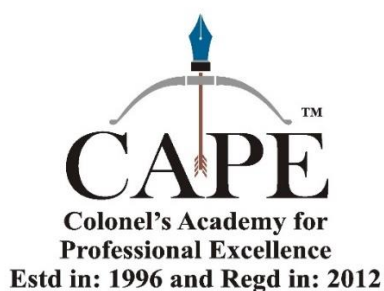


Quiz bank objectives:

1. To provide all round and diversified knowledge.
2. To update on, day to day happening.
3. To enhance culture and heritage knowhow.



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1. Prologue: Knowledge enhancement refers to the acquisition and changes of knowledge as a result of product creation (idea creation). More you know more competent and confident you feel. One of the methods is wide study and followed by quizzes, to check your knowledge acquired with accuracy and prompt response.

2. Quizzes as a Game: A quiz is a game which can also be called a mind sport wherein the players, either as individuals or in teams attempt to answer questions posed to them correctly, in order to win a prize. You are all familiar with popular quizzes like the Limca quiz or the Cadbury Bournvita Quiz Contest (BQC), *Kaun Banega Crorepati* (KBC). These are but just a few examples of quiz competitions that are held. Over the years people have been fascinated by these quizzes which have been broadcasted on television sets. They are watched and enjoyed by children, adults, even senior citizens, in the present milieu.

3. Advantages: Besides quizzes can be conducted for different age groups and over varying cultures and advantages of quizzes are;

- Quizzes improve or expanding one's knowledge of things, either general or in specific.
- Quizzes are designed to promote, a fun way to study and in the process, help improve one's GK.
- Quiz competitions enables students to think 'out of the box'.
- It promotes a healthy debate amongst participants in order to learn from each other.
- Quiz competitions are used in Schools and Universities to aid in language development and in particular subject areas of study.
- Some educational institutes use it as a brief assessment or tool to measure the growth in the knowledge, abilities and / or skills of their pupils either on a general level or restricted to specific fields; e.g., science, maths. Management etc.
- Aiding in the team building process, when conducted among teams.
- Provoking discussion and healthy debate amongst participating players / teams.
- Promoting group harmony, whether in organisations, schools or just a group of friends.
- Making new friends, from different cultures or philosophies, at times.
- Likewise, spelling bees improve the student's spellings and vocabulary.
- Quiz competitions even help build the student's soft skills.

4. Introduction the Quizzes Bank: There would be 1000-1000 quizzes in five sets-A-I and each set shall have 10X20-25 quizzes and being hoisted on website one by one, set-wise. Starting from 14th Apr 2020, after every 08 days one set shall be hoisted. The patron of quizzes could be **Yes/No** or **direct quiz** with one answer or with **multiple choices**. They would be from the diversified area of studies; like GK, religions, Sports, Bollywood, General Science, Personalities, Leaders of the world and so on.....

5. Epilogue: Wishing 'all gainers, contributors and participants' best of their life and career.

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