Department of Information Technology

Activity Report

Social Event

Academic Year: 2020-21

Semester: I

Name of Event: Social Event

Date of Conduction: 27th November and 28th November 2020

Time: 6:00 PM to 11:00 PM

Targeted Audience: NA

Number of Participants: 20

Venue: Sasoon Hospital

Topic: Charity Gaming – Play for a Cause

Resource Person: NA

Coordinator: Prof.Manjusha Amritkar

Objectives:

To get awareness about the societal problems

Outcomes:

Students will come to know societal issues and in turn their responsibilities.

Activity Description:

The spread of Covid-19 has affected many lives across the globe. With the help of donations from generous donors we provided help to the needy people.

We organized a Gaming Event named "**Charity Gaming – Play for a Cause**!" on 7th& 8th November. The funds we received from this Event were then used to help needy people. We organized our **Social Event** with the help of **Donate Aid Society-Sevadeep Organization** in which we provided one time meal for the relatives of COVID Patients at **Sassoon Hospital**, Pune on 27th and 28th November.

We provided Cooked Food- Chapati, Sabji, Rice, Dal and Laddoo.

In the end it was a well-executed event and we truly thank our donators.

Event Photos:

Serving food at Sasoon hospital