

FACULTY OF MANAGEMENT STUDIES

TOPIC : CASE STUDY ON BOLLYWOOD MOVIE “TEEN PATTI”

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PLOT OF THE MOVIE:

- The story begins with Venkat Subramaniam (Amitabh Bachchan), an Indian professor of mathematics, software engineering, and a genius, teaching mathematics in his village to kids when a postman comes with a letter. The letter is from British mathematician Perci Trachtenberg, widely regarded as the world's greatest living mathematician, who invites Venkat to a high rolling casino in London. Venkat tells Perci about an equation that could not only change the dialogue on mathematics forever, but one that has already left an indelible impression of guilt — for many painful reasons — on Venkat's life. It is shown in the past that the genius Venkat has cracked a theory that could redefine the principles of probability and randomness. Venkat tries to use this experiment in a game called Teen Patti (a poker game), which he plays on the Internet. According to this experiment if a person playing **Teen Patti** knows the three cards with one of the players (except him) he/she can guess the other cards with the rest of the players and therefore can guess who is going to win with the theory of probability.
- Venkat succeeds on his theory and submits his report to the institute where he teaches, but they reject his report. Venkat is sure about his theory and wants to try out in reality with live players. So he talks with younger professor Shantanu Biswas (Madhavan) about his theory and tells him to get three students to try out this experiment. Shantanu arranges three students. They come together and start playing the game. Venkat's theory, like the last time, proves to be successful. Venkat says that after a few more games he'll be sure to crack his equation and even be able to study it better. Shantanu, the young professor, tells him that he should try using his theory in the real world, where there are people who actually gamble and play Teen Patti, i.e. in underground dens or 'addas'.
- Although Venkat has no interest in the money that could come from practicing his equation to crack Teen Patti, he eventually surrender to Shantanu's fascinating advice. Soon, with the help of his students, they explore the addas of wild Bombay. Later another student from the institute, the rich spoiled brat joins the gang and arranges for them parties in casinos, private clubs, etc. But what starts out as an experiment between a fascinating young professor and an innocent older one soon inclines into a game neither of them can control. The money they earn gets stolen; someone is blackmailing them; they get greedy about money and, in the course of time, they change into different people and even start betraying each other.



SCENE 1:

- In the following scene which you will see in the next slide, Venkat Subramaniam, the old mathematician was working on his research thesis, which was rejected again and again by the board of management of his college. As usual he was working on his computer, and then comes an advertisement on the game **"Teen Patti"**.
- Now, Let's see in the next following slides, how an advertisement changes a life of a common man.





SCENE 2:

- In the next scene, Mr. Venkat is explaining the theory of probability and Monty Hall concepts to his students with an practical exposure.
- Let's have a watch...





SCENE 3:

- In the upcoming slide, Venkat tries his theory of probability on card games with the help of young professor, Shantanu Biswas and they found their research true.
- And they both decided to share this research with 3 of their students whom they trust and explain their research to them. See how the young professor and students influence Venkat to apply his theory in real world of illegal Gambling. Let's have a look....





SCENE 4

- Keeping faith on the young professor Shantanu Biswas, they all decided to apply the research of probability in real world. So they reach to the illegal adda to apply their research practically.
- Let's have a look on how they are using their hand gestures to communicate with each other and to check Venkat's theory of probability relevance in the real game of **"Teen Patti"**.





SCENE 5

- In the next slide, we will see an unfair practice which is constant in such types of illegal teen patti addas, where the one who wins the match gets money and a girl.
- Venkat and his team also face such problems while playing but they get over the situation easily with the help of their probability theory and hand gestures.





SCENE 6:

- With a help of a rich spoiled student who joins the Venkat's gang, arranges parties in casinos, private clubs and help them to play with rich players.
- In the next slide, we will see how the female student of Venkat's gang use to distract other players and help Venkat and his team members so that they can easily contact each other through hand gestures and win the game.

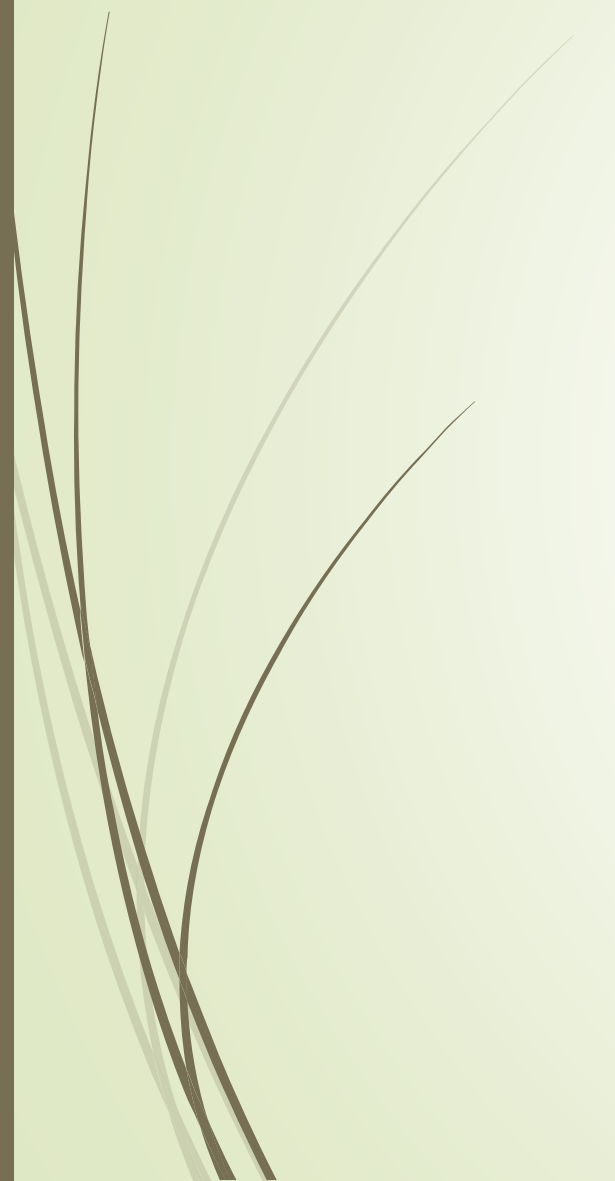




SCENE 7:

- This is the last scene of the movie where Professor Venkat's research thesis on the principles of probability and randomness proved true and also gets selected for an award at University of Cambridge, UK.
- This movie scene is very emotional as it explains that how an experiment changes the life of Professor Venkat, and his team. Here Mr. Venkat shares the pain of losing a student because of a game and because of the greed about money.
- This scene also clearly explains the moral of the story, that **Don't take shortcuts, money earned with shortcuts or money earned in a illegal way always leads to a destruction or end.** Even Venkat doesn't want to earn money from his research, he just want to crack his theory but he got influenced by his team and joined them in their wrong deeds.





THANK YOU