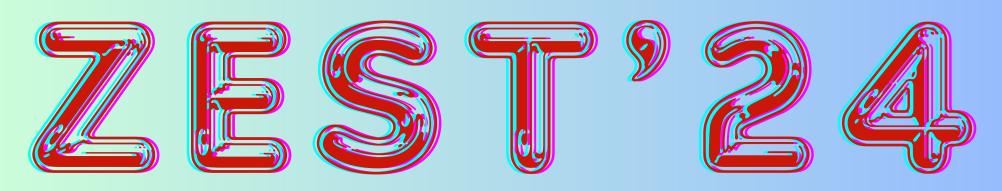


# M.O.P. VAISHNAV COLLEGE FOR WOMEN (AUTONOMOUS) Chennai 600 034

(Affiliated to the University of Madras and Re-accredited"A++"grade by NAAC)

#### **DEPARTMENT OF MANAGEMENT STUDIES (M.B.A)**

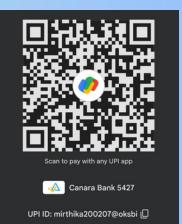
presents



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Releasing January 20, 2024

#### **MARKETING**

- 1. Design your Desire
- 2. Best Salesman

#### **OPERATIONS**

- 1. Infinity Pool
- 2. Little Things

#### **HUMAN RESOURCE**

- 1. Squid Game
- 2. Mismatched

#### **BEST MANAGER**

- 1. Aptitude
- 2. Case Study
- 3. Shipwreck, Anti Shipwreck
- 4. Stress Interview

#### **FINANCE**

- 1. Slum dog millionaire
  (Whale Tank)
- 2. The Boiler Room

#### **IPL AUCTION**

- 1. Round 1
- 2. Round 2



# Marketing

"To Infinity and Beyond"



### 1. BEST SALESMAN (9.30 A.M -12.00 P.M)

#### **ROUND 1: B-PLAN**

- Each team should prepare and present the B-Plan on the given theme in order to promote their product/service.
- Theme: Innovative Sustainable product or services.
- The B-Plan(PDF) and the concised B-Plan(PPT) should be submitted two days prior to the event to this Email Id (zest202423@gmail.com)
- The B plan (ppt) should be presented by the team members.

#### **RULES:**

- 3 members per team.
- Presenting time: 7 mins.
- Documents(PDF and PPT) should be sent to this Email Id: zest202423@gmail.com.
- B plan(pdf) not exceeding 1500 words.
- B plan(ppt) not exceeding 7 slides.

#### **ROUND 2: : DIGI-MART**

Each team will be given an invite, they have to promote that respective invite in our official social media account. Based on the promotion of the invite, final decision will be taken.

- 3 members per team
- Promotion time: 45 mins

# Marketing





### 2. DESIGN YOUR DESIRE (1.00 P.M-3.00 P.M)

#### **ROUND 1: PRODUCT LOGO DESINGING**

Each team will have to design a new logo for the given theme on the spot within the allotted time. Any two members from the team should present their logos.

#### **RULES:**

- 4-5 members per team(2 members would present)
- Preparation time: 20 mins, Presenting time: 3 mins
- Required stationary items should be brought by the participants.

#### **ROUND 2: TWIST-OH-ZAP**

Finalized teams will be given a product. All the team members should enact an advertisement for that product.

- 4-5 members per team
- Preparation time: 10 mins
- Presenting time: 5 mins



### Human Resource

"Nothing scares us, We're HR"

## 1. SQUID GAME: A MINUTE TO WIN IT

(9.30 A.M - 11.30 A.M)

#### **ROUND 1: JAM (Just A Minute)**

Participants will be spontaneously assigned a diverse HR related topic to discuss within specified time limits.

#### **RULES:**

- 1 participant.
- Participants will be presented with random HRrelated images or videos.
- Each participant will have 1 minute to express their views on the given images or videos.
- Evaluation based on clarity, coherence, and depth of insight.

#### **ROUND 2: CRITICAL SITUATION ANALYSIS**

Participants will be provided with a challenging scenario to analyze and tasked with devising an ethical solution.

- Participants will receive an ethical situation commonly faced in a corporate HR setting.
- Analyze the situation and provide a well-thought-out solution as if you were an HR professional.
- Judges will assess ethical considerations, problemsolving skills, and the ability to balance organizational and employee interests.

### Human Resource

"Nothing scares us, We're HR"

# 2. MISMATCHED: PLAY DUMB, ACT SMART (12.15 P.M-2.00P.M)

The anti- combination games designed for teams of 3, promise a blend of mental agility, teamwork and pure entertainment.

#### **ROUND 1: DUMB CHARADES**

2 members will act out on the given topic, while the other one should guess the word with hindrance of music being played in the head phones.

#### **RULES:**

• No. of Participants: 3 per team.

- Hilarious fun awaits as teams participate in HR-themed dumb charades.
- Two members will act out on the given topic, while the other one attempt to guess the word with hindrance of music being played in the head phones.
- Judges will assess based on creativity, teamwork, and the ability to convey terms non-verbally.

#### **ROUND 2: FIND THE LOGO**

Participants will be provided with a challenge of finding the hidden logo within the specified time.

- Teams will dive into puzzles to find the hidden logo, and identify it.
- Scores will be determined by how many puzzles are completed and correctly identifying the logo.
- A time limit will add an element excitement.

### Finance

"Make us an offer we can't refuse""

# 1. SLUM DOG MILLIONAIRE (WHALE TANK)

(9.30 A.M-11.30 A.M)

Strategic Investment lets you test your financial acumen in a high-stakes challenge.

- Team Event (2-3 participants)
- Participants should present an investment plan in a publicly traded company across diverse sectors.
- Participants should explain their strategic investment choices, considering factors such as financial health, market trends, and long-term viability.
- PPT (10 slides) should be submitted on or before 19.01.2023.
- Send your PPT to this Mail id lekshana2002@gmail.com
- Participants will be awarded based on their investment analysis, Strategic Decision making, etc.
- Judges decision will be final.
- Time limit 5 mins.



### 2. THE BUILER ROOM (12.00P.M-2.00 P.M)

Unleash your financial wisdom with interactive games and insightful talks.

#### **RULES:**

#### **ROUND 1:FINDING NEMO**

- Team Event (2 -3 Participants)
- It is a memory-based game.
- Participants must pay close attention to the pictures/ videos displayed on the screen
- Questions will be based on the pictures / video.

#### **ROUND 2:CRISIS MYSTERY**

- Pictures will be displayed regarding a case or a financial crisis of the business organization.
- Eg. Byjus's Downfall
- Participants have to connect those pictures and identify the companies name/ the case.

# Operations

"Nobody Does It Like Operations"

### 1. INFINITY POOL (9.30 A.M -11.30 A.M)

- A mysterious goodie bag will be given.
- Participants should choose any one goodies as the main product.
- Participants should play a skit based on the product's production to consumption/ selling strategies.
- Other goodies should be used in the play.
- Marks will be given based on creativity and strategies used to produce and sell the products to consumers.

- 20 minutes for preparation and 5 minutes to play.
- Judges will raise their questions and judges' decisions will be final.
- No vulgar language.
- Communication- English only.
- No. of participants-5.

## Operations

"Nobody Does It Like Operations"

# 2. LITTLE THINGS (12.30 P.M-2.30 P.M)

#### **ROUND 1:**

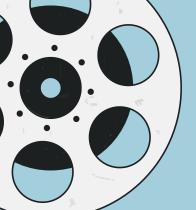
- Participants would be required to innovate a new product design/prototype model.
- Based on the product model innovation, design, and creativity marks will be awarded.

#### **ROUND 2:**

Participants have to prepare a production sheet with make or buy decision.

- No. of participants-3
- The product should be designed during the event at the venue.
- The participants should bring materials for the products.
- Raw materials used in the product have to be sustainable like paper, cloth, straws etc.
- Don't bring hazardous items.





## Best Manager

"Wolf of Wall Street"

### GIST OF THE EVENT (ONLY FOR MBA STUDENTS) (9.30 A.M -3.00P.M)

The Best Manager has several strenuous rounds that stretch across a wide spectrum encompassing all aspects of a manager's job and duties. The event requires competence, adroitness, and a quick wit. The perplexity involved is unparalleled and can be experienced first-hand by the participants through the challenging situations and multifarious problems we present before them.

WIN CASH PRICE

#### **ROUNDS:**

- Aptitude: Ignite your mastery.
- Case study: Unveiling triumphs in action.
- Shipwreck anti-shipwreck: Smartest guys in the room.
- Stress interview: Grill room.

## Best Manager

"Wolf of the Wall Street"

#### **RULES AND REGULATIONS:**

- Compete as Individuals.
- There will be 4 rounds conducted, based on which the participants will be judged.
- Participants are required to bring a copy of their resume and they should be dressed professionally.

**ROUND 1:** It is an Aptitude test to your assess knowledge and understanding the concepts.

**ROUND 2:** Here a case will be presented and the participants will have to analyse and evaluate their ideas on it.

**ROUND 3:** Shipwreck and anti-shipwreck, the participants will have to convince the judge why or why not they are worth the jacket.

**ROUND 4:** Stress interview will be conducted to test your capacity to think on your feet, react proficiently in troublesome circumstances and remain quiet in a pressurized domain.

IPL Auction
"Cup Mukkiyam Bigilu"

(9.30 A.M -3.00P.M)

#### **DESCRIPTION:**

IPL auction is an event where 3 members in a group participate with a virtual cash amount, with this amount each team has to bid minimum of 11 players for their IPL team. This event has rounds where first round is all about quiz and the second round is bidding the players for their respective teams. This event helps people to execute their investment skills with the given budget & plan their resources strategically & articulate in the best interest of the team.

#### **GENERAL RULES:**

 Your IPL team is required to have exactly have 11 players to remain in the competition, it can players of your choice.

### IPL Auction

"Cup Mukkiyam Bigilu"

#### **RULES AND REGULATIONS:**

#### **ROUND 1:**



Final decisions will be taken by the jury members

#### **ROUND 2:**

- Your IPL team is required to have exactly 11
  players to remain in the competition, which will
  consist of 3 batsmen, 1 wicketkeeper, 2
  allrounders, 3 bowlers & 2 players of your
  choice.
- Use placard to bid for your player.

#### **CRITERIA FOR WINNING:**

- Grading of the team players
- Bid to compete with others but don't exhaust all your resources

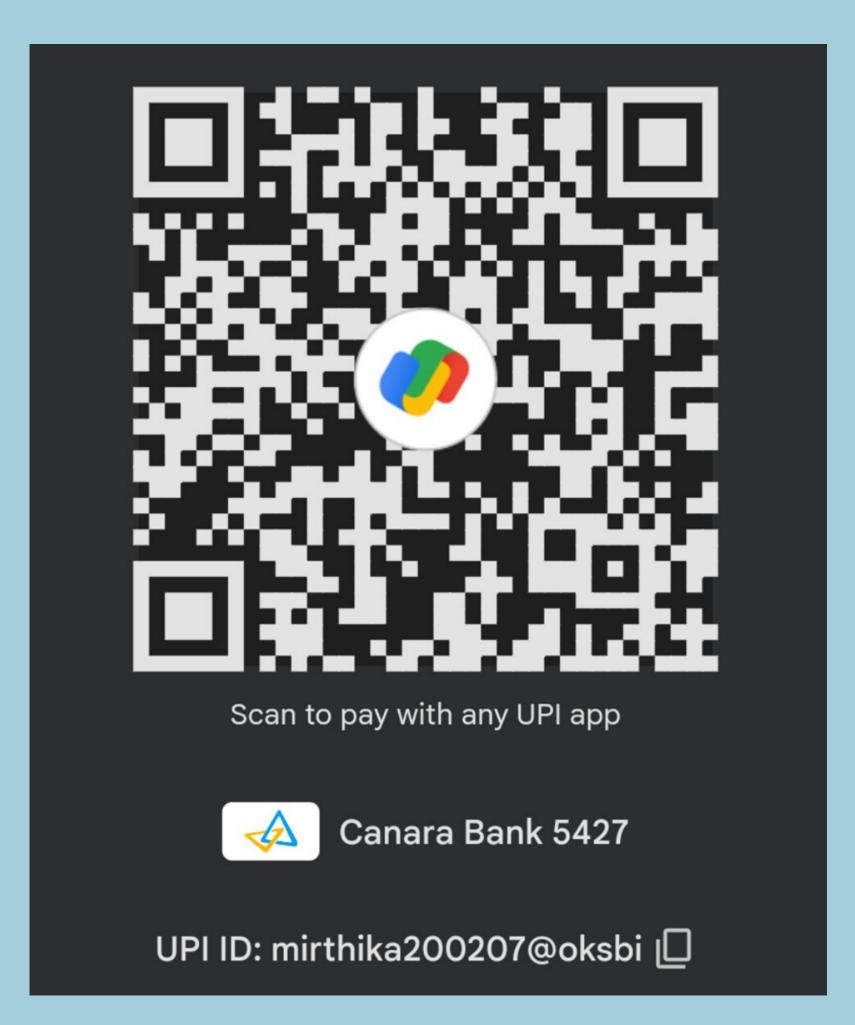


### Click the link below to Register

https://forms.gle/iBCZ8iZEJZBD7om87

Registration Fee - Rs. 200/-





Organize your participation in events by carefully selecting those that align with their respective timings to avoid any scheduling conflicts.

#### For any queries, contact Overall Events Co-ordinators:

Sagana - +91 63826 54032 Shamitha - +91 63826 18248 Uma Priyatharshini - +91 87544 19676 Sivasry - +91 93619 2299

#### **Marketing Events:**

Mahalakshmi - 94862 00467

#### **Operations Events:**

• Keerthana - +91 96000 83533

#### **Human Resource Events:**

• Indhuja Kumari : +91 99522 65125

#### **Finance Events:**

• Sai Surekha: +91 77086 29802

#### **Best Manager Events:**

• Swathysri - +91 76399 39031

#### **IPL Auction Events:**

• Shanmuga Priya - +91 63697 49694

