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GENERAL RULES

General Rules:

- Check-in: All schools must complete registration by 7:30 arxitoxy participate.
- Dress code: Students must wear their school uniforms.
- Sportsmanship: Disruptive behavior or rule violations may lead to penalties or disqualification.
- Participation limits: Students can only compete in one event.
- Award Ceremony: Winning schools must have a representative to attend the prize distribution.
- Participants will have to analyse the schedule provided below and accordingly manage the events in which they want to participate and ensure that their events are not coinciding

Registration:

- Online sign-up: Schools should confirm their participation by registering on the event website using the forms provided.
- Teacher supervision: Each school must have a designated staff member accompany them.
- Technical difficulties: The host school is not liable for any technical issues that may arise.
- Registration deadline: The deadline to register for all events (both offline and online) is 27th July 2024.
- Host school will not provide internet connection, participants are requested to arrange for themselves.
- Form Link -c

Online Event Rules:

- Join the community: To participate in online events, students must join the Discord server using the provided link.
- Fair play: Cheating, hacking, or disruptive behavior will result in disqualification.

Additional Information:

- For event updates and announcements, please visit the event website: www.thematrixclan.com
- Discord Link https://discord.gg/GRUqVq3Jwa

EVENTS



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Sr. No.	Event .	Eligibility	Prelims/Online	Offline	No Of Teams	Participants Per Tean	
01.	Project R	9-12	· · · _	03-08-24	01.	02	
02.	Xero-Day	9-12	30-07-24	03-08-24	01	02	
03.	Tactus Gramen	9-12	28-07-24	03-08-24	01	05	
04.	A/V Sync	10-12	29-07-24	03-08-24	01	.03	
05.	Sound Wave	09-12	29-07-24	03-08-24	01	02	
06.	MindCraft	9-12	29-07-24	03-08-24	01	04	
07.	Techtures	9-12		03-08-24	01	02	
08.	Quizzardry	9-12	<u>-</u>	03-08-24	01	03	
09.	Brand Ad	9-12	30-07-24 (Last day for submission)	<u>.</u>	01	06	
10.	Diorama	9-12	-	03-08-24	01	02	
.* _{11.}	Symposium	11-12		03-08-24	01	03	
12.	Bidding Bankers	11-12		03-08-24	01	02	
13.	Pitch Perfect	11-12		03-08-24	. 01	02	
14.	Psynapse	11-12	<u>-</u>	03-08-24	01	08	

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SCHEDULE



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Time	Auditorium	Senior Computer Lab	Junior Computer Lab	' Multi Purpose Room	Library	Bio Lab	Classroom s	Classroom and School Premises
7.30-8.00				Regist	ration		0	
8.00-8.30			(Midd	le School Co	ordinator's (Office)		
8.30-9.30			Oper	ning Ceremo	ony (Auditoi	rium)		
9.30-10.00		Gaming	SoundWaves		Quizardry		Pitch	
10.00-10.30	Psynapse	Prelims and Xero Day		Symposium	Prelims		Perfect (12-B) &	Mindcraft
10.30-11.00		. ,	Techtures			٠.	Project R (12-A)	•
11.00-11.30			,			Bidding Bankers	•	
11.30-12.00		Diorama	•	* q	A/V Sync			
12.00-12.30	Quizzardry			Gaming Finals				
12.30-1.00				Filials		•		
1.00-1.45		•••	Closing (Ceremony ar	nd Prize Dis	stribution °		



PROJECT R



NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan24@gmail.com

RULES:

- There will be one offline round conducted in the school.
- The participants are required to make a working model using any of the integrated circuit boards, e.g. Raspberry Pi/Arduino/Esp32/Msp430.
- The participants must bring all the necessary equipment, e.g. extension cords, laptops, etc.
- The participants must describe and demonstrate their model to the judges, preferably in less than 5 minutes.
- The participants are free to create their model on any topic.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Harikarthik V.K. - 8178224945

Dominic D'lima - 9289801968

XERO DAY



NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan24@gmail.com

RULES:

- There will be one round of online prelims in which there will be questions based around python and MySQL. The teams that provide the most effective and user-friendly code with efficiency, display their understanding of the language will be awarded the most points.
- Top 8 schools to move on to the final round.
- The final round would be offline in which Questions will be given, and participants will be required to find a solution. They will be judged on the efficiency and effectiveness of their code.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Aditya Kumar Sharma - 8092133145 Rishay Chahar - 9599764027

MINDERAFT



NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan24@gmail.com

RULES:

- There will be one round of online Prelims which will be held online, the hunt can be attempted by all and the final offline round will be conducted in the school.
- The results of the prelims will be announced on the discord server.
- Participants are allowed to join only one event.
- Participants will be provided with a link for the preliminary round on the discord server.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Ranbir Singh Arora - 7827215174 Akshat Tiwari - 9871301396

TACTUS GRAMEN

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NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 5

EMAIL: thematrixclan24@gmail.com

RULES:

- There will be one round of online prelims and the Game for the preliminary round will be 'Valorant'.
- All the matches in the Valorant tournament will be 5v5 knockouts.
- The use of any kind of hacks, cheats, or outsourcing of players is strictly prohibited and will lead to instant disqualification.
- For the final offline round, the 4 qualified teams from the preliminary rounds are supposed to come to the school with their gaming accessories.
- The game to be played on the final day will be a surprise.
- Participants are requested to join "THE MATRIX ECOMM PYSNAPSE" discord server before 27th July with their real names.
- The Discord Server link has been provided in the General Guidelines. Only the registered participants will get access to the gaming channel after verification.
- Further rules and details along with the schedule of the tournament will be laid out in advance on the Discord server itself.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Daniel Andrews Johnson - 8800306041 Leon Saljo - 8130485311

AVV SYNC



NO OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 3

EMAIL: thematrixclan24@gmail.com

RULES:

- There will be one offline round.
- Participants will be required to create a video on the theme to be specified.
- Participants will be allowed to use any editing software of their choice.
- The use of animations, visual effects, and other creative elements is encouraged.
- All the teams are required to be present with all the necessary equipment such as cameras, laptops, etc. on the day of the event.
- Participants will be provided with a pen drive to transfer the final output file and the project file.
- The video should not exceed "3 minutes".
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Ishaan Bhandari - 9354645764 Akshit Raj - 8707382833

SOUND WAVE

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NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 2

EMAIL: thematrixclan24@gmail.com

RULES:

- It is an audio editing event.
- There will be two rounds prelims (online) and finals (offline). Teams qualifying for the finals will be announced on the Discord server.
- Teams are requested to send their entries for the preliminary round based on the topic released on the discord server.
- 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.
- The teams selected will be required to be present on the day of the event with all the necessary equipment such as laptop, tablets etc.
- Participants will be required to send a Google Drive link of the final output file and project file to the following email provided above.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Avneet - 8287989546 Lucien Gorlier - 9910010999

TECHTURES



NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: Classes 9-12

PARTICIPANTS: 1-2

EMAIL: thematrixclan24@gmail.com.

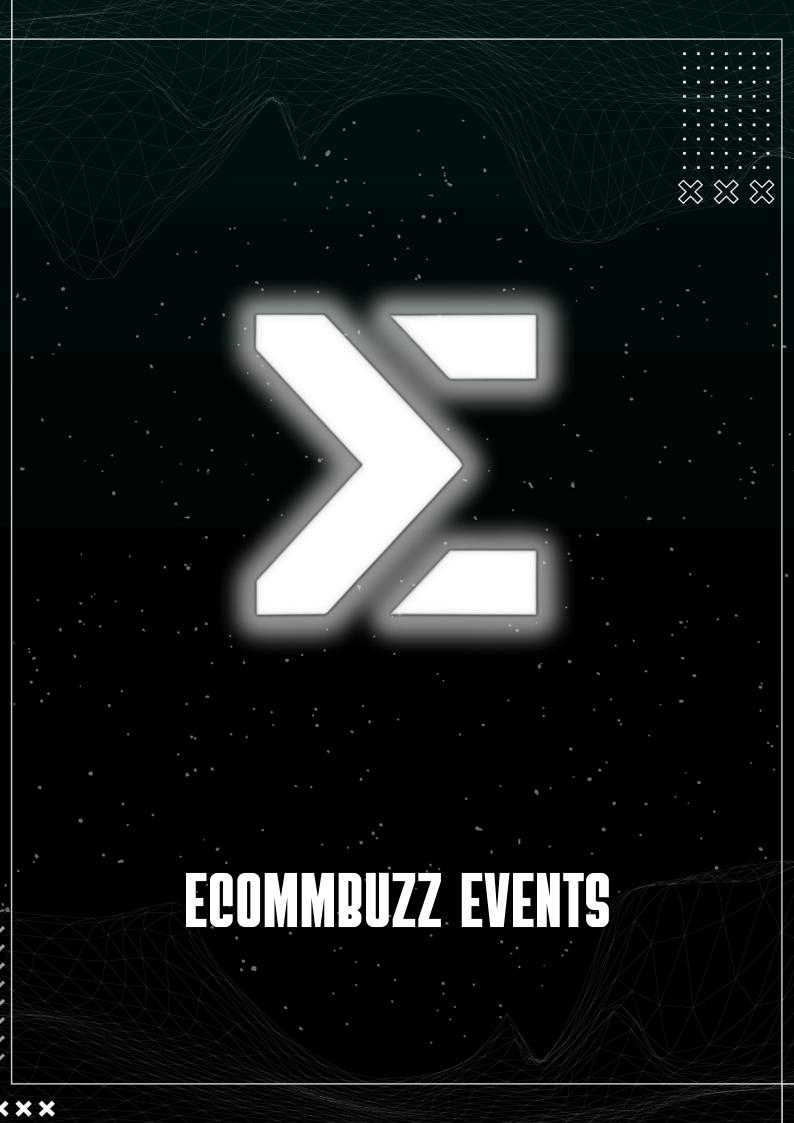
RULES:

- There will be one offline round.
- Participants will receive a topic on the spot and must create an original digital image based on this prompt using Canva's AI image generator.
- Participants will have 1 hour to complete their image.
- Entries will be evaluated based on creativity, adherence to the prompt, technical skill, and overall visual impact.
- Participants must submit their completed digital image within the allocated time frame. Late submissions will not be considered for judging.
- Participants must bring their equipment such as laptops, phones, or any tools necessary.
- Plagiarism or use of pre-existing artwork will result in disqualification.
- Use of unfair means will lead to disqualification.

STUDENT IN CHARGES:

Aarush Sood - 9354645764

Nixon Paul - 7683027207



QUIZZARDRY

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"Come, Quiz, Conquer"

NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 3

ELIGIBILITY: Classes 9 - 12

E-MAIL: ecommbuzz2024@gmail.com

RULES:

- There will be two rounds: Prelims (written and objective) and the Finals.
- Top 4 teams from the Prelims will battle it out in the finals.
- The quiz will be time bound.
- In case of a tie in prelims, a tie breaker with pre-decided question(s) will take place and in case of a tie in the finals, an extra questioning round will be conducted.
- Awards will be given to the two highest scoring teams.
- Use of any unfair means will lead to disqualification of the team.
- The Quiz master's decision will be final and binding.
- Questions for the quiz will be related to the fields of technology, business, economics and psychology.

STUDENT INCHARGES:

Rakshitesh - 9555630081 Alfrin Samuel - 9868045161 Daksh - 9810495836

BRANDAD



"Creativity with strategy is called advertising"

NO. OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 6 (including actors and presenters)

ELIGIBILITY: Classes 9 – 12

EMAIL ID: ecommbuzz2024@gmail.com

MODE: ONLINE

RULES:

- The participants must prepare an advertisement video on one of the topics given below.
- The medium of performance has to be English. Usage of any other language will lead to negative marking.
- Teams may use costumes, props, musical instruments, jingles, taglines or any other suitable prop in order to enhance their performance.
- The name of the school should NOT be mentioned anywhere in the video.
- The time limit for the video: 1 minute
- The teams have to mail their advertisement video to the given email ID by 30th July midnight.
- Award will be given for the Best Advertisement

TOPICS:

- 1. Sustainable Apparel Brand
- 2. Health and Wellness Apps
- 3. Digital Footprint: Manage Your Online Presence

JUDGEMENT CRITERIA:

- Creativity
- Content
- Use of jingles/taglines

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- Use of props
- Spontaneity
- Delivery.
- Presentation
- Clarity of thoughts
- Use of the theme

STUDENT INCHARGES:

Ida Kaushik – 9560903391

Swayam Seth – 9810972062

DIORAMA

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"Your image is our focus"

NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIGIBILITY: Classes 9 – 12

E-MAIL ID: ecommbuzz2024@gmail.com

RULES:

- This competition involves photography along with an advertising segment.
- The participants have to create a poster using 2-3 original photographs that have to be taken on the day of the event.
- Basic editing can be done, in-camera or via lightroom.
- Photographs can be coloured or monochrome.
- DSLR and/or mirrorless cameras to be used. Pictures clicked using any other cameras will not be accepted.
- Pictures to be clicked using only manual mode. Usage of auto mode will not be accepted and will lead to disqualification.
- Plagiarised and inappropriate images are unacceptable and the school holds authority to discard any pictures at their discretion.
- The host school will be providing the product on the day of the competition.
- Necessary equipment to be brought by the students. No equipment will be provided by the host school.
- Participants may bring props to shoot with. However, in case of any damage, the host school will not be responsible.
- Participants to use an empty SD card.
- Participants to bring their own laptops with the necessary software installed. Host school will not be providing any software or hardware. Software can be pirated but in case of any technical difficulties, the host school will not be responsible.
- Awards will be given for Best Photographer and Best Poster

SOFTWARE:

- Lightroom for Photo Editing
- Canva for Poster Making

TIME LIMIT:

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

SUBMISSION:

→ Participating students must carry an empty pen drive.

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- → A folder containing the following, with the name of the participating school, to be submitted in the pen drive:
 - The Poster (.pdf or .jpeg format)
 - The original images individually in .jpeg format
 - A word file with student information and metadata of the images used

JUDGEMENT CRITERIA:

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

STUDENTS INCHARGES:

Ida Kaushik – 9560903391

Ayush Ranjan – 9871960639

SYMPOSIUM



"Penser Différemment"

NO. OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 3

ELIGIBILITY: Classes 11 & 12

E-MAIL ID: ecommbuzz2024@gmail.com

RULES:

- Each team will consist of a speaker, an interjector and a member to assist the speaker's audio and visual presentation.
- Each speaker will be given 3 minutes to put forward their views on any one of the following topics:
- → A take on Indian Innovation. Industry Policy & Mixed Market.
- → Psychopathy and Gender: Are there differences?
- → Virtual reality Escapism from or enhancer of reality.
- → The impact of recent trade policies on deforestation rates in the Amazon and other critical regions.
 - TIME LIMIT: 3 minutes. A warning bell will be sounded at 2.5 minutes and another final bell at the end of the allotted 3 minutes. (Exceeding the time limit will lead to negative marking.)
 - Visual Aid is compulsory.
 - There will be an active rebuttal at the end of the speech. Every speaker will be open to two interjections
 - NO CROSS QUESTIONING WILL BE ALLOWED.
 - Speakers will be penalised for reading a prepared script but can refer to the visual aid they will use.
 - Participants shouldn't mention their school's name at any point during the presentation.
 - Awards will be presented to the Winning Team, the Best Speaker as well as for the Best Interjector.

JUDGEMENT CRITERIA:

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

STUDENT INCHARGES:

Anischka Banga – 7891600016 Roger Sebastian - 9958084346 <u>Awismit - 9878722323</u>



BIDDING BANKERS

"Bidders are winners. A bid win is not a win...1,2,3, SOLD!!"

NO. OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIGIBILITY: Classes 11 & 12

E-MAIL ID: ecommbuzz@2024gmail.com

NOTE: Only first 15 registrations will be accepted

ROUND 1: BIDDING WAR

- In this round, the teams will be given a fixed amount to bid and battle for the economies presented to them.
- The participants will be given information about the economies on the basis of which they will be bidding.
- The highest bid will win that particular economy.
- Irrespective of whether a team has won an economy or not, they will move 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 possible.
- The participants who won an economy in the first 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.

- Profit/Loss on investment by all teams will be calculated using ROI.
- Return of Investment (ROI) will be calculated for different economies and it will be pre-determined.
- The team with the highest valuing portfolio will be declared as the winners.
- Awards will be given for The Best Bid and The Best Venture Capitalist

STUDENT INCHARGES:

Swayam Seth – 9810972062 Saksham Verma - 9870445755

PITCH PERFECT

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"It is contagion that determines the fate of a theory in Economics"

NO OF TEAMS PER SCHOOL: 1

PARTICIPANTS: 2

ELIBILITY: Classes 11 & 12

E-MAIL ID: ecommbuzz2024@gmail.com

RULES:

- Participants will have to design a product or service on the topic which they will then have to pitch a business idea for.
- The business pitch should take into account factors like feasibility, uses, creativity, target customers and cost of production.
- The product should be presented innovatively so as to appeal to the target customers.
- Visual Aid is necessary.
- The name of the school should NOT be mentioned in the Presentation.
- TIME LIMIT: 3 mins: The first bell will be rung at 2.5 mins and the final one, at the end of the allotted 3 mins. (Points will be deducted for exceeding the time limit.)
- Awards will be given for The Best Pitch along with The 2nd Best Pitch

TOPIC:

Leveraging Artificial Intelligence in Wildlife Conservation

JUDGEMENT CRITERIA:

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

STUDENT INCHARGES:

Aryan Thakur – 9654698281

Shaivi Lohia – 7217704959





PSYNAPSE



"Connecting Young Minds Through Theatre"

NO. OF TEAMS PER SCHOOL:01

PARTICIPANTS: 08 (max.)

ELIGIBILITY: Classes 11 & 12

FORMAT OF EVENT: Stage Play

TIME LIMIT: 10 minutes (max.)

LANGUAGE: English

EMAIL: psyynapse.msm@gmail.com

RULES:

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- Each school will be allowed to send one team comprising maximum of eight participants.
- Only the first ten online registrations will be accepted.
- Students are requested to bring their own props, and music if required. The host school will only provide tables and chairs.
- One member out of the total number of participants can contact us for assistance with lighting and music. The host school will not be providing any help with the stage management.
- The team must bring the music in a pen drive and submit it to the organizers at the beginning of the event.
- 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 negative marking.
- 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.
- 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.
- In case of any technical failure, the host school will not be held responsible.

 Awards will be given for First position, Second position and Best Actor

TOPICS:

- Invisible crimes-gender differences in under reported criminal activities
- under reported 💢 💥 💢
- Say you hear it too! Schizophrenia
- The Id vs. Superego- Where will the Ego go?!
- I have CDO- It's like OCD... but in alphabetical order as they should be
- It isn't in my past, It's in my everyday- PTSD
- The hunger within-bulimia nervosa

STUDENT INCHARGES: Dhriti Yadav - 8447261914 Daksh - 98104 95836



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THE MATRIX HAS YOU. THE BUZZ NEVER DIES. EMBRACE THE PSYNAPSES.

Registration Link - https://forms.gle/cFvPseKMBa4W46GQA