

An UBA Event

On

“Village Survey & Games: The Giggle Games”

April 29th, 2025
(11:30 AM onwards)

PROGRAMME REPORT

Organized by



Department of Computer Applications in Association with GNIOT
Unnat Bharat Abhiyan

Greater Noida Institute of Technology (GNIOT)

(An Initiative of Ministry of Education, Govt. of India)
Knowledge park-II, Greater Noida- 201308 www.gniot.net.in

COURSE No. & TITLE:

“Village Survey & Games: The Giggle Games”

PARTICIPANTS:

Students of BCA & MCA (1st Year)

OBJECTIVES:

- Community service and experiential learning through village surveys and recreational activities.
- Social awareness, teamwork, and leadership skills among students through interactive village outreach and games.
- Learning with fun by connecting students to rural communities through surveys and joyful activities.

Venue: Bhogpur Dadri, G.B. Nagar

Date: April 29th, 2025

Time: 11:30 AM Onwards

Report

The Department of Computer Applications, in collaboration with Unnat Bharat Abhiyan (UBA), is thrilled to announce a unique initiative—"Village Survey & Games: The Giggle Games"! This exciting event will take place on Tuesday, 29th April 2025 at Bhogpur Dadri, G.B. Nagar, with the aim of bridging communities through engaging activities.

This program is designed to foster community service and experiential learning as students conduct village surveys and participate in recreational activities alongside local residents. The initiative also promotes social awareness, teamwork, and leadership skills, empowering students through interactive outreach and fun-filled games.

The event was coordinated by Ms. Tanu Kumari and Dr. Aditya Kumar, this initiative aims to cultivate social awareness, teamwork, and leadership skills among students while promoting joyful engagement with the local population. By integrating learning with fun, this effort marks a significant step in encouraging meaningful interactions and community development.



**Department of Computer Applications
in association with UBA**

is organising

Village Survey & Games

THE GIGGLE GAMES

Prof (Dr.) Anuranjan Mishra
Dean Innovation

Prof. (Dr.) Saumya Chaturvedi
HOD (DCA)

Event Coordinator: Ms. Tanu Kumari

 **29th April 2025**
09:30 AM Onwards

 **Bhogpur Dadri,**
G.B. Nagar

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FF6V+RQ8, IILM Rd, Knowledge Park II,
Greater Noida, Uttar Pradesh 201310, India
Lat 28.461822 Long 77.494309



Geo-Tagging Camera

2025/04/29 13:24

Bhogpur, Uttar Pradesh, India
FHVW+P3F, Megapolis, Bhogpur, Uttar
Pradesh 203207, India
Lat 28.494648 Long 77.595564



Outcome of the Program

1. Promoted community service and experiential learning by encouraging students to actively engage with rural communities through interactive village surveys and recreational activities, fostering a deeper understanding of real-world challenges and opportunities.
 2. Developed essential skills such as social awareness, teamwork, and leadership by involving students in outreach programs and group-based activities, helping them build confidence, collaboration, and a sense of responsibility toward societal development.
 3. Created a joyful and meaningful learning experience by connecting students with rural communities through fun-filled games and interactive sessions, ensuring that education goes beyond textbooks and translates into engaging, hands-on experiences that encourage empathy and inclusivity.
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