



EVENT REPORT



Name of the Event:

Story-A-Thon – Short Play & Storytelling

Date:24/01/2026

Time:

2:00 PM – 5:00 PM

Venue:

VLTC L206

Organized By:

Debate Club

Organising Team Members:

Shubham Ranaut

Shreya Goyal

Event Winners



Winners:

- Syed Shavez Jafar(1st)
- Anuj Dawar(2nd)
- Mahak Jain(3rd)



Special Mention Winners:

- Harshit Agrawal
- Uttam Rathore
- Vansh Kasliwal
- Chetan Goyal
- Nandini

- Sourav Talania
- Terrance Borar

Judges:

- **Vedika Malpani (Joint Secretary)**
 - **Mahi Somani**
-

1. Introduction

The Debate Club successfully organized a creative and engaging event titled **“Story-A-Thon – Short Play & Storytelling”**, aimed at fostering storytelling skills, theatrical expression, and creative communication among students.

The event provided participants with a unique platform to explore spontaneity, imagination, and expressive performance through short plays and individual storytelling. By combining dramatics with narrative creativity, the event encouraged participants to think beyond conventional formats and showcase originality on stage.

2. Objectives of the Event

The key objectives of the event were:

- To develop storytelling and theatrical communication skills
 - To encourage creativity and imagination under time constraints
 - To promote teamwork, confidence, and expressive performance
 - To provide an engaging creative platform beyond traditional debate formats
-

3. Event Concept and Theme

The event was centered around **creative storytelling and dramatic performance**, where participants were challenged to transform random elements into meaningful and entertaining narratives.

The core theme of the event revolved around:

- Creativity under constraints
- Genre contrast (for example, serious themes presented humorously)
- Expressive performance with strong audience impact

This format tested not only imagination but also adaptability, collaboration, and stage presence.

4. Event Structure

The competition was conducted in **two rounds**, each designed to assess different aspects of creativity, performance, and storytelling ability.

5. Round 1: Short Play (Team Round)

Format:

Team-based

Total Participants: 50

Team Size:

4 members per team

Preparation:

- 15 minutes of common preparation time
- After preparation, participants were seated randomly and not with their respective teams

Task:

- Each team was given a set of random words
- A contrasting genre was assigned
- Teams were required to perform a short play or dialogue using **all the given words**

Performance Details:

- Time limit: **3–5 minutes per team** (strictly timed)
- Teams performing in the first three slots received bonus points

Judging Criteria:

Judges selected **two members from each team** based on:

- Creativity
 - Performance quality
 - Expression and overall impact
-

6. Round 2: Final Round (Individual Storytelling)

Format: Individual

Finalists:

16 participants

Preparation:

- 5 minutes of preparation time
- Use of smartphones was not allowed
- Conducted in batches of participants

Task:

- Each participant received **10–12 random words**
- Participants were required to create and narrate an original story incorporating all the words

Presentation Time:

- **3 minutes per participant**
-

7. Awards and Recognition

- 🏆 **Top Winners** were awarded for exceptional creativity, storytelling depth, and expressive performance
- ★ **Special Mentions** were given to participants who demonstrated strong stage presence and originality

Awards were decided based on creativity, narrative coherence, expression, and overall impact.

8. Feedback and Outcome

Story-A-Thon – Short Play & Storytelling proved to be a highly successful and memorable event. Both judges and the audience appreciated the innovative format, engaging performances, and the balance between structure and creative freedom.

The event significantly contributed to improving participants' communication skills, confidence, creativity, and stage presence. The enthusiastic participation and positive feedback reflected the overall success of the event.

9. Suggestions for Future Editions

- Increasing the number of participating teams
- Improving transitions between rounds for smoother flow
- Introducing light technical support to enhance stage performances







