



A dark background featuring a dense network of glowing blue light trails that converge towards the center, creating a starburst effect.

SANDBOX



Objective:

- 1. To make students think out of the box solutions for most common problems and exhibit in their own way.**
- 2. To inculcate the entrepreneurship attitude and take them through the process of company formation.**



Outcome:

Students will be able to take initiative to form their own company, Brainstorm with their team members for ideas and solutions, select a problem and give the solution and exhibit on sandbox website in the form of the company.



The Process:

- 1. Ms. Sonaali Borkar explained the objective and expected outcome of this activity to students.**
- 2. The students were asked to form the company (Teams) and select their CEO (Leader)**
- 3. The company selected a problem statement and thought of solution in the form of product.**



4. Teacher advised them to showcase product in the form of webpage, app, 3D model, videos, presentation videos etc,
5. The sandbox website was developed with the help of Second year Computer engineering students of VIT.
6. Companies were listed on the website



7. Students will upload logo, description, marketing video and product in their company section.
8. After all the products updated on the website the mock investors will be called to invest in the companies based on the feasibility of the product.
9. The currency given to them is 'GEMs'.
10. The company will get 10000 Gems each. 5000 Gems are for the Company and 5000 Gems are towards salary of the employees.



- 11. First year students get 200 gems, Senior students of VIT gets 400 Gems and Alumni, external and faculty will be given 1000 gems.**
- 12. The investors can invest in one company or maximum into 3 companies. All the currency needs to be utilized.**
- 13. The company with the maximum investments will be considered most profited company and winner of this activity.**