



सा विद्या या विमुक्तये

VASANT JOSHI COLLEGE OF ARTS & COMMERCE

MURGAON EDUCATION SOCIETY'S
VASANT JOSHI COLLEGE OF ARTS & COMMERCE
ZUARINAGAR, GOA.

Affiliated to Goa University | Accredited by NAAC with 'B+' Grade with CGPA of 2.68 (4th Cycle)

ONE-DAY STATE LEVEL INTERCOLLEGIATE EVENT

SANSHODHAN 6.0

Organised By

POST GRADUATE DEPARTMENT OF COMMERCE

IN ASSOCIATION WITH IQAC

THEME - METAVERSE

6

FEBRUARY
2024

ABOUT THE COLLEGE

Since 1971, with the vision of Late Shri. Vasantrao S. Joshi, Murgaoon Education Society's College of Arts & Commerce, Zuarinagar has been instrumental in uplifting and educating young minds from Mormugao taluka and Vasco-da-Gama. The college offers B.Com/BA/BBA/BCA & Post Graduation in Commerce. The PG Commerce started from the Academic Year 2016-17. The Murgaoon Education Society and M.E.S. Vasant Joshi College of Arts and Commerce has completed 50 Golden years of its inception.

REGISTRATION RULES

- *A registration fee of Rs. 2,000/- per team.*
- *Payments to be paid in CASH ONLY on the day of event,*
- *Confirm your participation for the event latest by 29th January 2024, by sending a mail to sanshodhanmes@gmail.com*
- *Teams should report at the college venue for registration at 8:30 a.m.*
- *Registration will begin at 8:30 a.m., outside the M. S. Kamat Seminar Hall.*
- *The entire team who registers first will get an early bird bonus of 20 Points.*
- *The teams (entire) registering between 8:30 a.m. - 9:00 a.m. will get a punctuality bonus of 10 Points,*
- *Each team will be assigned with a Code Name after the registration process is completed.*
- *Soft copies of music, sound track, documentary is to be brought on pen drive only that needs to be submitted at the time of registration.*

GENERAL RULES AND REGULATIONS

- *Only one team per college will be allowed to participate.*
- *Each team may consist of a maximum of 10 participants.*
- *Participants have to compulsorily carry their college Identity cards, if not then ensure that a letter is furnished from the head of the institution.*
- *Participation in all events is compulsory.*
- *The team participating in all the events will get a bonus of 50 Points.*
- *Participants should report on time to the notified venue of competition for their respective events.*
- *Participants are allowed to participate in more than one event but the organizing committee will not be responsible for any clashes in events.*
- *Participant have to arrange their own costumes, painting material, music/ songs and other materials required for the event.*
- *Music tracks for Mr. and Miss Shanshodhan 6.0, Fashion Show and Documentary are to be submitted in a single pen drive with separate folders for each event.*
- *Use of cigarettes, alcohol substances, abusive/offensive language and any kind of vulgarity during the event will lead to disqualification of the entire team*

- *Use of Hindi, Konkani, Marathi, and English language is allowed, depending upon the type of competition.*
- *Organisers and judges' decision will be final and binding on all the participants.*
- *Participants will be solely responsible for their belongings, the organizers' will not be responsible for the loss. Refreshments and lunch will be provided by the organisers only to the registered participants.*
- *Each team will be given a code name at the time of registration along with the batches.*
- *Team names and order of participation will be assigned by way of chits at the time of registration.*
- *Teams are not allowed to disclose their college identity.*
- *Only students of M.Com are eligible for participation.*
- *Use of mobile phone and internet during the competition is prohibited.*
- *No TA /DA will be provided for the participants.*
- *Each judging criterion consist of 20 points.*
- *Organizers reserve the right to schedule/reschedule/cancel/modify any of the event, if the situation demands.*

NOTE : WE REQUEST YOU TO DEPUTE ONE ACCOMPANYING TEACHER WITH THE STUDENTS.

SCHEDULE

TIME	SEMINAR HALL	CLASS I	CLASS II	CLASS III
8:30 am - 9:00 am	REGISTRATION AND BREAKFAST			
9:00 am - 9:50 am	INAUGURAL FUNCTION			
10:00 am - 11:30 am	META ANALYST (Research paper presentation)	META MIND CLASH (Debate)	META MONEY EXPERT (Financial Advisor)	VR VISIONARIES (Documentary)
11:30 am - 12:45 am	SCORE BOOSTER ACTIVITIES	QUIZZICAL REALM (Quiz)	AUGMENTED ASSEMBLY (Masterpiece Pursuit)	MARKETEER'S MINGLE (Business Plan)
12:50 pm - 2:00 pm		LUNCH BREAK		
2:00 pm - 3:00 pm	MR. AND MISS SANSHODHAN 6.0			
3:15 pm - 4:00 pm	VIRTUAL FASHION VOGUE (FASHION SHOW)			
4:00 pm - 4:30 pm	VALEDICTORY			

THE ENTIRE EVENT IS DIVIDED INTO 3 CATEGORIES

WINNING POINTS	5D	4D	3D
FIRST PLACE	180	150	120
SECOND PLACE		120	90
THIRD PLACE			60

- ➔ **Early Bird Bonus 20 Points**
- ➔ **Punctuality Bonus 10 Points**
- ➔ **Participation Bonus 50 Points**



NO. OF PLACES :- ONE (I)

NO. OF PLACES :- TWO (I & II)

NO. OF PLACES :- THREE (I, II & III)

Mr. & Ms. Sanshodhan 6.0

Virtual Fashion Vogue
(Fashion Show)

VR Visionaries
(Documentary)

Meta Analyst
(Research Paper Presentation)

Meta Mind Clash
(Debate)

Meta Money Expert
(Financial Advisor)

Quizzical Realm
(Quiz)

Augmented Assembly
(Masterpiece Pursuit)

Marketeer's Mingle
(Business Plan)

AUGMENTED ASSEMBLY



{MASTERPIECE PURSUIT}

Creativity lies in the hands of a creator. The participants will be provided with 10 items out of which participants are allowed to take only 8 objects and create something best out of it and make a presentation before the judges.

RULES AND REGULATION

- *Number of participants - 2*
- *The participants will get two minutes before the competition to choose from the items available.*
- *From the selected items the participants have to make a creative masterpiece.*
- *The participant will only carry stationery such as a Pencil, Eraser, Glue, Cutter, Paint, and Stapler for the competition.*
- *For each team, 5 minutes will be provided to present their creativity to the judges.*

JUDGING CRITERIA

- *Creativity and innovation*
- *Neatness*
- *Optimum utilisation of resources*
- *Presentation*

COORDINATORS

- DISHA NAIK : 9373792652
- ASHWETA NAIK : 7378962666

MR & MISS SANSHODHAN 6.0



Join us on a quest for elegance and charm as we invite you to become the esteemed Mr. and Miss Sanshodhan 6.0. Here is what you need to know.

RULES

- *Two participants per team, one Boy and one Girl.*
- *Attire : Formal*
- *The event will consist of three rounds.*

ROUND I : INTRODUCTION

- *Participants need to do a ramp walk and creatively introduce themselves.*

ROUND II: TALENT ROUND

- *The participant has to showcase his/her talent.*
- *The time allotted to each participant is 3 minutes including stage setup.*
- *Usage of inflammables or hazardous materials is strictly prohibited.*
- *Requirements needed in the form of bench, table, chair, should be informed to us prior to the competition.*
- *Music required for ramp walk in round one and for talent round should be submitted during the registration.*
- *(Music of both the participants should be saved in separate folders in a single pendrive)*

NOTE :- AFTER ROUND II SIX PARTICIPANTS (3 BOYS AND 3 GIRLS) WILL BE SELECTED FOR THE NEXT ROUND. (ELIMINATION ROUND)

ROUND III : QUESTION AND ANSWER ROUND

- *This is a question answer round where participant's intellectual abilities are tested.*
- *Time allotted to each participant is 2 minutes.*

NOTE :- WINNERS OF MR. AND MISS SANSHODHAN 6.0 WILL GET 90 POINTS EACH.

CO-ORDINATORS

- **ISHIKA RODRIGUES : 7020681779**
- **STEFFY SAMUEL : 9325298889**

SANSHODHAN 6.0

META MIND CLASH

{ DEBATE COMPETITION }



Coins have two sides with their importance. Debate is a competition where we can see both sides. Teams shall be judged on their standing strong ability with the affirmative or negative arguments, body Language, oratory skills, and knowledge. The Competition aims to provide participants a chance to express their views and opinions on the given topic.

GENERAL RULES

- *No of Participants: 2 Participants per team*
- *No. of Rounds: 2*
- *Round 1: Elimination round (3 Minutes including conclusion)*
- *Round 2: Final round (3 minutes)*

RULES

- *After Round 1(Elimination Round) out of the total number of teams only 4 teams will be qualified for Round 2.*
- *The role of the teams as in favour and against will informed on the spot by drawing the chit .*
- *Participants will have to comply with the topic .*
- *Any form of irregularity , use of words or statement against any community , race , gender personal comment political statement , shouting and screaming will not be allowed Any team doing the same will be eliminated.*
- *Any form of plagiarism , Use of AI Digital devices, phones during the Competition by any team will lead to the disqualification of that team.*
- *Use of English Language is compulsory.*

ROUND I : ELIMINATION ROUND

- *The theme for Round I is " Corporate Metaverse World "*
- *The Team will have to present the topic considering the Affirmative and the Negative sides of the Topic.*
- *Each team will get 3 minutes for presentation including 1 minute for conclusion.*
- *Teams will be qualified for the next round on the basis of presentation of the topic.*
- *After Round I only 4 teams will be qualified for Round II*

ROUND II : FINAL ROUND

- *The topic for Round II will be given on the spot by drawing the chits.*
- *The Chits will tell about the topic and also about the opponent.*
- *In the first part of Round II the Participants will introduce the given topic and the second part of the round participants will defend their side of the debate.*

EVALUATION CRITERIA

- *Creativity(10)*
- *Fact Supporting Arguments (20)*
- *Voice Modulation (10)*
- *Content & Originality (10)*

COORDINATORS

- SAMIKSHA NAIK : 8552814577
- SHARLEN FERNANDES : 9284787139

VIRTUAL FASHION VOGUE

{FASHION SHOW}



Merge fashion and technology in a dazzling runway show featuring futuristic fabrics, augmented reality accessories, and cutting-edge wearables, creating a mesmerizing glimpse into the future of style.

RULES

- *Team can have maximum 8 members including narrator.*
- *Team should carry their tracks in pen drive and should be submitted at the time of registration.*
- *Time :- Maximum 6 minutes (after 05.30 minutes warning bell will be given).*
- *Vulgarity is Strongly prohibited. Any form of obscenity will lead to debarring the team from the contest.*
- *All costumes are permitted which maintain decency including original costumes and Fashion designs.*
- *Teams have to bring their own props.*
- *Judging Criteria - Costumes, Relevance to the theme, walking stance.*

JUDGING CRITERIA

- *Costumes, Relevance to the Theme, Walking Stance, Narration and Overall Presentation.*

THEME : *Metaverse as a Futuristic World*

COORDINATORS

AYESHA FATAH : 8007242570

RENUKA SINGH : 9067246078

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MARKETEER MINGLE

{ BUSINESS PLAN }



ROUND I (ONLINE ROUND)

- *The teams must come up with their own business idea and create a strategy document that will serve as a written blueprint for the campaign*

RULES AND REGULATIONS :

- *Number of participants - 2*
- *Submission must be made by 12:00pm , 2nd February 2024.*
- *Late submission will not be considered.*
- *The teams shall submit their word document on the mail ID: sanshodhanmes@gmail.com*
- *The document should adhere to the prescribed structure:*
 1. *Cover page*
 2. *Introduction*
 3. *Target audience and positioning*
 4. *Product/service details*
 5. *Strategy and tactics*
 6. *Campaign timeline*
 7. *Measurement and analytics*
 8. *Conclusion*
- *The report should be of maximum 4-5 pages (EXCLUDING COVER PAGE)*

ROUND II

(OFFLINE ROUND)

The round II of Marketeer Mingle unleashes a high stake challenge - the elevator pitch battle. The teams here have to create an advertisement video on the same product for round 1. You have to showcase the video on the day of the event and also the participants will be given two minutes to pitch for the same product.

RULES AND REGULATIONS :

- *The video should be of a maximum 1 minute.*
- *The video should be submitted on 5th February 2024 by 6pm (EMAIL ID : sanshodhanmes@gmail.com)*
- *The teams have to adhere to the pitch timing that will be given to them.*
- *No extra time will be given to any team for pitch.*
- *THE TIMINGS WOULD BE AS FOLLOWED: Advertisement Video (1 minute) Pitching (2 minutes) and Judges Q&A Round (3 minutes)*
- *The teams should carry the advertisement video in a PENDRIVE, on the day of the event.*

JUDGING CRITERIA :

- *Creativity and innovation*
- *Presentation*
- *Pitching*

NOTE :

**ANY SORT OF PLAGIARISM OR USE OF AI TOOLS IN BOTH THE ROUNDS
IF FOUND WILL LEAD TO DISQUALIFICATION OF THE TEAM**

COORDINATORS

ROSHNI PILLAI : 8625850602
AZMA SAYED : 8830247775

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VR VISIONARIES

{DOCUMENTARY}



It involves producing short film on any one of the following topics and presentation of the same.

RULES

- *Participants-Minimum 4 and Maximum 10.*
- *The short film should not exceed 4 minutes.*
- *The documentary must be clearly based on the mentioned theme*
- *Documentary to be submitted on the day of event at the time of registration.*
- *Teams have to submit the Documentary on Pendrive at the time of registration.*
- *Organising committee will not be responsible for not functioning/Loss of any kind of relevant data.*
- *Film should carry originality ie. contain groundwork. It should not be a compilation of different clips from YouTube or any other sources.*
- *Language:-English, Hindi, Konkani and Marathi.*

JUDGING CRITERIA

- *Relevance to the Theme, Acting and Creativity.*

THEME : *Immersive Learning*

CO-ORDINATORS

SANKET PAI NAIK : 7038565133

SHANE FERNANDES : 7888250230

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META ANALYST

{RESEARCH PAPER PRESENTATION}



- *One research paper per team*
- *Maximum 2 Authors*
- *Submit your Abstract & Research paper on sanshodhanmes@gmail.com, with Participant & College details.*
- *Abstract Maximum 250 words*
- *Full paper maximum 3000 words*
- *Abstract to be submitted by 31 January 2024.*
- *Full paper submission 4 February 2024.*
- *Manuscript must be single spaced, Justified with 1 inch margin in 'Times New Roman' with font size 12.*
- *6 Minutes for PowerPoint paper presentation (Warning bell will be given at 5 minute).*
- *3 minutes for question and answer session*
- *The decision of the moderator will be final and binding on all.*
- *Language:- Only English*

JUDGING CRITERIA

- *Presentation, Significance of Research, Research Design and Question and Answer*

TOPICS FOR RESEARCH

- *AI in finance and management*
- *Marketing*
- *Management*
- *Entrepreneurship*

CO-ORDINATORS

ISHIKA RODRIGUES : 7020681779

MUSKAAN NAGAI : 7972501185

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META MONEY EXPERT

{FINANCIAL ADVISORS}



A financial advisor is a professional who provides advice and guidance on financial matters, helping individuals and businesses and makes informed decisions about investment.

RULES

- *Every group should have maximum 2 participants for the event.*
- *The case will be provided to the participants during registration, it will include the information about clients and financial statements of different companies.*
- *They have to make a financial analysis and present it in detail in form of ppt. (3 min presentation and 2 min Q & A)*
- *At the start of the Event which is at 10:00 AM, the teams must submit the PPT in pendrive to the event coordinator.*
- *The participants will have to carry their own Laptops to make a PPT presentation.*
- *Any matter concerning should be directly reported to the head of the event. Once the event is started, no doubts will be cleared.*
- *The decision of the judges will be final and binding in case of any disputes*

DISQUALIFICATIONS :

- *Participants not adhering to rules may be disqualified.*

JUDGING CRITERIA :

- *Presentation*
- *Profitable Investments*
- *Meeting client requirements*

CO-ORDINATORS

SANSKRITI TIWARI : 9322718563

DIVYA KADAM : 8007529492

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QUIZZICAL REALM

{ QUIZ COMPETITION }



It is a quiz competition between teams to test their knowledge related to Commerce, Current Scenarios and General knowledge. Team up in pairs to attempt to answer questions correctly.

RULES

- *2 Participants per team*
- *A total of 5 rounds will be played.*
- *After ROUND III only 3 teams will qualify for ROUND IV and V based on their scoring in ROUND I, II and III.*
- *In case of tie more than 3 teams will be qualified for the Round IV and V.*
- *Round-wise rules and regulations will be displayed respectively when rounds will start.*
- *There will be a Tie Breaker Round if there is any tie between the two teams.*

Round I – Question & Answer

Round II – Guess the Picture

Round III – Jumble Words

Round IV – Buzzer Round

Round V – Rapid Fire

ROUND I – QUESTION & ANSWER

- *MCQ on General Knowledge and Commerce related. (2 Questions per team)*
- *Points: 10 for each correct answer*
- *Questions will not be passed to the next teams.*
- *No Negative Marking*
- *Maximum 1 minute will be given to answer the question*

ROUND II – GUESS THE PICTURE

- *Identification of picture (1 question per team)*
- *Points :- 10 for each correct answer.*
- *If concern team is unable to answer the questions will be passed-on to the other teams.*
- *The team correctly answering the passed question will get 05 points.*
- *No negative marking*
- *Time limit : 2 minutes, Passed question time limit : 30 seconds*

ROUND III - JUMBLE

- *Teams have to identify the jumbled words. (2 Questions for each team)*
- *Points :- 10 for each correct answer.*
- *Question will not be passed to next team*
- *Maximum time- 1 minutes*
- *No negative marking*

ROUND IV - BUZZER ROUND

- *Total 10 Questions will be asked and team buzzing the buzzer first will be given a chance to answer the question, Once the team presses the buzzer they have to answer the question.*
- *Points:- 20 for each correct answer and negative Ten (-10) points for each wrong answer.*
- *If buzzer is pressed before completion of the question further question will not be read by the quiz master and it will not be displayed on the screen, Further while displaying options if any team presses the buzzer than next options shall not be shown.*
- *After buzzing the buzzer team should answer question within 30 seconds.*
- *Question will not be passed to another team.*

ROUND V – RAPID FIRE ROUND

- *A total of 5 questions will be asked to the team one after the other.*
- *On immediate completion of a question, each team gets 5 seconds to answer it.*
- *Points :- 10 for each correct answer.*
- *If concerned team is unable to answer, Questions will not be passed to the other teams.*
- *Time limit : 60 seconds*
- *No Negative Marking*
- *Tag line, Full forms, Questions related to Brand/Company, etc.*

CO-ORDINATORS

SHAIEN HADRI : 9307691892

ANISHA HODAVDEKAR : 8788750463

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SCORE BOOSTER ACTIVITIES

Imagine a captivating event where the thrill of discovery intertwines with the pursuit of hidden points. In this mysterious gathering, participants delve into a realm of undisclosed challenges, each shrouded in secrecy. As the curtain rises, an enigmatic Achievement Board emerges, concealing tasks of varying point values. Stealthy Trivia Pursuit tests knowledge on surprise topics, rewarding bonus points for those quick on the draw.

RULES

- The participants free from their events are allowed to participate in these activities.*
- The activities can be done as solo or duo per team.*
- The activities will be known to the participants on the spot.*
- Each team will be allowed to participate only once per activity*
- Each team will be getting 5 points on winning each activity which will be upgraded to the overall points.*

CO-ORDINATORS

ARFA CHIKKODI : 7499450887

DISHA NAIK : 9373792652

SANSHODHAN 6.0

ORGANISING COMMITTEE

ONE DAY INTERCOLLEGIATE EVENT

SANSHODHAN 6.0



PRINCIPAL

Dr. Manasvi M. Kamat



CONVENER &

M.Com Programme coordinator

Assistant Professor

Mr. Suraj Prakash Tuyekar

8007104492



EVENT COORDINATOR

Asst. Prof. Ms. Pradnya P. Chari

9284871499



EVENT COORDINATOR

Asst. Prof. Ms. Madhumeeta Dhar

78757 59919