



# SHREE MEDHA DEGREE COLLEGE

## ENTHRONE 3.0

DOCUMENTATION BY P B SAI RAMANA

2021

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# **ENTHRONE 3.0**

Creativity to peaks was implemented in this event we made the best use of technology to welcome our enthusiastic juniors, this event had many stages which was thoroughly enjoyed by our team. As candles needed fire to shine in the same way we were the light to our juniors in this new world of BCA.

For 3 years we have organized this event as a tech-students for our new techies. The Events gave them a New courage, New bonding between their friends, New learning, New exploration, the event was held on 28<sup>th</sup> January 2021.



### INAUGURATION



Inauguration is done in a traditional way by watering plant which was followed from past many events. Planting the water is then followed by our new techies to start Enthrone 2021.

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## List of Events

SL.NO	EVENTS
1	Unique Mind
2	TECHO SAPIEN
3	Coding Monk's
4	EXQUIZITE
5	Box Cricket
6	BIG-BOSS
7	Ad-Venture
8	Treasure Trove
9	FUN TECH
10	Mr. & Miss BCA
11	CUT SHORTZ
12	BEAT ADDICTED & SHORTZ



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U N I Q U E      MIND

The event unique mind is using their mind, thinking capacity, intelligence and logics as the main purpose or participation to their (participants) level best. The event started at 9:30 with a warm welcome to the 8 participants. We eventually introduced our head coordinator, faculty judge, volunteers to them and advised them to actively participate and give their level best in the event. We started explaining them about the round number 1 which had puzzles in the provided paper which was needed to be solved on that paper itself within the given time where there was no elimination in this particular round. Moving on to the next round number 2 there was observation skill for the participants where 20 objects were displayed through the projector for 30 seconds after that it was minimized and had given 3 minutes which should written in the provided paper without seeing it and also, we had eliminated 2 participants based on their points in this particular round. The next round number 3 was surprise round as they need to play 5 one-minute games like a physical task within 5 min where there was no elimination at this particular round. The coming round number 4 was conducted a chess match between 6 participants within given span of time i.e., for 10 min where 2 participants were eliminated in this particular round based on their points.

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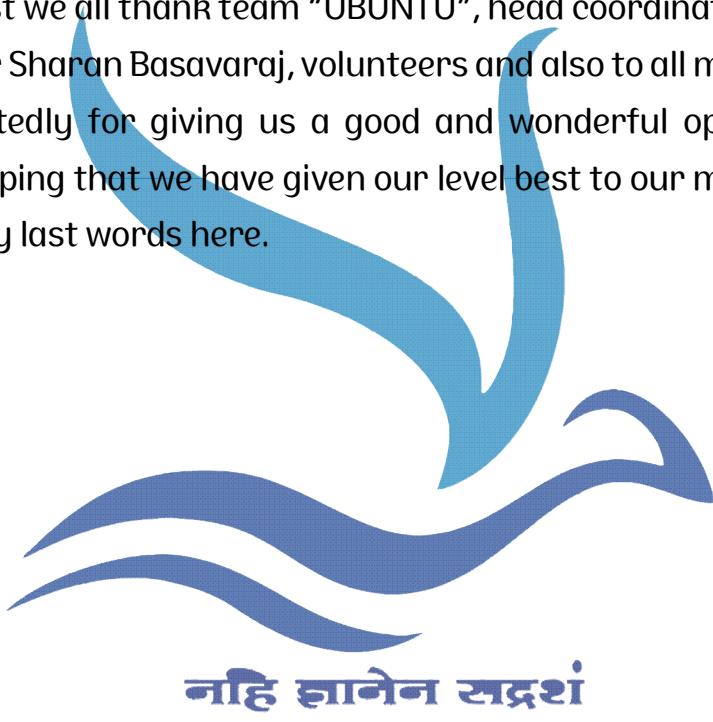
The last round number 5 which had contained riddle with crossword in the provided paper and had given time to solve those things in that provided paper within 10 minutes as no one were capable in solving those things so we introduced additionally one more puzzle which was provided in the paper to solve them in the provided paper only within the given span of time i.e. 4 minutes. Around 11:00 we ended the event by thanking them for their kind cooperation, active participation and interest towards the event and I also thanked each and everyone in the event. Although we run the event smoothly and with the happy end hoping that we have given our level best in conducting the event delightfully.



**Conclusion:** we undoubtedly learned many things which were unknown to us moreover this event gave a good bonding between us which created a lot of memories. The main purpose of the event was to make use of their

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mind to the level best for the participants also which creates intensity to learn more and more about many unknown and useful things where it enlarges a huge knowledge to them. Although we learned in conducting our own event in putting our ideas and thoughts in reality which made us realize that making everything into reality as it was one of the hardest things ever in the event. I personally experienced the scenario of how an event could be done and seen in reality which made me still more intense to learn more and more. Although I believed that experience is an expensive lesson which is one of the greatest ways where we can learn more. At last we all thank team "UBUNTU", head coordinator and faculty coordinator Sharan Basavaraj, volunteers and also to all my well-wishers whole heartedly for giving us a good and wonderful opportunity and support. Hoping that we have given our level best to our maximum level i conclude my last words here.



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### T E C H N O S A P I E N

The event started at 9:30 am and there was total 7 teams participating in the event and the 1<sup>st</sup> round i.e., Wander word began at 9:35 am after explaining the rules and time limit of the round for the participants we started that round within 8-10 minutes we finished the 1<sup>st</sup> round and there was no elimination in that round. And then at 9:45 am we started explaining the rules of 2nd round i.e., Recycling the tech waste into useful product we had provided 10 minutes of time to create the product and we have provide 5 minutes of time to sell that product at 10:05 am we finished this round and no team was eliminated. We started the 3<sup>rd</sup> round immediately after explaining rules it was a scan and speak round where each participant need to speak on the topic which they have got for 2-3 minutes and the jury will be rewarding score to them based on the time they have utilized and content spoken by the participant related to the topic. At the end of this round we have eliminated least 2 Teams based on the scores of the previous round. At 10:20 we have started the 4<sup>th</sup> round i.e.



Quiz it was a buzzer round where after shooting the question if the participant needs to answer the question, they need to say their team's name as Buzzer Sound At the end of this round we had a tie between two teams and we had a tie breaker in this round. After the Tie breaker 1 team was eliminated in this round. At 10:50 we started the Final Round with Top 4 teams i.e., Presentation on startup ideas or product launch where each

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team was provided with 5 minutes to explain their ideas with a presentation and after the explanation from the participant Jury questioned related to their ideas Scores in this round was awarded on the basis of their body language, Way of explaining and answering the Jury Questions. At the last we have taken consideration of all the rounds to decide the Winner and the Runner.

After being as Event Co-Ordinator for the first time I have learnt how to organize an event in systematic manner and time management and learnt how to Utilize the team members by sharing responsibilities. And I thank Team “UBUNTU” and my Faculty Co-Ordinator Farzana Begum & Head Co-Ordinator Mr. Sandeep Kere, G Sai Sagar for their support and Guidance.

Thanks for all the Volunteers Who have worked for this event and made it successful.



### C O D I N G M O N K'S

The event started at 9:30 am and there were total 8 teams participating in the event and the 1<sup>st</sup> round Google Forms began at 9:30 am after explaining the rules and time limit of the round for the participants we started that round within 8-10 minutes we finished the 1<sup>st</sup> round and there was no elimination in that round. And then at 9:45 am we started explaining the rules of 2nd round MonoActing we had given 2 minutes of time to each team and they have to act without a lip moment and identify the name which we have provided in the chit. and in this we did elimination we considered both the rounds and we eliminated two teams and We started the 3<sup>rd</sup> round immediately after explaining rules it was a blind coding round where each participant to play this round in this they should type the code which we have given and they have got for 10 minutes and the jury will be rewarding score to them based on the errors and time then in this round we have elimination we considered the time and errors and we eliminated three teams.



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At 10:30 we have started the 4th round i.e., debugging & MS word in this the round was very simple we explained the rules of the game in this game both the participant should play the game they must decide them self who will play which game and the time limit was 20 minutes. At the last we have taken consideration of all the rounds to decide the Winner and the Runner.

**Jury-** Ms. Samatha

**Head coordinator-** Sushma

**Event coordinator-** Sunil V



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E X Q U I Z O T S

**Faculty co-ordinator:** - Mrs. Vinutha

**Head co-ordinator:** - Ms. Ruhinaz

**Event co-ordinator:** - Mr. Saif

## ROUND 1:

- **Identification of Personality and Logos:**

**MOTO:** Resulting in Students Identifying Ability and Helping in being forward towards corporate world.

- **ILLUSION:** Unique Observation of students

**MOTO:** Practice to have a clear picture of keen observation.

## ROUND 2:

- **Combination of pictures**

1. Picture Combination Resulting into A Word.

2. Separate Pictures related to a Unique Word.

## ROUND 3:

- **Buzzer Round:**

Number Selection From the Screen was done through which set of questions were displayed where in a participant needs to perform a particular task and after a span of time needs to spell out the set of answers in sequence as per questions previously displayed.

## ROUND 4

- **Unique Story Creation:** Based On picture Displayed on to the Screen.

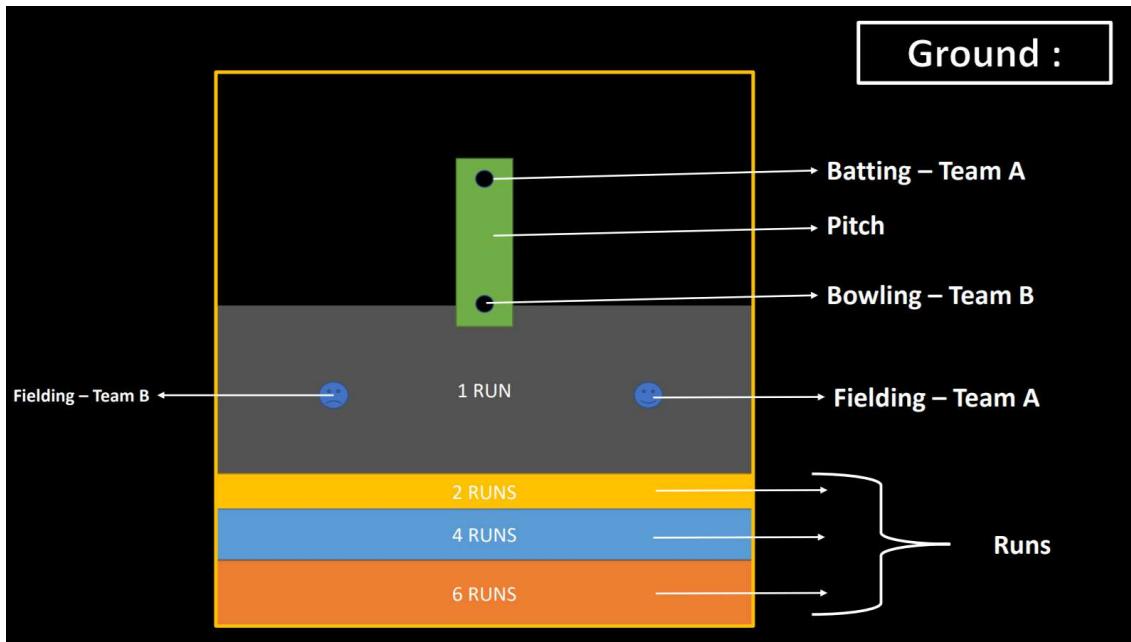
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**Conclusion:** Brilliant Unique Mind Filled with Overall Surrounding Knowledge.



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B O X C R I C K E T



### Rules:

- Bowler should not raise his foot, No Ball if he raises and 2 points will be deducted.
- In a team one participant will bat and second participant will go for field, if the second participant catches the bowl their team will get 2 points.
- In Opposite team one participant will bowl and second participant will go for field, if the second participant catches the bowl their team will get 2 points.
- Two participants will be fielding simultaneously.
- 1 point deducted for wide ball.

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## Toss Round 01:

- Participants are asked to scan the QR codes.
- QR code holds puzzle-tech question and participant need to solve to get wifi-password.
  - Participants are asked to connect the password matching wifi.
  - Participant who completes task faster wins the toss.
  - Winner will proceed for Batting.
  - Loser will proceed for Bowling.



## Toss Round 02:

- A cube with QR codes sticked on 6 sides of cube will be given to Participant
- Each QR code will hold single Alphabet
- Participant will scan all 6 codes and extract all 6 alphabets and frame it as proper technical word
- Participants who complete task faster will be considered as winner

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## Toss Round 03:

- Smart round
- Entertainment Rounds
- Participant who statisfies all rounds is considered as winner



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B I G - B O S S

The event has totally 4 rounds, there are 8 teams and each team has 8 participants. There was no elimination till the last round.

**1st round** was conducted 2 days before the event. In 1st round there are 7 tasks,



On **1st day** the 3 tasks were conducted in Google meet started at 4pm and ended at 5:30pm -

1. Funny selfie challenge - explained the rules and time limit was 15 minutes, we have given few topics (like scary face, funny face, child face.....), they have to take the selfies and send them to bigg boss within the time limit.
2. 1min animal sound- explained the rules and the time limit was 5 minutes, they should record the sound and send it to bigg boss.

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3. cross dressing challenge - explained the rules and time limit was 30 minutes, the boy should wear girls dress and girl should boys dress and should send the pics to bigg boss.

On 2nd day, the remaining 4 tasks were conducted in the college.

1. without using fingers should send the message - explained the rules and the time limit was 5 minutes. There is no elimination.
2. Data erasing - explained the rules and the time limit was 15 minutes.
3. Try not to laugh - explained the rules and the time limit was 2 minutes for each team where one team will try to make the other team laugh without touching them.
4. Blind eating challenge - explained the rules and the time limit was 2 minutes for each team, the participants were blind folded, they will be given an item to eat.

Here the event before day tasks is completed



On enthrone day,

The event started at 11:00 am and there were total 8 teams participating in the event and the 2nd round has 2 tasks. 1st task was to make prank call to friends, after explaining the rules and the time

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limit was 1 minute for each team. And then we started 2nd task, explained the rules and the time limit was 1 minute for each team - they should make a call to their family or relatives, should sing a nursery rhyme and hang up the call without explanation.

We started the 3rd round at 11:30am and it has 2 tasks. 1st task was kisses challenge (number of kisses on paper) and the time limit was 2 minutes, the participants should apply the lipstick and kiss on the paper. And immediately we started 2nd task communication skills (convincing) explained the rules and the time limit was 10 minutes.

Final round - Surprise round ( Lagori) started at 12:00pm, explained the rules and ended at 12:30pm.

There were secret challenges for teams - egg challenge and robbery. At the last we have taken consideration of all the rounds to decide the Winner and the Runner.

As a Event coordinator, I thank Team "UBUNTU" and my Faculty Co-ordinator Sharan basava. Thanks for all the Volunteers Who have worked for this event and made it successful.

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**TEAM:** - Mr. Manjunath Balluli (Faculty head co-ordinator), Sandeep Kere (Head Co-ordinator), Tayyaba. s (event head co-ordinator) Nahida, Deeba, Faizunnisa, Suhail, Shoaib, Habeeb, Tuba.

Creativity without strategy is called art, Creativity with strategy is called advertising. Advertising is an art of persuasion. Where there can be a lot of great technicians. In the modern world of business advertising is an valuable economic factor to sell goods. To acquaint participants with promotional strategies in marketing through advertisement

**AD-VENTURER** Objective to appraise students of the significance of values as Honesty, Friendship, Discipline, Integrity etc in One's life

The event started @1:30pm with a warm welcome to 8 teams. We eventually introduced our head co-ordinator, faculty judge, volunteers putting there efforts to make the event successful

We started them explaining about round 1 which was about tech-dumb chords it is a word guessing game and it had lot of excitement and fun which was said to be done in a given time. There was no elimination in this round. Moving on to the next Round 2 Ad presentation is all about advertising message to a target audience in order to convince them to purchase a product or services. In this round 2 teams have been eliminated. Moving on to

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Round 3 Logo designing the intention is they were not meant to visually communicate the unique identity of the brand and what it represents. Next Round is Ad on spot means advertising the product on the spot in a funny way. Advertising is a method used to attract others attention and between us and we have communicated with juniors and had all fun with them.

**CONCLUSION:** - We have learnt many things which were unknown to us this even had created communication skills.

The main motto of the event was to make use of their inner talent and helped participants to improve clarity, originality, thoughts provoking, creativity, appeal and simplicity. I personally experienced how to handle the things and learnt more and more. It was the best experience I ever had. We all thank team "UBUNTU"

Head co-ordinators and Faculty Co-ordinator MANJUNATH BALLULI thank you for giving such a wonderful opportunity. Hope we have given all our efforts to make event successful.



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T E R E S A T U R E H U N T T E R E S A T U R E H U N T

Team: Mr. Chaitanya Reddy (faculty head coordinator also as judge), Sreenivas (head coordinator), Thirumalesh (event head coordinator).

The Event Treasure Hunt is all about implementing your abilities into physical intelligence. This consists the 4 rounds where in the start was done by

### **Round 1: Group Task**

This included individual task to all the participants.

### **Round 2: Fireless Cook**

Unique ability to cook without fire.

### **Round 3: AmongUS game**

To solve the puzzles with physical disturbance.

### **Round 4: Physical Tasks followed with chits**

- Rope Relieve.
- Push ups.
- Squats.
- Fill me Up.

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### **Round 5: Murder Mystery**

It is a group task, where all the team members are engaged in finding the culprit of the murder.

Conclusion: we undoubtedly learned many things which were unknown to us moreover this event gave a good bonding between us which created a lot of memories. The main purpose of the event was to make use of their mind to the level best for the participants also

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which creates intensity to learn more and more about many unknown and useful things where it enlarges a huge knowledge to them. Although we learned in conducting our own event in putting our ideas and thoughts in reality which made us realize that making everything into reality as it was one of the hardest things ever in the event. I personally experienced the scenario of how an event could be done and seen in reality which made me still more intense to learn more and more. Although I believed that experience is an expensive lesson

which is one of the greatest ways where we can learn more. At last, we all thank team "UBUNTU", head coordinator and faculty coordinator Chaitanya Reddy, volunteers and also to all my well-wishers whole heartedly for giving us a good and wonderful opportunity and support. Hoping that we have given our level best to our maximum level I conclude my last words here.



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F U N      T E C H

**Event faculty:** Ms. Vinutha

**Event head coordinator:** Neeraja

**Event team head:** Manasa Desai

**Team members:** Aishwarya, Likitha, Pooja, Tejashiwini, Vidya, Rahul, Chandana, Chandrika, Pavithra.



Funtech was a event for a eliminated peoples in other events. This event is only for fun fun to the participants and even the participants were very co-operative and I would like to thank team' UBUNTU' for giving this opportunity to present the event in this Enthrone 3.0 and I also thank our head -coordinator who guides us. And we learnt many thinks from this event we learnt how to manage people in a peaceful way.

### **Games:**

1. Headphones

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2. Foot prints
3. Straw with thermocol ball
4. Biscuit game
5. Water with ball
6. Balloon blast
7. Pyramid cup



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## କୁଟ୍ ଶ୍ରୀତ୍ ପାଇସ୍ ଟ୍ରେନିଂସ୍

**Event organizer:** – Mugees Ahmed

**Co-ordinator:** – Ramana

**Faculty co-ordinator:** - Ms. Farzana

### **OBJECTIVE**

the main objective behind this event is to enlighten the talents of the students, their acting skit, drama, content, editing knowledge etc. and also to encourage their knowledge about the problems and situations people faced during the whole lockdown.



### **CONCLUSION**

I have gained, a lot more knowledge by this event. The cut-shortz event was awesome. As it was mandatory for every team member, during this event students got to know each other made friendships, discovered joy. at the end I would like to conclude my statement by saying the event was successful and waiting for the next one to rock....

# Mr. & MISS BCA

### Team Members:

Mr. Manjunatha Balluli (Faculty Co Ordinator), SK Srinidhi (Event Co Ordinator), Sai Krishna Yadav, Sandhya, Lavanaya, Pushpavathi, Amogh Reddy, Sai Jathin Patel, Varshini Acharya, Renuka, Sai Reshma, Sagar Reddy.

### Judges

Mr. Ram Kiran K. CEO, Principal of Shree Medha Institution, Ballari. & All the Head of the Departments, Shree Medha Degree college. judges listened to answers, looking for the students who demonstrated the most "confidence and eloquence in their speeches,"

### About Mr & Miss BCA

"Selecting Mr & Miss BCA was very difficult," to opt a talented and confident Fresher. "There were many very confident Freshers, and in the end, it was a close decision. However, choosing Mr & Miss BCA was easier as it was unanimous, choosing the right person for representing entire student co-ordinator in a healthy way. A participant should be active overall in all different aspects and different activities should be a highly manageable personality also the main patience full personality to tackle different situations calmly and handle it in positive response.

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### CONCLUSION

I thank each and Every one who have been the part of Enthrone 3.0 Fest and well Wishers. I thank **Mr. Ram Kiran K**, CEO of Shree Medha Degree College. I thank **Mr. Manjunath Balluli**, HOD of Computer Science of Shree Medha College. I thank Team Ubuntu For Supporting us wholeheartedly and making Enthrone 3.0 a wonderful event with lots of Smiles, Emotions, Learning and more on.

I thank centre of attraction co-ordinators, Participants (enthusiastic juniors), Volunteers, and my dear friends.

We had 11 number of events namely Unique Mind, Techno Sapien, Coding Monks, Exquisite, Box Cricket, Big Boss, Ad-Venture, Treasure Trove, Fun Tech, Cut Shortz, Mr. & Miss BCA.

Each event had its own uniqueness, creativity and innovation in it. Enthrone 3.0 gave chance to learn more, explore more, create more, think more, push the boundaries.

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It's a wrap of event around 6:00 PM 28<sup>th</sup> January 2021.