KPR Institute of Engineering and Technology

Learn Beyond   (Autonomous, NAAC "A")

Avinashi Road, Arasur, Coimbatore.

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CS001

NBA Accredited
(CSE, ECE, EEE, MECH, CIVIL)

COMMUNIFEST- ASSOCIATION ACTIVITY

Event No	CS001
Organizing Department	Computer Science and Engineering
Associate Dept. | NSC	CSE Association
Date	26/08/2023
Time	09:00 AM to 10:30 AM
Event Type	Association Activity
Event Level	Dept. Level
Venue	CSE CLASSROOM
Total Participants	37
Faculty - Internal	2
Students - Internal	35

Related SDG

Involved Staffs

SI	Name	Role
1	Kiruthika J Kumarasamy	Coordinator
2	Nisha Soms	Coordinator

Outcome

A word-making game involves creating words from given letters or tiles. The outcome depends on the game's goals: players score points for longer or higher-scoring words, enhancing vocabulary and strategic thinking. These games promote linguistic skills, mental stimulation, and friendly competition, making them both educational and entertaining experiences for participants.

Event Summary

Story-making games combine creativity and language skills. Players collaboratively build a story by contributing sentences or paragraphs based on prompts. This fosters imagination, teamwork, and linguistic dexterity. Each player's input adds to the evolving narrative, often taking unexpected turns.In word games, participants manipulate letters to form words, solving puzzles or competing for points. Scrabble, for example, challenges players to strategically place letters on a board for maximum point gain. These games bolster vocabulary, spelling, and cognitive agility, making them popular for educational purposes.Both story-making and word games offer engaging experiences. Story games encourage cooperative storytelling and spark creativity, while word games stimulate mental prowess by requiring players to form words under various constraints. These games can be enjoyed in various settings, from social gatherings to educational contexts, providing entertainment and fostering linguistic growth simultaneously.**Winning**: In competitive word games, a player or team may win by achieving the highest score, completing a specific objective, or outperforming opponents. For example, in Scrabble, a player wins by having the highest score after all tiles have been used.**Learning**: Many word games are designed to improve players' vocabulary, language skills, and cognitive abilities. Even if there is no clear winner, players can benefit from expanding their word knowledge and mental agility.**Entertainment**: Word games often provide entertainment and mental stimulation. Players enjoy the challenge of solving puzzles, forming words, and interacting with language in unique ways.**Collaboration**: Some word games encourage players to work

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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speak,share,spark

Conducts

COMMUNIFEST

Date : 26.08.2023
Time : 9:30 AM to 10:30 AM
Venue: CSE Classrooms

Register here

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*** END ***