

Banarsidas Chandiwala Institute of Physiotherapy

Games Stall Competition: Phooljari 2024

Date: 28th October 2024

Overview

The event featured a diverse array of game stalls, each created and managed by student teams. The stalls showcased different gaming experiences, from traditional board games to modern video games and outdoor challenges. This year, we had [Insert Number] teams competing, each bringing their unique flair and concept to the competition.

Objective

The Indoor Carnival Games Competition aimed to create a lively and entertaining atmosphere where students could engage in fun carnival-style games. The event encouraged participation, teamwork, and friendly competition while providing a memorable experience for all attendees.

Event Overview

The event featured an array of classic carnival games, reimagined for an indoor setting. With 10 teams participating, each game stall was designed to be visually appealing and engaging, capturing the spirit of a carnival.

Carnival Games and Activities

1. Game Stall Setup:

- Teams transformed their stalls with colorful decorations, banners, and props reminiscent of a traditional carnival.
- Themes included:
 - **Circus Extravaganza:** Featuring games that mimic circus acts, like ring toss and balloon toss.
 - **Mystical Funhouse:** A whimsical space with quirky challenges and surprises.

2. Interactive Games:

- **Ring Toss:** Players aimed to toss rings over bottles, with prizes awarded for accuracy.
- **Balloon Pop:** Contestants threw darts at balloons to pop them, with points awarded for each balloon popped.
- **Coin Pond:** A classic game where players throw coins in a virtual pool settled target to win prizes based on the number of coins.

- **Dart Game:** A classical carnival game where player have to target dart to the core of the target.
 - **Mystery Box:** Trying out the luck by picking up chits from the box.
 - **Chhuppan Tiffin:** Blindfolded identifying the ingredients of the tasted dish.
 - **Pyramid Building:** Showcase your multitasking ability by building the glass pyramid while performing a secondary task.
 - **Eat Challenge:** Finishing out a Parle G biscuit, Packet of 10 in 1 minute.
 - **Wall Basket Ball:** Target out the ping pong ball on the wall mounted tiny baskets.
 - **Bridge the Ball:** Blowing out the ball to pass it on over the bridge made up of water filled glasses.
 - **Balloon Bust:** Target the balloons with the dart to win the prizes.
 - **Match the Card:** identify the triplet from the deck in the given time.
 - **Don't touch the Glass:** Pyramid Building with the vacuum developed by blown balloon, without touching anything.
 - **Tic-Tac-Toe:** Answer the rapid fire to win the chance.
 - **Unlock:** Find out the matched keys of the locks from the bunches of vague.
 - **Bounce:** Bounce the Ball over the Racquet to fulfill the count.
3. **Creative Challenges:**
- Competitive spirit among students intensify the enthusiasm of all the team mates as well as of the audience.
 - The stall itself was competitive in nature Prizes was awarded to the teams based on collection and crowd engagement.

Highlights

- **Exciting Prizes:**
 - Participants had the chance to win a variety of prizes, including stuffed animals, gift cards, and carnival-themed goodies.
- **High Participation:**
 - The atmosphere was vibrant, with attendees laughing, cheering, and actively engaging in games. Many returned to try different stalls, enhancing the carnival experience.
- **Community Engagement:**
 - The event brought together students from various backgrounds, fostering friendships and a sense of community spirit.

Feedback from Attendees

- **Positive Experiences:** Attendees enjoyed the variety of games, with many expressing that it felt like a true carnival experience indoors.
- **Suggestions for Improvement:** Some attendees suggested adding more interactive games and larger prizes to further enhance excitement.

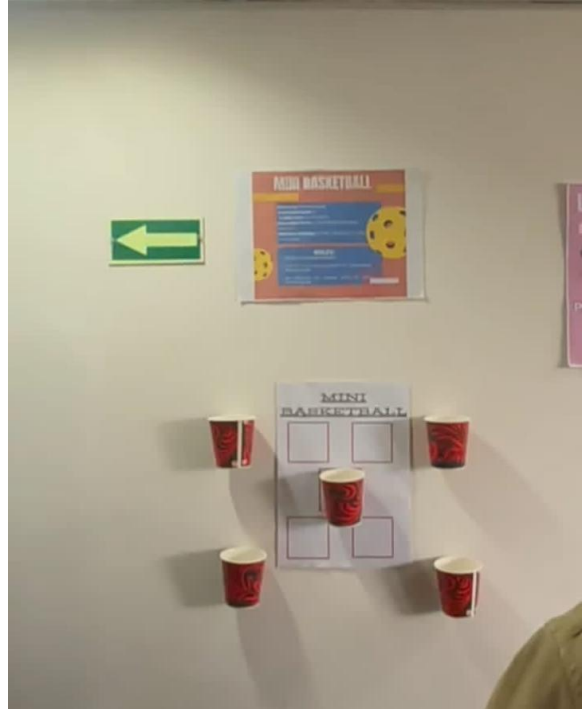
Conclusion

The Indoor Carnival Games Competition was a resounding success, creating a joyful and engaging environment that highlighted creativity and teamwork. The event not only achieved its goals but also left participants with lasting memories of fun and camaraderie.

Looking ahead, we plan to integrate the feedback received to make future events even more exciting, ensuring a diverse range of games and activities.

Recommendations

1. **Expand Game Variety:**
 - Consider adding more outdoor carnival games, such as a mini-basketball shootout or a corn hole tournament.
 2. **Increase Marketing Efforts:**
 - Use social media and campus announcements to attract a larger audience and encourage participation.
 3. **Enhance Prize Selection:**
 - Offer a broader range of prizes, including larger items or themed bundles, to boost competitiveness and excitement.
 4. **Event Timing:**
 - Explore the possibility of extending the event duration or scheduling it over multiple days to accommodate more participants and games.
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