



TECNIA INSTITUTE OF ADVANCED STUDIES
NAAC ACCREDITED GRADE "A" INSTITUTE
Approved by AICTE, Ministry of HRD, Govt. of India, Affiliated to GGSIP University
Recognized Under Sec. 2(f) of UGC Act 1956
INSTITUTIONAL AREA MADHUBAN CHOWK, ROHINI, DELHI 110085
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Fit India Youth Club

REPORT

EVENT: Intra Institute Sports Competition

Nodal Officer: Dr. Ruchi Srivastava

Convener-Incharge: Mr. Inderpreet Singh

Student Beneficiary: 20

Participation: BBA, BJMC, BCA, MBA

Date: 30/11/2021

Time: 10:00 AM onwards

Platform: Online



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Fit India Youth Club

Organizes

Intra Institute Sports Competition:
Indoor Game (Chess, Carom, Ludo Etc.) -Fitness Sporting Activity
(Theme: Hygiene and Cleanliness)

Departments: MBA, BBA, BA(J&MC) & BCA
30-Nov-2021, Tuesday
Time: 10 AM Onwards
Platform: Offline TIAS

In Association With



Dr. Ruchi Srivastava
Nodal Officer

Mr. Inderpreet Singh
Incharge - Fitness Club

OBJECTIVES

1. To provide an opportunities to the students for showcasing their talent
2. To promote sportsmanship among students
3. To develop the interests of the students among sports

REPORT

This activity has been organized by the Fit India Youth Club of Tecnia Institute of Advanced Studies on 30.11.2021 in continuation of UGC's letter no 1-54/2019 (Website/Fit India) dated 13th December, 2019 regarding the implementation of "Fit India Campaign" in Higher Educational Institutions.. In this event, indoor games like chess, carom and Ludo was designed for the students where they can enhance themselves. All the participants enjoyed this event and were glad that these types of events were organised in the institution where they can achieve something and grow themselves. Sports helps an individual much more than in the physical aspects alone. It builds character, teaches and develops strategic thinking, analytical thinking, leadership skills, goal setting and risk taking.

All the students were motivated to devote time to each game and were also instructed to play each game. The main aim was to provide emotional concern for the students in Pandemic to build their mental health and to create awareness through this event.

LEARNING OUTCOME

1. Participants have acquired relevance of indoor games
2. Participants have enhanced their tactical and decision making skills on the basis of tactics involved in playing the games
3. Participants attain strategic skills by involving themselves in the mind game such as chess.

LIST OF BENEFICIARIES			
S. NO	NAME	ENROLLMENT NO	COURSE
1	ISHTI JAIN	2317002020	BCA
2	HARSHIT GOYAL	2017002020	BCA
3	SUDIPTO BHUKTA	4117002020	BCA
4	GOVIND VIJAY	1717002020	BCA

5	JANUAL ABDIN	2717002019	BCA
6	KUNAL KUMAR	2517002020	BCA
7	PRATIK SINGH	35617002020	BCA
8	PRATIK SINGH	35617002020	BCA
9	YASH SHARMA	4617002020	BCA
10	AYUSHI PANWAR	1117002020	BCA
11	AYUSHREE SWAMI	3221301720	BBA
12	NAKUL GUPTA	2717002020	BCA
13	HARSH ROHATGI	1821302419	BAJMC
14	TANNU SHARMA	482132419	BAJMC
15	ANKUR BANSAL	617002020	BCA
16	AMIT KUMAR	721302420	BAJMC
17	BHAVY SHARMA	35317002020	BCA
18	SHIVANI	3717002020	BCA
19	AYUSHREE SWAMI	3221301720	BBA
20	AVI SEHRAWAT	2121302419	BAJMC