



**EMEA COLLEGE
OF ARTS AND
SCIENCE**

**7-DAYS STUDENTS CAPACITY
BUILDING AND SELF-RELIANCE
PROGRAMME**

REPORT

DEPARTMENT OF BUSINESS ADMINISTRATION

22-03-2022 TO 25-03-2022

PROGRAM BROCHURE

7 Days Students Capacity Building & Self Reliance Programme

2022 MARCH 22 to 29



EMEA COLLEGE OF
ARTS AND SCIENCE
KONDOTTY

MARCH 22
Tuesday

Name:
Iconics
Event:
**Team
Building
Game**

MARCH 24
Thursday

Name:
**Infinity
war**
Event:
**Monopoly
Game**

MARCH 23
Wednesday

Name:
**The lens
knight**
Event:
**Spot
Videography**

MARCH 25
Friday

Name:
**The Wise
Quacks**
Event:
Quiz

MARCH 28
Monday

Program:
**campus
visit**

(CRESCENT INSTITUTE OF
SCIENCE AND TECHNOLOG
CHENNAI)

MARCH 29
Tuesday

Program:
Exhibition
(115 STARTUP BUSINESS)

Department of Business Administration
In Association With IQAC

INTRODUCTION

The students of the department of Business Administration took part in various activities and games as a part of 7 day self reliance and capacity building programme. The main goal of the programme was to provide the students with a platform to test their capabilities in form different games and fun activities. The students effectively took part in the programme and was beneficial for their over-all development. Such activities are necessary for students well being and to showcase their abilities.

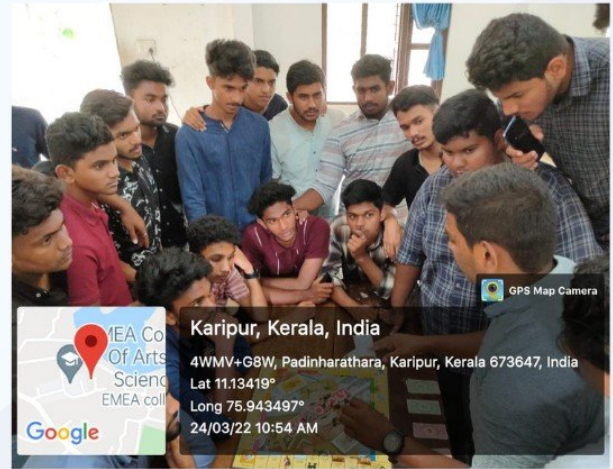
The students took part in the following activities:

**NAME: ICONIC
EVENT:
TEAM BUILDING
GAME
22-03-2022**

**NAME: THE LENS
KNIGHT
EVENT:
SPOT
VIDEOGRAPHY
23-03-2022**

**NAME: INFINITY
WAR
EVENT:
MONOPOLY
GAME
24-03-2022**

**NAME: THE WISE
QUACKS
EVENT:
QUIZ
25-03-2022**



ICONIC (TEAM BUILDING GAME)

22-03-2022

The students were divided into multiple groups and were asked to stand in one-armed distance from one another in a team, the rule of the game was to fill an empty bottle placed on one end by carrying and passing the water by hand from a bucket placed at the other end by the members of each team till the bottle is filled and the victor of the challenge is the team that fills the bottle first. This is an excellent method to increase the coordination skill between the students helping them to build an effective team.



LIST OF PARTICIPANTS

TEAM SHUAHIM:

- 1.ABDUL VASIH
- 2.ANAND
- 3.DHANUSH
- 4.NANDA
- 5.SINAN NK
- 6.ANSHAD NC
- 7.SREE LAKSHMI
- 8.SHUHAIM (captian)
- 9.SHANIF
- 10.NAJIYA

TEAM ABOOBACKER SIDDEEK

- 1.ABOOBACKER SIDDEEK(captain)
- 2.ANSHIDATH ZUHRA
- 3.FAHMA
- 4.AFSAL
- 5.SINAN AC
- 6.ASMAL
- 7.FATHIMA FILNA
- 8.SHERIN IBADA
- 9.FATHIMA NASRIN
- 10.IRFAN



TEAM RINAS (2nd sem)

- 1.ADNAN AHMED
- 2.ARSHIDA
- 3.RIFAHATH
- 4.AQIYAAN
- 5.FAZIL
- 6.FARHAN
- 7.SINAN EK
- 8.RINAS (captain)
- 9.SUBHAN
- 10.FATHIMA NASHWA
- 11.INSAM ALI

TEAM AFAQ MOOSA

- 1.AFAQ MOOSA(captain)
- 2.ASEELA
- 3.LENA FATHIMA
- 4.MUHSIN
- 5.ANSHAD P
- 6.SAFVAN V
- 7.SAHIMA
- 8.ABHINAV
- 8.NUSAIF
- 10.SUFAID



TEAM ASLAM

- 1.AKSHAY
- 2.AVINASH
- 3.MISHAB
- 4.NIJLA
- 5.SHEHEEN
- 6.ASLAH
- 7.SHIHAN
- 8.ASLAM (captain)
- 9.SINAN K
- 10.SAYANA
- 11.AMEENA



THE LENS KNIGHT (SPOT VIDEOGRAPHY)

23-03-2022

This is a spot videography event where a topic is given to the group of participants and were asked to capture footages, edit and present a video regarding the given topic.

The topic given was to create a promotional video for the college. One and a half hour was given to take the necessary video materials and another half an hour was given to edit the video. The team that makes the best promotional video, that entices the audience and gives an effective marketing to the college was chosen as the victors.

WINNERS OF THE PROGRAM

Irfan (2nd sem)

Sinan (2nd sem)



INFINITY WAR (MONOPOLY GAME)

24-03-2022

ABOUT MONOPOLY

Monopoly is a multi-player economics-themed board game. In the game, players roll two dice to move around the game board, buying and trading properties and developing them with houses and hotels. Players collect rent from their opponents, aiming to drive them into bankruptcy. Money can also be gained or lost through Chance and Community Chest cards and tax squares. Players receive a stipend every time they pass "Go" and can end up in jail, from which they cannot move until they have met one of three conditions.

The students took part in a friendly game of monopoly. Monopoly is a board game which gives a real world simulation of sound investments, taking risks and managing resources/properties etc.

PROGRAM WINNERS

Team Rinas (2nd sem)

Harshida

Rifath

Nashwa

Subhan

Insam

Farhan

Sinan EK

Aqiyaan



THE WISE QUACKS (QUIZ)

25-03-2022

A quiz is a form of game or mind sport in which players attempt to answer questions correctly about a certain or variety of subjects. Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge, abilities, or skills. They can also be televised for entertainment purposes, often in a game show format.

An engaging mind puzzling quiz was conducted under the 7-days Students capacity building and self reliance programme on 25th March 2022. Quizzes helps students with time management and helps to build an effective team.



PROGRAM WINNERS

Aslam and team (2nd sem)

Rinas and team (2nd sem)

