

## KODAGU UNIVERSITY / MANGALORE UNIVERSITY



## FIELD MARSHAL K. M. CARIAPPA COLLEGE

(A Constituent College of Kodagu University / Mangalore University)
Re-Accredited with B++ Grade by NAAC
Madikeri- 571201, Kodagu, Karnataka

### DEPARTMENT OF COMMERCE AND BUSINESS ADMINISTRATION



The Game Changer

A National Level Under Graduate Commerce & Management Fest

Date: 17th June 2023 Venue: College Auditorium

## About the College

Field Marshal K.M. Cariappa College is one of the prestigious educational institutions catering to the educational aspirations of the students of Kodagu and neighboring regions for the last seven decades. The Institution has been maintaining an impressive track record in co-curricular and extra-curricular activities.

## About the Department

The Department of Commerce And Business Administration was established in the year 1985. Since then, the department has steadily grown and achieved several milestones with commitment and hard work of the faculty. The department offers programmes B.Com, BBA and B.Com -Vocational (Computer Application) giving equal prominence to all round personality development of the students.

## Sankalp

Sankalp has been a successful programme that has been reaching out to under graduate Commerce and Business Administration students for past 15 years. Sankalp 2023 is an innovative attempt by the Commerce and Business Administration Department to provide a platform to the students to exhibit their managerial talents and empowering them to become the corporate icons in the future.

## About the Theme

Chess is a game of deep strategy, tactics, and foresight. It has a rich history dating back over a millennium and is enjoyed by millions of people worldwide. India has a deep-rooted connection with the game, as it is believed to have originated in ancient India around the 6th century AD.

Chess has several connections to Commerce and Business, both in terms of direct applications and metaphorical associations. Chess is often used as a metaphor for strategic thinking in business. The game's emphasis on planning, analysis, decision-making, and anticipating opponents' moves resonates with the challenges faced in the business world.



# Best Manager The Samrat Chakravarthy

The King popularly known as Samrat Chakravarthy is the most important piece in the game of chess. A King's ability to manage a Kingdom, with its diverse population, requires qualities similar to those of the Best Manager. Like a King, the Best Manager possesses the vision and strategic thinking necessary to guide their teams. Both a King and a Best Manager must possess strong leadership skills, inspiring employees and subjects to achieve their full potential and work towards a common goal.

#### EVENT RULES

- 1. Individual Participant.
- 2. Participants should carry their own writing pad.
- 3. A Resume must be carried.

#### EVENT HEADS

- 1. Deepthika Louis (80509 94365)
- 2. Nisarga C.B. (96325 36268)
- 3. Harshitha B.H. (94822 46595)

Faculty in charge: Dr. Pradeep R Bhandary | Mr. Nikhil M.N.



The Rook is one of the opportunistic pieces in the game of chess which represents Elephant. In Sanskrit it is known as Hastin. An Entrepreneur is expected to grab the opportunities and pay attention, be curious, and observe what is happening in his/her environment and become a Best Entrepreneur like a Hastin in the battle of Best Entrepreneur.

#### EVENT RULES

- 1. Individual participant.
- 2. Participants must bring their own Laptop, Pendrive & Dongle.

#### EVENT HEADS

- 1. Nithin Kumar K.U. (9480700975)
- 2. Sharol Vincent (8088626492)
- Sharvil Rai B.S. (7892846906)

Faculty in charge: Mrs. Soumya S.N. | Dr. Sahana Dinesh



The Queen also known as Parthi in Sanskrit is the most powerful of all of the chess pieces and is often used in early and brutal attacks. Parthi is a Queen, a Female Warrior, having supremacy in a specified realm. It is important to learn how to make your opponents fear your dangerous Queen in the battle of Finance and become a Parthi.

#### EVENT RULES

- Only 2 participants per team.
- 2. Participants must bring their own Laptop, Pendrive & Dongle.

#### EVENT HEADS

- 1. Yaaminee M.S. (70191 96699)
- 2. Arpitha G.A. (9108185261)
- 3. Sujan K.U. (8762110157)

Faculty in charge: Ms. Swastinka A. | Mrs. Chaithra B.N. | Mrs. Bhavya M.C.



"Pawns are the soul of chess!" Pawn is also known as Prahartr in sanskrit which depicts a warrior. Though Pawn is the least powerful chess piece, it can be promoted into any other chess piece except for a king. Likewise you are expected to make good of the opportunity and accomplish success and become a Prahartr in the battle of Human Resource.

#### EVENT RULES

- 1. Only 2 participants per team.
- 2. Participants must bring their own Laptop, Pendrive & Dongle.
- Resume is mandatory.

#### EVENT HEADS

- 1. Sagar P.J. (9380300974)
- 2. Amrutha B.S. (9880351396)
- 3. Selin Anusha (8088358940)

Faculty in charge: Mrs. Ashwini T.G | Mrs. Sudarshini K.M. | Mrs. Muthamma K.M.



The Knight is a piece in the game of chess, which represents the Horse and is also known as Ashwa in Sanskrit. Ashwa is a symbol of power, progress and speed. Like wise be like a Ashwa which hops over any piece on its path by taking the trickiest moves, participate and overcome the hurdles in the race of Marketing and become one like The Ashwa.

#### EVENT RULES

- 1. Only 2 participants per team.
- 2. Participants must bring their own Laptop, Pendrive & Dongle

#### EVENT HEADS

- 1. Nithish B.D. (7892123084)
- 2. Sangeetha A. (6363299186)
- 3. Roshan Sharief (8762942410)

Faculty in charge: Mrs. Pavithra V. | Mrs. Shashikala B.K. | Ms. Thanuja



The Bishop is also known as 'Ratha' as per Indian chess context. Rajaratha means the supreme chariot. Ratha is type of ancient wheeled vehicle that was used for warfare in various cultures throughout history. Chariots provided a tactical advantage on the battlefield. Be a Rajaratha with your knowledge. The way Ratha was used for transportation from one place to another place, in the same way enhances your knowledge by travelling in our business quiz battle and become a 'Rajaratha'.

#### EVENT RULES

- 1. Only 2 participants per team.
- Mobile devices are prohibited during quiz competition.

#### EVENT HEADS

- 1. Danzil Vegas (82967 84773)
- 2. Karthik S. (9901892683)
- 3. Raksha A.M. (9480635515)

Faculty in charge: Mr. Prasad S.P. | Ms. Nisarga K.P.



The word Varna" refers to the color or shade of an object in ancient Sanskrit term. Vlogs depict a vibrant color palette, where each video represents a different hue, combining together to create a beautiful visual tapestry of storytelling. Colors in a vlog are akin to the emotions and experiences captured by the vlogger, splashed across the screen, painting a vivid picture of their journey. A vlogger is expected to capture in the same way in the vlog making event.

#### EVENT RULES

- The number of contestants shall be limited to 2 members.
- Internet can be used for video production and there is no prohibition on source of gadgets.
- 3. Contact event heads for pre-assigments.

#### EVENT HEADS

- 1. Nischitha C.C. Whatsapp: (9481670731) | Call: (7483767142)
- 2. Drishti K.G. (9482358126)
- 3. Sameer Aftab (7892596260)

Faculty in charge: Prof. Gayathri Devi A. | Dr. Shailashree K.

# General Rules:

Eligibility: Under-Graduate Commerce and Management Students only.

- Two teams are allowed from a college to participate in the events. Separate registration is required for each team.
- 2. A faculty from the college has to accompany the students.
- 3. Participants must carry their valid college identity cards.
- 4. Internet and laptop facilities will not be provided.
- 5. The registration fees is Rs. 100/- per head per event & Rs. 200/- for Best Manager event.
- 6. Discipline and Decorum has to be strictly maintained in the College premises.
- 7. The Organizing Committee reserves the right to cancel/reschedule/modify the rules of any event if the situation demands
- 8. Confirmation of participation should be submitted through Google form on or before 15th of June.
- 9. Participants should report to the registration desk by 9:00 AM. on 17th June 2023
- 10. Judges & the Organizing Committee's decision is final and binding.

# Registration Window:

- 1. Anjushree P.S. (8904338706)
- 2. Greeshma M.M. (7204362755)
- 3. Spandana N.J. (8431495219)

Scan this QR Code for Registration: Link: https://forms.gle/hj6HcZbYeVtJtM5W9



## Maj. Dr. Raghava B.

Principal & Professor FMKMC College, Madikeri

#### Dr. Shailashree K.

Asst. Professor & HOD
Dept of Commerce & Business Administration
FMKMC College, Madikeri

For any queries and further information contact:

#### Student Co-ordinators:

Apoorva H.G. +91 6362751766 B.P. Mandanna

+91 8095324268

#### **Event Co-ordinators:**

Mokshitha Shetty B.V. +91 9480311805 Shaman Appanna N.B. +91 9141056371

#### Committee Co-ordinators:

Mithesh H.T. +91 9632070834 Gowtham R.C. +91 9632008699

Address:

## FMKMC COLLEGE

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