



TRAVEL AND HERITAGE VISIT CLUB

EVENT REPORT

1. Event Overview

Event Name: Dickey Dares

Date of Event: 6th February 2026

Organized by: Travel and Heritage Visit Club, DSW, MNIT Jaipur

Timings: 9AM – 11AM

Faculty Advisors:

- Dr. Dhiraj Raj
- Dr. Om P Suthar

Student Coordinators:

- Hemant Saini (2023ume1734) – General Secretary
- Pranav Prashant Malwadkar (2023ume1929) – Joint Secretary
- Gaurav Upadhyay (2023ume1923) - Joint Secretary
- Ritika Meena (2023uee1340) - Joint Secretary

2. Introduction

The Travel and Heritage Visit club successfully organized an event titled “**Dickey Dares**” as a part of **MNIT Jaipur’s Cultural Fest – BLITZSCHLAG’26** . The event was conducted to create fun and energetic environment where students could participate in quick challenges and activities.

The main aim of the Dickey Dares was to encourage confidence, spontaneity, and active participation among students. Through a series of dice – based tasks, the event provided an

entertaining platform for students to step out of their comfort zones and enjoy the festive spirit.

Objective: To promote confidence, spontaneity, and active participation among students through fun and engaging challenges, while creating an energetic and enjoyable atmosphere.

Target Audience: All MNIT students.

3. Event Highlights

Description:

The event, " **Dicey Dares**" organized by the Travel and Heritage Visit Club, on 6th February 2026 at the SAC Lawn during MNIT Jaipur's cultural fest – **BLITZSCHLAG**. The event began with a brief explanation of rules and activities.

In the event, there were teams consisting 2 to 4 members in each team. Participants rolled a large dice and performed fun challenges based on the outcomes from the life-sized Snakes and ladder board. The tasks were designed to be short, engaging, and enjoyable. The event created a lively and energetic atmosphere, encouraging confidence, spontaneity, and active participation among students. Overall, Dicey Dares was conducted smoothly and received positive responses from participants and the audience.

Activities:

The event included:

- **Registration and team formation:** Teams have already registered via google form, and each team have their own name. On spot registrations were also welcomed.
- **Explanation of rules:** The rules and format were clearly explained to all participants.
- **Dice Rolling:** Participants rolled a dice to decide the dare to be performed.
- **Dare Performance:** Each number on the board corresponded to a fun and engaging challenge, which participants completed within a given time.
- **Audience Interaction:** The audience actively encouraged participants, creating an energetic and lively atmosphere.
- **Evaluation:** Evaluation was done by assigning different weightage to the highest number and the number of dares performed in the given time.

Creative Aspects:

The event encouraged creativity by introducing dice-based challenges that required quick thinking and spontaneous performance. Participants used expressions, actions, and confidence to complete dares entertainingly.

Audience Participation:

The audience actively participated by cheering, encouraging participants, and reacting to the dares performed. Their involvement created an energetic and lively atmosphere throughout the event.

4. Sponsorship

This event was entirely self-organized by the Travel and Heritage Visit Club, without any external sponsorship.

5. Feedback and Suggestions

Participants Feedback:

Participants appreciated the fun and exciting nature of the event and enjoyed performing the dares. Many found the activities engaging and expressed interest in participating in similar events in the future.

Suggestions:

Some participants suggested introducing a greater variety of dares and adding more rounds to increase excitement and engagement in future editions of the event.

6. Photos and Videos



