

UTKARSHA

The BMS team of SIES College of Arts, Science and Commerce emerged from the Entrepreneurship Development Cell (EDC). This year we came in with double the amount of energy and enthusiasm in the form of the BMS Team 2019-2020. Our mission this year was to inspire moments of happiness and creativity to motivate the ones who aspire to reach their maximum potential in the field of management.

Utkarsha was held on the 2nd and 3rd of January, 2020. The BMS Department conducted 5 major events with participation from multiple institutes like Mulund College Of Commerce, SIES Nerul, DBIT, etc. A CL Meet was held in order to enlighten the colleges about the events and their flows. A brief overview of our events is given below :

Mock stock is an event which was conducted on 26th September, 2019. The main motive of the event was to give the participants a brief overview of the functioning of a stock market. This event had 20+ teams participating not only from SIES ASCS (Autonomous), but also other prestigious colleges like Jai Hind, R.A. Podar College, etc. Participants were supposed to concentrate and interpret the various situations that dictated the prices of stocks and invest accordingly. The goal of the participants was to take the initial capital and maximize it to their best potential. The winning team was awarded a cash prize. This helped the participants have a better understanding of the stock market and also develop their skills of making quick decisions.

Ludopoly -It's a fusion of ludo and monopoly. The event contains the basic functioning of both the nostalgic games with a twist which will challenge your Management and economical skills.

Treasure Hunt scaled from Sion Circle to Dadar Circle. There was a slight twist in this compared to the regular Treasure hunt as we had added certain elements of Scavenger Hunt to this as well which tested multiple skills of the participants.

Hostile Takeover contained 3 rounds. With the help of an interesting game, the participants were given a chance to collect money with which they were accordingly able to bid for and buy a company. Post which each team was given certain hurdles and situations, whose answers affected the company's net worth and also depended on whether they took over another company or lost theirs to someone else.

Dynasty gave the participants a chance to physically build their empire in the form of Jenga blocks. Just like reality, they had hurdles and obstacles to overcome, which then decided on whether their empires flourished or fell apart.