**1. Imprint.**

**Date of the event- 19th October 2019**

**Time of the event- 2 PM**

**Event Duration- 2 Hours**

**Venue- Room no: Dome Building 2nd floor TAPMI School Of Business**

**Registration fees - Rs 200.**

**Event co-ordinator: Akshita Sharma ( ph.no: 9571878761) & Shubhang Awasthi ( ph.no: 8979307726).**

**The participants will be asked to come up with advertisements or posters on topics that will be provided to them on spot at the time of the competition. The participants will have to come up with catchy lines, jingles and tag lines for the type of product or service they are given. They will be judged on the basis of creativity and the effectiveness of the pitch they will make in front of the judges.**

**Rules and Regulations:**

**Number of participants should be between 2 and 4.**

**Preparation time given to the participants will be 30-45 minutes.**

**Time limit for presentation is 15 minutes.**

**Participants will be provided with the stationary that will be required by them to make the posters.**

**Participants should refrain from displaying obscenity, defamation and violence.**

**Judgement:**

**The most creative posters will be awarded with 1st, 2nd & 3rd poster**

**2. Catch Me if You Can:**

**Date of the event- 20th October 2019**

**Time of the event- 10:30 Am**

**Event Duration- 2-3 Hours**

**Venue- Dome Building 2nd floor TAPMI School Of Business**

**Registration Fees- Rs 200**

**Event co-ordinator: Benjamin Baptist ( ph.no- 8112262472)**

**Catch me if you can is a situation based game in which participants will be given a situation where a new employee is accused of misusing the organization’s database. Certain set of clues will be provided to help identify the person at fault.**

**Rules and Regulations**

**Use of mobile or internet will be prohibited during the event.**

**Any interaction with the opposing team will lead to disqualification.**

**The event is open to all the students.**

**A team of 3-4 people.**

**Judging criteria: First and second prize would be given based on the expected or closeness to the required answer.**

**3.Stock Simulation:**

**Date of the event: 19-10-2019**

**Time of the event: 10.30 a.m**

**Registration fee- Rs. 200/ team**

**Event Duration- 2 Hours**

**Venue- Dome Building 2nd floor TAPMI School Of Business**

**Event co-ordinator: Aman Anand ( ph.no- 7001439193)**

**The biggest game of luck, speculation and strategies, The Stock Simulation, the game modelled on the stock exchange and capturing the excitement of real- time trading. The game tests your analytical skills and quick thinking within a short span of time given to you to reap the maximum profits.**

**Rules and Regulations:**

**The event is open to all the students.**

**Participants in a team should be from the same institute and no participant can be a part of more than one team.**

**Teams should consist of 4 members.**

**No changes in team composition are allowed after registration.**

**Teams must adhere to deadlines for the rounds failing to which teams may be disqualified.**

**The decisions of the judges shall be final and abiding on all the participants.**

**Judging criteria: The first, second and third prizes would be based on the profits earned.**

**4. Beer Game:**

**Date of the event: 20-10-2019**

**Time of the event: 2.30 p.m**

**Registration fee- Rs. 200/ team**

**Event Duration- 2 Hours**

**Venue- Dome Building 2nd floor TAPMI School Of Business**

**Event co-ordinators: Aman Anand ( ph.no- 7001439193)**

**Benjamin Baptist ( ph.no- 8112262472) Akshita Sharma ( ph.no: 9571878761)**

**The Beer Game is a widely popular role-play simulation game that lets participants experience typical coordination problems of (traditional) supply chains, in which information sharing and collaboration does not exist. The game involves four players representing four stages of a beer supply chain: Retailer, Wholesaler, Distributor, and Manufacturer. Players experience the pressures of playing a role in a complex system and can see long range effects during the course of the game. Each player participates as a member of a team that must meet its customers’ demands. The object of the game is to minimize the total cost for your team.**

**Rules and Regulations:**

**The event is open to all the students.**

**Participants in a team should be from the same institute and no participant can be a part of more than one team.**

**Teams should consist of 4 members.**

**No changes in team composition are allowed after registration.**

**Teams must adhere to deadlines for the rounds failing to which teams may be disqualified.**

**The decisions of the judges shall be final and abiding on all the participants.**

**Every order must be fulfilled, either directly (should the players’ inventory be large enough) or later in subsequent rounds.**

**Inventory and backlog incur cost.**

**Players are not allowed to communicate. The only information they can exchange is the order amount; there is no transparency as to what stock levels or actual customer demand is; only the retailer knows the external demand.**

**Judging criteria: Depends on effectiveness and efficiency of the team. There will be first and second prize.**

**4. Prove me Wrong:**

**Date of the event: 19-10-2019**

**Time of the event: 2.30 p.m**

**Registration fee- Rs. 200/ team**

**Event Duration- 2 Hours**

**Venue- Dome Building 2nd floor TAPMI School Of Business**

**Event co-ordinator: Shubhang Awasthi ph.no: 8979307726**

**Two Teams will compete for and against on a topic provided.**

**Rules and regulations:**

**Affirmative must advocate everything required on the topic.**

**Any gains made outside of the establishment procedure are disqualified.**

**Relevancy to the topic is important.**

**No abusive language.**

**Judging Criteria shall be: ‐ a. )Concept b.) Creativity c.) Clarity of Message/Idea**