



Rashtriya Sikshana Samithi Trust

R.V. INSTITUTE OF MANAGEMENT

CA-17, 36TH CROSS, 36TH MAIN, 4TH T BLOCK, JAYANAGAR, BANGALORE - 41

Ph: 080-26547048 Fax: 26654920, URL: rvim.edu.in Email: contact@rvim.edu.in

ENTREPRENEURIAL VIDEO PROFILE CONTEST
16-4-2019



CONSOLIDATED SHEET

II semester Section-A

Sl. No	Team No/ Team Name	Judge 1 Prof. Anitha Dsilva 50	Judge 2 Prof. Uma Sharma 50	Average Marks 50
1	Team 1- Tridentz	31	32	31.5
2	Team 2- Touseeq	34	40	37 ✓
3	Team 3- Ramakrishna	39	43	41 ✓
4	Team 4- Pro Enters	33	38	35.5 ✓
5	Team 5- Cool Colours	32	38	35 ✓

II semester Section-B

Sl. No	Team No/ Team Leader	Judge 1 Prof. Uma Sharma 50	Judge 2 Prof. Ramya S 50	Average Marks 50
1	Team 1- Sagarika	33	26	29.5
2	Team 2- Prashanth	38	39	38.5 ✓
3	Team 3- Mamatha	41	34	37.3 ✓
4	Team 4- Shashidhar	37	43	40 ✓
5	Team 5- Poorvik	32	31	31.5
6	Team 6- Swaroop	35	36	35.5 ✓

II semester Section-C

Sl. No	Team No/ Team Name	Judge 1 Anitha Dsilva 50
1	Team 1- Dashasamapran- Chaturvarthapathi	31
2	Team 2- Gladiators	33
3	Team 3- Meraki	36 ✓
4	Team 4- Illusionist- Incredible you	34 ✓
5	Team 5- Unicon	30

Director



Rashtreeya Sikshana Samithi Trust

RV INSTITUTE OF MANAGEMENT

CA 17, 36th Cross, 26th Main, 4th T'Block, Jayanagar, Bangalore - 560 041

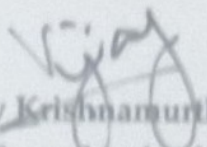
Phone : 080-26547048 Fax : 080-26654920 E-mail : contact@rvim.edu.in Website : www.rvim.edu.in

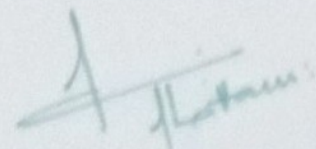
Accredited by NAAC with "A" Grade

Certificate

Entrepreneurship Video Profile Contest

This is to certify that Mr./Ms. _____ of
team **ILLUSIONIST** of II Semester MBA won the Third
Prize in the Entrepreneurship Video Profile Contest (Team Event) held at
R. V. Institute of Management, Bangalore on Monday, 29th April, 2019.


Vijay Krishnamurthy
Founder, Groundstrokes Ventures


Dr. Purushottam Bung
Director

To become World Class Management Institute of Eminence





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Learning Management System

Please find below the link for learning management system being followed in the institution. Institution has software named as Quicklrm, which is being used for effective curriculum delivery. This software helps the students to have an access to all the study material at anytime and anywhere. All the faculty members are required to upload all the power point slides and related study material in the software so that it would be helpful for the students for getting better insight of the knowledge. Even with the help of this software faculty members can conduct quiz and test for the students.

Link for Quicklrm	https://youtu.be/VBQudTJvVps
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2000K CHALLENGE	
Date: 6 th October to 12 th October, 2019	Venue: RVIM Centre for IEI
Time: 09:00 am to 7:00 pm	Students of First semester
No. of Participants: 180	Event Coordinator: Prof. Rashmi Shetty
Objectives <ul style="list-style-type: none">Awareness of Entrepreneurship , create a sense of social contribution through their venture, use innovation as a unique point of venture	
Agenda/Flow of the Event <ul style="list-style-type: none">- Grouping and guidelines- Distribution of seed fund- Business Model Canvas preparation- Presentation	
Brief Profile of the Judges : <ul style="list-style-type: none">- Mr. Venkatesh Majji, Founder CMO, Redsolar.- Prof. Debashish Ghosh, Finance Department	
Copy of the Circular	
Outcome Achieved/ Attained: <ul style="list-style-type: none">The students were able to understand what takes to run a successful venture is it heart, luck, guts or brain.	
Photo Gallery	





The event was conducted on _____ by Centre for Innovation, Entrepreneurship and incubation for the first year MBA batch of 2019-21. The goal of this event was to give the freshers an idea on how a business run.

The program was started by dividing 180 students into 19 different teams.



Rs2000 was given to each of the team as initial investment. They had to invest the money in creating a small venture using innovative ideas and had to run it for 3 days. The assessment was based on two criteria. One is the profit and the other was innovative idea, creativity and team spirit. the venture was of different type like food stalls, paintings, craft items, creating websites etc.

The initial investment by the centre was Rs 38000. The profit earned in the end by the ventures was Rs 34000. Half of the profit made by the team was given

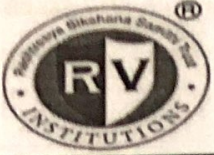
back to the respective team and the remaining half of the profit was distributed as cash prizes to the to five winning team.



The wining team had made the highest profit of Rs 6000, they won the 1st cash prize of Rs. 5050. This program was a Successful one as the goal was achieved. It surely gave the freshers a new

challenging Experience.





Experiential Learning
INTERVIEW WITH LOCAL STREET VENDORS
Understanding the relationship between Price, Demand and Supply

Year/ Sem: Ist Year / Ist Sem Students

Subject: Economics for Business Decisions

Number of students: 180

Task Given: Students need to visit to the small vendors and ask them how they decide the price of their product; how much profit they are able to make in a day, relationship between cost and price, relationship between supply and price of their product and relationship between demand and price.

Mode of Presentation: Video and PPT presentaitons

Faculty In-charge: Dr. Anupama K Malagi

Dr. Swati Gupta

Prof. Priya Jain

Objectives

- Understanding the pricing strategy of small street vendors
- Learning how demand affects the price and leads to change in price at different time in a single day
- Understanding how supply affects the price of the product
- Understanding the different economic problems faced by the small street vendors

Feedback from the students:-

This way to learning the price demand relationship is something new and we have seen for the first time. It has helped us a lot to actually understand how the prices are decided and how it affects the demand of the product. Even the prices are changed in a single day at different point of time. Talking to the small street vendors has given us the practical exposure and has made us understand that only classroom study won't help in our practical life , we need to come closure to the market and understand how different economics forces work in the market. We are extremely thankful to Our professors for this wonderful opportunity.

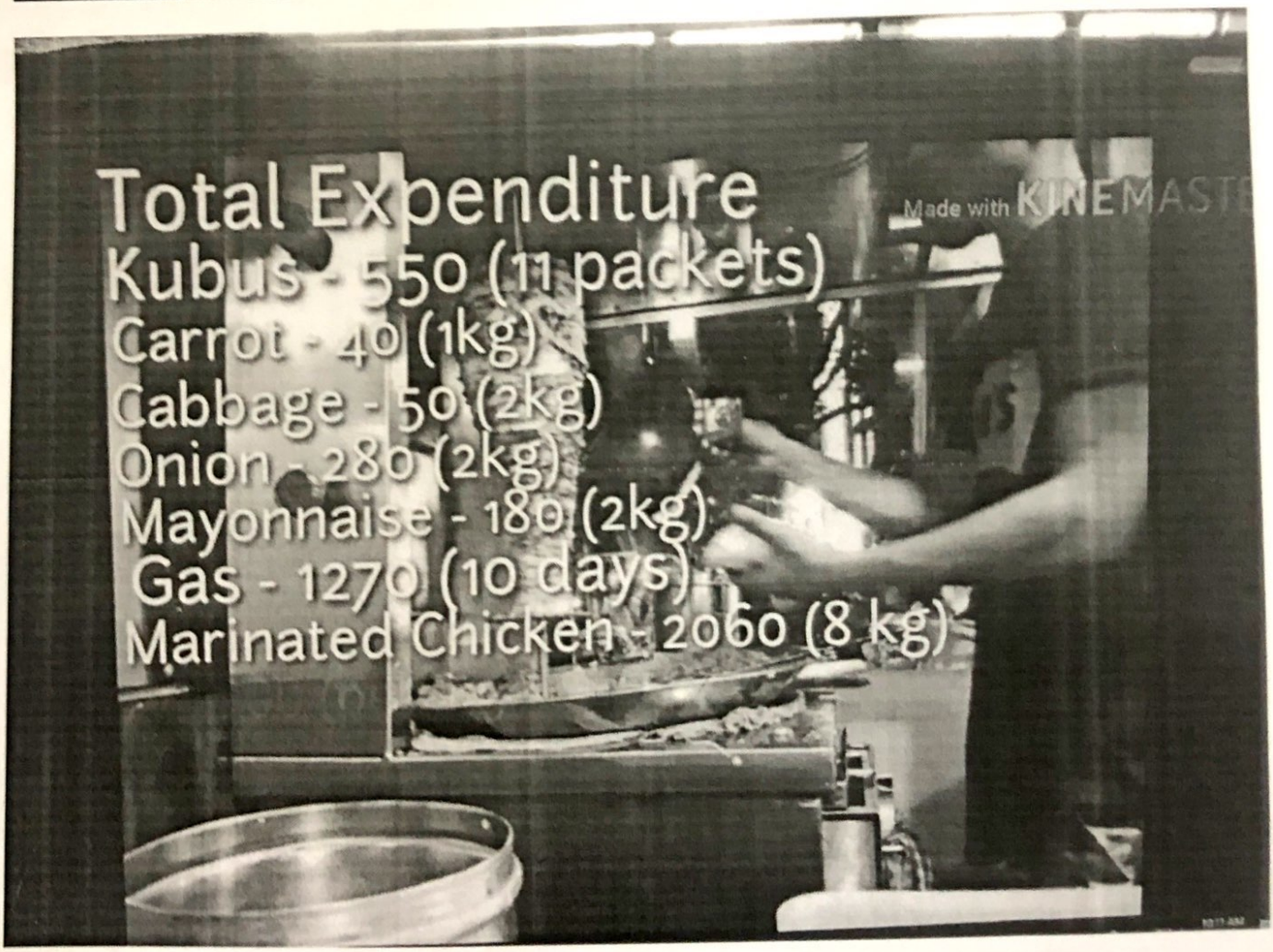
Feedback from the Faculty Co-coordinators:

Students have done extremely well and this new method of learning has helped them a lot to have deeper

and clear understanding about how the price and demand relationship is build. They have also taken the initiative to help the small vendors in deciding the price of their product depending upon their cost and demand in the market.

Photo Gallery







Coordinators

Handwritten signature in blue ink, possibly reading 'N. Jay' and 'P. Jay'.

Handwritten signature in blue ink.
Director



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Bengaluru, Karnataka 560 041

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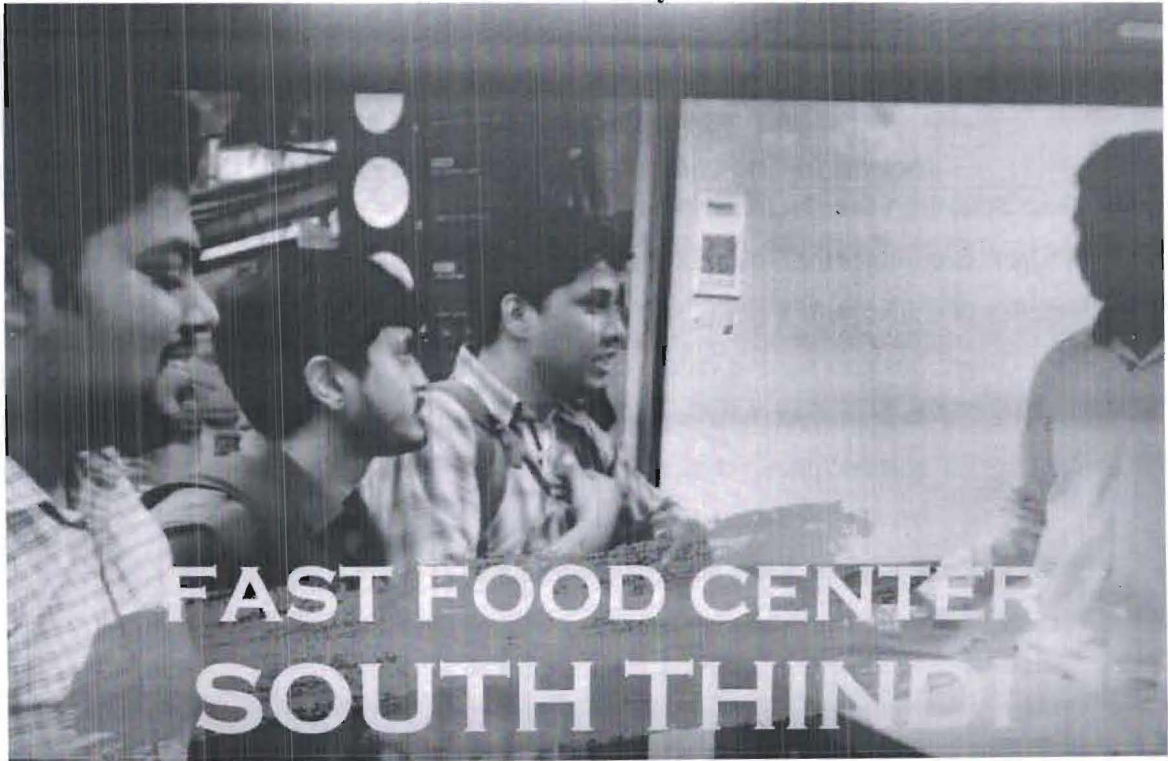
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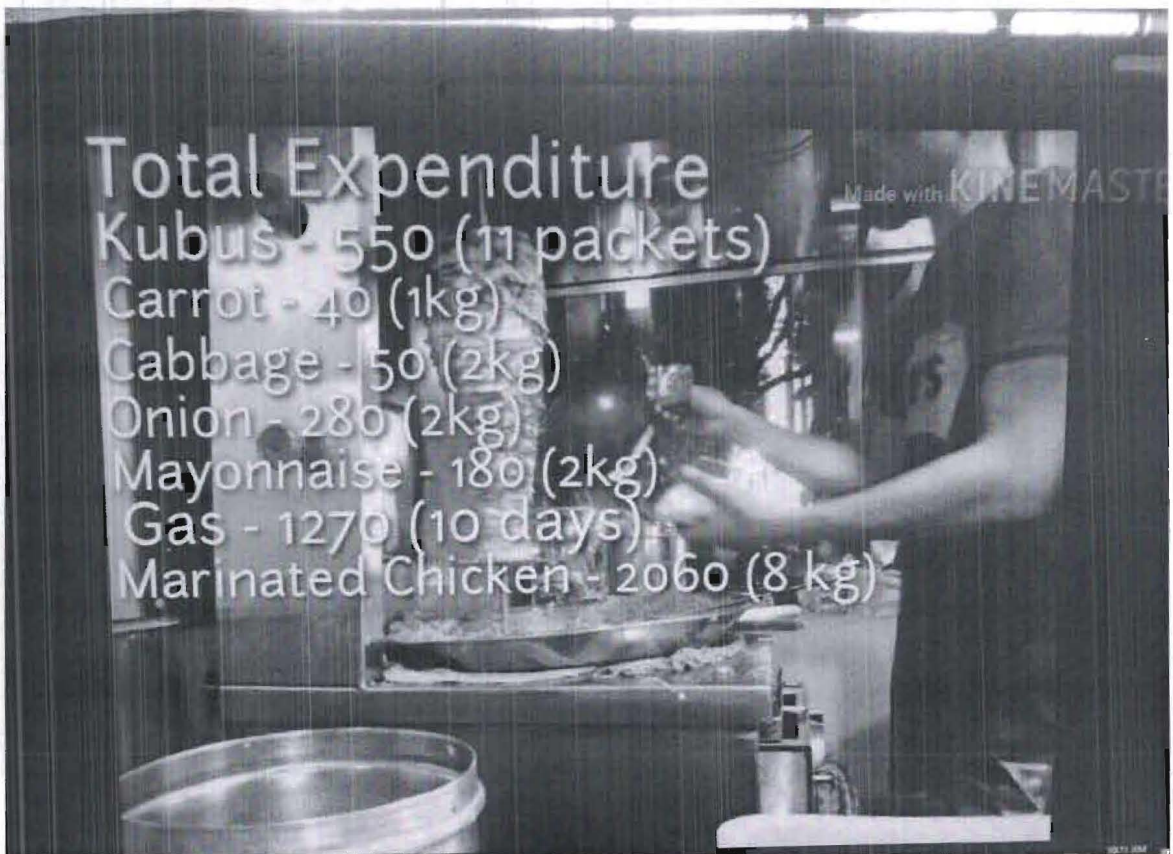
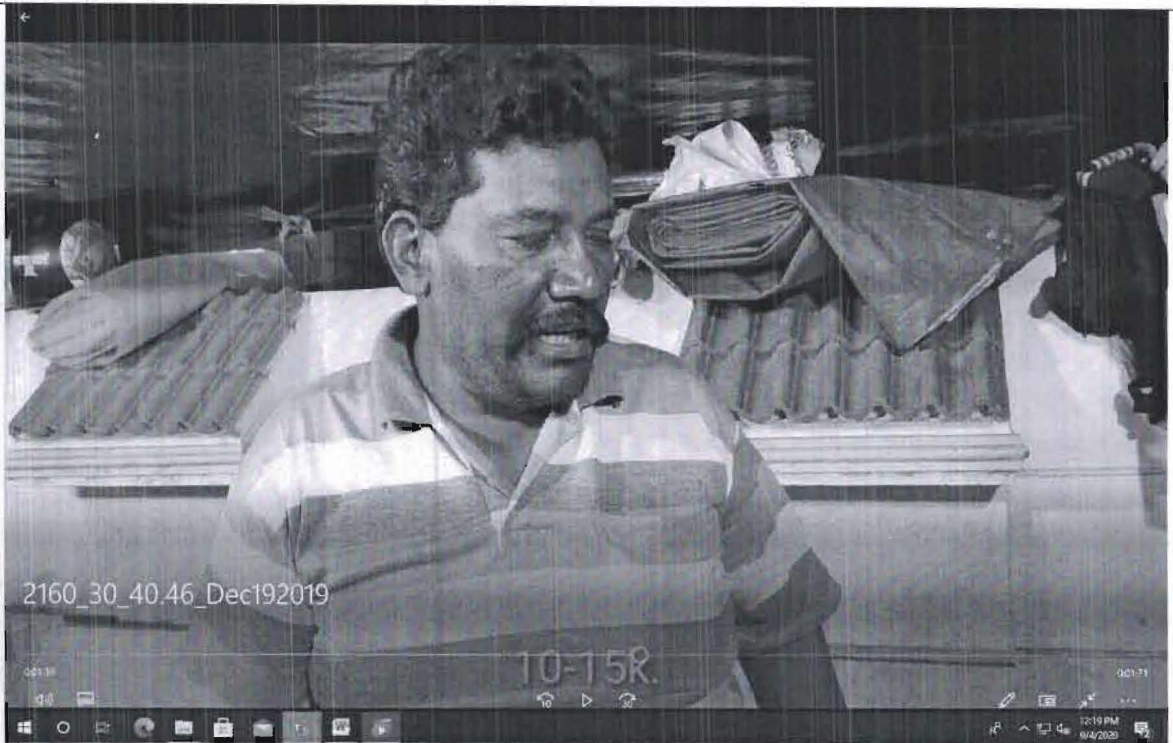
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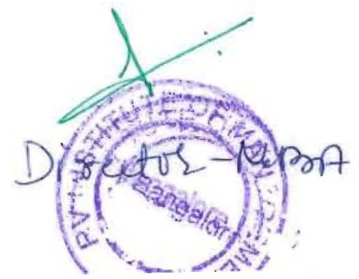
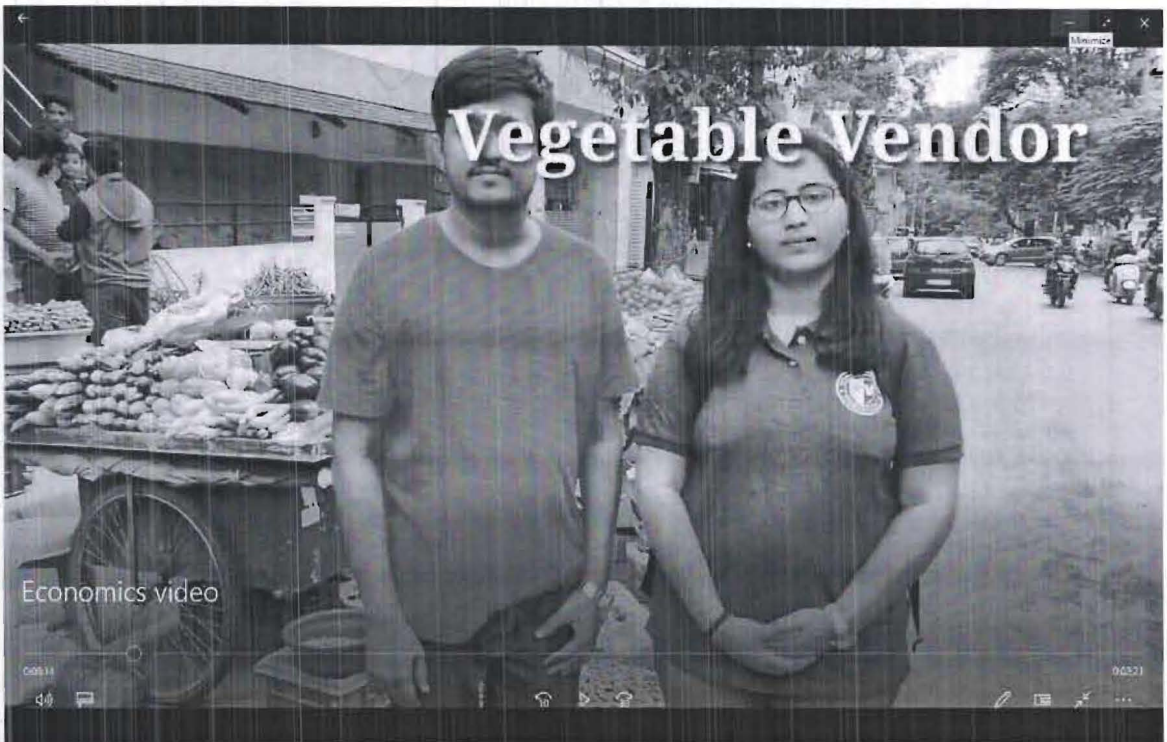
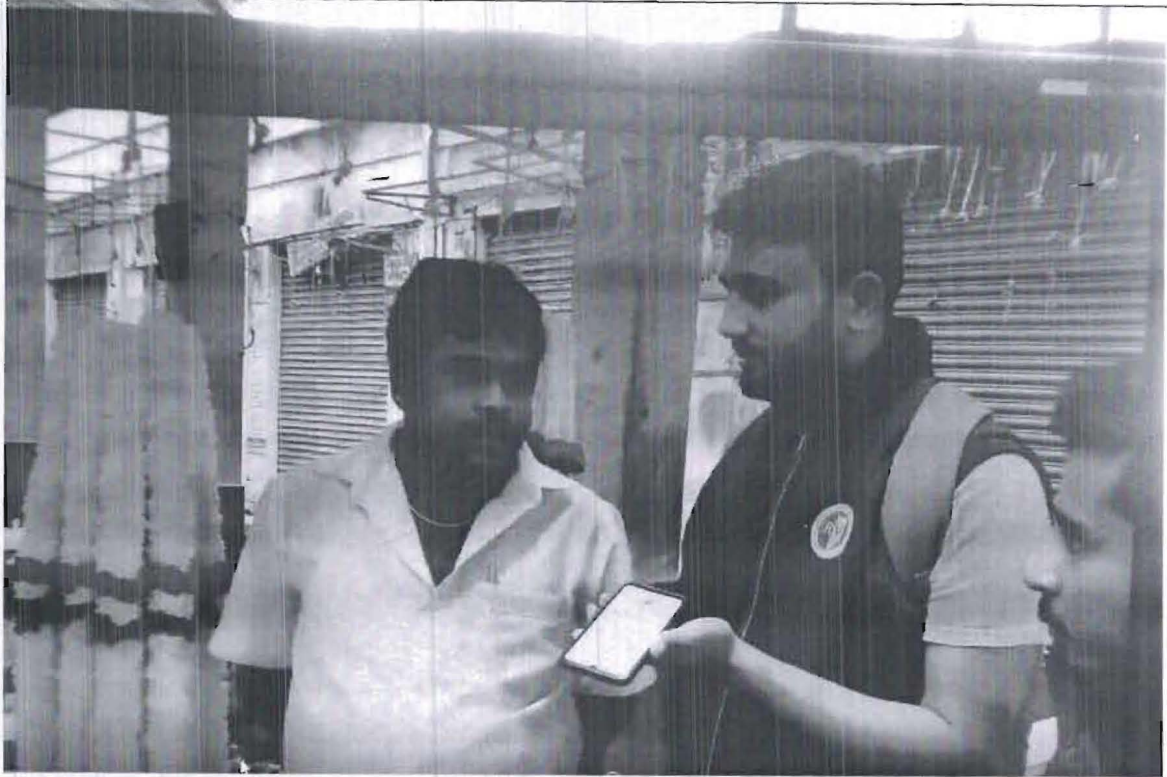


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Photo Gallery









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REPORT ON INNOVATION PRODUCT EXHIBITION EXPERIENTIAL LEARNING MODULE for INNOVATION MANAGEMENT	
Date: 9 TH May'19	Venue: Conference Hall & RVIM Quadrangle
Time: 2.00 pm to 5.00 pm	Second Semester MBA students(batch-
No. of Participant: 43	Event Coordinator: Prof. Chandran,Prof.Anita and Prof Ramya.S
Objectives: The game based Experiential Learning module had the objective of:: <ul style="list-style-type: none">• Providing students the mindset to be Innovative• Providing students thinking in a team	
Agenda/Flow of the Event <ul style="list-style-type: none">• Students were formed into groups• Each group was asked to ideate on a innovative product• In the final round on the day of exhibition the models of products were exhibited.	

A





R V INSTITUTE OF MANAGEMENT

INNOVATIVE PRODUCT EXHIBITION

Innovative product exhibition which was held on 9May 2019 at R V INSTITUTE OF MANAGEMENT where there were 23teams out of which 21 teams were present. Among 21 teams 3 teams were awarded first three prizes, for first prize there was a cash prize of INR3000, INR2000 for second and INR1000 for third prize. In this report I like to brief out the overall review on how the exhibition was conducted and brief description of each teams following in a sequence they awarded. For judging the same we had two distinctive personalities from two different background on being expertize in the field of agriculture and another one being an entrepreneur. the event was organized by the innovation management faculty team Smt. Anitha BM D'Silva, Sri. A. Chandran, Ms. Ramya S and with the overall support of our director Dr. Purushottam Bung. The event started at 2pm in the seminarhall welcoming the guest by our beloved associate professor Dr. Anupama.K. Malagi. The event was compared by the 2nd sem student S Srikanth. The overall event went out till 6:30pm validating followed by prize distribution.



1. GREEN MATRIX (WINNERS)

The team was awarded with first prize getting the cash prize of 3000RS. Their unique idea and concern towards the society made them to attain this prize. They were of six members in a team headed by S SRIKANTH with team members SHARANAPPA, SADHANA, KOUSHIK D, KAUSHIK BHAT, SINDHU. All their efforts finally gave them good results.



About their product

The model was basically related to solar where they prepared the model which can help the farmers especially in generating their own electricity for running their motor or for domestic use by storing the energy. Their main basic purpose was to highlight the importance of solar power and to urge the further innovation in the same field to get more economic solar energy to all as everybody needs sunshine. Photons are the eternal energy source and there is the need to use at the most. Solar energy is for all and it save mother earth from the potential threats. The concept was very inspired by our judges as the innovative idea they had and the concern towards the society that is return to the society made they to grab the first among the 21 teams in the exhibition. The presentation was very much impressed by the delegate Dr. K.P. Raghuprasad who is a professor at GKVK and was very excited to know the things from the team he had a very good and long conversation with the team regarding how it can be implemented and how it will be useful to the farmers and for agriculture purpose.



2. MERAKI (RUNNERS)

The team was awarded with second prize getting the cash prize of 2000rs. The team with their unique idea making the things from the waste and showing the usefulness of their model and how it can be used for the domestic purpose which is most necessary in summer season all these thoughts presentation gave the credit to attain the top 2nd place in the exhibition. The team was headed by BALAJI with his 8 friends



About their product

The model was basically on air Cooling system where they presented the model in a very innovative way they used the waste materials in order to make this model. Giving some sorts of advantage like low cost, electricity free model

3. ROARING DRAGONS (SECOND RUNNER UP)

With great ideas comes an ever greater energy conserving and efficient use of non-renewable resources is the need of the hour. With their uniqueness they blasted the third prize among 21 teams. The team was headed by Vaibhav Nagarwal with his 8 friends.



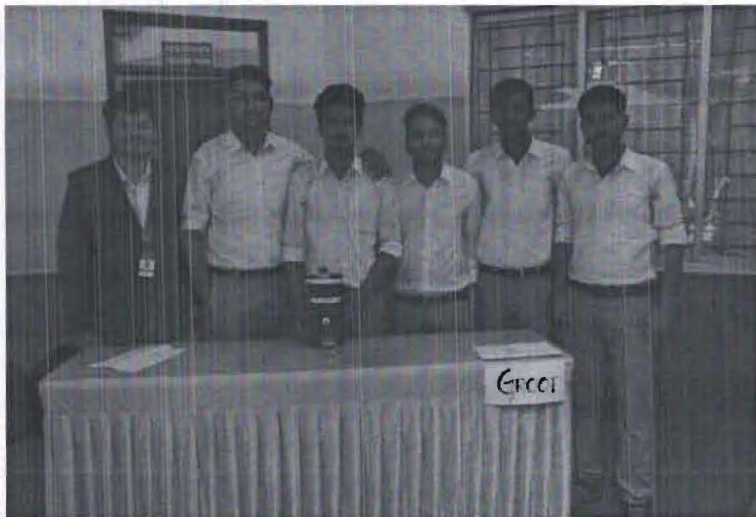


About the product

The main aim of their model was to conserve the energy for which they came up with different concepts like power hump, reversible bench with peddle, power gym, smart street lights, automated accident detectors, high storage solar panels.

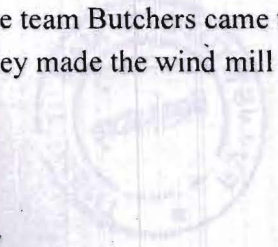
4. GROOT

The team Groot with 6 members headed by Rakhendu Kanakvidu. The main aim of their product was to prepare a simple dispenser using simple techniques with the help of basic available materials.



5. BUTCHERS

The team Butchers came up with the innovative idea keeping the concept of windmill energy. They made the wind mill using the cardboard and they presented as how it can be used for

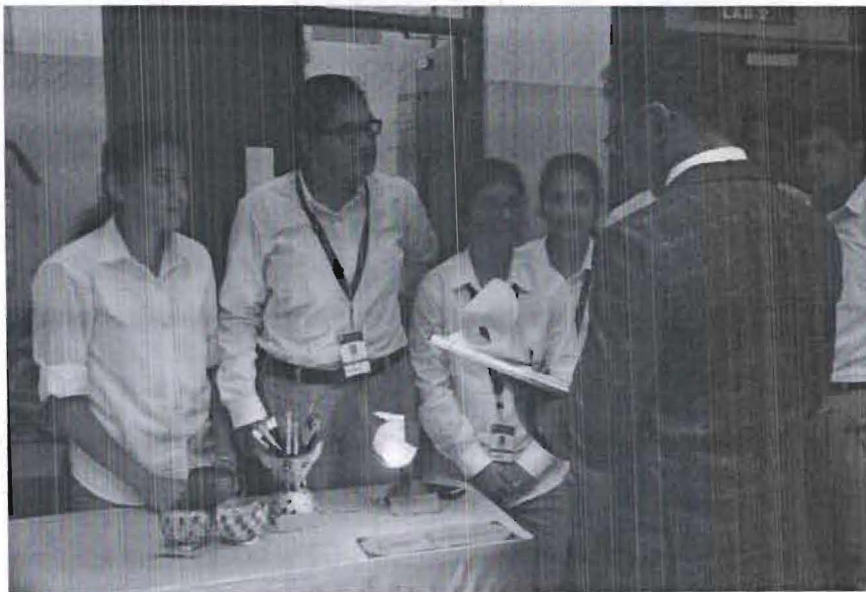


domestic purpose say for example house and other usage. Their concept explained how the energy can be saved and how it can be utilized.



6. COCO INSPIRATIONS

The team coco inspiration headed by MUDIAM KRISHNA SAI with his team members had the unique concept showing how the coconut shells can all be used for different purposes like for decorating and all other decorative purpose. He explains his product as " coconut products are used for different designs like lamp, pencil stand, Bowl and cup this was very different from others it was nice experience to know different innovations.



7. ECO TAGS

The team eco tags headed by Prashanth and his team came up with the model of AIR cooler and purifier using the solar energy they had three different concepts in order to showcase in the exhibition with air cooler they also had paper bags which was prepared by recycled products, wallet out of dairy cover, paper Mache made with old newspaper all their product was added up in enlightening the exhibition.





8. INVINCIBLES

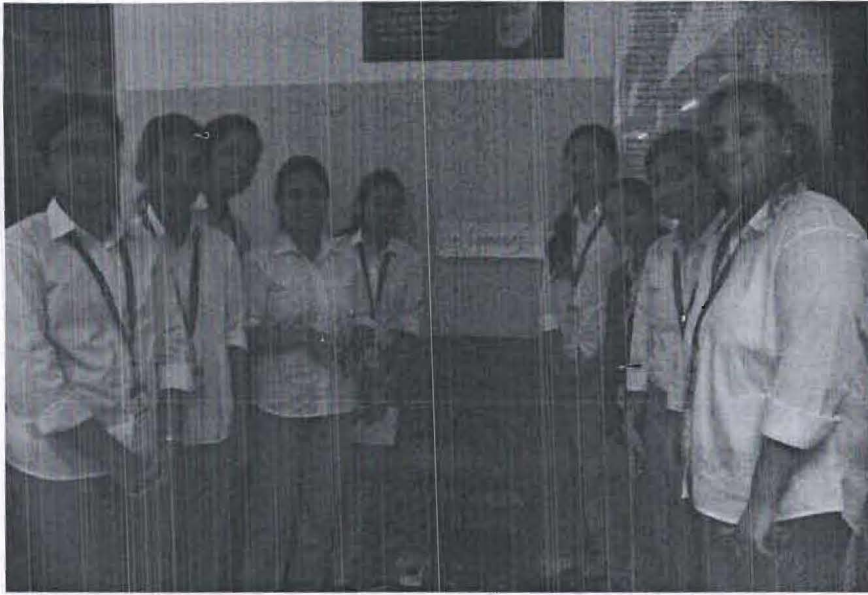
The team invincibles headed by the team leader Avinash.M.Agarwal they had a concept of paper lamp which was made using the old news paper and other disposable items. Their product was to show that using disposable items they can manufacture the lamp that gives light their innovative model brought the lightening glow to the exhibition



9. Eco warriors

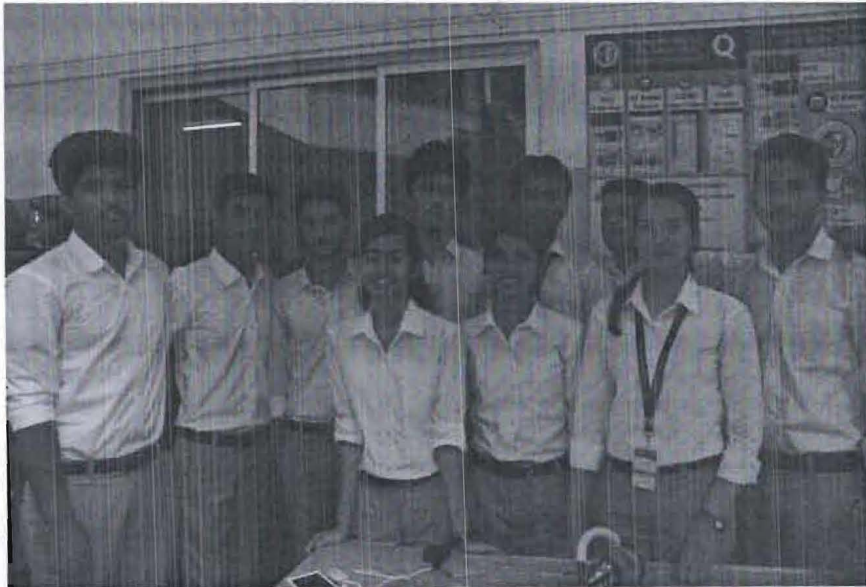
The team ECO WARRIORS headed by Nolamba Rani and team tried to impress the jury with their high thinking in bringing the chopping machine which was related to mechanical concept which totally run by the motor. The purpose the model is to chop the organic items which can be used for farming.





10. TRIPLE R

The team triple R with their unique name which implies REDUCE, REUSE, RECYCLE. Similar to the name the concept was also unique where they made the vacuum cleaner using disposable items such as bottles, dc motors etc. The model which they prepared could literally works as the real vacuum cleaner works which they presented saying the advantages of it namely cost friendly, made of disposable items.



11. ILLUMINATI

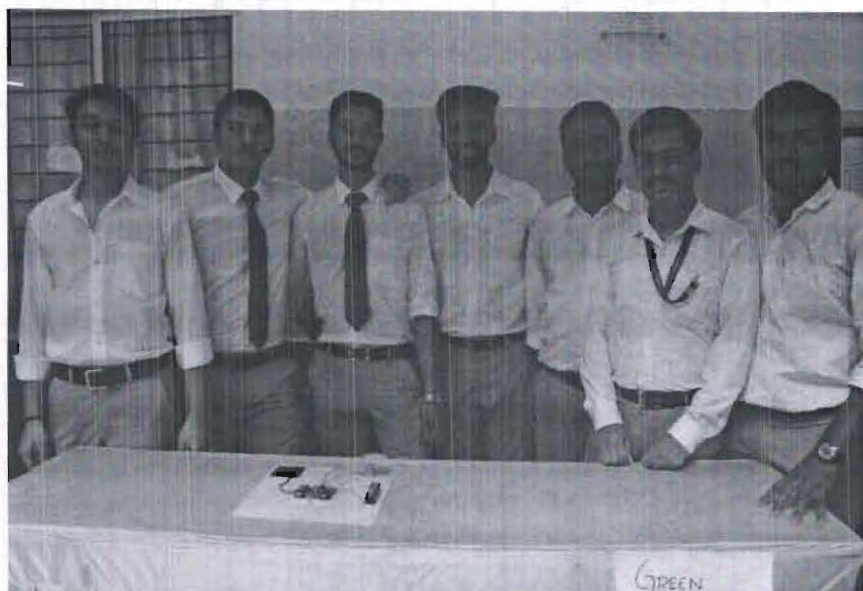
The team illuminati headed by the team leader LAHARI and her friends. The concept of their model was to show that the car running with multiple source of energy like solar, battery and fuel.





12. SOLAR POWER BANK

The team solar power bank which was led by the team leader MOHAMMED and his team members. The team came with the concept called solar power bank their model explained the audience how a person can prepare his own solar battery charger which can be used for various domestic purposes. Using all electronic components, they were able to come up with the power bank that can be used to charge mobile laptops etc.



13. SYNERGY

The team synergy which was led by the team leader Chaithra.v with her teammates. The concept synergy gave the different look to the exhibition where they came up with the smart shopping cart which has a tablet connected to it where it acts entirely like an automatically controlled shopping where the people not required to wait for long duration of time for billing purpose which all adds advantages to the customer and mart.





14. AMIGOS

The team amigos headed by sangitha ganesh and their team members tried in understanding the concept of our exhibition and came out with their different ideas accordingly. They had three innovative ideas namely wall clock which was made with paint can, purse made out of waste plastic bags and finally a bucket made out of jute using a cardboard box. If we look into all the concepts of them all the models which they prepared was made from the disposable waste. They showcased how the waste can be reused with their own innovative ideas.



15. INCREDIBLE

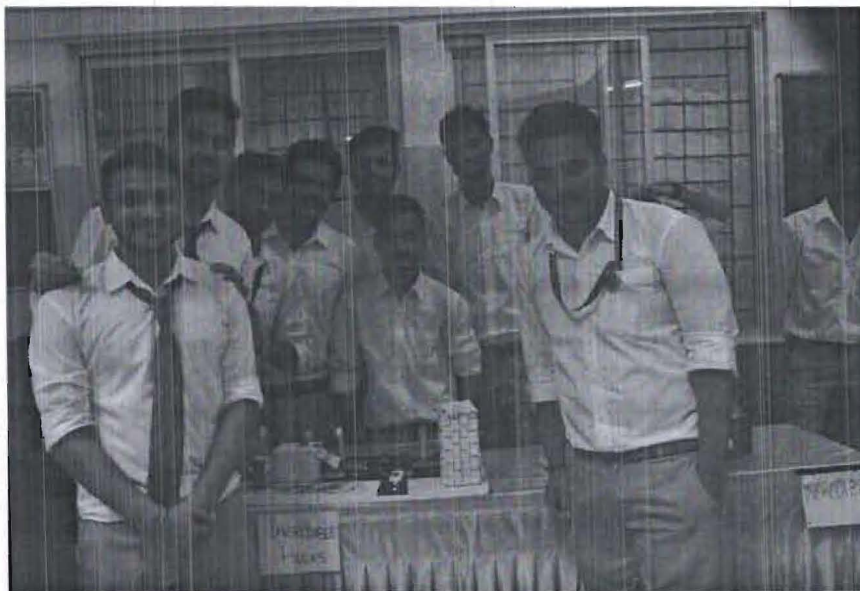
The team incredible which headed by the team leader shashidhar patil and all their team members. The team had incredibly come out with an incredible idea where best out of waste. The product which they came up with was a table lamp or study lamp made out of used

plastic bottle, boxes, nuts, bolts, electric wires and switch. It is cost effective product which can be made at home.



16. INCREDIBLE HULKS

The team incredible hulks headed by the team leader RAM KRISHNA W with his team members they incredibly came with model which was based on the concept on elevated electric ambulance. It is an eco-friendly solution to transfer patients from the place of ailment to the nearest hospital.



17. REBELS



The team rebels headed by Anup B Patil and his other team members came up with a concept of carbon capture and storage. The team leader was excited saying few words "It was a kind of new activity as being a commerce student. Innovation was tough but what the outcome is more enthusiastic. We all get exposure to the new field, overall we enjoyed a lot and had a great knowledge about science.



18. SLAYERS

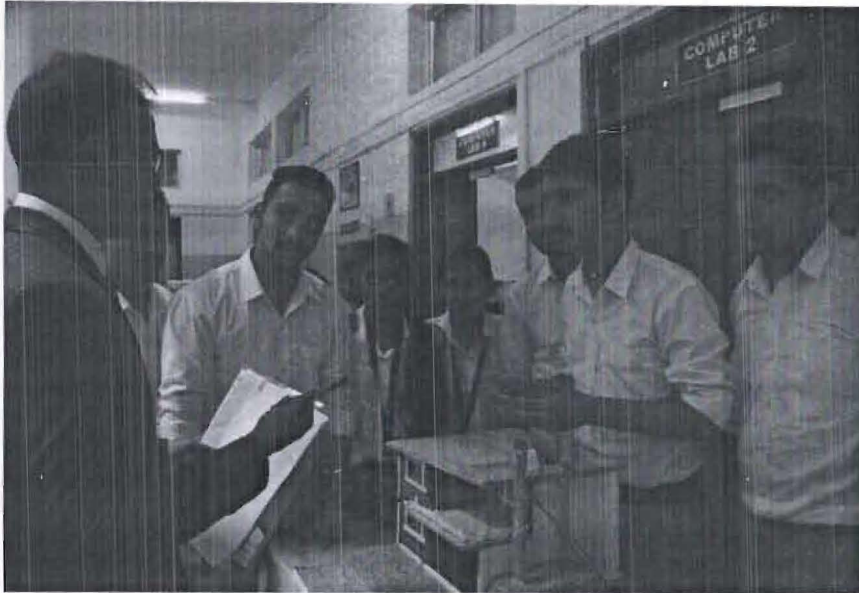
The team slayers with their team representative Arun Kumar came up with a very good concept with their unique name. the concept was roof top rain water harvesting. As we are aware of seeing that the people of India are suffering from scarcity of water the team came up with the ideology in order to showcase and bring awareness among the people. They prepared the model to show that how they can reserve the water using roof top.



19. DREAM TOUCH



The team Dream touch with their team representative Sushanth S came up with a concept called wind turbine as the name indicates they dreamt to touch the peaks of high finally touching upon preparing the model of wind turbine. As we know it is a device used to convert wind energy into electrical energy. Their concept was basically to show that how it can be installed in homes and can be used for domestic proposes.



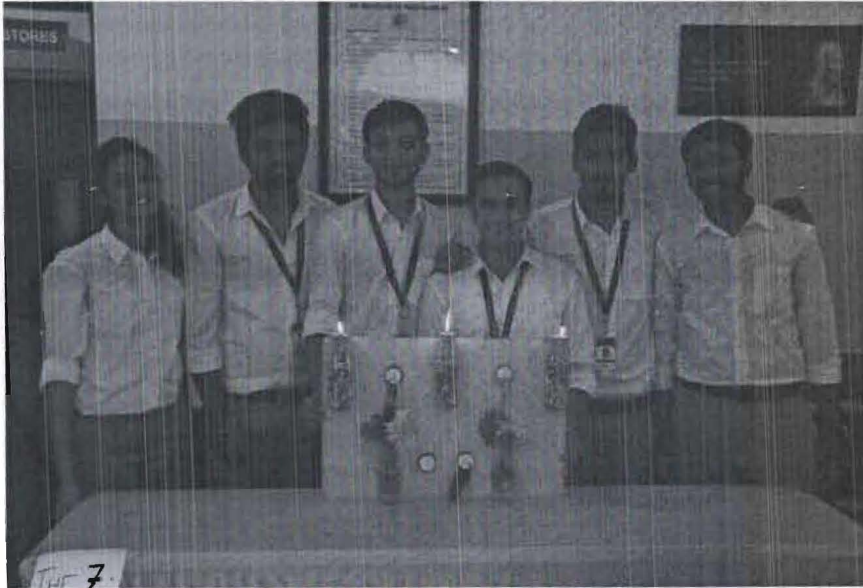
20. GREEN MILTONS

The team green Milton's headed by ADHISH KADIRUR with his team members came up with a concept of hydroelectricity where the concept is all about how the electricity can be produced from water. The innovation in this concept was they showed how the concept of hydroelectricity can be used for small scale use that is for domestic purpose directly which can be directly installed in homes.



21. THE 7

The team 7 with their unique name and unique concept which was headed by the team leader Vaibhav D Mehta and his team members came up with the concept of aesthetic characteristics which was made from all waste materials which is used for daily use. The team leader explains his model as "Our product was a utility one along with added beautification. The concept was to beautify the normal looking key holder, which will beautify the walls. We used a cardboard as the base. Then the used Keventer's Milkshake bottles were vertically stuck to the cardboard. Then, water, thermocol balls and flowers were inserted to beautify the bottles which are transparent in nature. The key holders were stick between the bottles. It was looking more beautiful along with the candles lit on the top of the bottles."



Conclusion

The exhibition was of an amazing experience to each and every student. It facilitated the students to come up with their innovative ideas, the platform gave them to exhibit their thoughts. We the students of RVIM thank the management and faculty members for their support and encouragement. Special thanks to the faculty handling the subjects of innovation management.

Thank you

Regards

S SRIKANTH

2nd sem "B" section

MBA

R V INSTITUTE OF MANGEMENT







RashtriyaSikshanaSamithi Trust

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CA-17, 26th Main, 36th Cross, 4th "T" Block, Jayanagar, Bangalore-560041

REPORT ON SELL & WIN EXPERIENTIAL LEARNING MODULE for MARKETING MANAGEMENT	
Date: 16 TH to 19 th Dec'2020	Venue: Conference Hall & RVIM Quadrangle
Time: 10.00 am -1.00 pm & 2.00 pm to 5.00 pm	First Semester MBA students(batch-2019-21)
No. of Participant: 43	Event Coordinator: Prof. Nagasubba Reddy.Prof.Ramaya S. and Prof. Uma Sharma
Objectives: The game based Experiential Learning module had the objective of: <ul style="list-style-type: none">• Building and leading the team• Plan and guide the teammates to make those right strategic decisions to stay in each round of the game• Make the winning important as also plan better to win• Demonstrate Competitive skills and thinking• Participate as a team member	
Agenda/Flow of the Event <ul style="list-style-type: none">• The game was conducted for over three days .Three distinct rounds made the game, each day had a round played, Ten teams with 20 students each played all three rounds with each round being exclusive to chek on their tactical skill to decision making skill to planning sand allocating kills.• The rounds consisted of games and skill oriented games that has to be completed by a nominated team mate guided and cheered by the rest of the team .The final round event was corporate product launch .• Each round were scored and the highest score getting team from the three rounds were declared winners	



R.V.Institute of Management

REPORT ON SELL AND WIN
EXPERIENTIAL LEARNING MODULE for
MARKETING MANAGEMENT COURSE FIRST
SEMESTER

RVIM

2019

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**REPORT ON SELL AND WIN
EXPERIENTIAL LEARNING MODULE FOR MARKETING
MANAGEMENT COURSE FIRST SEMESTER
SELLING EXPERIENCE PROJECT
CONDUCTED FROM 16TH TO 19TH OF DECEMBER**

DESCRIPTION:

THIS SELLING PROJECT WAS CONDUCTED FOR FIRST SEM MARKETING MANAGEMENT STUDENTS IN ASSOCIATION WITH THE EVENTS AND PROMOTIONS COMPANY DHEEYA .

STUDENTS FROM EACH SECTION WERE FORMED INTO A GROUP OF TWO EACH. THEY WERE BRIEFED ABOUT THE PRODUCT. THE PRODUCT CHOSEN FOR SALE WAS AN ENVIRO CHIP –A CHIP WHICH CAN REDUCE RADIATION FROM ANY MOBILE HANDSET.

THE PRODUCT WAS PRICED AT RS. 550 THE MAX RETAIL PRICE WAS AT 660,IT WAS THE DECISION OF THE STUDENT TO SELL AT COST PRICE OR MRP OF THE PRODUCT. THE STUDENTS WERE GIVEN THE DEMO ON WORKING OF THE PRODUCT, SPECIFICATIONS AND PERFORMANCE OF THE PRODUCT THEN THEY WERE ASKED TO SELL FROM 16TH OF DEC TILL 5PM OF 19TH DEC'19 .THEY HAD TO REPORT THE TOTAL UNITS SOLD (STUDENTS WERE ALLOWED TO SELL MORE THAN TWO UNITS)AND THE PRICE OF SALE FOR EACH PRODUCT. BASED ON HIGH SALES OF THE TWO TEAMS FROM EACH SECTION WILL BE DECLARED WINNER FOR EACH SECTION

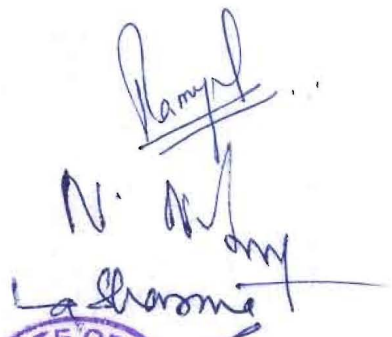
OVERALL WINNERS FOR THE PROJECT WERE CHOSEN FROM THE SECTIONS WINNERS THE HIGHEST SALE WE GOT THE WINNERS SECTION WINNERS WERE

FROM SECTION C -MOHAN AND CHANDAN AND SRIVALLI AND SRIHARI FROM SECTION B – TEJAS AND PRANAV PRAMOD KUMAR AND HIMA VARSHA AND PUSHPA

FROM SECTION A- BHARGAVI AND LATHASHREE /CHITRA HIREGOWDARA AND AISHWARYA RK



Director-MBA



Co-ordinator





Rashtriya Vaidika Samithi Trust

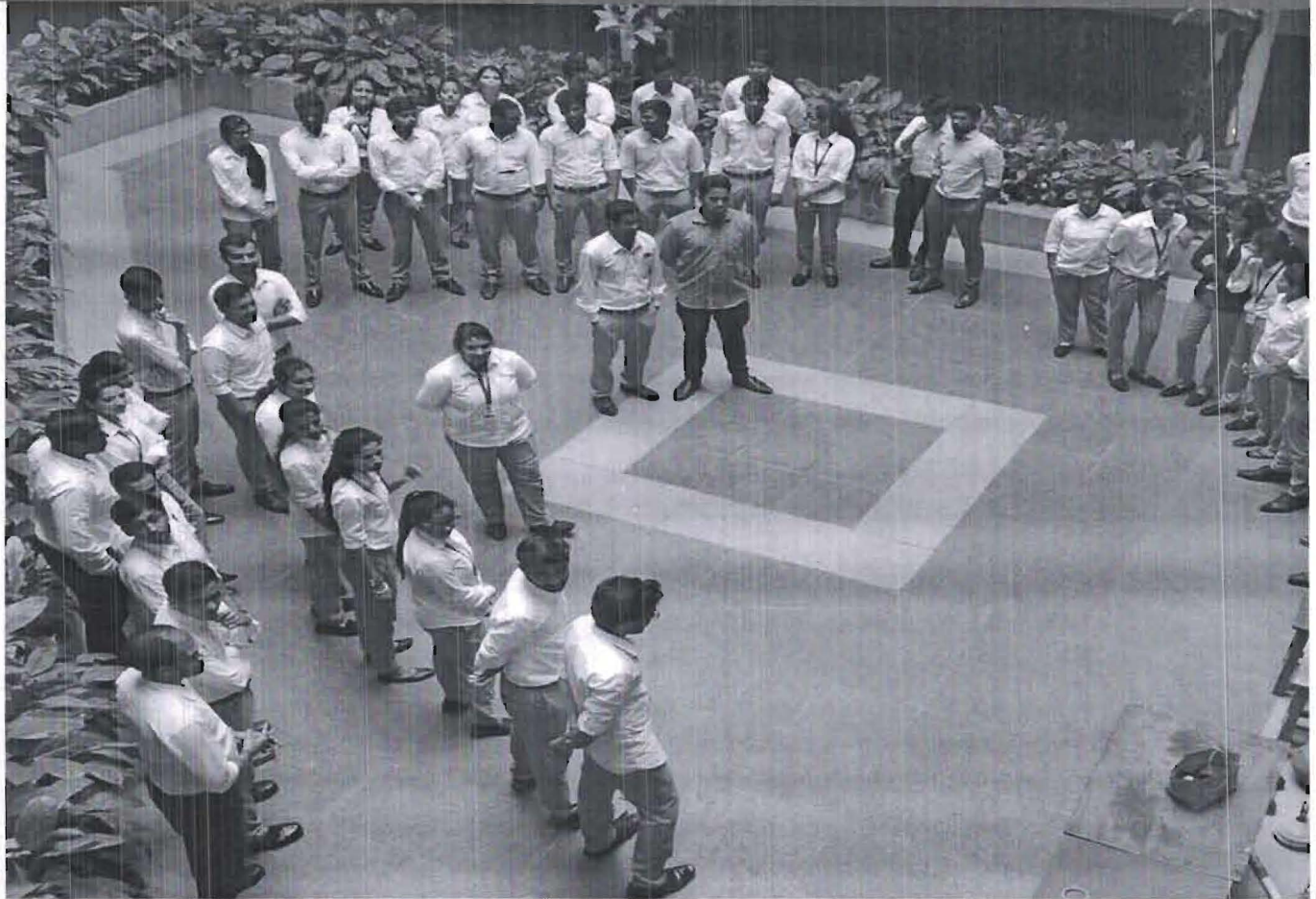
R.V. Institute of Management

CA-17, 26th Main, 36th Cross, 4th "T" Block, Jayanagar, Bangalore-560041

REPORT ON STRATEGIC HUMAN LEAGUE EXPERIENTIAL LEARNING MODULE for STRATEGIC MANAGEMENT AND CORPORATE GOVERNANCE

Date: 17 TH Oct to 22 nd Oct'2019	Venue: Conference Hall & RVIM Quadrangle
Time: 10.00 am -1.00 pm & 2.00 pm to 5.00 pm	3 rd semester MBA students
No. of Participant:43	Event Coordinator: Prof. Rashmi Shetty ,Prof. Chandran and Prof. Uma Sharma
Objectives: The game based Experiential Learning module had the objective of: <ul style="list-style-type: none">• Building and leading the team• Plan and guide the teammates to make those right strategic decisions to stay in each round of the game• Make the winning important as also plan better to win• Demonstrate Competitive skills and thinking• Participate as a team member	
Agenda/Flow of the Event <ul style="list-style-type: none">• The game was conducted for over three days .Three distinct rounds made the game, each day had a round played, Ten teams with 20 students each played all three rounds with each round being exclusive to chek on their tactical skill to decision making skill to planning sand allocating kills.• The rounds consisted of games and skill oriented games that has to be completed by a nominated team mate guided and cheered by the rest of the team .The final round event was corporate product launch .• Each round were scored and the highest score getting team from the three rounds were declared winners	
Judges of the event <ul style="list-style-type: none">• Prof.Gurudutt, Marketing Consultant and Marketing –guest faculty• Prof. Divya –Faculty SSMRV,College,Jayanagar	

R.V. Institute of Management



REPORT ON STRATEGIC HUMAN LEAGUE EXPERIENTIAL LEARNING MODULE for STRATEGIC MANAGEMENT AND CORPORATE GOVERNANCE

[Type the company address]

2019

Held On
17TH
OCTOBER'19
TO
22ND
OCTOBER'19

REPORT ON STRATEGIC HUMAN LEAGUE
A ACTIVITY CONDUCTED TO BRING IN EXPERIENTIAL LEARNING FOR
THE COURSE -3.2-STRATEGIC MANAGEMENT AND CORPORATE
GOVERNANCE.
THIRD SEMESTER MBA STUDENTS

GAME DESCRIPTION:

STRATEGIC HUMAN LEAGUE IS A TEAM GAME TO ENHANCE PLANNING AND EXECUTING ABILITIES AMONG THE TEAM PLAYERS. TEN TEAMS CONTESTED THE THREE ROUND GAMES. THE GAME WAS SCORED THROUGH THE THREE ROUNDS ON THE BASIS OF TASK COMPLETION AT A BEST TIME SCORED. SELECTION OF TEAM LEADERS-THE CZARS WAS VOLUNTEERING BASIS. EACH TEAM MEMBER-THE BARONS AND THE PAWNS -WERE SELECTED BY THE TEAM CZARS.

OBJECTIVE OF CONDUCTING THE GAME WAS TO BUILD EXPERIENTIAL LEARNING OF 'STRATEGY AT WORK', CONDUCTED AS PART OF THE CURRICULUM FOR THIRD SEM MBA FOR BATCH- 2019-20.

THE EVENT WAS CONDUCTED FOR THREE DAYS .THREE ROUNDS-MIGHTY PAWNS, CRAFTY BARONS, HIDEOUS-CZARS - WERE PLAYED OVER THREE DAYS .EACH DAY WAS DEDICATED TO INDIVIDUAL ROUNDS OF THE GAME, EACH ROUND HAD ALL THE TEN TEAMS CONTESTING (THERE WAS NO ELIMINATION IN THE ROUNDS).WITH PAWNS OF EACH TEAM PLAYING THE PAWN ROUND, BARONS OF EACH TEAM PLAYING THE CRAFTY BARON ROUND, CZARS OF ALL TEAMS PLAYED THE FINALE ROUND).

TOTAL TEAMS:

10 TEAMS (A SECTION-4TEAMS, B SECTION 3 TEAMS, C SECTION 3TEAMS)

GAME ROUNDS:

FIRST ROUND- PAWN ROUND -1 MINUTE GAMES EACH TEAM WILL PLAY EIGHT DIFFERENT GAMES BEST OF EIGHT WILL MAKE THEIR FIRST ROUND SCORE.

THE COURT - U.S. DISTRICT COURT FOR THE DISTRICT OF COLUMBIA
IN RE: THE ESTATE OF JAMES EARL RAY, DECEASED
Case No. 77-1000

MEMORANDUM OF DECISION
ON PETITION FOR REFORMATION OF DEED
FILED IN CASE NO. 77-1000

THIS CASE arises from a deed executed by James Earl Ray, deceased, on August 1, 1968, conveying certain real property to the respondent, Mrs. [Name].

The deed was executed by Ray at a time when he was suffering from a mental illness and was not of sound mind and memory. The respondent claims that she was induced to execute the deed by Ray's threats and promises.

The court finds that the respondent's claim is supported by the evidence. The deed is therefore voidable, and the property should be returned to the respondent.

IT IS ORDERED that the deed be set aside and the property returned to the respondent. Costs of this proceeding are awarded to the respondent.

- THE OBSERVERS OF EACH TEAM WILL BE USED AS SCORE KEEPERS AND MAINTAIN RULES DURING THE PLAY.

BARON'S ROUND -SECOND ROUND IN THE PRELIMINARY ROUNDS -PLAYED ON DAY TWO 18TH OCT'19.

- TEAM WILL HAVE A TEN MEETING TO DECIDE AND ASSIGN EACH GAME TO THEIR BARON'S
- BARONS WILL PLAY EACH GAME. TOTAL OF 3 TIES FOR EACH GAME.
- SCORE WILL BE BASED ON COMPLETING THE GAME IN THE BEST TIME.
- OBSERVERS OF EACH TEAM WILL SCORE THE GAME.

FINALE ROUND -HELD ON THE 22ND OCT'19

- CZARS OF THE TEAM WERE CONTESTING THIS ROUND (TWO FROM EACH TEAM). THE REST OF THE TEAM MEMBERS WERE THE AUDIENCE WHO HAD THE CHANCE OF INTERACTING WITH THE TEAM WHEN THEIR TEAM PRESENTED.
- THE ROUND BEGAN WITH THE CZARS BEING INVITE TO PICK A CORPORATE ISSUE ON THE 17TH OF OCT'19 THE FIRST DAY OF THE EVENT
- THE CZARS WERE GIVEN THE TOPIC WITH AN INSTRUCTION TO PROVIDE APPROPRIATE SOLUTION TO THE ISSUE -ASSUMING THAT IS THE ISSUE AT THEIR ORGANISATION. (THEY WERE GIVEN THE INSTRUCTION TO TAKE HELP FROM THEIR TEAM MATES WITHOUT DISCLOSING ALL THE DETAILS OF THE ISSUE AT HAND.).
- THE CZARS HAD TO PREPARE A PRESENTATION TO PRESENT THE ISSUE AND OFFER SOLUTION ON THE FINALE DAY WITH A 10 MINUTE PRESENTATION AND A 5 MINUTE DISCUSSION TO GET THE CONSENSUS OF THEIR TEAM.
- JUDGES FOR THE ROUND WERE INVITEES -PROF. GURUDATT AND PROF. DIVYA WAS JUDGING THEIR PRESENTATION THE TEAMS HAD TO TAKE UP QUESTIONS OF THE JUDGES AND THE OBSERVERS. SCORES WERE GIVEN FOR 50 MARKS ON FIVE PARAMETERS FOR THE ROUND.

SCORES OF ALL THE ROUNDS WERE COMPILED TO DECLARE THE WINNERS

FIRST PRIZE: DARK RIDERS

SECOND PRIZE: THE INCREDIBLE

SECOND ROUND- IS CORPORATE BARON – DIRECTED BY CZARS BARONS (MID-LEVEL MANAGERS WILL LEAD THE GAME). GAMES FROM BUILDING A STORY, IDENTIFY AND RECALL THE ARTICLES, GAMES PUZZLE, DUMB-CHARADES. TEA AND COFFEE.

THIRD AND FINAL ROUND WAS PLAYED BY THE TWO CZARS OF EACH TEAM. THIS CZAR ROUND A FINALE ROUND HAD THE PRESENTATION BY CZARS ON THE TOPIC GIVEN TO THEM ON THE 17TH OF OCT WHEN THE FIRST ROUND COMMENCED. SCORING OF THE FINALE ROUND WAS SCORING OF THE CZARS PRESENTATION .CZARS THROUGH THEIR PRESENTATION HAVE TO PROPOSE A BUSINESS DECISION AND GET AN EQUIVOCAL ACCEPTANCE FOR IT FROM THEIR TEAM. ON ACCEPTANCE THE JUDGES WILL SCORE THE TEAM FOR THE TEAM PERFORMANCE. HAVE GET THEIR PROPOSED DECISION ACCEPTED AND SUPPORTED BY THEIR TEAM.

THE EVENT WAS HELD ON THREE DAYS BETWEEN 17TH AND 18TH OCT'19 PRELIMINARY ROUNDS –EACH ROUND WAS PLAYED BY 8 PAWNS AND 6 BARON'S FROM EACH TEAM.

PRELIMINARY ROUNDS WERE CONDUCTED FOR TWO DAYS PAWNS ROUND FOR THE FIRST DAY-EACH OF THE TEAM PAWNS WAS GIVEN A GAME EACH. SIX DIFFERENT GAMES WERE PLAYED BY EACH PAWN

RULES:

PAWN ROUND – HELD ON 17TH OCT'19

- ROUND BEGINS WITH A TEAM MEETING WITH THE CZARS.- (*EACH TEAM WILL DISCUSS AND ASSIGN EACH PAWN TO A GAME FROM THE LIST OF GAMES PROVIDED TO THE CZARS. BEFORE THE MEETING BEGINS.*).
- TEAMS DECISION TO ASSIGN A GAME TO PAWN IS FINAL.
- INDIVIDUAL PAWNS WILL PLAY THEIR GAME.
- PAWNS WILL BE GIVEN 1MINUTE TO FINISH EACH GAME. TOTAL OF 8 DIFFERENT GAMES AND DISTINCT ROUNDS. AS THERE ARE 10 TEAMS PAWN ROUND WILL HAVE FIVE TIES FOR EACH GAME.
- SCORES OF THE ROUND WILL BE AWARDED AT THE END OF EACH GAME BASED ON A PAWN COMPLETING THE TASK IN THE BEST POSSIBLE WAY AND BEST TIME.

The Hideous Czars

S.No	Team Names	Scores	Ranking
Round # 3: The Hideous Czars			
Section A			
1.	Super 16	21	IV
2.	Thunders	21	IV
3.	The Solitude	15	VI
4.	Back Benchers	22	III
Section B			
5.	E-Zone	22	III
6.	Blue Whale	27	II
7.	Matrix	15	VI
Section C			
8.	Incredibles	27	II
9.	Dark Riders	30	I
10.	Meraki	19	V

Best Performers for the Crafty Barons Round.

- Ashwini from Matrix
- Jegan from Matrix
- Mohammed from Matrix
- Jayachandra from Matrix
- Sadhana from Incredibles
- Unnati from Incredibles
- Sunil from Incredibles
- Sindhu from Incredibles

THIRD PRIZE: BLUE WHALE

SCORES OF ALL THE ROUNDS WERE COMPILED TO DECLARE THE WINNERS

The Mighty Pawn

S.No.	Team Names	Scores	Ranking
Round # 1: The Mighty Pawn			
Section A			
1.	Super 16	46	VIII
2.	Thunders	53	V
3.	The Solitude	48	VII
4.	Back Benchers	54	IV
Section B			
5.	E-Zone	51	VI
6.	Blue Whale	63	II
7.	Matrix	57	III
Section C			
8.	Incredibles	66	I
9.	Dark Riders	66	I
10.	Meraki	66	I

Best Performers for Mighty Pawn Round

- Redamma from Dark Riders
- Smriti from Dark Riders
- Sachin H from Dark Riders
- Santosh from Dark Riders
- Priya from Meraki
- Akash from Meraki
- Swapnil from Meraki
- Sai Jaswanth from Meraki
- Amar from Thunders
- Pooja R from Solitude
- Shubham from Back Benchers
- Manumohan from E-Zone
- Bhargav from Ezone
- Jagdish from Blue Whale
- Ashish from Blue Whale
- Pavan from Blue whale

Final Result

S.N o.	Team Names	Roun d 1	Roun d 2	Roun d 3	Total	Ranki ng
1.	Super 16	46	27	21	94	
2.	Thunders	53	31	21	105	
3.	The Solitude	48	39	15	110	
4.	Back Benchers	54	41	22	109	
5.	E-Zone	51	34	22	107	
6.	Blue Whale	63	40	27	130	II
7.	Matrix	57	36	15	108	
8.	Incredibles	66	37	27	130	III
9.	Dark Riders	66	45	30	141	I
10.	Meraki	66	43	19	128	

PHOTO GALLERY

BRIEFING AT THE BEGINNING OF THE ROUND



Finale-Hideous Czars presentation



LEARNINGS AND OUTCOME OF THE EXPERIENTIAL LEARNING MODULE

Students Feedback:

- The event put us in the planning mode for each round. As per the briefing each team member was assigned a role and our performance was important
- Each team person performing each task was necessary. So we identified the right person based on what he /she can perform.
- We played the game with all team-mates coordinating for better results.

Sd/-

Director-MBA

Co-ordinator





Go, change the world

RASHTREEYA SIKSHANA SAMITHI TRUST

R V INSTITUTE OF MANAGEMENT
CA 17, 26 Main, 36th Cross, 4th T Block, Jayanagar
Bengaluru, Karnataka 560 041

REPORT ON MODEL PARLIAMENT

Date: 30-1-2020	Venue: Seminar Hall
Time: 9.00am to 1.30pm	Target Audience: Students of 1 st Semester 2020 and Faculty Members
No. of Participants: 190	Event Coordinator: Prof. Anitha B.M. Dsilva Prof. Sowmya DS
Objectives <ul style="list-style-type: none">▪ To comprehend on the concepts and functioning of Parliament in India▪ To present Ruling and Opposition dialogues that take place in a live session▪ To present question hour session for the audiences.	

Brief Report on Model Parliament Competition held on January 30, 2020

India by virtue of having the maximum youth population in the world is popularly identified as “Young India” globally. Hence it is of paramount importance that the students/youth of today lead the nation into the future by grabbing every opportunity available to them in participating in Model/Youth Parliament Sessions/Competitions.

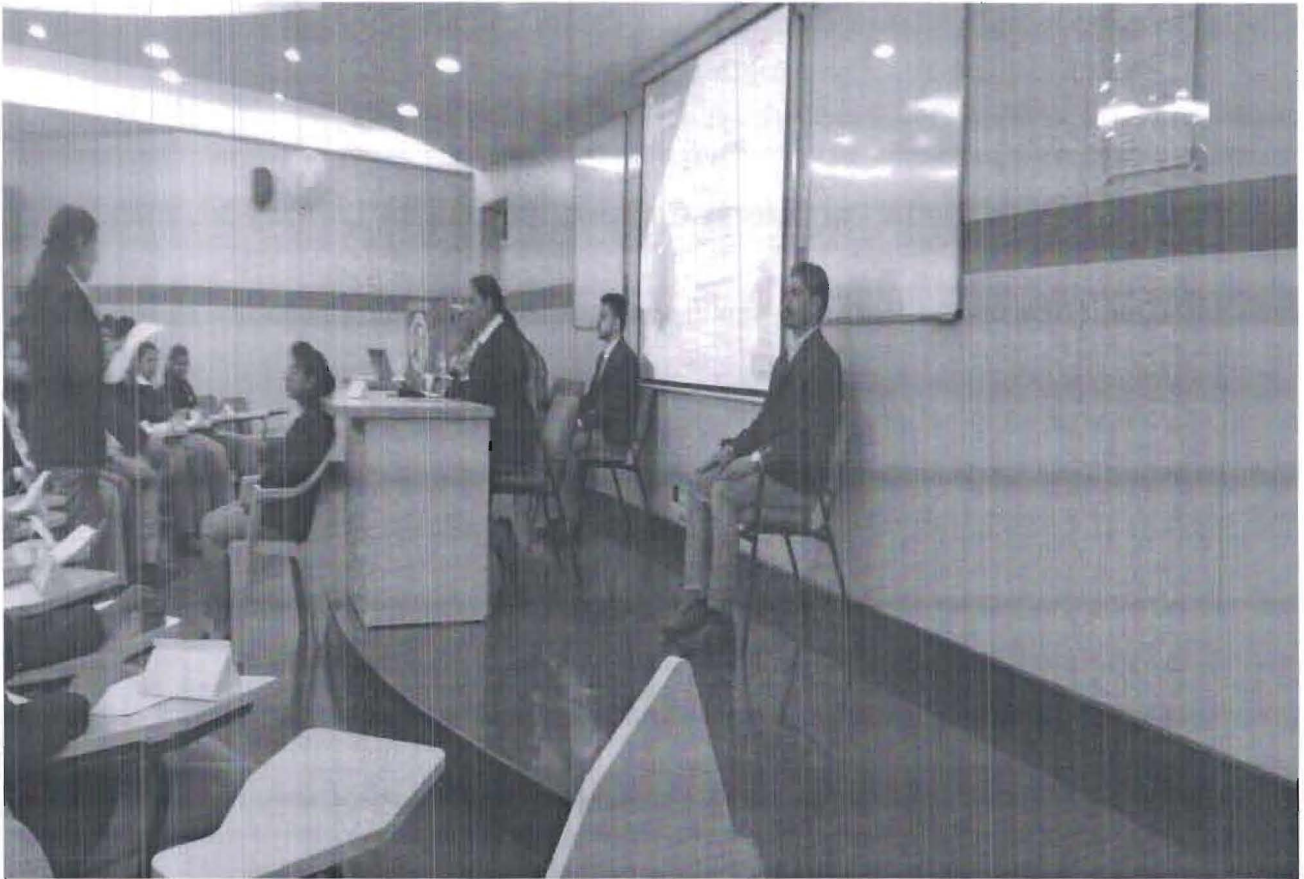
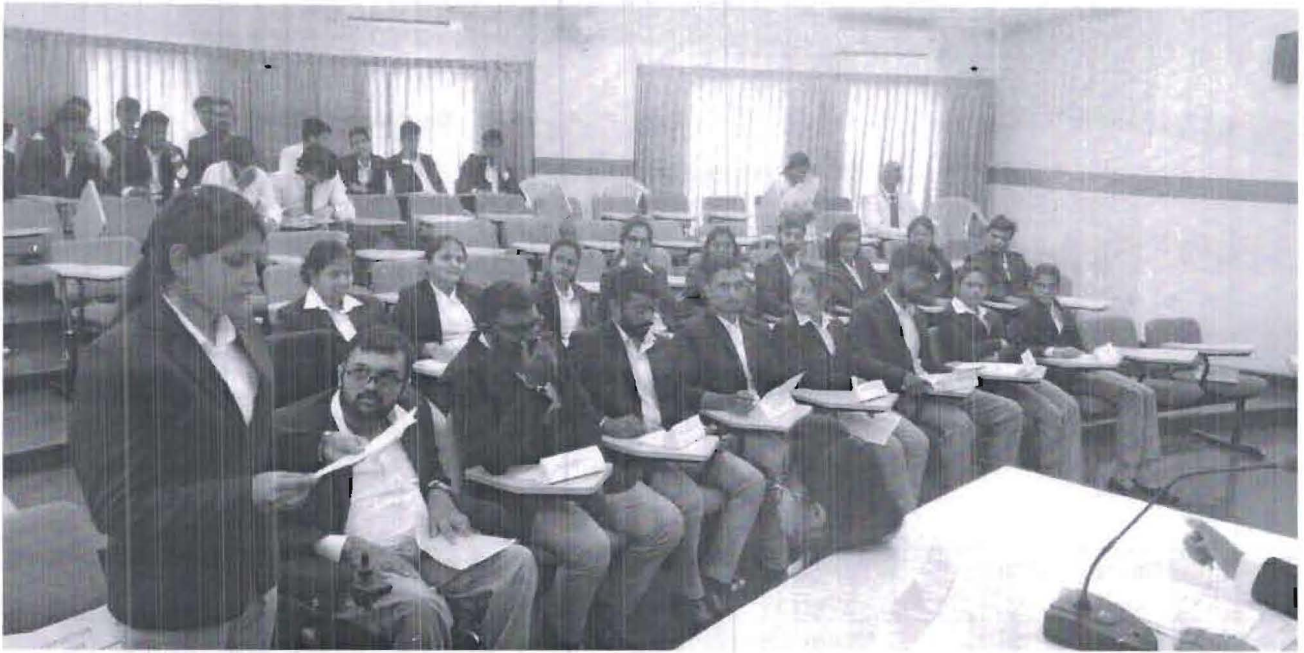
The objective of the event was to understand the various problems/issues which nag the country and to taste of Parliamentary Democracy & Procedure and understand & Experience Role Clarity of Performance as Minister, Ruling Party Member & Opposition Member.

Model Parliament competition was an inter class competition organised on January 30, 2020 for the Ist semester students of Section A, B and C. Prof. Anitha Dsilva and Prof. Sowmya D. S coordinated the event along with the help of Prof. Harish N. The event was well organised, complete participation of students and faculty members.

The best two teams was awarded the cash prize; also Best categories like President, Prime Minister, Best speaker, Marshalls, ruling party leader and Opposition party leader etc.

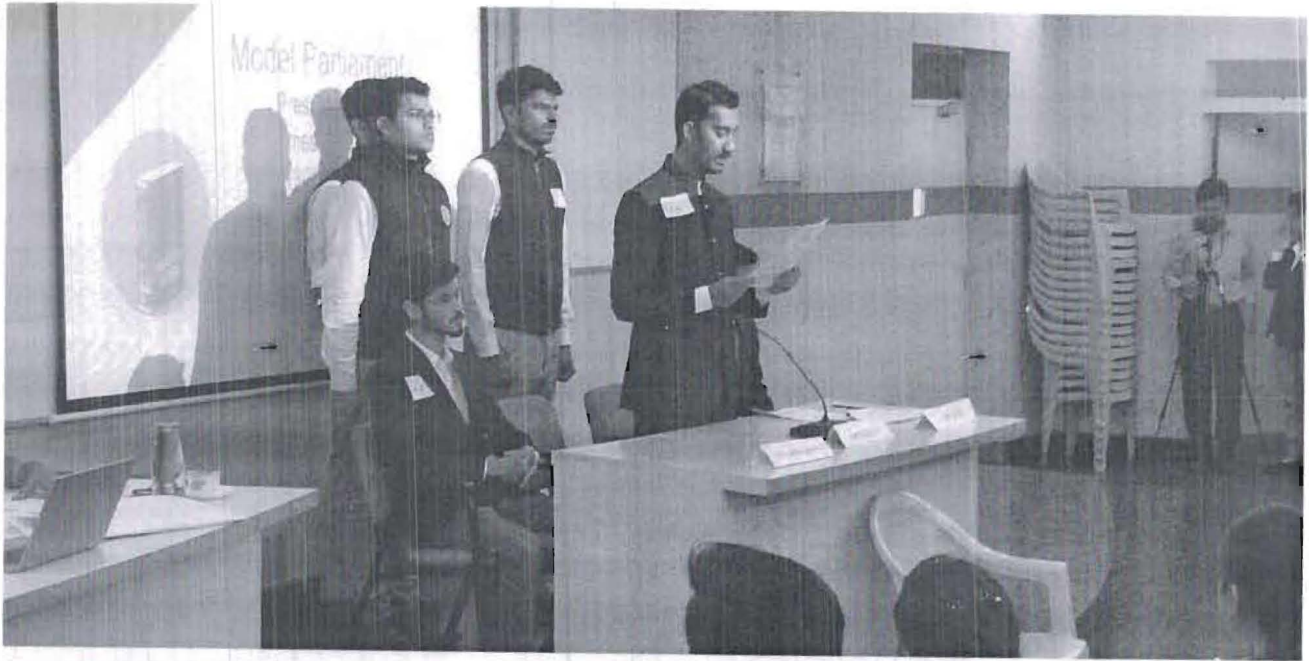
Report Prepared by
Prof. Anitha BM Dsilva

[Sowmya D.S.]



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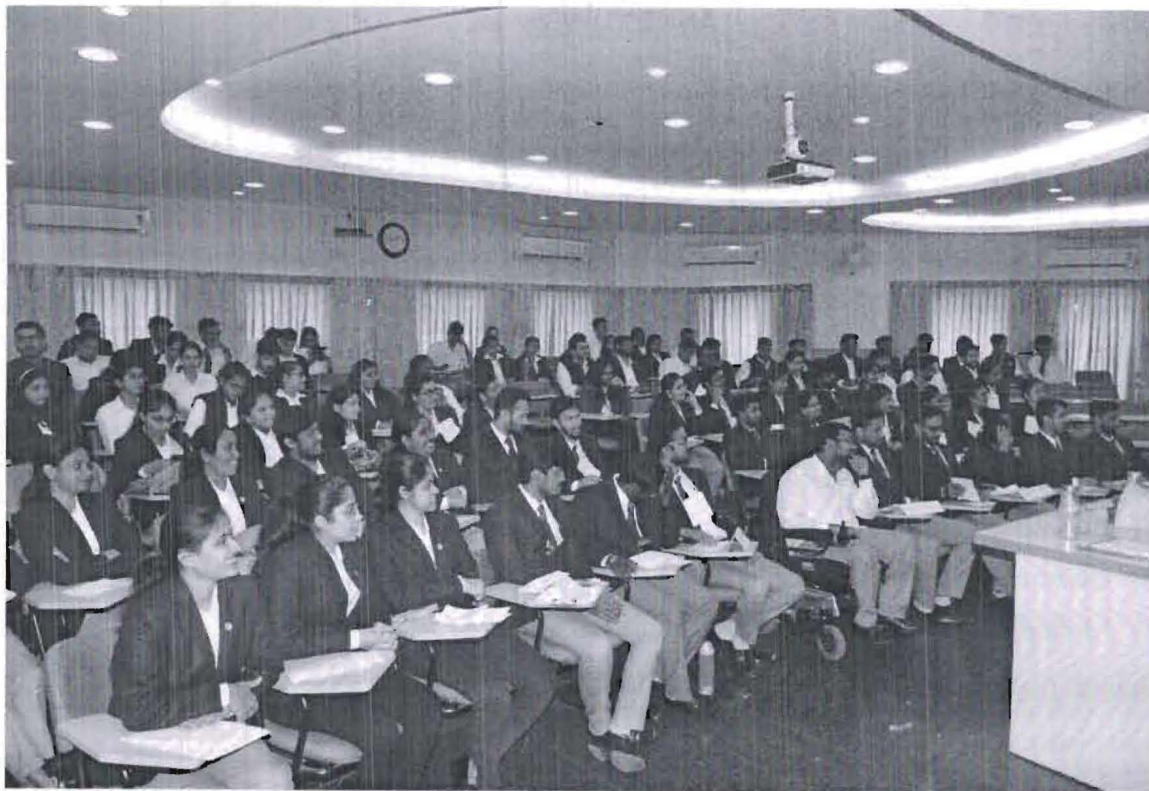






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ANNEXURES

MODEL PARLIAMENT COMPETITION RULES

Rules For Participants:

1. Minimum of 30 to a maximum of 35 students in each team.
2. Time allotted for each to team: One Hour
3. List of Business for Model Parliament:
 - a) Presidents Address: 10 Minutes
 - b) Question Hour: 30 Minutes
 - c) Motion of Thanks to Presidents Address: 20 Minutes
4. Subject matter should be relate to current issues of public importance.
5. Use Names of Political Parties OR MPs existing in the Country is barred.
6. Each Team can have a Maximum of 5 Political Parties in the Opposition.
7. Minimum 3 Teams is a must to conduct this Competition
8. All teams shall report to the organizers One Hour prior to the commencement of their session.
9. Languages permitted: English, Hindi & Kannada.
10. Decision of the Judges shall be final and binding on all participants.
11. Performance Evaluation:

a) President's Arrival & Exit Protocol:	10 Marks
b) President's Address :	10 Marks
c) Question Hour:	30 Marks
d) Motion of Thanks to Presidents Address	20 Marks
e) Parliamentary Procedure:	20 Marks
f) Overall Performance:	
(Dress Code, Subject Matter, Parliamentary	<u>10 Marks</u>
Procedure & Impact)	
Total	<u>100 Marks</u>

Prizes:

- a) Winners: Trophy for the Winning Team & Certificates for Team Members
- b) Runners: Trophy for the Winning Team & Certificates for Team Members
- c) Best President: Memento
- d) Best Chairman: Memento
- e) Best Speaker: Memento



- f) Best Dy. Speaker: Memento
- g) Best Secretary General-Lok Sabha: Memento
- h) Best Secretary General-Rajya Sabha: Memento
- i) Best Marshalls : Memento for all 4 Marshalls
- j) Best Prime Minister: Memento
- k) Best Minister: Memento
- l) Best Opposition Leader: Memento
- m) Best Member in the Ruling: Memento
- n) Best Member in the Opposition: Memento

Participants of all the teams will be awarded certificates as a token of appreciation.

Dates of Competition:

Competition Venue:

All teams must attend the Inaugural and Valedictory function. Exact time schedule will be intimated after the List of Business is submitted by the participating Teams.

NATIONAL SONG

Vande Mataram!

Sujalam, suphalam, malayaja shitalam,

Shasyashyamalam, Mataram!

Vande Mataram!

Shubhrajyotsna pulakitayaminim,

Phullakusumita drumadala shobhinim,

Suhasinim sumadhura bhashinim,

Sukhadam varadam, Mataram!

Vande Mataram, Vande Mataram!

TEAM-



Dy. Speaker:

LEADERS OPPOSITION PARTIES

1. Leader of the Opposition:
(Peoples Party of India)
2. Women's Peace League :
3. National Yuva Morcha:
4. Jana Jagrith Party:
5. Kannada Nadu Party:
6. Tribal Welfare Party:
7. Republic Party of India:
8. Tamil Desam :
9. Human Rights Party:
10. Citizens Party of India:
11. Deccan Peoples Party:
12. Kisan Party :
13. Labour Party of India:

Members in the Opposition:

- 1.
- 2.
- 3.
- 4.
- 5.

TEAM-

YMCA MODEL PARLIAMENT 2015

President:

Chairman:

Speaker:

Secretary General LOK SABHA:

Secretary General RAJYA SABHA:



Marshalls:

LIST OF MINISTERS:

(Nationalist Party of India)

1. Prime Minister:
(Power, Petroleum, Admin
Industry, Commerce, etc)
2. Home Minister:
3. Finance Minister:
4. Defence Minister:
5. Agriculture :
6. Youth Services & Sports:
7. External Affairs :
8. Women & Child Welfare:
9. Health :
10. Human Resources:
11. Law & Parliamentary Affairs :
12. Railways & Surface Transport :
13. Labour :
14. Information & Broadcasting :
15. Environment & Forests :
16. Telecommunications:

Ministers of State(Independent Charge)

- | | | |
|--------------------|---|-------------|
| 17. Civil Aviation | : | Jayendra 9E |
| 18. Tourism | : | Anirudh 8B |

Members in the Ruling:



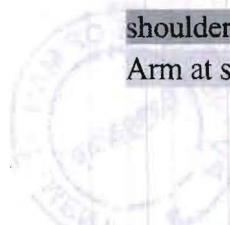
- 1.
- 2.
- 3.
- 4.
- 5.

Guidelines how each team can do numbering of its members needs to be done in order to maintain uniformity an for the convenience of identity by the panel of judges

President:	A-1	B-1	C-1
Chairman:	A-2	B-2	C-2
Speaker:	A-3	B-3	C-3
Dy. Speaker:	A-4	B-4	C-4
Secretary Generals:	A-5 & A-6	B-5 & B-6	C-5 & C6
Marshalls:	A-7 to 10	B-7 to 10	C-7 to 10
Prime Minister:	A-11	B-11	C-11
Members (including Ministers In the Ruling Side)	A-12 to A-25	B-12 to B-25	C-12 to C-25
Opposition Leader:	A-26	B-26	C-26
Members in the Opposition:	A-27 to A35	B-27 to B 35	C-27 to C35

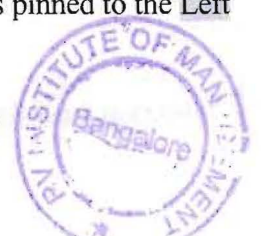
President:	D-1	E-1	F-1
Chairman:	D-2	E-2	F-2
Speaker:	D-3	E-3	F-3
Dy. Speaker:	D-4	E-4	F-4
Secretary Generals:	D-5 & D-6	E-5 & E-6	F-5 & F 6
Marshalls:	D-7 to 10	E-7 to 10	F-7 to 10
Prime Minister:	D-11	E-11	F-11
Members (including Ministers In the Ruling Side)	D-12 to D-25	E-12 to E-25	F-12 to F-25
Opposition Leader:	D-26	E-26	F-26
Members in the Opposition:	D-27 to D-35	E-27 to E-35	F-27 to F-35

Pls note all members in the Ruling to have their numbers pinned to the **Right Arm at shoulder level** and all members in the Opposition to have their numbers pinned to the **Left Arm at shoulder level.** -x-



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EXPERIENTIAL LEARNING PEDAGOGY

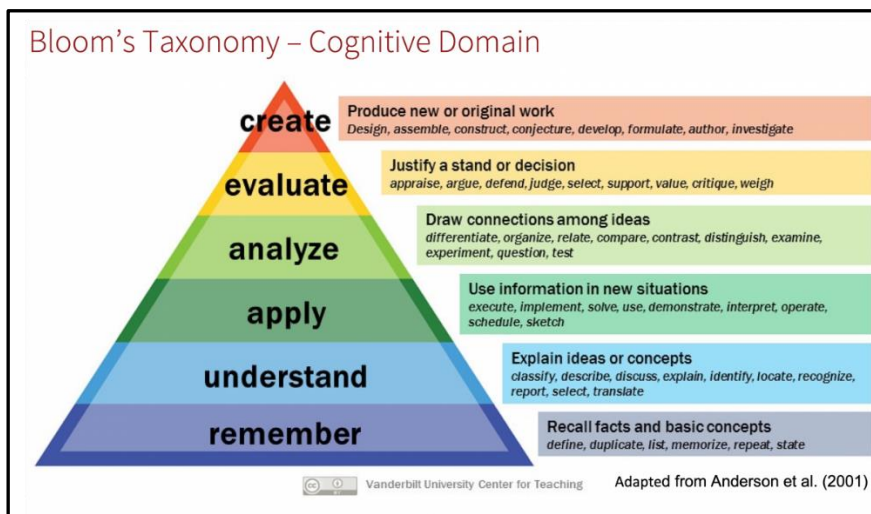
3C (Cloning Company Conditions) Project

Sub : Consumer Behaviour 3.4.2 ; Batch: 3rd Semester 2018-20

1) THE NEED

The advent of Internet and Apps such as google, Wiki etc. has made knowledge available to all instantly on our fingertips. Thus the era of education for Knowledge and using it as a differential is lost now. The students need to be trained in Creative Destruction (Ref Joseph Schumpeter), for they will be increasingly working in the VUCA environment.

Accordingly discussed with Students and we set a target to take them up the Blooms Taxonomy Cognitive Domain below from Remember to Apply & Analyse.

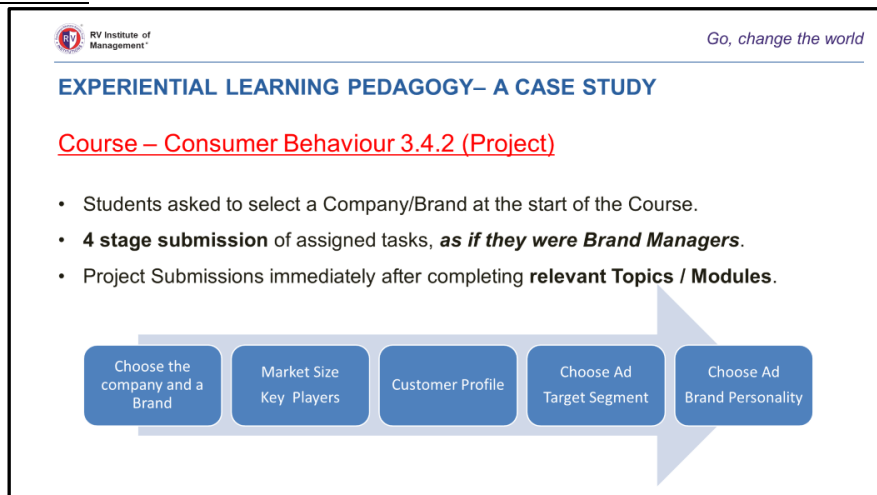


2) THE PREVAILING PRACTICE

Student Involvement in each Class Session was a challenge for they were not challenged to apply for their own Semester Projects on that subject.

Subject Projects were chosen by students midway through the Semester and wer delinked from the Class sessions; it was assumed that they would be apply the learned concepts in these Projects.

3) THE INNOVATION



- a) Each student had to select a Company / Brand at the beginning of the Semester and he was deemed as the Brand Champion for that Brand.
- b) To enable understanding across various Product Categories (FMCG, Consumer Durables, Industrial / Services), the class was grouped in teams of Three each. Each Team member had to choose one Brand each from these three categories, without overlap. The objective here was “Standalone Teamwork”, for each student had to work on his chosen Brand independently, but had the support from team members if needed.
- c) A student briefing was done at the beginning of the Semester as per below :

R V INSTITUTE OF MANAGEMENT, BANGALORE 3RD SEMESTER 2018-20 BATCH
<p><u>SUB : CONSUMER BEHAVIOUR 3.4.2 – PROJECT</u></p> <p><u>MY BRAND</u></p> <p><u>Objective</u></p> <p>To enable students relate the Consumer Behaviour theory to the practical world, so that they can progress from current Remember to higher levels of Understand and Apply in the Bloom’s Taxonomy -hierarchy of learning.</p> <p><u>How</u></p> <ol style="list-style-type: none"> 1. Select a Brand (not company) as “My Brand”. You choose a Brand from one among three categories below: <ol style="list-style-type: none"> a. FMCG b. Consumer Durable c. Industrial or Service 2. A team of 3 students to be formed, such that all three Brand categories above are covered. 3. You must own your “My Brand” and take actions during the Semester as per below : <ol style="list-style-type: none"> a. <u>Industry Write up</u> : Study the Industry of “My Brand”, its market size and economic /environmental factors affecting the industry b. <u>Brand Share / Positioning</u> : Understand “My Brand” positioning and it’s estimated current market share c. <u>Apply Consumer Behaviour(CB) Concepts</u> : Apply the various CB concepts taught in class to “My Brand” d. <u>Environmental Factors</u>: Monitor the Environmental factors (Political, Economic, Socio-cultural, Technological etc) affecting the “My Brand” by following local / India & International News. 4. Evaluation will be done based on following : <ol style="list-style-type: none"> a. Class participation by applying concepts taught in class to “My Brand” b. Periodic submissions (at least one per month) covering application of concepts taught in class for “My Brand” in the context of Environmental factors. Specific guidelines on Requirements will be circulated for each of these submissions c. Case Studies Presentation in class (Optional); to be developed by you on “My Brand” under Faculty guidance). Bonus points for such voluntary efforts d. Project Submissions / Class Presentations at the end of Semester. 5. Marks Weightage : 20 out of 30 Internal marks. 6. This is compulsory for all students ; if you have not chosen “My Brand” / Group and informed the Faculty, you will lose all 20 internal marks.

- d) The Project submissions were staged through the Semester and were given immediately after completion of relevant module. The various submissions for the Semester were as below :

Submission 1 - Market Size & key players & Customer Profile

Estimated market size of the “my Brand” segment in India, estimated market share of “My Brand” and other key competing Brands (name at least 3) – Max 300 words

Describe a typical Customer Profile of “My Brand” – Max 150 words

(FYI, Customer Profile is a description of a customer or set of customers that includes demographic, geographic, and psychographic characteristics, as well as buying patterns, creditworthiness, and purchase history).

Estimated market size of the “my Brand” segment in India, estimated market share of “My Brand” and other key competing Brands (name at least 3) – **Max 300 words**

Submission 2 – Target Segment and Brand Personality for a Print Ad

Select One Print Ad for “My chosen Brand” which came out in 2019

Target Segment

Analyse the Ad and identify which target segment that it is addressing. You need to explain the Target Segment by their Demographics & Psychographics (Max 300 words)

Brand Personality

Analyse the Ad and explain the Brand Personality that the Ad is attempting to project (150 words)

e) Some other key highlights :

- **Think & Breathe your Brand** : The students were forced to think and breathe about their chosen Brand through following questions in class :
 - Application: Students were randomly chosen and asked to explain how the new concept is applicable for their Brand.
 - Market Awareness : Students were randomly asked about current affairs and events which affect their Brands
- **Think Company**: The students were forced to visualise a typical company environment and how their CEO/ Marketing Manager will ask for specific problems to address and tasks to be completed.
- **Presentation**: Students were randomly chosen in the class and had to make a presentation on their Submissions. This forced students to apply their minds properly for all Submission. *Evaluation was done by Faculty, as well as other students in the class.*
- **Optional Case Study**: Students were given the option of developing a Case Study under Faculty guidance. The choice of Company / Brands were mainly companies where students were placed. *By doing so, students got to know their companies which they were to join better. And for other students, their general awareness of these companies improved. To encourage case Studies, Bonus marks were given for Internal Assessment.*

e) Assessment criteria were as below:

R V INSTITUTE OF MANAGEMENT, BANGALORE			
3RD SEMESTER 2018-20 BATCH			
SUB : CONSUMER BEHAVIOUR			
PROJECT MY BRAND - EVALUATION CRITERIA			
Item	Item	Max Marks	Basis
Submission 1	Discipline	5	Submission as per deadline
	Content	10	Evaluated by Faculty
Submission 2	Discipline	5	Submission as per deadline
	Content	10	Evaluated by Faculty
Submission 3	Discipline	5	Submission as per deadline
	Content	10	Evaluated by Faculty
Submission 4	Discipline	5	Submission as per deadline
	Content	10	Evaluated by Faculty
Submission 5	Discipline	5	Submission as per deadline
	Content	10	Evaluated by Faculty
Class Presentations	Discipline	5	Presented when called
	Class	10	Evaluated by Class
	Faculty	10	Evaluated by Faculty
TOTAL		100	
Late Penalty		-10	Not registering My Brand Project on time
Case Study Bonus		20	Case study to be presented & discussed in class. Faculty will assist in preparation

4) THE IMPACT

The students were initially hesitant and not participative. But by end of the Semester, they were comfortable, highly involved and gained in confidence.

Strategic
Human Chess
League.

Round - 01
Rules Sheet.

1. Round one ~~will~~ players are Pawns of each group.
2. Coax will take the game sheet and have a group meeting for 15 minutes in which time each team member will discuss the action plan and assign the games to each pawn (after the meeting the group will disperse and only Pawns will stay in the quadrangle to play). After discussion all Pawns will gather in a circle.
3. Each game is scored on how the task is completed and how many attempts are well finished.
4. Pawns have to do their games and stay on the sides of the quadrangle. (Team can cheer from the sides of quadrangle).
5. Pawns cannot help their other team mates to finish the game.
6. Pawns have to listen to the game rules carefully.
7. Observers will keep track of the events their remarks will be considered for final scores.
Judge / observers decision is Final.

Final Result

Round 1 Sec A	R ₁	R ₂	R ₃	T
1) Super 16	46	27	21	94
2) Thunders	53	31	21	105
3) Back Bench.	48 54	41	15	110
4) Solitude	51 48	39	22	109
<u>Sec B</u>				
1) E-Zone	51	34	22	107
2) Blue Whales	63	40	27	<u>130</u>
3) Matrix	57	36	15	108
<u>Sec C</u>				
1) Incredibles	66	37	27	<u>130</u>
2) Dark Riders	66	45	30	<u>141</u>
4) Meraki	66	43	19	128
out of Max Marks	80	60	30	170

Round 1: Total

Sec A

Super 16
46

Thunders

53

11

The Solitude

48

111

Back Benchers

54

1

Sec B

E-Zone

51

Blue Whale

63

1

Matrix

57

11

Sec C

Incredibles

66

Dark Riders

66

Meraki

66

Equal.

Best Pawns

Sec A

Amar from Thunders

Pooja R " Solitude.

Shubham " Back benchers

Sec B

Mam Mohan from Ezone.

Bhargav " Ezone.

Jagdish " Blue Whale.

Ashish " "

Pavan " Blue Whale.

Ashwini " Matrix

Jegan " "

Mohammed " "

Sec C

~~Ashwini~~ Sachana from Incredibles

Unati " "

Sunil " "

Sindhu " "

Redamma from Dark Riders

Smriti " "

Sachin H " "

Santosh " "

Priya from Meraki

Akash " "

Swapnil " "

Sai Jaisanth " "

E-Zone section: B Blue Whale

Matrix
Black

	BLACK	White	Black
Girls	Aarpitha *	Mani	Sadik *
	Nishantini N	Neeraj	Kaushik
	A+		
Boys	Nikil	Nithesh	Balaji
	Pooja	Bhargav A	Kaushik Phat
	Karthikeya	Saidhara *	Marjunath
	Kamalshi	Akshatha	Mohammed
	Aarpitha mabhi	Pannaga	Jagan
	Bhargav	Guuru Parasad	Mohi Khan
Parents	Anil	Jagadeesh	Arun
	Bhoomika	Abish	Shree Sroopa
	manumohan	Nagaraj	Anitha
	Akash	Bharu	Ivanna
	Lakshmi	Aarpitha . G	Pavitra
	Madan	Adarsh	Ashwini
	Mohana	Paan	Aakitha
	Pallavi	Avinash	Jayachandra

Section A & D:

(A) Super 6.

Virayak - K
Suresh - Q
Rohan - (B)
Raksha - (B)
Poonvik (B)
Krutika (B)
Nishi (B)
Sachidhar (B)
Manu Acharya (P)
Vaibhav (P)
Vishnu (P)
Bhuvaneshwari (P)
Fredisha (P)
mamatha (P)
Nishanth (P)
Rajmoni (P)

(B) Thunders

Karthik "K"
Tousiq "Q"
Danish Kazi (B)
Ram Krishna (B)
Vinutha (B)
Lokesh (B)
Saqeeb (B)
Abhijeet (B)
Adhish (P)
Kinan (P)
Amar (P)
Sneha (P)
Channamallaya (P)
Kajal (P)
Akshay (P)
BakKesh (P)

(C) Solitude

Danish "K"
Nikhita "Q"
Chaitra (B)
Biswajit (B)
Zilpha (B)
Suknutha (B)
Sharanappa (B)
Abhilash (B)
Timma (P)
Abhisek (P)
Sri Kant (P)
Pooja K (P)
Purnith (P)
Vijaylakshmi (P)
Sujay (P)
Sagar (P)

Back Benchers

Gautham "K"
Hiba "Q"
Anoop (B)
Tangeem (B)
Vishram (B)
Sagarika (B)
Vishwas (B)
Sudeep (B)
Sandesh (P)
Madhu (P)
Darshini (P)
Subham (P)
Chaitra-s (P)
Akhil (P)
Sharath (P)
Sudhith (P)

Topics	Team
1) 80% of the Company process to be up graded to Automated process	• Section C: Team 2: Vaibhav, Prashant.
2) Company 'A' Merges With Company 'B'	• Section C: Team 1 • Section B: Team 1
3) Launch of New Products of the organisation in India.	• Section A: Team Lomesh
4) Layoff (50% of the Pawone) to reduce costs.	• Section A Team Lomesh, Mani, Komdan.
5) Increase the credit worthiness of the Company to bring in Fresh investments.	• Section Aspita, Niranjani • Section Kartik, Touseeq.
6)	