

NO
POVERTY



2 ZERO
HUNGER



3 GOOD HEALTH
AND WELL-BEING

4 QUALITY
EDUCATION

5 GENDER
EQUALITY



COMMERCE FIESTA 2023-24

SDG Compliant Institute Initiative

Sustainable Development Goals:
A Way Forward

2nd & 3rd February 2024

AFFORDABLE AND
CLEAN ENERGY



8 DECENT WORK
ECONOMIC GROWTH



SUSTAINABLE CITIES
AND COMMUNITIES



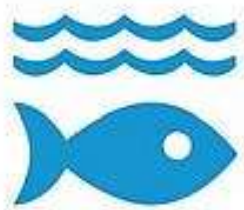
12 RESPONSIBLE
CONSUMPTION
AND PRODUCTION



CLIMATE
ACTION



14 LIFE BELOW
WATER



17 PARTNERSHIPS
FOR THE GOALS



General rules to be followed by all teams

- All participants and non-participants are required to be present near the main stage (Quadrangle) in Block No. 2 building by 8:15 am on **February 3rd, 2024.**
- The presence of all students from each class is mandatory for the **Inaugural function at 8:15 a.m on February 3rd, 2024.**
- Discipline will be a significant factor in the overall evaluation.

General rules to be followed by all teams

- Participants must maintain continuous communication with the event coordinators
- Identity cards must be carried by every participant.
- Every team will be assigned a specific colour and team name.

General rules to be followed by all teams

- Classrooms will be assigned to participants, and they are responsible for maintaining the cleanliness of their respective classrooms, after the event concludes.
- The organizing committee will not be held responsible for any scheduling conflicts faced by participants enrolled in multiple events occurring simultaneously.
- No negotiations or event rescheduling will be entertained.

General rules to be followed by all teams

- Soft copies of sound, music, audio clips should be submitted on or before **29th January 2024**.
- Any damage to college property or the use of abusive language is strictly prohibited and will attract punishment and may result in the disqualification of the entire team.
- Vulgarity or obscenity is prohibited both for on-stage and off-stage events. Any display of violence or rude behaviour by the students will lead to disqualification.

General rules to be followed by all teams

- Registration for all events must be completed on or before **29th January 2024**.
- **EARLY BIRD POINTS (50 Points)** will be awarded for the teams who register for all events on or before **29th January 2024 by 6.00 pm**.
- Participants are expected to report for each event **ten minutes** prior to the scheduled commencement time.
- If a team exceeds the time limit for any event, their performance will only be judged for the maximum allotted time for that event. Additional time taken will not be considered for judging.
- **Students are expected to strictly adhere to all rules and regulations.**
- Participants must adhere to the decisions made by the Judges and organizers.

Events

On-Stage Events

- Rhythm of Change
- Fashion for Revolution
- Mr. & Miss. Commerce

Off-Stage Events

- Battle of Wits
- Boardroom Brainiacs
- Forbidden Words, Filmic Deeds
- Film frenzy showdown

Pre-Events

- Portraits for Change
- Ink for Impact
- Innovation Incubator
- Street Stories, Global Goals
- Colours of Unity

Early Bird Points will be awarded for Registration on or before 29th January 2024 in all Competitions

Pre-Events

Date	TIME	EVENT	PLACE
01/02/2024	12:35 pm to 1:35 pm	Ink for Impact	Classroom No. 31
01/02/2024	12:35 pm to 1:35 pm	Innovation Incubator	Classroom No. 32
01/02/2024	12:35 pm to 1:35 pm	Colours of Unity	Classroom No.33
01/02/2024	11:35 am onwards	Street Stories, Global Goals	College Quadrangle
01/02/2024	12:35 pm to 1:35 pm	Forbidden Words, Filmic Deeds	Classroom No.17
02/02/2024	12:35 pm to 1:35 pm	Boardroom Brainiacs (Round 1)	Classroom No.34
02/02/2024	1:00 pm to 1:20 pm	Mr. and Miss. Commerce (Round 1)	Classroom No.32
02/02/2024	12:35 pm to 1:35 pm	Battle of Wits (Round 1)	Classroom No. 33
02/02/2024	12:35 pm to 1:35 pm	Portraits for Change (Judging)	Classroom No. 31

Events Scheduled on 03rd February 2024

Time	On-Stage Events	Off-Stage Events		
	<u>Main Stage</u>	<u>Seminar Hall</u>	<u>Classroom No. 32</u>	<u>Campus</u>
8:30 am – 9:30 am	Inaugural	-	-	
9:30 am – 10:30 am	Rhythm of Change	Boardroom Brainiacs	Battle of Wits	
10:30 am – 11:30 am		Forbidden Words, Filmic Deeds		
11:30 am – 1:30 pm	Fashion for Revolution	-	-	
1:30 pm – 2:15 pm	Lunch Break			
2:15 pm – 3:30 pm	Mr. and Miss. Commerce	-	Film Frenzy Showdown	-
3:45 pm – 4:45 pm	Valedictory Function	-	-	-

NOTE: FOOD AND BEVERAGE STALLS SHOULD SERVE NON-ALCOHOLIC ITEMS 9

ON-STAGE EVENTS

3rd February 2024

Rhythm of Change

(Dance Competition)

Theme: Gender Equality (at Workplace) (SDG 5)

No. of participants: 08

Time limit: Max. 8 minutes (Including Stage setup)

Venue: Main –Stage (Quadrangle)- Block II

Event Co-ordinators:

Asst. Prof. Safal Narvekar

Asst. Prof. Ravindra Gaunker

Co-opted members in charge:

Ms. Tasneem Shaikh: *FY B.Com D - 8421706221*

Mr. Mohammad Khaif: *FY B.Com B - 7057494316*

Mr. Siddharth Kavalekar: *M.Com – 7350415668*

Student learning outcome: Students will develop a heightened awareness of gender dynamics, fostering empathy and understanding while advocating for inclusivity and equal opportunities in professional settings.

ABOUT THE COMPETITION

Rhythm of Change is more than just a Dance Competition; it's a celebration of passion, dedication, artistic expression. We believe that dance has the power to move hearts, minds, and bodies, and we are committed to providing a platform for dancers to showcase their talents and creativity.

The team on the day of the event will be judged on the following criteria.

- Unique Moves and Variety (10)
- Synchronization of the Team Members (10)
- Facial Expressions and Body Language (10)
- Quality of Dance and Execution (10)
- Overall Clarity and Impact of the Concept (10)

Rules

- Only one team of **8 participants** from each class can participate.
- The team has to base their performance related to the theme mentioned.
- The team can use a single song or can merge multiple songs.
- The teams will have to send their songs on or before **29th January 2024** to the Event Coordinator for scrutiny. If songs are found with vulgar lyrics then it would be advised to change the same.
- Vulgarity of any kind in the dance moves on stage will not be tolerated and the entire team shall be disqualified on the spot.
- Teams should be ready with their props, if any, backstage, as soon as the performance prior to theirs has started.

Fashion for Revolution

(Fashion Show)

Theme: Sustainable Development Goals (SDGs)

No. of participants: 08

Time limit: Max. 8 minutes (Including Stage setup)

Venue: On-Stage

Event Co-Ordinators:

Asst. Prof. Shveta S. Desai

Asst. Prof. Nishita Salgaonkar

Co-opted members in charge:

Mr. Raj Mandrekar: *FY B.Com A - 7030725637*

Mr. Sahil Korgaonkar: *TY B.Com B - 7821028168*

Ms. Prachee Dangi: *SY B.Com D – 8551093428*

Student learning outcome: Students will integrate sustainable and ethically sourced materials into their designs, fostering a commitment to responsible consumption and production. It will also increase awareness on global issues, encouraging engagement with sustainable practices.

ABOUT THE COMPETITION

Calling all innovators, dreamers, and fashion revolutionaries!

Embrace the spotlight and showcase your creative fire in the ***Fashion for Revolution Fashion Show***, a platform where emerging designers push boundaries and redefine the fabric of style.

The team on the day of the event will be judged on the following criteria.

- Relevance to the Theme (10)
- Costumes (10)
- Coordination (10)
- Ramp Walk (10)
- Overall Presentation (10)

Rules

- One Team of **8 participants** from each Class.
- Time limit – 8 minutes (including stage set up and performance)
- Team should carry their track in pen-drive and submit on or before **29th January 2024** to the event coordinator.
- Vulgarity in any form is strongly prohibited.
- Decent dressing is a must.
- The clothes should be related to the Theme.

Mr. & Miss. Commerce

No. of participants: 01 Girl & 01 Boy from each Team

No. of rounds: 03 (R-1 on 2nd Feb. 2024 And R-2 & R-3 on 3rd Feb. 2024)

Venue:

R1–Room no. 32 and R2 & R3 -On-Stage

Event Co-ordinators:

Assoc. Prof. Dr. Savia Mendes

Asst. Prof. Pradnya Chari

Co-opted members in charge:

Mr. Raygel Fernandes: SY B.Com B - 9022780831

Ms. Larissa Dias: TY B.Com C – 8530876549

Student learning outcome: Students will enhance their understanding of the role commerce plays in addressing global challenges, fostering a sense of responsibility towards sustainable practices.

ABOUT THE COMPETITION

This is a contest where the participants are being judged according to their personality, attitude, aptitude, general knowledge, talent, and their ability to answer questions that will showcase their intellectual strength and overall personality.

The participants on the day of the event will be judged on the following criteria.

- Originality and Confidence (10)
- Attire (10)
- Talent Impact (10)
- Round 3 Question and Answer (10)
- Overall Impression (10)

Rules

- **Round 1- Question-Answer Round.**
 - Participants will have to appear for a written test comprising of 20 MCQ type questions of 1 mark each (**Total 20 marks**).
 - The test will be based on the theme SDG 5 – Gender Equality (at Workplace), SDG 9- Industry Innovation & Infrastructure.
 - The participant will get **20 minutes** to answer the written test .
 - The written test time will be from **1:00 pm. To 1:20 pm.**
 - Top 5 Male participants and top 5 Female participants will qualify for Round 2 & Round 3.
- **Round 2- Introduction (1 minute) + Talent round (2 minutes)**
- **Round 3- Two questions on the Commerce Fiesta theme by both the judges. (Each participant will get 3 minutes to answer both the questions).**

OFF-STAGE EVENTS

3rd February 2024

Battle of Wits

(Debate Competition)

Theme: Sustainable Development Goals (SDGs)

No. of participants: 02 from each team

No. of rounds: 2 (Round-1 on 2nd Feb. 2024 & Round-2 on 3rd Feb. 2024)

Venue:

Round 1-Room no. 33 & Round 2–Room no. 32

Event Co-ordinators:

Assoc. Prof. Sanjiv K. Shirodkar

Asst. Prof. Rochelle Pires

Co-opted members in charge:

Mr. Prajot Pusekar: *TY B.Com D - 8788850912*

Ms. Purna Hargi: *SY B.Com A - 9021945347*

Student learning outcome: students, through persuasive arguments and critical analysis, will demonstrate their understanding of the interconnectedness of the SDGs and their ability to articulate the importance of sustainable development.

ABOUT THE COMPETITION

A Debate competition wherein the teams shall be judged on their informative arguments, body language and oratory skills. The competition aims to provide participants a chance to overcome stage fear and present their views on the given topic.

The team on the day of the event will be judged on the following criteria.

- Reasoning Logic (10)
- Fact supporting arguments (20)
- Voice modulation (10)
- Content (10)

Rules

- **02 participants** will represent their respective class.
- There will be 2 rounds of debate. Round 1& Round 2.
- In **Round 1** (Elimination Round), out of the 13 teams, only 6 teams will qualify and go to the next round.
- For Round 1, any one member from each team will have to talk on the given topic, any one topic from the SDGs will be given on the day of the event. They will be given 3 minutes to speak on the topic given.
- In **Round 2** (Final Round), out of the 6 teams, three teams will get eliminated and remaining 3 teams will be awarded 1st, 2nd and 3rd place based on the points scored in this round.

Rules

- Each team will be given 3 minutes during Round 2 to speak on the topic given.
- **The topics for the debate shall be provided to the participants in advance but their role as in favour and against will be informed on the spot by drawing a chit.**
- Participants have to comply with the topic. Any form of irregularity will lead to elimination of the team. Use of words or statements against any community, race, gender, personal comment, political statement, shouting or screaming will not be allowed.
- Participants are required to follow the instructions of the moderator during the entire competition.
- **Use of English language is compulsory.**

Boardroom Brainiacs

(Quiz Competition)

Theme: SDG 5, 8, 9 & 12

No. of participants: 02 from each team

No. of rounds: 3 (R-1 on 2nd Feb. 2024 & R-2 & R-3 on 3rd Feb. 2024)

Venue:

R1–Room no. 34 & R2 & R3 –Seminar Hall

Event Co-Ordinators:

Assoc Prof. Dr. Champa R. Parab

Asst. Prof. Vasant Pednekar

Co-opted members in charge:

Mr. Yuvraj P Bagul: SY B.Com A - 8788410734

Ms. Renuka Singh: M.Com - 9067246078

Student learning objectives: Students will showcase their comprehensive understanding of the SDGs through insightful responses and knowledge of key principles and strategies.

ABOUT THE COMPETITION

Calling all the trivia titans, knowledge ninjas, and question-crushing connoisseurs! Are you ready to unleash your intellectual prowess and claim the ultimate glory in a battle of wits unlike any other? Then sharpen your pencils, fire up your neurons, and prepare to rumble in The Boardroom Brainiacs Quiz!

Note: The points earned by each team will be shown during the event.

Rules

- The first round will be conducted on 2nd February, 2024 in Room No.33 at 12:40 pm.
- Round 1 will be on the **Basics of Sustainable Development Goals (SDGs)**
- Only 5 teams with the highest score will qualify and move to Round 2 & 3.
- Round 2 and 3 will be conducted on 3rd February, 2024 in the seminar hall.
- Round 2: Audio Visual
- Round 3: Rapid Fire.

Rules

Round 1: SDGs Puzzle Pursuit

- The first round will be held on **2nd February 2024 at 12:40 pm.**
- Grab your pen and paper and Solve the SDGs Puzzle Pursuit within 5 minutes. It's a race against time, and teamwork is key in this pen and paper round.
- Only the top five teams will qualify for round 2 & round 3 (in case of a tie, a tie-breaker round will be held).

Rules

Round 2: Audio Visual

- There will be no elimination in the 2nd round.
- In the 2nd round, audio clips and pictures will be displayed where participants have to guess the correct answer.
- Each teams will be asked 5 questions and will be scored based on the number of correct questions.

Rules

Round 3: Rapid Fire.

- Each team will be asked 5 questions during the rapid-fire question round. The team will have 1 Minute to answer all question. (Time includes questions asked by the Quiz Master)
- If the team is unable to answer the question, the team will not get any point, and the same question will be passed on to the next team.
- The points of Round 2 and Round 3 will be summed (totalled) up to declare the first, second, and third place/winner.

Forbidden Words, Filmic Deeds

(Reel Making)

Theme: SDG 4,5,& 9

No. of participants: 02

No. of rounds: 2 (R-1 on 1st Feb. 2024 & R-2 on 3rd Feb. 2024)

Venue:

R1–Room no. 17 & R2-Seminar Hall

Event Co-Ordinator:

Asst. Prof. Shubhada Parab

Co-opted members in charge:

Ms. Shweta Patil: TY B.Com B - 9423007039

Mr. Shane Oswin D'Souza: M.Com - 7888250230

Student learning objective: Students will visually capture the essence of these SDGs, showcasing how these goals intersect and contribute to a more inclusive and innovative society. While also fostering awareness and understanding by creatively addressing the challenges and opportunities associated with these crucial global objectives.

ABOUT THE COMPETITION

Reel: Unleash your inner filmmaker! Craft a captivating Reel highlighting a Sustainable Development Goal (SDG) that ignites your passion. Use your creativity to showcase the challenges and solutions around your chosen SDG, raising awareness and inspiring action.

Taboo: Think fast, talk fast, but think differently! This Taboo game with a twist will test your knowledge and communication skills.

The team on the day of the event will be judged on the following criteria.

- **Reel Making R1**
 - Creativity (10)
 - Content (10)
 - Relevance to theme (10)
 - Overall Presentation (20)
- **Taboo Game R2 (Theme: SDG 11)**
 - Maximum points earned will be allocated to the overall judging

Rules

- **02 participants** will represent their respective class.
- There will be 2 rounds.
- In **Round 1** (Elimination Round), out of the 13 teams, only 6 teams will qualify and go to the next round.
- **Round 1:**
- The theme for the reel making competition is **SDGs**.
- Time limit for the reel is 30 - 40 seconds. Any video longer than 40 seconds or shorter than 30 seconds will be disqualified.
- The reels can be made In English, Konkani, Hindi & Marathi.
- Editing of the reel videos is allowed prior to submission. The content of the reel should adhere to the theme provided.
- The participants have to select one local product and have to act as an influencer for that product. The participants will have to reach out to the people in a new normal way.

Rules

- In **Round 2** (Final Round), Participants will have to play a rapid-fire Taboo game. The topics will be Indian Brand names picked randomly from chits. The team has to answer the maximum possible words correctly in the given time limit to score the maximum points.
- The clue giver takes the top “Target Word” from the Taboo deck. When the timer starts, the clue giver attempts to get their partner to guess the “Target Word” by describing it without using any of the “Taboo Words” listed on the card.
- (NOTE: “**Target Word**” here implies the word that has to be guessed by the partner. “**Taboo Words**” here implies certain words which the clue giver is restricted to use.)
- Out of the 6 teams, three teams will get eliminated and remaining 3 teams will be awarded 1st, 2nd and 3rd place, based on the points scored.

Film Frenzy Showdown

(Film making)

Theme: Commerce Fiesta Day 1 & 2

No. of participants: 01

Venue:

Room No. 32

Event Co-Ordinator:

Dr. Atmaram M. Tarpe

Co-opted members in charge:

Mr. Rio Fernandes: SY B.Com D – 7558673277

Ms. Aishwarya Kumar : F.Y.B.Com A -
7020738817

Student learning objective: Students will learn to create a captivating video demonstrating a deep understanding of commerce concepts, displaying analytical skills, and presenting innovative solutions to Sustainability Development Goals.

ABOUT THE COMPETITION

Film making competition are fantastic opportunities for aspiring filmmakers, it provides a platform to showcase your talents, improve your skills, and gain recognition in the industry.

The team on the day of the event will be judged on the following criteria.

- Creativity (10)
- Event coverage (10)
- Transitions (10)
- Music (10)
- Relevance to the theme (10)

Rules

- Participant needs to click pictures and videos of the events of all days of Commerce Fiesta
- The pictures and videos clicked should then be merged together as a film .
- The video prepared should not be more than 1 minute.
- Use of any type of camera or phones are allowed.
- The video should be then submitted in pen drive to the coordinator on **3rd February, 2024 by 2:00 p.m in Classroom No.32**
- Decisions of the judges will be final and binding.

PRE-EVENTS

Portraits for Change

(Photography Competition)

Theme: SDGs – 4,5,8,9, 11, 12 & 17

No. of participants: 01

Date: 2nd February 2024

Venue: Room No. 31

Event Co-Ordinator:

Asst. Prof. Thomasin D'Souza

Co-opted members in charge:

Mr. Kiran Rathod: *FY B.Com C - 9309403082*

Ms. Khushi Singh: *TY B.Com D - 8149224136*

Student learning outcome: Through captivating photography, students will visually narrate stories that reflect the interconnected and transformative nature of these Sustainable Development Goals.

ABOUT THE COMPETITION

This event is specifically for the participant to use their ideas and showcase them through Photos.

A brief explanation is to be provided by the participant which shall include the introduction, ideas, suggestions, etc. All these should also be replicated through the visuals captured.

The team on the day of the event will be judged on the following criteria.

- Creativity (10 Points)
- Uniqueness of Concept (10 Points)
- Expression of Theme (10 Points)
- Wow! Factor (10 Points)

(Does the photo tell a story? What is the overall impression? What is the effect? Does the photo stand on its own, as complete and outstanding?)

- Presentation (10 Points)

Rules

- Participants need to click two pictures, each showing transitioning scenario. Both the pictures need to be put in a collage and to be presented in one frame.
- The pictures need to be related to the theme and original work of the participant.
- Use of any type of camera is allowed.
- **Photo should not be edited in any form.**
- The photos submitted must be saved **as jpeg/jpg.**
- No borders, watermarks or signatures should be included.

Rules

- The pictures should be clear and visible.
- The size of the file should not be more than 20 mb.
- Participants need to submit the pictures to the event coordinator on **2nd February 2024** before 5.00 pm on the email ID: mescommercefiesta2024@gmail.com
- The participants have to give presentation of the Picture clicked for 3 Minutes.
- Decision of the judges shall be final and abiding.

Ink for Impact

(Essay writing competition)

Theme: SDGs – 4,5,8,9, & 12

No. of participants: 01

Time Limit: 60 minutes

Date: 1st February 2024

Venue: Room No. 31

Event Co-Ordinator:

Asst. Prof. Madhumeeta Dhar

Co-opted members in charge:

Ms. Haseena Shaikh: *FY B.Com B – 7276620721*

Mr. Pratham Jain: *TY B.Com C - 8261979014*

Student learning outcome: Students will articulate thoughtful analyses and innovative solutions, addressing the SDGs while emphasizing on the importance of a holistic approach towards achieving a more equitable and sustainable future.

ABOUT THE COMPETITION

This Essay writing competition is organized to motivate students in literature, research and awareness about the current affairs. Here, students need to write an Essay on the topic **Sustainable Development Goals (SDGs)**

The team on the day of the event will be judged on the following criteria.

- Originality (10)
- Organization (Clarity of Thoughts, Creativity, Unity and Consistency) (10)
- Mechanics (Punctuation, Spelling, Capitalization, Grammar) (10)
- Relevance to the topic (10)
- Overall writing skills (10)

Additional Information

- Only One participant per team is allowed to participate.
- Students are required to write in legible handwriting.
- Full Scape Papers will be provided.
- Essay can be written in English, Hindi, Marathi or Konkani
- Individual topics based on SDGs will be given to each participant on **29th January 2024.**



Innovation Incubator

(Case Study competition)

Theme: Sustainable Development Goals (SDGs)

No. of participants: 01

Time Limit: 5 Minutes

Date: 1st February 2024

Venue: Room No. 32

Event Co-ordinators:

Asst. Prof. Narendra Gaonkar

Asst. Prof. Suraj P. Tuyekar

Co-opted members in charge:

Mr. Shubham Lad: *TY B.Com A - 7709377804*

Ms. Labhaxi Vasant Gurav: *SY B.Com C - 9145267720*

Student learning outcome: Students will develop the ability to critically analyze and propose sustainable solutions to real-world challenges. They will enhance their understanding of the topic, fostering a holistic perspective on addressing global issues.

ABOUT THE COMPETITION

Get ready to enhance your judgement ability and opinion forming skills.

This Case Study competition requires you to brainstorm all possible ideas and opinions you may possess about a topic.

Do you have what it takes to be at the top in this game?

The team on the day of the event will be judged on the following criteria.

- Understanding & Interpretation (10)
- Unique Solution & Innovation (10)
- Question and Answer Session (10)
- Logical Flow of Presentation (10)
- Comprehensive Analysis (10)

Rules

- **01 Participant** will represent their respective class.
- Each participant will receive the case study **30 minutes** in advance.
- Participants need to understand, analyze and solve the case study.
- The participants need to explain the case study along with solutions to the judges.
- There will be a question answer round, wherein the judges will ask 2 questions to each participant to evaluate their knowledge.



Street Stories, Global Goals

(Street play competition)

Theme: SDGs – 4,5,8,9, & 12

No. of participants: 08

Time Limit: 05 Minutes

Date: 1st February 2024

Time: 11:15 am

Venue: College Quadrangle

Event Co-ordinators:

Assoc. Prof. Rochana Kharangate

Asst. Prof. Teja C. Temkar

Co-opted members in charge:

Ms. Ayesha Fatah: *M.Com - 8007242570*

Ms. Suchitra Chavhan: *FY B.Com C - 9511694591*

Student learning outcome: Students will learn to creatively convey the importance of the mentioned SDGs, thereby fostering awareness and understanding of these SDGs in a dynamic and engaging manner.

ABOUT THE COMPETITION

We are thrilled to invite you to participate in our exciting Street play competition, a platform to raise awareness about SDGs and inspire positive change through the power of Act.

The team on the day of the event will be judged on the following criteria.

- Uniqueness And Variety (10)
- Co-ordination between The Team Members (10)
- Facial Expression And Body Language (10)
- Quality Of Story And Execution (10)
- Overall Clarity And Impact Of The Concept (10)

Rules

- 1 Team of 8 participants from each Class.
- Time limit – 5 minutes
- Team can use any of the following languages or mixture of these languages:
 - English
 - Konkani
 - Hindi
 - Marathi
- Team should Perform their street play in college premises
- Vulgarity in any form is strongly prohibited.
- Decent dressing is a must.
- The costume should be related to the Theme.

Colors of Unity

(Flag Painting Competition)

Theme: SDGs

No. of participants: 01

Time Limit: 90 Minutes

Date: 1st February 2024

Venue: Room no. 33

Event Co-Ordinator:

Dr. Ashish M. Joshi

Co-opted members in charge:

Mr. Suresh Hadpad: *FY B.Com D - 9604961845*

Ms. Tanuja Dhond: *TY B.Com A - 8767229745*

Student learning outcome: students will learn to craft visually impactful flags that symbolize the interconnectedness and collective aspirations of the global community towards achieving a sustainable, equitable, and prosperous future.

ABOUT THE COMPETITION

Get ready to unfurl your imagination and let your artistic spirit soar! The Flag Making Competition is an exciting platform for anyone passionate about expressing themselves through the vibrant language of colours and flags.

The team on the day of the event will be judged on the following criteria.

- Creativity (10)
- Design (10)
- Visual Impact (10)
- Color Scheme (10)
- Relevance to Theme (10)

Rules

- 1 participant from each Team
- Time limit – 90 minutes
- Participants can use fabric or acrylic paints, glitters.
- **The size of the cloth is 1mtr x 3/4th mtr (length 1 mtr and breadth 3/4th mtr).**
- **The Cloth will be provided.**
- Participants can use any colour but colour allotted to their team must reflect in the logo.
- Use of any other materials or readymade stickers are strictly prohibited.
- Any sort of tracing is not allowed. The artwork must be Original Work of participant and should be relevant to the theme.

Joker Card

- The Joker Card should be used on any one event participated in which the team is confident of winning the **FIRST place only**.
- If the team WINS the 1st Place, on which the JOKER CARD is placed, the Points scored will be DOUBLED.
- However, If the team Fails to secure the 1st Place then the team gets zero points for that Event irrespective of the place bagged by the team for that event.
- Procedure for placing THE JOKER CARD is mentioned below.

Procedure :

- 1) Decide the event on which the Joker card will be placed after consulting all the team members.
- 2) A co-opted member from each class/team is required to collect an envelope from the teacher coordinator (Asst. Prof. Nishita Salgaonkar).
- 3) Write the name of the event on the paper provided and insert the same into the envelope.
- 4) Properly seal the envelope and submit the same to the teacher coordinator (Asst. Prof. Nishita Salgaonkar) **on 31st January 2024 by 12.30 p.m in Room No. 17.**

Note:

- Team members should ensure confidentiality of the event on which the joker card is placed
- The association will not be responsible for any disclosures happening otherwise.
- Joker cards of all teams will be revealed on the final day **(3rd February 2024)** of Commerce Fiesta after all the events have been conducted.
- Addition or Deduction of Joker points will be done by the Compilation committee after the events, before the final scores are announced.

Points for Overall Championship:

First Place – 100 Points

Second Place – 75 Points

Third Place – 50 Points

SUSTAINABLE DEVELOPMENT GOALS



Commerce Association 2023-2024

Thank you
&
All the Best

Head Dept. of Commerce: Dr. Sancheliana Faria

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