



## Cultural Event Report

### 1. Event Overview

Event Name: Buzz Battle

Date of Event: 8 February 2026

Time: 10:00 AM – 1:00 PM

Venue: VLTC-109

Organized by: Quiz Club, MNIT Jaipur

Coordinators:

- Dr. Kavita Lalwani (Faculty Advisor)
- Dr. Surender Hans (Faculty Advisor)
- Harsh Goyal (General Secretary)
- Rudra Pratap Singh (Joint Secretary)

### 2. Introduction

“Buzz Battle” was a fast-paced, team-based quiz competition designed to test participants’ knowledge, reflexes, and teamwork. The event focused on real-time buzzing and quick decision-making, creating an exciting and competitive atmosphere for both participants and the audience.

The objective of the event was to promote collaboration, presence of mind, and confidence while encouraging students to actively participate in knowledge-based activities.

**Event Theme:** Live Buzzer Quiz Tournament

**Objective:**

- Encourage teamwork and collaboration
- Improve quick thinking and reaction time
- Promote competitive and interactive quizzing culture
- Provide an engaging learning experience

**Target Audience:** MNIT Jaipur students from all departments.



### **3. Event Highlights**

#### **Description:**

The event followed a tournament-style eliminator format, where teams competed head-to-head on stage using online buzzers. The live hosting, instant buzzing, and audience engagement created an energetic and thrilling environment throughout the event.

Each round featured a fresh matchup between teams, and the winning team progressed to the next stage, building excitement as the tournament advanced.

#### **Activities Conducted:**

Two teams were invited on stage for each match and were provided with online buzzers to respond to questions in real time.

- Each match consisted of 10 medium-difficulty questions from diverse topics.
- The host read each question aloud, after which the buzzer was unlocked.
- The team that buzzed first got the chance to answer.
- Scoring system: +2 for correct answer, -1 for incorrect answer.
- If a team buzzed, answering was mandatory.
- In case of a wrong answer, the opposing team was given the opportunity to answer the same question.

The winning team from each match advanced to the next round, creating a knockout tournament structure that continued until the final winner emerged.

### **4. Participation**

The event witnessed enthusiastic participation from multiple teams across the institute. Number of participants were around 70.

- Teams consisted of 3–5 members, promoting teamwork and collaboration.
- Several teams competed in the tournament rounds.
- The audience actively supported and cheered for participants, making the event lively and engaging.



## 5. Feedback and Suggestions

Participants shared positive feedback about the event:

### Positive Feedback:

- The buzzer-based format was exciting and competitive.
- The tournament structure kept participants engaged throughout.
- Team-based quizzing encouraged collaboration and strategy.
- The scoring system added thrill and suspense.

### Suggestions:

- Increase the number of rounds and questions.
- Introduce themed editions in future events.
- Include audience participation rounds.

Overall, the event was highly successful and received an enthusiastic response from students.

## 6. Good Quality Photos/Videos





