



S M V E C
SCHOOL OF ARTS AND SCIENCE

(Approved by Government of Puducherry, Affiliated to Pondicherry University)
Madagadipet, Puducherry - 605107



DEPARTMENT OF BUSINESS STUDIES

Event Draft
Inter-Collegiate Fest 2024

KARUVULAM



STAFF COORDINATOR:

1. Mr. G. Venkatesan
2. Mrs. M. Abirami

STUDENT COORDINATOR:

III Year

1. Kiruthika (BBA FDB)
2. Jayasree (BBA GEN)
3. Harinarayanan (BBA GEN)
- 4.

II Year

1. Yuvasri (BBA GEN)
2. Shriya (B COM CS)
3. Harish (BBA FDB)

ROUND 1

ROLL AND ROCK: BOWL OF CURIOSITY

Roll and rock is an engaging quiz designed to test financial knowledge and quick thinking. This quiz will challenge with a range of questions covering essential topics like personal finance investment, global markets and economic principles. This game contains about 15 teams each team can contain two individuals. Where one has to roll the dice and asks the questions which are in the 6 bowls according to the number they get by roll the dice. The individual who rolled the dice has to pick and ask the questions to their teammates. Each team will be provided with 5 chances to roll the dice. The team with more answers will be qualify to the next level.

OBJECTIVE:

- To enhance financial literacy
- To encourage critical thinking
- To promote the interest in finance
- To foster healthy competition

OUTCOME:

- Participants will develop a deeper understanding of essential financial concepts.
- Through active engagement and collaboration, they will enhance their ability to think critically and apply financial knowledge in a dynamic, fast-paced environment.

RULES AND REGULATION:

- The decision of the quiz-master will be final and will not be subjected to any change.
- The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
- The questions shall be in the form of multiple choice, true/false statement, specific answer question etc.
- Audience/Supporters shall not give any hints or clues to the competitors.
- Replacement of any participant of a team is not allowed after registration.
- Each team only 2 members, not more than that.

PARTICIPANTS:

- In round 1, totally 12 teams have participated and competed

ELIMINATION STRATEGY:

- We plan to Eliminate around 50% teams in this round
- The teams with higher points will go to the next round. If both the team have equal amount of points then they will be eliminated or qualified on the basis of time taken to answer the questions.
- The team who takes less time to answer the questions will more probably qualify to next level.

REQUIREMENTS FOR ORGANISERS:

- Bowl
- Dice

EVENT TIME:

- This round will be conducted first and this event will take around 25 minutes.

Financial Quiz Questions: (Sample Q's)

1. **What does GDP stand for?**
 - A) Gross Domestic Product
 - B) General Domestic Product
 - C) Gross Daily Profit
 - D) General Daily Profit
2. **Which of the following is a commonly used method to value a company?**
 - A) Price-to-Earnings Ratio
 - B) Return on Assets
 - C) Dividend Yield
 - D) Debt-to-Equity Ratio
3. **What is an index fund?**
 - A) A fund that tries to outperform the market



Fig.1 Karuvuam Event



Fig.2,3: Participants picking chits and answering the questions in team of two

ROUND 2

STATE OF SURPRISE

In this round, each team will spin a digital wheel, which contains all the states of India. Upon landing on a state, participants will be given 5 minutes to prepare a speech on the financial condition of that particular state. Teams are expected to analyse and present key financial indicators, economic strengths, challenges, and opportunities. After the brief preparation, participants will present their findings to the audience. The team that delivers the most comprehensive, insightful, and well-structured speech will move on to the next round. This dynamic round tests not only the participants' financial knowledge but also their ability to think critically and communicate effectively under pressure.

OBJECTIVE:

- To enhance financial literacy
- To build teamwork and collaboration
- To test and reinforce knowledge
- To increase awareness of current financial trends
- To exchange random financial information of states.
- To engage and create awareness students into State level financial matters.

OUTCOME

- Participants will deepen their understanding of the economic landscape across various Indian states.
- By quickly recalling and articulating information about a state's financial system it will improve their ability to synthesize and communicate complex economic data under time constraints.

RULES AND REGULATION:

- The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
- Audience/Supporters shall not give any hints or clues to the competitors.
- Replacement of any participant of a team is not allowed after registration.

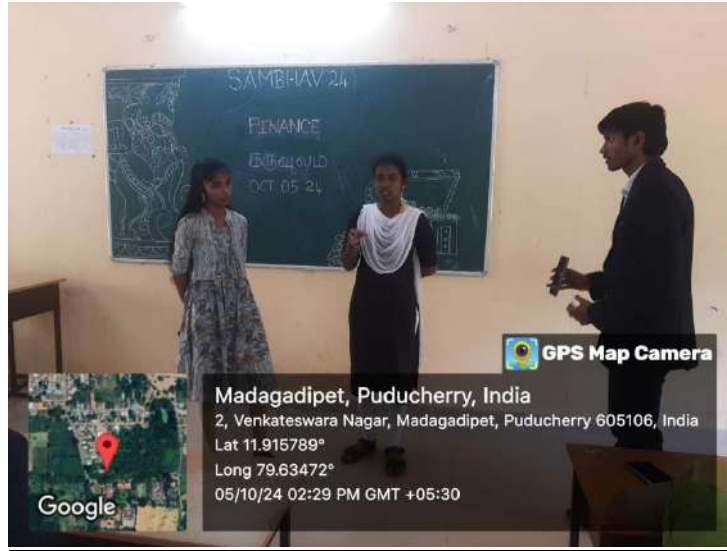


Fig 4,5: By spinning the wheel, participants are delivering their speech on particular state

ROUND-3

FOREX FRENZY

In the final round, the last competing teams will play "Forex Frenzy" is a fast-paced, real-time currency conversion game where final teams compete to solve some scenario-based questions. Each question presents a unique situation requiring participants to calculate and state currency conversions, such as converting the price of a belt from USD to GBP or EUR, or determining how much a flip clock priced in AUD would cost in JPY or EUR. The game challenges teams to perform quick, accurate forex calculations for various global currencies, with points awarded based on precision and speed. The team with the highest score claims victory as the forex conversion master.

OBJECTIVE:

- To enhance students' knowledge of global currencies & their values.
- To evaluate the teams' knowledge on fundamental finance concepts through a structured, engaging, and competitive event.

OUTCOME:

- Participants will gain a deeper understanding of global currencies and their role in finance.
- Teams will also sharpen their calculation skills and financial acumen, leaving them better prepared for real-world financial challenges.
- Participants will learn to work efficiently under time pressure, mirroring real-world business conditions.

RULES AND REGULATION:

- The participants shall not be allowed to use mobile or other electronic instruments during the quiz time.
- Audience/Supporters shall not give any hints or clues to the competitors.
- Replacement of any participant of a team is not allowed after registration.

PARTICIPANTS:

- In round 3, there are 3 teams who won the round 2 with maximum marks
- Maximum marks scored team in all rounds will be winner of karuvulam
- Second and third place will also decided by the top scores.

EVENT TIME: This event will take around 30 minutes.

.....

QUESTIONS: (Reference / Sample)

1USD	0.74GBP
	0.87EUR

1AUD	82.01JPY
	0.62EUR

(The above exchange rates are applicable only to first 3 questions. Calculate the exchange rate)

1. Michal ordered a belt on online. The cost of the belt is 18.50 USD. Help Michal figure out how much the belt cost in the following currencies?

a) GBP

b) EUR

2. Liam bought a pair of flip clock in AUD. The cost of the clock is 16.00 AUD. Help Liam figure out how much in the flip clock would cost in the following currencies?

a) JPY

b) EUR

3. Charlotte wanted buy a scarf. The price in EUR. The cost of the scarf is 10.75EUR Help Charlotte figure out how much the scarf would cost in the following currencies?

a) AUD

b) USD

4. Sophie is travelling to Japan and needs to exchange 250.00 USD for Japanese Yen. Help Sophie figure out how much she will receive in JPY if she exchanges the money using the following rates:

[If 1 USD = 1.35 AUD, and 1 AUD = 82.01 JPY, how much JPY will Sophie receive after converting to AUD first and then JPY?]

5. John is planning to buy a camera that costs 500.00 GBP. If he pays in USD, how much will the camera cost him using the conversion rate of 1 USD = 0.74 GBP?

SCORE CARD

Sl. No	Team Name	Correct answers (5 x 10)	TOTAL (50)



Fig.6,7: participants are solving the sums based on currency conversion

ROLES AND RESPONSIBILITIES OF FINANCE STUDENT TEAM

COORDINATORS:

Round 1 (Roll and rock – bowl of curiosity)

1. Kiruthika
2. Yuvasri
3. Harish

Other coordinators will maintain the students

Round 2 (State of surprise)

1. Harinarayanan
2. Gunal
3. Jayasree

Other coordinators will maintain the students

Round 3 (Forex frenzy)

1. Harish
2. Shriya

Other coordinators will maintain the students

Score card maintenance for all rounds:

1. Jayasree
2. Shriya
3. Gunal

Staff evaluators:

1. Mr. G. Venkatesan
2. Mrs. M. Abirami