

## DEPARTMENT OF MANAGEMENT STUDIES-MBA

### 1<sup>st</sup> Year Activity Report

Academics Year - 2025- 2026

Batch - (2025-2026)

Name of the Activities:

**1) Guess the full-form**

**2) Memory game**

Organized for 1<sup>st</sup> Semester

Description of the activity (Guess the full-form)

The “Guess the Full Form” activity was conducted to enhance the general knowledge and business awareness of the 1st-year MBA students. In this activity, participants were presented with a list of abbreviations commonly used in business, management, and current affairs. The students had to guess and write down the correct full forms within a given time limit. This activity encouraged active participation, quick thinking, and familiarity with important industry terms. It also created an engaging and competitive atmosphere where students could test their knowledge and learn new concepts. The session was interactive and educational, designed to make learning fun while improving their understanding of professional terminologies.

Outcome of the activity

The activity helped students increase their awareness of commonly used business abbreviations and enhanced their recall abilities. It encouraged them to stay updated with business-related terms and acronyms that are essential for MBA students. Participants developed a habit of paying attention to details and thinking critically under time pressure. The game also improved their confidence and motivated them to expand their knowledge beyond textbooks. It served as an effective icebreaker, promoting enthusiasm and teamwork among the new students. Overall, the session was informative, enjoyable, and successful in fostering a learning-oriented environment.



## **DEPARTMENT OF MANAGEMENT STUDIES-MBA**

### Description of the activity (Memory game)

The “Memory Game” activity was conducted to develop observation, concentration, and memory retention skills among the 1st-year MBA students. In this activity, a set of company logos was displayed on a slide for 10 seconds. After that, the slide was closed, and students were asked to recall and write down as many logos as they could remember. This engaging and fun-filled activity tested their ability to observe details and retain visual information within a short period. It also encouraged attentiveness and helped them recognize well-known brands, which is essential in the field of business and marketing. The session promoted active learning through a playful and interactive approach.

### Outcome of the activity:

The Memory Game helped students improve their concentration, attention to detail, and short-term memory. It taught them the importance of quick observation and presence of mind, skills that are valuable in both academic and professional settings. The activity also enhanced their brand recognition and awareness of popular company logos. Participants enjoyed the challenge, and it created a lively, competitive environment that strengthened peer interaction. The game successfully combined fun with learning, motivating students to be more observant and mentally alert. Overall, it was an effective exercise to boost memory power, focus, and cognitive engagement among the participants.

### Organizers for the events

1) Vaishnavi

2) Sania Tabassum

### Glimpse of the event



## DEPARTMENT OF MANAGEMENT STUDIES-MBA





## DEPARTMENT OF MANAGEMENT STUDIES-MBA

