

THE GALACTIC ESCAPE

For a long time now, entrepreneurial history has told the most volatile of stories. Empires that collapsed for no reason. Misjudged plans and wrong reactions. But it is also the best proof of how to learn from your past. It is a tale that narrates the most inspiring success stories of today.

Before stepping into this mysteriously exciting business world, we find it all the more important to become a ready human to face all challenges the corporate throws at us!
Innoverse presents THE GALACTIC ESCAPE!

Explaining the Event:

1. The event will be divided into 2 rounds: Prelims and Finals. 6
2. Teams will qualify the preliminary round to enter the final round.
3. Students from grades 9 - 12 are eligible for participation.
4. A team may have a maximum of 3 students.
5. Prelims and Final rounds of the event will be conducted on the same day.

PRELIMS:

AIM: TO DEAL WITH A CRISIS.

- Each team will be provided with 1 case file, containing a case study about a series of hypothetical events that may lead to the collapse of an existing conglomerate.
- The teams will have 1.5 hours to analyse the case study and determine the action plan they wish to pursue as top level managers of the company to prevent an almost inevitable collapse.
- Teams will be permitted to use devices to type the decided action plan.
- They are not allowed to use the internet for any purpose. Use of phones and chat GPT is strictly prohibited.
- Within these 1.5 hours, they must prepare a project report. The project report must enlist:
 - Not more than two pages analysing the crisis situation.
 - Possible solutions that can prevent the winding up.
- The project report must be of a minimum 7 pages of pure content, excluding the cover page and index. They may use graphs to make the content more impactful.
- The report must be typed in a word document format Times New Roman size 14.

After the report is ready, it must be mailed to an E-mail ID which will be provided on the day of the competition.

- The Internet will be provided only for mailing the report by school volunteers. Students must bring their own laptop for the same. JUDGEMENT CRITERIA:

1. Analysis
2. Knowledge
3. Overall Presentation
4. Overall Impact

FINALS:

- 6 teams will qualify for the final round.
- Each team will be allocated 1 room for the start and given the “Commencement clue.”
- Similar to a real life escape room, the teams must locate all the business related clues spread within and determine a numeric password to escape the given room.
- The first team to escape will be declared the winner
- The teams will have 1.5 hours to escape the room.
- Use of all electronic devices is prohibited. Students must figure the clues out on the basis of their own knowledge.
- It is advisable that no participant of the Escape Rooms have any claustrophobic tendencies or an acute fear of the dark or jump scares.

ANY TEAM FOUND VIOLATING THE RULES WILL BE IMMEDIATELY DISQUALIFIED. We hope this event will give you an insight into the reality of the business world, and prepare you to make real time decisions in the future.