



Directorate of Outcome
Outcome Report(Event/Activity Organized @ AUH)

1. General Information

Date: 19thApril,2022
Event Type: Management Games
Event Title : “Management Games”
Venue: Room No. 412 (B-Block)
Organized by(School): ABS and ASE
Student Participation*: No. of Students from AUH(Course wise):-BA Eco (2ND SEM)- 6, BA Eco (6TH SEM)-6, MA Eco(2ND SEM)-4, MA Eco (4TH SEM)- 2, BBA (2ND SEM)- 2, BBA(4TH SEM)- 1, MBA(2ND SEM)- 11.
Faculty Participation*: No. of Faculty Members from AUH (Deptt. wise):-
Participation from outside AUH*: No. of Students & Faculty Members-NA
(Enclose attendance sheets in given format)
Event Coordinator(s) with designation:Faculty Coordinators: Dr Faraz Ahmad and Dr Pooja Jaiswal
Student Coordinators : Priya Sharma and Shivani Singh

2. Event Report along with glimpses of the event(Photographs)

2.1 General Introduction of the Event

Learning should be enjoyable and keeping the same in mind the ABS and ASE conducted the event of Management Games. Management games help learning interactive, enjoyable and realistic with key learning points to take back to the workplace.

2.2 Objectives of the Event

- Major objective of these games is to enhance the eye for details,
- To improve analyzing skills,
- To enable quick decision making,
- To make students cooperative and team players
- It is enjoyable with lots of learning in a short space of time
- The game allows participants to easily interact, socialise, and network with others

2.3 Brief about the address/talk of speakers

- The event was initiated with opening remarks and it included three different games namely, the Infinite Loop, Bob The Builder and the Customer War.
- In the first game Infinite loop, the pairs were connected using the ropes, their challenge is to disconnected from their partner, without removing their hands from the loops or untying the knots. This helped the student to do brainstorming and think of a strategy by which they could free themselves. Some of the other learning outcomes are:
 - Communication
 - Problem solving
 - Reviewing performance
 - Persistence
- The second game Bob The builder, this game was played in a pair of two. The players were supposed to build a pyramid using balloons. One could hold a cup while inflating the balloon and deflate the

balloons to keep the cups in order to make the pyramid. The one who took the least time to make the pyramid wins the game.

- The third game was the Customer War, each player had four balloons on one ankle. Had everyone enter the “battle arena” and instruct them to stomp as many of their opponent’s balloons as possible while protecting their own at the same time. The individual with the least popped balloons at the end is the winner.

2.4 Photographs with caption (also share high resolution JPEG files of photographs)

INFINITE LOOP



BOB THE BUILDER





2.5 Scanned copy of attendance sheets

3.5 Few Scanned feedback forms of participants

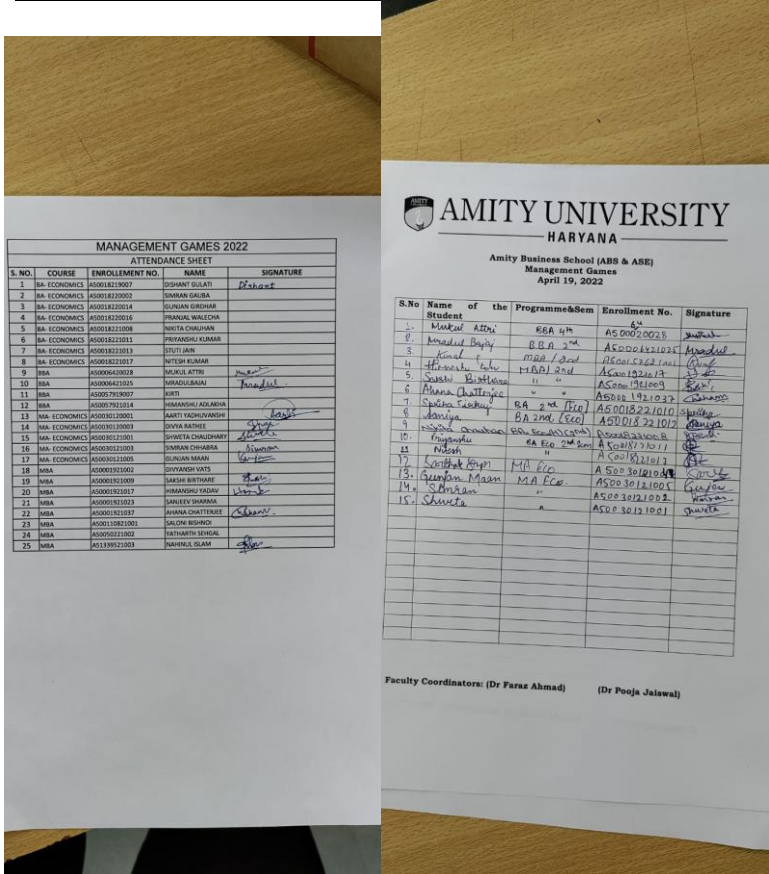
<u>Attendance Sheet of Faculty Members (AUH)</u>				
Event Title:Date:				
S.No.	Participant Faculty Name	School	Designation	Signature
1				
2				
3				
Name & Signature of the Event Coordinator				

<u>Attendance Sheet of Students (AUH)</u>
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Event Title:Date:

S.No.	Participant Name	School	Programme & Semester	Signature
1				
2				
3				

Name & Signature of the Event Coordinator



Attendance Sheet of Outside Participant

Event Title:Date:

S.No.	Participant Name	School	Designation/Programme & sem(if student)	Signature
1				
2				
3				

Name & Signature of the Event Coordinator

Faraz Ahmad

Dr. Faraz Ahmad (Faculty Co-ordinator,
Shivani Singh (Student Coordinator)

