





### Vanijya The Commerce Society

# Diwali Mela 2021

#### 28-30 October 2021

Prof. Manoj Sinha Principal Aryabhatta college, DU

Dr. J.K Singh Convenor Vanijya

#### **ARYABHATTA COLLEGE**

Aryabhatta college is a constituent college of the University of Delhi. The college came into existence from the academic session 2014-15. The college was formerly known as Ram Lal Anand College (Evening) and was established in 1973. The institution is directly maintained by the University of Delhi. It is a co-educational institution and currently has 2200+ students with established courses in Science, Commerce and Arts. College is located adjacent to the south campus, University of Delhi.



# VANIJYA

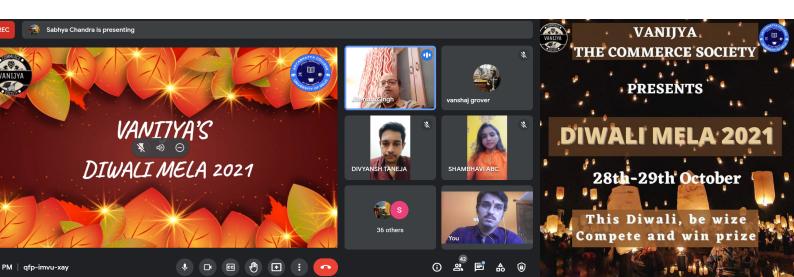
Vanijya- The Commerce Society is a team of ambitious and dedicated individuals which aims at achieving collective success.



We seek to enable personal development of our members by including entrepreneur skills and helping them discover their skills and passion. We have a demonstrated history of successfully organising annual events that attract excellent response from across DU

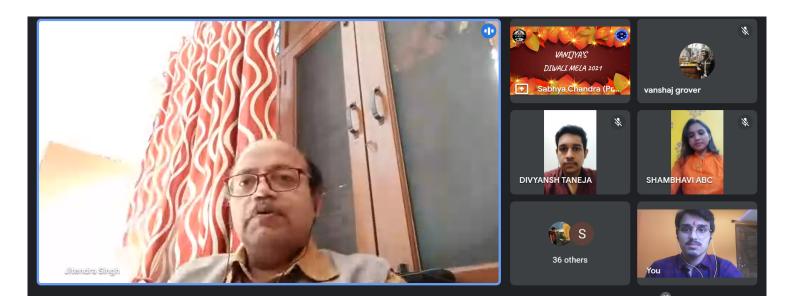
## Diwali Mela 2021

Diwali Mela is one of a kind annual event that blends festive vibes with competitive spirit. We design our contests to provide participants an opportunity to put to use their analytical and presentation skills, knowledge and creativity.

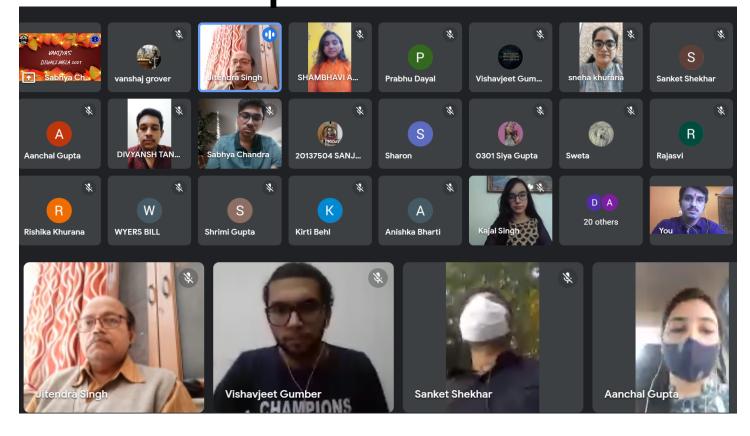


## **Inauguration Ceremony**

Vanijya successfully Completed the Event of Diwali Mela'21. The event was commenced with an inauguration Ceremony. With the presence of all the teachers, convener of the society Dr. J.K Singh and all the participants made the ceremony wonderful. We also got the Valuable guidance of our Convener sir, where he threw the light on all necessary points including the importance of Diwali festival especially in life of commerce students



Then the participants were made familiar with the history of college, society and the event, in form of video and presentation. Also the rules and regulations of the games including the process of competition were described to the participants. And with the permission of our convener sir, the ceremony was winded up and the games were conduced on their respective platforms.



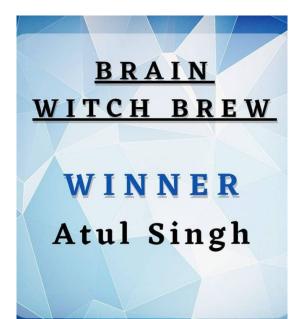
## **BRAIN WITCH BREW**



Brain Witch Brew was sure to be a showstopper for anyone with a keen observation. In today's world, we are surrounded by brands offering various products and services that we love and the game was just to challenge your creative thinking and brand knowledge.

1st round was a crossword in which the participants had to fill in the brands through the taglines given as hints.
2nd round required them to guess the brands by the tunes played in their (brands') adds.
And the final round tested their creativity by requiring them to recreate taglines of the given brands.
The platform of the game was google forms.

Winner was given a cash prize of RS250 with some great internship opportunities and amazing coupons.



## MURDER MYSTERY



This game was a perfect fit for all the people with mind like Sherlock's . It tested the participants' logical and analytical skills through brain teasing murder mystery riddles through two rounds in total. Round 1 required the participants to solve 10 mcq based murder mysteries in which they had to think and tell who was the killer out of the available options , the participants were supposed to fill in their responses within a time span of 15 minutes

. Round 2 was a notch higher , it had 8 questions in total which included 2 video based questions , the participants had to give the rationale for their answer along with identifying the killer. The time limit for this round was 20 minutes. The winners for this game where awarded with cash prices (rs.250 for 1st position holder followed by Rs.150 for the runner up) , along with some exciting internship opportunities and some amazing coupons.

This game saw participations from students across several colleges and universities. The platform for the game was Google forms



## SHASTRARTH



Shastrarth was a mythology based game comprising of two rounds. The game was conducted via google forms.In round 1the link of google form was provided to the participants. The participants were required to complete the quiz within 15 minutes. It was a time based round.

In final round participants had to perform monologue from mythology epics given.2 options were given and participants were required toperform a monologue of 3 minutes on any one of the two options. The video of the same was required to be uploaded on the google form within two hour.

1st prize worth Rs.250 followed by Rs.150 for the winner and 1st runner-up with coupons and internship opportunities for all of them. The game was conducted smoothly.

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## **BEST OUT OF WASTE**



This game was for all the artists out there . It tested the participants' artistic skills , their divergent thinking and creativity , by requiring them to make decor items for Diwali by using waste materials easily available in their surroundings. This game was conducted through Google forms , where they had to upload a video of then making the item or Selfie with their work. The participants were given a sufficient time of about 4-5 days for submitting their entries

The prizes for the winners included cash prices (rs.250 for 1st position), coupons and exciting internship opportunities. This game saw participations from students across several colleges and universities.



# VANIJYA TEAM



### instagram.com/vanijyasocietyabc



linkedin.com/Vanijya- The Commerce Society, Aryabhatta College