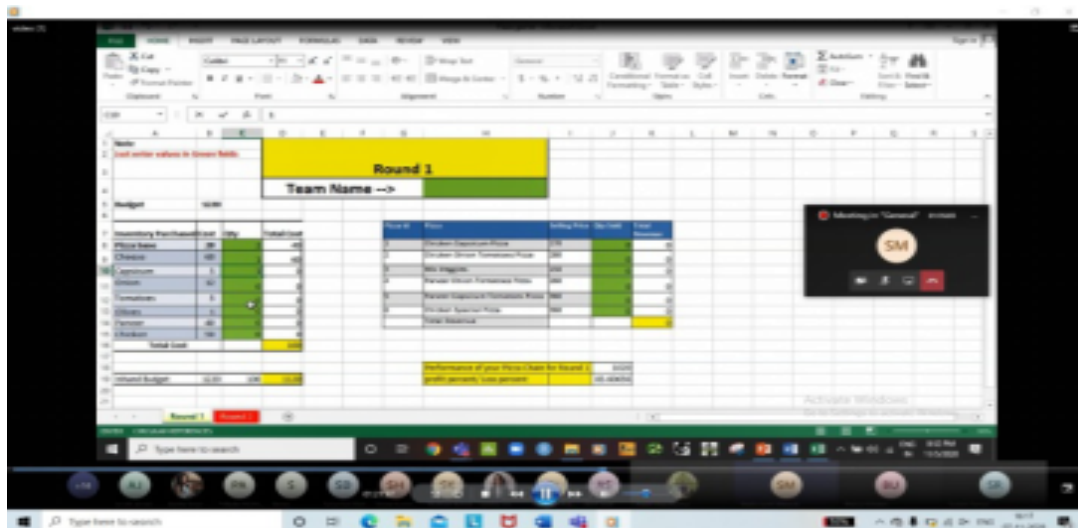
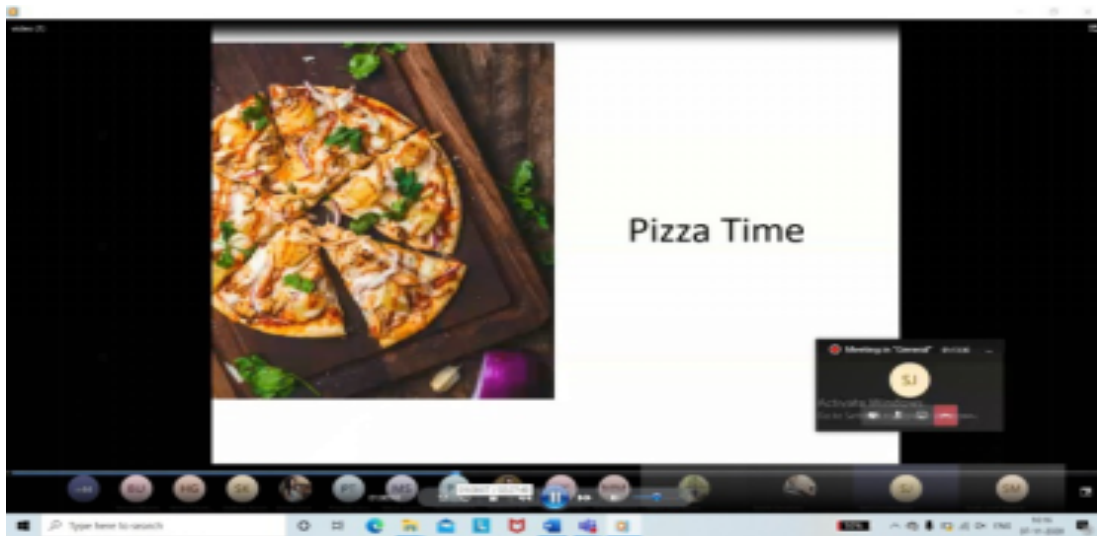
The final round was coordinated by Miss Simran, Mr. Sanchit, Miss Bhavya, and Mr. Shubham, who explained the entire game which was again split up into 2 rounds. The first round was explained until 8:40 pm and a break of 10 mins was given before they started with the first round at 8:52 pm.

All participants were provided with excel sheets where they had to enter their budget and inventories. For the first round, a budget of 1220 was declared within which participants had to make a purchase for their inventories and send the screenshots post purchases to Mr. Sanchit. Later, a forecast of the demand was displayed and the first 5 demands for pizza types were showcased on the screen which had to be fulfilled by the participants within the inventories in 10 mins while considering the baking time and the inventories available.



After 10 mins, round 1 was closed and participants were asked to submit the screenshot again to Mr. Sanchit. Soon after, the final round took place which was timeboxed to 10 mins to purchase the inventory as per the new forecast given on the screen for which they again had to submit the

screenshot & then the demand was showcased for 5 pizzas, after which another 10 mins were provided to fulfil the demand and once again the screenshot was to be submitted to Mr. Sanchit. With this, the round ended at 9:47 pm



Vote of Thanks

After the end of the rounds, a vote of thanks was given by Mr. Javed Shaikh, Head of operations Club, followed by Mr. Shubham Katoch, thereafter ending the event at 10 pm sharp.

Conclusion:

The event went well with very positive feedback from all the participants and without any technical glitches. The very purpose of this event, to make participants aware of the operations management in day to day business activities, was achieved.

Following the event, all the team members gathered to discuss the results, and Top 2 winners were decided based on the profit earned in the last round of the Pizza game.

Results:

Results were declared on 12th Nov via email and also on the social media handles of Operations Club on the same day. A poster was shared featuring the two winning teams.

Here are the Top 2 winning teams

Rank 1: Team Black Ops : Mayank Tiwary & Manash Pratim Barman

Rank 2: Team Masterminds: Diptajit Nath & Aneesha Chakraborty



Outcome:

Participants learned about the role of Operations in day to day business activities

Importance of inventory management

Popular Operations Jargons & their definitions

Participants Attendance list:

Team Name	Team Leader Name	Name of Secondary Member	Email id of Team leader(College mail id only)	Email id of secondary member	Whatsapp number of Team Leader	Attendance
Surya Kant Dixit	Sourav Hati	Surya Kant Dixit	20021141114@sibmhyd.edu.in	20021141121@sibmhyd.edu.in	7537964838	Present
Saun ya	Soumyajit Halder	Shamya Mishra	20021141113@sibmhyd.edu.in	20021141100@sibmhyd.edu.in	9051484314	Present
Logistic-X	Vignesh M	Sai Mahima Angi	20021141127@sibmhyd.edu.in	20021141096@sibmhyd.edu.in	9840758915	Present
P Square	Priyanshi Tanna	Priyadharsini Ramakrishnan	20021141083@sibmhyd.edu.in	20021141081@sibmhyd.edu.in	8454071754	Present
Optim a	Pratiksha Gupta	Priyanka M	20021141077@sibmhyd.edu.in	20021141082@sibmhyd.edu.in	7509269123	Present
Sawyy Strikers	Anup Suklikar	Aditi Wankhede	20021141137@sibmhyd.edu.in	20021141130@sibmhyd.edu.in	7588818428	Present
Potter Heads	Reshma S	Sai Sruthi S	20021141091@sibmhyd.edu.in	20021141095@sibmhyd.edu.in	9489345573	Present
Team AHI	Harshit P Gondole	Ayushi Verma	19021141046@sibmhyd.edu.in	19021141030@sibmhyd.edu.in	9968120957	Present
Oprew	Prince Gupta	Mannat Ghai	20021141080@sibmhyd.edu.in	20021141053@sibmhyd.edu.in	8792425112	Present
Happy Pranksters	Khushbu Tulsian	Prashant Singh Yadav	20021141048@sibmhyd.edu.in	20021141076@sibmhyd.edu.in	9559058559	Present
Master Minds	Diptajit Nath	Aneesha Chakraborty	20021141027@sibmhyd.edu.in	20021141150@sibmhyd.edu.in	8896016709	Present
Dynamite	Akshita Singh	Ayushi Jaiswal	20021141011@sibmhyd.edu.in	20021141019@sibmhyd.edu.in	7428661306	Present
Team Wave	Pushpak Singhal	Nishka Agarwal	20021141085@sibmhyd.edu.in	20021141065@sibmhyd.edu.in	6000214313	Present
Dynamites	Aditya Khandelwal	Aakarsh Raj	20021141007@sibmhyd.edu.in	20021141002@sibmhyd.edu.in	9461332044	Present
Team Mirzapur	Swikruti Mohanty ??	Twinkle Goyal?	19021141122@gmail.com	19021141127@gmail.com	8895895053	Present
Yin-Yang	Riya Agrawal	Amiangshu Dutta	19021141087@sibmhyd.edu.in	19021141017@sibmhyd.edu.in	9031526101	Absent
The Optimizers	Syed Nurul Hasan	Riya Sethi	20021141151@sibmhyd.edu.in	20021141093@sibmhyd.edu.in	9989317532	Present
The A Team	Ayushi Agarwal	Arvind Iyer	20021141008@sibmhyd.edu.in	20021141153@sibmhyd.edu.in	9833106401	Present
Outliers	Mekala Sushma	Manapuram Praneel	20021141056@sibmhyd.edu.in	20021141051@sibmhyd.edu.in	8096910906	Present
Chasers	Veera Mahesh	Gouri Sohani	20021141050@sibmhyd.edu.in	20021141035@sibmhyd.edu.in	9848528980	Present
The A Team	Ayushi Agarwal	Arvind Iyer	20021141008@sibmhyd.edu.in	20021141153@sibmhyd.edu.in	9833106401	Present
JO-IT	Jo Ann M. Souza Eremita	Indrajit Pandey	20021141115@sibmhyd.edu.in	20021141038@sibmhyd.edu.in	9607560897	Present
RS Alpha	Radhika Khemka	Shiva Jyothi Regalagadda	20021141087@sibmhyd.edu.in	20021141089@sibmhyd.edu.in	9007644723	Present
Team Matrix	Somiya Jain	Ramya Sundari	20021141111@sibmhyd.edu.in	20021141119@sibmhyd.edu.in	8017922088	Present
Black ops.	Mayank Tiwary	Manash Pratim Barman	20021141054@sibmhyd.edu.in	20021141052@sibmhyd.edu.in	7903200721	Present
Damendra	Ankita Agarwal	Abhijeet Singh	19021141020@sibmhyd.edu.in	19021141001@sibmhyd.edu.in	9038871690	Present
Brute force	Preethika Rayabaram	Pulipaka Harshitha Anulleka	20021141079@sibmhyd.edu.in	20021141084@sibmhyd.edu.in	9121317274	Present
Mohit-Ankit's Team	Ankit Singh	Mohit Dhotarkar	19021141019@sibmhyd.edu.in	19021141068@sibmhyd.edu.in	9986566757	Present

INGENISER: THE ACADEMIC WEEK EVENT OF 7 PM – THE MARKETING CLUB

November 06, 2020

Introduction

On November 06, 2020, 7PM – The Marketing Club of SIBM Hyderabad, conducted a marketing competition: Ingeniser as part of the Academic week for the 2019-21 and 2020-22 batches. The names of round 1 and round 2 of the competition were as follows: Markophila and Persona. A total of 47 individuals registered for Ingeniser

Round 1 - Markophile was a marketing quiz that tested the participants' know-how of the world of marketing which included some marketing concepts, jargon, brand identities, etc. The platform used to conduct this round was Quizizz.

Round 2 – Persona was an interesting round; the participants got an opportunity to personify a given brand into a resume where they have to mention various salient features of the brand and then present it to the judges who acted as the customers of the brand. The participants were also given a secondary brand of which they had to utilise its brand essence to create a brand-new jingle and tagline for the primary brand. The platform utilised to conduct this round was MS Teams.

Objective

To allow the participants for a better understanding of the various marketing concepts, brand knowledge, brand persona creation, etc.

To provide the participants with an opportunity to incorporate various elements while creating a new brand personality.

To creating better bonds amongst the participants and the two batches: 2019-2021 and 2020-2022.

To give the participants a first-hand experience of how to handle direct questions and contradicting questions when asked in front of a crowd.

To allow the participants to merge two brands without compromising on the brand personality of the original brands

The registrations for the competition were opened on November 4th, 2020 at 12:00 PM for which a mail was sent to both 2019-21 and 2020-22 batches. A creative was also posted on the social media handles of the club at the same time to promote this event.

Round 1: Markophile

The first round started at 6:10 pm and lasted till 6:30 pm. A total number of 37 individuals participated in round 1. The quiz involved questions related to different events and happenings in the marketing world. This round was based on individual participation.

A total number of 20 questions were asked within a time frame of 20 minutes. There was no negative marking. The gamete of questions included fill in the blanks, variations of images, etc. Out of 37 participants, 21 of them qualified for the second round.

The following participants quailed for the second round, Persona:

Participant Name	Participant PRN
Abdul Taiyeb	20021141004
Harshit Gondole	19021141046
Gouri Sohani	20021141035
Diptajit Nath	20021141027
Thanashree Iyer	20021141124
Sai Mahima Angi	20021141096
Surya Kant Dixit	20021141121
Pratiksha Gupta	20021141077
Ayushi Jaiswal	20021141019
Somiya Jain	20021141111
Swayam Avasti	19021141121
Ramya Sundari	20021141119
Ashmita Biswas	20021141016
Ayushi Agarwal	20021141008
Priyanka M	20021141082
Sai Shruthi Vishali	20021141095
Priyadharsini Ramakrishnan	20021141081
Aditya Khandelwal	20021141007
Akash kumar pal	20021141009
Sai Pranav	20021141133
Dibyarpita Ghosh	20021141026

ROUND 2: PERSONA

The participants were briefed about the second round from 6:30 PM to 6:45 PM during which the organizing team created a total of 7 teams which constituted 3 members each. These members were clubbed randomly. A breakaway group was also made for each team to facilitate their discussions. This round was designed to test the participants' skills in terms of brand personification and their creativity to fuse and play around two different brands given to them.

The following teams were created randomly by the organizers and a primary & secondary brand was allotted to each team randomly:

Teams Number	Member 1	Member 2	Member 3	Primary Brand	Secondary Brand
1	Abdul Taiyeb	Pratiksha Gupta	Priyanka M	Zomato	Axe
2	Harshit Gondole	Ayushi Jaiswal	Sai Shruthi Vishali	Classmate	Cocacola
3	Gouri Sohani	Somiya Jain	Priyadharsini Ramakrishnan	Woodland	BMW
4	Diptajit Nath	Swayam Avasti	Aditya Khandelwal	Samsung	Disney
5	Thanashree Iyer	Ramya Sundari	Akash Kumar Pal	Harley Davidson	Cadbury
6	Sai Mahima Angi	Ashmita Biswas	Sai Pranav	Berger Paints	Nike
7	Surya Kant Dixit	Ayushi Agarwal	Dibyarpita Ghosh	Century Ply	Manforce

The following were the instructions given to each team for round 2 from 6:30 PM to 6:45 PM:

The teams will be given a brand randomly from a set of brands decided by the organisers. The teams need to create a brand resume for the given brand.

Simultaneously, an alternate brand will also be given to the teams. The teams will need to use this brand to blend and fuse it with the already given brand to create a new tagline and a new jingle which would have the essence of the secondary brand.

The participants will be given 60 minutes to complete the above tasks.

Next, they will present their brand resumes to the jury, give a small brief about the primary brand, and explain the tagline and jingle which they have come up with. For this, each team will be given 5 minutes for presenting their brand resume and 2 minutes to present their newly created taglines & jingles.

This will be followed by an interview which will last for at max 10 minutes. in which the participants will need to answer a few questions by the judges.

The following members from the core team of 7PM were the judges for the second round:-

Mohan Singh Bhadoriyaa

Prerona Dey

Anmol Sharma

Akanksha Verma

Deepika Solanki

Each judge was given a scorecard in which they awarded marks to each team on various parameters like – Creativity, Brand Understanding, Originality, Relatability, Tagline and Jingle. The judges could give marks out of 10 for each above-mentioned criterion and the team with the maximum total from all judges won the competition.

Each team submitted their work on a google form which was closed at 7:45 PM, after which each team was given 10 minutes from 7:45 PM to 7:55 PM to prepare for their presentation.

The following was the order in which each team presented their brand resume and newly created jingle & tagline:

Order of Presentation
6
3
7
1
4
2
5

At 7:55 PM the presentations began and went on till 9:30 PM, during which period every team presented their work on the main channel of MS Teams while other teams also got an opportunity to see what their competition had done during the last hour.

Conclusion

A total of 37 individuals participated in round 1 and 21 of the top performers reached round 2. Overall, the event was a success as participants not only got an opportunity to learn and understand various marketing concepts but were also able to bond with their fellow course mates.

The results of the competition were announced on 12th November 2020 at 6:00 PM via an email to everyone and a simultaneous shout out took place on all the social media handles of the club. The following are the results of this competition:

The following students are the winners of this competition:

Team 7

Surya Kant Dixit (20021141121)

Ayushi Agarwal (20021141008)

Dibyarpita Ghosh (20021141026)

The following students are the runners up of this competition:- Team 1

Abdul Taiyeb (20021141004)

Pratiksha Gupta (20021141077)

Priyanka M (20021141082)

Attendance

Attendance for Ingeniser	
Sushant Bhondekar	Sai Mahima Angi
Harishankar C N	Ayushi Verma
Durgesh Nandini	Pragyesh Bajpai
Abhiti Patidar	Ashmita Biswas
Akanksha Verma	Srestha Bhar
Amarpreet Singh Pruthi	Agarwal Ayushi Rupesh
Anirudh Agrawal	Pratiksha Gupta
Anmol Sharma	Bhadra Vijayan
Deepika Solanki	Somiya Jain
Mohan Singh Bhadoriya	Aditya Khandelwal
Prerona Dey	Gouri Sohani
Riya Agrawal	Diptajit Nath
Rupal	Swayam Avasthi
Tanvi Jain	Thanashree Suresh Iyer
Twinkle Pandita	Aneesha Chakraborty
Surya Kant Dixit	Priyadharsini Ramakrishnan
Ayushi Jaiswal	Priyanshi Tanna
Radhika Khemka	Mannatdeep Kaur Ghai
Indrajit Pandey	Snigdha Nair
Abdul Taiyeb	Dibyarpita Ghosh
Harshit P Gondole	Syed Nurul Hasan
S Sai Sruthi Vishali	Pankaj Badyal

Nitin S	Prince Gupta
Priyanka M	Jonnalagadda S Viswanadh
Sundari Ramya	Shweta Shukla
Kartik Divakar Gangurde	Shubham Thakur
Yashwendra Wadia	Vaibhav Agrawal
SASANKA SEKHAR	Sahiti Jonnalagadda

SIBM
HYDERABAD

7PM
THE MARKETING CLUB
PRESENTS

INGENISER!

MARKETING EVENT

Round 1. Markophile
(Marketing Quizz)

Round 2. Persona
(Brand Personification)

Event date - 6th November 2020
Time - 6 PM

**"Register now and let the marketer in
you get an opportunity to shine"**

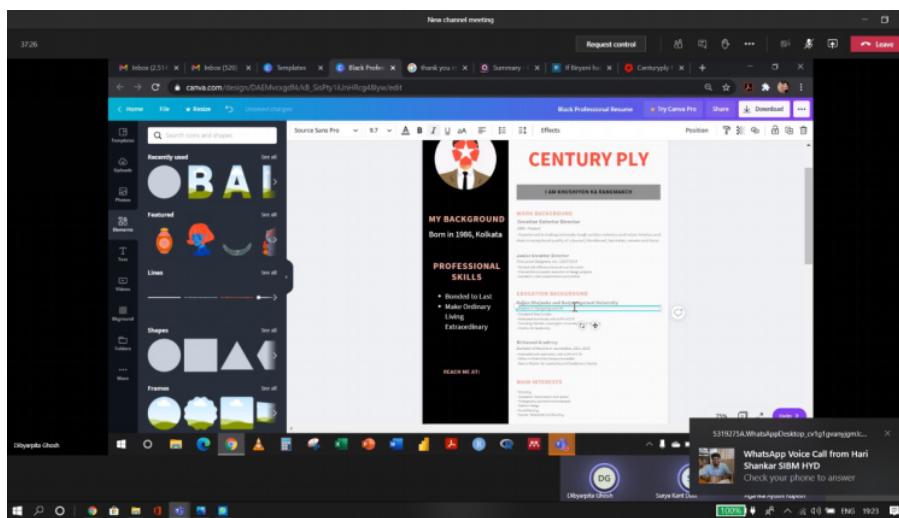
For queries:
Sushant Bhondekar - 8808887888
Harishankar CN - 9646923092

SYMBIOSIS
Golden Jubilee
1973-2023
Celebrating 50 Years of Excellence

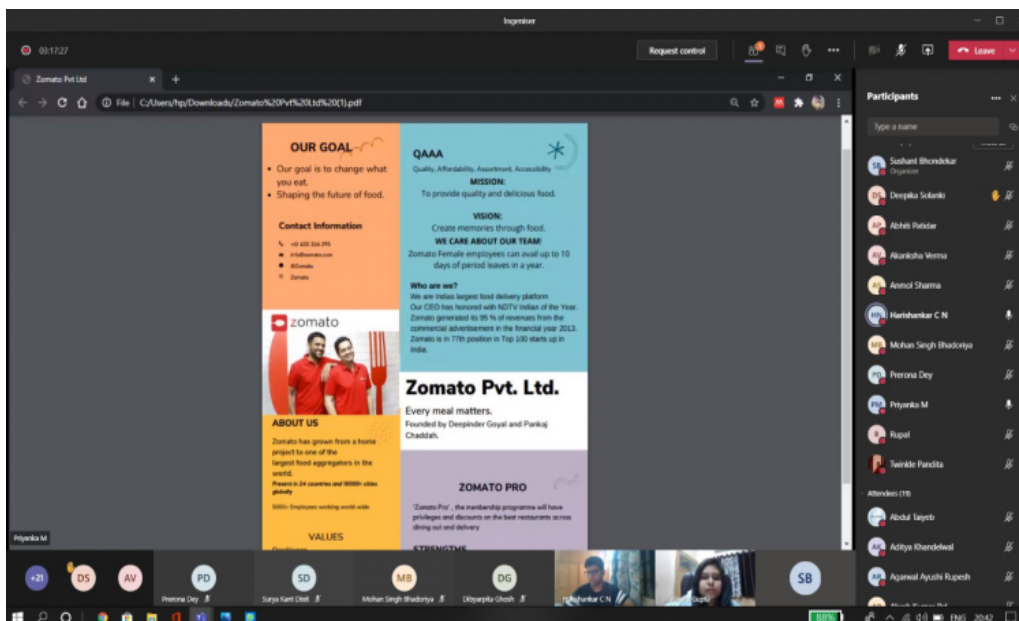
Attachments
Poster for Ingeniser

1		Abdul Taiyeb	1		16900	✕
2		Gouri Sohani	2		14690	✕
3		ayushi verma	5		14320	✕
4		DIPTAJIT NATH	5		13430	✕
5		Harshit	2		13370	✕
6		Thanashree suresh Iyer	2		12650	✕
7		Sai Mahima Angi	1		12090	✕
8		Surya Kant Dixit	1		11920	✕
9		Pratiksha Gupta	3		11530	✕

Top Performers of Round 1 – Markophile



Team 7 preparing the brand resume for Round 2: Perosna



Team 1 presenting their Brand Resume of Zomato for Round 2: Persona



A group photo taken right before the presentations of Round 2: Persona



Poster Declaring the winners & runners up of Ingeniser

HR PEDIA: HUMANALAYA'S EVENT

November 07, 2020

Introduction

The report is concerning the academic event of the HR club, HR Pedia 4.0 held for future managers to understand and hone their HR skills. It strengthens the knowledge of participants who are willing to take Human Resource as their specialization.

Total Registered Teams: 15 (3 members per team) i.e. 45 participants

Head:- Aditi Munje

Deputy Head: - Avineet Kaur

Evening host: Rohit Rastogi

Moderator:

Swikruti Mohanty

Snigdha Jidigam

Ellora Gogoi

Presenter:

Harika Kasi

Riya Mathew

Akshaya T V

POCs Allotted: Aditi Munje

Avineet Kaur

Arnab Ghajbhiye

Ashmita Baidya

Ayushi Verma

Shrishail Chilad

Debopriya Banerjee

Manishi Divya

Monisha Binker

Rohit Rastogi

Sayali Ubgade

Srishti Bhateja

Name of the event: Corporate Hangman

Platform: MS Teams, HR Pedia 4.0 Channel

Date: 7th, November 2020, 7 pm

Objective

The purpose of HR Pedia 4.0 was to test the HR skills of the participants and inculcate team spirit and teamwork.

The event was designed as a fun learning event under the SIBM Hyderabad Academic Week that, created a mixed platform for seniors and juniors by enhancing the level of interaction and peer to peer learning.

Participants were benefitted in several patterns like honing their skills, learning teamwork, goal setting, brainstorming, and developing various other HR frameworks most effective and efficient manner.

To provide the students of SIBM-H a chance to be hand in glove with their seniors/juniors and their peers in these live and interactive virtual rounds.

To give a glimpse of the scenarios that one comes across in the corporate world and how one should be dealing with them.

Event Happenings

The event, HR Pedia 4.0, took place on the 7th of November, 2020 from 7 pm onwards.

The event had 2 games in total: Corporate Hangman and Rangmanch

The first round was Corporate Hangman. This is a word game where participants are shown a set of words with missing letters and they are supposed to guess the right word.

Corporate Hangman Rules:

There were 3 rounds for each team. First-round was the easier one with simple business-related terminologies and HR jargons. The second round had moderate-level words, and the last round had difficult words.

Once the word was displayed, participants had to guess it in 5 chances (2 legs, 2 hands, and a head). They could opt for a hint if needed after 3 chances were exhausted.

Each word was from the category of Corporate Jargons.

Teams played each round one after the other and every team got 3 minutes for each question.

Evaluation Criteria:

One mark was allotted for every right guess without opting for the clue, 0.5 marks for a right guess with the help of a clue, and 0 marks for no answer.

Number of correct guesses would determine their score. A team could score a maximum of 3 points.

Notes:- The game was conducted in Break Away rooms, with POCs and moderators from the HR club present in these rooms.

The questions asked differed from team to team.

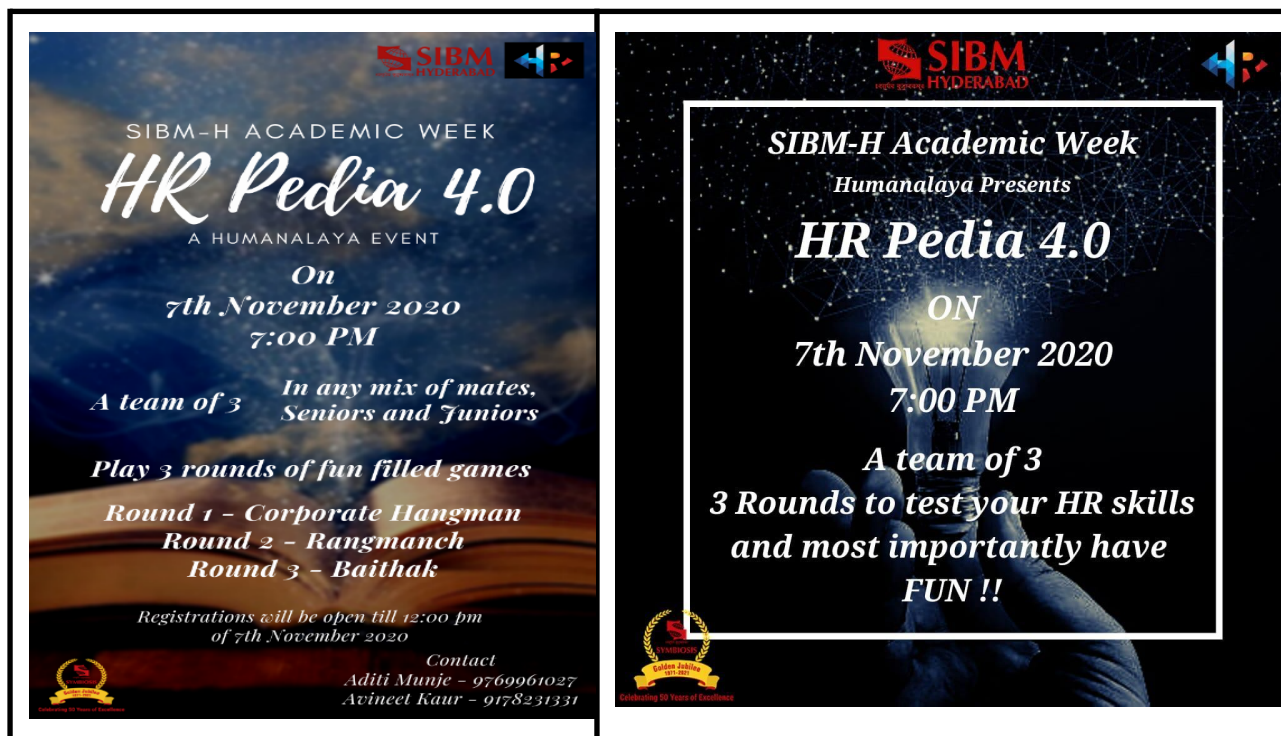
All the teams played well. Most of the teams could correctly guess the first two rounds of the game. Third round, being a little complicated, most of the teams guessed the answer with the help of the hint.

Conclusion

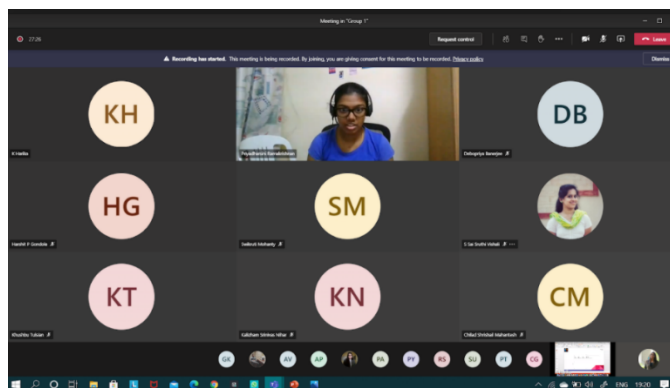
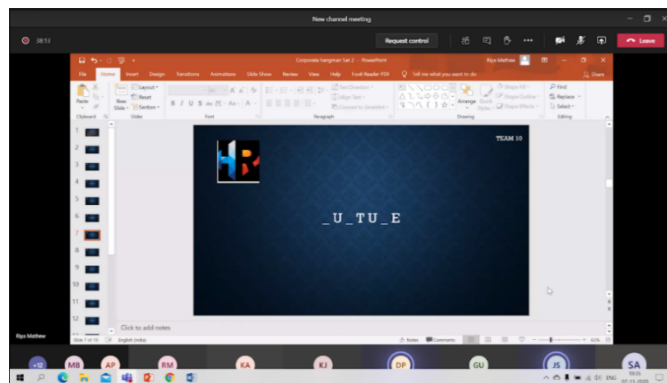
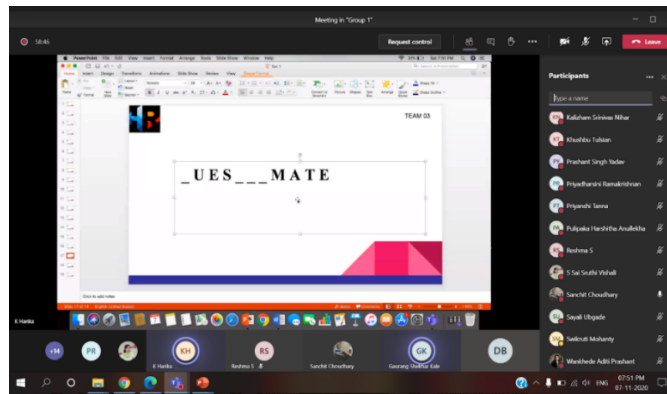
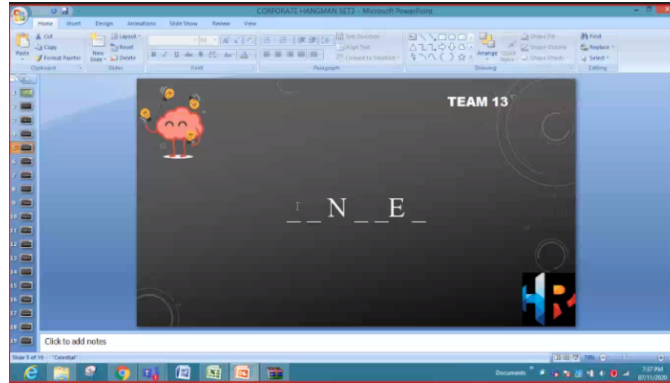
The Corporate Hangman game went on for about 50 minutes. The team 'Tri-Veterans' scored the highest in this round by securing 3 points. Once all the teams completed this round, they were asked to join the main channel in Teams, to proceed to the next round.

Posters

Advertising Posters of HRPEDIA 4.0, were on several Humanalaya social media handles like Instagram and LinkedIn.



Screenshots of the event -



(Final Round-Rangmanch)

WHAT HAPPENED ON THE DAY OF HRPEDIA 4.0

We engaged the audience with several other fun filler games like brain teasers, lateral thinking questions before the start of our rounds.

At 8:00 our HR Pedia 4.0 round 2 called “Rangmanch” started. It was a situation-based role play round.

The teams were provided with a situation with 3 predefined characters in each. The participants were asked to prepare for 3 minutes, wherein they choose from the characters provided, and make any necessary plans to go about.

They were allowed to go into breakaway rooms on the platform to discuss their plan and on a 3-minute mark, were asked to join the common meeting, where they would perform in front of all the other participants.

These enactments were judged based on the following parameters –

Creativity

Clarity of thought

Dialogues

Resolution of the case

The rules of Rangmanch are as follows:

Gameplay Rules:

One team will be chosen at random to play each round.

Teams are given a situation, which will be based on an interaction between three characters.

The team will be given 3 minutes to pick their roles and discuss, and then must roleplay the situation as their assigned characters, and come to a resolution for the situation.

Teams will have 7 minutes to complete the exercise, at the end of which the moderators will call a stop.

There were a total of fourteen situational cases among which participants were randomly chosen to play with.

Conclusion:-

The event concluded with great enthusiasm at around 11:00 PM. The participants cheered the team performing, with great responses and reviews filling the chat boxes. It was overall a very enjoyable

round that was conducted where the teams not only enacted a real-life situation but also saw their peers perform in many such situations. The reviews the POCs got from their assigned groups suggested that the teams truly enjoyed the event and look forward to more of the like.

The sum of the points scored by the teams in both the rounds played gave us our winners and runner ups -

Winners: HRiday

Runner up: Team RDX!

Attachments and Posters

Advertising Posters of HRPEDIA 4.0, were on several Humanalaya social media handles like Instagram and LinkedIn.



Screenshots of the event: Rangmanch

CASE 1: Payroll Problems

Characters:

1. **Player 1:** Employee (Rakesh)
2. **Player 2:** HR Payroll Executive (Shiva)
3. **Player 3:** HR Manager (Madhukar)

Situation:

Scene 1: Rakesh approaches Shiva regarding deductions in their monthly salary, at the end of the work day. Shiva is in a bad mood because of personal issues, and starts shouting at Rakesh when asked to help.

Scene 2: Rakesh approaches Madhukar to draft a complaint against Shiva.

Scene 3: Madhukar calls Shiva to talk to him in his office the next day.

CASE 14

Log Kya Kahenge

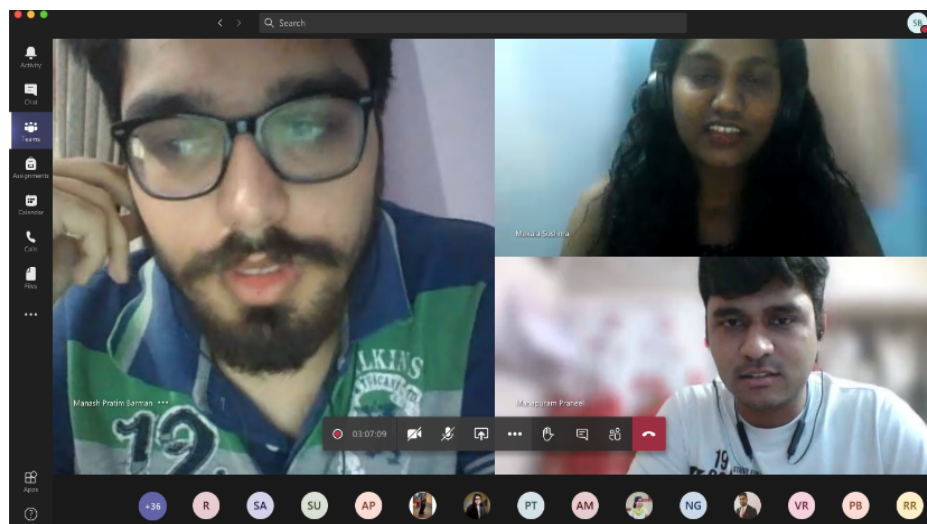
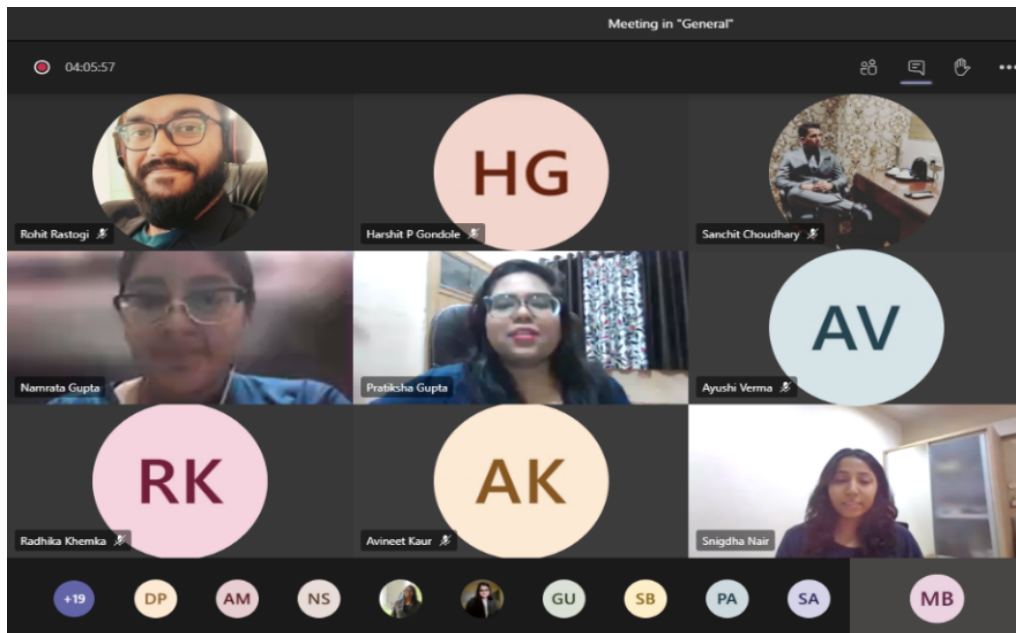
Characters

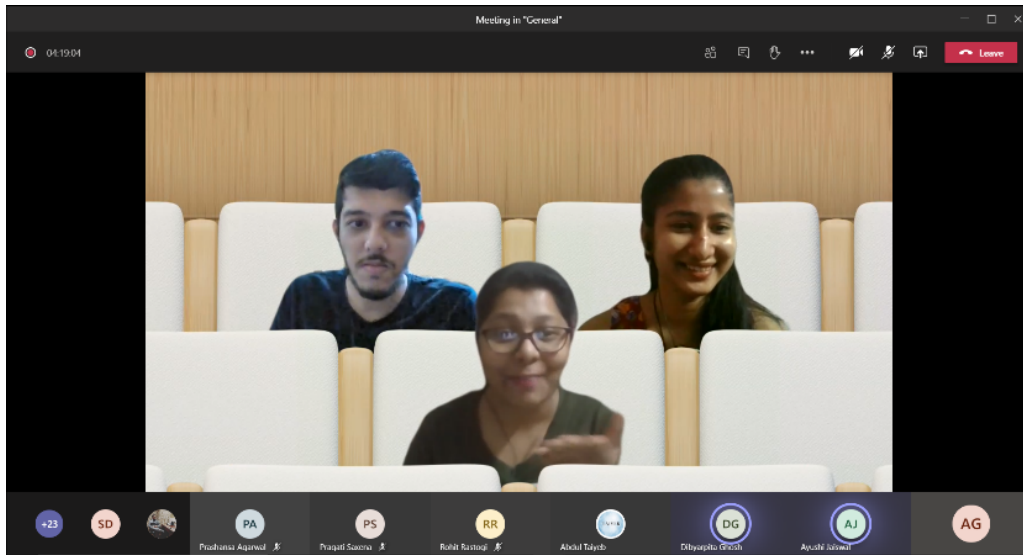
1. Govind – He handles the finances and investments of the company. The numbers guy if you will. He is practical and not willing to take risks.
2. Omi – He is responsible for sales and customer services. He is a religious person and has connections with the local political parties.
3. Ishaan – He is the idea machine and the creative head of design and marketing activities of the company. He believes in going big or going home.

Situation

The three friends start a sports shop called “Sabarmati” in a local mall. They sell sports gear and equipment, shoes and jerseys to name a few. After a year, Govind realizes that the business is at a break-even point and most of the revenue is generated from the personal selling of Omi, but they don’t get a lot of customers in the shop. He suggests that they take the business online or operate through their warehouse as they could cut down on the rent for the shop. Ishaan argues that the reason for the low-footfalls is due to the name of the company and existing customer base which consists of Hindus only. He wants to do an advertisement featuring a local Muslim boy to expand their reach and diversify. Omi dismisses the idea immediately, stating that this move would cause the loss of existing customer base.

What do you think they should do in this situation?





InkQuisition: Academic Week Event of InkSleuths, the Literary Club

November 08, 2020

On November 28, 2020, the commencement of the Academic Week from the 5th to the 10th of November, '20, was announced, and right from its inception, an enthusiastic and assiduous confluence of ideas and thoughts were pitched in by the entire team of InkSleuths, to make the event a grand success. The next few days were spent industriously looking for the most entertaining forms of literary instruments to engage the participating audience with and it also included numerous trial sessions that went on to ensure an overall smooth flow of the occasion. Soon afterward, we drafted the documented series of events to take place complete with the rules and regulations and post its approval from the Management Committee of the event, we went ahead with the promotion planning and its execution that included a series of exciting posts on the club's official social media pages.

Accordingly, a google form was rolled out on the 5th of November,'20 alongside the promotional posts, and the platform was opened up for individual registration of students from both the senior and junior batches of SIBM - H, which was kept available till noon on 8th of November,'20. The following is the entire structure of the program organised and a few glimpses from the same.

Name of the Event: InkQuisition

Date: 08-11-2020

Time: 06:00 PM onwards

Platform: Microsoft Teams

No. of Rounds: 02

Participation: Individual

Promotional Poster:



Event Structure:

Objectives:

To drive in the element of Learning through Fun.

To allow participants to exhibit their creative capabilities.

To execute the significance of the spontaneous and prompt application of previously learned or observed facts.

Round 1: Target-In

Duration: 7 minutes

You will be presented with a set of nine letters in a circle (with one letter in the centre and the remaining eight around it, as shown in the picture below)

You are required to come up with as many words as you can, using these letters.

The word should consist of at least four letters and the centre letter should be included in all the words.

While creating the words, you can repeat the letters which are in the outer circle, but not the one that is in the centre.

You are then required to create only ONE sentence incorporating all the words that you created.

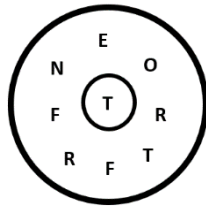
You are allowed to use other words (apart from the ones you created) in the sentence (for instance, conjunctions, proper nouns, articles, etc)

At the end of the stipulated time, you will be sent a link for submission of your respective entries.

Example:

Words created: Foot, Front, Fort, Root

Sentence: The big foot reached at the front of the fort crashing the roots of the plants.



Round 2: Devil's Advocate

The students will be participating in pairs. The same will be decided on-the-spot by our moderators.

You will be given a topic to speak about. Each participant will be speaking for both "for" and "against" the given topic.

Each will be given 3 minutes to prepare and the next 7 minutes to speak.

At the start of the round, the moderator shall decide who is going to speak and the side in terms of for/against.

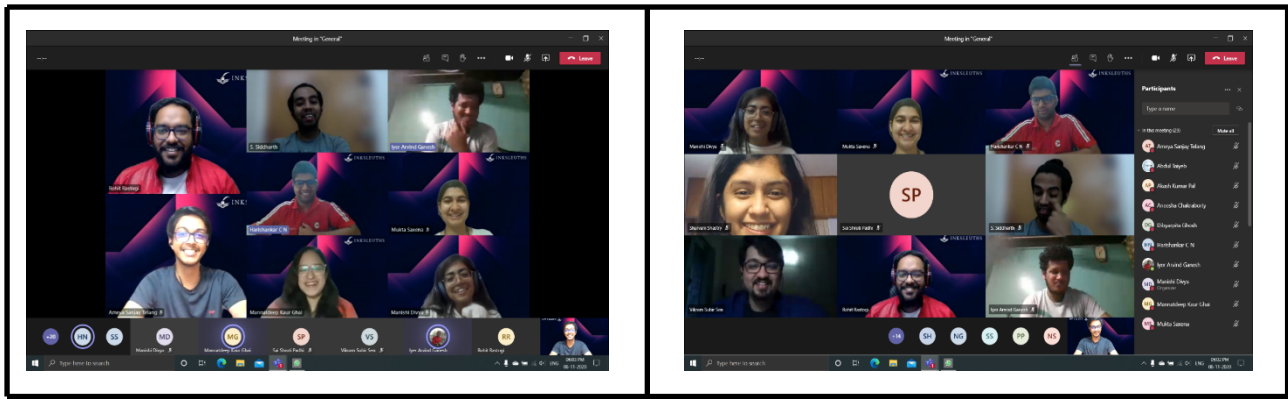
Further, if the host says:

Switch- The person should shift between for and against

Change- This is for the swap between the speaker.

The Day of the Event:

The entire team was present on the platform by 5.45 pm and the event started right on schedule at 6 pm sharp. We were fortunate to have amongst us, the former Head and the former Deputy Head of the club, Mr. Vikram Subir Sen and Miss Sharvani Shastry, respectively, as the esteemed judges for the day.



Round 1: Target-In

The initial fun interactions set the stage ahead for the rounds to start on a high note of enthusiasm and by 6.07 pm Reshma S. had started explaining the details of Round 1, carefully pointing out each specification to be followed. The total number of registered participants was 12, namely, Aneesha Chakraborty, Rounak Dutta, Vishesh Rateja, Akash Kumar Pal, Sai Mahima Angi, Vignesh M, Syed Nurul Hasan, Pratiksha Gupta, Ashmita Biswas, Prince Gupta, Siddharth Shankar, and Abdul Taiyeb.

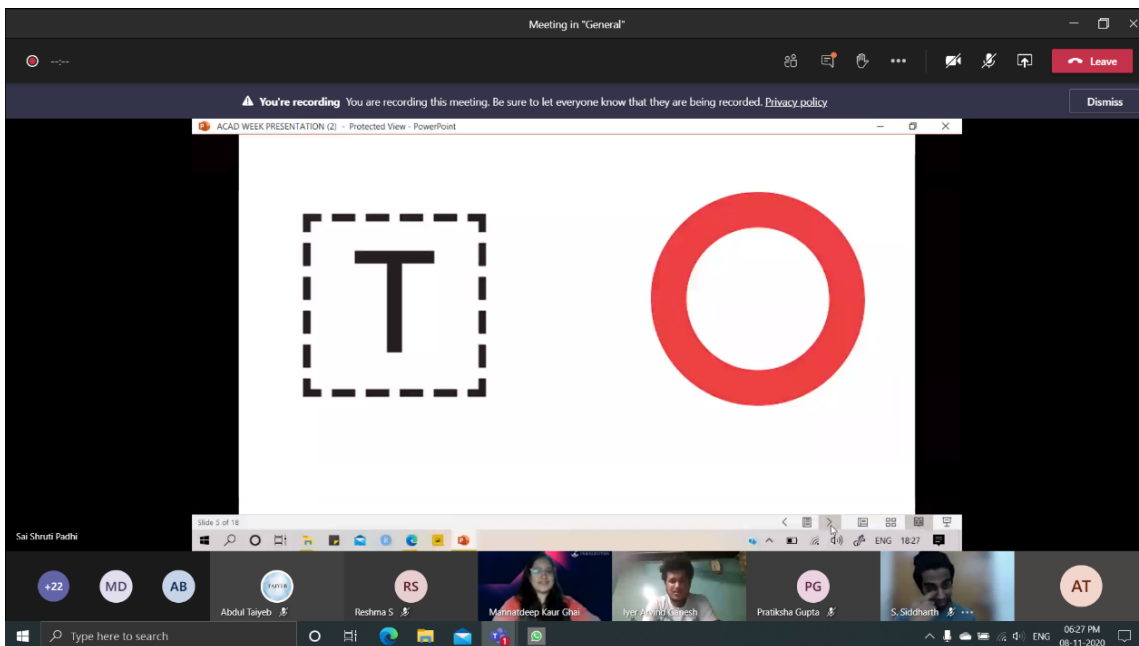
ROUND 1: TARGET-IN

Duration – 7 minutes

1. You will be presented with a set of nine letters in a circle (with one letter in the center and the remaining eight around it, as shown in the picture below)
2. You are required to come up with as many words as you can, using these letters.
3. The word should consist of at least four letters and the center letter should be included in all the words.
4. While creating the words, you can repeat the letters which are in the outer circle, but not the one that is in the center.
5. You are then required to create a sentence incorporating all the words that you created.
6. You are allowed to use other words (apart from the ones you created) in the sentence (for instance, conjunctions, proper nouns, articles, etc)
7. At the end of the stipulated time, you will be sent a link for submission of your respective entries

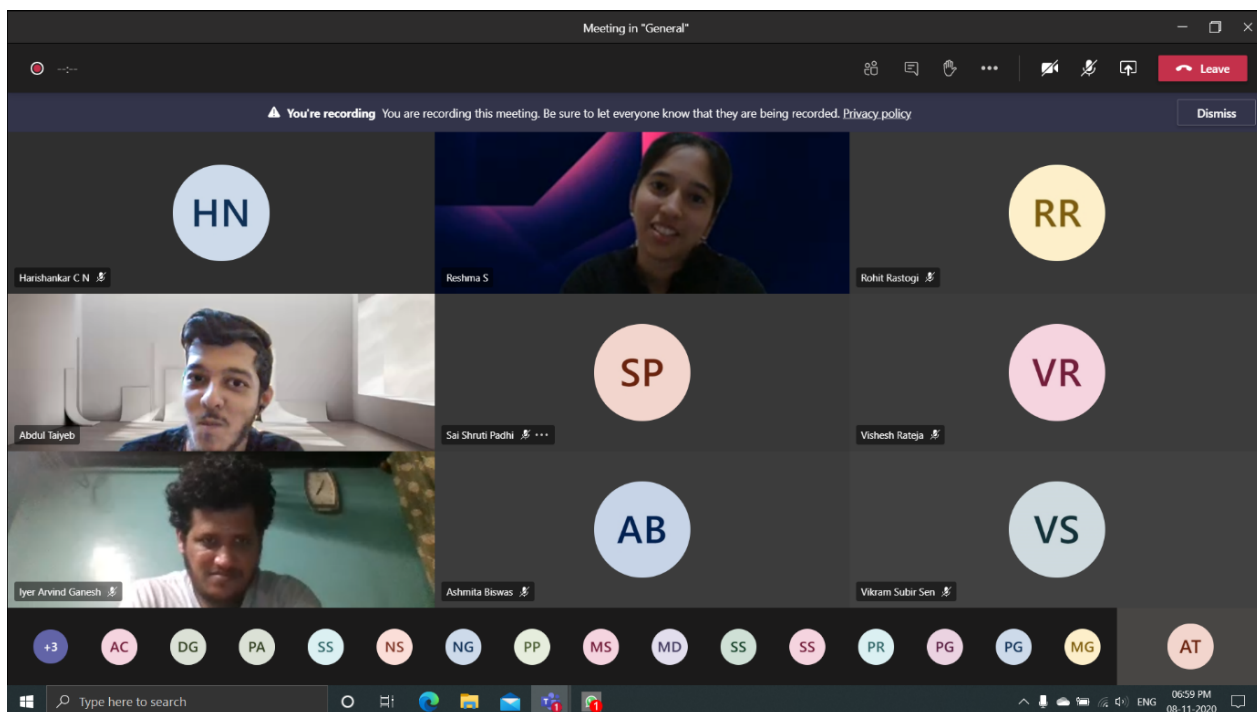
Example-
Words created: Foot, Front, Fort, Root
Sentence: The big foot reached at the f

Round 1 being wrapped up by 6.27 pm, now it was time for some fun guesses to be carried out by the audience catching the trail of emoticons and symbols given on the screen. This in-between-rounds exercise turned out to be a huge hit with the audience and was hosted with utter expertise by Mannatdeep Kaur Ghai and Arvind Ganesh Iyer.

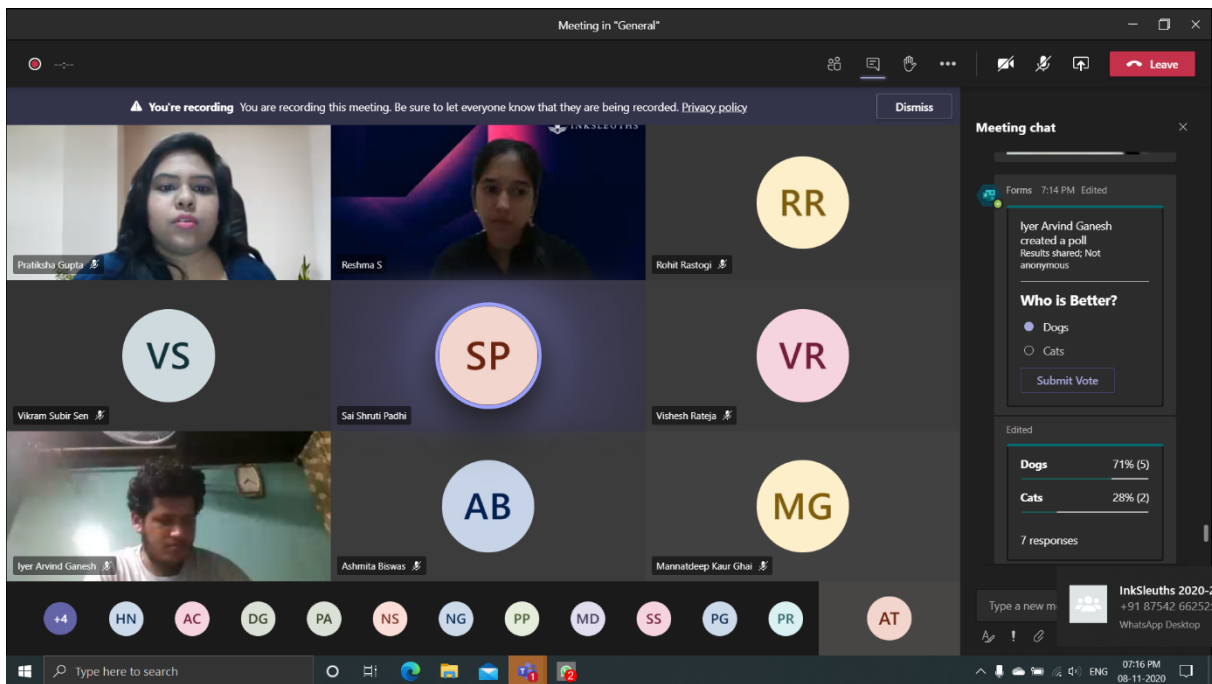


Round 2: Devil's Advocate

Once again, Reshma S. took the virtual stage to convey the information with regards to the second round. Everyone was eligible for Round 2 as the first round was a non-eliminating one, however, Rounak Dutta, Sai Mahima Angi, Vignesh M., and Syed Nurul Hasan were not available for the second phase.

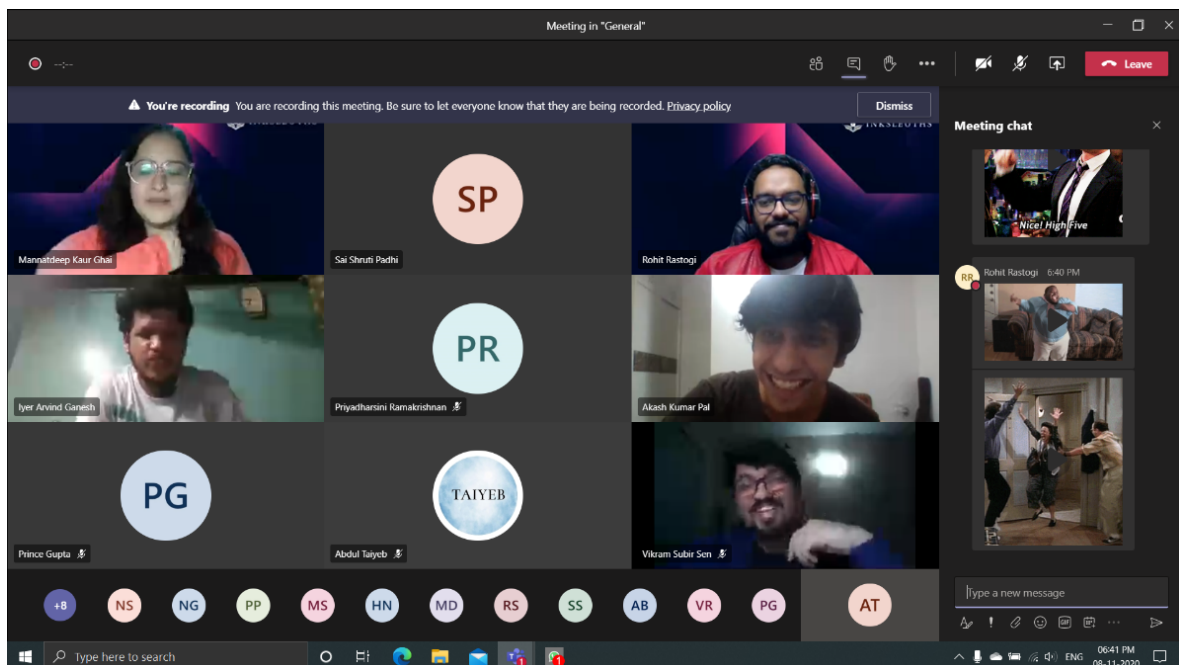


In the context, all the participants were called out in pairs randomly and the topic was given out for discussion. Meanwhile, the rest of the spectators were engaged through a poll based on the given topic.



Conclusion:-

InkQuisition finally came to an end on a jovial rhythm as the present Head and Deputy Head along with the Judges conveyed their Vote of Thanks. InkSleuths’ intent to bring smiles on everyone’s faces and drive home the thought of experiential learning, was fulfilled with the zenith of elevated spirits.



Results:-

The results were announced on the 13th of November,'20 via email and also, respective declarations were carried out through the social media handles. Siddharth Shankar was adjudged as the winner while Akash Kumar Pal was proclaimed as the runner-up.



MEGA MIND 2.0 – SCEI Samarthya

Ace the game with your Dream Team

November 09, 2020

On November 09, 2020 Megamind, SCEI Samarthya's first event for this academic year was held as a part of the Academic week. Megamind saw the participation of 16 teams from the junior and senior batches of MBA and received positive feedback from both the participants and the attendees.

The event began around 7 pm on the virtual platform- MS Teams, with the club members briefing the participating teams about the rounds and the rules. Each team comprised of 2-3 people who would compete against the other teams over two rounds.

Once all the teams were made aware of the time duration and rules, the first round began.



Event Poster

Round one, called the WORD TRAP, was a virtual word search comprising of 15 questions from across specializations (marketing, finance, operations, HR) and General Business awareness. The 15 questions had to be answered in a word document and then the respective answers had to be explored and located in a crossword grid. The time limit to solve the entire puzzle was 20 minutes.

The participants were quick and enthusiastic in answering the questions as only the 8 highest scoring teams would qualify for the following round. Results for the word search were announced immediately and the event proceeded on to the second round, MONEY PLAY.

Second Round, MONEY PLAY, featured two separate activities.

The first activity was a silent auction where teams were provided with a list of companies and a budget which they were to use to bid for the companies. Participants were given 15 minutes to go through the list of companies and then provide their highest bid for each of the companies. A google form was rolled out to allow the participants to list the companies in the order of their preference and their highest bid for each company. Depending on the bids, a company was allocated to each team.

Once the companies were allocated, the second activity began, which was a budget allocation activity. Teams had to allocate the rest of their budget in accordance with the situations provided to them for each company. Situations covered all four specializations. Lastly, the teams met with a panel and explained their allocation scenario. Points were provided on the efficacy of their allocations and the justification provided by them for the same.

Ultimately, the scores of Round 1&2 were clubbed together and a cumulative score was provided to each team. All in all, the event transpired smoothly and the hard work of the entire team paid off.

WINNERS:

TEAM KLIQ

(Saathwik Reddy, Ankit Singh, Mova Sai Radheetara)

RUNNER UP:

TEAM SPICY WINGS

(Pratiksha Gupta, Praneel Manapuram, Abhiti Patidar)

MEGA MIND WINNERS

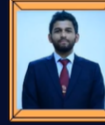
Congratulations



Team Klig



Saathwik Reddy



Akhil Singh



Mounika Pachayath



Team spicy wings



Pratishtha Gupta



Pranav Manapuram



Abhiti Patidar



SYMBI S&J 300 organised by Mint - the Finance Club

November 10, 2020

Symbi S&J 300 event, organised by the Mint Club, was conducted on MS Teams on 10th November 2020. The event commenced at 8 pm and was concluded at 10.30 pm.

The event was based on mutual funds. Being an informative event, the participants got to know the basic technical aspects of mutual funds. Also, if they are from a non-finance background it would be beneficial for them if they turn towards mutual funds for investment.



SIBM HYDERABAD | **MINT CLUB**

MINT CLUB

PRESENTS

SYMBI S&J 300

"Investing isn't about beating others at their game. It's about controlling yourself at your own game."
-Benjamin Graham

ROUND 1:
BUILD YOUR DREAM HOME.

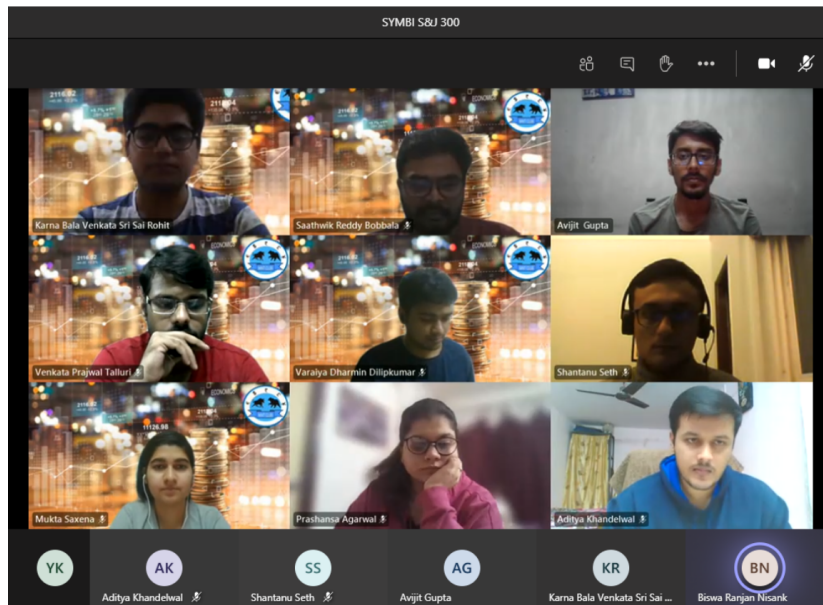
ROUND 2:
**DON'T BOTHER!
BUY A HOUSE**

DATE: 10th NOVEMBER, 2020
8:00 PM TO 11:00 PM
PLATFORM: MS TEAMS

CONTACT:
ROHIT: 8297583939
SAATHWIK: 9010939102


Celebrating 50 Years of Excellence





Mint Club addressing the participants

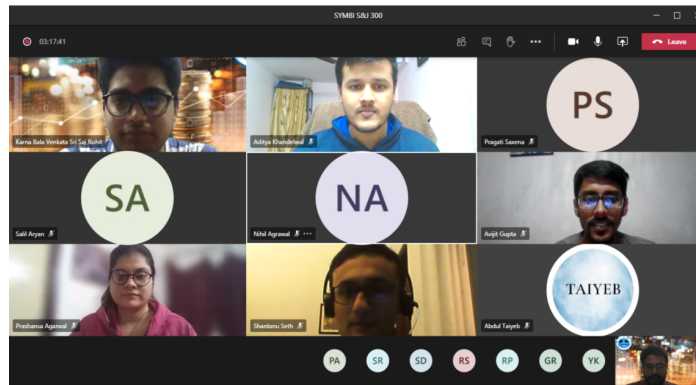
SYMBI S&J 300 had two interlinked rounds wherein the participants were required to act like asset management companies (AMC). The participants were invited in the form of groups (2 members in 1 group). The event had 6 groups competing with each other.

Round 1 was BUILD YOUR DREAM HOME. For this round, each team was required to build a portfolio fund that would act as the fund for their company and for the second round the opponent groups would invest in their funds. This round assesses their efficiency in utilizing the resources made available to them in selecting the companies and create a portfolio. The participants were given 40 minutes for this round.

Round 2 was DON'T BOTHER! BUY A HOUSE; this involved investing. For this round they were given a hypothetical corpus and all the funds created by every group were made available to them for investing. The participants were now required to invest in the funds developed by the opponents. This round checked their critical thinking and decision-making skills in terms of investing in funds other than what they had created.

The event began with an introduction to the club, after which the participants were briefed about mutual funds and the related technicalities. The first round started at 8.50 pm and they were given time till 9.30 pm. We resumed the second round at 9.40 pm after giving them instructions about the same. They were given 1 hour for this round.

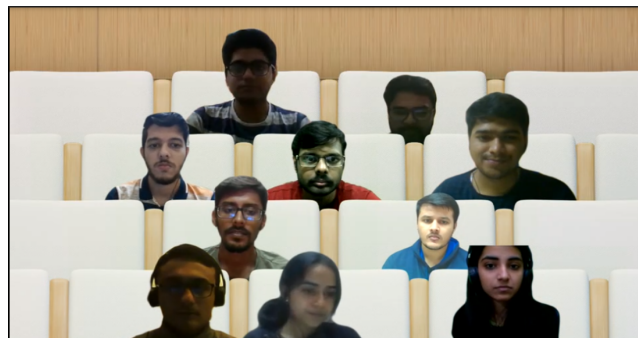
This was an event that made the participants analyse various parameters beyond just the companies' brand names when it comes to investing.



Concluded with positive feedback

The event was concluded with feedback from the participants. The event received a positive feedback stating that they enjoyed the process and that it made them think critically especially in the 2nd round where they were required to select and invest the available corpus in different funds.

Thus, SYMBI S&J 300 gave a direction to their line of thinking when it came to investing their hard-earned money in mutual funds.



A group picture – Mint Club with the participants of SYMBI S&J 300

Results:

Mint club declared SURYAKANT DIXIT_TEAM DOMINION and ADITYA KHANDELWAL & SHANTANU SETH_TEAM ALPHA BULLS as the winners of SYMBI S&J 300 on November 15, 2020.

On this note, the Academic Week of 2020 came to an end, wherein each person involved in these events learned new things and gained new experiences, while also being provided with several opportunities to showcase their skills.