

Sudoku Competition and Kahoot Mathematics Quiz (24th April 2026)

The **Mathematics Society – Mathemind** successfully organized an engaging and intellectually stimulating event on **24 April 2026**, comprising two exciting competitions—**Sudoku** and a **Kahoot Mathematics Quiz**. The event aimed to foster logical reasoning, analytical thinking, and mathematical aptitude among students through interactive and enjoyable learning experiences.

The programme commenced with the **Sudoku Competition**, where participants enthusiastically solved a series of challenging puzzles that tested their logical reasoning, concentration, accuracy, and problem-solving abilities. Students demonstrated remarkable analytical skills and perseverance while competing in a healthy and intellectually enriching environment.

The second segment of the event featured a **Kahoot Mathematics Quiz**, an interactive digital quiz designed to assess participants' mathematical concepts, numerical aptitude, and quick decision-making skills. The fast-paced format generated great excitement among the participants, encouraging active engagement and healthy competition. Students responded enthusiastically to the questions, making the session both informative and enjoyable.

The event witnessed enthusiastic participation from students across different programmes and semesters. It provided an excellent platform for students to strengthen their mathematical thinking, enhance teamwork and collaborative learning, and develop confidence in applying mathematical concepts beyond the classroom.

Overall, the programme was conducted smoothly and achieved its objective of promoting curiosity, logical thinking, and a deeper appreciation for mathematics through innovative and student-centric activities.



