

Government of Maharashtra

ISMAIL YUSUF COLLEGE OF ARTS, SCIENCE AND COMMERCE Jogeshwari (East), Mumbai 400 060

Tel. No. (Office) 022-28352881

principaliyc@yahoo.co.in

Fax (Principal) 022-28202188

Date: 30.08.2021

Notice

Students of the Degree College are hereby informed that following programme will be carried out by the Cultural and Sports section in the A.Y. 2021 - 2022, for the overall development and sensitization of the students with the current development taking place in the country as an agenda. Please note these programmes will be conducted online on the Zoom platform from 4 PM to 5.30 PM, interested students may take the benefit out of it.

Sr. No.	Event Name	Resource Person	Date	
1	Mantra of Management Games	CMA Meghna Bakraniya	03/09/2021	
2	Time Travel – 5W/1H	Dr. Amit Saraf	14/09/2021	
3	Gaming Mania – Success Stories	Mr Suryakant Patole	28/09/2021	
4	Poster Competition – Show Your Talent	Dr. Sheetal Panchikar	04/10/2021	
5	Financial Mela – Understand the Moto	Dr. Arvind Luhar	13/10/2021	
6	Reading Inspiration Day – What makes difference?	Mrs Swati Phadke	22/10/2021	
7	Patriotic Song – Live it	Ms. Sumaiya Khan	29/10/2021	
8	Short Film – Boost your motivation	Mrs Pratiksha Phadnis	02/11/2021	
9	Business Idea Competition – Wake Up	CMA Meghana Bakraniya	16/11/2021	
10	Product Design Competition – Need of the hour	Mr Suryakant Patole	27/11/2021	
11	Quiz Competition – Sharpen your brain	Mr. Nasir Usmani	02/12/2021	



12	Entrepreneurial Tales – 2021	CMA Meghna Bakraniya	14/12/2021	
13	Memory Booster Tricks – Ways and Means	Dr. Arvind Luhar	23/12/2021	
14	IKS & Karma – Understand the basic Mantra	Mr Rajdeep Kamble	03/01/2022	
15	Funtakshari - 2021	Dr. Sheetal Panchikar	17/01/2022	
16	Technova: Fitment Apps - Need of the hour	Dr. Ashwin Mehta	28/01/2022	
17	Best Out of Waste – Electronic Parts	Ms Shraddha Jadhav	02/02/2022	
18	Paper Bag Making – My first Experience	Ms. Hasina Panwar	21/02/2022	

Note: Students participating in the event will be given certificate for each programme attended.

SWP

In charge Cultural Committee

College Director Physical Education & Sports

P. N. Plake

Coordinator – IQAC

Government of Maharashtra's Ismail Yusuf College of Arts, Science & Commerce. ogeshwari (East), Mumbai -400 060.

Co-Coordinator – IQAC





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Date: 30.09.2021

Report on Cultural and Sports Department Online Programmes for Degree College Students

Reference: Notice and Agenda dated 30.08.2021 **Organized by:** Cultural and Sports Department

Platform: Zoom (Online) Time: 4:00 PM to 5:30 PM

1. Programme: Mantra of Management Games

• Date: 03/09/2021

• Resource Person: CMA Meghna Bakraniya

Number of Students Benefited: 15

Overview:

This session introduced students to management principles through interactive games, providing practical insights into leadership, problem-solving, and team management.

· Outcome:

Students gained an understanding of management strategies, and their importance in real-world scenarios was demonstrated through gamification. This led to better comprehension of complex concepts in an engaging manner. Many participants expressed interest in pursuing further studies in management.

2. Programme: Time Travel - 5W/1H

• Date: 14/09/2021

Resource Person: Dr. Amit Saraf
Number of Students Benefited: 13

· Overview:

This session focused on the 5W (Who, What, Where, When, Why) and 1H (How) method of problem-solving, often used in analytical thinking and journalism.

Outcome:

Students developed critical thinking and investigative skills, which are useful in both academic research and professional life. They learned how to approach problems systematically by asking the right questions and gathering information efficiently.



3. Programme: Gaming Mania - Success Stories

- Date: 28/09/2021
- Resource Person: Mr. Suryakant Patole
- Number of Students Benefited: 14
- · Overview:

This session covered the success stories of famous entrepreneurs in the gaming industry, inspiring students with real-world examples of how passion for gaming can turn into a successful career.

· Outcome:

Students were motivated to explore opportunities in the gaming industry and learned about the challenges and rewards of entrepreneurship. Several participants expressed interest in game design and development as a future career path.

General Outcome of the Programme:

- **Skill Development:** These programs focused on enhancing students' soft skills, critical thinking, and problem-solving abilities, all of which are vital for their holistic development.
- Career Insights: The sessions offered valuable insights into potential career paths and industries such as management and gaming.
- **Increased Engagement:** The interactive and practical nature of the sessions resulted in high engagement and participation, fostering an enriching learning environment.

Conclusion:

The series of programmes conducted by the Cultural and Sports Section significantly contributed to the overall development of the students by blending academic insights with practical knowledge. The online format made the sessions accessible, and students benefited from the expertise of the resource persons.

SMP

In charge Cultural Committee

College Director Physical Education & Sports

P. M. Plading

31/9

Coordinator - IQAC

Co-Coordinator - IQAC

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Attendance of Gaming Mania - Success Stories On 28/09/2021

Sr. No.	Name	Class	Roll No	Online Attendance marked by Teacher
1	LANDE SIDDHESH SANTOSH	T.Y. B.COM	146	P
2	SHAIKH SAKIB ASHRAF	T.Y. BMS	40	P
3	KHEDEKAR SHUBHAM MOHAN	T.Y. B.COM	135	P
4	MALIK HARSHADA ARUN	M.COM(MGNT)	2	P
5	SAWANT LAXMI VIKAS	T.Y. B.COM	232	P
6	SHAIKH MD KALEEM MD IRFAN	T.Y. BMS	38	P
7	SHARMA JYOTI RAMESH	T.Y. BMS	42	P
8	ANSARI SHAHEED AFRIDI EKRAMUL	T.Y. BMS	57	Р
9	JANGAM MANDAR MARUTI	M.COM(MGNT)	8	P
10	PAWAR PRAMILA SUBHASH	T.Y. B.COM	200	Р
11	KAMBLE CHANDRAKANT NIVRUTI	T.Y. BAF	55	P
12	SHAIKH SAMEER NAJMUDDIN	T.Y. BMS	41	P



13	PEDNEKAR KAUSTUBH NARESH	T.Y. B.COM	203	Р
14	JAIN SUMAN SUNDARLAL	M.COM (ACCOUNTANCY)	73	P

SMP

In charge Cultural Committee

College Director Physical Education & Sports



Feedback for Gaming Mania – Success Stories conducted online on 28/09/2021					
Mail Address	Name	Class	Roll No	Mobile No.	How would you rate your overall experience of the Gaming Mania session?
kaustubhpednekar@gmail.com	Pednekar Kaustubh Naresh	T.Y. B.COM	203	8356064401	3
kalimshaikh8828@gmail.com	Shaikh Md Kaleem Md Irfan	T.Y. BMS	38	8828939846	4
jainsuman1019@gmail.com	Jain Suman Sundarlal	M.COM (ACCOUNTANCY)	73	8104037689	4
harshadamalik 1999@gmail.com	Malik Harshada Arun	M.COM(MGNT)	2	8928617285	3
mandarjangam46@gmail.com	Jangam Mandar Maruti	M.COM(MGNT)	8	7738309459	2







GOVERNMENT OF MAHARASHTRA ISMAIL YUSUF COLLEGE OF ARTS SCIENCE AND COMMERCE

Natwar Nagar, Jogeshwari East, Mumbai - 400060

CERTIFICATE OF PARTICIPATION

This is to certify that

SHARMA JYOTI RAMESH

of Ismail Yusuf College from T.Y.B.COM having Roll no 42 has online participated in "Gaming Mania – Success Stories" on 28/09/2021 organised by Cultural and Sports Department

Sup

Dr. Sheetal Panchikar In Charge Cultural Commitee Mrs. Pratiksha P. Phadnis

College Director Physical Education & Sports

Dr. Amit Saraf Co- Co-ordinator, IQAC

Prof.(Dr.) Arvind luhar Co-Ordinator, IOAC

Dr. Swati Wavhal Principal



Gaming Mania – Success Stories on 28/09/2021

