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PRESENTS

PROFESSIONAL C A T A L Y S T

14
DEC 2025

09:00AM
ONWARDS



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PROFESSIONAL C A T A L Y S T



- Build a transformative platform connecting professionals across industries.
- Foster collaboration, innovation, and growth through knowledge exchange.
- Inspire entrepreneurial thinking via panels, sessions, and open discussions.
- Turn conversations into collaborations and ideas into action.

OBJECTIVE



- To be a premier hub for professional networking and learning.
- Redefine networking into meaningful, purpose-driven connections.
- Bridge talent, opportunity, and ideas across diverse fields.
- Create a future-ready community that inspires and empowers.

VISION



- Open to all professionals, from entrepreneurs to early achievers.
- Ideal for those who want to socialise with purpose and connect meaningfully.
- Welcomes participants from any industry or background.
- Join if you believe every interaction can spark opportunity.

WHO CAN PARTICIPATE



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ACTUARIAL SCIENCE

ACTIVITY 1

ACTUARIAL BINGO

Start your journey into the world of risk with a twist. Get ready for a fun, fast-paced icebreaker that blends actuarial curiosity with unexpected connections. It's your chance to mingle, laugh, and uncover surprising commonalities - all while setting the stage for an unforgettable day of games, strategy, and surprises.

Are you ready to call out "Bingo!" the actuarial way?

ACTIVITY 2

CLAIM OR NO CLAIM

A high-stakes game of probability, protection, and pure nerve!

Think you can outsmart uncertainty? Before you dive into Dice & Decisions, take on this thrilling pre-event challenge inspired by Deal or No Deal. Here's what to expect:

- Start with a set pool of virtual capital - your financial lifeline.
- Open briefcases to reveal Claims (losses) or No Claims (profits).
- Choose whether to buy insurance to protect your capital or risk it all for higher rewards.
- Decide when to walk away or keep playing - every move shapes your final outcome.
- The capital you're left with becomes your starting currency for the main board game!

Fast-paced, strategic, and unpredictable - Claim or No Claim will test your instincts, nerve, and ability to balance risk with reward.

ACTIVITY 3

DICE & DECISIONS

Where actuarial science meets adventure!

Now that you've earned your starting capital, it's time to roll the dice on risk. In this life-size experiential board game, you'll:

- Move across a giant game board that brings actuarial science to life.
- Face real-world inspired challenges, quirky scenarios, and chance events.
- Tackle dilemmas around pricing, probability, and unexpected claims.
- Work as a team to strategize, make smart moves, and outthink uncertainty.
- Compete in a fast-paced, surprise-filled race that tests your actuarial thinking.

Dice & Decisions proves that actuarial science isn't just about numbers - it's about mastering the game of uncertainty with logic, teamwork, and a little bit of luck!



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CAPITAL MARKETS

ACTIVITY 1

EQUITY RESEARCH COMPETITION

- **Event Duration:** 5-6 Hours
- **Audience:** 50 Participants (Students + Professionals)
- **Format:** Teams of 5 | Judges: 3 Industry Experts

ACTIVITY 2

EVENT TIMELINE

- | | |
|---|--|
| Introduction & Briefing | : Welcome address, rules, judging criteria, company allocation & learning objectives. |
| Research & Analysis Phase (Team Round) | : Teams analyze assigned company & prepare slides/report. Mentors/ judges interact for guidance |
| Team Presentations | : Each team presents (7-8 mins + 3 mins Q&A). Every member must contribute. Countdown timer visible. |
| Individual Skill Round | : Short test on capital markets, valuation & financial analysis. Separate prizes for top performers. |
| Interactive Quiz / Polls | : Fun quick quiz for audience engagement & market insights. |
| Awards & Feedback | : Winner announcements, judge insights & key takeaways. |

ACTIVITY 3

TEAM TASK OVERVIEW

- Analyze the assigned company. Likely a popular new age company to analyze for each team.
- **Prepare 5-7 slides covering:**
 - Company Overview
 - Financial Analysis
 - Competitive advantage (Moat)
 - Risk Factors & Governance
 - Valuation & Recommendation (Buy/Hold/Sell)
 - 1 Out-of-the-Box Analysis Slide

ACTIVITY 4

KEY TIPS

- Focus on reasoning, not just numbers.
- Manage time efficiently — visible countdown during presentations.
- Keep slides crisp, data-backed & visually clean.
- Engage with judges & peers — Great learning experience for all participants

ACTIVITY 5

NOTES

- Internet access will be provided to all the teams. Participants will have to carry their own laptops for research.
- 1 volunteer will be assigned per team to assist and guide them



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CHARTERED ACCOUNTANCY

ACTIVITY 1

DECIPHER OR DEPRECIATE

A fast-paced quiz where teams will be tested on their financial acumen across three rounds

ACTIVITY 2

THE CA GRID CHALLENGE

A challenging & dynamic team based activity in a quiz-bowl like format.

- **Teams navigate a score:** based question grid, selecting questions from CA subjects and point levels. Higher points mean tougher questions — and higher rewards.

Each team performs a short comic “CA Life” sketch to earn redemption points— encouraging participation, creativity, and confidence.

ACTIVITY 3

SINK OR SYNDICATE

Teams act as business founders, analysing case studies of companies given to them with financial issues and pitching their business solutions to seek funds to a judging panel in classic “Shark Tank” format.



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CIVIL SERVICES

ACTIVITY 1

HOW DO YOU APPEAR, PREPARE, AND SUCCEED?

Preparation Roadmap: Prelims → Mains → Interview - Phase-wise strategy, time planning, and avoiding common pitfalls

Beyond IAS/IPS/IRS: Exploring UPSC's Diverse Services - Exploring lesser-known impactful roles and aligning them with personal aspirations

Trusted Learning Sources & Information Filtering: Smart reading: key newspapers, govt portals, and insights from Mann Ki Baat

Mentorship & Support Ecosystem: Leveraging JATF and E-SVADHYAYA for effective aspirant support

Interactive Q&A and Doubt Clearing Session: Personalized guidance and myth-busting session

ACTIVITY 2

POLICY FORMATION TO EXECUTION - A PRACTICAL DISCUSSION

“From Policy Formation to Implementation and Execution” A hands-on simulation where participants step into the shoes of civil servants to tackle pressing policy challenges.

- Be divided into 5 groups, each assigned a real-life administrative issue.
- Assume the role of officers responsible for policy design, ethical evaluation, and implementation strategy of problem presented.
- Present their policy proposals, followed by a moderated discussion and feedback session.

Education Reform: Evaluate higher education relevance and propose reforms for future societal and economic needs

Social Media & Time Management: Harness social media for civic learning while promoting digital discipline

Civic Sense & Discipline: Develop campaigns promoting civic responsibility through education, nudges, and enforcement

Parenting & Social Behaviour: Study family influence on societal values and propose policies to support parenting

Jain Principles in Policy Making: Apply Jain ethics—Ahimsa, Aparigraha, Satya—to governance with compassion, sustainability, and truth

ACTIVITY 3

REAL - LIFE DIALOGUE: INSIGHTS FROM THE SERVICES

Interactive Dialogue with Civil Servants: A moderated exchange with IAS, IPS, and IRS officers, offering real insights from administration and policy making through guided discussion.

Open-Floor Reflections: Participants share views and questions, fostering a two-way dialogue for deeper understanding.

On-Ground Challenges: Discuss real issues faced in public service and how officers balance duty, trust, and practical realities.

Career Motivations: Discover what inspires and sustains individuals in their journey of public service.

Sustaining Values: Reinforce the principles of integrity, empathy, and accountability in governance.



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CONTENT CREATION

ACTIVITY 1

ELECTRIFYING SPEED INTRODUCTIONS

- Deliver a 20-second content creator intro with energy, humour, or drama
- Best intros receive a shout-out from the hosts

ACTIVITY 2

SKIT SURGE—UNLEASH YOUR CREATIVE GENIUS

- Teams perform a 90-second improv skit using surprise prompts (e.g., quirky products or wild mashups)
- Most entertaining performance wins the “Breakout Skit Creator” title

ACTIVITY 3

CREATOR'S STREET—RANDOM ACTS OF CONTENT

- Unscripted lunchtime fun with creative prompts
- **Examples:**
- “Ask five strangers their secret talents”
- “Find the oddest snack and review it”
- Spontaneous encounters are filmed and highlighted
- Encourages connection, ice-breaking, and creativity

ACTIVITY 4

TRENDING REEL SHOWDOWN

- Teams create a 30–60 second reel within a time limit
- Reels based on trending challenges (e.g., viral dances, meme reinventions)
- Best videos are premiered live
- Top reels may be featured on event socials for influencer bragging rights

ACTIVITY 5

LIMITLESS LAUGHTER—LIMITED WORDS COMMENTARY

- Teams of five compete in a fast-paced finale
- Provide live commentary on a video clip using a word count relay
- Funniest and most creative team wins
- Highlights quick thinking, humour, and teamwork



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DATA ENGINEERING & PROMPT ENGINEERING

ACTIVITY 1

THE BRAINWAVE BATTLE – DECODE THE DATA!

- Duration: 10–15 mins
- Individual round testing AI IQ, analytical thinking, and data reasoning.
- Participants answer a mix of questions on data analytics, prompt logic, and data flow puzzles.
- Challenges include decoding prompts, identifying patterns, and solving short AI-based quiz.

ACTIVITY 2

APP & ANTHEM – BUILD IT, BRAND IT!

- Duration: 90 mins (45 mins creation + 45 mins demo)
- Teams of 3–5 participants.
- Each team builds a mini AI-based no-code app and creates a short anthem or jingle using AI tools to market it.
- Encourages creativity, storytelling, and integration of tech with branding.
- App ideas can focus on productivity, social good, or fun innovation.
- Teams present their app and anthem before judges.

ACTIVITY 3

DECODE & DELIVER – THE DATA CHRONICLES

- Duration: 75 mins (60 mins analysis + 15 mins presentation)
- Teams of 3–5 participants.
- A real-world data analytics simulation where teams analyze raw datasets to uncover insights and trends.
- Participants use Excel, Power BI, or Python to clean, visualize, and interpret data.
- The goal is to convert raw numbers into clear stories and actionable insights.
- Teams present findings and recommendations in a short presentation.



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DENTISTRY

ACTIVITY 1

THE DENTAL VERDICT

- Teams of 5 participants each.
- Two teams get the same case study.
- 15–20 mins to prepare a treatment plan.
- Teams present and debate their approaches.
- Judged on logic, quality, and justification.
- Best team wins the round.
- **Example:** 10 teams → 5 case studies (2 teams per case).

ACTIVITY 2

THE TOOTH TANK

- Focus: Thinking beyond the clinic.
- Teams create a unique dental business/startup idea — clinic chain, product, tech solution, or innovation.
- Plans must include: Concept, costing, marketing, scalability & expansion strategy.
- 20 mins prep time.
- Presented before a panel of a senior dentist and a CA/business expert.
- **Objective:** Encourages participants to think like dental entrepreneurs.

ACTIVITY 3

DENTERTAINMENT

- Fun skit round showing the humorous side of dentistry.
- **Themes based on quirky patient types:** Overdramatic, Google-expert, scared child, gossiping auntie, or impatient businessman.
- 10 mins prep + 3mins performance.
- Props provided for creativity.
- Audience voting decides the winner (no judges).
- **Objective:** Celebrate the lighter side of dental life through laughter & creativity.

ACTIVITY 4

MIND EXTRACTION

- **Buzzer round:** First to press answers. | Correct → earns points; Wrong → loses points.
- Teams compete through 5 levels of difficulty (5 questions each).
- Points: - L1 → 10 | L2 → 20 | L3 → 30 | L4 → 40 | L5 → 50
- Questions range from simple to analytical.
- **Fair play:** No team can answer more than 2 correct in a row.
- **Objective:** Tests knowledge, reflexes & strategy while ensuring equal participation.



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DIGITAL MARKETING MAESTRO

ACTIVITY 1

"ROAST THE AD!" – THE COMIC AD CHALLENGE

Teams will be given a product or brand and must create a 2–3 minute comic act or skit that humorously "roasts" it — while still promoting it effectively. The goal is to blend humor and marketing, parodying ad clichés or brand tropes in a way that leaves the audience laughing yet remembering the product positively.

ACTIVITY 2

"THE BUDGET BOOSTER QUIZ"

Each team begins with a ₹5,00,000 virtual budget and answers 10 quiz questions on digital marketing, trends, and strategy. Every correct answer earns ₹50,000, helping them boost their campaign budget up to ₹10,00,000. This round tests knowledge, speed, and strategic thinking, setting the stage for the final challenge.

ACTIVITY 3

"PITCH PERFECT" – THE 360° DIGITAL MARKETING CHALLENGE

Using their earned budget, teams must design a 360° campaign for an assigned brand.

- Create one key social media post (static or reel concept)
- Build a 7-day content calendar
- Develop a social strategy (objectives, tone, platform mix, influencer plan)
- Allocate ad spends across Facebook & Instagram
- Present expected reach and engagement metrics

OUTCOME

The team that best combines creativity, strategic insight, and practical execution will be crowned Digital Marketing Maestro 2025 — the ultimate title of marketing brilliance!



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INTERIOR DESIGN AND ARCHITECTURE

ACTIVITY 1

DESIGNING GRAND SPACES THE VAASTU WAY

Teams of five will be assigned to design unique projects across various categories including commercial spaces such as malls, residential villas, and healthcare facilities while ensuring that all layouts comply with Vaastu principles. Each team will also be responsible for conceptualizing and designing the façade for their respective project.

ACTIVITY 2

THE DESIGN DILEMMA: SOLVE & INNOVATE

Teams will face real-world design challenges, collaborating to brainstorm and deliver innovative solutions. Put your creativity and problem-solving skills to the test and showcase your design brilliance!

ACTIVITY 3

INDIA 2.0: DESIGNING THE NEXT GLOBAL METROPOLIS

Teams will design a 150 sq. studio apartment, creatively integrating modern amenities and contemporary aesthetics.

ACTIVITY 4

AI + DESIGN HACKATHON

The teams will use AI creatively by giving it the right prompts and ideas to help bring their project concepts to life, designing spaces that meet the given requirements.



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JEWELLERY DESIGNING

ACTIVITY 1

THE CONCEPT CANVAS CHAOS: SKETCH & CONCEPT STICKY CHALLENGE

(Focus: Rapid Concept Ideation & Collaboration)

- **Theme and Constraint:** Must adhere strictly to the given theme (e.g., "Techno-Elegance") and material/design constraint (e.g., "max 3 materials").
- **Initial Brainstorm:** Rapidly develop 5 distinct ideas as a group.
- **Team Size:** Teams of 4-6 people.
- **Visual Inspiration:** Create a Mood Board and an Inspiration Board.
- **Personal Touch:** Include a Doodle of your Imagination.
- **Final Output:** Select one best idea and present it in a 3-sketch mini-portfolio.

ACTIVITY 2

The Fanciful Fabrication Fiasco: Imagination & Storytelling Sketch DRAMA

(Focus: Imaginative Thinking & Narrative Design)

- **Storytelling Focus :** The jewellery concept must tell a compelling story.
- **Core Sketches :** Freehand sketch a main piece and two supporting pieces.
- **Narrative Element:** Write a short narrative (sound bite) explaining the story.
- **Visual Detail :** Produce an annotated, sketch-based rendering for clarity and technical notes.

ACTIVITY 3

SELL IT, SKETCH IT, SHOW IT: MERCHANDISING & RENDERING SPRINT

(Focus: Market Viability & Rendering Quality)

- **Merchandising Focus:** Design must demonstrate market sense and commercial viability ("Sell It").
- **Aesthetic Guide:** Develop a detailed Mood Board reflecting the target market/style.
- **Visual Quality:** Deliver high-quality renderings of the pieces ("Sketch It").

ACTIVITY 4

THE BENCH BOSS BLITZ: PRODUCTION KNOWLEDGE & REAL-TIME PROBLEM SOLVING

(Focus: Technical Production & Business Acumen)

- **Scenario Analysis :** Thoroughly analyze the live technical production scenario (e.g., weight/material constraints for a 50-piece run).
- **Technical Plan :** Provide a detailed, step-by-step Production Plan.
- **Financial Detail :** Include a comprehensive Bill of Materials (BOM).
- **Risk Management :** Clearly identify all potential risk areas.
- **Problem Solving :** Propose a justified alternative solution if the initial constraints cannot be met.
- **Final Output :** Present findings in a 10-12 slide final presentation to the Main Jury, followed by a live Q&A.



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LAW

ACTIVITY 1

PRE-EVENT: WEBINAR SERIES



45 MINS

Objective – Build awareness, engagement, and organic leads before the main event.

Shortlisted Topics:

- ESG – Voluntary Practice to Norm
- Life of Litigating Lawyer vs In-house Counsel
- Challenges & Opportunities

OUTCOME

Knowledge sharing, visibility for the event, and audience community creation.

ACTIVITY 2

SAVE A WORLD WAR IN JUST A MINUTE



45-50MINS

Format: International JAM (Just-A-Minute) simulation on global legal & social issues.

- **Teams:** 8 Nations (6–7 members each) with roles – Lawyer Politician, Diplomat, Researcher, Civilian, Negotiator.
- **Flow :** 3 world topics released → 10 mins research time.
- Moderator conducts JAM discussions.
- Participants debate & defend national standpoints.

HIGHLIGHTS

Random team allocation via globe selection.

OBJECTIVE

Build articulation, research, and reasoning skills.

ACTIVITY 3

LEGAL JEOPARDY



45-50MINS

- **Concept:** Law-based quiz inspired by Jeopardy format.
- **Categories:** Corporate Law | Criminal Law | SEBI | Tax | Civil.
- **Levels:** 100–700 points (easy → difficult).
- Teams pick category & point value (without seeing the question).
- Correct answers earn points; failed ones pass to next team.

OBJECTIVE

Test legal knowledge, spontaneity & teamwork.

ACTIVITY 4

MOOT COURT – “THE FINAL VERDICT”



90 MINS

- 5 Judges | 20 Lawyers | 5 Witnesses | 5 Reporters | 5 Clerks | 10 Jury Members.
- Role Allotment – 10 mins
- Case Brief Reading – 10 mins
- Argument Relay – 30 mins
- Witness Cross-Examination – 15 mins
- Judgment & Jury Vote – 15 mins

OUTCOME

Practical exposure to courtroom dynamics & ethics.



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PSYCONNECT

ACTIVITY 1

MANOMANIACS

KBC ka format, therapy ka touch aur dimaag ka overload - welcome to the wildest psych showdown ever!

- Kick things off with a high-energy quiz that blends theory, trivia and teamwork.
- Think fast, laugh hard and trust your instincts - because here, every answer counts and every mind matters.
- Each team has 5-6 members and the top 35 contestants advance to Round 2.

ACTIVITY 2

THE MIND COURT

Think you've solved it? Present your psychological verdict, but beware... the courtroom of minds is open for crossfire!

- Now it's time to step into the courtroom of psychology. You'll be handed real-world inspired cases - ethical dilemmas, behavioral mysteries or therapy challenges.
- Analyze. Diagnose. Defend. And be ready for objections, counterarguments and dramatic debates as you make your case before the jury.
- The top 20 participants move to Round 3.

ACTIVITY 3

UNDERCOVER MASTERMIND

When every clue points to the mind, can you think like a killer before the next move is made?

- Welcome to the *Grand finale* - a psychological murder mystery where logic meets intuition.
- Decode behaviors, analyze motives, and uncover the truth using psychology as your ultimate weapon.
- Only the sharpest, calmest, and most creative minds will crack the case.
- The top 3 participants emerge as our official winners!