



Atharva Institute of Management Studies

Activity / Event Report

Name of Event/Title : Quizzastic 2.0 - Pinnacle Club (HR)

Organization : Atharva Institute of Management Studies

Date of conduction : 13th October, 2025

Class / Sem : MMS SEM I (Batch 2025 – 2027)

Number of Students Attended : 84

Faculty coordinator : Dr. Leena Jagawat &

Prof. Kajal Desai

Student coordinator/ committee : MMS Semester III HR Students

OBJECTIVES

- To enhance the learning experience of first-year MMS students through engaging and interactive activities.
- To promote teamwork, collaboration, and effective communication among students.
- To encourage creative and analytical thinking through fun-filled management-based tasks.
- To provide a practical understanding of management concepts in an enjoyable environment.
- To develop problem-solving and decision-making skills among participants.
- To foster active participation and enthusiasm for learning beyond the classroom setting.

DESCRIPTION

The HR Pinnacle Club organized an engaging and interactive event exclusively for the First-Year MMS students with the aim of enhancing their learning experience through fun-filled activities. The event was thoughtfully designed to promote collaboration, communication, quick thinking, and the practical application of management knowledge in an enjoyable and participative environment. The entire event was divided into three competitive rounds, each focusing on different aspects of management learning while keeping the excitement and enthusiasm alive throughout

Round 1: Say It with Emoji

The event began with a light-hearted icebreaker round titled "Say It with Emoji." In this round, participants were presented with a series of emojis representing a management-related word or concept. Using the given hints, they had to decode and guess the correct term.

This round aimed to make students think creatively while connecting visuals with management theories. It tested their observation skills, interpretation ability, and conceptual

understanding in an entertaining format. The activity created a lively atmosphere filled with laughter, curiosity, and active participation, setting a positive tone for the rest of the event.

Round 2: Buzzer Beat Challenge

The second round, "Buzzer Beat Challenge," added an element of energy and competition. Each team was asked a series of management-related questions, and the participants had to buzz within 10 seconds if they knew the answer. The first three teams to buzz got the opportunity to respond, making the round both thrilling and fast-paced.

This activity tested the students' spontaneity, presence of mind, teamwork, and ability to handle pressure. The excitement in the room grew as participants competed to answer quickly, and the round kept the audience highly engaged with its dynamic format and friendly rivalry.

Round 3: Act to Impact

The final round, "Act to Impact," served as the highlight of the event. Teams were given a management-related word along with key elements they had to incorporate in their act. They were provided 15 minutes for preparation and 5 minutes for performance.

The task was to create a short skit or act that illustrated a real-world workplace situation related to the chosen word — highlighting both the problem and its solution from a management perspective. This round encouraged students to think critically, collaborate effectively, and demonstrate creativity in applying management theories to practical scenarios.

The performances were filled with humor, insight, and originality, showcasing the students' ability to connect management learning with real-life situations through storytelling and expression.

Overall, the event was a perfect blend of learning, creativity, and engagement. It successfully met its objective of helping first-year MMS students develop a sense of teamwork, confidence, and innovative thinking. Each round brought out different facets of their personalities — from

analytical and quick responses to creative expression — making the event both educational and memorable.

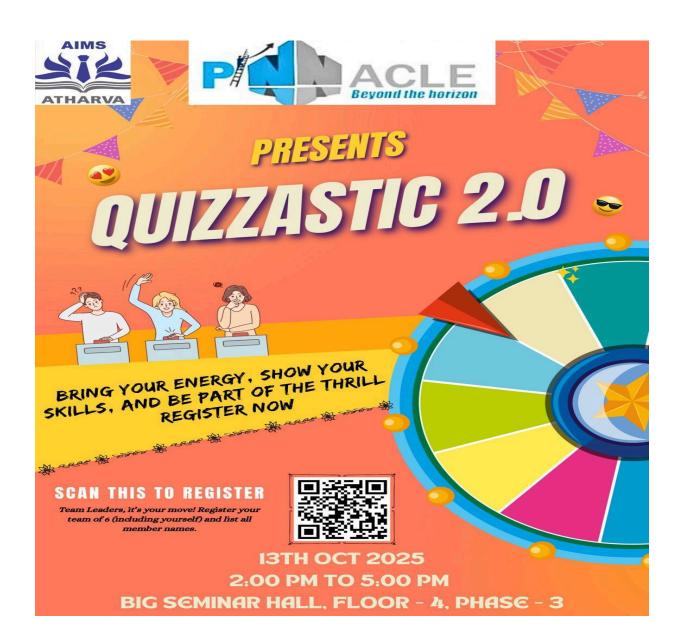
<u>KEY TAKEAWAYS</u>:

- The event provided students with an opportunity to work in groups, share ideas, and coordinate effectively. Each round required joint decision-making, which strengthened their ability to work together towards a common goal.
- Through rounds like "Say It with Emoji" and "Act to Impact," participants were encouraged to think beyond textbooks and apply management concepts in innovative ways. This improved their creative problem-solving and adaptability.
- The "Act to Impact" round helped students express their ideas confidently and clearly. They learned how to present concepts in a structured and engaging manner, which is essential in management roles.
- The "Buzzer Beat Challenge" tested the participants' ability to make fast yet accurate decisions under time constraints. This helped them develop alertness, confidence, and logical thinking during pressure situations.
- Each activity was designed around management-related themes, enabling students to
 recall and apply theoretical knowledge in a practical setting. This made learning
 more enjoyable and memorable. By performing and participating in front of their
 classmates, students gained self-confidence and overcame stage fear. The event also
 helped them interact and bond with peers from different backgrounds.
- The rounds maintained a lively spirit of competition that kept participants motivated and audiences engaged, fostering a positive and enthusiastic learning atmosphere.
- Students also gained confidence in expressing their ideas publicly, improving their comfort in handling an audience. During the "Act to Impact" round, they developed strategic thinking by organizing their ideas, dividing roles, and executing a plan within a limited timeframe.
- Most importantly, the event proved that learning can be both enjoyable and meaningful.
 Through collaboration, creativity, and fun, students absorbed key management lessons that will benefit them in their academic and professional journeys.

LEARNING OUTCOMES

- The event helped students **apply management concepts** practically rather than just learning them theoretically.
- It enabled the development of key **soft skills** such as communication, teamwork, leadership, and decision-making.
- Students learned to **think critically and analytically**, responding effectively to challenges under pressure.
- The activities encouraged **creativity and innovation**, allowing participants to present management ideas in fresh and engaging ways.
- Performing in front of peers helped students **build self-confidence** and improve their stage presence and presentation skills.
- Working in teams strengthened their **collaboration and coordination**, showing the value of unity in achieving goals.
- The time-bound nature of rounds improved their **time management and focus** during tasks.
- Overall, the event provided a platform for **experiential learning**, proving that management education can be both interactive and enjoyable.

FLYER OF THE EVENT



PHOTOS OF THE EVENT









WINNERS OF THE EVENT

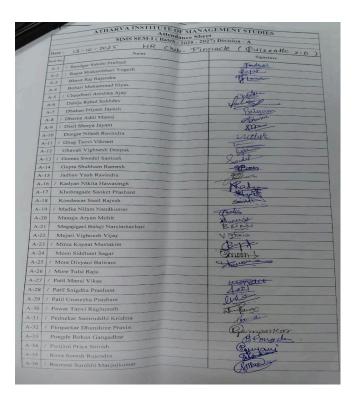


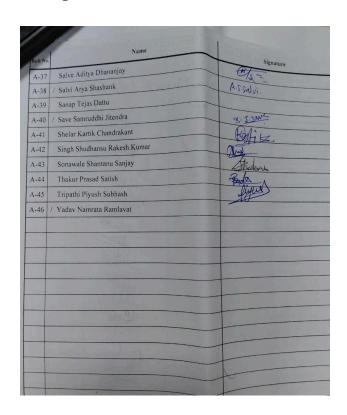


COMMITTEE PHOTO



Attendance sheet with signature





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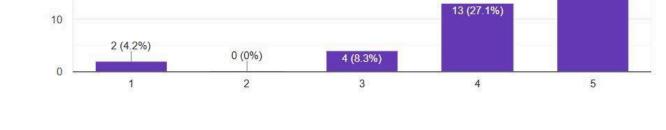
STUDENTS FEEDBACK

1. How would you rate the overall event?

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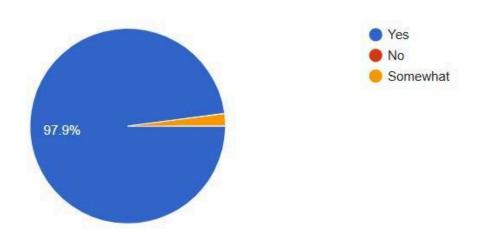
48 responses





2. Was the event engaging and interesting throughout?

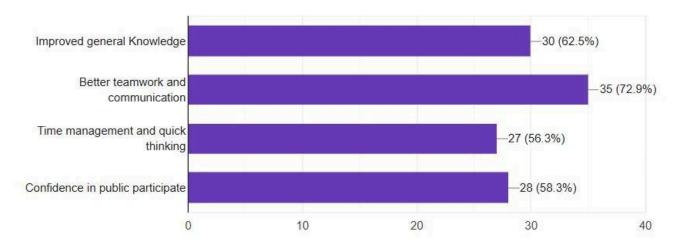
48 responses



3. What did you learn or gain from participating in Quizzastic.

□ Copy chart

48 responses



Event Report Prepared by :- Ms Siddhi Rathod

Submitted to Dr. Reena Poojara – Assistant Director and HOD HR