# **MIT College of Management**

#### PERSONA FEST 2024 – MANAGEMENT EVENTS

### 1. CASE MANIA (CASE-STUDY COMPETITION)

Venue: 4th Floor MANET Seminar Hall

# **Rules and Regulations:**

- 1. Case themes will be based on General Management topics and it will be allotted to the students on the spot.
- 2. Two hours will be allotted for the preparation.
- 3. Teams need to bring their own laptop and pen drive.
- 4. Teams need to prepare a PPT presentation of the case study allotted to them.
- 5. Each team will be allotted 10 minutes for case analysis, presentation and Q&A.
- 6. There should be 10-12 slides.
- 7. Rounds will be decided based on the number of participating teams.
- 8. Preliminary round and final round participants will be decided on the same day of the event.
- 9. All participants must carry their ID cards of their respective institute /university.
- 10. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.

Sr. No.	Name of the Student Coordinator	Mobile Number	Email Id
1.	Madhur Motwani	9860996888	mmadhur941@gmail.com
2.	Anshika Singh	9372281178	anshikasingh.bruno@gmail.com

<sup>\*</sup>Note: Use of any mobile device & internet is prohibited.

### 2. TREASURE HUNT

Venue: Sports Complex

## **Rules and Regulations:**

- 1. Participants from all backgrounds, genders, and geographies are welcome.
- 2. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.
- 3. Organizing Committee can close the registration to any of its competition without a notice, whenever it deems fit.
- 4. Preliminary round and final round participants will be decided on the same day of event.
- 5. All participants must carry their ID cards of their respective institute /university.

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1.	Rudresh Gohel	9904030849	rudreshygohel@gmail.com
2.	Priyanshi Chaturvedi	9826336665	priyanshi080403@gmail.com

## 3. AD MAD SHOW:

Venue: MANET 4<sup>th</sup> Floor Seminar Hall (9:30 AM)

### Rules and Regulations -

- 1. It is a team event.
- 2. Topics would be provided on the spot.
- 3. Ten minutes preparation time will be allotted to each team.
- 4. Time limit for performing the advertisement is 1-2 minutes.
- 5. Preliminary round and final round participants will be decided on the same day of the event.
- 6. All participants must carry their ID cards of their respective institute /university.
- 7. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.
- 8. The language of communication can be English/Hindi/Marathi.

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1.	Rohan Ubale	8857046054	rohanubale409@gmail.com
2.	Meghal Sharma	7017297053	meghalsharma145@gmail.com

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## 4. QUIZ BEE:

**Venue:** MANET 4th Floor Seminar Hall

# Rules and Regulations -

- 1. Individual or team of 2 members are eligible.
- 2. The decision of the quiz-master will be final and will not be subjected to any change.
- 3. Preliminary round and final round participants will be decided on the same day of the event.
- 4. All the quiz questions will be based on Business and Management domain.
- 5. All participants must carry their ID cards of their respective institute /university.
- 6. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.

Sr. No.	Name of the Student Coordinator	Mobile Number	Email Id
1.	Atharva Dhore	9921930914	atharvadhore401@gmail.com
2.	Dhvani Vaghasiya	9727717416	dhvanivaghasiya19@gmail.com

<sup>\*</sup>Note: Use of any mobile device & internet is prohibited.

## 5. BUSINESS PLAN COMPETITION

Venue: MANET 4th Floor Seminar Hall (2: 00 PM)

## **Rules and Regulations:**

- 1. Participants will be allotted product/service to prepare a business plan on the spot.
- 2. Two hours' time will be allotted for preparation of the business plan and presentation comprising of 10-12 slides.
- 3. Ten minutes will be allotted to each team for presentation. Five minutes for Q&A.
- 4. All participants must carry their ID cards of their respective University/College/Institute/Department.
- 5. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.
- 6. Preliminary round and final round participants will be decided on the same day of event.
- 7. Participants will have to carry their laptops/pen drive/battery back-up for preparing the business plan presentation.

\*Note: Use of any mobile device & internet is prohibited for preparation of business plan

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1.	Sharvil Maind	7350298972	sharvil27maind@gmail.com
2.	Pooja Shimpi	9403308656	poojashimpi19@gmail.com

# 6. BOX-CRICKET

**Venue:** Sports Complex

# **Rules and Regulations:**

- 1. Rules of the game will be announced on the spot.
- 2. Sportswear and shoes mandatory.
- 3. All participants must carry their ID cards of their respective University/College/Institute/Department.
- 4. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.
- 5. Preliminary round and final round participants will be decided on the same day of event.

Sr. No.	Name of the Student Coordinator	Mobile Number	Email Id
1.	Kshitij Tupe	9960919195	tupekshitij@gmail.com
2.	Raj Jaiwal	9762885577	raj.jaiwal99@gmail.com

### 7. ROLE PLAY

**Venue:** 7<sup>th</sup> Floor Class room MITCOM-IT Building

## **Rules & Regulations:**

- 1. Participants will be assigned specific roles related to business scenario.
- 2. Roles may include: Entrepreneur Role, Customer service scenario, building exercise etc.
- 3. Participants will be given 30 minutes time to prepare for their roles, understanding their character's perspective and have to perform 10 min role play.
- 4. A brief overview of the business scenario will be provided to the participants.
- 5. Participants will have to perform the role play, staying true to their assigned character.
- 6. The participants will be evaluated on creativity, interaction, communication and problem solving within the scenario.
- 7. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department

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Sr. No.	Name of the Student Coordinator	Mobile Number	Email Id
1.	Prajakta Tajane	8652551593	tajaneprajakta@gmail.com
2.	Udita Anand	9867530348	anandudita5@gmail.com

#### 8. RECYCLE MANIA:

**Venue:** 8th Floor Open Space IT Building

### **Rules & Regulations:**

- 1. Participants will be provided with the waste by the organizers plastic waste, e-waste, paper waste, cloth waste etc out of which they have to make creative items.
- 2. Participants have to bring colors, needle, scissors, glue, cardboard etc
- 4. A theme or concept will be announced on the spot.
- 5. Participants will be provided Three hours' time to make creative items out of the waste provided to them.
- 6. Judges will evaluate the entries based on creativity, originality, functionality and alignment with the announced theme.
- 7. All participants must carry their ID cards of their respective institute /university. 8. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department

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1.	Shubham Kalbhor	9112295757	Shubhamkalbhor11111@gmail.com
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## 9. MOCK STOCK

Venue: 7th Floor Computer Lab, IT Building

## **Rules & Regulations:**

- 1. Participants will have to create simulated investment portfolios.
- 2. Each Participant will give a fictional initial investment amount.
- 3. The simulations run for a set period during which the participants can buy sell or hold the stocks based on market fluctuations.
- 4. Participants actively manage their portfolios, make strategic decision in order to take decision making and risk management.
- 5. Judges will evaluate based on their participants investment approaches.
- 6. All participants must carry their ID cards of their respective institute /university.

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1.	Kunal Mankani	8788675464	kunalmankani0904@gmail.com
2.	Aman Chajjed	9359485994	amanchhajed@icloud.com

## 10. LIKE YOU

Venue: 8th Floor Computer Lab, IT Building

## **Rules & Regulations:**

- 1. Participants will have to create a new Facebook page with a unique name related to theme.
- 2. Participants have to generate captivating content for their pages, including post, images, videos etc. aligned with the theme to attract the wider audience.
- 3. Participants will be provided Three hours to create the page, post the content and promote the page to get maximum 'likes.
- 4. Judges will evaluate the results on the basis of creativity and quality of the content and highest number of likes on their page.
- 5. All participants must carry their ID cards of their respective institute /university.
- 6. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.

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1.	Laksh Mirani	9371212181	Laksh.mirani21@gmail.com
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## 11. POSTER COMPETITION

Venue: 7<sup>th</sup> Floor Open space

# **Rules & Regulations:**

- 1. This an individual / group activity.
- 2. The topic will be provided for the students.
- 3. Based on the topic the students has to prepare the poster and present it with presentation in front of the judge.
- 4. The stationary will be provided by college.
- 5. Duration for the poster making is 2 hours. Participants have to explain the poster theme to the judges.
- 6. Judges' decision with be final.

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### 12. PROJECT COMPETITION

Venue: 7th Floor Class Room

## **Rules & Regulations:**

- 1. Open to individual students or teams with a minimum of 2 and a maximum of 4 members.
- 2. Participants are encouraged to create innovative and practical software solutions.
- 3. Participants are free to choose their preferred programming languages, frameworks, and tools.
- 4. Submissions must include the project source code, documentation, and a live demonstration.
- 5. Projects must be original.
- 6. Projects will be evaluated based on innovation, functionality, usability, creativity, scalability, real-world applicability, and overall impact.
- 7. Plagiarism or unethical behavior will result in disqualification.

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Sr. No.	Name of the Student Coordinator	Mobile Number	Email Id
1.	Ritesh Bobhate	7620013513	Riteshbobhate1234@gmail.com
2.	Krishna Kayasath	8412043370	krishnakayasth11@gmail.com

## 13. CODE CRACKING (HACKATHON)

Venue: 8th Floor Computer Lab MITCOM IT Building

## **Rules & Regulations:**

- 1. The compiler will be provided Turbo c.
- 2. This event consists of two rounds.
- 3. First Round-1 will be of medium complexity.
- 4. Second Round-2 will be of high complexity.
- 5. Competition amongst the contestants will decide for rapid fire round.
- 6. Participants age must be 18 years and above.
- 7. All participants must carry their ID cards of their respective University/College/Institute/Department.
- 8. The Participants must be a Postgraduate and Undergraduate student of any University/College/Institute/Department.
- 9. Preliminary round and final round participants will be decided on the same day of event.

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1.	Tanu Bose	9423253140	tanubose@gmail.com
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