



Estd. 2009
College code-924

Hirwal Education Trust's
COLLEGE OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY
(Affiliated to University of Mumbai)
(Accredited by NAAC with B Grade)

INDRADHANUSH 2.0 REPORT 2019

Date: 23rd December, 2019

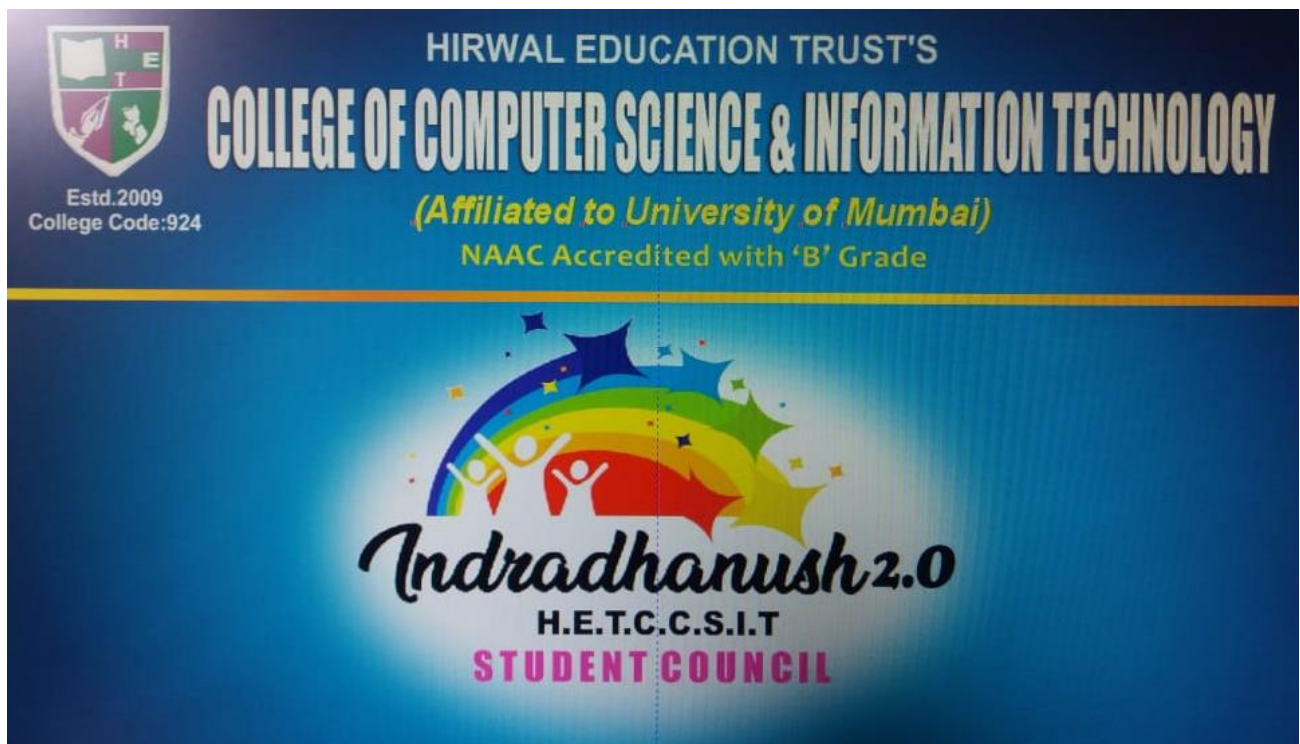
Time: 09.00 am

Venue: Ground, HET's, CCSIT.

Introduction: The intercollegiate festival 'INDRADHANUSH 2.0', was organized by the Students' Council of CCSIT on: 23rd December 2019 from 09.00 am to 5.00 pm. In this, 120 students from different Colleges from Mahad and nearby region of Raigad, participated.

Objective:

- "INDRADHANUSH 2.0" was to bring out the hidden talent within the students.
- To develop the leadership and organizational skills.
- To promote the sports for all culture and promoting team building and best platform to encourage both male and female participation.



Proceedings: The registration of the student participants from different colleges began from 8 am. Inauguration of the programme was done at 9.00 am. at the hands of the invited guest Mr. Rahul Rahalkar & Mr. Manish Joshi were present for the inauguration of INDRADHANUSH 2.0 were also present on the Dias.



Inauguration and Lamp Lightening of the program



Welcome of the Chief guest Mr. Rahul Rahalkar by I/c Principal Mr. Sudesh Kadam

The welcome address was given by the I/c Principal, Mr. Sudesh Kadam the guests were felicitated traditionally by offering shawl and tulsi sapling. There was lighting of lamp followed by the Sarasvati Vandana sang by Esha Parte from (FYBMS). The anchoring of the programme was done by Lubna Ghole. The University Song was then played by Mr. Rakesh Wadvalkar. The I/c Principal Mr. Sudesh Kadam addressed the students bidding them luck and wishing them for a good time on the campus. The chief guest Mr. Rahul Rahalkar also gave his blessing note to the students and gave the best luck for their future. Vote Of thanks was proposed by Mr. Rangasrujan.

In INDRADHANUSH 2.0 2019 the following competitions were organized.

- 1) Carrom
- 2) Chess
- 3) LUDO PC-gaming
- 4) PUBG



First Rank Prize distribution of Pubg game



Second Rank Prize distribution of Pubg game



First Rank Prize distribution of Carrom



First Rank Prize distribution of Chess



Ludo game Competition



Pubg game Competition



Chess Competition



Carrom Competition

The result of these intercollegiate competitions in INDRADHANUSH 2.0 2019 were as follows.

Carrom:

1st Rank: Sanchit Kothari (HET's, CCSIT)

2nd Rank: Parag Uday Mandavkar.

LUDO PC Gaming:

1st Rank: Rutuja Mahadik (HET JCACS)

2nd Rank: Ankit Pandey (HET JCACS)

Chess:

1st Rank: Vinay Mayekar (HET's, CCSIT)

2nd Rank: Manoj Bududke (HET's CCSIT)

PUBG:

1st Rank:

Affan Azim Gazge
Ahmad Umarfarook Deshmukh
Aves Latif Chimavkar
Basit Hidayat Undre

2nd Rank:

Prajwal Satish Pratapure
Raj Sandesh Naik
Amay Ashok Shinde
Sahil Prakash Sardal

PUBG MOST KILLS: Affan Azim Gazge

The Programme ended with the Prize Distribution Ceremony. Mr. Sudesh Kadam (I/c Principal, HET's CCSIT), Mrs. Jyothi Poojary, Mr. Rakesh Wadwalkar, Mrs. Vidya Gujar & Mr. Nandkumar Mehta presented the prizes to the winners of the competitions in INDRADHANUSH 2.0 2019.

All students gave the feedback in a format regarding the event. The following were sponsoring organizations/ persons for the event.

- 1) Mr. Ankit Dhariya
- 2) M/s Mahavir Emporium
- 3) Mr. Anant Deshmukh
- 4) Mr. Juber Sayyad.

Vote of thanks was proposed by Mr. Rangasrujan Goneguntla from SYBMS.

Outcome of the Program:

- 1) Students who perform exceptionally well and enjoy it thoroughly decide to turn their talent into their passion and career. Such passion gained early on helps them develop their focus and work towards achieving their dream.
- 2) Playing a sport requires some discipline and dedication. It also means lesser free time to spare. Due to this, students are less likely to take in to bad habits such as smoking. They also get more exposure to positive role models who help them broaden their horizons and make better life decisions.
- 3) Teamwork - "There's no I in team". Students learn that the team cannot win unless they all work together and play to each other's strengths. They also learn how to become less selfish and not let ego get the best of them. Working together is an important trait in today's life and learning how to do so early on helps Students become better team players in professional life.



I/c Principal
Mr. Sudesh Kadam

