

MOUNT ST MARY'S
SCHOOL





23 RD BRO. ALOYSIUS



ECOMPSYNAPSE ESOMPSYNAPSE



THE DIAMOND JUBILEE EDITION

THE MATRIX CLAN
ECOMM BUZZ
PYSNAPSE



GENERAL RULES

Offline event rules:

- 1.All schools must arrive for registration by 7:45
- 2.All students must be in school uniform to avoid disqualification.
- 3. Teams may be penalized or disqualified for indiscipline or for not adhering to the rules.
- 4.A student may not participate in more than one event.
- 5.Prize-winning schools must be present at the prize distribution ceremony on time.
- 6. Schools must confirm their participation by registering on our website via the registration forms.
- 7. Each school must be accompanied by a teacher in charge.
- 8.In case of any technical failure, the host school will not be held responsible.
- 9. The last date for registration is 5th August 2023 For the updates and announcements, kindly visit our website: https://thematrixclan.com, https://thematrixclan.com, https://thematrixclan.com, https://thematrixclan.com, https://thematrixclan.com,
- 10. Last date for registration for all offline events is 5th August 2023.

Online event rules:

- L.All students are required to join the discord serverhttps://discord.gg/mFsEvdBWEj
- 2.Participants found cheating / hacking / misbehaving / disrupting the flow of the event will be disqualified.



EVENTS

Sr. No.	Event	Eligibility	Date	Mode	No. of teams	Participants per team	Registration Link
1.	Project R	9-12	2023 70-08-	Offline	ľ	2	Click Here
2.	Xero-Day	9-12	5053 70-08-	Online/ Offline	ľ	2	Click Here
3.	Surprise	70-75	2023 70-08-	Offline	L	4	Click Here
4.	Tactus Gramen	9-12	'Rules'	Online/ Offline	l.	2	Click Here
5.	A/V Sync	10-12	'Rules'	Online/ Offline	ľ	Ь	Click Here
<u>.</u>	Quizzadry	9-12	5053 70-08-	Offline	1	3	Click Here
7.	Symposium	11-15	5053 70-09-	Offline	ŀ	3	Click Here
8.	Brand Ad	9-12	70-08-	Online	I.	Ь	Click Here
۹.	Diorama	9-12	70-08-	Offline	ı	2	Click Here
10.	Bidding Bankers	11-12	2023 70-08-	Offline	l	2	Click Here
11.	Pitch Perfect	11-12	70-08-	Offline	l.	2	Click Here
12.	Psynapse	11-12	5053 70-09-	Offline	1	В	Click Here

MATRIX EVENTS

PROJECT K

Eligibility: 9-12

Number of participants per team: 2

Date-10th August 2023

Venue- Junior School Computer Lab

Registration Link

RULES:

- 1. There will be one offline round on 10th August 2023.
- 2. The participants are required to make a working model using any of the integrated circuit boards. E.g., Raspberry Pi/ Arduino
- 3. The participants are required to bring all the necessary equipment, e.g., extension cord, laptops, etc.
- 4. The participants will be required to describe their model to the judges, preferably less than 5 minutes.
- 5. The participants are free to create their model on any topic of their choice.
- L. Use of unfair means will lead to disqualification.

The judges' decision will be final and binding.

STUDENT INCHARGES:

Shashwat Upadhyay-9315976617
Anish Kapila- 9599079268

FIV SUNC

Eligibility: 10-12

Number of participants per team: 6

Dates: Submission- 31st July 2023

Offline - 10th August 2023

Venue-N/A

Registration Link

RULES:

- L) There will be two rounds (preliminary and finals). Number of teams qualifying for the finals will be announced on the discord server 31st July 2023.
- 2) Teams are requested to send their entries for the preliminary round based on the topic released on 24th July 2023 on the discord server.
- 3) Entries selected for the final round will be called on the event day and they will be required to make changes based on the given prompts.
- 4) The teams selected will be required to be present on the day of the event with all the necessary equipment such as cameras, and laptops with editing software.
- 5) Participants will be required to send a Google Drive link on the following email-id:

avsync.msm@gmail.com

b) The video should not exceed "3 minutes".

The judges' decision is final and binding.

STUDENT INCHARGES:

Chinmayee Khanna- 8920247978

Shashwat Upadhyay-9315976617



Eligibility: 9-12

Number of participants per team: 2

Dates: Round L online - 4Th August 2023

Round 2 & 3- Offline - 10th August 2023

Venue-Senior School Computer Lab

Registration Link

RULES:

- 1. There will be three rounds of gaming.
- 2. The first round will include Brawlhalla, and it will be held online. Matchups will be random, a competitive game of Brawlhalla will be hosted and half of the teams will proceed to the second part of the first round.
- 3.In the second part of the first round **Custom match** will be held to select top 8 schools and they will then move on to the second round.
- 4. The second round will take place in the school and the participants will play valorant against other schools. The top 4 teams will then move on to the 3rd round.
- 5. The third round will have the competitors play against the winners of round 2 who reached the finals. The losers will play against each other for the 3rd and 4th position whereas the winners will compete for the top 2 positions. The game will be told on the spot.

Note: The students participating in the Online Prelims will be the ones attending the Offline Finals.

STUDENT INCHARGES-

Ishan Khanna-9599764027

Arham Jain-9205096044

Aarav Tiwari-8287112752

XERO-DRY

Eligibility: 9-12

Number of participants per team: 2

Dates: Round 1 Online - 4Th August 2023

Round 2 Offline - 10th August 2023

Venue-Senior School Computer Lab

Registration Link

RULES-

L.In round one, there will be questions based around python and mySQL. The teams which provide the most effective and user-friendly code with efficiency and show their understanding of the language will be awarded the most points.

Top 8 schools to move on to the final round.

2.In round two, Question will be given, and participants will be required to find a solution. They will be judged on the efficiency and effectiveness of their code.

The judges' decision is final and binding.

- 1.Ishan Khanna-9599764027
- 2. Anish Kapila-9599079268
- 3.Khushal Sharma-9818497922

Eligibility: 9-12

Number of participants per team: 4

Date-Round 1 & 2- 10th August 2023

Venue-Classroom

Mode-Offline

Registration Link

RULES-

- 1) There will be two rounds. Number of teams qualifying for finals will be declared on the day of the event.
- 2) No specific skills or knowledge are needed for the event.
- 3) The preliminary round will be conducted on the day of the final event, i.e., 10^{th} August 2023.
- 4) Participants will be required to carry their smartphones.

STUDENT INCHARGES-

Manan Trivedi - 9810610647

Samyak Singh- 9625270752

Ishan Khanna- 9599764027



ECOMM BUZZ EVENTS



"COME, QUIZ, CONQUER".

NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 3

ELIGIBILITY: Class 9 to 12 FINALS: 10th August 2023

E-MAIL: ecommbuzz2023@gmail.com

Registration Link

RULES:

- 1. There will be two rounds. Prelims (written objective) and finals round would be conducted in the school itself.
- 2. Details will be shared on Discord server.
- 3. Top 4 teams from Prelims will battle in the finals.
- 4. Details of the finals will be shared with the prelims winners on the required date.
- 5. The quiz will be time bound.
- 6. In case of a tie in prelims a tie breaker round would be conducted. In case of a tie in finals extra questioning round would be conducted.
- 7. Top 2 teams will be awarded.
- B. Use of any unfair means would lead to disqualification of team.
- 9. Quiz master's decision would be final and binding. 10. Questions for the quiz will be asked related to the fields of technology, business, economics and psychology.

- l-Shubaan Manuja-8130988877
- 2.Samyak Singh-9625270752
- 3. Jyotsna Choudhary-8826900685



"CREATIVITY WITH STRATEGY IS CALLED ADVERTISING"

NO. OF TEAMS PER SCHOOL: 1

PARTICIPANTS: L(including actors and presenters)

ELIGIBILITY: CLASS 9-12

EMAIL ID: ecommbuzz2023@qmail.com

MODE: ONLINE

Registration Link

RULES:

- 1. The participants must prepare an advertisement video on any one of the topics provided to them.
- 2. The medium of performance must be English. Usage of any other language will lead to negative marking.
- 3. Teams may use costumes, props, musical instruments, jingles, taglines or any other suitable prop in order to enhance their performance.
- 4. The teams must mail their advertisement video to the given email id by 4th August 2023.
- 5. The name of the school should NOT be mentioned anywhere in the video.

TIME LIMIT FOR THE VIDEO: 1 minute

JUDGEMENT CRITERIA:

Judgement will be done based on

- 1. Creativity, content, use of jingles/taglines, use of props and delivery.
- 2. Spontaneity, delivery, presentation, clarity of thoughts and use of theme.

AWARDS:

1. Best Advertisement



TOPICS:

- 1. Cyber Attacks: Don't be a victim.
- 2. C2C eCommerce Companies
- 3. Upcycled Apparel Brands

- 1. Shubaan Manuja-8130988877
- 2.Parham Kanth-9667278866



NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIGIBILITY: Class 9th to 12th

E-MAIL ID: ecommbuzz2023@gmail.com

Registration Link

RULES:

- 1. This competition involves photography and an advertising segment.
- 2. The participants must create a poster with original photos.
- 3. The poster should have 2-3 original photographs.
- →The photographs should be clicked on the spot.
- →Basic editing can be done.
- →Photographs can be coloured or monochrome.
- \rightarrow DSLR and/or mirrorless cameras to be used.
- →Pictures clicked using any other cameras will not be accepted.
- →Pictures to be clicked only using manual mode.
- \rightarrow Usage of auto mode will not be accepted and will lead to disqualification.
- →The pictures used in the poster must also be submitted individually in jpeg format with metadata.
- → Plagiarised and inappropriate images are unacceptable and the school holds authority to discard any pictures at their discretion.
- →The poster can be submitted in a pdf or jpeg format.
- 4. The host school will be providing the product on the day of the competition.
- 5. Necessary equipment to be brought by the students.
- 6. The host school will not provide any equipment.
- 7. Students to use an empty SD card.
- 8. Students to bring their own laptops with the necessary software installed. Host school will not be providing any software or hardware.

9. In case of any technical difficulties, the host school will not be responsible.

SOFTWARE:

- 1. LIGHTROOM FOR PHOTO EDITING
- 2. CANVA FOR POSTER MAKING

TIME LIMIT:

- → 1 hour for clicking pictures
- → 10 minutes for editing
- → 30 minutes for making poster

JUDGING CRITERIA:

- → Creativity
- → Innovation
- → Quality of Photographs
- → Relevance to topic
- → Integration of photographs in the poster
- → Poster Design

: NOIZZIMBUZ

- → Participating students to carry an empty pen drive.
- \rightarrow A folder with the name of school to be submitted in the pen drive.
- → The folder should contain the poster and original images and a word file with student information and metadata of the images.

AWARDS:

- → Best Photographer
- → Best Poster

- 1. Shubaan Manuja-8130988877
- 2. Leesha Dwivedi-8966003902



SHAPUSIUM

"PENSER DIFFEREMMENT"

NO. OF TEAMS PER SCHOOL:1

PARTICIPANTS: 3

ELIGIBILTY: Class 11th and 12th

E-MAIL ID: ecommbuzz2023@qmail.com

Registration Link

RULES:

- 1. Each team will consist of a speaker, an interjector and a member to assist the speaker's audio and visual presentation.
- 2. Each speaker will be given 3 minutes to put forward their views on any one of the following topics:
- →Evolution of G2O and subsequent anticipation of its future
- →Shift from women development to women-led development →Colonisation of Space
- →Economics of taxing the rich
- →Role of psychology in modern day law enforcement
- 3. A warning bell would be sounded at 2.5 minutes and another final bell at the end of 3 minutes.
- 4. There will be an active rebuttal at the end of the speech of each speaker. Every speaker will be open to two interjections
- 5. NO CROSS QUESTIONING WOULD BE ALLOWED.
- 6. Speakers will be penalized for reading a prepared script but can refer to the visual aid.
- 7. Participants shouldn't be mentioning their school's name at any time during the presentation.
- A. Awards will be presented to the Winning Team, Best Speaker as well as Best Interjector.
- 9. The decision of the judges would be final and binding.

JUDGING CRITERIA:

- \rightarrow Innovation
- → Content Delivery
- → Visual/Audio aids
- → Expression
- → Justice to the topic

TIME LIMIT: 3 minutes

Note \rightarrow Exceeding the time limit will lead to negative marking.

- 1. Leesha Dwivedi-8966003902
- 2. Parham Kanth-9667278866



GIDDING GANKERS

"BIDDERS ARE WINNERS, A BID WIN IS NOT A SIN...l, 2, 3, SOLD!!"

NO. OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIBILITY: Classes 11th and 12th E-MAIL ID: ecommbuzz@2023gmail.com

Registration Link

HAVE YOU EVER WONDERED WHAT YOUR PORTFOLIO WOULD HAVE LOOKED LIKE IF YOU HAD MORE MONEY THAN YOU CAN IMAGINE TO INVEST? WELL, WE CAN'T GIVE YOU A SUITCASE FULL OF MONEY BUT THIS EVENT CAN!!

(Only first 15 registrations will be accepted)

ROUND 1: BIDDING WAR

- 1. In this round, the teams will be given a fixed amount to bid and battle for the economies presented to them.
- 2. The participants will be given information about the economies based on which they will be bidding on them.
- 4. The highest bid will win that economy.
- 5. Irrespective of whether a team has won an economy or not they will be moving on to the final round where they have a chance to earn profit or bear loss by investing in other team's economies.

ROUND 2: THE INVESTMENT GAME

In this round the teams will be investing in the same economies based on news and rumours. Irrespective of whether a team has won an economy or not they will be investing in other economies with the goal of maximizing their profits. This round is about expanding your portfolio to make as much money as you can.



- 1. The participants who won an economy in the second round will have an advantage in this round as they will not just make profit or bear loss by making investment in other economies but will get a share of 25% of the profit/loss made by other teams in the economies they won in the previous round.
- 2. Return of Investment (ROI) will be calculated for different economies, and it will be 50% pre-determined and 50% Market driven.
- 3. Profit / Loss on investment by all teams will be calculated using ROI.
- 4. The team with the highest portfolio will be declared as the winners.
- 5. The decision of the Organisers will be final and Binding

AWARDS:

- 1. Best Bid
- 2. Best Venture Capitalist

- 1. Shubaan Manuja-8130988877
- 2. Leesha Dwivedi-8966003902



"THE VALUE OF AN IDEA LIES IN THE USING OF IT"

NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIBILITY: Classes 11th and 12th E-MAIL ID: ecommbuzz2023@qmail.com

Registration Link

RULES:

- L. Participants will have to design a novel product on the topic chosen by them. Participants then must pitch in a business idea for the product designed by them.
- 2. The business pitch should take into account factors like feasibility, uses, creativity, target customers and cost of production of the product designed.
- 3. The product should be presented innovatively so as to appeal to the target customers.
- 4. Points will be deducted for exceeding the time limit.
- 5. The name of the school should not be mentioned in the Presentation.
- Ь. Visual Aid is necessary.

JUDGING CRITERIA:

- → Innovation
- → Feasibility
- → Application
- → Designing
- → Visual/Audio Aid

TIME LIMIT:

 \rightarrow First bell at 2mins 30secs and second bell at 3mins. NOTE-Exceeding the time limit will lead to negative marking.

AWARDS:

1. Best Pitch



2. 2nd Best Pitch

:ZDIQOT

- 1. NBFI
- 2. Information and Communications Technology (ICT) Business
- 3. Gig Economy Apps

- 1. Parham Kanth-9667278866
- 2. Jahnavi Verma-8447476665



PSUNFIFSE

"Connecting Young Minds Through Theatre"

Name of the event- Stage Play
No. of teams- Ol
No. of participants per team- Ol (max.)
Eligibility- XI-XII
Time limit- 10 minutes (max.)
Language- English
Email- psynapse2023@gmail.com
Registration Link

RULES:

- L.Each school will be allowed to send one team comprising maximum of eight participants.
- 2. Only the first ten online registrations will be accepted.
- 3. Students are requested to bring their own props, and music if required. The host school will only provide tables and chairs.
- 4. One member out of the total number of participants can contact me for assistance with lighting and music. The host school will not be providing any help with the stage management.
- 5. The team will bring the music in a pen drive and submit it to the organizers at the beginning of the event.
- 6. Each school will be given 10 minutes to stage the concept. A warning bell will ring at 9 minutes and the final bell at 10 minutes. Exceeding the time limit will lead to disqualification.
- 7. A list of topics related to psychological themes has been attached. Each school will be allowed to choose one topic at the time of registration.
- A.Teams will be judged based on their acting, creativity, plot and ability to do justice to the concept and overall effect.

The judges' decision will be final and binding.



NOTE:

- 1. Last date for registration is 5th August 2023.
- 2.No school will be allowed to participate without prior registration.
- 3. In case of any technical failure, the host school will not be held responsible.

TOPICS:

- 1. Depression is not always obvious.
- 2. Say you hear it too! Schizophrenia
- 3. The Id vs. Superego- Where will the Ego go?!
- 4. I have CDO- it is like OCD... But in alphabetical order as they should be
- 5. It is not in my past; it is in my everyday- PTSD.

AWARDS TO BE GIVEN

- 1. First position
- 2. Second position
- 3. Best Actor

STUDENT INCHARGES

TAVLEEN KAUR- 9868975153

DAKSHA BISHT- 8595447952



The matrix has you.
The buzz never dies.
Embrace the psynapses.