



Event Report (Events Organised)

1.	Department	:	Information Technology
2.	Name of the event	:	Gam-athon
3.	Event – id (AAD No.)	:	(O)9786
4.	Event Date	:	25/01/2022 & 26/01/2022
5.	Co-ordinated by (Name(s) and Designation)	:	Ms.G.Prema Arokia Mary, AP/IT
6.	No. of participants attended <i>(Please attach the list of internal and external participants with full institutional address, contact no. email ID)</i>	:	<u>Internal Participants:</u> No. of students: 13 No. of faculty/Research Scholars/Other: NIL <u>External Participants:</u> No. of students: NIL No. of faculty/Research Scholars:NIL Others:NIL
7.	Sponsored by	:	If KCT (Amount in Rs.): If External agency, Name of the agency: Amount:
8.	Amount Utilized	:	
9.	Amount Returned	:	
Following data are generated/ not generated (If yes, append the copy under S.No.15)			
10.	(i) Invitation	:	Yes
	(ii) Agenda	:	Yes
	(iii) Video (10 to 15 minutes)	:	Yes
	(iv) Consolidated video (max 2 to 3 minutes)	:	No

	(v) Newspaper cutting enclosed	:	No
11.	<p>An Overview of the event (Two page report):</p> <p><i>(A brief description of each address from Welcome address to Vote of Thanks and Feedback)</i></p> <p><u>Suggestive:</u></p> <ol style="list-style-type: none"> 1. Welcome address can cover the objectives of the event 2. Presidential address can cover the relevance of the topic to the audience (Students / Faculty) 3. The Resource Person's address will be on the topic 4. The person who propose the vote of thanks will start with the summary of the program, highlighting one point of each address and then propose the vote of Thanks) 	:	<p>Quiz and E-presentation event related to the Video games industry and Information Technology. The first round is a Quiz all related to video games and technology related to the video game industry and the final round is an E-presentation, where participants present a topic, all related to the video games industry and social impacts on video games. The first round took place on 25th January 2022 on the Quizizz platform, and the final round took place on 26th January 2022 on MS Teams. The top 5 teams are qualified for the finals from the first round. Juries are invited for the final round and the points are awarded to the finalist based on the jury points. Participants from various departments enrolled for the event.</p>

12.	Outcome of the Event:	: The students gathered knowledge on how video games and the video games industry related to their academics and how video games created an impact on our daily life. They also learned how the existing technologies are applied in the video gaming industries and develop new games. They also learned about the usage of video games for various purposes apart from entertainment and how it is applied in other industries
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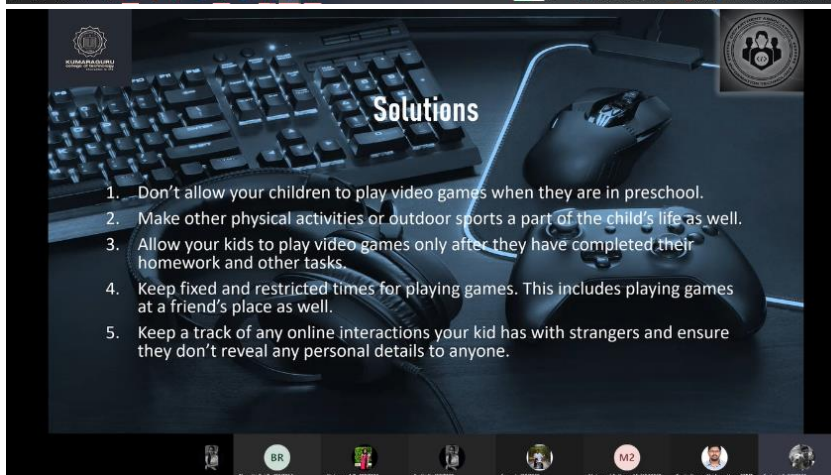
13. Event Permission Form (To be inserted as image below):

The screenshot shows an Excel spreadsheet for an event permission form. The title is 'KUMARAGURU COLLEGE OF TECHNOLOGY, COIMBATORE - 641 049'. The form is for an 'ORGANISING EVENT / PROGRAMME - PERMISSION & EXPENDITURE APPROVAL FORM - ACADEMIC'. The department is 'Information Technology'. The event is 'Gam-athon'. The event date is '25/1/2022 and 26/1/2022'. The event duration is '2 days' from '5:00 PM to 6:30 PM'. The resource persons are 'NIL'. The table below lists tasks and requirements with their target dates, faculty responsible, and estimated expenditure/revenue.

S. No	Task / Requirements	Details of Tasks / Requirements	Target Date for completion	Faculty Responsible	Qty required	Estimated expenditure	Estimated Revenue (Rs)	Remarks / Status
1	Honorarium / Consultancy fee	nil						
2	Memento / Prize, if required	Amazon Vouchers	26-01-2022	G.Prema Anasik	First prize-400Rs.	700		
3	Postage expenses	nil						
4	Media / Advertisement expenses, if required	nil						
5	Printing & Stationery - Poster, Invitation, Banner, Backdrop	nil						
6	Travel & Accommodation expenses, if required	nil						
7	Food - Refreshments & Lunch, if required	nil						
8	Miscellaneous expenses for Stage / Reception, if required	nil						
9	Event Report / Press Release / Archive submission	nil						
10	Expected Revenue from Registration fee	nil					0	
11	Sponsorship / Funding requested / already obtained	nil						
12	Total Funds Allotted for Revenue Organising (FO) budget head (Rs)	6,25,000	Total Funds Utilized so far for Organising budget head (Rs)	1,00,200	Total Expenditure Estimated (Rs)	700	0	
13	Budget Det. code for FO Budget head (9 digits - as per DPO)	RI00292102-031	Balance Funds available for Organising budget head (Rs)	5,24,100	Total Funds required from KCT (Rs)		700	
14	Signature: Date:							
15	Faculty in-charge	HOD		Head-AD				IC

Link: https://kumaragurudtsteam-my.sharepoint.com/:x/g/person/sanjivkumar_20it_kct_ac_in/EUEuJW1t9HhCoZ71knpeA-MB45mUHCuAM0HtXY7-CrMzsg

14. Photos (Insert below the photographs with captions):





15. Any other support documents/information (Insert below the invitation, agenda, video links, newspaper article cutting, certificate sample copy, approval/sponsorship documents, etc):

Invitation:

Video Link: https://kumaraqurudtsteam-my.sharepoint.com/:v:/g/personal/sanjivkumar_20it_kct_ac_in/EZFL2Pk-fvJLtcEjqfRn9oABJXm8uNWIMa5sVbGH-jF8tq

Agenda Link: https://kumaragurudtsteam-my.sharepoint.com/:w:/g/personal/sanjivkumar_20it_kct_ac_in/Ee0TQiSkZhNMu0ZgotSDkGUB92hwpc8Yz0qQVo2f9vj51Q

Attendance Link: https://kumaragurudtsteam-my.sharepoint.com/:x:/g/personal/sanjivkumar_20it_kct_ac_in/EYhp6e9PHw5GgA7mF22b48sBK9WlZAYvBBykdiiCqfj_6Q