

10 YEARS
OF UNIVERSITY
RECOGNITION
20 YEARS OF
ACADEMIC
EXCELLENCE



REVA
UNIVERSITY
Bengaluru, India



*Khel
Khoj* ◆◆◆◆



**Unleashing the
traditional spirit**

A celebration of Indian
Indigenous games



About REVA University

REVA University is a State Private University established in Karnataka State under the Government of Karnataka Act No. 13 in the year 2013 in Bengaluru, the IT capital of India. REVA University is recognised by the University Grants Commission (UGC) and is approved by the AICTE (All India Council for Technical Education) and is accredited by NAAC. As per the QS Asian University Rankings 2023, REVA is ranked 6th among State Private Universities in Karnataka and 47th in India.

REVA University prides itself in contributing to every student's holistic development. The University currently offers 41 full-time Under Graduate Programmes, 32 full-time Post Graduate programmes, 18 PhD programmes, and certification and diploma programmes. The University offers programmes under the faculty of Engineering, Architecture, Science and Technology, Commerce, Management Studies, Law, Arts & Humanities, and Performing Arts & Indic Studies. Courses are offered in Certificate/Diploma and Post Graduate Diploma too. REVA University facilitates research leading to a Doctoral Degree in all disciplines. The programmes offered by REVA University are well-planned and designed based on methodical analysis and research with an emphasis on knowledge assimilation, practical applications, hands-on training, global and industrial relevance, and their social significance.

The University is spread over 45 acres of land and has a sprawling green campus. In less than a decade, REVA University, Bengaluru, has established itself as a leader in the field of education by earning recognition as a forward-thinking institution across all disciplines. With state-of-the-art infrastructure, the University has created a vibrant academic environment conducive to higher learning and research. This includes 200 smart classrooms that support blended learning, real-industry-like labs that foster on-the-job learning in students, a tech-enabled library with over 1 lakh collection of books, and most importantly, modern pedagogy. In addition to this, the physical infrastructure includes outdoor classrooms, sports grounds, a professional gym, open study parks for peer learning, and a food court that has been countered by popular food chains. REVA currently has numerous students on campus that come from all around the country. The campus has exclusive Halls of Residence which provides comfortable accommodation for boys and girls,

apart from catering to the needs of all cuisine and ensuring adequate amenities are provided to make their stay an extended home. The programs offered by REVA University are well planned and defined after a detailed study of the industrial need, social relevance, and global job markets. Highly qualified and experienced faculty and scholars from reputed universities /institutions, and experts from industries and business sectors have contributed to preparing schemes of instruction and curricula for these programs. The Choice-Based Credit System and Continuous Assessment Grading Pattern (CBCS – CAGP) of education are in place in all the programmes to facilitate students to opt for the subjects of their choice in addition to the core subject of study. The system also allows moving forward under the fast track for those who have the capabilities to surpass others.

REVA University has initiated many supportive measures such as bridge courses, special coaching, remedial classes, etc., for slow learners to give them needed input and build in them confidence and courage to move forward and accomplish success in their careers. The Training & Placement Cell sets specific goals so that the students are equipped and become the preferred choice for major companies and industries.

REVA University has a Career Development Centre that assists students in choosing the right career path through interest mapping and training for experts and imbibing skills so that they are well-equipped during the transition from campus to corporate. With the aim of creating mutual value in the educational ecosystem, REVA has a University Industry Interaction Centre (UIIC) that acts as the strategic centre to promote collaboration among academicians, scientists, and industrialists, thereby broadening the scope of innovation and entrepreneurship ecosystem.

REVA also has added a social dimension to its corporate initiatives. REVA has now moved on to become a Social Impact University and has aligned with the United Nations Sustainable Development Goals by developing projects like Jagruti, Abhivridhi, Vanamahotsava, Education on Wheels, Panchavaktram, Abhivyakti, Nyaya Darshana, Samavesha, Pragna among others. Through these projects, REVA makes sure that they are making a difference in the social and economic well-being of the communities through teaching, research, social activities and other programmes.

Since its inception, REVA continues to strive to be the top education destination in India, offering the country's most advanced and futuristic education. With the current trends in mind, REVA moulds students to work in a post-pandemic world and adjust to the new ways of work culture.



Chancellor's Message

India's rich Indian heritage and culture speaks volumes about the deep-rooted rituals and lifestyles that we follow to date. Amongst the volumes of our tradition lies embedded our fondness for sports and games like archery, hunting as a sport, wrestling, martial arts, and warfare techniques that stemmed from these traditional games. Since I was a kid, I've been fascinated by these games, and REVA University came up with a unique initiative that transports you back in time with Khel Khoj.

With the passing of years and with the advent of technology in our lives, we have forgotten most of these games. I think Khel Khoj is the best opportunity to bring back these games that lost their sheen and disappeared from memory. Also, NEP 2020 talks about how higher education institutions should bring innovative changes to the curriculum. In addition to Pancavaktram, Samaavesha, Nyaya Darshana, and numerous more initiatives of this nature, Khel Khoj represents our attempt to revive and refresh indigenous games.

As one of the pioneers in higher education, I believe that Khel Khoj is of tremendous significance in today's context. My heartfelt wishes to the whole team for coming up with such an initiative that aligns with SDGs, Indian Knowledge System, G20 Presidency and NEP 2020.

I wish the entire team behind Khel Khoj all the best and I hope this becomes an annual event, thereby creating awareness in society. Let us collectively bring back the age-old games and a bit of our childhood. My best wishes to the team again!

Best regards,
Dr P Shyama Raju



Pro Chancellor's Message

Being on the ground, in the open, soaking in the dust and grime and sweat: Sports and games have a special charm of their own. It brings in camaraderie, teamwork, focus and more than anything health and fitness among students and adults alike. I am always amazed by sports and games and I cannot be but thrilled and see them in full fledge at REVA University in the form of Khel Khoj. Khoj means search and this was indeed a search for the ancient games. Our epics mentioned some of the games like the dice, and the chausar. But we never got to see them. Some of us or our parents got to play a modified version of such games. But the youth never got a chance to play it. The effort, through Khel Khoj, is to recreate such games and give students and the youth a historical trip to our rich heritage.

Since Universities are the largest bodies of student populace, I believe that it is the best hub to procreate some of the facets of Indian Knowledge System. It is that time when the nation has to align with G20 and promote our heritage. This is what REVA University is attempting to do: Revive and Replay the games of the past for today's youth through Khel Khoj.

I would like to extend my heartfelt congratulations to the whole Khel Khoj team for organising an event of such stature. It is a matter of pride and honour that students and youth participated enthusiastically in the event held in campus. I hope we maintain this momentum and make this an annual event.

We conducted Khel Khoj in alignment with the Indian Knowledge System, G20 Presidency and SDGs and also encouraging games among the youth. As one of the pioneers in higher education, the REVA team behind Khel Khoj worked hard to spread these messages among the youth. I believe Khel Khoj is just the beginning and there are many more to come. I am very proud of the sports team of REVA and the entire fraternity for having thought of such a novel idea like Khel Khoj and showcasing this to all educational institutions.

I wish the whole team behind Khel Khoj all the best.

Let's REVIVE, REPLAY and REJOICE with Khel Khoj.

Best Regards,
Umesh Raju

Sustainability @ REVA

REVA is one of the few Multidisciplinary Universities in the country which has adopted the SDG goals as part of the journey towards emerging as a Social Impact University. REVA University has in alignment with the NEP 2020 built in the road map of the University focusing on four SDGs of prime focus: SDG IV, SDG V, SDG XI and SDG XVII. In keeping with this aspiration of the Prime Minister, as a pioneer in Higher Education and with the potential and capability to bring about change NEP 2020 talks in detail about how art institutions must take the lead to bring innovative changes in the curriculum, by incorporating its suggestions and making a creative change in the education policy. The primary objective of the SDGs at REVA University is to disseminate through dance and art forms, and by actions on field, the alignment with the SDGs globally where all the stakeholders will be involved in the task of ensuring these goals are met with. The geographical coverage encompasses the entire country and with the aspiration of reaching efforts beyond the country. Accordingly, the University has aligned with the United Nations Sustainable Development Goals by developing various projects. The University has conducted a series of events like Jagruti & Abhivridhi towards the adoption of villages and their development; Abhivyakti towards support to K 12 education; Vanamahotsava, towards sustaining the climate; Pragna towards civic responsibility; Nyaya Darshana towards empowering women lawyers; Samaavesha towards inclusivity of transgender and Panchavaktram towards spreading the Indian Knowledge System through the rich Indian dance and heritage. Through these initiatives, REVA aspires to become a Social Impact University by developing a social connection with leadership qualities, ethical and moral values, research culture, and innovative skills through higher education of global standards.



In August 2021, REVA University launched 'REVA Vanamahotsava', a novel initiative as part of the University Social Responsibility to plant 15,000 saplings in the State. REVA has aligned with the United Nations Sustainable Development Goal 13, which focuses on Climate Action. Under this Initiative, the institution launched the 'One Student, One Tree' campaign, which aims to build a clean and green environment with the active involvement of students. The initiative, with support from students and faculty, is REVA's commitment to environmental conservation and the reduction of global warming. Additionally, the AICTE, which is a regulatory body recommends that every University should conduct a plantation drive.

The goal of Vanamahotsava at REVA University clearly states that each student will participate in planting a sapling and maintaining the same. The students have clear guidelines set that for at least the first two years following planting, they must take care of these plants. The plantation drive was carried out in association with the BBMP, and saplings were planted in pockets of forest areas, where there was lack of greenery. The impact of this initiative has been

seen in many other local colleges and societies participating in the drive. Through this initiative, REVA University has become a part of the larger goal of increasing the resilience of ecosystems, minimising climate change effects and buying people and the first two years following planting, they must take care of these plants. The plantation drive was carried out in association with the BBMP, and saplings were planted in pockets of forest areas, where there was lack of greenery. The impact of this initiative has been seen in many other local colleges and societies participating in the drive. Through this initiative, REVA University has become a part of the larger goal of increasing the resilience of ecosystems, minimising climate change effects and buying people and government time to adapt to changing conditions.

Hospitals such as Aster Group of Hospitals also partnered with REVA in several tree planting drives held. The action plan is to reach more than 25000 planting of saplings to add to the greenery of the country and in various parts of the city by 2024.



pañchavaktraṃ Pañcavaktraṃ

Pañcavaktra (Panchavaktram) is a production by the School of Performing Arts & Indic Studies that highlights the five faces of Śiva – Sadāśiva and elaborates on them through significant stories from Indian mythology. The five faces are Sadyojāta, Vāmadeva, Aghora, Tatpuru a, and Eśāna and they are embodied through the five elements of nature or the Pañcabhūta – Bhūmi, Jala, Agni, Vāyu, and Akāśa, and present the world with the idea of creation with grace, dissolution with preservation, the experience of the unseen and the embrace of the infinite sky. The production showcases how the five elements superimpose each other with ease in their existence and movement creating harmony and balance in nature.

This production is of tremendous significance in the contemporary context. Our ancient treatises and texts chronicle a progressive and “woke” India that is gender-sensitive. The fact that the Lord Siva as Ardhanārīśvara encompasses the male and the female as two halves of the ultimate whole, the total of which is an all-embracing concept of gender and sexuality that existed long before these genders were separated brutally. The piece showcases the confluence of the five elements of Nature that are an integral part of the Indian spiritual identity. Our Vedic gods themselves were incarnations of different aspects of nature.

Like the black-and-white fate of a colourful flower that blooms at midnight, nature and all its beings had been in a tug of war with a world that sees reality only in black and white; as two opposites, always in contradiction and disagreement. The Śiva Puranas, written more than 1000 years ago, shed light and show the people of the modern world, a path towards unity and sustainability in creation. ‘Ardha’, ‘Nari’, and ‘Ishwara’ combine to form one of the many forms that Shiva transforms into - Ardhanarishwara. This androgynous deity is the inspiration and source of varied perception that is required in the present day.

The Ardhanarishwara, blessed with a complete experience of the masculine and the feminine, Puru a and Prak ti, unified with ease and amalgamated to form a complete being that the world has pulled apart making both parts weak. The principle of sexes exists in a unified form in

nature and transcends the manmade distinction and limitation of sex. The woman becomes shakti for men without whom they become shava or cease to exist. Purush becomes the source of creation and Prakriti becomes creation itself. The five elements of bhumī, agni, vayu, jala, and akasha are Prakriti but Shiva is also considered the embodiment of these panchatattvas.

The five faces of Shiva- Sadyojāta, Vāmadeva, Aghora, Tatpuru a and Eśāna, embodied through the five elements of nature or the Pañcabhūta – Bhūmi, Jala, Agni, Vāyu, and Akāśa, respectively, present the world with the idea of creation with grace, dissolution with preservation, the experience of the unseen and the embrace of the infinite sky. The production showcases how the five elements superimpose each other with ease in their existence and movement creating harmony and balance in nature. Humans, unaware of the importance of ancient thought have time and again interfered with this balance. This production bridges the gap between the audience who live amidst the smog of global warming, extensive urbanization, and natural resource depletion, and the age-old tradition that has enlightening tales of sustainable development, harmonious living, and the importance of nature.

Vamadeva (“lovely, pleasing”), the controlling Lord of Vishnu, is the aspect of Siva that wields the power of preservation. He is related to the sphere of water (jala mandala), and His Panchakshara Mantra syllable is Ma.

Sadyojata (“quickly birthing”), the controlling Lord of Brahma, is the aspect of Siva that wields the power of creation. His direction is west, He is related to the sphere of the earth (prithivi mandala) and His Panchakshara Mantra syllable is Na.

Aghora (“non-terrifying”), the controlling Lord of Rudra, is the aspect of Siva that wields the power of dissolution. His direction is south, He is related to the sphere of fire (agni mandala), and His Panchakshara Mantra syllable is Si.

Tatpurusha (“supreme soul”), the controlling Lord of Maheshvara, is the aspect of Siva that wields the power of obscurity. His direction is east, He is related to the sphere of air (vayu mandala), and His Panchakshara Mantra syllable is Va.

Ishana (“ruler”), the controlling Lord of Sadasiva, is the aspect of Siva that wields the power of revelation. His direction is upward, He is related to the sphere of ether (akasha mandala), and His Panchakshara Mantra syllable is Ya.



SAMAAVESHA is aligned with SDG#5 (Gender Equality) and SDG#10 (Reduced Inequalities). As a pioneer in Higher Education and with the potential and capability to bring about change, REVA University has taken it upon itself to disseminate through such inclusivity programs, the message of the need for promoting equal rights, responsibilities, and opportunities to people of all gender – women, men, and the queer.

The School of Arts, Humanities and Social Sciences hosted 'SAMAAVESHA', a program on inclusivity and diversity, focused on gender

equality. The program hosted Karnataka Rajyotsava awardee Dr. Akkai Padmashali, well-known transgender activist, who delivered a talk on 'HER STORY'. The program also witnessed a solo theatre performance by Smt. Nayana J. Sooda on the life of Dr. Akkai Padmashali, written and directed by Shri. Belur Raghunandan. The program was conceptualized with the objective of promoting human rights, inclusivity, and diversity as a way of our life. It also aims at facilitating education on queer life, queer rights, and legal scenario related to the LGBTQ+ people in India.



REVA University is hosting “Nyaya Darshana”, a social awareness campaign, especially among women, who are comparatively fewer in number in the domain of law. “Nyaya Darshana” as the name suggests is a series of events that contributes to the social development and betterment of society in alignment with the United Nations Sustainable Development Goals IV, V, and XI.

The term ‘Nyaya’ refers to justice and ‘Darshana’ means vision. Accordingly, “Nyaya Darshana” is an initiative of the School of Legal Studies with the following objectives:

- To imbibe moral and ethical values amongst the young aspirants of law along with the study of law

- To ensure a sense of social responsibility in the students and enable them to participate in national and global responsibilities
- Align with SDGs IV (Quality Education), V (Gender Equality) and XVII (Partnerships for the Goals) in accordance with the NEP 2020 for Higher Education

As part of Nyaya Darshana, REVA conducted a series of lecture series and activities in the villages adopted by the REVA School of Legal Studies. The School of Legal Studies collaborated and partnered with judges, political leaders, and advocates through the Legal aid centre and as part of the Probono activities organised a series of lectures.

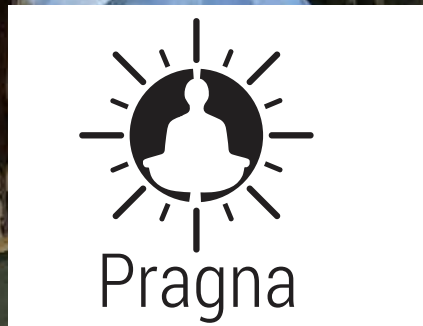
The School has established Pro Bono Club under the Nyaya Bandhu (Pro Bono Legal Services) scheme of the Central Government. The main objective of the club is to reach the grassroots to increase access to justice to the underprivileged section of society. In fact, the Ministry of Law and Justice, Department of Justice appreciated the efforts put in by the School of Legal Studies and also gave it widespread publicity through their Facebook and LinkedIn handles.

As the next step towards reaching out to the youth of all Law Schools in the city and also outside the city of Bengaluru, the Member of Parliament, Mr Tejasvi Surya participated in a youth movement wherein he addressed the students about the importance of SDGs and its impact on society.



Under NEP, arts in education is a must and also promotes Indian languages, arts, and culture. REVA University is an interdisciplinary university that offers courses in Performing Arts. To empower teachers and overcome the challenges post-pandemic, the School of Performing Arts and Indic Studies has curated a unique certification course named ABHIVYAKTI for K 12 teachers. The objective of ABHIVYAKTI is to enhance the non-verbal communication of teachers in the post-pandemic era through facial

expressions, gestures, and Natya techniques of Indian knowledge systems. The program includes arts, storytelling, the power of expression, dance and expressions, artificial intelligence in understanding the emotions of today's students, and the importance of verbal communication in teaching-learning in the post-pandemic era. The certificate program will be delivered by an expert faculty team of the REVA School of Performing Arts along with an online session by an expert from an International University. The program will be organised for all CBSE/ICSE/State Board government and private schools as part of the Outreach program and Teacher Empowerment Strategy of REVA University.



As socially responsible citizens and an institution committed to civic responsibility, we at REVA University, have started a movement 'Pragna' to raise awareness on road safety and road discipline. The neighbourhood is home to a number of schools and colleges apart from our University and hospitals. It is a common occurrence during rush hours for students to struggle to cross the street and arrive at school/ college on time. Women in particular are having trouble making it to their destination in a timely manner when they are walking on the footpath. Additionally, there are a number of hospitals in the area, making it challenging for emergency patients to get there on time owing to road indiscipline. As the stakeholders of REVA University, it is our responsibility to ensure that the safety

on roads is kept up to par. It is at this juncture REVA has initiated 'Pragna' campaign in association with the traffic police, NSS, NCC, and the neighbouring educational institutions.

As part of the campaign, REVA will create civic awareness at strategic points through the use of placards with safety messages, personal connect with larger institutions, appeal for cooperation, and ensure due publicity is given to generate awareness.



REVA University has partnered with the Government of Karnataka to develop, and impart quality education at lower and higher primary government schools, through its CSR initiative 'Abhivridhi'.

As part of this initiative, REVA has adopted 10 government schools located around Bengaluru North (Yelahanka and Devanahalli constituencies) in the fringes of the city.

The pilot of 'Abhivridhi' was launched in August 2020 and the core committee members of Abhivridhi have conducted several in-depth surveys over the last five months to ascertain the requirements, challenges, and other details of the adopted schools.

'Abhivridhi' is launched with a mission to aid quality education at government schools and aims to overhaul the learning experience at these schools. The mission of Abhivridhi is to transform this chain of government schools as 'Model Schools'.

Other goals include:

- Improve the overall quality of education at these schools by providing requisite upgrades to the infrastructure of the schools
- Impart quality training for students and teachers, and ensure certain services are available for the benefit of students from time-to-time

Provide training sessions to teachers in both personality development and pedagogy

Introduce co-curricular activities along with academic inputs in an endeavour to improve the quality of academics, attendance of students, parental satisfaction, and ensure tangible improvement in the academic scores of the students

Extend IT support by providing computers, projectors, and laptops

To improve the overall enrollment ratio year-on-year.

To increase student retention

To provide holistic education by imparting technology-based education, ethical and moral values

To work in line with NEP 2020 Education Policy

REVA University has categorised its developmental activities into three categories – Akshara, Ashraya, and Adarsha - 3A MANTRA– aimed to upgrade the quality of education, civil infrastructure, and the overall education quality and discipline of a student. The CSR initiative will be taken up under different phases, spanned over the next few years.



The volume of voting in Lok Sabha and State Assembly elections created disquiet and was of concern in the last elections in Karnataka. The election of an efficient and loyal public representative for the administration mechanism is possible only when a large number of voters of this nation participate in the electoral process. REVA took a step forward from the line of booming Universities of the country to be one of the first to have taken the responsibility to make the country aware of its voting rights spearheaded by the leadership of its Chancellor Dr. P Shyama Raju. Under the aegis of REVA Electoral Literacy Association (RELA), the faculty and students conscientiously evoked in citizens the awareness, knowledge of, and need for ideally functioning democratic processes. RELA constituted Jagruti to counter this legacy of a non-participatory mindset in people. The essence and vision of RELA are aligned with

the empowerment of the citizens for better participation in the electoral democracy by voluntarily registering and ethically voting in every election. 'Jagruti'- REVA's torch-bearing campaign blazed a trail in this regard. The campaign, an initiative of REVA Electoral Literacy Association (RELA) was inaugurated on 16th November 2018.

In the first phase of Jagruti, the 'Deeksha Vidhana Event' was conducted wherein more than 800 students of REVA University and its allied educational institutions participated in this event as volunteers to spread the message of voting.

The campaign entered its second phase, a performative and participatory engagement with residents, where street plays, The campaign entered its second phase, a performative and participatory engagement with residents, where street plays, songs, cultural performances became the medium of imparting and spreading electoral awareness, for another segment of this journey.

Jagruti Phase 3 was a digital platform where voting as a right was being endorsed hoping to capture modern social media aficionados. Phase 3 transformed the campaign with WhatsApp, Twitter, Website, Facebook, Vlogs, and blogs as the forums for communication.



Our rich Indian heritage and culture speak volumes about the deep-rooted rituals and life style that we follow to date. Amongst the volumes of our tradition lies embedded our fondness for sports and games like archery, hunting as a sport, wrestling, martial arts and warfare techniques that stemmed from these traditional games. However, with the passing of years and with the advent of technology in our lives, we have lost our hold on most of our outdoor and indoor games. While some games metamorphosed to later versions of the origin of the game; most of the games lost their sheen and disappeared from memory.

Bringing these games back and reviving them so that the future generation is atleast aware of the beauty of these games is a challenge and this is what REVA University is attempting to do: REVIVE and REPLAY some of the indigenous games for the youth of today through Khel Khoj!

Khel Khoj, organised by the Department of Sports & Physical Education but supported by other schools since REVA University is multidisciplinary and is one of the many initiatives started by REVA to strengthen the Indian Knowledge System amongst our youth. With this, REVA aligns with G20 and make India Presidency a hallmark, to ensure our culture and heritage is strengthened through Vasudhaiva Kutumbakam. The mega event was held on February 11, 2023 at Saugandhika, REVA University campus, Yelahanka, Bengaluru between 9 am and 4 pm.

"The name Khel Khoj means 'Search for Games'. India has a rich culture and tradition and has always included sports and games with some ancient games dating back thousands of years. NEP 2020 talks in detail about how Universities must take the lead to bring innovative changes in our curriculum, by incorporating its suggestions and making a creative change in the education policy. This is where REVA University opened its door as pioneers in the country to conduct various events to uphold the culture and tradition.

Khel Khoj was open to all teenagers between the age group of 13 to 16 and for the youth and families who would like their children to gain the advantage of some of these age-old games. As part of this, REVA identified more than 35 indigenous games like Lagori, Kancha, Gilli Danda, Chaupar to Silambam to Mallakhamb that have their roots in various Indian states. In its initial phase of Khel Khoj, REVA focuses on field sports, martial arts, and indoor / board games, with intentions to expand on this with additional native games from different parts of the country.

Each School took up two indigenous sports and showcase them by exhibiting under various categories like the history of the sport, the values each game inculcate and showcasing the sport with various costumes, equipment and pictures. Additionally, there were activity sessions where students and others participated in games or experience a portion of the game. Depending on the sports or games, there were also team-building activities, research on the history of the games, coordination with associations of each sport, procurement of materials and eventually the execution of the games.

REVA, in its effort to become a Social Impact University, have adopted 4 SDGs this year. After the much-touted events like Panca-vaktram, Samaavesha, and Nyaya Darshana, REVA's Khel Khoj is a contribution to the nation to revive the traditional games. Khel Khoj was organised in association with Decathlon, who is the Sports partner; RED FM, the official radio partner and supported by Rotary.

SHOWCASING INDIGENOUS GAMES OF INDIA

Chowka Bhara

Chowka Bara or Ashta Chamma is a two- or four-player board game from India. This game is an example of a “fully observable” system that has an element of chance introduced by the roll of special dice and an element of strategy (the strategy being the pawn the player decides to move after the roll of the dice). While traditionally played with 4 or 6 cowry shells, dice can also be used.

Nooran Kuchi

Indoor game played with small sticks made from twigs / broom stick / old pens & pencils. Improves hand-eye co-ordination, pincer grasp (fine motor skills) and concentration power

Shooting Ball

Similar to volleyball, shooting ball is an indigenous sport of India. The ball used in shooting ball is made of soft leather and has a bladder inside. It is believed to be a sport that belongs to the pre-Independence era. Initially, it was played with a rope, which was soon replaced by the net & the leather ball replaced the cloth ball.

Cowrie Khel

Traditional board game played with 4 shells, depending on how the shells fall, players get points. If the shell lands face open its counted as 2 points per shell a maximum of 8 points can be won per throw, if the shall landes on its back, there are no points.

Ali Guli Mane

Ali Guli Mane (Kannada: ಅಳಿ ಗುಳಿ ಮಣಿ Tulu: ಚೆನನೆಮಣಿ) is an abstract strategy board game of the mancala family, from Karnataka in South India. It is known as Chenne Mane in Tulunaadu (Coastal Karnataka), Akal Patta in North Karnataka and Satkoli (सत्कोली) in Maharashtra. The name of the game, like that of many mancala games across the world, is simply a description of the board used: it means a “wooden block with holes”. It is similar to Pallanguzhi from the neighbouring state of Tamil Nadu. There are also similarities with the traditional Malay mancala game Congkak.

Kuntata / Langadi

Langdi is a traditional Indian field sport played in Pandiyan Dynasty called “Nondiyaattam”, similar to hopscotch. The teams alternate chasing (attacking) and defending roles in each of the 4 innings of the game, with the chasing team's players restricted to hopping around on one foot, and attempting to score points by tagging as many defenders as possible within the 9 minutes of each inning. It is described by Marathis as a sport with a Marathi ethos.

Gilli Danda

This game requires two sticks. The smaller stick should be oval-shaped wooden piece known as Gilli and the longer stick is known as danda. The player needs to use the danda to hit the Gilli at the raised end, which then flips in the air. When it is in the air, the player needs to hit the Gilli, as far as possible. Then, the player runs to touch a point outside the circle before the Gilli is taken by another player. The secret of winning this game lies in how well is the gilli raised and hit. It can be played by any number of players.

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Goli

Popularly known as marbles, kancha or goli, it is a much loved gully sport in the country. It is called Goti in Kannada. This classic game requires the player to hit the selected target ‘marble’ using his/her own marble ball. The winner of the game walks away with all the marbles of the other players. This game requires aiming and concentration skills on part of the player.

Tennikoit

“Tennikoit, also called Ring tennis, a sport played on a tennis-style court, with a circular rubber ring (Tennikoit Ring) hurled over a net separating the two players, with each endeavouring to catch and return the hurled ring into the opponent's court. Tennikoit is a game played by two teams or two players on a playing court measuring 12.2 X 5.5 M. The playing court is divided into two equal courts by a Centre Line. Each individual (or double) tries to score 21 points in order to be declared a winner, but the winner must maintain a lead of two points over the opponent to win. A game consists of 3 sets of 21 points; the winner of 2 sets wins the match. However, a time limit of 30 minute is in place per set.”

MaramPitti (Dodgeball)

Pagade is a cross and circle board game that is very similar to the ancient game of Pachisi or Chaupad. This game requires 2 or 4 players to race their respective pawns to reach the innermost square. The origin of the game can be traced to 4th century AD and it has remained popular throughout history

Pagade

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HARA HARA BHAM BHAM

All the students form a circle, starting from one student all the students will tell the numbers in sequence eg; one two three etc. the students whose turn is to tell number three and multiples of three are required to utter the words “hara hara”. the students whose turn is to tell number five and multiples of five are required to utter the word “bham bham”. the person who's turn is to tell the multiples of both three and five have to utter “hara hara bham bham” if the students instead of uttering the words tell the number, he is eliminated. The last three remaining students are the winners

Buguri / Lattoo

Played using a Spinning top. This simple game came to existence in 3500 BC. In the beginning, tops were made of clay. Later, children began to use tops made of wood. Today, a variety of designed and coloured tops are available. There is a string which helps to spin the top and then helps to lift up the spinning top. Usually, two or more players can play this game. The players need to first wrap their tops with the string and then unwind it by pulling the string, making the top to rotate on the ground. The players need to pick their tops with the string as fast as they can. The player whose top spins the longest is declared as the winner.

Saalu Mane Ata (Nine Men’s Morris)

Nine Men's Morris is a traditional board game that originated in the western world. It is known as Saalu Mane Ata or Jodpi Ata or Char-Par in Kannada and is popular as Navakankari in various parts of India. This alignment game requires 2 players. Each player is given 9 coins and they try to achieve as many points as possible by getting 3 coins in a row on the game board. It is a complex game that requires strategic thinking.



Sundarikk Pottu Kuttu

“Hang a calendar with a full body picture of a beautiful woman on the wall or board. Number the players 1 and 2 and stop the queue. Place the player at a fixed distance from the place where the calendar is hung and blindfold him with a black cloth. Put the sticker in one hand. The other hand can be said to fold itself back (this is to avoid tapping the board, wall, calendar to get an approximate shape) and if necessary, try to change the direction by rotating it once. Have the rest of the players clap and encourage. It can be instructed that only no touch is allowed. (Or possibly find the approximate location by tapping on the calendar) Once you stick it, you won't be allowed to move it. The number of players who stick a spot at or near the original spot may be marked by drawing a circle. The one who spots the most correctly will be the winner.

Sundarikk Pottu Kuttu Naaku Kallu Aata (Four Stone) or five stone game

Hang a calendar with a full body picture of a beautiful woman on the wall or board. Number the players 1 and 2 and stop the queue. Place the player at a fixed distance from the place where the calendar is hung and blindfold him with a black cloth. Put the sticker in one hand. The other hand can be said to fold itself back (this is to avoid tapping the board, wall, calendar to get an approximate shape) and if necessary, try to change the direction by rotating it once. Have the rest of the players clap and encourage. It can be instructed that only no touch is allowed. (Or possibly find the approximate location by tapping on the calendar) Once you stick it, you won't be allowed to move it. The number of players who stick a spot at or near the original spot may be marked by drawing a circle. The one who spots the most correctly will be the winner.

Adu Huli Aata (Tiger & Goat)

Tiger and goat is a hunt game that is known as Adu Huli Aata in Kannada. The game is played between 2 players where one player gets 3 tigers and the other player has 15 goats. The game is about the tigers trying to kill the goats while the goats look for ways to immobilize the tigers. This game requires planning and concentration on part of both the players.

Pot Hitting

2 group members make up teams. One of the players in each pair is blindfolded and span around several times to lose their direction. Now a saucepan is hidden in the room. The blindfolded players must now try to be first to find the pot. The receive instructions from their partner who is only allowed to shout "hot" or "cold". With lots of players this communication game is really confusing.

Hoop Rolling

Bomb City is a simple and addictive game in which your mission is to avoid the bombs! In the game, one big circle or Rectangle is being divide into 4 halves' where the players are supposed keep on moving when the music is played, bombs will draw when the music will be stopped by the officials and the number will be displayed, whichever number will be displayed it will be considered that the bomb is been blasted and the players are considered as out

Kuzhipanthu Kali(Pitpanthu)

Pitpanthu is a folk game in which a ball made of coconut is used for this game. Make each small hole the same size in a straight line for all players. Two people stand at either end of the pits. The rest stand around the pit. Those standing at either end roll the ball over the pit. In whose hole the ball falls, he takes the ball and throws the others. Take it and throw it to someone else. If he doesn't take it, put a small stone in his hole. Roll the ball over the hole again and continue the game. Whoever has five stones in his hole is out of the game. The game can continue like this. While rolling the ball over the hole, the game can be made fun by rolling the ball so that it lands in other people's holes.

Sikkim Archery

“A popular sport of the Sikkimese, archery is traditionally, played after the harvests. This was the unique way for the villagers to assemble at a place and enjoy during the period of inactivity. This ancient sport of the region has seen a recent revival to rejuvenate the cultural identity of the region.

The players of the game or the archers wear a traditional dress termed kho. A small wooden target measuring 3 by1 feet lying at a distance of 130 meters is to be shot. Given the small size of the target and the huge distance, only 10% of arrows hit the mark.”

Lagori / Pithoo / Satoliya

Lagori is a game which involves a rubber ball and a pile of seven flat stones stacked upon one another. It is usually played between two teams, with a minimum of 3 players and a maximum of nine players in each team. This game has many names according to different regions. Each team has 3 players getting 3 chances each, total nine chances per team. The players have to knock down the stones from a distance of 20 ft. If a team is unable to knock down the stones then the chance is given to the next team. The aim of the opposite team is to strike any player of the throwing team with the ball, below knee level. This sport is more popular among the rural parts of the country. The simplicity of rules also make it special.

KUNTE BILLE/Nondi / Kith Kith / Hopscotch

Paandi (Tamil Nadu), Tokkudu Billa (Telugu: కొడుదుబిళ్ళ లేక తంగిడి బిళ్ళ) is a type of Hopscotch played by girls in rural villages of Andhra Pradesh and Telangana. It is also played as Kunte Bille in Karnataka. Girls play this recreational sport by hopping on the squares. Currently this popular outdoor game is vanishing due to literacy, urbanization and the influence of Western games.

Tower of Brahma

“This game is presented in a group of manuscripts from the Maharaja Krishnaraja Wadiyar III of Mysore. 25 people attempt to trap two tigers, and the tigers attempt to eat the people. Category Board, Hunt

Kokla Chapaki (Topi Game)

This game has its origins in Punjab, also known as the Drop the Handkerchief game in other parts of the world. One player starts the game, while the others sit on the ground forming a circle. The first player runs around this circle with the handkerchief and drops it behind any one in the circle. This person now picks up the handkerchief and chases the first player, who tries to occupy the vacant spot in the circle before being caught.

Kalaripayattu

Kalaripayattu, one of the oldest and most sophisticated martial arts in the world, originated in Kerala. The entire body is massaged with oil at the start of the workout to make it flexible and agile. The art form also has feats like chattom (jumping), ottam (running), and marichil (somersault). Also, there are tutorials on how to use swords, daggers, spears, mace, and bows and arrows. “

Malla Khamba

‘Malla’ means wrestling and ‘khamb’ translates to pole. Together, mallakhamb means wrestling on a pole. Wrestlers and warriors used to use the pole as a training tool to perfect martial arts moves which they could later use on opponents in the ring or the battlefield.The rules of mallakhamb are fairly simple and similar to gymnastics. Participants must perform acrobatic feats with a vertical pole or rope as the prop and judges award points based on how well they executed the moves.

Thang-Ta

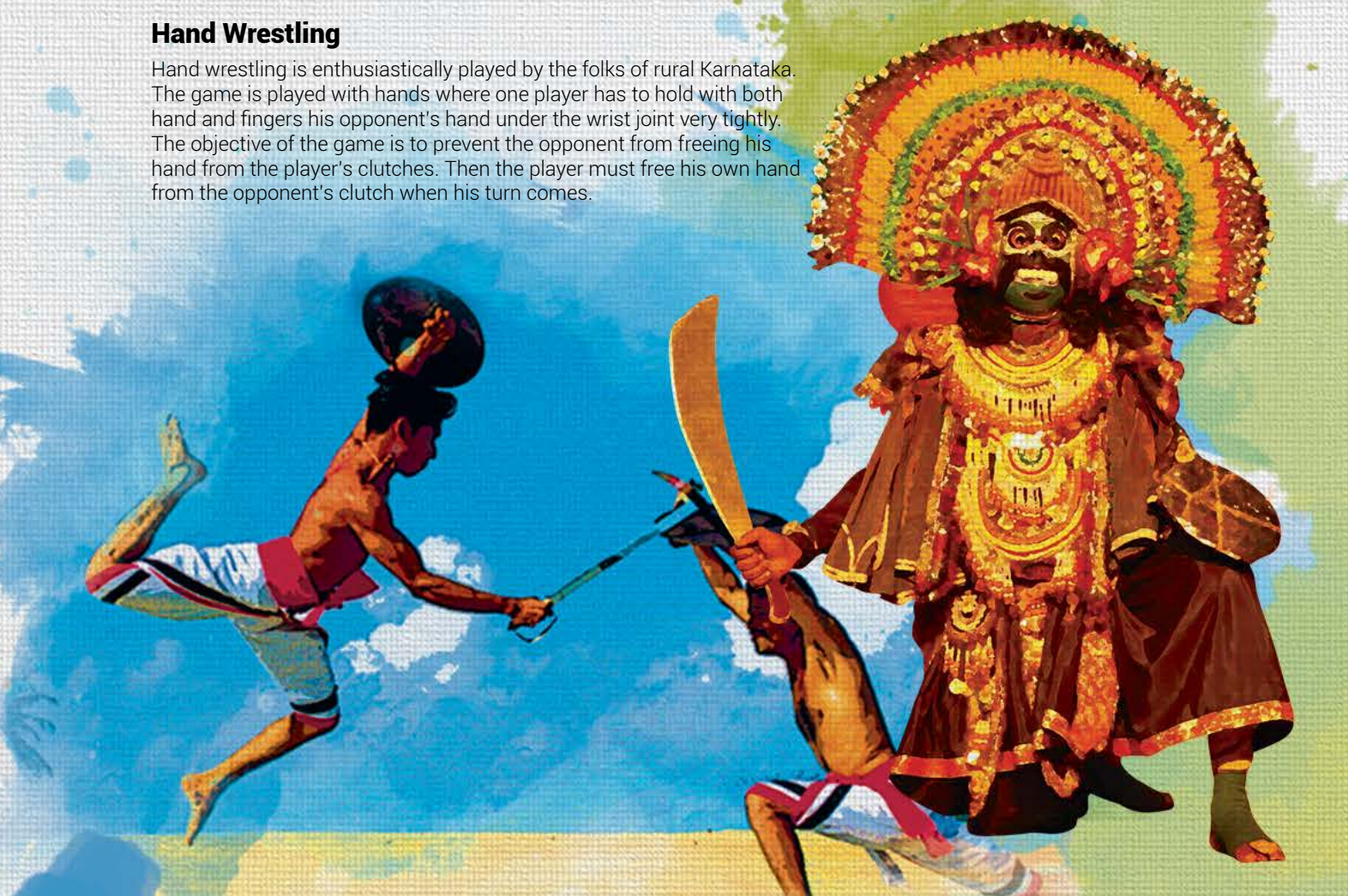
Thang Ta, or ""The Art of the Sword and Spear,"" is the indigenous martial art of Manipur in North Eastern India. It combines the internal practice of physical control through delicate motions timed with the rhythms of breathing with a variety of exterior weapons—the sword, spear, dagger, etc. It is a part of Manipur’s rich heroic tradition.

Chau

Chau is a dynamic, colourful, and energetic dance style that evolved from traditional martial arts. Chhau dance is a tradition from eastern India that enacts scenes from epics including the Mahabharata and Ramayana, regional folklore and abstract themes. Its three distinctive styles, the first two of which employ masks, are from the Seraikella, Purulia, and Mayurbhanj regions. Regional celebrations, particularly the spring festival Chaitra Parva, are closely related to chhau dance. This dance is characterised by colourful masks, pulsating drum beats, strong acrobatic moves, and somersaults.

Hand Wrestling

Hand wrestling is enthusiastically played by the folks of rural Karnataka. The game is played with hands where one player has to hold with both hand and fingers his opponent's hand under the wrist joint very tightly. The objective of the game is to prevent the opponent from freeing his hand from the player’s clutches. Then the player must free his own hand from the opponent's clutch when his turn comes.

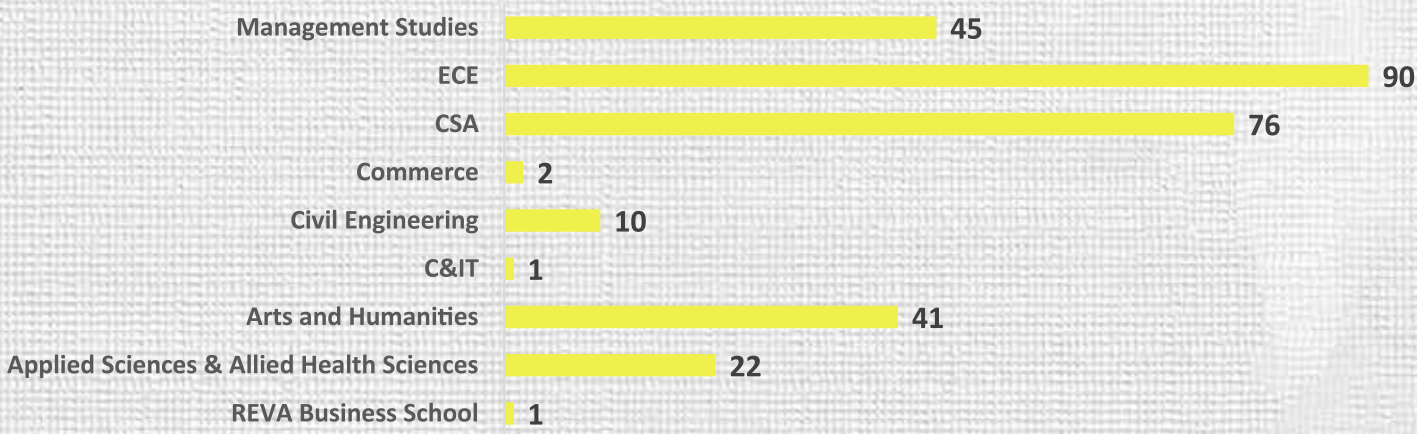




Khel Khoj

Feedback

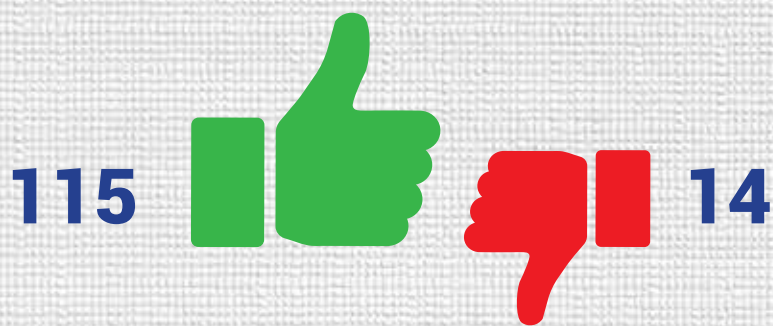
Responses



Did you like Khel Khoj?



Did you bring a friend, cousin or a relative



Total Number of Games Played

4 On an Average

Most liked games

- LAGORI
- TUG OF WAR
- BULLOCK CART
- ARM WRESTLING
- HOPSCOTCH



Testimonial



Sunil Seervi

I recently had the pleasure of attending the Khel Khoj event at Reva University, and I have to say, it was an incredible experience. As a student, I often feel like I'm stuck in a bubble, only exposed to the same kinds of activities and ideas day in and day out. But Khel Khoj was a refreshing change of pace.

The event was all about spreading knowledge and giving everyone a chance to play the traditional games of Indian villages. And let me tell you, it was so much fun! I learned how to play games like Lagori, Kabbadi, and Gilli-Danda, and I even got to compete with other students in a friendly tournament.

But Khel Khoj was about more than just having a good time. It was also about connecting with our cultural roots and understanding the importance of preserving traditional knowledge. The event organizers did a fantastic job of educating us about the history and significance of these games, and it really gave me a new appreciation for them. Overall, I would highly recommend Khel Khoj to anyone who's interested in learning more about Indian culture and having a blast while doing it. I left the event feeling energized, inspired, and grateful for the opportunity to participate. Thank you to the organizers for putting on such an amazing program!



Sirigireddy Tejasvi

I recently had the pleasure of attending the "Khel Khoj" event at Reva University, and it was truly an unforgettable experience. As a student, I often find myself caught up in the academic rigors of university life, but this event gave me the opportunity to step away from my textbooks and immerse myself in the vibrant culture of traditional Indian games. The organizers did an excellent job of creating an atmosphere of excitement and curiosity. From the moment I arrived, I was greeted with smiles and friendly faces, and the enthusiasm of the organizers was infectious. They were clearly passionate about the traditional games they were showcasing, and their enthusiasm was contagious. As I explored the event, I was amazed by the variety of games on offer. From the fast-paced excitement of kabaddi to the strategic depth of chaturanga, there was truly something for everyone. I was particularly drawn to the games that I had never heard of before, such as gilli-danda and vish amrit. These games were not only fun to play, but they also gave me a glimpse into the rich cultural heritage of India.

The best part of the event was the sense of community that it fostered. People of all ages and backgrounds came together to play these games, and I felt a sense of connection with my fellow attendees that is often hard to come by in university life. We laughed, we cheered each other on, and we even learned from each other as we shared tips and strategies for the games.



Priyanka G

I had the most amazing time at the Khel Khoj event held in Reva University. It was a one-of-a-kind program that provided me with the opportunity to not only learn about the traditional games of Indian villages but also play them firsthand. As a student who has always been fascinated by Indian culture, I found this event to be extremely informative and entertaining.

The organizers of the event had done an excellent job of bringing together a wide range of traditional games from various parts of the country. The games were not only fun to play but also helped me understand the historical significance and cultural relevance of these games. It was fascinating to learn about the origins of each game and how they have evolved over time.

One of the best things about the Khel Khoj event was the sense of community that it created. I was able to meet new people and make friends while playing these games. The event was inclusive, and people from all walks of life were welcomed to participate. It was heartwarming to see people of all ages coming together to celebrate our culture and heritage.

Overall, I would highly recommend the Khel Khoj event to anyone who is interested in learning about traditional Indian games and culture. It was an enriching experience that left me with a deeper appreciation for our country's rich history



Immaculate | Founder Ima reCreation

We are very glad to be part of such a wonderfully conceptualised, designed and well-executed Traditional Games event within such a short time.

You all have assigned games to schools and students have done their research. We just did 3 hours of practical training on how to conduct them safely while having fun. And the result was amazing. On the event day, it all transformed wonderfully, and every single team did extremely well. They made people play enthusiastically and energetically throughout the day. Everyone wanted to play every game and students facilitated them tirelessly and with pride and enthusiasm.

Most importantly, we have achieved our goal of reviving and taking these games back to our society and to current and future generations and making them realise the power of these games in terms of fun, bonding as well as many interpersonal skill improvements. We did this by having fun playing the games. They took pride in our culture and in explaining and expressing them as part of our games. Students' leadership qualities, responsibility, and team spirit all played a big part.

I would like to congratulate the organising core team for all the planning, coordination, execution and creativity and for being resourceful in every situation.

We too received very good feedback from participants as well as it resulted in us doing similar events in the neighbourhood too.

Thank you very much for the opportunity and looking forward to your esteemed institution taking more interest in reviving, sustaining and passing on these games to future generations.

All the very best to all such future events



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