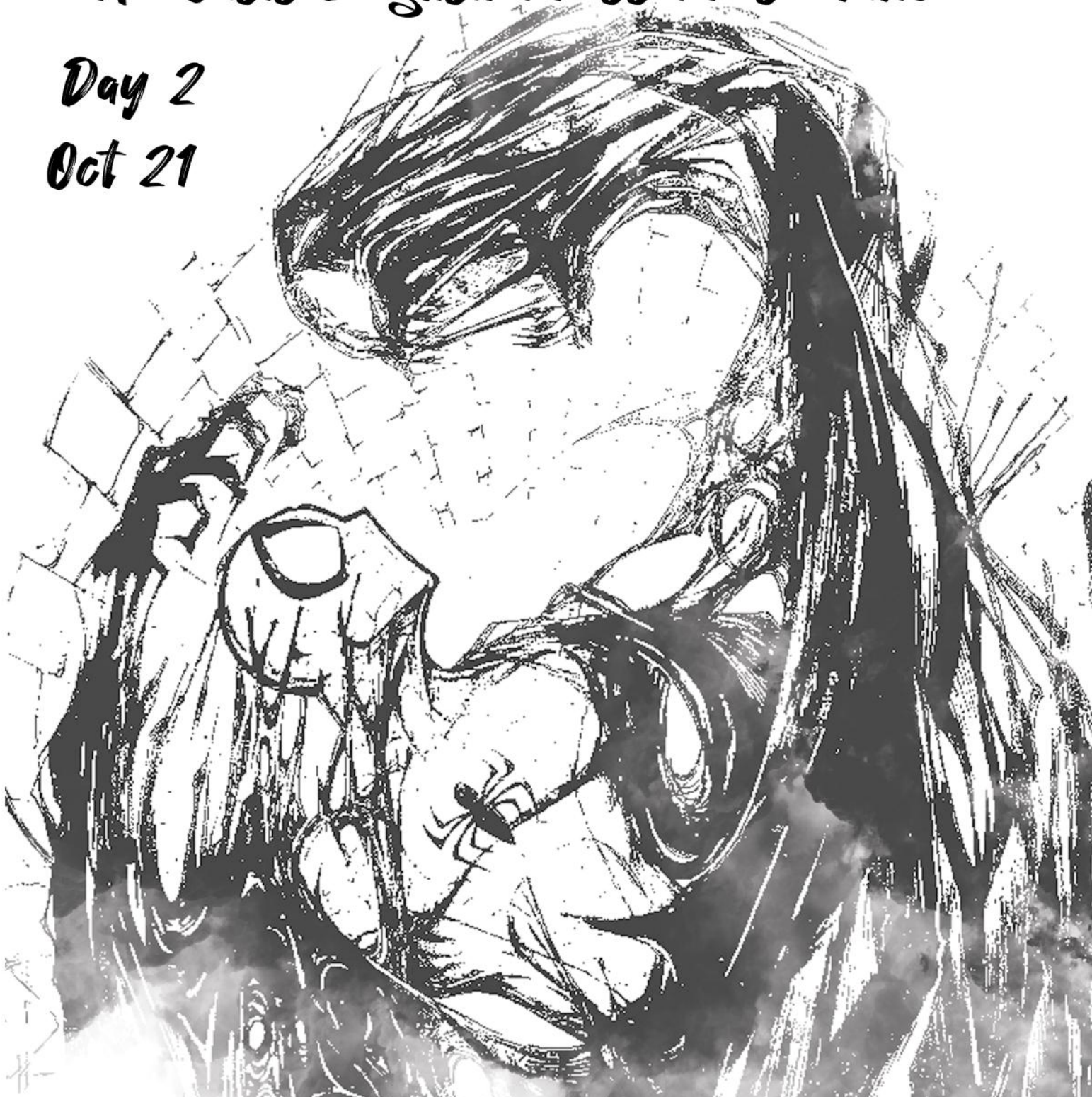


THE PENNING EFFECT

An Oasis English Press Presentation

Day 2

Oct 21



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DAILY**BUGLE**

EDITORIAL

'Would you still pay your college the same amount if all that you get at the end of your stay is the experience?' No degree. No job. Probably, some academic knowledge. Just the memories that you created. Will the memories that you form today be of any significance to you in the future?

Try answering this question—how much of your childhood do you remember? One may have a vague idea of their life as a kid, but it is extremely difficult to recollect the details or the emotions. Sometimes, memorable moments just happen and you have no control over creating them. Five, ten, fifteen years down the line, you may cherish them. However, the pursuit of creating memories usually results in disappointment. Often, the purpose precedes the pursuit and the experience is compromised. By predefining a set of roles and responsibilities to each individual participant in any relationship, the society and the conformists only establish a social institution soaked in expectations and make it a purpose-oriented affair.

To the general reader, the ideas put forward in the text above can seem like garble. But almost all issues faced in a relationship can be attributed to failing to meet expectations. It is this space that I have been trying to escape over the past few months with a few people in my life.

The more you relieve yourself of others' expectations, the lesser is the pressure on you to satisfy them. This directly translates to saving a lot of time in one's life. Sometimes, it may seem

like the only way to escape fulfilling the expectations of a relationship is to call off the relationship entirely, but that is only a small price to pay for salvation.

The ideas presented and the solutions suggested maybe a bit too radical and problem-specific but one can very easily extend this philosophical viewpoint to real-life applications in order to achieve a general state of happiness. If you do not expect anything from anyone, the world can never disappoint you. It might seem like a very hard decision to take, but the hardest choices require the strongest wills.

THE TEAM

Anurup, Nabeel, Smax, Sneha, Vaswani, Vighnesh;

Adhitya, Anuvind, Ardra, Aswin, Divya, Mustansir, Naveen, Swarup, Vidhi;

Abhinav, Aditya, **Anirudh**, Archith, Aswathy, Debarpan, Jai, Jayanth, Roshan, Saksham, Vinay, Yashaswi;

Adit, Anand, Chiraag, Effy, Gandhar, George, Hamza, Mihir, Pranav, Sabhya, Sarthak, Shourya, Shreyasi, Suhaas, Utkarsh;

Abhigya, Akshaya, Ananya, Anirudh, Ayushmaan, Digvijay, Ishan, Lavitra, Siddharth, Tanay, Tejas, Yash.

STAGE PLAY - PART ONE

Can't Rewind Real Life

The Stage Play was held at the Central Auditorium in two phases. The first phase was held from 8 am to 10:30 am, while the second phase was held from 12:30 pm to 2:30 pm. The first phase had teams from the Amity Institute of Biotechnology, Noida and IIT Varanasi participating. The second phase featured teams from Motilal Nehru College and JIMS, Noida. The event was delayed by 45 minutes because the participants of the first team, Amity, were late for the event. Finally, the event began at 8:50 am.

The first play, put up by Amity, focused on the life of a family during the partition of India and Pakistan post Independence. The family consists of a child, his parents, his uncle, his pregnant aunt, and his grandmother. The Partition creates a dilemma for a happy family, who have to go to Pakistan and leave the grandmother behind. Despite a decent show put up by Amity, a few of the audience members were heard criticizing the play because they had seen the plot before. However, there were moments of flair when the emotions of the family were being depicted. They finished their play earlier than the allotted time to scattered applause.

The second team was IIT Varanasi, with a play that revolved around the life of a man who ends up in an old age home. The man, embittered and aloof, eventually opened up to his roommate about his past. His daughter, who had married against his wishes, had died in a car accident for which he blamed his son-in-law. The play depicted his catharsis in finally sharing his experiences and ended with him attaining nirvana and dying a happy man. It received a huge round of applause by the audience, who responded positively to the drama, humour, flashes of romance, and theme. Occasionally, the story seemed to drag for a while, but the performers always appeared in control and managed to put up a magnificent display of their talents.

The second stage also started after a delay due to one of the colleges not arriving on time. By the time the team from Motilal Nehru College began their act, it was 3:00 pm. The Central Auditorium was almost empty with only the first 3 rows being occupied.

The play put up by Motilal Nehru College portrayed

the story of two brothers, with the younger brother suffering from an unspecified mental disorder. Consequently, Ali, the older brother, struggles to marry the girl he loves. The situation worsens when the British government announces the partition of India and Pakistan, and the brothers are forced to flee their village. There were intense monologues in the act and the mood of the performance was tense. Although the audience was largely absorbed in the show, the performance exceeded the allotted time by ten minutes, after which the curtains were closed abruptly in the middle.

The final act of the day, performed by JIMS, Noida, did not go well. Their act featured a deranged woman who murders multiple people. The play begins with two goons entering the lady's house without her permission. During the visit, when one of the goons opens the master bedroom he finds the lady with her previous victim. The revelation leads to a series of murders. The dialogues were not audible and the audience was distracted throughout the performance. At one point, the lead actress made a dramatic lunge towards her final victim, which amused the audience. As the performance finally ended, there was a huge sigh of relief among the audience. Owing to the amount of participation for the event, the event has been split into two legs, the second of which will be held on Day 2.





MOCK POLITIK

Mock Parliament

Realpolitik

Oasis '19 laid the red carpet at 4:00 pm for the debut "Realpolitik" in Oasis on 20th October at NAB 6163. This event was organized by Public Policy Club (PPC) on a small scale independently during the semester, rather than during a fest. PPC aims to keep BITSians informed on Indian governance and public policies rolled out by the government, by rewriting these highly technical documents in layman terms on their pages on various social media platforms.

This participation in this event exceeded the expectations of the club when thirty teams of two to four members enrolled for the event. This event had two rounds: first, a preliminary round, which was a basic quiz round that contained 15 questions, revolving around Indian and international politics. The questions were displayed on the projector screen and an option sheet containing all possible answers was distributed amongst the participants. While the answer sheets were corrected by the organising team, the answers were discussed with the participants. Eight teams were qualified for the final round.

The final round was an auction round similar to an IPL auction. The rules and guidelines for this round were exhaustive and were found highly intriguing by the participants. The participants were provided a list of political leaders, who had specific values for some parameters like popularity and political tact associated with them. Their task was to form an eight member cabinet while strategically spending their initial purse value of 1000 units on bidding for those leaders. Participants had to keep in mind a number of points such as to choose at least one female leader, not to have more than four foreign leaders, and so on.

One interesting feature introduced in the round was RTM—Right To Match, using which one can have the option to buy out a leader who has already been bought through a one-on-one quiz. This made the event more fun as two teams had an intense face-off. Realpolitik was won by a BITSian team composed of Ayush Upadhyay, Himanshu Pandey, Kushal Panday, and Chirag Maheshwari.

Mock Parliament, organised by the Hindi Activities Society, was a head-on debating competition. Taking part in teams of two, participants were divided into three groups for the elimination rounds, with one side from each group qualifying for the finals. For each round, the agenda was decided via a draw of chits, following which teams were given 15 minutes to prepare their arguments. Teams were required to structure their case into a one minute-long opening statement, followed by three minutes of principal arguments and a two-minute rebuttal. They were then required to close their case off by delivering a one minute-long closing statement. With 18 teams registering, the event witnessed an increase in participation from last year.

The elimination rounds featured a knockout format, with the losing teams being successively eliminated until one side remained per group. Motions such as the abrogation of Article 370, legalisation of prostitution, and China's One-Child Policy and its implementation in India were discussed. The last knockout debate saw two teams discussing social media and the impact that it has on democratic institutions. With the proposition suggesting that social media promotes free speech by providing a platform to people to voice and listen to varied opinions, the counterargument from the opposition was that the views of a particular group remain restricted to being heard by members of that group itself, since their posts are only visible to the people who follow them.

The teams comprising Mainak Mandal and Kishan Panpaliya, Siddhant Kharbanda and Raaj Dhanwani, and Dhruv Jain and Saksham Sinha, were the three that qualified for the final round. Three debates, one between each pairing of the three, were conducted and judged by Prof. Madhurima Das. The scores received by each team in the two debates that they took part in were then added to determine their standings. The motions that were put up for debate in the finals related to the AFSPA issue, the Rohingya crisis, and the government's response to the recent automobile slowdown in India. Mainak Mandal and Kishan Panpaliya were adjudged as the winners.

NEON NOIR- HOT TAKES

Crowdsourcing FTW

One may wonder whether the theme is a crucial part of a cultural fest at all. At first glance, it might seem that a fest can function independently of its theme. But the fact remains that the theme forms the basic structure to the fest, and is the skeleton around which the fest is constructed. It also differentiates one edition from the others, as any particular edition is remembered by its theme for all of posterity.

Oasis, now in its 49th year, has had several shifts in the types of its themes, with clear patterns of complexity emerging and dying out. While some years have straightforward one-word themes, some went with quite obscure and vague phrases. For example, going from the simplistic "Magic" and "Fantasy" in the early 90s; to "Apotheosis" and "Nix Periphera" in the early 2000s.

Continuing the running gag (the running theme..?) of daily theme-based pieces, the Oasis English Press has interviewed several BITSians and outstation participants to gain insight into the general interpretation of this year's theme – "Neon Noir".

While many outstation participants (at least the ones who agreed to an interview) marveled at the campus decorations and only answered in the context of the "cool neon aesthetic", the cinephiles among the crowd pointed out how Pilani, far removed from the "reality" of civilisation, would be the perfect setting for a noir movie.

Most BITSians—with most sights and sounds of Oasis being all too familiar—emphasized the confluence of the two words, remarking that neon-noir represents the inherent contradictions that manage to co-exist in the contemporary world, one with abject hunger and abundance, the homeless and the billionaires, and various religions existing at the same time. It also represents the dualist philosophy—where there is darkness, there is light too.

One particularly ecstatic BITSian remarked that many events in Oasis are theme-independent, like

most kernel events and prof shows. Hence, the most significant effect of the theme is on the campus decoration, and deciding on a chief guest for the inauguration ceremony. According to him, the term Neon Noir does not hold much significance, and it is not a legitimate genre of cinema. He stated that "Neon" was clearly present to aid decoration, and "Noir" possibly present to add a cinematic angle, which then justified having Mr. Madhur Bhandarkar as a chief guest, a director who has worked on several gritty, morally ambiguous films. He mentioned that the joining of the two words didn't make sense as noir refers to black and neon is associated with bright colours.

Another BITSian, coming right off the heels of a grueling work session (as was evident from his red eyes) refuted the claim about neon-noir not being a genre, pointing out noir films like Blade Runner and Drive, which utilise the neon aesthetic, and artists like Cliff Martinez and Julian Winding, who are 'exploring and experimenting with the neon vibe mixed with noir undertones'.

Top one-liner explanations of the theme:

Neon Noir? 'That's like, my favourite movie dude.'

Just as noir cinema endings are dependent on what the viewer takes away from the movie, a BITSian's career is dependent on what they take away from their four years in Pilani.

The theme is Neon Noir because neon lights save electricity and climate change is an important issue that needs to be highlighted.



THE OASIS TALK

Jab We Met

The second edition of the Oasis Film Festival started with the inauguration ceremony at the Central Auditorium on the 20th of October. Even though the event was delayed by an hour, the talk given by Imtiaz Ali, the Chief Guest, ensured that the audience was not left dissatisfied.

The event began with a celebration of the twelfth anniversary of Jab We Met, which was marked by a cake-cutting ceremony. This was followed by the Lighting of the Lamp, after which the second edition of the Film Festival was declared open. The talk given by Imtiaz Ali saw a clumsy start, with the mic failing to turn on, but Ali managed to brush it off by saying, 'I guess it wasn't meant to be.' He further proceeded to break the ice by taking a hit at the current gender ratio at Oasis, and sarcastically noted how it was finally 'enough to work with' for the boys.

Ali categorised his talk into four broad, loosely-related parts which he hoped would provide a glimpse into his life as a director, theatre artist and a small-town man. He started off by narrating his experience of bagging his first movie—Socha Na Tha. It was when he was directing TV serials that he got pitched the concept of a telefilm consisting of three separate parts by Star TV. However, due to unfortunate circumstances, Star revoked the offer.

He eventually got a chance to pitch the idea to Sunny Deol who was enthusiastic about producing the film. However, the production of the film took over five years to complete due to constant budget constraints they were faced with. It was during these five years that he came up with the storyline for some of his most acclaimed works—Jab We Met, Cocktail, and Highway.

He then went on to talk about the time he visited Piloni twenty-five years ago when he was called to judge street plays. He reminisced about the 'Bohemian-lifestyle' prevalent in Oasis back then and—much to the amusement of the entire audience—added, 'Whatever you guys are up to, I've done far worse things.' He expressed how at-home he felt when being with a bunch of

'strange' people who were in the 'same state as him'. This kind of freedom, he insisted, is the true spirit of Oasis. He then urged everyone to lead their lives with a similar spirit of freedom and do all kinds of things, except the 'illegal ones'.

The third topic Ali spoke on is Tamasha—one movie he believed the audience could relate to the most. He talked about how the movie was essentially conceptualised when he was just a small boy, staring out the window while travelling by train. While he was doing so, he could visualise his alternate self—someone who was silent, free and wild—running across the train in the opposite direction.

This person, though unlike himself in real life, represented his true, raw self. Through this, he came up with the concept Tamasha is based on—Don't allow yourself to get chained, let your true self run wild.

He then proceeded to talk about The Great Indian Railways, and why his movies have been heavily influenced by them. The kind of interactions one has with such a broad spectrum of people is something that can never be achieved by travelling by aeroplane, neither can one explore the diversity in geography that exists in our country.

He then went on to expose the flaw in peoples' concept of productivity and how at times it is essential to halt every so often. Ali then went on a different train of thought and stressed how important it is to read newspapers even though 'one can't change anything in this country at this point.' He then went on to say that we live in a capitalistic society, one that feeds on the 'click and share' culture.

The society we live in is obsessed with the mainstream and this makes it imperative for people to make an effort to identify subjects with depth.

The final topic Ali explored is the impact that peoples' opinions on his movies have on him. He first started off with Rockstar—a move which was very well received by the audience. The movie brought about extreme emotions in people, so much so that a girl once came up to him and told him, 'Don't listen to these bastards, make more movies like Rockstar.' Tamasha was another movie which opened to polarising reactions. A notable reaction to it was of an elderly woman's, who walked up to Ali and said, 'You should have made Tamasha years ago, it's too late now.' This struck a chord in him and made him realise the kind of impact his work can have on people.

He concluded with a story from when Tamasha had come out. Someone had commented on his Facebook page that Tamasha wasn't good because that person had a tough time understanding it. Others replied saying that the person just wasn't smart enough to understand it. This episode was an eye-opener for him. He realised that his movies had begun to cater only a small fraction while he strongly believes that cinema should be for everyone.

The talk was followed by the question hour which, due to the time constraints, was limited to just a single question. On being asked about the evolution of Indian cinema, Ali said that the greatest form of evolution took place when TV came to India. In recent times, one can see that the audience is progressing faster than the film-makers, a trend which was earlier absent.

Lastly, the winner of the BITS Embryo Contest, Abhishek, got the opportunity to present his letter to Ali, who highlighted its key elements— Kareena Kapoor, Jab We Met, Sadda Haq, and something about him being a great director.



TREASURE HUNT

The Real Treasure was the Friends We Made Along the Way

The Informalz Treasure Hunt (T-Hunt) is one of the most popular and eagerly awaited events of Oasis. Starting at 12 am, the massive treasure hunt spans more than seven hours containing five clues of increasing difficulty. In order to polarize the over 100 teams that initially registered, the treasure hunt contained extremely complex and layered clues, containing both auditory and visual elements, designed to baffle the participants at every level.

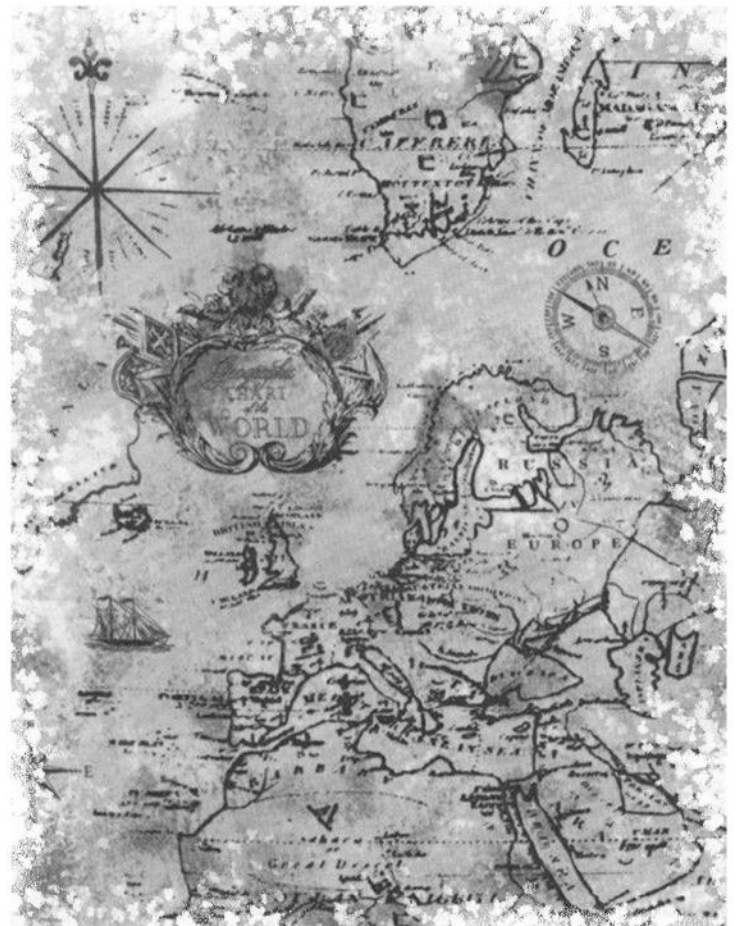
After a standard one-and-a-half hour delay, 110 copies of the first clue were given out to the participants. The first clue contained a printed puzzle along with a video display projected on a large screen and required the use of a map of the campus. It took an average of one-and-a-half hours to solve, with the first seventy teams to solve the puzzle progressing to the second round. The second round consisted of a completely sit-down clue, and was equally baffling, requiring the Informalz volunteers to provide several hints to solve. This clue functioned to further reduce the participants to only 40 teams.

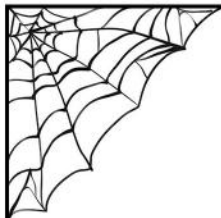
The third clue was divided into five parts and was the first clue that required the participants to leave the FD-2 QT. The clues were mostly pictorial and auditory, and required the teams to find a connection between five seemingly unrelated pictures or clips, and then use a modified map of the BITS campus to move from point to point. It took them from the statue of Sardar Vallabhbhai Patel to Jawed Habib and then back to FD-2, encountering three other locations on the way. The third clue of the T-Hunt is usually the "control clue" according to Informalz traditions and drastically reduced the number of participants.

With only eight teams in the running for the glory (and cash prize) of winning the treasure hunt, the competition was high, and the atmosphere was tense. The teams quickened their pace as they reached the penultimate clue, that employed the use of chess, constellations, and crafts in its three parts. The second part, which they found at the Saraswati Temple, used the "Star Walk" app to draw a shape in the sky according to a story

provided. The third part required participants to cut and fold the clue-sheet according to the instructions given and thus solve the visual clue that was created. Finally, this ended with only two teams progressing to the fifth and final round of the T-Hunt.

The fifth clue was apparently so complex that only one member of Informalz was able to understand it. It used several mythological and ancient maps as well as a general trade route marked atlas. It also integrated the Oasis theme 'Neon Noir' with the use of lasers and mirrors to spell out the final answer. The excitement of the participants was evident throughout the event from the very first clue, as the teams ran from location to location and worked out each layer. This baffling treasure hunt tested the teams' brain-power and patience, making even participation a truly enjoyable experience.





DAN DEACON

I Grave More Rave

The headliner for the English Prof Show, electronic indie artist Dan Deacon, was an unknown commodity to most BITSians when first announced. However, by the time he walked up to his console, a significant crowd was already milling around the stage. The audience had been warmed up by the opening act for the night, an all-BITSian garage rock band called Iyer's Filter Coffee. The campus connect was immediately evident as the vocalist wore an old Rocktaves hoodie. The band performed a mix of original compositions and old favourites, and for their last track were joined by Deacon in an impromptu photography session.

Coming back to the star of the night, Dan Deacon started off energetically and kept up the intensity throughout his performance. His music included the usage of distorted vocals and exceptionally heavy bass, the kind of which made the stage shake.

Known for keeping his audience engaged, the

CHOREO FINALS

Dance is one of the many artforms featured in Oasis and Choreo allows colleges to showcase their skills on the dance floor while weaving together a narrative. Along with the hosts, six other teams were competing, each given a ten-minute slot. Despite an unexpected delay in the start of the event, the audience participation remained unaffected.

First up was IIT Delhi, who despite their long-standing rivalry with BITS Pilani, received a warm reception from the audience. Battling inner demons formed the core message of their performance, and their usage of lift moves kept the audience engaged. Next up was Kiriori Mal College, who told the story of Lakshmi—the acid attack survivor turned activist. Her story of being attacked while only a minor and subsequent struggle to raise awareness for acid-attack victims made for an inspiring tale. The crowd favourite, BITS Pilani, chose to re-enact Abhimanyu's heroic entry and entrapment into the Chakravyuha, and the audience were vocal in their approval of the performance.

Lady Shri Ram College portrayed the life of a sex worker, with an empowering message of letting

singer made the audience play a variety of games.

He instructed the crowd to make formations and picked out individual members to engage in dance-offs. There were no losers in these competitions as everyone seemed to have fun. A lot of effort had gone into the setting up of lights before the performance, with Deacon personally supervising the placement of the lamps and the overall aesthetic.

Most members of the crowd probably expected conventional EDM but were in for a far more psychedelic experience—clearly not everyone's cup of tea. Deacon's second last song was about America being 'selfish, isolationist and not understanding that the world was a part of a continuum,' and he claimed he didn't feel those "deep divisions" in India. After the completion of his performance, he was gracious enough to thank everyone who worked for the event, starting from students who had organised the event to the employees who had helped with the set-up.

one's own satisfaction take precedence over societal views. Their act included aerial moves which drew gasps from several onlookers. The event culminated with a chilling performance by the Hindu College, re-living the persecution and killings of several women in the infamous Salem Witch Trials of 1692.

All the performances primarily comprised of contemporary moves with flashes of fusion. The teams did their best to incorporate neon noir into their acts, and the usage of neon lights lent a surreal feel to some of the performances. 'The blend of moves pleasing to one's eye and a theme to think about is what makes this event so special,' claimed one member of BITS Pilani's Dance Club. A dancer from Lady Shri Ram College said that while they might have cracked a few bones perfecting their performance, they were really pleased with their act as it was the first competition they attended as part of the college dance society. The contingent from Hindu College was declared the winner, with IIT Delhi coming in second.

While the event was deemed a success, the organizers believed that an increase in participation would further enhance the level of competition.



GAME ROOM

Pro Gamer Move

Game Room, conducted by the Anime Club, was a tournament consisting of four rounds beginning with Minority Rule, which required participants to answer general yes-or-no questions. Their answers were collected secretly and those who answered in the minority were awarded points.

The second round involved three different card games—River UNO, Mindf**k, and Minimize. River UNO involves a river of four UNO cards per player in addition to a hand of five cards. The player is allowed to exchange a card from his hand with a card from the river after every turn, thus adding a new element to the classic game.

Mindf**k is a card game involving four players, played with a modified set of playing cards. Each player's hand consists of three cards, along with a draw pile. The objective of the game is to minimize the sum of the face value of the cards.

Minimize in essence is similar to Mindf**k, the difference being that Minimize continues for multiple rounds, ending only when a player's sum stacks up to 40.

The third round was a strategy game called 'Tower Game'. This game involves four players and a judge. Each player starts with 50 points and is supposed to attack/defend against other players on each turn. The winner is the player with the most points when someone reaches zero.

The final round was a card game called 'Judgement', played with a normal deck of cards. There are 13 rounds in the game and the number of cards per hand varies in each round, going from one to seven and then back to one. Players bet the exact number of rounds that they expect to win, and incur a penalty for losing the bet.

Although significant delays arose due to a small number of playing tables for round two, the crowd thoroughly enjoyed the games and participated in plenty of them.

ADMAD

Capitalist-in-Training

AdMad, an event hosted by Communo, was a competition where the participating teams were required to enact an advertisement for an unconventional product and the team with the best pitched product winning. Teams of 2-4 members were put through two rounds—a short quiz for elimination and the top ten qualifying for the finals. The quiz consisted of 25 riddles to be completed in 25 minutes with the answers being various items. In the finals, each team was given a certain unconventional product and within 10 minutes, the teams were to make a three-minute ad to sell their product to the audience.

Although the event looked to be a flop due to an initial lack of turnout, after 15 minutes of waiting, the room was bustling with teams. At the start of the event, there was no more space in the room and a few teams, as a result, decided to back out. Some teams, which had come with only two members tried to combine with other teams to increase their odds of survival. With the room full, a large amount of commotion had begun and confusion set in as the organisers was failing control the room.

The quiz was deceptively simple, with the occasional question leaving the teams scratching their heads while other questions required minimal thinking to answer. The round had continued with a similar level of noise with all the teams had dwelling into loud conversations to figure out the answers and a few teams just decided to assert dominance. Once the first round was over, some teams simply chose to leave. The remaining teams which failed to qualify decided not to spectate and slowly left during the short break.

The final round had teams make ads on objects such as 'used socks' and 'three legged chair'. Although the concept of the final round was interesting, the participating teams put up performances ranging from mediocre but dedicated to unbearable-to-watch. The event abruptly ended with only five out of the 10 qualified teams participating in the final round.

PROTEST OUT OF WASTE

No More Waste! No More Waste!

The Renewable Energy Club organised “Protest out of Waste”, an innovative contest where contestants created art-pieces based on Neon Noir, in teams of five or six. The contest was an attempt to promote the use of energy-efficient and eco-friendly products among students.

While only five teams showed up initially, participation increased as the event progressed. Each team was allotted virtual currency worth 180 bucks, which could be redeemed to buy waste products, like plastic bottles and metal pieces, required to make artworks. The contest began at 7 PM with a round of brainstorming before the implementation round began.

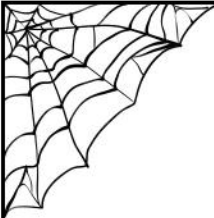
Throughout the event, teams played a series of games to win extra virtual currency. The first game, “Blow The Ball”, involved one team member blowing balloons across cold-drink cans, which were then collected in a plastic cup by another team member. In a game titled “Paper Dance”, two members from each team had to dance on a newspaper sheet which kept getting smaller after each round. The winning team won currency worth 250 bucks, while lower ranking teams were given 220, 200 and 180 bucks. In another game titled “Push-ups”, one member from each team did push-ups. The teams were awarded currency based on the number of push-ups they did.

In “Catch the Balloon”, two members from each team passed a water-filled balloon like one would pass a volleyball, while slowly moving away from each other. While some teams participated in all the games with full enthusiasm to earn currency, others adopted a different strategy of not participating in the game and judiciously using their initial amount.

Towards the end of the event, the organisers added a twist to the game by announcing a sale, where waste items were sold at lower prices. This came as an advantage to the remaining teams, as most teams had given up and left. Upon the completion of the games, the teams prepared to wrap up and gave their works a finishing touch. The teams also prepared write-ups explaining the correlation of their artwork with the theme of the fest.

Speaking to the press, Shubham, a participant, said, ‘The event went well, it was great fun participating. The idea of utilizing waste material came out to be productive and the games filled the event with enthusiasm and team spirit.’ Sharing his experience, Utkarsh Dixit—a member of REC—said, ‘I’ve been conducting this event for three years in a row. Since Oasis is about having fun, we try to have an amalgamation of fun, art, and creativity with a tinge of technology involved.’





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