Game Show Night Activity Report

Academic Year	**2024-25**
Name of the Activity	**Game Show Night**
Date of the Activity	**10.04.2025**
Venue	**Tagore 002**
Organized By	**The Anime Club**
No. of Participants	**30+**
Brief Report	On April 9, 2025, from 9 PM to 11 PM, the Anime Club hosted its final event of the year, the Game Show Night, at TAGORE 002. The event provided an engaging opportunity for participants to demonstrate their Anime and Manga knowledge through three distinct games: KBC, a fast-paced challenge testing speed and accuracy; Jeopardy, a game requiring contestants to answer questions across various levels; and Uhm, actually.., where participants identified errors in anime-related statements. The evening was marked by spirited competition, with prizes awarded to the winners. To conclude the event, attendees who remained until the end enjoyed a lively karaoke session, ensuring a memorable experience for all involved.

Photograph of the Event (1 geotagged compulsory)



Before event:



After event:


GPS Map Camera
Lavale, Maharashtra, India
Gpfj+3g4, Flame Campus Path, Lavale, Maharashtra 412115, India
Lat 18.522646° Long 73.731022°
09/04/25 11:25 PM GMT +05:30
Google