



GSSS | GEETHA SHISHU
SHIKSHANA SANGHA(R)

**INSTITUTE OF ENGINEERING
AND TECHNOLOGY FOR WOMEN**

(Affiliated to Visvesvaraya Technological University, Belagavi, Approved by AICTE New Delhi & Govt of Karnataka)

KRS Road, Metagalli, Mysuru - 570016



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Date: 13/02/2024

IoT Hangman event report

The Computer Science and Engineering Department's IoT Club orchestrated a successful IoT Hangman Challenge accompanied by a Quiz Competition. The event garnered enthusiastic participation from diverse departments, boasting a total of 29 teams and 145 participants. In the initial round, participants engaged in a Quiz featuring 20 questions showcased on a projector screen. Each question presented four options for consideration. Within a strict timeframe of 20 seconds, participants recorded their answers on paper. Any attempt to modify or amend responses was deemed incorrect.



For the subsequent round, five teams from each room progressed to the Hangman Game. At the venue, participants were briefed on the rules governing the Hangman Game before commencement. **Final Round:** The winners from each classroom competed against each other in another game of Hangman.

Winners:

- Deeksha V , Likhitha G , Keerthana C Gowda , Bhavani L , Bajantri mony raesha of 3rd sem computer science and engineering department won the first place.
- Hemashri H M , Anupama C Swamy , Chandana N S , Chandana K C and Kumuda L of 5th sem computer science and engineering department won the second place.

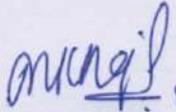


Outcomes:

Teams showcased their knowledge and quick-thinking prowess, responding to quiz questions within the allotted time. The Hangman game effectively assessed teams' strategic thinking, vocabulary, and aptitude for guessing words within a constrained number of attempts. The ultimate round saw a fervent display of competition among the victorious teams from each classroom, underscoring their adeptness in mastering the Hangman game.



The event concluded on a high note, marked by participants showcasing their intelligence, teamwork, and a commendable competitive spirit. The amalgamation of a quiz competition and Hangman challenge offered a dynamic platform for participants to demonstrate both their knowledge and skills. The IOT Club expresses eagerness in organizing future events to further cultivate learning and camaraderie among participants.



13/12/2024.

Club coordinator

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