



TRAVEL AND HERITAGE VISIT CLUB

EVENT REPORT

1. Event Overview

Event Name: Pathway Patter

Date of Event: 8th February 2026

Organized by: Travel and Heritage Visit Club, MNIT Jaipur

Timings: 10AM – 1PM

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 “**Pathway Patter**” as a part of **MNIT Jaipur’s Cultural Fest – BLITZSCHLAG’26**. The event was conducted to create an interactive and engaging platform where students could test their observation and guessing skills.

Pathway Patters involved showing short audio – visual clips, and participants were required to identify the location. The event aimed to promote quick thinking, attention to detail, and active participation among students in a fun and competitive environment.

Objective: To enhance observation skills, quick thinking, and analytical ability among students through an interactive audio – visual guessing activity, while encouraging active participation and healthy competition.

Target Audience: All MNIT students.

3. Event Highlights

Description:

The event, " **Pathway Patter**" event was organized by the Travel and Heritage Visit Club, MNIT Jaipur, as a part of **MNIT Jaipur's Cultural Fest – BLITZSCHLAG**. The event was conducted at L004 on 8th February 2026.

In this event, short audio and video clips were shown to the participants. Based on the clips, participants were required to identify the location. It created an engaging and competitive atmosphere, encouraging students to think quickly and observe carefully.

Activities:

The event included:

- **Registration and team formation:** Teams have already registered via google form and some students registered at the venue before the start of the event.
- **Rules Explanation:** The rules and format of the audio–visual guessing rounds were explained clearly to all participants.
- **Clip Presentation:** Short video clips were displayed to the participants.
- **Guessing Location:** Participants identified the location related to each clip.
- **Score Evaluation:** Points were awarded based on correct answers and response time.
- **Creative Aspects:** The event creatively combined entertainment with learning through short audio – visual clips. The use of thematic visual clips made activity more engaging and interactive. The structured rounds with increasing difficulty encouraged analytical thinking, quick responses, and active involvement, making the event both enjoyable and intellectually stimulating.

Audience Participation:

The audience actively engaged by carefully watching the clips and trying to guess the correct answers along with the participants. Their enthusiasm, discussions, and reactions created a

competitive and lively atmosphere throughout the event, making it more interactive and enjoyable.

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 interactive and engaging format of the event. They enjoyed guessing location from the clips and found the round interesting and challenging. Many participants expressed that the event was well organized and enjoyable.

Suggestions:

Participants suggested including a greater variety of clips and adding more challenging rounds in future editions of the event. Some also recommended introducing a rapid-fire round to increase excitement and competitiveness.

6. Photos and Videos



