K S INSTITUTE OF TECHNOLOGY
DEPARTMENT OF ARTIFICIAL INTELLIGENCE & MACHINE LEARNING
REPORT ON STUDENT CLUB EVENT
"FESTAHOLIC- A STUDENT CLUB EVENT"

Semester:	3rd and 5th Semester
Event Type:	Student Club Event
Event Name:	Festaholic
Date/Duration:	28-12-2022
Associated Professional Bodies	Aenfinity Student Club – AIML Department
No. of registrations	105 teams

Event Objectives:

- Provide a platform for students to communicate and connect with their surroundings.
- Enable to create of a responsible connection with society.
- Enable the students to do a deep drive into leadership, principles of management, organization and entrepreneur.

Event description with pictures:

On Wednesday, December 28, 2022 Aenfinity club held its first mega non-technical event "Festaholic". Festaholic, a culmination of festivities, consisted of carnival stalls by students, external sponsors and various other events.

Festaholic was inaugurated by the principal of KSIT, Dr. Dilip Kumar and CEO of KSGI, Dr KVA Balaji. After the invocation song and lighting of the lamp, the chairman of Aenfinity club introduced the club and spoke about the various activities undertaken and organised by the club so far.

Fig1 Welcome address

The events began right after the inauguration. The various events were categorised into three levels. The first level events were Word Jam and Lord of the links.

In Word Jam, the participants had to solve various word puzzles like word search and crossword.

It was based on a wide range of topics such as technology, current affairs, popular culture etc. 73 teams participated in this event and 12 teams qualified for the next level.

Lord of the links was a game based on navigating hyperlinks. Given a start page and target page, participants had to navigate to the target page using hyperlinks from the start page. Teams had to be quick and reach the target page with minimal number of clicks to gain points and race ahead of others. 32 teams participated in this event and 10 teams qualified for the next level.

The second level again had two events namely Quizzical chairs and Dodgeball.

Quizzical chairs was an amalgamation of the popular recreational game musical chairs and quiz. Participants who landed in elimination had to answer a quiz. Teams which topped the quiz remained in the game while the rest were eliminated. The quiz features questions from a number of topics like reasoning, logical thinking, general knowledge etc. 2 teams qualified to the final level from this game.

The other game in second level was a game of Dodgeball. While quizzical chairs required participants to use mental strength, dodgeball required it's participants to exercise physical strength, agility, teamwork and sportsmanship. 12 teams which qualified for Dodgeball were divided into 2 groups. Each group had to eliminate participants from the other group by hitting them with a ball while surviving by avoiding being hit themselves. 3 teams survived this game and moved on to the final level.

Fig 2 Dodgeball event

The last level was called Who dun it ? It was a murder mystery game. 5 teams were given case files with a list of suspects and 5 clues to catch the culprit. With each clue decoded and solved, the number of culprits was halved. The team which was able to catch the murderer quickly and accurately were crowned as winners.

The winners of Who dun it were Srinidhi M, Iman Ghorai and Arjun Bharadwaj from 3rd semester CSE and were awarded a cash prize of Rs 2000

Akshay V B, Dhruthi Umesh and Gaana S from 3rd semester CSE came in second place and won a cash prize of Rs 1000.

Fig3 Prize distribution- Winners of the event- Word Jam and Lord of the Links

Running in parallel with the events were carnival stalls. The stalls were arranged in the quadrangle. With a variety of stalls, minimal yet elegant decorations and a huge, excited crowd of students, the quadrangle radiated festive vibes. Stalls were put up by students and external business owners who sponsored Festaholic.

Fig 4 Festaholic event Stalls

Festaholic featured around 18 stalls from students and 5 from sponsors. There were food stalls, game stalls, tech stalls, book stalls and many more. Each stall had something unique to show and added vibrance to the carnival.

There were 4 different types of stalls

1. Food stalls by students

2. Game stalls by students

3. Sponsorship stalls

    a. Technical stall
- ACS COMPANY
- RT KRISHNA HERO HONDA

    b. Food stalls
- Green Bean coffee
- Bunts Bangarpet chats
- Gobi , sweet corn and golgappa stall
- Lota caravan
- Momos stall

4. Book stall

The judgement to the best stalls was done on the basis of creativity, business tactics, and cleanliness and the way of approach, the judges were Dr.Deepa S R and Prof. Anuradha M V.

Cheesus christ, a food stall by 3rd sem AIML students Sahana, Arun, Zeeshan, Pavan, Syed Asim, Rishi, Nithya and Harshitha and Game Goblins, a game stall by 5th sem AIML students Madhu, Yashila, Rithika, Tejaswini, Laasya, Niriksha and Yogitha won the award for best stalls and were awarded a cash prize of Rs 500 each.

Fig 5 Winners of the stalls- Food and Game

Students came together to put up various interesting games and gave a new way for the oneness of the students. This approach helped students to think in a new direction about entrepreneurship. It helped students to get to know about handling the huge crowd, business management, return of investment, profitability and leadership quality.

This event was conducted to uplift students' skills and give a new perspective regarding entrepreneurship and the kind of hurdles that a business might face.

EO#	EVENT OUTCOMES
EO1	Enable students to showcase sustainability and creativity.
EO2	Showcase planning and organizational skills.
EO3	Understand business management and leadership quality.

EO-PO Mapping

EO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
EO1	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO2	2	2	2	-	-	2	2	-	2	-	-	2	1	1
EO3	2	2	2	-	-	2	2	-	2	-	-	2	1	1
	2	2	2	-	-	2	2	-	2	-	-	2	1	1

3	Substantial (High) Correlation
2	Moderate (Medium) Correlation
1	Slight (Low) Correlation
-	No correlation.

PO's Attained: PO1, PO2, P03, PO6, PO7, PO9, PO12

PSO's Attained: PSO1, PSO2

Event Coordinator

HoD

Principal

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