



IGNITE 2016 - ASBM TALENT FESTIVAL

Venue Details :

Shiksha Vihar, Bholā, Chandaka, Bhubaneswar - 754 012

Contact :0674

16th and 17th December, 2016

Ignite, the largest business school carnival of Eastern India, took its initiation in the year 2012 as an amalgamation of diverse business cum cultural extravaganza. The event has witnessed unparalleled reach and visibility among the corporate and b-school fraternity. From its obsequious beginning, Ignite has elevated to a full-fledged cultural fest enriching with a distinctive theme – 'Confluence of Ignited Minds'. Come in Dec, 2016, and the curtains will rise again on the two-day spectacle of unparalleled excitement, nerve-wracking competitions and spot events and to top it all, inspiring performances from the students of various colleges and institutes. In a short span of just 5 years, Ignite has become one of the biggest and best cultural festivals of India. The USP of the event is 2 days of non-stop 'entertainment', it gives students a chance to engage in a wild and wacky weekend of revelries. The event features a gamut of cultural activities, ranging from choreographed dance displays and fashion parades to numerous exciting management game to tickle the wits of the best and the brightest who visit the campus. This year the fest completes 4 years of success and we promise you can Ignite bigger and better than ever before. The sky is the limit as we turn ASBM into a full-fledged fiesta brimming with energy, enthusiasm and entertainment. Come, join us in this scintillating expedition and walk home with memorable moments and accolades.

Ramp Show/ Fashion Show

Rules

1. This is a group event in which maximum 2 groups can participate from the same institute. The size of the group should not be more than 6.
2. The theme of the fashion show is Inter-cultural (participants are expected to ramp walk in pair, each representing the ethnic aura of a particular state. However, they are free to add on their own creative skills into the theme they choose to appear in).
2. The costume/props for the competition will be carried by the contestants.
3. On stage time for each participating team is limited to a maximum of 3 minutes.
4. Selection will be made on the basis of their creative skills in wardrobe selection, clothing construction, fashion interpretation and understanding of style, good grooming, poise and presentation.
5. Obscenity, vulgarity and wardrobe malfunction of any form will lead to termination of the participant from the event.

Rangoli (For Girls Only)

Rules

1. It is an Individual event
2. Any number of teams can participate from the same institute.
3. The size of Rangoli Design Layout should not exceed 3 x 3 ft.
4. The participants will have to bring their own materials for Rangoli.

KaunBanegaBaazigar(Business Quiz)

Rules

1. It is an Individual event
2. Any number of students can participate from one institute.
3. No electronic device is allowed inside the hall.

The Hands of Symphony (Musical Instruments)

Rules

1. It is an Individual event
2. Any number of participants are allowed to participate from the same institute.
3. The maximum time allotted to each participant is 5 minutes including sound check time.
4. No pre-recorded Music or sample sound is allowed.
5. Organizing committee shall not provide any instruments/accompanists.

T-Shirts Painting

Rules

1. A maximum number of 2 participants per team, no limit on teams per college.
2. Both members of the team must be from the same college
3. Participants will have to bring their own stuffs.

Counter Strike

Rules

1. Only one team per institute comprising of 4 students.
2. Each map will be of 10 minutes.
3. Participating team has to go through two rounds, one is counter terrorist and another is terrorist.
4. The teams with total no of wins after two rounds will go to semi-finals.
5. Semi-finals will have same process leaving two teams to compete in the final.
6. There will be one winning team.

Monoacting

Rules

1. Any number of students can participate from one institute.
2. The total duration of performance shall not exceed fourminutes.
3. The time shall be computed as soon as the performance starts.
4. One script with an explanatory note on the theme must be submitted at the time of registration on the day of competition.
5. Costumes/make-up is allowed. However, only acting skills will be judged for the prize.

Voice of Ignite

Rules

1. It is an Individual event
2. If you want to bring your own accompaniment, you are free to do so. Please avoid a big orchestra, which may drown your singing and forfeit your merit.
2. You are free to sing unaccompanied.
3. The time limit for each participant will be 3 minutes.
4. Evaluation would be done on the basis of singing and not for accompaniment, in solo category.

Danza

Rules

1. In Solo and Duet Dance Competition, any number of participants from the same institute can take part
3. The time limit for each performance would be 3 minutes.
4. Sound track must be submitted through a CD/Pen drive in MP3 format.
5. Points shall be awarded on the basis of theme, costumes, co-ordination, choreography and 'synchronization'.

Corporate Chanakya (Case Study)

Rules

1. Each team has to be composed of 3 members.
2. Any number of teams can participate per Institute
3. Organisers will provide a case study on the spot.
4. Time duration for presentation of case study analysis is 15 minutes.
5. Electronic gadgets are not allowed.
6. Evaluation will be on the basis of situation analysis, goals and objectives, strategies and tactics, and Strategic implementation.

Live Bazar

Rules

1. Each team has to be composed of 2 students.
2. Any number of teams can participate from one Institute.
3. They are allowed to sale the product provided by the organiser.
4. The winner would be declared on the basis of highest revenue generation.

Treasure Hunt

Rules

1. One team comprising of only 3 members including a Leader can participate from one institute.
2. There will be an elimination round at the beginning of the game. Each participating team would be given 3 clues to find within 20 min. only 10 teams who can get the clues within the given time duration will be allowed to participate in the next round.
3. Each team will be allotted and represented by a particular colour including 5-6 clues, each one leading to the next clue. Each correctly solved clue carries 10 points. And final Treasure carries 50 points.
4. A member of the Treasure Hunt committee will be with each team to confirm that fair game is played. It is mandatory for each team to keep the committee member with them till the game ends.
5. An entire team must stay together. It cannot split up to find different clues. If a team splits, it will be penalized by a point penalty and after 3 penalty points, team will be disqualified.
6. All the means used by the teams should be fair, in case of any violation of the rules or any use of unfair means, teams will be disqualified from the contest.
7. All the clues of the teams are different and are located at different places but the off-limit areas. However, the final destination (treasure) remains the same. The team which finds the treasure first, wins.

Rock Show

Rules

1. Each team has to be composed of 5 members.
2. Organisers will provide the theme on the spot.
3. Participating team will have to bring their instruments.
4. There will be one winner for the event.

Face Painting

Rules

1. This is an individual event.
2. Theme shall be given at the beginning of the competition
3. Painting accessories has to be carried by the participants.