



SVKM



Kingston
University
London

SHRI VILE PARLE KELAVANI MANDAL'S
INSTITUTE OF INTERNATIONAL STUDIES

ZION

EXPECTATIONS MEET REALITY!

2ND FEBRUARY, 2019

7TH FLOOR, MITHIBAI COLLEGE BUILDING, OPP NMIMS LIBRARY,
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ABOUT SVKM

SHRI VILE PARLE KELAVANI MANDAL IS A PUBLIC CHARITABLE TRUST REGISTERED UNDER THE SOCIETIES REGISTRATION ACT AND BOMBAY PUBLIC TRUST ACT. FROM ITS HUMBLE BEGININGS IN 1934, THE MANDAL TODAY HAS GROWN INTO A BIG EDUCATIONAL COMPLEX IMPARTING HIGH LEVEL EDUCATION TO MORE THAN 35,000 STUDENTS. THE MANDAL HAS DEVELOPED A LARGE EDUCATIONAL COMPLEX IN VILE PARLE, MUMBAI AND HAS SPREAD IT'S WINGS TO METRO CITIES LIKE BANGALORE, HYDERABAD, CHANDIGARH, AHMEDABAD, NAVI MUMBAI, ETC. SVKM TODAY IS PROUD OF SOME OF THE FINEST EDUCATIONAL INSTITUTES IN THE COUNTRY LIKE NMIMS, NM COLLEGE OF COMMERCE AND ECONOMICS, MITHIBAI COLLEGE, DJ SANGHVI COLLEGE OF ENGINEERING, BHAGUBHAI MAFATLAL POLYTECHNIC, ETC. WITH A STRONG VISION AND PASSION FOR BEING THE PIONEERS OF THE MODERN EDUCATION SYSTEM, ALL SVKM INSTITUTES ARE STATE OF THE ART WITH EVER EXPANDING FACILITIES AND INFRASTRUCTURE.

ABOUT IIS

IN ITS 13TH SUCCESSFUL YEAR OF OPERATION, THE INSTITUTE OF INTERNATIONAL STUDIES (IIS), IN COLLABORATION WITH KINGSTON UNIVERSITY, LONDON, ESTABLISHED IN 2006, OFFERS A DEGREE PROGRAMME IN BUSINESS ADMINISTRATION. A PIONEERING INSTITUTION WITH ITS INTEGRATED E-LEARNING METHODOLOGY IN ITS COURSE DELIVERY, HAS CREATED NICHE FOR ITSELF AMONG THE SVKM INSTITUTES. IT RUNS THE UNDERGRADUATE DEGREE PROGRAMME B.B.A.(HONS) BUSINESS ADMINISTRATION. IIS PROVIDES A CONDUCIVE LEARNING ENVIRONMENT WHICH IS VERY IMPORTANT FOR THE CONDUCT OF INTERNATIONAL DEGREE PROGRAMMES..SVKM DELIVERS KINGSTON'S HALLMARK OF EXCELLENCE THROUGH IIS AS SOLE INDIAN PARTNER FOR KINGSTON UNIVERSITY, LONDON. KINGSTON UNIVERSITY IS RECOGNIZED AS A TOP RATED UNIVERSITY FOR QUALITY TEACHING, STANDARD OF IT'S COURSES AND CONSISTENTLY HIGH RESULTS. WITH A TALENT BASE OF DEDICATED TEACHING FACULTY AND VISITING SPEAKERS, WHO ARE COMMITTED, ENTHUSIASTIC AND PROFESSIONALLY ACCREDITED, IIS ENSURES THAT STUDY PROGRAMMES TOUCH THE LATEST INDUSTRY THINKING. STUDENTS ARE MENTORED TO FACETHE CHALLENGES OF TODAY'S COMPETITIVE ENVIRONMENT. SVKM - IIS OFFERS A SECURED STUDY ENVIRONMENT TO THE STUDENTS. WE LOOK FORWARD TO WELCOME YOU TO OUR VIBRANT AND STIMULATING LEARNING ENVIRONMENT.

GENERAL RULES AND REGULATION

- ❖ THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO CHANGE THE VENUE, TIME AND RULES, IF DESIRED.
- ❖ THE CONTESTANTS ARE NOT SUPPOSED TO DISCLOSE THE NAME OF THEIR COLLEGE/ INSTITUTION TO THE JURY MEMBERS/ AUDIENCE. FAILURE TO MAINTAIN THE SAME WILL LEAD TO STRICT ACTIONS AND DISQUALIFICATION.
- ❖ IN CASE OF PARTICIPANTS EXCEEDING TIME LIMIT OR GOING AGAINST THE RULES, JUDGES WILL BE FREE TO DISQUALIFY THE TEAM.
- ❖ OBSCENITY AND VULGARITY IN ANY FORM, THROUGH WORDS OR ACTIONS IS STRICTLY PROHIBITED AND WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- ❖ THE JUDGES MAKE THE FINAL DECISIONS.
- ❖ NO SMOKING, DRINKING OR CONSUMPTION OF ANY INTOXICANT OR NARCOTIC SUBSTANCE IS ALLOWED ON CAMPUS.
- ❖ THIS IS STRICTLY A PRIOR REGISTRATION EVENT HOWEVER ON THE SPOT REGISTRATION MAY BE ALLOWED AT THE DISCRETION OF THE ORGANIZING COMMITTEE.

- ❖ CHEATING OR INVOLVEMENT IN ANY SUCH UNFAIR MEANS WILL LEAD TO IMMEDIATE DISQUALIFICATION.
- ❖ A MAXIMUM OF TWO TEAMS PER CONTINGENT ARE ALLOWED PER EVENT. ANY OTHER TEAM FROM THE COLLEGE MAY PARTICIPATE AS A NON-CONTINGENT TEAM.
- ❖ LOW NECK, BACKLESS AND TRANSPARENT CLOTHES ARE NOT ALLOWED
- ❖ ALL THE EVENTS MATERIALS SHOULD BE COLLECTED IMMEDIATELY AFTER THE EVENT IS OVER WE DO NOT GUARANTEE SAFETY OF THE MATERIALS IF THE COLLECTIONS ARE DELAYED.
- ❖ NOBODY EXCEPT THE TECHNICAL PERSONNEL WILL HANDLE THE TECHNICAL EQUIPMENT.
- ❖ ANY TRACKS OR VIDEOS HAVE TO BE SUBMITTED IN A PEN DRIVE ONLY.
- ❖ ONLY THE CL'S AND ACL'S CAN SUBSTITUTE FOR OTHER PARTICIPANTS.
- ❖ SUBSTITUTION CANNOT BE DONE AFTER THE MAIN REGISTRATION IS DONE ON THE EVENT DAYS AND AFTER THE ELIMINATION ROUND.
- ❖ REGISTRATION MUST BE DONE BY ONE OF THE GROUP MEMBERS FOR TEAM EVENTS AND ALL TEAM MEMBER'S NAMES SHOULD BE GIVEN AT THE TIME OF REGISTRATION.



Shri Vile Parle Kelavani Mandal's Institute of International Studies

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ZION '19

THE Z-FLEA MARKET			
TIME		VENUE	
08:30AM-7:00PM		SANTOKBA HALL, VILE PARLE WEST,	
EVENT SCHEDULE			
TIME	VENUE	CATEGORY	EVENT
08:30am-12:30pm	Turf	Gaming & Sports	Howzat?
08:30am-12:30pm	Turf	Gaming & Sports	Skills Show
09:00am-12:00pm	College Campus	Informals	Dead Man's Chest
10:00am -02:00pm	917 Room	Gaming & Sports	What's AWP?
10:00am-02:00pm	Santokba Hall	Gaming & Sports	PUBG
11:00am-02:00pm	714 Room	Gaming & Sports	FIFA
11:00am-02:00pm	715 Room	Management Event	Mock Stock Exchange
01:30pm-03:00pm	Juhu Jagruti Hall	Informal's Event	Jo Jeeta Wohi Sikandar
02:00pm-04:00pm	714 Room	Management Event	Rural-Le-Cartel
02:00pm-03:30pm	Juhu Jagruti Hall	Performing Arts	Starstruck
03:00pm-05:00pm	715 Room	Management Event	Corporate Quizathon
03:00pm-05:00pm	Santokba Hall	Informals	Race Against Time
04:00pm-05:30pm	Juhu Jagruti Hall	Performing Arts	Ramp Royale
05:30pm-06:30pm	Santokba Hall	Performing Arts	Rap Culture
REGISTRATIONS:TWO HOURS PRIOR TO EVENT			

- ❖ Trophy for Best CL.
- ❖ Trophy for Highest Participation.
- ❖ Trophy for Best College.
- ❖ Attractive Trophies and Cash Prizes to be Won.



ZION


EXPECTATIONS MEETS REALITY!


FIND US:
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02/02/2019

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 [official.zion](#)



MANAGEMENT
EVENTS

RURAL-LE-CARTEL

RURAL INDIA HAS A HUGE POTENTIAL, WHICH IS UNTAPPED, AND IF WE WANT TO MAKE INDIA A SUPER POWER. WE NEED TO INTEGRATE RURAL INDIA WITH TECHNOLOGY. LET'S BRING OUT THE MARKETER IN YOU TO ACHIEVE.

MARKETING EVENT

INDIVIDUAL PARTICIPATION

RULES:

1. THE PARTICIPANTS WON'T BE AWARE OF THE PRODUCTS BEFORE HAND.
2. THE PARTICIPANT WINNING WILL BE DECIDED ON HOW WELL THEY SELL THE PRODUCT TO THE JUDGES.
3. ONLY ONE PRODUCT CAN BE SELECTED AND IT CANNOT BE CHANGED LATER ON.
4. NOT MORE THAN 5 MINUTES TO BE GIVEN.

CORPORATE QUIZATHON

DO YOU THINK YOU KNOW IT ALL? DO YOU THINK YOU ARE SMART ENOUGH TO CHALLENGE THE WITS OF THE QUIZMASTER? IF YOU DO, LET US TEST YOUR BUSINESS ACUMEN IN A QUIZ NEVER SEEN BEFORE!

BUSINESS QUIZ

2 PARTICIPANTS PER TEAM

RULES:

1. THEY WILL HAVE TO ANSWER THE SET OF QUESTIONS WITHOUT DISCUSSING WITH THE OTHER TEAMS.
2. THERE WILL BE A LIMITED TIME GIVEN FOR THOSE QUESTIONS TO BE ANSWERED ON THE PAPER.
3. AFTER THE TIME IS ELAPSED, THE ANSWERS WILL BE SUBMITTED AND THE FACILITATOR WILL DECIDE THE TOP 6 TEAMS.
4. THE TOP 6 TEAMS WILL GO INTO THE SECOND ROUND.
5. THE TOP 6 TEAMS WILL PLAY A LIVE QUIZ TRIVIA WITH A VALIDATOR AND THE ORGANIZING TEAM.

MOCK STOCK EXCHANGE

"BE FEARFUL WHEN OTHERS ARE GREEDY AND GREEDY ONLY WHEN OTHERS ARE FEARFUL." - WARREN BUFFETT THIS IS THE UNIVERSAL RULE, WHICH RULES THE STOCK MARKET. SO RUN AROUND AND GET LOST IN THE MARKET OF BULLS AND BEARS. THE MORE YOU RISK, THE MORE YOU EARN.

VIRTUAL STOCK EXCHANGE

2 PARTICIPANTS PER TEAM

RULES:

1. THERE WOULD BE TOTAL TWO ROUNDS OUT OF WHICH, FIRST WOULD BE CONSISTING OF GROUP DISCUSSION AND SURPRISE ROUND DEPENDING UPON SHARE MARKET.

SECOND ROUND WILL BE VIRTUAL STOCK EXCHANGE SIMULATION ROUND.

INVESTORS AND MAXIMIZE THEIR GAINS OVER MANY DERIVATIVES.

5. TARDINESS MAY BE CONSIDERED AS GROUNDS FOR DISQUALIFICATION.



GAMING
AND
SPORTS

HOWZAT!

EXPERIENCE OUR VERY OWN INTER COLLEGE CRICKET TOURNAMENT WITH YOUR TEAM AND SHOW YOUR SKILLS.

CRICKET

7 PLAYERS IN A TEAM

RULES

1. 5 OVERS + 1 SUPER OVER (TOTAL 6 OVERS) SIDEARM BOWLING NOT ALLOWED
2. MATCHES PLAYED WITH TENNIS BALLS. ONE PLAYER CAN BOWL ONLY ONE OVER.
3. UMPIRE'S DECISION IS FINAL.
4. BATTING TEAM CAN DECIDE WHEN THEY WANT A SUPER OVER. (FURTHER DETAILS WILL BE GIVEN)
5. LAST MAN STANDING IS PROHIBITED.
6. CONTESTANTS WILL BE DISQUALIFIED UPON THE USAGE OF VULGAR LANGUAGE OR PHYSICAL ABUSE. STRICT ACTIONS WILL BE TAKEN FOR THE SAME.

PUBG

PARACHUTE DOWN WITH YOUR SQUADS AND GO HEAD TO HEAD WITH OTHER COLLEGES TO WIN THE BATTLE ROYAL AND SHOUT WITH JOY, 'WINNER WINNER CHICKEN DINNER'.

PUBG EVENT

4 PARTICIPANTS PER TEAM

RULES:

1. ENTRY FEE ON REGISTRATION IS ₹100.
2. MAP - ERANGEL, ALL WEAPONS ALLOWED.
3. CONTESTANTS ARE INSTRUCTED TO BRING THEIR PERSONAL MOBILE PHONE CHARGERS AND POWER-BANKS.
4. ONE QUALIFICATION PHASE, THEN DIRECTLY TOWARDS SEMI-FINALS OR FINALS (DEPENDING UPON THE NUMBER OF PARTICIPANTS)
5. CONTESTANTS WILL BE DISQUALIFIED UPON THE USAGE OF VULGAR LANGUAGE.

SKILLS SHOW

WHAT'S A BETTER FEELING THEN NUTMEGGING A PLAYER? COME WITH YOUR TEAM AND GO SHOULDER TO SHOULDER WITH OTHER COLLEGES ON OUR TURF.

FOOTBALL EVENT

6 PARTICIPANTS PER TEAM

RULES:

1. TEAMS CONSIST OF 6 PLAYERS: 5 ON FIELD AND 1 ROLLING SUBSTITUTE.
2. PASS IN ON OUTSIDE.
3. 10-MINUTE MATCH.
4. NO OFFSIDE RULE.
5. CONTESTANTS WILL BE DISQUALIFIED UPON THE USAGE OF VULGAR LANGUAGE.

FIFA'19

EXPERIENCE THE EL CLASICO, THE MANCHESTER DERBY AND SOME MORE EXCITING MATCHES ON FIFA'19. AN INTER-COLLEGE FACE OFF, WHERE THE VICTOR WILL GET EXCITING GOODIES AND BRAGGING RIGHTS.

FIFA EVENT

PARTICIPANTS PER TEAM

RULES:

1. CONTROLLERS WILL BE PROVIDED TO THE CONTESTANTS.
2. FIFA 19 RULES APPLY.
3. TOURNAMENT MODE: KNOCKOUTS
4. TEAMS WILL BE SELECTED IN RANDOM. (LOTTERY SYSTEM)

WHAT'S AWP?

ALL THOSE LONG NIGHTS SPENT ON GAMING WILL FINALLY PAY OFF. PUT YOUR HEADSETS ON AND EXPERIENCE THE CLASSIC MAPS OF COUNTER-STRIKE IN OUR EVENT.

5 PARTICIPANTS PER TEAM

CSGO

RULES:

1. A TEAM OF 5 PLAYERS.
2. STANDARD COMPETITIVE GAMING RULES.
3. THERE WILL BE 3 MAPS.



INFORMAL
EVENTS

DEAD MAN'S CHEST

IF YOU CAN'T READ A CLUE, YOU'D BETTER BE DOWN WITH FLU, GET YOUR TEAM TO GO WITH YOU, OR THE TREASURE WONT BE WITH YOU!

TREASURE HUNT

5 PARTICIPANTS PER TEAM

RULES:

1. PARTICIPANTS WILL BE GIVEN THEIR FIRST CLUE AT THE BEGINNING OF THE HUNT.
2. NO HINTS WILL BE GIVEN.
3. INTERNET IS IN PLAY.
4. THE TEAM THAT SOLVES ALL CLUES AND REACHES THE LAST STAGE WILL WIN.
5. IN ORDER TO QUALIFY, THE TEAM NEEDS TO COLLECT AND KEEP ALL THE CLUES TILL THE FIND OF THE HUNT.
6. CL'S AREN'T ALLOWED TO PARTICIPATE IN THIS EVENT.
7. FURTHER DETAILS WILL BE GIVEN ON THE DAY OF THE EVENT.

RACE AGAINST TIME

60 SECONDS IS ALL THEY HAVE... CAN YOUR CLS HANDLE THE PRESSURE OR WILL THEY GET KNOCKED OUT? COME ONE COME ALL AND YOU SHALL FIND OUT!

1-MINUTE TASKS

INDIVIDUAL PARTICIPATION BY CL'S ONLY

RULES:

1. PARTICIPANTS WILL BE GIVEN TASKS TO BE COMPETED IN 1-MINUTE'S TIME.
2. TASK IS TO BE COMPLETED WITHIN 60 SECONDS OR LESS.
3. NO ARGUMENTS WITH THE HOST.
4. ONCE THE TASK STARTS NO QUERIES WOULD BE ENTERTAINED.
5. DISQUALIFICATION WOULD DEPEND ON PARTICIPANT'S BEHAVIOR.

JOH JEETA WOHI SIKANDAR

PUT ALL THOSE TIMES YOUR BOLLYWOOD REFERENCES WEREN'T APPRECIATED TO THE TEST! COMPETE AGAINST THE BIGGEST BOLLYWOOD FANS AND WE'LL SEE WHO'S THE BEST!

BOLLYWOOD QUIZ

2 PARTICIPANTS PER TEAM

RULES

1. PARTICIPANTS WILL ANSWER A SERIES OF QUESTIONS BASED ON BOLLYWOOD FILMS.
2. THERE WILL BE 5 ROUNDS IN TOTAL.
3. EACH ROUND WILL BE BASED ON DIFFERENT CATEGORIES.
4. AFTER EACH ROUND TWO TEAMS WILL BE ELIMINATED.
5. THERE WILL BE ONLY ONE WINNER.
6. NO INTERNET OR ELECTRONIC DEVICES ARE TO BE USED; OTHERWISE THE TEAM WILL BE ELIMINATED.



PERFORMING
ARTS

STAR STRUCK

STILL HAVE THAT BOLLYWOOD RUSH RACING IN YOUR VEINS? DOES THE OVER-POMPOUS DHOLAK BEATS AND THE THROBING ROCK GUITARS SEND YOUR LEGS GROOVING? A TRIBUTE TO DANCE LEGENDS OF BOLLYWOOD (EACH TEAM GETS TO CHOOSE ONE DANCE LEGEND THEY WANT TO GIVE A TRIBUTE.

GROUP DANCE

6-8 PARTICIPANTS PER TEAM

RULES:

1. TIME LIMIT: 3-5 MINUTES (+1 MIN SETUP AND CLEARANCE TIME).
2. PARTICIPANTS HAVE THE FREEDOM TO CHOOSE THE SONG WHICH IS DIRECTLY RELATED TO A VETERAN DANCER AND IT SHOULD BE RELATED DIRECTLY TO THE DANCE ICON.
3. USAGE OF PROPS IS ALLOWED. THESE HAVE TO BE BROUGHT BY THE TEAMS THEMSELVES BUT THE ORGANIZERS HOLD THE DISCRETION OF ALLOWING IT ON STAGE. LARGE PROPS ARE NOT ALLOWED.
4. THE TEAM SHOULD BRING THE SOUNDTRACK IN A PENDRIVE (IN MP3 FORMAT ONLY) & ALSO MAIL
5. IT ON (MAHEKDOKANIA@GMAIL.COM).

ANY KIND OF FLUID, FLAME, POWDERS, GLITTERS, HEAVY OR SHARP OBJECTS OR ANY MATERIAL WHICH HAS POSSIBILITY OF TAMPERRING / DAMAGING THE STAGE IS STRICTLY NOT ALLOWED

RAMP ROYALE

MAKING YOUR FASHION SENSE ROLL LIKE A ROYAL. DO YOU THINK YOU CAN COMPETE WITH DUKE AND DUCHESS? IF YES THEN COME SHOW US YOUR TALENT.

FASHION SHOW

2 PARTICIPANTS PER TEAM AND 1 NON PARTICIPATING MEMBER.

RULES:

1. THERE WILL BE 3 ROUNDS.
2. THE PARTICIPANTS SHOULD KNOW AND HAVE INFORMATION REGARDING THE "ROYAL" THEY CHOOSE.
3. THE PARTICIPANTS CAN CARRY A SOUND TRACT IN A P E N D R I V E O R E M A I L I T T O RASHISOMAIYA212@GMAIL.COM.
4. IT IS A TEAM EVENT AND CAN HAVE ONLY 1 PARTICIPATING MEMBER AND ONE HELPING MEMBER WHO CAN ALSO BE CL ORACL.
5. THE PARTICIPANTS MUST AGREE TO USE THEIR PERSONAL SOCIAL MEDIA PLATFORMS TO INCREASE POINTS.
6. AUDIENCE PARTICIPATION FROM YOUR END WILL INCREASE POINTS.(0.25 PER PERSON)

RAP CULTURE

WHO NEEDS A DRUM OR GUITAR WHEN YOU HAVE A WHOLE ORCHESTRA WITHIN?

WHAT ARE YOU WAITING FOR? KICK OFF THE LOOP, SNARE THE AUDIENCE AND SHOW WHAT WONDERS YOUR VOCAL BANDS CAN DO.

RULES AND REGULATIONS

1. IT IS AN INDIVIDUAL EVENT
2. NO MUSICAL INSTRUMENT/TOOLS ARE ALLOWED
3. ALL SOUNDS THAT CAN BE MADE FROM HUMAN VOCAL ORGANS ARE APPROVED
4. ANY DANGEROUS PHYSICAL CONTACT ON STAGE WILL RESULT IN IMMEDIATE EXPULSION OF THE PARTICIPANT
5. THE CONTENT SHOULD BE SELF COMPOSED

ROUND 1: ELIMINATION ROUND

- EACH PARTICIPANT WILL BE GIVEN A MAXIMUM OF 3 MINUTES TO PERFORM (INCLUDING SOUND TRACK)
- IN CASE ANY PARTICIPANT EXCEEDS THE TIME LIMIT, NEGATIVE MARKING WILL BE DONE
- SELECTED PARTICIPANTS WILL GO TO THE NEXT ROUND

ROUND 2: FACE OFF

- PARTICIPANTS WILL BE DIVIDED IN GROUPS OF TWO FOR THE FACE OFF ROUND
- EACH COMPETITOR WILL GET 30 SECONDS TO PERFORM IN FACE OFF, TWICE (FIRST A THEN B, THEN REPEAT)
- FACE OFFS WILL BE CONTINUED TILL THE FINAL WINNER IS DECIDED
- IN CASE OF A TIE, THE TIE-BREAKER ROUND WILL BE INTRODUCED



TEAM ZION INVITES YOU
TO OUR VERY OWN
FLEA MARKET!

THE Z-FLEA!

MUSIC, FOOD, GAMES. & MORE!

ZION'18



ZION'18



ZION'18



