

**A Report of
VERBO FIESTA
(18th March 2025)**

Organized by



**Department of Computer Science and Engineering
(Artificial Intelligence & Machine Learning)**

Date : 18 - 03 - 2025

Venue : Seminar Hall, Block 3

Malla Reddy College of Engineering

Maisammaguda, Dhulapally, Secunderabad - 500100

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Content

1. About Institute – MRCE
2. Institution and Department Vision - Mission
3. About the Department – CSE(AIML)
4. About Plexus
5. About the VerboFiesta
6. Poster Release
7. Poster
8. Technical Event Participants list
9. Registrations
10. Glimpse of the VerboFiesta
11. Evaluation and Guidelines
12. Result

ABOUT THE INSTITUTE - MRCE



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ABOUT MRCE

Malla Reddy College of Engineering (Formerly CM Engineering College) has been established under the aegis of the Malla Reddy Group of institutions in the year 2005, a majestic empire, founded by chairman Sri. Ch. Malla Reddy. He has been in the field of education for the last 22 years with the intention of spearheading quality education among children from the school level itself.

Since the beginning Mr. Malla Reddy has endeavoured to ensure quality education and carved a niche for himself by managing this group of institutions.

Malla Reddy College of Engineering has been laid upon a very strong foundation and has ever since been excelling in every aspect. The bricks of this able institute are certainly the adept management, the experienced faculty, the selfless non-teaching staff and of course the students.

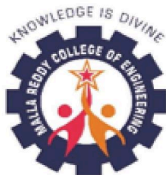


ABOUT THE DEPARTMENT – CSE(AIML)

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ABOUT THE DEPARTMENT

The Department of Artificial Intelligence and Machine Learning (AI&ML) was founded in 2020 with the goal of providing high-quality higher education to as many students as possible and to satisfy the enormous need for highly trained professionals in the industry. The Department of AI&ML offers a B. Tech program in Computer Science and Engineering (Artificial Intelligence and Machine Learning). The curriculum is created to give students a firm foundation in AI and ML principles and concepts as well as practical experience in handling situations from the real world. Programming languages, computer architecture, machine learning, natural language processing, artificial intelligence, and deep learning are some of the department's core subjects. Students are continuously trained with an attitude of excellence to overcome automation challenges across all industries and provide new context and background to improve the agile process with the assistance of great laboratory facilities and well-qualified faculty members. Because of the program's interdisciplinary nature, it draws on knowledge and coursework from many different disciplines, including computer science, mathematics, and statistics. Students will have the chance to take part in research projects in addition to the required courses, both inside the department and with other departments and organizations. Students who complete the B.Tech. programme in Computer Science and Engineering (Artificial Intelligence and Machine Learning) will be well-versed in the theories and methods of AI & ML and will be qualified for employment in a range of fields and positions, including data analysis, software development, and research.



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INSTITUTION VISION:

To emerge as a Center of Excellence for producing professionals who shall be the leaders in

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technology innovation, entrepreneurship, management and in turn contribute for advancement of society and human kind.

INSTITUTION MISSION:

- To provide an environment of learning in emerging technologies.
- To nurture a state of art teaching learning process and R&D culture.
- To foster networking with Alumni, Industry, Institutes of repute and other stakeholders for effective interaction.
- To practice and promote high standards of ethical values through societal commitment.

VISION OF THE DEPARTMENT

- To teach excellence education for undergraduates in the field of Artificial Intelligence and Machine Learning in the technological-embedded domain and make professionals who help the better cause of society.

MISSION OF THE DEPARTMENT

- Impart demanding training to create knowledge through the state-of-the-art ideas and skills in Artificial Intelligence and Machine Learning.
- Facilitate the students to adapt to the rapidly changing technologies by providing cutting-edge laboratories and facilities.
- Kick off the research and training, paying special attention to the essential skills of the subsequent generation's workforce.



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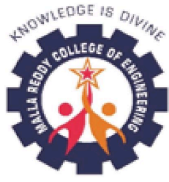


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PROGRAM OUTCOMES (POs)

Engineering Graduates will be able to:

- PO.1 **Engineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- PO.2 **Problem Analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- PO.3 **Design/development of solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- PO.4 **Conduct investigations of complex problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- PO.5 **Engineering Tool Usage.** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.
- PO.6 **The Engineer and society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- PO.7 **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- PO.8 **Individual and Collaborative Teamwork.:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- PO.9 **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive **clear** instructions.
- PO.10 **Project management and finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO.11 **Life-long learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.



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PROGRAM SPECIFIC OUTCOMES (PSO)

- PSO1** - An ability to apply unconventional fundamental AI technologies, to citation information and deliver knowledge to intelligent decision-making systems.
- PSO2** - An ability to grow an ethical and contemplative approach to the machine learning tools that can address complex reasoning tasks for the enhancement of society.

PROGRAM EDUCATIONAL OBJECTIVES (PEO)

- PEO1** – Graduates will obtain robust knowledge in the field of artificial intelligence and machine learning theory and principles for classifying, examining and solving problems.
- PEO2** – Graduates will upgrade skill to work efficiently within a squad and apply suitable practices within a skilled and ethical framework for societal needs.
- PEO3** – Graduates will pursue higher education and accomplish sustainable growth through lifelong learning and research.

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ABOUT THE DEPARTMENT CLUB
— **PLEXUS**



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ABOUT PLEXUS

The Plexus Club envisions a dynamic, inclusive, and empowering community that nurtures the holistic development of every student. Rooted in the belief that education extends beyond the classroom, the club is committed to offering a comprehensive platform where students can explore a broad spectrum of interests — spanning technical, non-technical, creative, and athletic pursuits.

Our mission is to cultivate a vibrant environment where students are encouraged to step out of their comfort zones, unlock their potential, and actively engage in diverse opportunities. Whether it's through hands-on technical workshops, coding marathons, public speaking events, artistic showcases, sports tournaments, or leadership forums, Plexus is designed to be a space where talents are discovered, passions are pursued, and ideas come to life.

By fostering collaboration, innovation, and critical thinking, the club aims to equip students with essential skills that prepare them for both professional success and personal fulfillment. Emphasis is placed not only on academic and career-oriented growth but also on emotional intelligence, creative expression, and teamwork — qualities that define well-rounded individuals in today's interconnected world.

Ultimately, the Plexus Club aspires to be more than just an extracurricular space; it seeks to be a transformative journey. Through meaningful experiences, lasting friendships, and impactful projects, our members emerge as confident, compassionate, and competent contributors to their communities and industries.

PROPOSAL TO PRINCIPAL

Proposal for Conducting Tech. and Non-Tech. Events

05-05-2025
Maisammaguda

To
The Principal
MRCE, Maisammaguda
Hyderabad

Subject: Request for Permission to Conduct Technical and Non-Technical Events

Respected Sir/Madam,

Greetings!

We, the members of the [CSM-FLUXUS Club Association], are planning to organize a two-day event comprising both technical and non-technical activities for the students of our institution. The event is aimed at enhancing students' knowledge, creativity, and team spirit through a mix of competitions and fun-based interactive sessions.

The proposed event details are as follows:

- **Event Name:** [CODE-CON event]
- **Date:** [17-03-2025]
- **Venue:** [316 Lab & Seminar Hall]
- **Target Audience:** Any steam Students

Technical Events:

- **CODE CON - CODING CONTEST**

Non-Technical Events:

- **DEBATE**
- **COMMERCIAL TIME**
- **WORD WEAVE**
- **JAM**

We assure you that all necessary precautions and guidelines will be followed to ensure the smooth and safe conduct of the event. We kindly seek your approval and support to proceed with the arrangements.

We hope to receive a positive response and remain at your disposal for any further details or clarifications.

Thanking you in anticipation.

Yours sincerely,
JNVS Harshaditya,
President – PLEXUS Club
21Q91A6625
Final Year A

EVENT-1: Debate Competition

Debate Competition Rules and Regulations:

1. Eligibility:

- Participants must be students from the designated educational institution.
- Each team should consist of two members (one speaking for the motion and one against the motion).
- Individual participants can also participate, and they will be paired randomly if needed.

2. Format:

- Each speaker will get 3 minutes to present their arguments.
- After the presentation, there will be a 1-minute rebuttal period where participants can address points made by the opposing team.
- A 2-minute question-and-answer session will follow each speaker's rebuttal, where judges or the audience can ask questions.
- Time limits will be strictly enforced, and a warning bell will be rung 30 seconds before the end of the allotted time.

3. Conduct:

- Participants must maintain decorum and show respect for the views of others, even if they disagree.
- Use of offensive language, inappropriate gestures, or personal attacks will lead to immediate disqualification.
- Participants should strictly adhere to the time limit. Exceeding time may result in point deductions.
- Disruptive behaviour from team members or supporters may lead to penalties for the team.

4. Judging Criteria:

- **Content and Relevance: 40%** (Well-researched, logical, and impactful arguments)
- **Clarity and Articulation: 20%** (Clear, concise, and well-structured speech)
- **Presentation and Confidence: 20%** (Body language, eye contact, and overall poise)
- **Rebuttal and Response to Questions: 20%** (Ability to counter arguments and respond thoughtfully)

5. General Instructions:

- Participants should arrive at the venue 15 minutes before the competition begins.
- Teams will be assigned topics through a draw of lots to ensure fairness.

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Fiesta

- Use of pre-written speeches is discouraged; participants are expected to speak spontaneously.
- Any form of cheating, prompting, or plagiarism will result in immediate disqualification.
- Visual aids or props are not allowed unless explicitly permitted by the organizers.

Debate Topics:

Education-Related Topics:

1. Should social media usage be limited for students?
2. Is online education better than traditional classroom education?
3. Should environmental education be mandatory in all schools?
4. Is the use of artificial intelligence a threat to human employment?
5. Should students be given more practical knowledge than theoretical education?
6. Is the current education system preparing students for real-life challenges?
7. Should uniforms be mandatory in educational institutions?
8. Is technology making students less creative?
9. Should mental health education be part of the school curriculum?
10. Is competitive spirit beneficial or harmful in student life?
11. Should homework be abolished in schools?
12. Is a cashless economy better for society?
13. Should voting be made mandatory for all citizens?
14. Are exams an effective way to measure a student's knowledge?
15. Should students be allowed to grade their teachers?
16. Is space exploration a justified investment for society?
17. Should sports be given equal importance as academics in schools?
18. Is it ethical to use animals for scientific research?
19. Should there be stricter laws on cyberbullying?
20. Does the current education system promote creativity or conformity?

General Topics:

1. Is gender equality achievable in today's world?
2. Is work-life balance a myth in modern careers?
3. Should children under 13 be banned from using social media?

4. Has modern feminism achieved its goals, or is it still necessary?
5. Are we losing our cultural identity in a globalized world?
6. Should social media be held responsible for shaping societal values?
7. Is individualism more important than community welfare?
8. Should museums return artifacts to their countries of origin?
9. Is materialism destroying human values? 🦋
10. Is cancel culture doing more harm than good?
11. Has reality TV distorted our perception of real-life relationships? 📺
12. Should traditional cultural practices evolve with the times?
13. Are cultural festivals becoming too commercialized? 🎉

Outcomes and Benefits of the Debate Competition for Students:

1. Enhanced Critical Thinking and Analytical Skills:

- Students learn to evaluate different perspectives and form well-reasoned arguments.
- It encourages logical reasoning and the ability to identify strengths and weaknesses in opposing viewpoints.

2. Improved Communication and Public Speaking:

- Debates help students articulate their thoughts clearly and persuasively.
- Enhances voice modulation, body language, and overall presentation skills.

3. Boosts Research and Knowledge:

- Prepares students to gather relevant information, analyze data, and back their arguments with facts.
- Increases awareness of current affairs, social issues, and educational topics.

4. Encourages Confidence and Poise:

- Speaking in front of an audience builds self-confidence and reduces stage fear.
- Students learn to maintain composure and respond calmly even under pressure.

5. Develops Listening and Rebuttal Skills:

- Teaches students the importance of active listening to counter arguments effectively.
- Sharpens quick thinking as they formulate responses during rebuttals and Q&A sessions.

6. Promotes Respect and Open-Mindedness:

- Encourages respectful disagreement and the acceptance of diverse perspectives.

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- Fosters a spirit of healthy competition and teamwork when working with partners.

7. Enhances Time Management:

- With strict time limits, students learn to structure their thoughts and deliver them within a given timeframe.
- Prioritizes key points and eliminates unnecessary elaboration.

8. Prepares for Real-World Challenges:

- Develops persuasion and negotiation skills essential for professional and personal life.
- Equips students to participate in interviews, group discussions, and public forums confidently.

9. Encourages Spontaneity and Adaptability:

- With impromptu Q&A and rebuttals, students learn to think on their feet and adapt quickly.
- Enhances problem-solving abilities in dynamic situations.

10. Teamwork and Collaboration:

- Students working in teams learn coordination, idea-sharing, and collaborative argument building.
- Develops interpersonal skills and the ability to work towards a common goal.

This competition shapes students into confident, well-informed, and respectful individuals, equipping them with life skills that extend beyond academics. Let me know if you'd like help with structuring the event flow or creating guidelines!

EVENT-2: COMMERCIAL TIME

1. We ask the participants to pick an item from a bag or box or we give them an item.
2. Participant need to speak about this item in team (max 2)- In terms of selling the product

RULES:

1. Stick to the 3-minute time limit.
2. No points should be repeated.
3. Both team members must participate equally.
4. Maintain professionalism and avoid offensive content.
5. Use creative and original advertising techniques.

Outcomes and Benefits of the "Commercial Time" Event for Students:

1. **Enhances Creativity and Innovation:**

- Encourages students to think outside the box and come up with unique, engaging ways to sell a product.
- Develops imaginative storytelling and creative advertising techniques.

2. Improves Persuasive Communication:

- Helps students learn the art of convincing an audience through persuasive language and appealing content.
- Develops skills in highlighting product features and creating a strong sales pitch.

3. Builds Teamwork and Collaboration:

- When working in pairs, students learn how to coordinate ideas and present as a team.
- Enhances the ability to divide roles, support each other, and work towards a shared goal.

4. Boosts Confidence and Public Speaking Skills:

- Speaking in front of an audience builds self-assurance and helps overcome stage fear.
- Develops voice modulation, body language, and effective eye contact.

5. Sharpens Quick Thinking and Spontaneity:

- With a randomly assigned product, students learn to think on their feet and improvise.
- Enhances the ability to come up with fresh, non-repetitive points under time pressure.

6. Develops Marketing and Advertising Skills:

- Introduces students to real-world concepts like product promotion, branding, and audience targeting.
- Encourages the use of humor, emotion, storytelling, and creativity in marketing.

7. Strengthens Time Management:

- Teaches students how to structure their speech and present their ideas within the 3-minute limit.
- Helps prioritize key selling points without unnecessary repetition.

8. Encourages Audience Engagement:

- Helps students learn techniques to capture attention and maintain audience interest.
- Develops interactive and engaging presentation styles.

9. Promotes Critical Observation:

- Students become more aware of advertising strategies and product positioning.
- Encourages them to observe and analyze real-world advertisements for inspiration.

10. Prepares for Professional Scenarios:

Verbo

Fiesta

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- Encourages them to observe and analyze real-world advertisements for inspiration.

10. Prepares for Professional Scenarios:

Verbo

Fiesta

- Builds skills useful for marketing, sales, and business-related careers.
- Enhances personal branding and the ability to present ideas persuasively in interviews and discussions.

This event shapes students into confident, creative, and strategic thinkers, equipping them with essential communication and marketing skills. Let me know if you'd like help designing judging criteria or brainstorming product ideas!

EVENT- 3: WORD WEAVE

Objective

Word Weave is an engaging word-based game designed to enhance vocabulary, teamwork, creativity, and quick thinking while promoting time management skills.

Rules & Instructions

Team Formation:

- Each team must consist of six members.
- The game requires at least four teams (A, B, C, and D) for smooth execution.

Word Assignment:

1. Judges will provide three random words to the selected team.
 - For example, if Team A is selected, the judges might give them:
 - Ocean
 - Journey
 - Dream
2. The selected team must form a proper sentence using all three words within the given time limit.
3. The process continues for each team, with judges assigning different words to:
 - Team B
 - Team C
 - Team D

Sentence Formation:

- The selected team must create a meaningful, grammatically correct, and creative sentence using the given words.
- The time limit for sentence formation is 30 seconds to 1 minute.

Scoring Criteria:

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Fiesta

Grammar & Sentence Structure (10 points) – The sentence should be grammatically correct.

Creativity & Uniqueness (10 points) - The sentence should be imaginative and engaging.

Proper Word Usage (10 points) – All words must be used meaningfully in the sentence.

Time Management (5 points) – Completing within the time limit earns full points.

Winning Criteria:

- The team with the highest total points at the end of the game wins.

Outcome & Learning Benefits

- Enhances teamwork as members collaborate to construct sentences.

- Improves vocabulary by challenging players with new words.

- Develops sentence formation skills through logical thinking.

- Encourages time management by requiring quick responses.

- Fosters creativity by pushing teams to construct unique and meaningful sentences.

This interactive game makes learning more enjoyable while improving language skills. Let me know if you need any refinements.

EVENT-4: JAM

General Topics:

- "Is common sense more important than bookish knowledge?"
- "The impact of good communication skills on success"
- "Are we too dependent on technology?"
- "The importance of time management in everyday life"
- "Failure vs. regret: What teaches you more?"
- "Is patience the key to success?"
- "Happiness: A choice or a result?"
- "The power of self-confidence"
- "Are soft skills more important than technical skills?"
- "Does money really bring happiness?"

Education-Related Topics:

- "Is our education system preparing us for real life?"
- "Practical knowledge vs. theoretical knowledge"

- "Should marks define a student's intelligence?"
- "The role of extracurricular activities in education"
- "Do we need exams to test knowledge?"
- "Importance of skill-based learning in today's world"
- "Should creativity be given more importance in education?"
- "The impact of online learning on students"
- "Is rote learning killing creativity?"
- "Education or experience: What shapes a person better?"

RULES:

1. Talk for 1 minute
2. The participant will be given a topic and 2 minutes to think and prepare before speaking.
3. Only in English.

Outcomes and Benefits of a JAM Session for Students:

1. Improved Communication Skills:

- Enhances students' ability to express their thoughts clearly and confidently within a limited time.
- Develops fluency, pronunciation, and effective use of language.

2. Boosts Quick Thinking and Spontaneity:

- Trains students to think on their feet and organize their ideas quickly.
- Sharpens decision-making skills under time pressure.

3. Enhances Creativity and Imagination:

- Encourages students to present unique perspectives and creative ideas on various topics.
- Develops storytelling abilities and out-of-the-box thinking.

4. Builds Self-Confidence:

- Helps overcome stage fear and boosts public speaking confidence.
- Provides a platform for students to showcase their knowledge and personality.

5. Improves Listening and Analytical Skills:

- Encourages active listening when others speak, helping students understand different viewpoints.
- Develops the ability to analyze and respond to different opinions thoughtfully.

6. Time Management:

- Teaches students to manage their thoughts and deliver them concisely within a limited timeframe.
- Encourages focused and structured speaking without unnecessary elaboration.

7. Knowledge Enrichment:

- Exposes students to a wide range of topics, enhancing their general knowledge and awareness.
- Encourages curiosity and independent thinking on diverse issues.

8. Personality Development:

- Polishes students' presentation skills, body language, and voice modulation.
- Cultivates leadership qualities and the ability to influence an audience.

A well-organized JAM session not only improves students' speaking abilities but also shapes their overall personality, preparing them for interviews, group discussions, and real-world conversations. Let me know if you'd like help with the session structure or judging criteria!



Principal
MALLA REDDY COLLEGE OF ENGG
Maisammaguda, Dhulapally Post
Kompally, Secunderabad - 500 100. (T.S.)

INVITATION

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MALLA REDDY COLLEGE OF ENGINEERING

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PLEXUS NON -TECHNICAL CLUB PRESENTS



PLEXUS
UNITED BY NERVES

VERBOFIESTA

AN EXCITING VERBAL ARENA

ACTIVITY 1

JAM

ACTIVITY 3

DEBATE COMPETITION

ACTIVITY 2

COMMERCIAL TIME

ACTIVITY 4

WORD WEAVE

DEPARTMENT OF CSE (AIML)

SAVE THE DATE

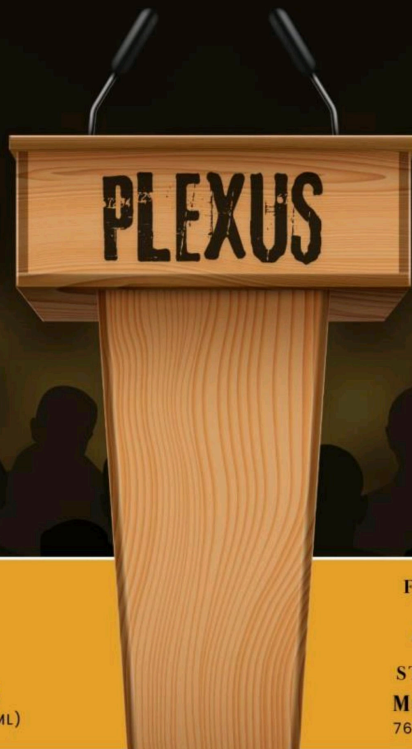
18th
26/25
MARCH

VENUE : MRCE

SCAN ME



PER TEAM : 150/-
PER HEAD : 50/-



PATRON
Dr. Maram Ashok
Principal, MRCE

CONVENER
Dr. Anantha Raman G R
Dean - IQAC & HOD - CSE(AIML)

FACULTY CO-ORDINATOR
Mr. R Venkatesh
Assistant Professor - CSE(AIML)

STUDENT CO-ORDINATORS
Mr. Karan **Ms. Ankita**
7659074045 6309275521

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ABOUT VERBO FIESTA

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ABOUT THE VERBO FIESTA

The **VerboFiesta**, a highly anticipated non-technical event organized by the **PLEXUS Non-Technical Club**, was held at **Malla Reddy College of Engineering (MRCE)** on **March 18, 2025**. The event was designed to enhance students' communication, creativity, and persuasive abilities through four engaging competitions. The event officially began at **9:30 AM**, with participants assembling at their designated venues. Faculty members and student coordinators ensured the seamless execution of all activities. The enthusiasm of the participants and the competitive spirit created an electrifying atmosphere throughout the morning session. The four competitions were conducted simultaneously as follows:

- **JAM (Just A Minute) – Seminar Hall**
- **Word Weave – Seminar Hall**
- **Debate – Seminar Hall**
- **Commercial Time – 316 Lab**

1.JAM(Just A Minute)

Objective: This event tested participants' ability to think quickly and articulate their thoughts fluently without hesitation, repetition, or deviation.

Format: Each participant picked a **random topic** from a bowl of chits and had to speak about it for **one minute**. The topics ranged from fun, thought-provoking themes to trending subjects.

2. Word Weave

Objective: This event promoted teamwork, quick thinking, and creativity by challenging participants to construct meaningful and imaginative sentences from given words.

Format:

- In each round, four teams participated.
- Each team provided a **random word** to another team.
- Based on the given words, the team had **two minutes** to form a meaningful and creative sentence.

3. Debate

Objective: This event aimed to develop students' argumentation, critical thinking, and public speaking skills.

Format:

- Each debate match featured **two teams of four members each**.
- A topic was assigned to both teams, with one team arguing **for** the motion and the other **against** it.
- Each team had **three minutes** to present their viewpoints and counter the opposing team's arguments.

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- The judges scored teams based on their argument structure, clarity, rebuttal strength, and overall presentation.
- The participants showcased their analytical skills, providing well-structured and well-researched arguments.

4. Commercial Time

Objective: This event tested students' **persuasive skills and creativity** in marketing and sales.

Format:

- Each participant picked a **random product** from a bowl of chits.
- They had to **sell** the product to a judge, who acted as a customer.
- Participants were expected to highlight the product's unique features, create demand, and engage the judge using innovative sales techniques.

REGISTRATIONS

Code Con

TEAM WISE PARTICIPANTS

JAM (Just a Minute)

| S.NO | NAME |
|-------------|---------------------------|
| 1 | Anvitha |
| 2 | Dileep Kumar |
| 3 | Suhail |
| 4 | Abhinav |
| 5 | Sharan |
| 6 | Yashwanth |
| 7 | Harshini |
| 8 | Shiva |
| 9 | Lipika |
| 10 | Charan |
| 11 | Satya Dri Ram Charan Teja |
| 12 | Sameeksha |
| 13 | Poorna |
| 14 | Lokesh Reddy |
| 15 | Roshan |
| 16 | Niharika |

Debate

| S.NO | MEMBER - 1 | MEMBER - 2 | MEMBER - 3 | MEMBER - 4 |
|------|------------|-------------|------------|------------|
| 1 | Tarun | Subhash | Vishnu | Anmol |
| 2 | Nidhi | Lochani | Khyathi | Eesha |
| 3 | Swasthik | Tharun | Pallavi | Ramya |
| 4 | Sowmya | Narender | Hema | Keshav |
| 5 | Aksheetha | Guna Ranjan | Taaha | |
| 6 | Lahari | Pranaya | Sahithya | Yamuna |
| 7 | Vishvesh | Mohit | Loknath | Santosh |

Commercial Time

| S.NO | NAME |
|------|------------|
| 1 | Lipika |
| 2 | Rakesh |
| 3 | Ramya |
| 4 | Druvika |
| 5 | Bhuvan |
| 6 | Venkat |
| 7 | Rishika |
| 8 | Ashraf |
| 9 | Ram Charan |
| 10 | Shiva |

Code Con

Word Weave

| S.NO | MEMBER - 1 | MEMBER - 2 | MEMBER - 3 | MEMBER - 4 |
|------|--------------|------------|------------|----------------|
| 1 | Laxman | Rahul | Pavan | Indra Prasad |
| 2 | Arvind | Chandu | Nawaz | Saketh |
| 3 | Lavanya | Sindhu | Vaishnavi | Harshitha |
| 4 | Ram Charan | Srimaye | Nagamani | Lavanya |
| 5 | Behadseyanaa | Nishat | Saif | |
| 6 | Divesh | Yash | Jashwanth | Raheem |
| 7 | Rakshitha | Deepika | Varshini | Vyshnavi |
| 8 | Srinidhi | Deepthi | Anjali | Sameera |
| 9 | Jahnavi | Sruthi | Manisha | Kusuma |
| 10 | Vamshi | Abhilash | Sathish | Karthik |
| 11 | Prem | Akshaya | Archana | Snehitha |
| 12 | Mercy | Asish | Aarthi | Manasa |
| 13 | Lahari | Yamuna | Sahithya | Pranaya |
| 14 | Koushik | Vaibhav | Guru | |
| 15 | Manavya | Sreenidhi | Mansi | Nihitha |
| 16 | Raj | Navadeep | Koushil | Dinesh |
| 17 | Vaishnavi | Ramya | Vaishnavi | Lakshmi Nandan |
| 18 | Shivaram | Maneesh | Rajesh | |

Code Con

| | | | | |
|-----------|-------------------|------------|----------------|------------|
| 19 | Abhinav | Rishika | Aishwarya | |
| 20 | Goutham | Srinivas | Sanjay | Rahul |
| 21 | Bhagya Lakshmi | Pranathi | Charan | Uday Kumar |
| 22 | K Shiva | E Mahendar | D Nikhil Kumar | G Abhilash |

WINNERS & RUNNERS

Code Con

WINNER : JAM – Roshan CSM – A 1st year

RUNNER : JAM – Sharan CSM – B 3rd year

WINNER : Commerical Time – S Lipika CSM – B 2nd year

RUNNER : Commercial Time – K Shiva CSD 3rd year

WINNERS : Debate – Lahari & team ECE 1st year

RUNNERS : Debate – Aksheetha & team CSM-B 3rd year

WINNERS : Debate – Bhagya Lakshmi & team CSD 1st year

RUNNERS : Debate – K Shiva & team CSD 3rd year



Code Con



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PHOTOS OF THE EVENT

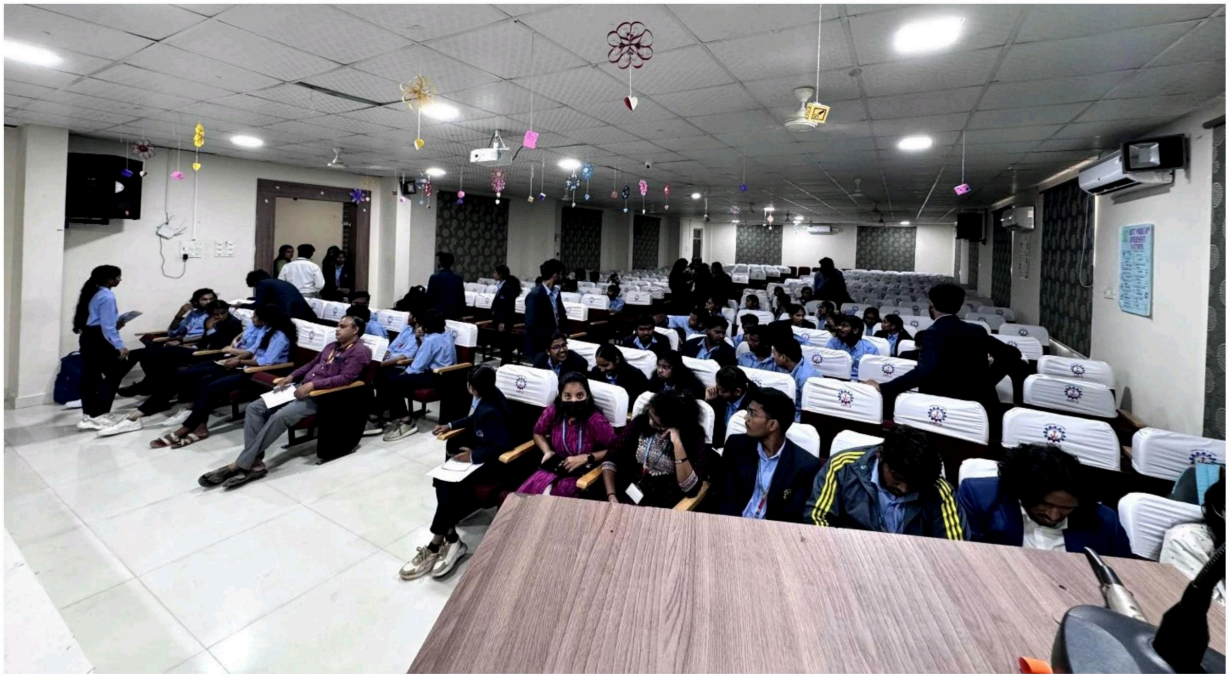
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Code Con

CLOSING CEREMONY

Code Con

The **Validation Ceremony** was an esteemed gathering, attended by faculty, students, and organizing members. The hall was filled with anticipation as participants eagerly awaited the announcement of winners.

Key Addresses:

- **Vice President of PLEXUS Club, Mr. N. Parthiban**, delivered an inspiring speech about the importance of communication skills in professional growth and highlighted the significance of events like VerboFiesta in shaping students' futures.
- **Member of the Association of PLEXUS, Mr. R. Prem Shekar**, provided a detailed overview of the event, discussing the dedication, teamwork, and enthusiasm displayed by participants throughout the day. He also emphasized the learning outcomes and encouraged students to take part in future competitions to enhance their skills.
- **Secretary of PLEXUS, Mr. B. Akhilesh**, addressed the gathering, expressing his appreciation for the participants' dedication and enthusiasm. He highlighted the significance of such competitions in fostering innovation, teamwork, and problem-solving skills among students. He also acknowledged the efforts of the organizing team and faculty members in making the event a success.

Prize Distribution:

- **Principal Sir and HOD Sir** announced the winners and runners-up of **JAM, Debate, Commercial Time, Word Weave, and Code-Con**.
- Shields and certificates were distributed, recognizing the efforts of participants. The winners were applauded for their excellent performances and creativity in their respective categories.
- **Principal Sir** addressed the gathering, congratulating the winners and commending the organizing team for their meticulous planning and execution of the event. He spoke about the importance of co-curricular activities and encouraged students to actively participate in such competitions to build their confidence and skills.

The winners expressed their gratitude for the opportunity and shared their experiences, stating how participating in VerboFiesta had helped them improve their public speaking, critical thinking, and teamwork abilities.

Closing Speeches

- **HOD of CSE (AI & ML), G R Anantha Raman**, emphasized the significance of non-technical events in student development.
- **President of PLEXUS Club, J.N.V. Sai Harshaaditya**, reflected on the event's success and the valuable skills gained by participants.
- **Member of the Association of PLEXUS, Mr. Manoj**, delivered the **closing speech**, thanking all attendees, faculty, and organizers for their contributions.

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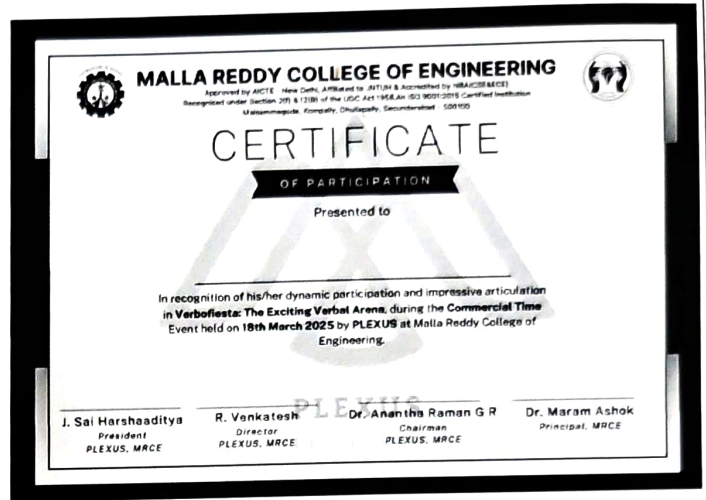
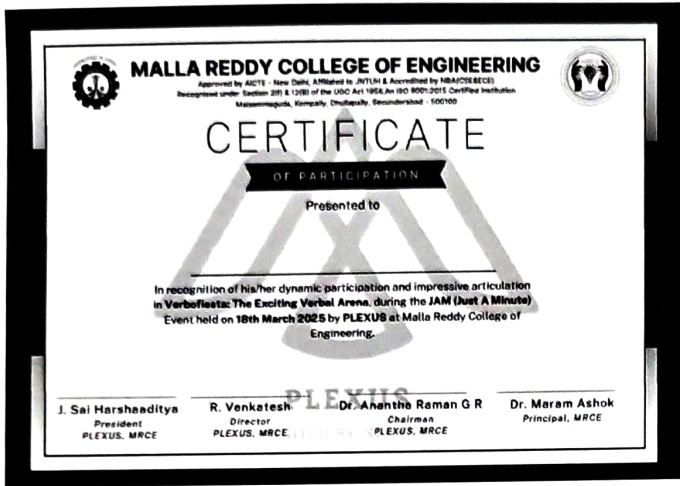




SAMPLE CERTIFICATES

Fiesta

Verbo



"Verbo Fiesta"


Fiesta

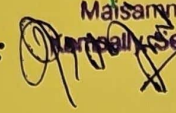
Verbo


"Verbo Fiesta"


*Successfully organized and completed with support of Chief Patron, Patrons, Convener, Co-
Conveners, Organizing Secretaries, Staff Coordinators and Student Coordinators*

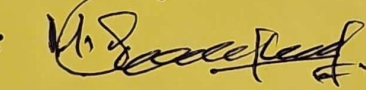
Signature


Patron/ Principal : 
Principal
MALLA REDDY COLLEGE OF EN
Maisamaguda, Dhulapally Post,
Mandal, Secunderabad - 500 100. (T.S.)

Convener : 

Co-Conveners : 

Organizing Secretary : 

Staff Coordinators : 

Student Coordinators : 

THANK YOU

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