



## GOKARAJU RANGARAJU Institute of Engineering and Technology

Gokaraju Rangaraju Institute of Engineering and Technology (Autonomous), Hyderabad, established in 1997, with a mission to provide quality education with an emphasis on practical skills and social relevance. The college is UGC Autonomous institution affiliated to JNTUH, Hyderabad and is accredited by NAAC with an 'A' Grade. GRIET offers 6 B.Tech and 9 M.Tech programmes. All UG & PG programs are accredited by NBA. College has excellent infrastructure, state of the art labs, R&D activities, qualified faculty from both industry and academia create a conducive teaching learning environment.

### About EDC:

EDC-GRIET was setup in the year 2005 with the vision to develop an ecosystem in the college conducive for students to explore new avenues through innovation and imagination and thereby develop products and services which are useful to the society. The mission of EDC is to increase the number of startups and to instill the ability of enterprising among students.

The Institution has created a conducive ecosystem for Innovations and Entrepreneurship by setting up EDC, E-Cell, Incubation and J-Hub and giving a special course on Entrepreneurship in association with Wadhvani Global University.

### Programme objective:

In compliance with the Work Programme of EDC-GRIET, this activity aims to: i) Promote an exchange of experiences accumulated in various programmes for development of entrepreneurs; ii) Analyse the progress made on entrepreneurship at the regional level, evaluating the causes of its development; iii) Encourage business organization in sectors that represent economic and social opportunities and promote the creation, among other mechanisms in entrepreneurship, of national systems of business incubators; iv) Consider features and prospects for dynamic enterprises; v) Consider and suggest new mechanisms for financing the entrepreneurial process, such as seed capital funds, networks of angel investors and venture capital funds.

The specific objectives of this seminar are as follows:

1. Promotion of business training programmes and national incubation systems in sectors that represent economic and social opportunities in the countries of the region.
2. Conduction of a Regional Seminar-Workshop on entrepreneurship and development of projects for the creation of business incubators in the countries of the region.
3. Identification of successful institutions that promote business development programmes.
4. Dissemination of business development strategies and programmes.

### Programme outcomes

At the end of the workshop students/ faculty will be able to:

- Understand the basic concepts of Entrepreneurship and its Applications to current industry.
- Gain awareness and knowledge on Entrepreneurship.
- Impart Entrepreneurial skills

### Who can participate?

- Students from Engineering Colleges.



## GOKARAJU RANGARAJU Institute of Engineering and Technology (Autonomous)

### 50 Rupee Game By EDC

(06-07 January 2016)

#### REGISTRATION FORM

1. Name : \_\_\_\_\_
2. Designation : \_\_\_\_\_
3. Applicant's Status: Faculty /Student/Technical staff/  
Industry person
4. Institution/Industry: \_\_\_\_\_
5. Educational Qualifications: \_\_\_\_\_
6. Any other information
7. Address for Correspondence with Email id:

Signature of the

applicant



### Declaration

The information provided is true to the best of my knowledge. If selected, I agree to abide by the rules and regulations of the programme and shall attend the programme for the entire duration. I also undertake the responsibility to inform the convener, in case I am unable to attend the programme.

*Signature of the Applicant*

### Registration fee

- Free Registration

### Advisory Committee

Dr. Jandhyala N Murthy      Director , GRIET  
Dr. J Praveen                  Principal, GRIET

### Program Conveners

Dr. D. Sailaja                      Dean EDC  
Dr. Y.J. Nagendra Kumar      Dean Technology-Cell  
G. Pradeep Reddy                J-HUB Coordinator

### Resource Person

Dr.D.Sailaja  
Dean EDC

### Organising Committee

1. Rahul Gouni
2. Lokesh
3. Nikhil
4. Sairaja
5. Sushil
6. Ravi kiran
7. Navya
8. Tasleen
9. Aishwarya
10. Alekhya
11. Kranti

### Communication Address

**Dr. D. Sailaja**  
Dean EDC

**GOKARAJU RANGARAJU**  
Institute of Engineering and Technology  
(Autonomous)  
Bachupally, Kukatapally, Hyderabad-500090. India  
Email: [indiradendukuri@griet.ac.in](mailto:indiradendukuri@griet.ac.in)  
Mobile:9966016412

# 50 Rupee Game By EDC

(06-07 January 2016)

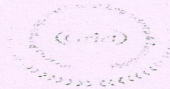


Organized by

Entrepreneur development cell

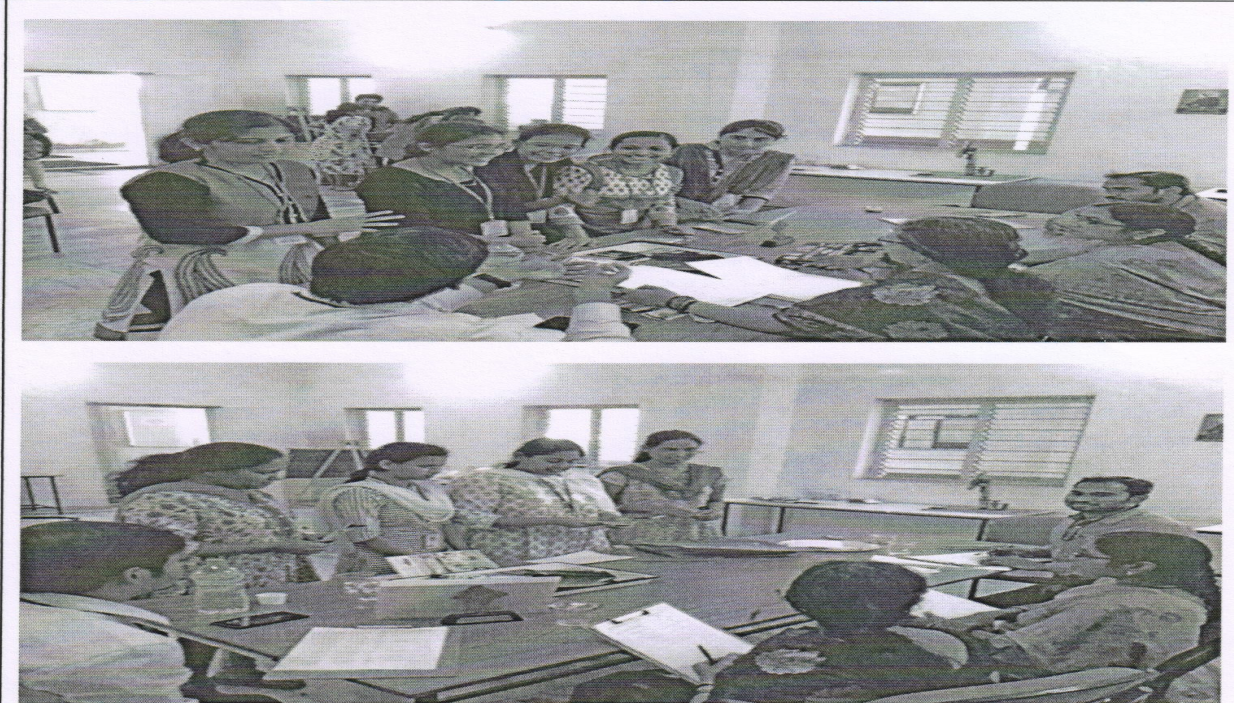
**GOKARAJU RANGARAJU**  
Institute of Engineering and Technology

(Autonomous)  
Bachupally, Hyderabad-500090, India  
Tel+91-7207714440/41  
website: [www.griet.ac.in](http://www.griet.ac.in)



### EVENT SUMMARY REPORT

<b>Griet/Other institutes/Organization Address:</b>	GRIET				
<b>Department</b>	EDC	<b>Professional Body</b>		<b>Institutional Body</b>	
<b>Nature of the Event</b> (Workshop / Seminar / Guest Lecture / Tech Talk/ FDP/GD/ Training Program / Quiz / Presentation/Conference/ Industry Visit/Any Co & Extra curricular Activities)	Competition				
<b>Title / Theme of the Event</b>	50 rupees game				
<b>Details of the Coordinator &amp; Designation</b>	Dr - D. Sailaja				
<b>Event Dates/Days</b>	From	To	No. of Days		
	6-01-16	7-01-16	2		
<b>Details of the Speaker / Guest</b> Organization Address:	-				
<b>Participants</b> (Teaching Faculty / Non-Teaching Faculty / Students)	No. of Faculty	No. of UG students	No. of PG Students	No. of outside participants	Total Participants
	4	20	10	-	34
<b>Faculty Names &amp; Designation</b>	50 rupees game was organised by EDC to encourage creativity, innovation and Entrepreneurship				

<p><b>Summary of the event</b></p>	<p>➤ "50 rupees game was organised by EDC on 6-1-2016 to 7-1-2016 to Encourage Creativity Innovation and Entrepreneurship.</p>
<p><b>Photographs of the event</b></p>	 <p>The top photograph shows a group of approximately ten people, including men and women, sitting around a large table. They appear to be engaged in a game or a collaborative activity, with some looking at papers on the table. The bottom photograph shows a similar scene from a different angle, with people seated around the table, some looking towards the camera and others focused on their work.</p>

Signature of the Dean EDC

*D. And.*

*MC*