

## An Innoventure Carnival

### Objective:

- To provide students with a fun and interactive way to learn about entrepreneurship and innovation.
- To foster a sense of community and collaboration among students from different backgrounds and disciplines
- To inspire students to pursue their passions and ideas by showcasing successful examples of entrepreneurs and innovators.

### Benefits:

- Students gained valuable skills and knowledge that will help them in their future endeavors as entrepreneurs and innovators.
- Students developed a network of peers and mentors who can support them in their journey of entrepreneurship and innovation.
- Students discovered new opportunities and possibilities that will motivate them to pursue their dreams and goals.

**Description:** The PTVAIM's IIC and MLDC E cell in Collaboration of Rotaract club of ML Dahanukar college Organized an Innoventure Carnival on 15<sup>th</sup> January 2024 from 11:00 AM to 2:00 PM at M. L. Dahanukar College lobby.

### Report on An Innoventure Carnival

**The E cell in Collaboration of Rotaract club of ML Dahanukar college Organized an Innoventure Carnival.** The carnival was filled with excitement and fun. We had a variety of carnival games that kept everyone entertained throughout the event. One of the popular games was the Flip the Bottle with Tic Tac Toe" game . It was a huge hit! Participants had a blast flipping bottles and trying to land them upright on the rice tic-tac-toe grid. It was a unique and engaging game that kept everyone entertained. Another hit game was a guessing game where participants had to guess the color based on the given word. It was a challenging and engaging game that had everyone thinking.

Another game that drew a lot of attention was a ball tossing game. Participants had to toss balls into glasses to win prizes. It was a test of skill and accuracy, and everyone had a great time trying to hit the target. There was also a game that tested participants' knowledge of market trends and statistics. It was an interactive and educational game that sparked interesting discussions among the participants.



  
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We also had a fast-paced game where participants had to guess words based on clues given by their teammates. It was a hilarious and competitive game that brought out everyone's quick thinking and creativity. Another game combined with music and language. Participants had to identify popular Hindi songs based on English lyrics. There was a game that encouraged participants to showcase their skills and talents by creating a portfolio. It was a great opportunity for self-expression and self-reflection.

We also had a classic game of skill and strategy where participants had to carefully remove blocks from a tower without causing it to collapse. It was a nerve-wracking and exciting game that tested participants' steadiness and focus. Lastly, there was a game that challenged participants to identify popular dance moves from different songs. It was a lively and energetic game that got everyone grooving and cheering.

Overall, the Innoventure Carnival was a huge success. The students did an incredible job coordinating and running the stalls, creating an engaging and enjoyable experience for everyone.

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