

Date: 02-01-2020

**Class room activity (KARANTAKA DARSHANA)**

A class room activity named 'Kannada quiz' was conducted by Dr. Praveen Chandra for the students of II semester BCA 'B' section on 02-01-2020 as an assessment strategy for kannada language.



**Objectives:**

- To mould students to gain knowledge about kannada literature, art and culture
- To make students to understand the importance of literature
- To gain knowledge about personalities and the achievements of famous people
- To impart knowledge about tourist and famous places around them
- To build the team spirit

**Rules and Regulation:**

- Kannada quiz is organized under the name 'Karnataka Darshana'
- First round will be on kannada literature.
- Second round consists of questions about Karnataka culture
- Third round is composed of artistic questions called kala darshana
- Fourth round will be about the tourist places of Karnataka

**Outcome:**

Students took an active part in this game and enjoyed their learning time. Students gained knowledge about literature, art, tourist sports in Karnataka and famous people of Kannada literature.



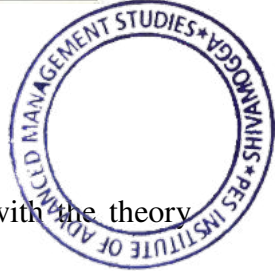
*K. S. Sathya*  
Principal  
Principal

## Graph coloring Model

Date of Activity: 02/01/2020

Class: IISemesterBCA B-Sec

Faculty Name: Mrs. Roopa D. S.



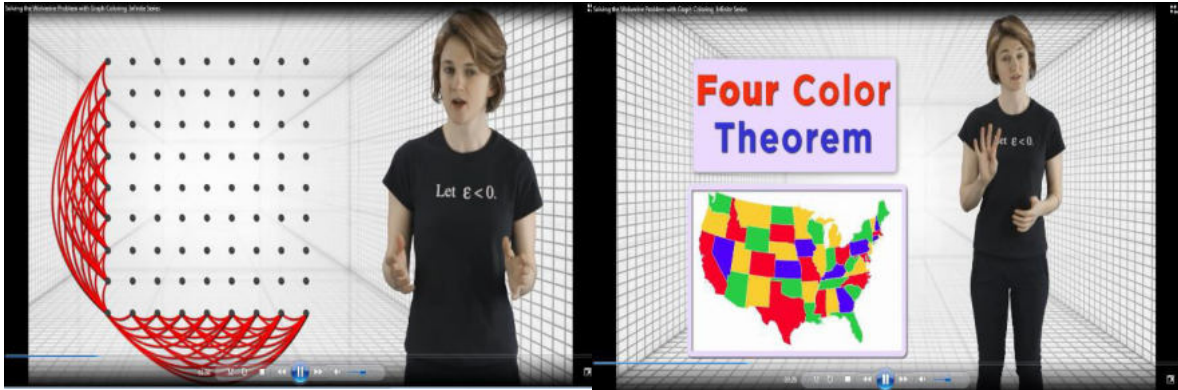
Graph coloring modelsupportive videos were played and comparison was made with the theory concepts and the session was interactive.

### Objective:

- To improve the Soft skills
- Basic Knowledge on Graph coloring model
- Creating awareness on the application of graph theory

### Outcome:

- A platform was created for an individual to expose the creative and innovative skills of how graph concepts can be applied in day to day life
- Students gained knowledge about Graph coloring which a simple way of labelling graph components such as vertices, edges, and regions under some constraints like in a graph like no two adjacent vertices, adjacent edges, or adjacent regions are colored with same color. They also gained knowledge about **chromatic number** which is a number of minimum colors used in coloring graph.



*K. S. Saitalatha*  
Principal

## Learning Virtual Reality with V R Box

Date of Activity: 08/01/2020

Class: IV Semester BCA B-Sec

Lecturer Name: Mr. Darshan P R



### Objective:

- To create awareness on Virtual Reality(VR) and Augmented reality Technology. (**Augmented reality** and **virtual reality** are inverse reflections of one in another **with** what each technology seeks to accomplish and deliver for the user.)
- To know the Major players in VR and AR how these technologies are useful in this new technological world.

### Rules of Activity:

- Compulsory participation for every student.

### Outcome:

Virtual Reality's most immediately-recognizable component is the head-mounted display (HMD). Human beings are visual creatures, and display technology is often the single biggest difference between immersive Virtual Reality systems and traditional user interfaces.

Students actively involved in activity and they have learnt about Virtual Reality(VR) and Augmented reality. Students also provided with the VR Box with a VR video for real time understanding of Virtual Reality application and usage of Virtual Reality technology.





# Pseudocode Analysis

**Date of Activity:** 11/01/2020

**Class:** BCA 2<sup>nd</sup> Sem "A" section

**Lecturer Name:** Mr. Rangaswamy H



## Objective:

- To create awareness on pseudocode.
- To improve the student analyticals.

## Rules of Activity:

- Per team ten members.
- Maximum three minuts for pseudocode analysis.
- Three questions per team.

## About on Peusocode:

Pseudocode is an informal way of programming description that does not require any strict programming language syntax or underlying technology considerations. It is used for creating an outline or a rough draft of a program. Pseudocode summarizes a program's flow, but excludes underlying details. System designers write pseudocode to ensure that programmers understand a software project's requirements and align code accordingly.

## Outcome:

- Pseudocode is understood by the programmers of all types.
- It enables the programmer to concentrate only on the algorithm part of the code development.
- It cannot be compiled into an executable program. Example, Java code : if (i < 10) { i++; } pseudocode :if i is less than 10, increment i by 1.

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Snapshot (a)



Snapshot(b)



Snapshot (c)



Snapshot(d)

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## Pictionary – Minute to win



**Date of Activity:** 21/01/2020

**Class:** II Semester BBA

**Lecturer Name:** Ms. Ayesha Siddiqua

### Objective:

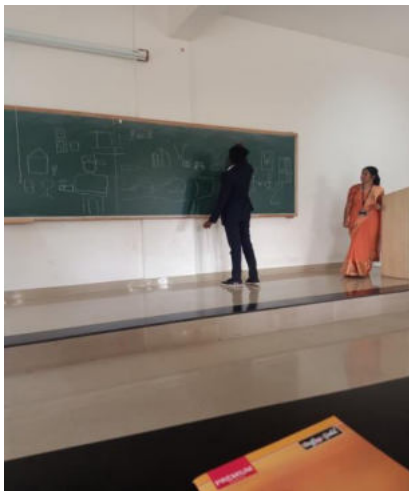
- To make learning fun and helps students in expressing their ideas in innovative way
- To build coordination among the students and team spirit.
- To enable the students to exhibit their knowledge pictorially.

### Rules of Activity:

- Random selection of students.
- 5 teams, each team consisting of 5 students.
- Each group is provided with 2 minutes of time.
- One of the team members were asked to pick the chits and select the topic and draw a picture representing the topic without usage of words and numbers and team members have to identify the picture and name the topic selected.

### Outcome:

The students enjoyed the event and actively participated by exhibiting their hidden talents. They showed thoughts creatively to draw a picture. The topic chosen were: finance, market, training, bank, development etc.



*K. S. Sathya*  
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## SPELL IT RIGHT

**Date of Activity:** 04/02/2020

**Class** : II Semester BBA

**Faculty Name** : Mrs. Rashmi A R



### Objective:

- To build team spirit and bring co ordination among the students.
- To enable the students to learn spellings and time management.
- Make them realize the importance of correct usage of spellings.

### Rules of Activity:

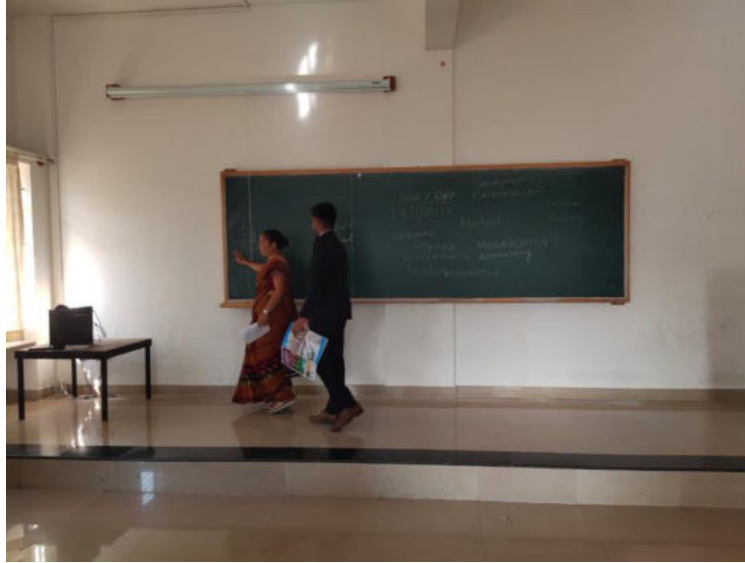
1. Compulsory participation.
2. Class divided into groups comprising 4 students in each group.
3. The two selected groups at a time were given five minutes of time to select the words from their prescribed text.
4. Each member of the group was given a jumbled word to put it on the board.
5. The remaining students of the class were given 2 minutes of time to guess the word with correct spelling. If they failed to do so 5 points were given to the group.

  
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**Outcome:**

Students actively participated in this activity and could test their logical thinking and it a good stir of their imagination and guess work along with their knowledge of spellings.



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## Importance of good listening & reflex skills

Class: IV Semester BCA B –Sec

Date of Activity: 06/02/2020

Lecturer Name: Ms. Ashwini E M

### Objective:

- To create awareness and to understanding the importance of active listening.
- To make students realize that active listening is most often used to improve personal relationships, reduce misunderstanding and conflicts, strengthen cooperation, and foster understanding.

### Rules of Activity:

- Compulsory participation for every student.

### Outcome:

Listening is a skill of critical significance in all aspects of our lives. The main aim of this activity is to analyze the students' attitudes and opinions towards listening and speaking in personal life and official work.

Listening is a psychological phenomenon, which takes place on a cognitive level inside people's heads, and a social phenomenon, which develops interactively between people and the environment surrounding them. It considers listening as a complex process, which needs to be understood in order to teach it, and subsequently, evaluate it before integrating it with phonological aspects and with the skill of speaking.

**We considered some examples:** (1) Listening to announcements in stations, airports, etc (2)

Listening to the radio, (3) Participating in a conversation face-to-face, (4) Watch TV, (5)

Participating in a meeting, seminar or discussion, (6) Taking part in a lesson, (7) Participating in a telephone conversation, among others, etc.

Students actively involved themselves in activity and they learnt the Importance of good listening & reflex skills.





Incharge Faculty

*Deepa S* 20/2/2020  
Head Of Department

Head of The Department  
Department of ...  
PES Institute of Advanced Management Studies  
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*K. Srinivasan*  
Principal 22/2/2020

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## Numbers and actions Energizer

Class: IV Semester BCA A - Sec

Date of Activity: 07/02/2020

Lecturer Name: Ms. Ashwini E.M

### Objective:

- Numbers and actions Energizer it's a team spirit game, to create positive energy in the group.
- Address interpersonal problems within the group.
- Improve inter-team communication.
- Increased motivational levels among team members.

### Rules of Activity:

- Compulsory participation for every student.

### Outcome:

Effective teamwork can create a sense of cohesiveness and unity of purpose. Energizers are quick, fun activities to liven up a group. Here team members arrange in a proper sequence the number called out by the facilitator with in a short time. The activity involves a combination of listening skill and ability to coordinate both mentally and physically.

The students actively involved themselves in the activity and they have learnt the importance of coordination of mind and body simultaneously.







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20/2/2020

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Head of The Department  
Department of Computer Science  
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**Activity name: Word hunt**  
**Date of Activity: 7-02-2020**  
**Class: II semester B. Sc**  
**Faculty name: Ms. Soumya K B**



**Objective:**

- To unveil students vocabulary in physics and introduce them to have lingual excellence while having scientific communication.
- To build team work and impart community thinking strategies in students.

**Activity details:**

1. Students were made into groups naming alpha, beta, gamma and delta, and made them to pick a letter in English alphabets randomly.
2. Then the chosen letter will be the starting letter for everyone, where one has to write the nouns for three categories given, scientist, instruments and phenomenon.
3. The group scoring highest for three categories is chosen and shouldn't have a repeat word for each category with other group.
4. The time limit was set for 2 minutes for each round .

**Outcome:**

The students realized how instant phrasing of high-funda physics words will help in improving their communication in physics in a fun and interesting way. It improved the class atmosphere and lightened the mood of the students who daily indulge in curriculum aspects.

  
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## Images of Students Presentations:



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**Principal**  
**Principal**

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## Talent Hunt

**Date of Activity:** 15-02-2020

**Class** : II Semester B.Com

**Faculty Name:** Dr. Praveenchandra



### Objective:

- To unveil the hidden talents of students and providing them a platform to showcase their talents.
- To enable the students to learn language proficiency, self confidence and competitive spirit.
- To make them realize their hidden potential and to get rid of stage fear.

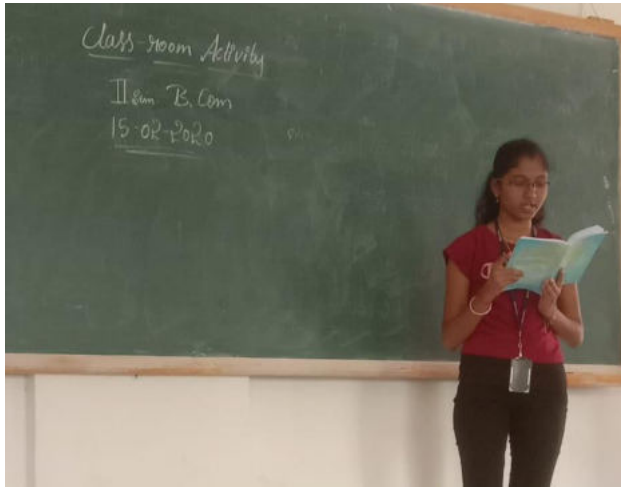
### Rules of Activity:

1. Compulsory participation.
2. Students have to opt the topics from syllabus prose or poetry and perform.
3. Each student has to choose and perform mono act, singing or personnel introduction from the syllabus.

### Outcome:

The activity was embraced with open arms by almost all students. The students learned and enjoyed syllabus with their own efforts. Students could understand their mistakes in regard with the best acts through appreciation and the mistakes were corrected. They were made to realize that in kannada the language proficiency, self confidence and competitive spirit plays major role and helpful in linguistic communication.

  
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*K. Sairaj*  
Principal  
Principal

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## Knowledge on Computer Hardware

**Date of Activity:** 22/07/2019

**Class:** III Semester BCA A-Sec

**Lecturer Name:** Mr. Darshan P R

### Objective:

- Indicate the names and functions of Hardware and Motherboard parts.
- Identify the names and distinguishing features of different kinds of input and output devices.
- Describe how the CPU processes data and instructions and controls the operation of all other devices.
- Identify the names, distinguishing features, and units for measuring different kinds of memory and storage devices.

### Rules of Activity:

- Compulsory participation for every student.

### Outcome:

- Demonstrated a basic understanding of computer hardware.
- Demonstrated basic understanding of network principles.
- Demonstrated basic understanding of CPU.



*K. Sailatha*  
Principal  
Principal

## Commerce Dumb charades

**Date of Activity:** 27/07/2019

**Class:** I Semester BBA

**Lecturer Name:** Ms. Swathi J

### Objective:

- To enable students to think and act as artist.
- To enable them to think laterally to make others to understand their point of view.
- To make the students learn by play way method.
- To build confidence level.
- To reduce the stage fear in students.

### Rules of Activity:

1. Compulsory participation.
2. 4 groups comprising 8 students in each group.
3. Each group is provided with 3 minutes of time.
4. Group members should act on chosen topic and they should give some message to the audience.

### Outcome:

Students actively involved themselves in this activity and they act on commerce words like businessman, transportation, balance sheet, profit and loss, buyer and seller etc....



*Swathi J*  
29/7/19  
Swathi J  
Incharge Faculty

*Sudha*  
29/7/19  
Head Of Department

*H. Prilakha*  
29/7/19  
Principal

## Report on Photo Collage Activity

**Date of Activity:** 29/07/2019 & 30/07/2019

**Class:** IIISemesterB.Com.

**Lecturer Name:** Mr. Praveen B



Successful teams don't happen by accident. Collage is a primary artistic activity. Collage and paper art are very important to students because art helps them to develop their creative, imaginative, and problem-solving skills.

### Theme of Activity:

- Govt sponsored schemes for entrepreneurs
- Success stories of men and women entrepreneurs

### Objective:

- To make learning fun and helps students in expressing their thoughts effectively in classroom
- To build coordination among the students
- To enable the students to exhibit their knowledge pictorially

### Rule of this Activity:

1. Randomly selected students and made into different groups.
2. Each group consisting of 3 members.
3. Each group is provided 90 minutes of time.

### Outcome:

Students actively involved themselves in this activity and showed their interest towards task assigned to their group. It motivated their minds towards the creativity, trust, time management and interest towards subject.

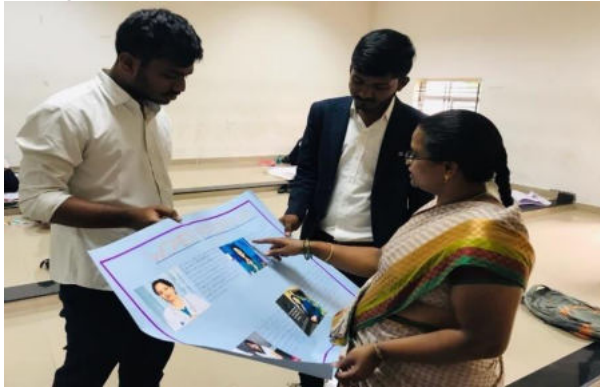
The theme assigned to activity are:

- Govt schemes in promoting entrepreneurs and entrepreneurship.
- Success stories of Woman entrepreneurs
- Opportunities to establish enterprises in Rural areas.

  
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Images of Students Presentations:



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**Activity Name: Theatre song and Folk song**

**Date of Activity: 01-08-2019 & 02-08-2019**

**Class: I Semester BCA A-Sec and B.Sc**

**Lecturer Name: Mrs. Anitha C B**

**Subject: Kannada**



**Objective:**

- To attract students towards theatre activity and thereby enlightening their creativity..
- Giving exposure to students on theatre songs and in turn improving their Kannada pronunciation skills.
- Remembering our rich culture and heritage through recital of folk lore songs.

**Rules of Activity:**

1. Compulsory participation for every student.
2. Each student is provided with 5 minutes of time.
3. Each group was given one folk song and one theatre song.
4. A good folk song and theatre song with good lyrics and with good pronunciation was given 10 marks.

**Outcome:**

The response of the students was over whelming as each and every student activity and open heartedly participated in all the events. Some students who participated for the first time learnt the art of presenting the issues before the public and to overcome the stage fear.

Other students used this as an opportunity to address the people about current affairs and present social issues through theatre songs and folk songs.



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Principal  
Principal  
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## Pictionary – Minute to win

**Date of Activity:** 01/08/2019

**Class:** III Semester B.com

**Lecturer Name:** Mrs. Veena M



### Objective:

- To make learning fun and helps students in expressing their ideas in innovative way
- To build coordination among the students and team spirit.
- To enable the students to exhibit their knowledge pictorially.

### Rules of Activity:

- Random selection of students.
- 5 teams, each team consisting of 5 students.
- Each group is provided with 2 minutes of time.
- One of the team members were asked to pick the chits and select the topic and draw a picture representing the topic without usage of words and numbers and team members have to identify the picture and name the topic selected.

### Outcome:

The students enjoyed the event and actively participated by exhibiting thier hidden talents. They showed thoughts creatively to draw a picture. The topic chosen were: Stock exchange, Finance, joint stock company, Advertisements, Net profit, Balance sheet etc



*K. S. Saitalra*  
Principal  
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### Spot selling

Date of Activity: 2/08/2019

Class: II Semester B.Com

Lecturer Name: Ms. Roopashri.N

#### Objective:

- To enable the students to understand the criteria of market.
- To make them experience the real business world.
- To give an insight about the qualities of good sellers.
- To enhance the practical knowledge.
- To help the students during their interviews.

#### Rules of the Activity:

1. Compulsory participation.
2. Each student is called on stage and given a product with fixing the reasonable price.
3. The students sell the product by playing the role of seller.
4. They have to influence and convince the remaining students (<sup>other</sup> remaining students play the role of customers).
5. The seller (student) uses many strategies to appeal the psyche of all the customers.
6. The convinced customer will buy the product.

#### Outcome:

Students actively involved themselves in this activity and they acted as sellers and they involved themselves in learning new things. And they expressed their ideas and innovative strategies to convince the customers (remaining students).



  
Incharge Faculty

  
Head Of Department  
03/8/19

  
Principal  
5/8/19



## TECHNO - WRITE

**Date of Activity:** 03/08/2019

**Class:** III Semester BCA A-Sec and B-Sec

**Lecturer Name:** Ms. Tejaswini V R

### Objective:

- To enable students to analyze the question and frame the answer accordingly.
- To Recognize and develop professional format in the expansion of learning, knowledge and writing skills.
- To understand how to apply technical information and knowledge in practical documents for a variety of questions.
- To participate actively in presentational activities (individually and in collaboration) that model effective technical communication in classroom activity.

### Rules of Activity:

1. Compulsory participation for every student.
2. Each student is provided with 5 minutes of time.
3. Framing the answer according to the standard scheme of evaluation.

### Outcome:

Students actively involved in presentational activity and they have learnt how to frame answers in technical papers for various types of questions. This activity provided the unique qualities of technical writing style, including sentence conciseness, readability, clarity, accuracy, honesty, avoiding wordiness or ambiguity, objectivity, unbiased analyzing and summarizing.

The answers which reached the standard requirements were appreciated by the faculty and suggestions were given to students based on their performance in regards to the standard scheme of evaluation.



05/08/2019  
Incharge Faculty

5/8/2019  
Head Of Department

Principal  
5/8/19

## TECHNO - WRITE

**Date of Activity:** 03/08/2019

**Class:** III Semester BCA A-Sec and B-Sec

**Lecturer Name:** Ms. Tejaswini V R

### Objective:

- To enable students to analyze the question and frame the answer accordingly.
- To Recognize and develop professional format in the expansion of learning, knowledge and writing skills.
- To understand how to apply technical information and knowledge in practical documents for a variety of questions.
- To participate actively in presentational activities (individually and in collaboration) that model effective technical communication in classroom activity.

### Rules of Activity:

1. Compulsory participation for every student.
2. Each student is provided with 5 minutes of time.
3. Framing the answer according to the standard scheme of evaluation.

### Outcome:

Students actively involved in presentational activity and they have learnt how to frame answers in technical papers for various types of questions. This activity provided the unique qualities of technical writing style, including sentence conciseness, readability, clarity, accuracy, honesty, avoiding wordiness or ambiguity, objectivity, unbiased analyzing and summarizing.

The answers which reached the standard requirements were appreciated by the faculty and suggestions were given to students based on their performance in regards to the standard scheme of evaluation.





## Coin Logo

**Date of Activity:** 05/08/2019

**Class** : V Semester BBA

**Faculty Name** : Ms. Ayesha Siddiqua



### Objective:

- To build team spirit and bring co ordination among the students.
- To provide a platform for the students to showcase their talents.
- To enable the students to plan before they start .

### Rules of Activity:

1. Compulsory participation.
2. 6 groups comprising 5 students in each group.
3. Each group is provided with 30 minutes of time.
4. The students were instructed to create their own logo using coins only.

### Outcome:

The activity was embraced with open arms by almost all students. The students learned and enjoyed through their active participation. The students depicted an interestingly broad perspectives and created logos. The competition witnessed an overwhelming level of excitement , creativity and tremendous skill demonstrated by the students in their performance. They created the logo of an independent man, Indian rupee logo, hour glass etc.



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**Activity name: Activity creating awareness on the works of English authors through videos**

**Date of Activity: 26/08/2019**

**Class: III Semester B.com**

**Faculty name: Mrs G Sharada**



**Objectives:**

- To create awareness to the students on the works of English authors
- To make them realize how the written work gets transformed into visual media
- To introduce them to get better clarity of the prescribed lesson
- To make the students exposed to English as a medium of communication in films

**Activity details:**

1.A short film video lasting for 13 minutes on the story ‘The Home coming’ by Rabindranath Tagore was played to the class at 3.00 pm on .the story is a prose lesson prescribed by the Kuvempu university. The drama had been enacted by XI students of a Delhi school.

2.An episode from the serial ‘Malgudi days’ was shown to the students to introduce the author R K Narayan ,whose work titled ‘On another community’ had been introduced to them.

**Outcome:**

The students could realize how the written work gets transformed into visual media and they could get better clarity of the prescribed lesson. Further the students were also exposed to English as a medium of communication in films.

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**Images of Students Presentations:**



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**Activity Name: Folklore games**

**Date of Activity: 26-08-2019 & 27-08-2019**

**Class: I Semester BBA**

**Lecturer Name: Mrs. Anita C B**

**Subject: Kannada**



**Objective:**

- To remind the students about the forgotten folk games which were once practiced in our day to day life as a part of recreation.
- To sharpen the students in their memory power, game skills and creativity.
- Giving new exposures to students about our rich folk heritage and tradition in which the new generation is lacking.

**Rules of Activity:**

1. Compulsory participation for every student.
2. 8 groups comprising of 4 students in a group.
3. Each group given 2 folk games
4. The winners in a stipulated time are rewarded with 10 marks.

**Outcome:**

1. All the students participated in the folk games whole heartedly and they really overjoyed it.
2. Some students recalled their childhood memories which they spent with their ground parents and almost entered in to the stage of nostalgia.
3. Most of the students expressed that these folk games really helped them in improving their time management applying the presence of mind and even personality development also.
4. Most of the students expressed that these type of extracurricular and recreation sports are necessary for students in overcoming the pressure they are facing in this 'what's up' age.

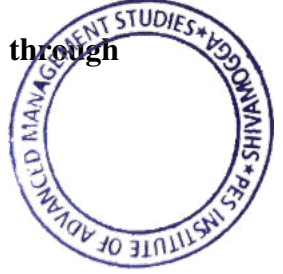


**Activity name: Activity creating awareness on the works of English authors through videos**

**Date of Activity: 27/08/2019**

**Class: III Semester BBA**

**Faculty name: Mrs G Sharada**



**Objective:**

- To create awareness to the students on the works of English authors
- To make them realize how the written work gets transformed into visual media
- To introduce them to get better clarity of the prescribed lesson
- To make the students exposed to English as a medium of communication in films
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**Activity details:**

1.A short film video lasting for 13 minutes on the story ‘The Home coming’ by Rabindranath Tagore was played to the class at 3.00 pm on .the story is a prose lesson prescribed by the Kuvempu university. The drama had been enacted by XI students of a Delhi school.

2.An episode from the serial ‘Malgudi days’ was shown to the students to introduce the author R K Narayan ,whose work titled ‘On another community’ had been introduced to them.

**Outcome:**

The students could realize how the written work gets transformed into visual media and they could get better clarity of the prescribed lesson. Further the students were also exposed to English as a medium of communication in films.

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**Images of Students Presentations:**



  
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## Spell Bee



**Date of Activity:** 28/08/2019

**Class :** I Semester BBA

**Faculty Name :** Mrs. Rashmi A R

### Objective:

- To build team spirit and bring co ordination among the students.
- To enable the students to learn spellings and to train them how to learn spellings.
- Make them realize the importance of correct usage of spellings.

### Rules of Activity:

1. Compulsory participation.
2. 6 groups comprising 5 students in each group.
3. Each group was given a spelling to be spelt on the board.
4. The correct spelling would be awarded 10 Marks. If they fail to spell, the question is passed to the next group and the correct answer will be awarded with 5 marks.

### Outcome:

The activity was embraced with open arms by almost all students. The students learned and enjoyed spellings with their own efforts. Students could understand their mistakes in regard with the spellings and they were made to realize that in English pronunciation is different and spelling is different.



*K. S. Sainathra*  
Principal

## Report on Collage Activity

**Date of Activity:** 30-08-2019

**Class:** III Semester BBA

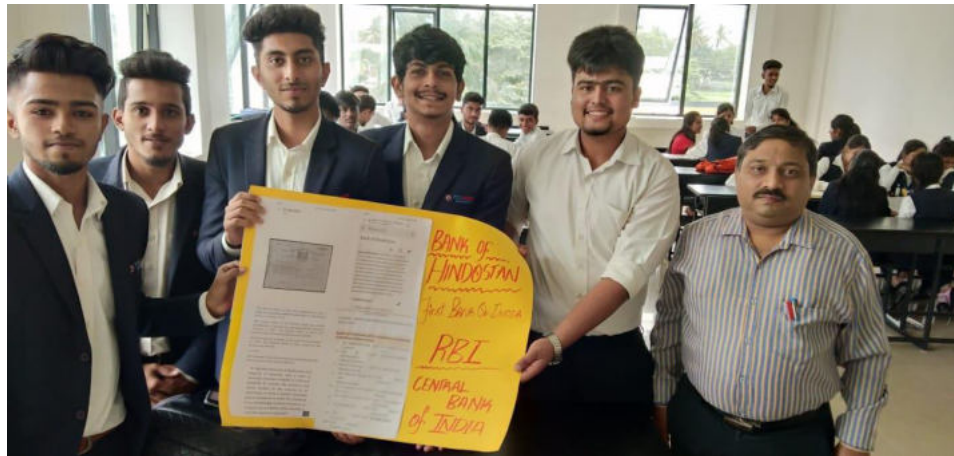
**Lecturer Name:** Mr. Nagaraja S.R



A collage competition was conducted to the students of III Semester BBA on the topic titled Indian Banking System. As we are aware the Indian Banking Industry has undergone tremendous changes over last 3 decades due to privatization, globalization and technological revolution. The students were asked to trace the History of Indian Banking System, the role of RBI in Indian Banking System, the changes which are taking place (Mergers) in the Structure of Banking System and the impact of Technological Changes in the Banking Industry. The collage competition was conducted keeping in mind giving the students to give some exposure in the ongoing reforms in general and banking industry in particular. It has helped the students to understand the paper titled **Banking Operation and Management**.

This collage competition was conducted on 30/08/2019. All the students participated in the event forming a group. The program proved fruitful in understand the overview of Indian Banking System.

  
Principal



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## Spell Bee



**Date of Activity:** 30/08/2019

**Class :** I Semester B.Com

**Faculty Name :** Mrs. Rashmi A R

### Objective:

- To build team spirit and bring co ordination among the students.
- To enable the students to learn spellings and to train them how to learn spellings.
- Make them realize the importance of correct usage of spellings.

### Rules of Activity:

1. Compulsory participation.
2. 6 groups comprising 5 students in each group.
3. Each group was given a spelling to be spelt on the board.
4. The correct spelling would be awarded 10 Marks. If they fail to spell, the question is passed to the next group and the correct answer will be awarded with 5 marks.

### Outcome:

The activity was embraced with open arms by almost all students. The students learned and enjoyed spellings with their own efforts. Students could understand their mistakes in regard with the spellings and they were made to realize that in English pronunciation is different and spelling is different.



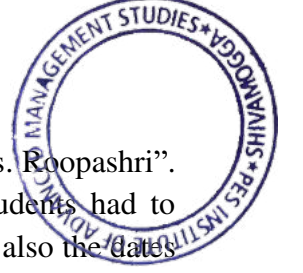
*K. S. Saitalatha*  
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Name of the Event: Logo Quiz

date:- 06.09.2019



**Report of Event** – ‘A Logo Quiz’ activity was conducted on 06.09.2019 by Ms. Roopashri”. During the activity Logos of different companies were displayed and the students had to identify the companies they belong to. They were not only shown the logos but also the dates of company’s establishment and names of owners of different companies.

### Objectives of the programme

1. To provide fundamental knowledge of corporate sector.
2. To provide students the knowledge of different companies, date of establishment and their logos.

### Learning outcome

This programme has made students to understand practical aspects of corporate sector.



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Name of the Event: Logical and Analytical Reasoning Test

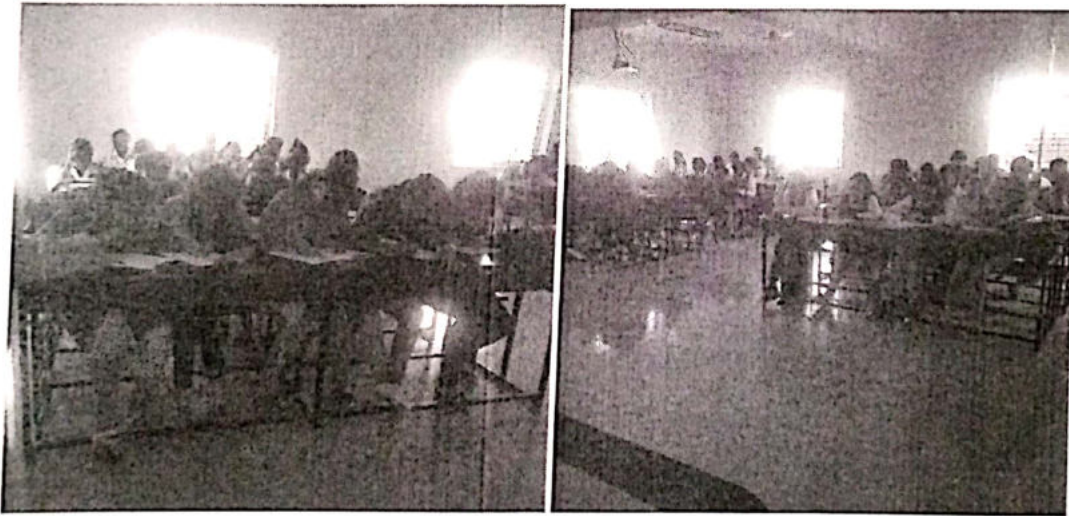
Report of Event - Logical and Analytical Reasoning Test was conducted on 13-09-2019 by Ms.Swathi J. During this activity all the students actively participated. Later we had a discussion regarding questions given in the test. All M.Com students and teachers have attended this programme.

### Objectives of the programme

1. To check the students' reasoning capacity.
2. To make students to understand the level of competitive exams.

### Learning outcome

This programme has made the students to understand the importance of Analytical Reasoning and Logical thinking. This activity paved a way to get an exposure for competitive exams.



  
Event Faculty Coordinator

  
P.G Coordinator

  
Principal

**Coordinator**  
PG Department of Commerce  
PES Institute of Advanced Management Studies  
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**Principal**  
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## Name of the Event: Commerce Quiz

**Report of Event** – ‘Commerce Quiz’ was conducted on 20-09-2019 by Ms. Ayesha Siddiqua. All the M.com students actively participated and they were divided into 5 teams randomly. The teams were named as A,B,C,D and E. During the activity the questions and options were displayed in power point presentation. Through the activity there was neck to neck competition amongst the teams but team ‘C’ made it towards the victory with overall high score.

## Objectives of the activity:

1. To test the knowledge of the students with regards to their academics.
2. To create a zeal amongst them to acquire more information.

## Learning outcome

This activity helped the students to improve their knowledge in commerce.



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**Name of the Event: Team Building Activity**

**date: 27-09-2019**

**Report of Event:** Successful teams don't happen by accident. Team building is about providing the skills, training and resources that your people need, so that they can work in harmony. But, to be truly effective, it needs to be a continual process, embedded into your team and organization's culture.

'Team Building Activity' was conducted on 27-09-2019 by Mr. Mohan D. All the M.com students actively participated. The entire class divided into various groups consisting of 4 students, during the activity each group is provided white sheet. All the members of the group sent out of the class. Each time, each member was called separately to the class room and asked to draw various parts of elephant. Finally, the picture which is drawn by each member of the group was shown to the entire class by explaining the concept of team work and importance of cooperation and coordination.

**Objectives of the activity:**

1. To provide the knowledge about team work
2. To foster awareness of the team spirit.
3. To teach the importance of individual performance for the success of team work.

**Learning outcome**

Students actively involved themselves in this activity and showed their interest towards task assigned to their group. It will motivate their minds towards the creativity, trust and time management.



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Date:08.11.2019

## Report of Event – Citation (Mendeley)

This event was organized on 08.Nov.2019, as a part of SANKALPA-Commerce Forum Activity.

## Objectives of the programme

1. To guide the students about the Citation.
2. To educate the importance of the Citation.
3. To create a platform for project report writing.

## Learning outcome of the programme

This programme made students to understand the importance of citation when we are doing a research work. It has become a beautiful exercise for them to understand and apply the citation tool of Mendeley during their research work.



  
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## Run to Write

A class room activity named 'Run to Write' was conducted by Mrs. Rashmi .A.R. for the students of B.B.A second semester on 16/12/2019 as an assessment strategy for English subject.

### Objectives:

- To instigate creative thinking.
- To build the team spirit.
- To check their vocabulary.
- To make the students realize the importance of time.
- To enable them to learn new words and spellings and to instill the reading habit to have an updated knowledge about current affairs.



### Rules and Regulations:

- The whole class is divided into groups of ten members each.
- Two topics are written on the board and each group is assigned with one topic.
- Students from two groups are made to be in a row.
- Pupils have to write at least one word related to their respective topic on after the other within a minute of time.
- The team which comes out with maximum number of words related to their topic within a minute is considered to be the winning team.

### Outcome:

Students took an active part in this game and enjoyed their learning time. When they were bound by the time limit; they realized the importance of team work. This activity gave an opportunity to them to assess their vocabulary and the knowledge of current affairs.

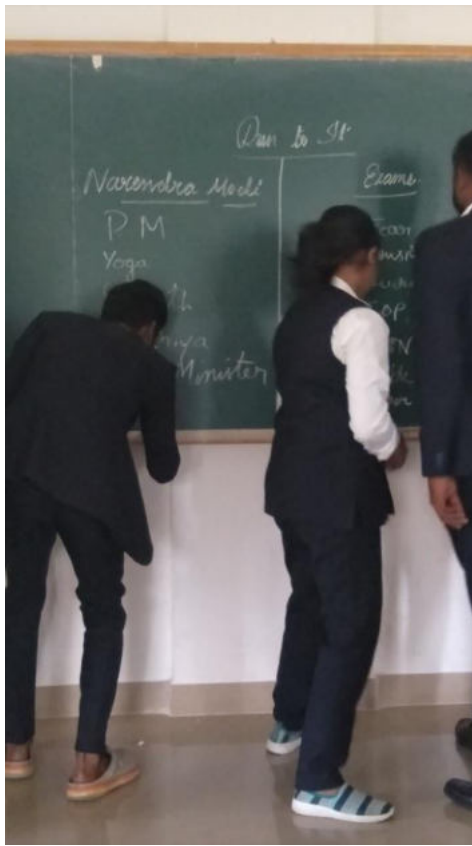


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## COMMUNICATE CORRECTLY

A class room activity named 'Communicate Correctly' was conducted by Mrs. Rashmi .A.R. for the students of B.B.A second semester on 16/12/2019 as an assessment strategy for good listening and communication skills.

### Objectives:

- To make the students realize the importance of good listening and communicating skills.
- To build the team building spirit.
- To enhance their vicinity towards the errors we commit while communicating.



### Rules and Regulations:

- The class is divided into group of 5 each.
- A leader is selected for each team. Leaving him all the team members have to stay outside the class room.
- A verbal message is given to the leader which should be passed on to all the team members of him one after the other.
- The last member of the group should give the message to the whole class loudly.
- If the message given correctly, will be considered the winning team.

### Outcome:

Students took an active part in this game and enjoyed their learning time. When they were bound by the time limit; they realized the importance of team work. This activity gave an opportunity to them to assess their listening and communication skills.



  
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### Run to Write

A class room activity named 'Run to Write' was conducted by Mrs. Rashmi .A.R. for the students of B.C.A 'B' section of second semester on 19/12/2019 as an assessment strategy for English subject.

#### Objectives:

- To instigate creative thinking.
- To build the team spirit.
- To check their vocabulary.
- To make the students realize the importance of time.
- To enable them to learn new words and spellings and to instill the reading habit to have an updated knowledge about current affairs.



#### Rules and Regulations:

- The whole class is divided into groups of ten members each.
- Two topics are written on the board and each group is assigned with one topic.
- Students from two groups are made to be in a row.
- Pupils have to write at least one word related to their respective topic on after the other within a minute of time.
- The team which comes out with maximum number of words related to their topic within a minute is considered to be the winning team.

#### Outcome:

Students took an active part in this game and enjoyed their learning time. When they were bound by the time limit; they realized the importance of team work. This activity gave an opportunity to them to assess their vocabulary and the knowledge of current affairs.



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## Presentation on Job Competency

Date of Activity: 20/12/2019

Class: IISemesterBCA B-Sec

Faculty Name: Mrs. Roopa D. S.

### Objective:

- To improve the Soft skills
- Basic Knowledge on IT Job Competency
- Creating awareness on the reason behind the termination from jobs
- Importance of time, behavior, technology up gradation etc.

### Outcome:

- A platform was created for an individual to expose the creative and innovative skills of Data collection, Presentation, communication and team coordination
- Created awareness on how an individual should be upgrade knowledge on the advanced technologies.
- Basic knowledge was conveyed to the students the reasons behind the termination of an employee from the job. In current and future situation how the Artificial Intelligence effects the employees.



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Date: 21/12/2019

### Run to Write

A class room activity named 'Run to Write' was conducted by Mrs. Rashmi .A.R. for the students of B.C.A 'A' section of second semester on 21/12/2019 as an assessment strategy for English subject.

#### Objectives:

- To instigate creative thinking.
- To build the team spirit.
- To check their vocabulary.
- To make the students realize the importance of time.
- To enable them to learn new words and spellings and to instill the reading habit to have an updated knowledge about current affairs.



#### Rules and Regulations:

- The whole class is divided into groups of ten members each.
- Two topics are written on the board and each group is assigned with one topic.
- Students from two groups are made to be in a row.
- Pupils have to write at least one word related to their respective topic on after the other within a minute of time.
- The team which comes out with maximum number of words related to their topic within a minute is considered to be the winning team.

#### Outcome:

Students took an active part in this game and enjoyed their learning time. When they were bound by the time limit; they realized the importance of team work. This activity gave an opportunity to them to assess their vocabulary and the knowledge of current affairs.

  
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ಪಿಇಎಂಐಐಎಸ್ ಇನ್ಸ್ಟಿಟ್ಯೂಟ್ ಆಫ್ ಅಡ್ವಾನ್ಸೆಡ್ ಮ್ಯಾನೇಜ್‌ಮೆಂಟ್ ಸ್ಟಡೀಸ್

(ಕುವೆಂಪು ವಿಶ್ವವಿದ್ಯಾನಿಲಯದ ಸಂಯೋಜಿಸಲ್ಪಟ್ಟ ಮತ್ತು ಕರ್ನಾಟಕ ಸರ್ಕಾರದ ಮಾನ್ಯತೆ ಪಡೆದಿದೆ)

ಎನ್ ಹೆಚ್ 206, ಸಾಗರ ರಸ್ತೆ, ಶಿವಮೊಗ್ಗ - 577 204 (ಕರ್ನಾಟಕ)

Phone : 8147053085

**PES Institute of Advanced Management Studies**

(Affiliated to Kuvempu University, Recognized by Govt. of Karnataka)

Website : [pestrust.edu.in/pesiams](http://pestrust.edu.in/pesiams)

N H-206, Sagar Road, Shivamogga - 577 204 (Karnataka)

## Tic Tac Toe

**Date of Activity:** 11/12/2019

**Class:** VI Semester B.Com

**Lecturer Name:** Mrs. Veena M



### Objective:

- To warm up and engage the students in recognizing the theme.
- To encourage proper pronunciation of vocabulary.
- To freshen up the spiritness among the students.

### Rules of the Activity:

1. Compulsory participation.
2. It is a two player game, each student one among girls and one among boys is called upon the stage and give a task of collecting the thing based on a clue.
3. The Students have to collect the thing within the classroom.  
The participant who first collect the thing will be given the points. The team which has more points are the winners.
4. The students are to complete the assigned task within one minute.

### Outcome:

Students actively involved themselves in this activity and they enthusiastically participated in completing the assigned task.

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DATE/7/7/2018

**Inter Class activity**

Date & Day	Time	Name of the Event	Objective of the Event	Coordinator	Target Audience
07-07-2018 Saturday	11.00 to 12.00 pm	Inter Class activity Saturday 12.00 pm to 1.00 pm	To provide the knowledge about team work and to know the importance of individual performance for the success of team work	Mr. Mohan D	III Sem BBA



**Description of the activity**

1. The entire class divided into various groups consisting of 6 students.
2. Each group is provided white sheet.
3. All the members of the group sent out of the class.
4. Each time, each member was called separately to the class room and asked to draw various parts of elephant.
5. Finally, the picture which is drawn by each member of the group was shown to the entire class by explaining the concept of team work and importance of cooperation and coordination.



*K. Sailakha*  
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## Activity Name: Collage

**Date of Activity:** 07/08/2018

**Class:** III Sem B.com

**Lecturer Name:** Mrs. Veena M

**Date of Activity:** 19/07/2018

**Class :** III sem BBA

**Objective:** To create awareness among students and to make them actively participate and involve themselves in creating new things, new ideas. It improves the creativity spirits among the students.



### Rule of this Activity:

1. Students to bring news papers, gum, sheet and scissors.
2. Forming a group.
3. On the spot topic is given.
4. Students are instructed to collect the articles, pictures, stories and explore new thought relating to the topic and show some creativity on that particular topic.
5. The topics are related to current events and related to subject.
6. This activity topic was
  - a. For B.com “ Up gradation of technology in mobile and developments of mobile Apps”
  - b. For BBA “ Innovations and creative advertisements and its effect on people”
7. The best creativity will be graded among the groups.

### Outcome:

Students actively involved themselves in this activity and showed their interest in the subject and their attentions were diverted to other fields and it will refresh their minds from bringing out of the subject who helps in regaining interest in the subject and the lectures.

They showed their creativity and new concepts and theme was developed by them. The programme was successful; the students presented their team work in the sheet and enjoyed the activity. It helped them to explore new thoughts and creativity.

  
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## Presentation of Business Ideas added with Ethics

**Date of Activity:** 09/08/2018

**Class:** I Semester B.com

**Lecturer Name:** Mr. Praveen B



### Objective:

- To create awareness among students and to make them actively participate
- To create innovative business ideas and involve themselves in creating new successful strategies.
- To improve the creativity spirits among students.
- To reduces the stage fear in students.

### Rule of this Activity:

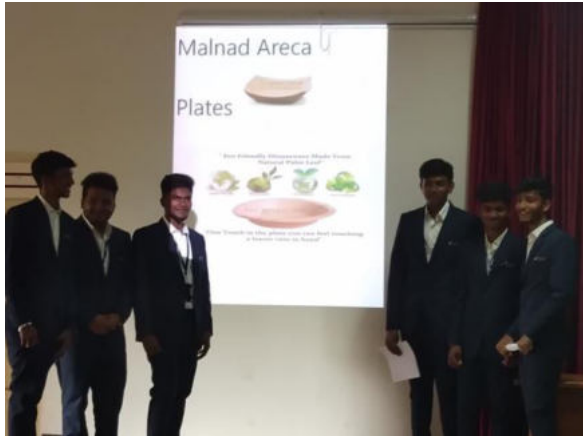
1. Forming a group and selecting their interested area of business Plan.
2. Each group should not exceed the number 6 members.
3. Each group is provided with 20 minutes of time.
4. The selected business ideas presentations should consist of business ethics and social responsibilities towards society.

### Outcome:

Students actively involved themselves in this activity and showed their interest in the subject. It will motivate their minds towards the subject and helpful in regaining interest in the subject and the lectures.

### Images of Students Presentations:





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## Mad ads on Social cause

**Date of Activity:** 11/08/2018

**Class:** I Semester B.com

**Lecturer Name:** Mr. Swathi J



### Objective:

- To create awareness among students.
- To show case the talents of our young youths.
- To build confidence level.
- To reduce the stage fear in students.

### Rule of this Activity:

1. Compulsory participation for all students.
2. Each group should not exceed 8 members.
3. Each group is provided with 20 minutes of time.
4. Group members should act on chosen topic and they should give some message to the audience.

### Outcome:

Students actively involved themselves in this activity and they presented mad ads on women harassment, present education system, corruption etc....

### Images of Students Presentations:



  
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## Investment Analysis



Conducted Date: **20<sup>th</sup> August 2018**  
Participants: **Final Year BBA students**  
Organized by: **Mr. Harsha C Mathad**

### Objectives of the Activity

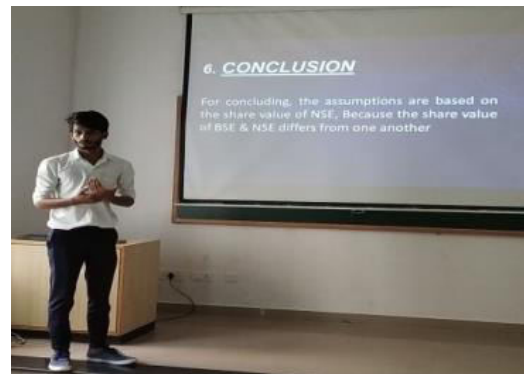
This activity will give more knowledge on present investment avenues. From this activity Students knowledge on share market and commodity market will enhance, and it will give a path for their future investment plan. With the knowledge of share market and commodity market they can start business or they can become best fund manager.

### Outcome of the Activity

Four teams are presented their investment analysis. Investment analysis they did on shares, currency, mutual fund and gold for long term, short term and medium term. Most of the analysis was giving hint for, when to purchase and sale of share, mutual fund, currency and gold.

Sl. No	V Sem BBA	Teams
1	ASHWIL D SOUZA	1
2	JOYAL JOY	
3	NIRANJAN B T	
4	RAKSHA JAIN	
5	SUMANTH S.M	
6	BALASUBRAMANYA S P	2
7	KANCHANA N.S	
8	NISARGA S M	
9	SAMREEN FATHIMA	
10	VANDANA BEEJADI VENKATESHA	3
11	ADITYA G.D	
12	DEEPAK UDANKAR	
13	LAKSHMI D S	4
14	NITHIN S	
15	HEMANTH B L	
16	NANDAN D	
17	NITHIN R	
18	SMARAN S.C	

*H. Sailatha*  
Principal



*K. J. Sailakha*  
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## Awareness towards Online marketing

**Date of Activity:** 05/09/2018

**Class:** I Semester B.Com

**Lecturer Name:** Ms. Lathashree M L



### Objective:

- To know the importance of online marketing.
- To make the students understand the merits and demerits of online marketing.
- To know how online marketing saves our time in this busy world.
- To make students realize that to what extent the technology has improved.

### Rule of this Activity:

- Forming a group and selecting their interested online shopping company.
- Students are instructed to prepare logo of that company.
- Each group should not exceed the 8 members.
- Each group is provided with 20 minutes of time.

### Outcome:

This activity really helped my subject since it is related to marketing. After conducting this activity, the students came to know that online shopping has more merits than demerits. They gave a positive response to this.



*K. Sailatha*  
Principal  
Principal



## Awareness towards Online marketing



**Date of Activity:** 05/09/2018

**Class:** I Semester B.Com

**Lecturer Name:** Ms. Lathashree M L

### Objective:

- To know the importance of online marketing.
- To make the students understand the merits and demerits of online marketing.
- To know how online marketing saves our time in this busy world.
- To make students realize that to what extent the technology has improved.

### Rule of this Activity:

- Forming a group and selecting their interested online shopping company.
- Students are instructed to prepare logo of that company.
- Each group should not exceed the 8 members.
- Each group is provided with 20 minutes of time.

### Outcome:

This activity really helped my subject since it is related to marketing. After conducting this activity, the students came to know that online shopping has more merits than demerits. They gave a positive response to this.



*K. S. Sathya*  
Principal  
Principal

## TOWER BUILDING ACTIVITY

**Date of Activity:** 13/12/2018

**Class:** IV Semester B.Com and BBA

**Lecturer Name:** Ms. Swathi J



### Objective:

- To enable students to develop their innovative idea.
- It enables students to think and act as artists and designers, work creatively and intelligently.
- To know the importance of Tower by presentation.
- To make students realize that to what extent the technology has improved with respect to Tower construction.

### Rule of this Activity:

- Compulsory participation for all students.
- Students are instructed to build tower by using less paper.
- Each group should not exceed the 8 members.
- Time Duration- 50 Minutes

### Outcome:

It gives an opportunity for students to learn with fun. Students are always fun loving and including creative activities along with curriculum gains their interest for learning. They gave a positive response to this activity.



  
Principal