



Dhruva 2025 - SQUID GAME

Academic Year: 2024-2025

Name of Event: SQUID GAME

Topic: Report for the Squid game conducted during Dhruva 2025

Name of the Staff Coordinator: Prof. Dia Magnani & Prof. Poonam Deokar

Name of the Student Coordinator: Jessica Antony

Date of the Event: 30th of January

Time of the event: 2-3pm

Venue: Outside canteen in Parking area

Number of Participants: 47

Number of Teams: Individual Participation

Activity Description in detail:

The Squid Game event was conducted with enthusiastic participation from approximately 45 students. Each participant paid a nominal fee of 80, and the event was supported by 10 volunteers who assisted in managing the games and ensuring smooth execution. The competition consisted of four challenging rounds, each designed to test different skills such as agility, teamwork, strategy, and precision. The rounds were structured as elimination stages, gradually narrowing down the participants until only one winner remained.

Round 1: Red Light, Green Light (Pose Edition)

Duration: 30 minutes

Format: Individual game

Elimination round

In this classic game with a unique twist, participants had to move forward when the caller announced "Green Light" and freeze in a specific pose when "Red Light" was called. However, unlike the traditional version, players were required to hold their designated pose for a full minute. If any movement was detected or a participant failed to maintain the pose, they were eliminated. The assigned poses varied and included:

- **Animal Pose** – Players had to imitate an animal stance.
- **Squat Pose** – Participants had to stay in a low squat position.
- **Couple Pose** – Players had to pair up and hold a synchronized pose together.

The game tested endurance, balance, and concentration. At the end of the round, 18 participants successfully maintained their poses and advanced to the next stage.



Round 1: - Couple Pose

Round 2: Paper Straw Game

Duration: 20 minutes

Format: Team-based game (Teams of 6)

Props: 50 straws, 10 paper cups

Elimination: 2 teams eliminated (12 players)

In this round, participants were divided into three teams, each consisting of six players. The objective was to pass a paper cup along a line of team members using only paper straws, ensuring that the cup did not fall. The challenge required teamwork, coordination, and steady hand-eye control.

The first team to successfully pass the cup along the entire line without dropping it won the game, while the other two teams were eliminated. The winning team of six participants proceeded to the next round.



Round 2 :- Passing the cup through straw



Round 3: Even or Odd

Duration: 10 minutes

Format: One-on-one game

Props: 10 marbles

Elimination: 3 players

This round was inspired by the classic “Stone, Paper, Scissors” game. Participants played in pairs, where each player had to guess whether their opponent was holding an even or odd number of marbles. The game was conducted in a best-of-three format, ensuring that luck and strategy both played a role in determining the winners.

The three players who lost in this challenge were eliminated, leaving only three finalists for the ultimate showdown.

Round 4: Final Round – Gonggi (Marble Game)

Duration: 10 minutes

Format: Individual challenge

Props: Small stones/marbles

Objective: Pick the maximum number of marbles within the given time

The final three players competed in a traditional children's game called Gonggi. Each player was given one minute to pick up as many marbles as possible while following the game's specific rules of throwing, catching, and gathering the stones. This game tested reflexes, precision, and coordination.

At the end of this intense round, the player who collected the highest number of marbles emerged as the ultimate winner, claiming the championship title and the Squid Game trophy.

Event Photos:



Round 1: Couple Pose

Start of game



Winner Of Squid Game 2025