



**D Y PATIL**  
**INTERNATIONAL**  
**UNIVERSITY**  
AKURDI PUNE

D. Y. Patil International University, Akurdi-Pune

## **Event Report of Ignite & Interact 2024**

AvenYou Club

### **Event Overview:**

Ignite & Interact was conducted by AvenYou Club, specifically for freshman students of batch 2024 across all departmental degrees in DYPIU. The event aimed to break the ice, conquer stage fear, and foster a journey of self-growth in the freshers.

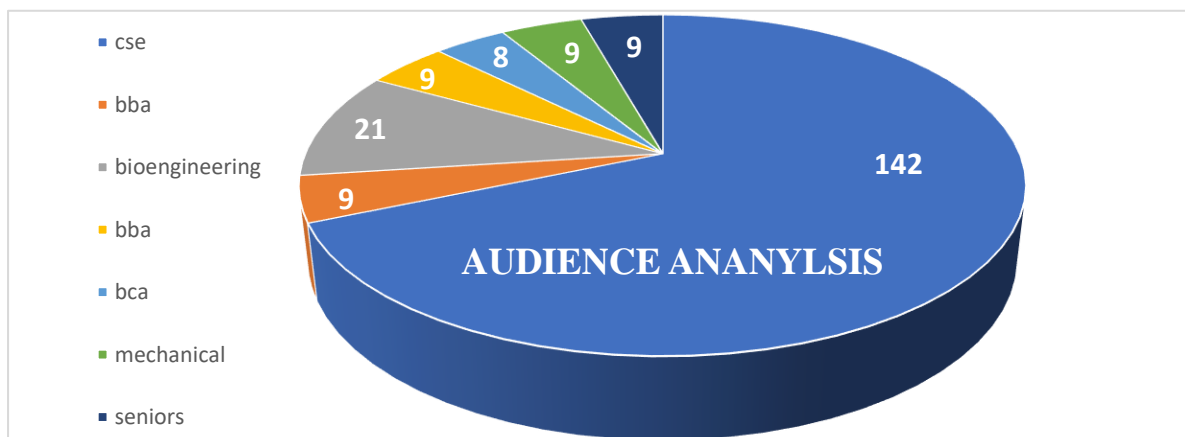
### **Event Details:**

- **Date:** September 4, 2024
- **Time:** 4:30 PM – 6:30 PM
- **Venue:** Classroom 313
- **Target Audience:** First Year students of 2024

### **Event Proceedings:**

#### **Audience:**

Registration was done by circulating a Google Forms. 207 responses across all departments & batches were received. Around 170 students attended as audience.



## **Sponsorship:**

AvenYou was successful in securing a sponsorship from Best Belgian Waffle for this event.



## **Event Structure:**

The event featured four games, each given a 15 to 20 minutes time window.

### **1. FIND YOUR PARTNER**

Participants were given a sticky note once seated, and were asked to take note of the particular one half of a character pair written on their note.

Once everyone had done this, all participants were asked to stand up & mingle around the room, asking yes/no questions to find their pair. For example, “Does your character wear a signature hat?” or “Is your character a cartoon?”

The first five pairs to complete this task were declared winners.

#### **Winners:**

- 1) Prachi Patil & Dnyaneshwari Bundle
- 2) Varad & Sanaul
- 3) Ansh Pillai & Rishabh Patil
- Amritansh & Ashwin (consolation)
- Anamika & Ishika (consolation)

This icebreaker set the mood of the event based on its theme- to promote interpersonal skills while making interdepartmental connections.

### **2. GUESS THE MUSIC**

15 rounds, with 1 song in each round were played for around 30 seconds each.

If a participant identified the song, they had to raise their hand.

The first player to raise their hand was given the chance to guess the song title.

One guess per song. Multiple guesses were not permitted.

Points are awarded for each correct guess, none for incorrect answers.

The participant with the most correct guesses at the end of the game wins.

The game continues with the next song until all 15 songs have been played.

#### **Songs:**

*Gasolina, On The Floor, Rasputin, Harleys In Hawai, Cherri Cherri Lady, Pani Da Rang, Ambarsariya , Arjan Vailly, Pyaar Hota Hota Kayi Baar Hai, Kar Gayi Chull, Angrezi Beat, Amplifier, Summer High, Daku, Funk Song, Dildara, Slow motion Angrez, Lemonade, Without Me, What Makes You Beautiful*

**Winners:**

- 1) Jai CSE
  - 2) S Shashtri CSE
  - 3) Shreyas Banjar CSE
- Azka CSE  
Rewati CSE

Very relevant to all freshers, this game received eager participation from the audience. It was lively and competitive, making it an enjoyable experience for everyone involved.

**.3. GUESS THE EMOJI & LINK**

Each subpart has a 5 question & one tie breaker round, so 12 rounds in the total game. Guess The Emoji - Multiple emojis were displayed on screen. They had to be clubbed together to form a meaningful word.

Guess The Link - 3 pictures were displayed each round. Participants had to find a common link between the them. Ex- {knife, spoon, bowl} - kitchen utensils  
For both, first person to raise hand would get the first go.

Again, depending on accuracy & frequency of accuracy, there will be 3 winners for each game.

**Winners:**

- 1) S. Shastri
  - 2) Nikhil Barnwal
  - 3) Abhinandan Mech.
- Milind Patil (consolation)  
Ishika Sharma (consolation)

Those who lacked in identifying pop culture songs, made up for it with a stellar performance in this logic game. It proved that the event was well rounded and catered to all audiences.

**4. DO THE HOOK STEP:**

10 popular songs were played, each featuring a display of their signature hook step.

All students were invited to participate and perform the hook step for each song.

They were required to replicate the hook step as accurately as possible.

Participants who performed the hook step correctly or came closest to it were declared the winner of that round.

After 10 rounds, a poll was posted in the WhatsApp community group.

All students voted for their top 3 winners from the round winners.

### **Dances Chosen:**

*Tauba Tauba, Jind Khad Ke, Ghungroo, Batameez Dil, Jeene Ka Hai Chaar Din, Gangnam Style, Kaala Chashma, Disco Deewane, Bye Bye Bye, Hud Hud (Dabangg)*

### **Winners:**

- 1) Hriday
- 2) Pushkar Deshmukh
- 3) Ishika Sharma

This was possibly the crowd favourite. Students enthusiastically performed the signature hook steps & those who didn't dance made sure to support the enthusiasts by actively cheering on and voting for their favourites on the poll link. It was engaging to be sure.

### **Closing Remarks:**

The event concluded with the Mr Suresh Kadam sir felicitating all the winners with exciting prizes.

The anchors congratulated the students on their performance & wished them the best for the duration of their journey in DYPIU.

### **Budget:**

1250 – Received from sponsor  
850 – Spent for prizes (Club branded mugs & keychains)  
200 – Decoration (Photo stand)  
350 – Stationery for decoration  
Remaining amount required (150) was paid by the Convener & Co-convener.

### **Post-Event Activities:**

To promote the establishment of the sponsor, the PR Team & the rest of the club members performed a college-wide drive. In this, students were asked engaging questions about college, course, and the club. They were given the waffle house's exciting coupons on doing so.

### **Conclusion:**

The event fulfilled its objective of executing a fun ice-breaking and interaction event, and was a warm welcome extended to the freshman students. Students across all departments and batches were eager to join and all attendees gave enthusiastic feedback on a chart provided.

Overall, the event was entertaining and strengthened interpersonal and interdepartmental bonds, making it a memorable experience for all.

## Photos:

*Presentation & event set-up in Room 313*



*Glimpses of games played*







*The team that made it happen*



## **Acknowledgment:**

AvenYou Club extends its heartfelt thanks to the participants and all those who contributed to the successful execution of the Ignite & Interact. We would like to express our gratitude to our Faculty Mentor, Mr. Suresh Kadam for his invaluable assistance and support throughout the event.

## **Prepared by:**

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