



KUVEMPU
FIRST GRADE COLLEGE
BENGALURU - 57 Affiliated to Bangalore University

DEPARTMENT OF
COMMERCE & MANAGEMENT
ORGANISES

SYNERGY

An Intra-Collegiate
Commerce & Management fest

UNLEASH
HIDDEN SKILLS

SEP

13

2025

VENUE
MAIN AUDI

EVENT PLANNING & MANAGEMENT
PARTNER



GIFTING & ONLINE COURSES PARTNER



REGISTRATION & AUTOMATION





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EVENTS

SYNERGY

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MARKETING

HR

FINANCE

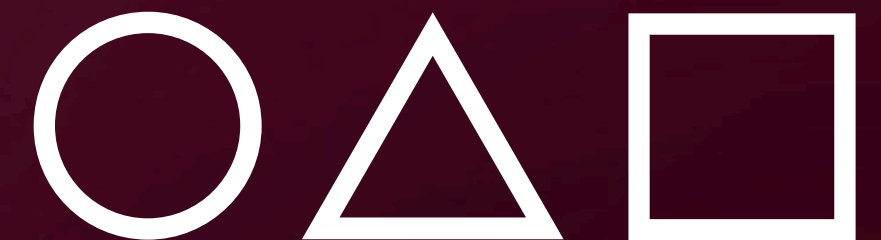


**TREASURE
HUNT**

**CORPORATE
WALK**

General Rules

- **Team Size:** Min 2 & Max 3 (unless specified).
- **Reporting:** Be at venue **15 mins early**.
- **Materials:** Bring laptops, calculators, stationery, props & chargers.
- Submissions:
 - PPTs → PDF format only.
 - Videos/Ads → Full HD (1080p).
 - Posters/Photography → HD format.
 - Upload to official WhatsApp group only.
- **Time Management:** Stick to event limits. Grace max 5 mins.
- **Judges' Decision: Final & binding.**
- **Discipline:** Respect coordinators, judges, volunteers & peers.
- **College Rights:** Submitted work may be used for social media promotions.



MARKETING

Marketing Event – Event Outline

1. **Event Description:** A competitive event designed to evaluate creative marketing, branding, selling, and strategic thinking.
2. **Team Size:** Teams must have 2–3 members.
3. **Identity:** Teams will be given brand/identity tags at the beginning.
4. **Structure:** The competition will have multiple rounds involving creativity, analysis, and presentation-based tasks.
5. **Progression:** Only teams completing one round can advance to the next.
6. **Time Management:** Teams must adhere to the time allocated for each activity.
7. **Stationery:** Carry pen, notepad, and basic materials for brainstorming and pitching.
8. **Code of Conduct:** Teams must maintain fairness. Plagiarism or unethical practices will lead to elimination.
9. **Reporting:** Participants must report 15 minutes before the event begins.
10. **Winning Criteria:** The team that shows original ideas, strong marketing pitch, and practical strategy will be crowned winners.



- **Event Description:** A set of interactive activities designed to test people management, negotiation, communication, and problem-solving skills.
- **Team Size:** Teams must have 2–4 members.
- **Identity:** Each team will be assigned a unique code/identifier at the start.
- **Structure:** The event will run in multiple stages combining analytical, creative, and situational tasks.
- **Progression:** Only teams completing a stage successfully will move to the next.
- **Time Management:** Each activity will have a strict time limit to complete.
- **Stationery:** Carry a pen and notepad for writing tasks and roleplays.
- **Code of Conduct:** Professionalism and ethical participation are expected. Any misconduct leads to disqualification.
- **Reporting:** All participants should report 15 minutes before the event start.
- **Winning Criteria:** The team showing best HR acumen, creativity, and decision-making across all stages will be declared winners.

FINANCE

Instructions for Participants

- Event Description: The Finance Event will test your knowledge, analytical thinking, and decision-making skills through three competitive rounds.

Rounds Overview:

- Round 1 – Finance Quiz: Multiple-choice quiz on finance topics (Kahoot platform).
- Round 2 – Case Study: Analyze and present solutions for a finance-related case.
- Round 3 – Auction: Virtual bidding round to acquire companies with strategy and budgeting.
- **Team Composition:** Each team must consist of 3 members (UG/PG students).
- **Stationery Requirement:** Participants should carry pens, pencils, and a notepad for rough work. No calculators or electronic devices allowed.
- **Presentation:** For Round 2, a PowerPoint presentation (if required) must be prepared during the allotted time.
- **Reporting Time:** All participants must report to the event hall 15 minutes before the scheduled start time.
- **Code of Conduct:** Any unfair practices, external help, or rule violations will result in immediate disqualification.
- **Judging Criteria:** Teams will be evaluated on knowledge, clarity, accuracy, creativity, and strategic decision-making across all rounds.

TREASURE HUNT

Treasure Hunt – Event Outline

1. **Event Description:** A campus-wide adventure designed to test your teamwork, problem-solving, and presence of mind.
2. **Team Size:** Each team must have 3–5 members.
3. **Identity:** Teams will be assigned unique identifiers (colors/shapes) at the start.
4. **Structure:** The hunt will be conducted in multiple stages with a mix of riddles, physical tasks, and clue-based challenges.
5. **Progression:** Each stage must be completed in order to unlock the next.
6. **Time Management:** Tasks are to be completed within the given time limits at each stage.
7. **Stationery:** Carry pens and a notepad for solving riddles. No calculators, gadgets, or external help allowed.
8. **Code of Conduct:** Teams must play fair. Any cheating, clue tampering, or rule violations will lead to disqualification.
9. **Reporting:** All participants should report 15 minutes before the event start time.
10. **Winning Criteria:** The first team to successfully complete all stages and reach the final point will be declared the Treasure Hunt Champions.

CORPORATE WALK

Corporate Walk – Event Outline

1. **Event Description:** A personality-driven event designed to showcase confidence, communication, attire, and overall presentation in a corporate setup.
2. **Team Size:** Each team can have a maximum of 8 members.
3. **Identity:** Teams will be assigned a corporate code/identifier at the start.
4. **Structure:** The event will consist of multiple stages focusing on personality display, teamwork, and presentation skills.
5. **Progression:** Teams must complete each stage to qualify for the next.
6. **Time Management:** Every performance will have a time limit and teams must adhere strictly.
7. **Stationery & Props:** Teams may carry minimal props or stationery if required (only permitted items allowed).
8. **Code of Conduct:** Teams must maintain professionalism, discipline, and etiquette throughout. Misconduct leads to disqualification.
9. **Reporting:** All members should report 15 minutes before the scheduled start.
10. **Winning Criteria:** Teams will be judged on confidence, creativity, professionalism, and group coordination.

TO REGISTER SCAN



Free

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