

**Moradabad Institute of Technology**  
**Department of Computer Science and Engineering**

**ACTIVITY REPORT**

**Name of the Event: ORIENTATION SESSION 2.0**

**Date of Event: 11TH SEPTEMBER 2024**

**Venue: D-BLOCK AUDITORIUM**

**Coordinating Society: Computer Science Students' Society**

On 11th Sep, 2024 the Computer Science Students' Society organized "ORIENTATION

SESSION 2.0" for the freshers which was a fun session. This was an interactive and energetic session of CSSS with the freshers.

In this session, there were some technical games and tasks through which we interacted with the freshers.

In the beginning, there was an Ice Breaking game in which the participants were given some actions such as Turn Left, Turn Right, Jump, etc., and participants had to say what they're doing and simultaneously have to do that. This event shows how attentive their mind is.

We also had a game called Gadget Guessing, in which a student had to pick a slip and whatever gadget's name written on that list, had to be explained by the audience to that student. This game checks their knowledge about the technical gadgets.

Next, we have Action Relay game, in which ten participants were called on the stage and they had to stand facing each other's head. The person standing at the very first position were given five actions. Now, that person has to demonstrate it to the next person, similarly till the last person. At the last, we compared the actions of the first and the last person.

A Brand Tagline game was conducted in which some logos of brands were displayed on the screen and participants have to tell the tagline of that brand. It shows the general knowledge of the students.

A Save the balloon game was played at the end of the session in which every student was given a balloon. They first have to blow the balloon. After that, everyone has to pop each other's balloon and the winner was asked to pick one slip. The winner had to perform whatever activity was written on that slip.

The session was successful and overall, an enthusiastic one and each and every fresher participate very actively.

Thanks to the student coordinators of 4th year: Anjali Debnath, Samarth Rastogi, Vivek Kishor and to the 3rd year coordinators: Satyam Singh, Ananya Agarwal, Divyanshi Saxena, Hannan Akhtar, Magan Mehrotra, Sanya Ruhela for their coordination.

A special thanks to faculty convener Ms. Richa Saxena and faculty coordinator Ms. Sakshi Singh, Mr. Mahendra Singh Sagar, Mr. Rohit Kumar Singh for their supervision and cooperation.

# **Minute -to- Minute plan**

<b>2:00-2:15</b>	<b>Brief Introduction and Welcome Faculty Member-----</b>	<b>Anjali and Ananya</b>
<b>2:15-2:35</b>	<b>Gadget/Technical term Guessing -----</b>	<b>Magan and Satyam</b>
<b>2:35-2:50</b>	<b>Ice Breaking Game-----</b>	<b>Ananya and Hannan</b>
<b>2:50-3:10</b>	<b>Action Relay-----</b>	<b>Anjali and Samarth</b>
<b>3:10-3:30</b>	<b>Taglines Guessing -----</b>	<b>Divyanshi</b>
<b>3:30-3:45</b>	<b>Save the Balloon-----</b>	<b>Satyam and Sanya</b>
<b>3:45-4:00</b>	<b>Vote of thanks-----</b>	<b>Anjali</b>

## **Task and Duties**

**Event supervision, Planning, Complete Mentorship -**

**Ms. Richa Saxena (Faculty Convener), Ms. Sakshi Singh, Mr. Mahendra Singh Sagar, Mr. Rohit Kumar (Faculty Coordinators)**

**Stage management and anchoring – Anjali Debnath and Ananya Agarwal**

**Discipline and Decorum Maintenance - Samarth Rastogi and Satyam Singh**

**Rounds presentation making - Magan Mehrotra and Divyanshi Saxena**

**Runtime audience engagement - Ananya Agarwal and Sanya Ruhela**

**Photography – Hannan Akhtar**

**Smooth Conduction - Ensured by all members**

**Thanks to Anchit Gupta 3rd year (DS)**

# Photos Of the Event









