

Travel and Heritage Club Event Report

1. Event Overview

Event Name: Pathway Patter

Date of Event: 8th February 2025

Venue: L004, MNIT Jaipur

Organized by: Travel and Heritage Club, DSW, MNIT Jaipur

Timings: 1:00 PM -3:00 PM

Faculty Advisors:

- Dr. Om P Suthar (Mathematics)
- Dr.Dhiraj Raj(Civil)

Student Coordinators:

- Yashashwini Upadhyay (General Secretary)
- Harshit Bihani (Joint Secretary)
- Tanuj Gangwal (Joint Secretary)
- Aman Kumar Saroj (Joint Secretary)

2. Introduction

The Travel and Heritage Club successfully organized **Pathway Patter** as part of **Blitzschlag**, MNIT Jaipur's cultural festival. The event introduced a unique and engaging guessing game titled "**Location Unlocked**", where participants identified cities or landmarks from movie clips. This interactive game featured both **video and audio rounds**, testing participants' recognition skills and speed

Objective: To test and enhance participants' knowledge of global landmarks and cities through a fun and competitive game

Target Audience: Students from MNIT and other colleges

3. Event Highlights

Description:

Pathway Patter was designed as a high-energy guessing game where teams competed to identify famous locations from movie clips and soundtracks. The event was structured into engaging rounds that challenged participants' knowledge and quick thinking.

Game Rules:

- Each team consisted of **2-4 players**.
- The class was divided into **three columns**, with each column having approximately **five teams**.
- The game proceeded **column by column**, from the first to the third.
- Teams had to **buzz in** to answer, and the first team to buzz got the chance to guess the location.
- The **first correct response** earned **standard points**, while **correct answers in audio rounds** earned **double points**.
- **Wrong guesses incurred negative marking**.
- Teams had **15 seconds** to submit their answer after buzzing in.

Audience Participation & Response

The event attracted a large number of participants, with over **100+ registered participants**, creating a lively and engaging atmosphere. The mix of **video and audio challenges** kept teams on their toes, leading to thrilling competition and interactive gameplay. The scoring system determined the winner based on the highest accumulated points, making it a highly competitive and engaging event.

Participants praised the event for its **unique format, competitive spirit**, and the blend of **knowledge and fun**. Many requested similar interactive challenges in future editions of **Blitzschlag**.

4. Sponsorship

This event was entirely self-organized by the Travel and Heritage Club, without any external sponsorship.

5. Feedback and Suggestions

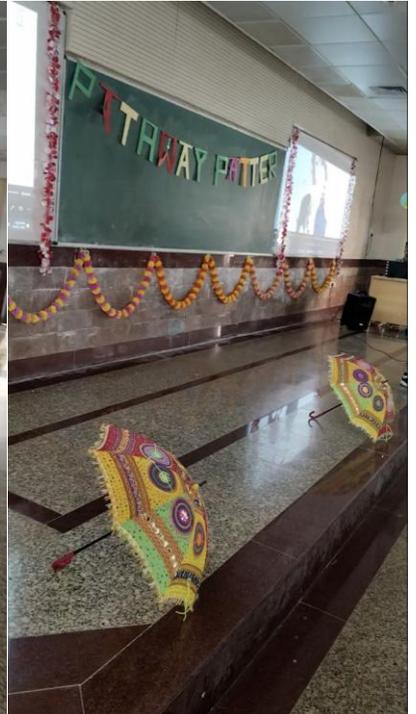
Participant Feedback:

- “A thrilling and engaging experience—definitely one of the best events of the fest!”
- “Loved the mix of video and audio rounds; it kept us on our toes.”
- “The bonus round for tiebreakers added an extra layer of excitement and competition to the event.”

Suggestions for Improvement:

- Including **more diverse movie clips** to challenge participants further.
- Allowing **audience involvement**, where spectators can suggest locations or engage in interactive rounds.

6. Photos and Videos





Pathway Patter was a resounding success, blending **competition, knowledge, and fun** into an engaging format. The **video and audio rounds** provided a unique challenge, ensuring an entertaining and competitive event. The positive response from participants ensures that similar interactive events will be considered for future editions of **Blitzschlag**, further enhancing the cultural and competitive landscape of MNIT Jaipur.