

DEPARTMENT OF BIOTECHNOLOGY

EVENT NAME: BIO FUSIONS

"Bio Fusions" is an interactive educational game designed to help students understand the concepts of biotechnology.

PROCEDURE:

- Each team consists of 3-5 members.
- The game can be played using corresponding pictures or word fragments.
- On each turn, teams are presented with 2 pictures or word fragments.
- A time limit is set for each turn to maintain the pace of the game.
- The participant or team with the highest score at the end of the game wins.

EVENT NAME: GEN EX

"GenEx" is an engaging and strategic game that challenges players to navigate through three exciting rounds.

PROCEDURE:

Round 1:

- In this initial round, players are introduced to the game mechanics and objectives.
- Players must familiarize themselves with the basic rules, such as resource management, character abilities, and the environment.
- Players will collect resources, make initial alliances, and explore the game world.
- The goal is to build a foundation for success in later rounds.

Round 2:

- As players progress to Round 2, the competition intensifies. Players face various challenges and obstacles.
- Points are awarded based on how well players overcome challenges, encouraging strategic adaptation and critical thinking.

Round 3:

- In the final round, the focus is on head-to-head competition, where players directly confront each other using the skills and resources they have gathered.
- The goal is to outsmart opponents and claim victory through clever tactics and bold moves.

MOLECULES MATCH

"Molecules Match" is a fun and educational activity that helps students learn about different biomolecules, their structures, and functions.

PROCEDURE:

- Create sets of cards with the molecule names, structures, and functions.
- Each team consists of 3-5 members.
- Teams take turns flipping over two cards at a time, trying to find a match.
- If a team finds a match, they keep the cards and take another turn. If no match is found, the next team takes their turn.
- A match earns the team a point.
- Continue taking turns until all matches are found or the set time limit (20-30 minutes) is reached.
- Once all matches are found, tally the points for each team based on the number of matches they collected.