



**SLC (University of Delhi)
Shyam Lal College
NAAC A++ & NIRF AIR 68th**



*CENTRE FOR INDUSTRY INTERACTION (CII)
ACADEMIC SESSION 2024 - 2025*

Interactive Report on ACADEMIC SAGA

DETAILS OF THE ACADEMIC SAGA ORGANISED BY THE CENTRE FOR INDUSTRY INTERACTION (CII) ON 22ND APRIL, 2025

Date & Venue: 22nd April 2025 | Porch Area, Shyam Lal College (Morning)

Organized by: Centre for Industry Interaction (CII)

Sponsor/Collaborator: IQAC, SLC

Format: A series of interactive, skill-based games blending academics with fun

Featured Games: Steady Hand, Mind O Maze, Balance the Brain, Bis-Tick

Participation: Open to all students in an inclusive and encouraging environment

Objective: To make learning an enjoyable experience through gamified challenges

Atmosphere: Energetic, engaging, filled with excitement and competitive zeal



The poster for 'Academic Saga' features a dark background with various educational and recreational icons. At the top left is the Shyam Lal College logo, and at the top right is the Centre for Industry Interaction logo. The main title 'ACADEMIC SAGA' is prominently displayed in large, bold, white and red letters, with a lightbulb icon integrated into the word 'SAGA'. Below the title, a white banner reads 'Brains, balance, aim, and fun!'. Further down, another white banner provides the event details: 'TIME: 9:30 A.M.', 'DATE: APRIL 22, 2025', and 'VENUE : PORCH AREA'. Below this, a black banner lists the 'TEACHER INCHARGE : Ms. Swati | Ms. Poonam | Dr. Lakshmi Vishnoi'. The bottom section of the poster lists the 'FACULTY TEAM MEMBERS' and 'STUDENT TEAM MEMBERS' in a grid format. The background includes a dartboard, a red die, and a colorful brain.

SLC (University of Delhi)
SHYAM LAL COLLEGE
 NAAC A++

CENTRE FOR INDUSTRY INTERACTION
 IN COLLABORATION WITH
IQAC
 PRESENTS

ACADEMIC SAGA

Brains, balance, aim, and fun!

TIME: 9:30 A.M.
DATE: APRIL 22, 2025
VENUE : PORCH AREA

TEACHER INCHARGE :
 Ms. Swati | Ms. Poonam | Dr. Lakshmi Vishnoi

FACULTY TEAM MEMBERS:-
 DR. RAKESH PANT | MS. KAVITA MEENA | MS. POONAM | DR. VINOD KUMAR
 DR. AMIT KUMAR | MS. PRIYA KHANNA | DR. LEENA SINGH | DR. LAKSHMI VISHNOI | MS. SWATI

ARYAN HARSHIKA PRIYANSHI ISHAN	DIVYANSH TANISHQ UPANSH NITIN	SARTHAK KRRISH PIYUSH HARDIK	STUDENT TEAM MEMBERS	VIKAS KIRTI ADITYA RAMANUJ	PREM DURLABH KHUSHAL AANCHAL	DANISH DIKSHA ZAID RITIK
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@CII.SLC ARYAN- 8383057550 TANISHQ- 99105 50418 **@CII_SLC**

On the vibrant day of 22nd April 2025, SLC witnessed an atmosphere of enthusiasm and intellectual vigor as it hosted CORPUTSAV'25, the flagship event of the Centre for Industry Interaction (CII). Known for fostering interactive learning and industry-relevant skill development, CII once again created a dynamic space where education and entertainment merged effortlessly. Among the several engaging segments of CORPUTSAV'25, Academic Saga stood out as a crowd favorite. Designed to infuse academic principles with play, this segment successfully captivated students by turning learning into a series of enjoyable and meaningful experiences.

CONCEPT AND PURPOSE

The idea behind Academic Saga was rooted in the belief that learning doesn't have to be confined to classrooms and textbooks. By gamifying essential academic and cognitive skills, the event sought to enhance students' analytical abilities, reflexes, collaboration, and strategic thinking in an enjoyable, low-pressure setting. The aim was not just participation, but meaningful engagement—where every game became an opportunity to explore critical skills in a new, exciting context. It helped bridge the gap between theoretical knowledge and practical application while promoting healthy competition and teamwork.

STUDENTS PARTICIPATION AND IMPACT



The student response to Academic Saga was overwhelmingly positive. The Porch Area buzzed with energy, laughter, and concentration as students eagerly took part in the creatively designed games. The open format welcomed participants from all disciplines, making the event inclusive and highly participative. What truly stood out was the vibrant engagement—students were not only playing but also cheering for peers, reflecting a strong sense of community. The activities sparked intellectual curiosity and gave students a refreshing break from routine academic pressures while still stimulating their minds.

EVENT OUTCOME & REFLECTIONS

CORPUTSAV'25, through Academic Saga, demonstrated the power of innovation in academic engagement. By turning learning into an immersive and playful experience, the Centre for Industry Interaction (CII) delivered an event that was both enjoyable and enriching. The segment reaffirmed the CII's commitment to promoting industry-oriented thinking and practical skill development through unconventional yet impactful means. It also strengthened peer relationships and inspired students to approach learning from a more holistic and enthusiastic perspective.

CONCLUSION

In essence, CORPUTSAV'25 and Academic Saga were more than just events—they were experiences that left a lasting impact on all participants. By blending education with entertainment, the Centre for Industry Interaction showcased how colleges can redefine learning spaces to be more engaging, interactive, and joyful. This successful edition of CORPUTSAV sets a new benchmark for future events, reaffirming the belief that when learning is made fun, it becomes truly memorable.



