



Gopalan College of Engineering and Management

(An ISO 9001:2015 Certified Institution)

Approved by All India Council for Technical Education
(AICTE), New Delhi

Affiliated to Visvesvaraya Technological University (VTU),
Belagavi, Karnataka

Recognised by Govt. of Karnataka



Academic Year: 2025-26

Department of Computer Science and Engineering Institute Innovation Council

Event: Play It Smart

Date & Time: 13th August 2025, 1:30 pm to 4:30 pm

Venue: Department of CSE, 4th Floor, Seminar Hall

Broucher:

Department of CSE presents

PLAY IT SMART

COMMUNICATION CHALLENGES | PROBLEM SOLVING | CRITICAL THINKING

Join Winfinity Club's Ultimate Team Challenge – a fun, fast-paced event packed with puzzles, teamwork games, and unexpected twists! From silent communication to logic races and an "impossible" final task, each game pushes your creativity, adaptability, and collaboration.

**13TH AUGUST 2025, 4TH FLOOR CSE DEPT GCEM
1:30 PM ONWARDS**

Report:

The Winfinity Club organized an engaging event called "Play It Smart," designed to enhance teamwork, verbal, and non-verbal communication skills among participants. The event featured two exciting games that challenged students to think creatively and work collaboratively.

The first game, "Creative Storytelling with Plot Twists," required teams to weave a narrative incorporating unexpected plot twists. This activity not only tested the participants' creativity but also fostered teamwork and verbal communication as team members had to work together to craft a cohesive story. The second game focused on non-verbal communication, where participants had to convey messages without speaking or writing. This activity encouraged creative problem-solving and highlighted the importance of body language, facial expressions, and gestures in effective communication.

Both games were well-received by the participants, who appreciated the opportunity to develop essential soft skills in a fun and interactive way. The Winfinity Club's "Play It Smart" event was a resounding success, providing a valuable learning experience for all involved.

Objectives of the Program:

Enhance Teamwork: Foster collaboration and teamwork among participants through interactive games and activities.

Improve Verbal Communication: Develop effective verbal communication skills through creative storytelling and problem-solving.

Develop Non-Verbal Communication: Enhance non-verbal communication skills, including body language and facial expressions.

Encourage Creative Problem-Solving: Challenge participants to think creatively and develop innovative solutions.

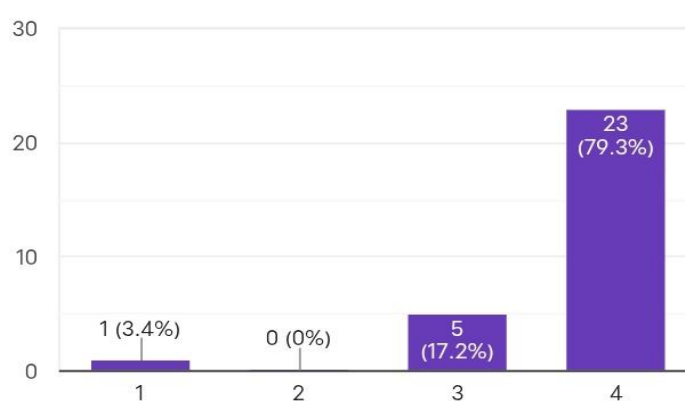
Build Soft Skills: Provide a platform for participants to develop essential soft skills, such as communication, teamwork, and problem-solving.

Outcomes of the Event:

The "Play It Smart" event yielded several positive outcomes, including improved teamwork skills as participants learned to collaborate and rely on each other. The event also enhanced communication skills, both verbal and non-verbal, making participants more effective communicators. Additionally, the creative activities encouraged innovative thinking and problem-solving, while participants gained a deeper understanding of the importance of non-verbal

cues. The event provided valuable networking opportunities, allowing participants to connect with like-minded individuals, and helped develop critical thinking and problem-solving skills, ultimately equipping participants with essential skills for personal and professional growth.





HOD-CSE
Dr. Swathi Y

Y. Swathi

HOD-CSE (AI&ML)
Dr. Manoj Challa

PRINCIPAL
Dr. Arun Vikas Singh

Arun Vikas Singh