

# Travel and Heritage Club Event Report

## 1. Event Overview

**Event Name:** Jigsaw Jollies

**Date of Event:** 8<sup>th</sup> February 2025

**Venue:** L004, VLTC, MNIT Jaipur

**Organized by:** Travel and Heritage Club, MNIT Jaipur

**Timings:** 10:00 AM - 12:00 PM

### Faculty Advisors:

- Dr. Om P Suthar (Mathematics)
- Dr. Dhiraj Raj (Civil)

### Student Coordinators:

- Yashashwini Upadhyay (General Secretary)
- Harshit Bihani (Joint Secretary)
- Tanuj Gangwal (Joint Secretary)
- Aman Kumar Saroj (Joint Secretary)

## 2. Introduction

The Travel and Heritage Club successfully organized **Jigsaw Jollies** as part of **Blitzschlag**, MNIT Jaipur's cultural festival. This event tested participants' problem-solving skills and teamwork as they raced against the clock to complete a **jigsaw puzzle**.

Adding an exciting twist, each team faced a unique challenge where **4-5 puzzle pieces were missing**. To obtain these missing pieces, teams had to correctly answer quiz questions, making the event both intellectually stimulating and highly competitive.

**Objective:** To promote teamwork, critical thinking, and problem-solving skills through an interactive and engaging puzzle-solving challenge.

**Target Audience:** Students from MNIT and other colleges

## 3. Event Highlights

### Description:

Jigsaw Jollies was a **time-based puzzle-solving competition** where teams had to complete a jigsaw puzzle within the allotted time. However, **4-5 pieces were missing**, which teams could acquire only by answering quiz questions correctly. The event blended elements of **logical thinking, teamwork, and quick decision-making** to create an engaging and competitive atmosphere.

## Game Rules:

Each team consisted of **2-4 members**.

- Every team received a **jigsaw puzzle** with **4-5 missing pieces**.
- Teams had to answer **quiz questions** to earn the missing puzzle pieces.
- **No electronic devices** were allowed during the competition.
- **15 minutes** were given to complete the puzzle.
- A **reference photograph** of the completed puzzle was shown before the game started.
- The team that assembled the most pieces in the **shortest amount of time** was declared the winner.

## Audience Participation & Response

The event attracted **over 100 participants**, creating a highly engaging and competitive atmosphere. Teams demonstrated excellent **teamwork, logical reasoning, and problem-solving skills** as they raced against the clock to complete their puzzles.

Participants praised the unique **combination of puzzles and quizzes**, making it both challenging and entertaining. The structure of the event ensured **constant engagement**, with teams collaborating intensively to complete their puzzles as quickly as possible.

### 4. Sponsorship

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

### 5. Feedback and Suggestions

## Participant Feedback:

- “A thrilling and engaging event—solving the puzzle while answering quiz questions was a great twist!”
- “The time pressure made it super intense, but we had a lot of fun working as a team.”
- “Would love to see more such logic-based challenges in the future!”

## Suggestions for Improvement:

- Introducing **more complex puzzles** for added difficulty.
- Incorporating **thematic puzzles** related to historical landmarks or cultural heritage.
- Allowing **bonus rounds** for tie-breaking scenarios.

## 6. Photos and Videos

















