



Rashtriya Vaidika Samithi Trust

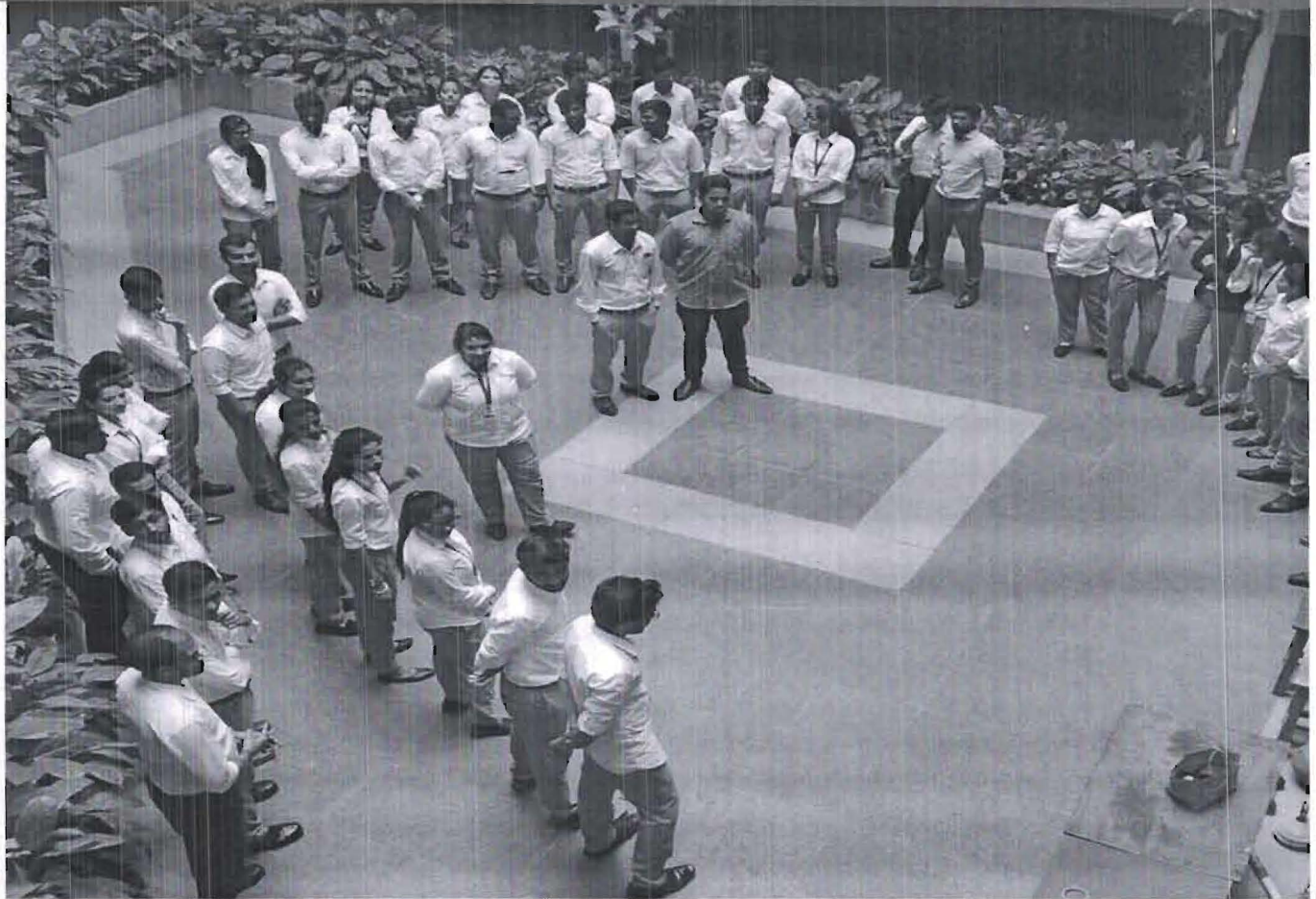
## R.V. Institute of Management

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

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

Date: 17 <sup>TH</sup> 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 <sup>rd</sup> semester MBA students
No. of Participant:43	Event Coordinator: Prof. Rashmi Shetty ,Prof. Chandran and Prof. Uma Sharma
<b>Objectives:</b> The game based Experiential Learning module had the objective of: <ul style="list-style-type: none"><li>• Building and leading the team</li><li>• Plan and guide the teammates to make those right strategic decisions to stay in each round of the game</li><li>• Make the winning important as also plan better to win</li><li>• Demonstrate Competitive skills and thinking</li><li>• Participate as a team member</li></ul>	
<b>Agenda/Flow of the Event</b> <ul style="list-style-type: none"><li>• 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.</li><li>• 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 .</li><li>• Each round were scored and the highest score getting team from the three rounds were declared winners</li></ul>	
<b>Judges of the event</b> <ul style="list-style-type: none"><li>• Prof.Gurudutt, Marketing Consultant and Marketing –guest faculty Prof. Divya –Faculty SSMRV,College,Jayanagar</li></ul>	

# 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  
17<sup>TH</sup>  
OCTOBER'19  
TO  
22<sup>ND</sup>  
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  
JAMES EARL RAY, PETITIONER  
VS.  
UNITED STATES OF AMERICA, RESPONDENT

Case No. 77-1001  
James Earl Ray, Petitioner, by and through the undersigned, respectfully requests that the Court order the Respondent to pay the costs of this proceeding.

Very truly yours,  
[Signature]

James Earl Ray, Petitioner  
[Signature]

James Earl Ray, Petitioner  
[Signature]

James Earl Ray, Petitioner  
[Signature]

- 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 18<sup>TH</sup> 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 22<sup>ND</sup> 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 17<sup>TH</sup> 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 17<sup>TH</sup> 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 17<sup>TH</sup> AND 18<sup>TH</sup> 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 17<sup>TH</sup> 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
<b>Round # 1: The Mighty Pawn</b>			
<b>Section A</b>			
1.	Super 16	46	VIII
2.	Thunders	53	V
3.	The Solitude	48	VII
4.	Back Benchers	54	IV
<b>Section B</b>			
5.	E-Zone	51	VI
6.	Blue Whale	63	II
7.	Matrix	57	III
<b>Section C</b>			
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

