



ST.XAVIER'S COLLEGE, MAPUSA GOA

Report of Activity conducted in the Academic Year 2025-26

Name of Activity	Game Stall – “Guess the Age” & Ball Skill Challenge
Date/Duration	21st February 2026, 9:00AM to 2:00PM
Venue	Startup Street _ College Campus St. Xavier’s College, Mapusa – Goa
Name of organizing Department/Cell	Startup Street Initiative organized by IQAC, IIC, BBA Department with Cell for Entrepreneurship, Incubation and Start-Up, and Training & Placement Cell
In collaboration with	<i>The Science and Technology Club participated as an active contributor by setting up and managing the Game Stall.</i>
Name/s of Faculty Coordinator	Faculty Coordinator:- 1. Ms. Nerisa Lobo(Biotechnology Dept) Student Coordinator:- Mr. Bhikaji Gawade (TYBsc- Electronics) Mr. Eldrich Fernandes (TYBsc- Electronics)
Stratum of Event	College-Level Interdisciplinary Entrepreneurship Activity
Name & details of Resource Person/s If any	—NIL—
Report	<p>As part of the Startup Street initiative promoting innovation and experiential learning, the Science and Technology Club organized an interactive Game Stall integrating cognitive reasoning and applied coordination skills.</p> <p>The stall featured two scientifically designed challenges:</p> <p>1. Cognitive Riddle Challenge – “Guess the Age” Participants interpreted a structured logical puzzle requiring analytical thinking, pattern recognition, numerical reasoning, and critical evaluation. A total of 43+ participants attempted the challenge. The</p>

	<p>final declaration stated:</p> <p><i>“The guesses are in. The truth is out. Age Revealed: 99.”</i></p> <p>The winner, Ms. Sanjana Shirodkar (TYBA), was awarded as a collaborative incentive. The activity encouraged peer discussion and analytical engagement throughout the event.</p> <p>2. Precision Control Ball Mechanism – Coordination & Stability Challenge</p> <p>This physics-based task required participants to maneuver a suspended ball using string control, navigating obstacles and achieving precise placement. The challenge emphasized fine motor coordination, balance, timing, and understanding of motion dynamics, subtly introducing principles of mechanical control and oscillation behavior. Winners received free drinks from the collaborative stall.</p> <p>Overall Impact</p> <p>The stall effectively combined entertainment with scientific engagement, recording strong participation and enthusiastic response from both students and faculty. The initiative successfully demonstrated how simple game mechanics can incorporate cognitive and physical science principles while contributing to the innovative spirit of Startup Street.</p>
Brochure/Poster	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/poster-of-Game-Stall---Guess-the-Age-Ball-Skill-Challenge.pdf
Photographs	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/Photographs-of-Game-Stall---Guess-the-Age-Ball-Skill-Challenge.pdf
List of participants With signatures	https://xavierscollegegoa.ac.in/wp-content/uploads/2026/02/participants-of-Game-Stall---Guess-the-Age-Ball-Skill-Challenge.pdf
Certificate	NA