



B.M.S. COLLEGE OF ENGINEERING BENGALURU-19

(Autonomous Institute, Affiliated to VTU)

Department Of Computer Applications

Cultural Club Activities during July 2024- June 2025

Cultural Activity 1 MCA first semester-Batch 2024-26

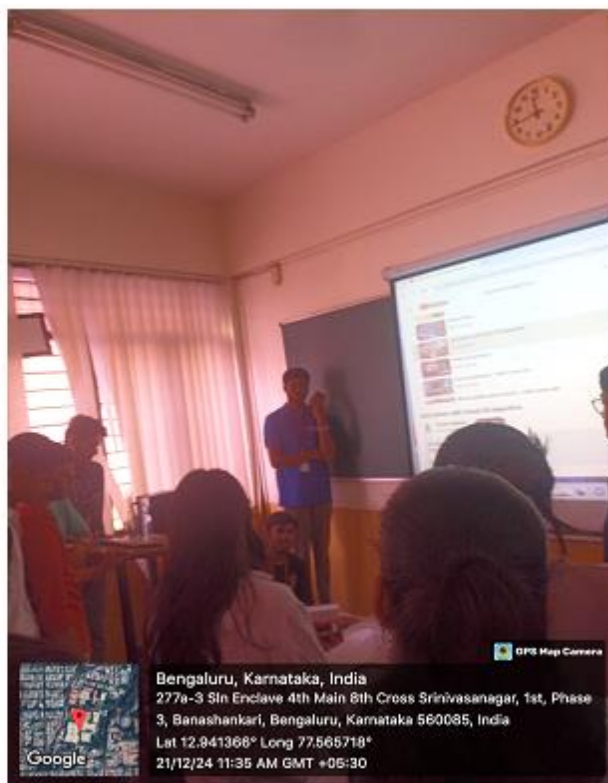
Date: 21-12-2024

The first half of Cultural activity session was conducted by seniors Nishanth and Vaishnavi by addressing all students by giving introduction on ROBOTICS and also by showing the models. This session's main view point was to create an interest in students towards robotics and about the facilities that is provided by college campus on Robotic lab.

It was a very interesting and productive session that was conducted by seniors.

The second half of the session was conducted by senior Sudhiksha and featured a fun and interactive activity that highlighted communication among students. In this activity, seven students were selected to come up on stage and perform a series of steps instructed by a person. They were tasked with communicating these steps to their teammates, who were positioned in front of them, until the instructions reached the end. Four teams participated in the game, and the final outcome revealed the results of their communication. The session was filled with laughter, interaction, and enjoyment, making it a memorable and engaging experience for everyone.

Photographs of the activities





Cultural Activity 2 MCA first semester(Sec-A)-Batch 2024-26

Venue: FDC

Date: 18-01-2025

Time: 11:15 am - 1:05 pm

The Cultural Activity session was a dynamic and interactive session, aimed at promoting fun, creativity, and teamwork through pop-culture-based games.

The event consisted of three exciting games:

Guess the Song (Starting Lyrics): Participants were played the opening lyrics of well-known songs and had to quickly guess the title.

Dumb Charades (Guess the Movie): Teams took turns acting out famous movie titles without speaking, while others guessed.

The Ish Game (Shadow Boxing Finger Pointing): This game involved players mimicking the movements of "shadow boxing" while pointing at others in a playful and quick-paced finger-pointing challenge.

Conclusion:

The combination of music, movies, and fun physical games created a perfect balance for a session of entertainment. Particularly during the **Ish Game**, the energy was high as participants tried to execute the finger-pointing moves in the shadow boxing challenge.

The session went really well, providing a platform for people to bond while showcasing their knowledge of music, movies, and unique skill-based games.





Cultural Activity 2 MCA first semester(Sec-A)-Batch 2024-26

Venue: CA2

Date: 18-01-2025

Time: 11:15 am - 1:05 pm

As the cultural coordinator for our class, I had the opportunity to organize a series of interactive games that brought great enthusiasm and involvement from everyone. To begin, I divided the class into teams and conducted a game where each group had to fill an empty matchbox with as many small items as possible within a given time. The team that filled the matchbox with the highest number of items emerged as the winner. This was followed by a tissue paper challenge, where teams had to carefully tear a tissue paper into the longest possible strip. Both games sparked laughter, teamwork, and active participation.

Next, introduced a shirt-buttoning challenge, where selected members from each team had to wear a shirt in reverse, with the buttons at the back, and button it up as quickly as possible. Watching the creative attempts added to the fun. Another light-hearted moment came with a game where girls had to style boys' hair into ponytails, creating plenty of laughs and a cheerful atmosphere.

The highlight of the session was the whisper challenge, where a teammate wearing headphones had to guess what their partner was saying through actions. This game truly energized the class and encouraged lively interactions. We ended the session by playing music and vibing together, creating a memorable and enjoyable experience for all.

Overall, the activities enhanced teamwork, creativity, and bonding among classmates, making our first cultural session a great success.







Cultural Activity 3 MCA Second Semester-Batch 2024-26

Venue: CA3

Date: 14-06-2025

Time: 11:15 am - 1:05 pm

Introduction:

As part of the continuous effort to promote student engagement and create a vibrant classroom environment, the third cultural activity was organized on 14-06-2025 by the cultural coordinators of both sections – Jyothi Kumari and Preemal Pinto. The event aimed to combine entertainment with interactive learning through a movie screening followed by a quiz.

Event Description:

The film chosen for this event was *Chhichhore*, a popular Bollywood movie known for its emotional depth, humor, and powerful message about friendship, failure, and perseverance. The movie was screened in CA3, PJ Block and was well received by the students. To make the experience more engaging, the screening was periodically paused, and questions related to the storyline, characters, scenes, and dialogues were asked. Students actively participated by answering these questions, and winners were appreciated on the spot. Students who answered correctly were rewarded with goodies, which added an element of excitement and healthy competition to the session.

Objectives of the Activity:

- To offer a meaningful break from academics while promoting values like friendship, resilience, and teamwork.
- To enhance observation skills and retention through a movie-based quiz.
- To strengthen the bond between students through shared cultural experiences.
- To create a platform for informal learning and interaction among students.

Conclusion:

The cultural activity session, centered around the screening of *Chhichhore*, was a successful initiative that merged entertainment with engagement. The screening of *Chhichhore* and the

interactive quiz format kept students involved and created a cheerful atmosphere. The event met its objectives effectively and was appreciated by all attendees.







*****Thank You*****



Faculty Coordinators



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