



Malaviya National Institute of Technology Jaipur

## EVENT REPORT

Name of the Event:

**Cosplay**

Date: 07/02/2026

Time:

10:00AM-1:00PM

Venue:

Ramanujan Hall

Organized By:

Fashion Club MNIT

Organizing Team Members:

Arnav Khandelwal

Ashmeet Rahi

Judges:

Aayra Khandelwal

Bhagyashree Rathore

### 1. Introduction

The Fashion Club MNIT successfully organized the “Cosplay” on 02th February 2026 as a flagship cultural and personality-development event on campus. The Cosplay Showcase was organized as a creative cultural event celebrating pop culture, character design, and performance art. The event provided a platform for students to showcase their creativity by portraying fictional characters from anime, movies, games, and comics through costumes, styling, and stage performance.

The event created an energetic and engaging atmosphere where fashion met storytelling and performance art.

## 2. Objectives of the Event

- To provide a platform for students to express creativity through character portrayal
- To promote pop culture and costume design skills on campus
- To encourage confidence, stage presence, and performance skills
- To increase student engagement through interactive cultural activities

## 3. Event Concept and Theme

The event was conducted under the theme “**Character Universe**”, allowing participants to choose characters from anime, Marvel/DC, movies, web series, gaming universes or their own character.

Participants were judged not only on costume accuracy but also on:

- Character expression
- Walk and stage presence
- Creativity and detailing
- Overall impact

## 4. Event Structure

The event was structured into multiple segments:

- Introduction Round — Character Introduction & Pose
- Performance Round — Dialogue / Action / Signature Move

The program flow was designed to maintain high audience engagement while giving each participant stage spotlight.

## 5. Participation Details

The event witnessed participation from 8 students across different branches.

Participants showcased diverse characters including:

- Anime characters
- Superheroes
- Fantasy characters

The diversity of characters made the event visually vibrant and entertaining.

## 6. Judges Panel

The judging panel evaluated participants based on:

- Costume Accuracy
- Character Portrayal
- Stage Confidence
- Creativity
- Overall Performance Impact

The judges ensured fair evaluation and encouraged participants through constructive feedback.

## 7. Awards and Recognition

Outstanding participants were recognized for their exceptional performance and stage presence. The awards ceremony marked a highlight of the event and was met with enthusiastic applause from the audience.

Winners: (Prize: 12k)

Manas , Anushka

## 8. Feedback and Outcome

The Cosplay Event received highly positive feedback from participants and the audience. Students appreciated the opportunity to showcase creativity beyond academics and traditional fashion formats.

The event successfully promoted:

- Creativity
- Confidence
- Pop culture engagement
- Stage performance skills

## 9. Conclusion

The Cosplay Showcase Night emerged as a highly engaging and memorable cultural event. The successful execution by the Fashion Club demonstrated the growing interest of students in creative fashion and performance-based cultural activities. The event set a strong foundation for organizing larger pop-culture and cosplay-based events in the future.

EVENT GLIMPS :







