

SOPHIA GIRLS' COLLEGE
(AUTONOMOUS), AJMER



DEPARTMENT OF ECONOMICS

2021-22

ECO SNAKES AND LADDER

**Arthniti- Economics
Planning Forum**
*Sophia Girls' College
(Autonomous), Ajmer*



invites you
for Departmental
Activity
organised by 2nd Year

**ECO SNAKES
AND LADDER**

Date:- 28th October 2021

Venue:- Indoor Stadium

Time:- 12:45 pm

ACTIVITY DETAILS

Date: 28th Oct 2021

Level: Department Level

Venue: College Indoor Stadium

Title of the Event: Eco Snakes and Ladder

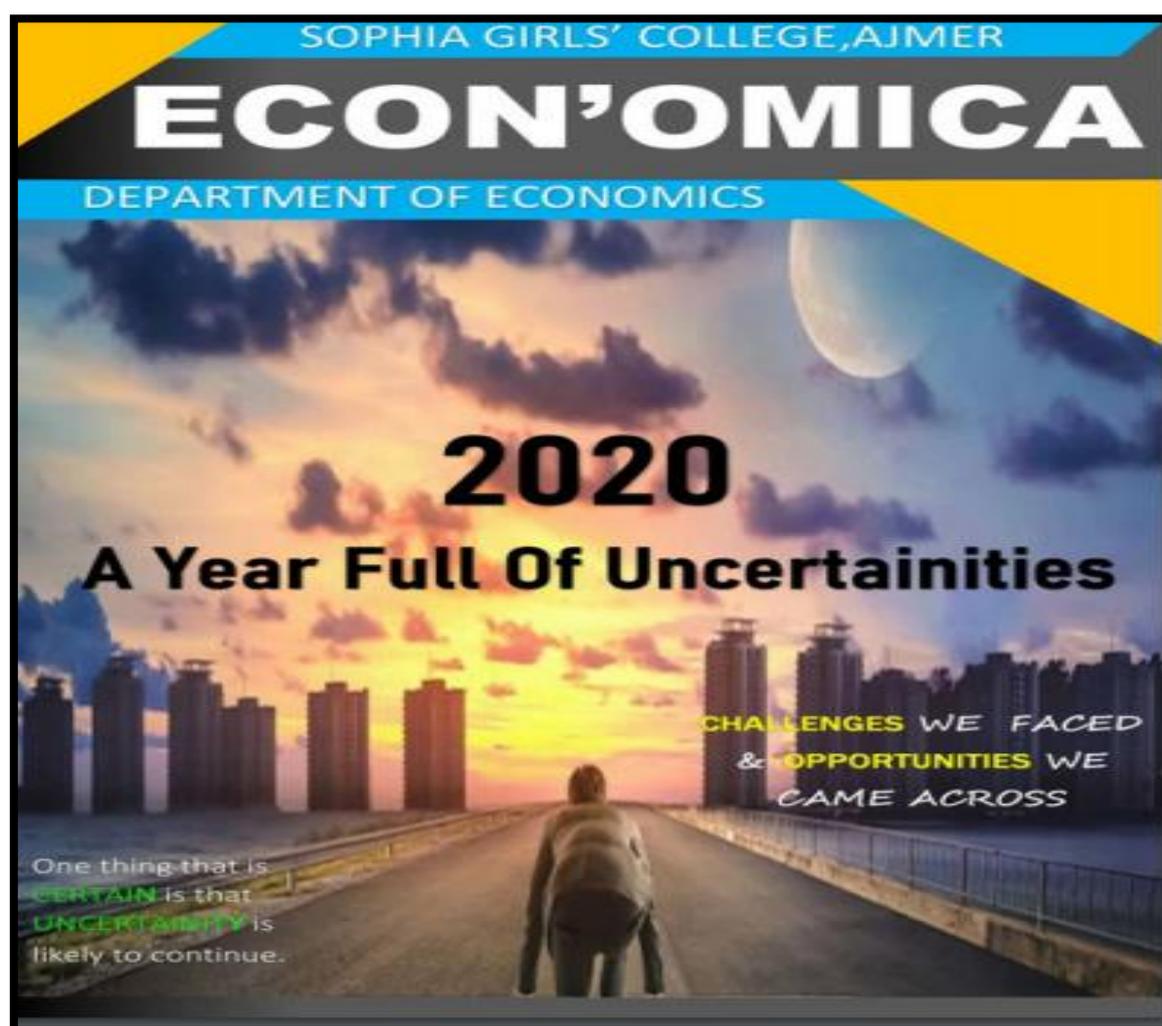
No. Of Participants: 35

Description: Students from Economics participated in the eco snakes and ladder organized by the economics department of our college. There was an interesting event that was organized in which students enthusiastically participated. This helped the students to develop team spirit, critical and creative thinking and presentation skills.

Learning Outcome: Opportunity to foster social interaction and managerial skills.



Econ'omica



Name of the Magazine- ECON'OMICA

Level- Departmental Level

Year -2021

Committee Members-6

Description: The Department launched its second magazine 'ECON'OMICA' in 2021. Econ'omica is a platform to represent students' creative and intellectual corner. The magazine provides a podium for the students to share their knowledge expressed in the form of articles, Current affairs, essays, department activities for/by the students, faculty members in various domains. It is an attempt to promote young mind to think, act and analyze different aspects of economic development. This is a theme based annual magazine. The current theme was '2020- A Year Full of Uncertainties.'

HOUSE OF GAMES

*Arthniti - Economics
Planning Forum*

***Sophia Girl's College
(Autonomous), Ajmer***

Invites you for
Departmental Activity
Organised by 1st year



HOUSE_OF_GAMES



DATE:- 15 DECEMBER ,21

TIME:- 11:30 AM

VENUE:- AUDITORIUM

Dress code:- Any solid/pastel colour top

Date: - 15th December 2021

Level: Departmental Level

Venue: - Auditorium

Title of the Event: House of Games

No. of Participants: 26

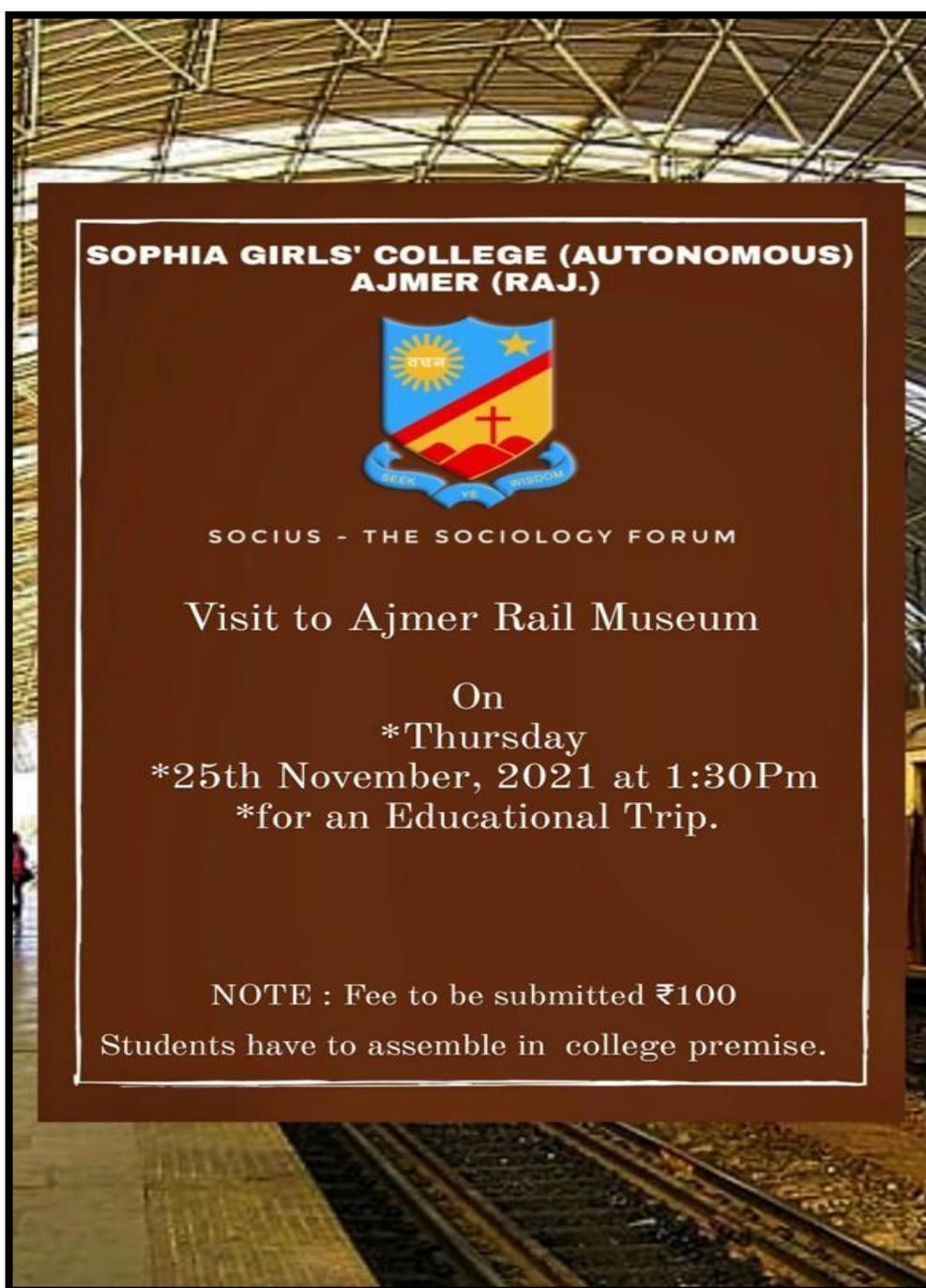
Description: House of games was conducted by the students of Ist Years Economics for the II year Economics students on 15th December 2021. This was an Economics Housie where questions were asked in order to revise the concepts and check the current knowledge of the students. The main objective of the game was to develop the analytical skills of the students and as it was organized by the students and for the students so it helped the students to learn the management skills also. In order to build the harmony and team spirit several buffer games were also played in between like arm wrestling, lemon spoon race, team games and tug of war etc.

Overall, it was a fun based educational activity by the department of Economics.

Learning Outcome: to develop the analytical skills of the students and to build harmony and team spirit



VISIT TO AJMER RAIL MUSEUM



Name of the Activity Visit to Rail Museum

Level: Department Level

Date: 25th Nov 2021

No. of Participants: 60

Venue: Rail Museum Ajmer

Learning Outcome: to make students understand the significance of railways in pre and post independent Indian society and its contribution in the development process.

Description: The students of 'SOCIUS' - the Sociology forum and Arthniti- The Economic Planning Forum were taken to the Railway Museum, Ajmer on Saturday, 25th November, 2021 at 12:30 p.m. for a short educational trip. The trip was guided by Dr. Tanmay Sharma, Ms Divya Mishra and Mr. Khushwant Singh. A total of 60 students participated.

The aim of the trip was to make the students understand the significance of railways in pre and post independent Indian society. The British created the Indian Railways. They envisioned it, planned it, engineered it and instructed poor Indian labourers to build it. There is a common misconception that the British "gifted" India the Railways. Though the British had vested interests for building it, but it proved to be otherwise. In order to govern this huge, disconnected and diverse country efficiently, they needed material to be moved around the country quickly, like the mail of the Empire, materials, officials, labourers, troops and so on. During that time, the revolutionary new "Railway technology" in England was accelerating industrialization and development of the Kingdom. The British realized that an extensive railway network was exactly what they needed in India to consolidate their power, control the local population, reach into the hinterlands and exploit the country to the maximum. And this led to the beginning of the Indian Railways. Letting the local populace use the trains was just a generosity extended on their part which they claimed as 'social service'. Yes, the British built their Indian empire not on the power of gunpowder, but on the power of steam. **There were transformations and changes that could be witnessed in social relationships and the overall social fabric of the country due to railways.** Earlier, the railways were only meant for the British officials to travel but after independence people of different castes, class, race started travelling together in railways without discriminating each other and moving together from one place to another in a 'community'. **The Railways also played an important role in nationalist movement.** British introduced the railways in India by seeking that it would help in economic activities within the country. But emergence of Railways proved a spark in Nationalism in India because it connected to the people of different parts of India.

The trip has been impactful to the students as they learned the importance of railways and its role in the overall development of the nation.

