

Report on MASTACOM'19

Departments of Mathematics, Statistics and Computer Science of Mata Sundri College for Women, University of Delhi jointly organized the annual departmental one-day long event- MASTACOM'19 on 19th January 2019 from 10:00 AM to 4:00PM.

The event commenced at 10:00 AM in Mata Sahib Kaur Auditorium with inauguration ceremony that began with the College prayer, followed by welcome and introduction of the two Guest Speakers for the event, Prof. D. K. Lobiyal and Prof. Shobha Bagai by Ms Sonia Aneja, teacher-in-charge of Department of Mathematics. Dr. Harpreet Kaur, Principal, Mata Sundri College for Women, University of Delhi, in her welcome address, motivated the participants to make full utilization of the technical talks. She explained how the applications of mathematical concepts can be seen in the architectural design of Golden temple and other monuments. The event was attended by more than 250 students and faculty members.

The first technical talk was on "Mobile Communication", presented by Prof. D. K. Lobiyal, Dean, School of Computer & Systems Sciences, Jawaharlal Nehru University. In an informative session, he elaborated on the basic working, technologies and challenges of mobile communication, along with the brief history and applications of wireless networks. In the second talk titled "Problem-based learning in Mathematics", delivered by Prof. Shobha Bagai, Professor, Cluster Innovation Centre, University of Delhi, the focus was on helping the students learn about a subject through the experience of analyzing, discussing and solving a real-world problem. She discussed about the concept of Principal Component Analysis and the Lights out game. Some of the problems she discussed were taken up during the teaching assignment at Cluster Innovation Center. She emphasized how these problems led to research at undergraduate level. The talks concluded with an interactive session between the students and the speakers, followed by vote of thanks.

The talks were followed by a refreshment break for the students as well as the faculty members. Then, Mastacom'19 proceeded with six fun-filled events, with two each, conducted in parallel. Student-volunteers organized the events well, under the guidance of their Faculty coordinators. The students actively participated in these activity-based events, and showed much enthusiasm. The registration for the events began almost a week earlier. Each event had 2 prizes, one for the Winner and the second one for the runners up.

Following is the list of events with their rounds:

Event name	Event Time	Event Summary
MATH -[] RATE : A MATHEMATICAL QUIZ	1:00 – 2:00 PM	A total of 18 teams, with 2 members each, participated in it. It began with a Prelims round consisting of MCQs, on the basis of which 10 teams qualified for Round-1, the Logical round. Then, 7 teams made it to Round-2 which was the Visual round. 5 teams reached the Final Round named “Take your pick”. It was a blend of entertainment and enrichment of knowledge.
COOK - A – DOODLE	1:00 – 2:00 PM	It involved the use of artistic skills of students and encouraged them to use their imagination. There were 18 participants who were given “career” as the word to include in their creativity.
MATHEMATICAL TAMBOLA	2:00 – 3:00 PM	Mathematical equations were given which participants had to solve to get the number for tambola. Overall, 50 students participated in it. It tested the problem solving ability and cognitive skills of participants.
MINUTE TO WIN IT	2:00 – 3:00 PM	A total of 13 teams, with 2 members each, participated in it. One minute was given to each team, to guess a clue, match the clock, and sell a product, thereby; making many interesting rounds that even the judges enjoyed watching. It indeed involved the skill of time management by the team members.
TREASURE HUNT	3:00 – 4:00 PM	It was a time-bound activity and 28 teams, with 3 members each, participated in it. There were three rounds, with elimination in each round. Various parts of college premises were used to place the clues. Students worked with verve and vigour to reach the next clue. It involved tremendous team work and coordination among the team members.
CLICK YOUR HUNT	3:00 – 4:00 PM	There were 14 teams, each having 3 participants. The three rounds made the students buzz their brains, solve the riddles and click the clues, followed by a fun-game to play.