



RCSS
RAJAGIRI COLLEGE OF
SOCIAL SCIENCES
(AUTONOMOUS)

**RAJAGIRI COLLEGE OF SOCIAL SCIENCES
(AUTONOMOUS)
KALAMASSERY**

**PRESENTS
INTERNATIONAL**

Grad Fest

11th
EDITION

SPLENDORE

the next begins now

**27-28
NOVEMBER**

2025

**Total Prize Money
Rs. 3.3 Lakhs**

Contact No: 0484-2911111, 2911507

<https://splendore.rajagiri.edu>



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(AUTONOMOUS)

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KALAMASSERY
Presents

INTERNATIONAL Grad Fest



SCAN TO REGISTER



EVENTS FOR UG STUDENTS

Echoes of Unity Band	Lag and Tag Cycle Cycle Slow Relay	Circuit of Titans Obstacle Course	Beata Deca Group Dance
PRIZE MONEY ₹ 32000 (15,000 / 10,000 / 7,000)	PRIZE MONEY ₹ 6,000 (4,000 / 2,000)	PRIZE MONEY ₹ 16000 (8,000 / 8,000) <small>Category Male Category Female</small>	PRIZE MONEY ₹ 30000 (15,000/10,000/5,000)
Doppelgänger Fest Mimicry	Time Keepers Trap Escape the Room	InstaFace Pop Face Painting	Ledora Ramp Walk
PRIZE MONEY ₹16,000 (8,000 / 5,000 / 3,000)	PRIZE MONEY ₹18,000 (10,000 / 8,000)	PRIZE MONEY ₹13,000 (7,000 / 4,000 / 2,000)	PRIZE MONEY ₹ 50,000 (30000/20000)
Novator Business Idea Pitching	Decima Intelectus Quiz	Reelistic Reels making	Silent Expressions Mime
PRIZE MONEY ₹ 25,000 (12,000 / 8,000 / 5,000)	PRIZE MONEY ₹ 11,000 (7,000 / 4,000)	PRIZE MONEY ₹ 8,000 (5,000 / 3,000)	PRIZE MONEY ₹ 22,000 (10,000 / 7,000 / 5,000)
Artifex AI Tech based event	Quest for Harmony Treasure Hunt	TOTAL PRIZE WORTH ₹ 3.3 Lakhs	
PRIZE MONEY ₹ 15,500 (8,000/5,000 / 2,500)	PRIZE MONEY ₹ 10,000		

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INTERNATIONAL **Grad Fest**



SCAN TO REGISTER



EVENTS FOR **HIGHER SECONDARY STUDENTS**

**Five Frames,
One Flow**
Flash Fiction

PRIZE MONEY

₹ 9,500

(5,000 / 3,000 / 1,500)

Novator

Business Idea Pitching

PRIZE MONEY

₹16,000

(8,000 / 5,000 | 3,000)

Decima Intelectus

Quiz

PRIZE MONEY

₹11,000

(7,000 / 4,000)

Celluloid

Short Film

PRIZE MONEY

₹16,000

(8000 / 5,000 / 3,000)

Reelistic

Reels making

PRIZE MONEY

₹ 8,000

(5,000 | 3,000)

**TOTAL PRIZE WORTH
₹61K**

CONTACT: 0484-2911111, 2911507

<https://splendore.rajagiri.edu>

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GENERAL RULES AND REGULATIONS

- ⌘ The events of SPLENDORE are only for +1, +2 students (online) and students enrolled in any of the Undergraduate Programs of Arts / Humanities/ Commerce / Science/ Business/Law and Social Work programs.
- ⌘ Every contestant, group or individual should report at the respective venues 15 minutes before the time announced. Failure to report in time will lead to the cancellation of the group's or individual's registration.
- ⌘ For online events, the respective candidates' sole responsibility is to ensure that the necessary logistics (functioning internet, laptops / mobile phones, speakers, microphones etc.) are set up before the time announced.
- ⌘ The decision of the judges will be final for all the events.
- ⌘ All the details of the events and relevant communications from time to time will only be sent to the email IDs provided at the time of registration. It will be the sole responsibility of the candidate to provide the organizers with the correct email ID.
- ⌘ All the participants must wear ID cards provided by their respective institutions at the time of registration.
- ⌘ Kindly follow the instructions given by the coordinators to ensure the smooth conduct of the program. You are requested to seek the advice of official volunteers in case any assistance is required.
- ⌘ Any kind of vulgarity/profanity/abuse will be penalized, and the candidate will be immediately disqualified.
- ⌘ The decision of the judges will be final.

GRIEVANCE REDRESSAL COMMITTEE

Your grievances, if any, will be considered with due importance. Grievance regarding any matter should be reported to **splendore@rajagiri.edu**, in writing, within 30 minutes of the declaration of results. The Grievance Redressal Cell will convene and rule on the grievance within two hours of filing the grievance. Only the grievances submitted by the Group Leader will be taken into consideration by the cell. The decisions of the Grievance Redressal Committee shall be final.

GENERAL RULES CONCERNING THE COMPETITIONS

1. Registration and Participation

- ⌘ More than one individual/team can participate in the events from an Institution except in the events mentioned otherwise.
- ⌘ The registration will start from **08 November 2025** and the registration form can be accessed from <https://splendore.rajamahal.edu/> or scan the QR codes shown in the rule books.
- ⌘ The registration for participation will be confirmed within 24 hours of successful registration and payment of the fees. A confirmation mail will be sent to the email id of the faculty in charge of the team leader after verification.
- ⌘ All the participants should produce proof of identity (ID card or authorization letter) provided by the institution at the time of participation.
- ⌘ The number of participants for the events will be as specified against each event.
- ⌘ Participation certificates will be issued to all participants.
- ⌘ The participants will be given chest numbers for the final round of the competitions. The chest numbers should be visibly worn during the performance.
- ⌘ In the case of online events, if the winners of the event are not present for the awarding ceremony the cash prize will be sent to a bank account authorized by the participant/team leader/institution. This could take up to 5 - 7 working days.

2. Payment of Registration

The registration fee for participating in SPLENDORE 2025 will be as follows. The organisers will not be responsible for providing anything other than the guarantees mentioned.

School: There is no registration fee.

College: The registration fee for each event is given below.

1. Doppelganger Fest/ Circuit of Titans/ Reelistic: **₹ 200**
2. Artifex AI/ Decima/ Instaface Pop/ / Lag & Tag Cycle: **₹ 400**
3. Novator: **₹ 800**
4. Echoes of Unity/ Quest for Harmony/ Beata Deca/ The Timekeeper's Trap/ Silent Expressions: **₹ 1000**
5. Ledore: **₹ 2000**

Registration fee includes participation of the event, participation certificate and food coupon.

The candidates must make the payment by

- a. Scanning the QR code
- b. Using the UPI id – rajagiricollegeofsocialsciences@sbi
- c. pay it directly to the account number mentioned and upload the receipt of payment in the registration form.



Bank Account details

Account Name	:	Rajagiri College of Social Sciences
Account No.	:	35402012397
Bank	:	State Bank of India
Branch	:	Kalamassery South
IFSC	:	SBIN0010570

3. Reporting at the venue

- ⌘ Every candidate must report at the venue before 9.30 AM on the day of the competition.
- ⌘ Upon reporting, you will be provided with an ID tag (Valid for the day of the event), which you are required to carry at all times.
- ⌘ In case of live online events, the links to participate in the events will be sent to the concerned candidates 30 minutes prior to the commencement of the event. Teams should be present at the concerned platform 15 minutes before the announced time of the event.

4. Order of presentation of an event

- ⌘ Lots will be taken to decide the order in which the teams will perform.
- ⌘ Only the organisers granted the authority to change the order to facilitate the participation of members in subsequent events (if any).

5. Disqualification

- ⌘ Any misconduct on the part of the members of the participant school/ college, like vulgarity/profanity/abuse in any form, shall lead to disqualification of the team.

6. For queries

- ⌘ Check the event website <https://splendore.rajagiri.edu/> for the latest updates. Write to splendore@rajagiri.edu or call the members of the respective committees only.

CONTACT DETAILS

Committee	Name of the member	Portfolio	Phone	Email
Splendore Core Committee	Fr. (Dr.) Shinto Joseph, CMI	Convener	8943372202	splendore@rajagiri.edu
	Dr Ann Baby	Dean, Student Affairs	9895012317	
Splendore Core Committee	Mr. Muhammed Asif	Student In Charge	9526057282	
Splendore Core Committee	Ms. Avanthika A	Student In Charge	8590564629	
Invitation and Reception Committee	Fr. Rintle Mathew	Administrator	8310609347	splendore@rajagiri.edu
	Dr. Leena Leon	Faculty In Charge	9847924427	
	Dr. Sreeja Radhakrishnan	Faculty In Charge	9846011691	
Finance & Sponsorship	Dr. Varghese Joy	Faculty In Charge	9048476130	
	Dr. Jaya Vijayan	Dean	9446944815	
Events Committee	Mr. Gokul M. Nair	Faculty In Charge	8547106700	
	Mr Vishnu N. S.	Faculty In Charge	8281380522	

LIST OF EVENTS - COLLEGE

Type of event	Name of the event	Number of Participants per team	Last date of Registration
Ramp Walk	Ledora	8 - 15	28/11/2025
Reels Making	Reelistic	1 - 3	27/11/2025
Face Painting	Instaface Pop	2	28/11/2025
Band	Echoes of unity	4 - 8	28/11/2025
Idea Pitching	Novator	2 - 4	28/11/2025
Treasure hunt	Quest for Harmony	5	28/11/2025
Dance	Beata Deca	6 - 12	28/11/2025
AI Based Designing	Artifex AI	2	28/11/2025
Obstacle Course Race	Circuit of Titans	1	28/11/2025
Mimicry	Doppelganger Fest	1	28/11/2025
Cycle Slow Relay	Lag & Tag Cycle	4	28/11/2025
Quiz	Decima Intellectus	2	28/11/2025
Escape the Room	The Timekeeper's Trap	5	28/11/2025
Mime	Silent Expressions	5 - 8	28/11/2025

EVENT 1: LEDORA

Category: College only

Number of participants per team: 8 – 15

Ledore is one of the most glamorous events of SPLENDORE, where the most creative minds and the elegant people from the best colleges and fashion academies test their metal on the ramps of SPLENDORE. This is an offline -team event.

Rules of the Event

1. The participating team can select any theme of their choice.
2. Total time allotted for each team is 20 minutes (18 minutes for performance and 2 minutes for preparation)
3. Negative marking if participants exceed time limit.
4. Background score should be submitted at the time of registration in a CD/USB(USB Recommended).
5. The teams shall be judged based on their performance and connection to the theme.
6. Vulgarity of any kind will lead to instant disqualification of the team from the event.
7. All costumes are permitted, which maintains decency.
8. Original costumes and fashion designs are encouraged.
9. Use of fire, fireworks, smoke bombs, crackers on stage is strictly prohibited.

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

Faculty in Charge	Student in Charge
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EVENT 2: REELISTIC

Category: College only

Number of participants per team: 1-3

Reelistic is an electrifying reel-making competition that celebrates creativity in motion. Participants get the chance to craft captivating short reels that combine storytelling, visuals, and originality. It's a celebration of creativity, innovation, and the art of making every second count!

Rules of the Event:

1. The event is a two-hours on-campus reel-making challenge in which an individual participant or a team (of maximum 3 registered participants) must **create, shoot, and edit a single reel** based on the **theme/idea provided at the start of the event**. The entire creation process — ideation, filming, and editing — must be completed **within the given specified time in the campus**.
2. All participants must **report in person** at the designated venue on campus as per the details provided in the confirmation mail that will be send to the registered participant(s).
3. The **theme/idea** will be announced to all participants **at the official briefing session** on **28.11.2025**, marking the start of the event.
4. Only **one video submission per participant/team** is permitted.
5. The reel must be filmed **vertically (portrait mode)** as per the standard Instagram Reel format. Entries shot horizontally will be disqualified.
6. The winners will be awarded first and second prizes only.
7. All the requirements for the event should be taken care of by the participant(s) itself. Participants should use their **own smartphones or cameras and laptops for the event purpose**. The organizers shall not be responsible for providing any requirements.
8. The reel should not contain any content that is vulgar, abusive, obscene, defamatory, libellous, offensive, anti-national, anti-social, hateful, discriminatory, objectionable with respect to race, religion, creed, national origin, or gender, or otherwise violates any law.
9. Reel should not contain any content that infringes or may infringe any third-party rights, including but not limited to intellectual property rights, privacy rights, publicity rights, or proprietary rights of any individual or group.

10. Duration: 30 – 90 Seconds (max). Exceeding this limit will lead to **disqualification**.
11. Participants must submit their final reel **in person via the designated Google Form or submission link** before the deadline (any change in the mode of submission will be communicated prior to the commencement of the event).
12. The video file should be in **MP4 or MOV format** only.
13. Participants must capture and submit **behind-the-scenes (BTS) photos** with visible **time stamps** as proof of the on-campus creation process.
14. The video file must be named with the name of the reel.
15. The content should be entirely original. **Recreation of existing reels/trends or the use of AI-generated content** is strictly prohibited.
16. Participants must maintain **discipline and respect campus rules** at all times. Any form of **misconduct, disturbance, or damage** to college property will result in immediate disqualification.
17. The **decisions of the judges and organizing committee** will be **final and binding**.
18. All submitted reels will remain strictly confidential and will not be screened or made accessible to participants or the public under any circumstances.

Note: If the number of teams registering for the event is less than three, the event will be held, but only consolation prizes will be awarded to the participants.

Faculty in Charge	Student in Charge
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Email: splen_reelistic@rajagiri.edu	

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EVENT 3: INSTAFACE POP

Category: College only

Number of participants per team: 2

InstaFace Pop is a vibrant face-painting competition that turns faces into living canvases of creativity! It's a celebration of imagination, self-expression, and the magic of transforming a face into a masterpiece!

Rules of the Event:

1. This is open to all registered students of any college.
2. Participants may take part in teams of two, consisting of one painter and one model.
3. Each participant and model is required to carry a valid college ID card.
4. The theme for the competition will be announced on the spot.
5. After the announcement of the theme, the team is not permitted to use the mobile phones.
6. Participants must strictly follow the given theme; any deviation may result in a deduction of marks.
7. A total time duration of 60 minutes will be allotted for the competition, and all artwork must be completed within this timeframe, as no extra time will be given.
8. Participants must bring all necessary materials, such as face paints, water paint, brushes, sponges, wipes, and water bowls.
9. Only skin-safe and non-toxic face paints are permitted, while acrylic, spray, and oil-based paints are strictly prohibited.
10. The use of pre-made stencils is not allowed, and all designs must be created freehand during the event.
11. The model's face must be clean before the competition begins, with no pre-applied makeup.
12. During the competition, the painter is allowed to touch only the face and neck of the model.
13. The use of glitter, stones, and minimal accessories, and normal costumes are permitted.
14. Participants must maintain discipline and ensure their workspace remains neat and clean.
15. Judging will be based on creativity, originality, adherence to the theme, colour combination and technique, neatness and presentation, as well as the overall visual impact of the artwork.

16. Disqualification may occur if banned materials are used, if the time limit is exceeded, if the artwork is found to be copied or pre-designed, or if any inappropriate behaviour or offensive imagery is involved.
17. Participants must ensure that only skin-friendly products are used, and if the model experiences irritation or discomfort, the process must be stopped immediately.
18. The organisers will not be held responsible for any allergic reactions.
19. The decision of the judges will be final.
20. Participation certificates will be awarded to all participants, and the names of the winners will be announced during the closing ceremony.

Faculty in Charge	Student in Charge
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EVENT 4: ECHOES OF UNITY

Category: College only

Number of participants per team: 4 – 8

Echoes of Unity is an offline - team event where the best voices and their bands from far and wide join together to be a part of SPLENDORE.

Rules of the Event

1. Band composition: Each participating band must consist of minimum of 4 members and a maximum of 8, including vocalist.
2. Instrumentation: Participating bands are required to bring their instruments.
3. Sound & equipment: Organising committee will provide sound equipment & microphones.
4. Live performance: All performances must be conducted live, and the use of pre-recorded music tracks is strictly prohibited.
5. Performance Duration: The maximum allotted performance time is 12 minutes. Bands exceeding this time limit will incur a penalty, resulting in a deduction from their final score.
6. Song selection: Bands are encouraged to perform songs, whether original compositions or existing pieces, in any language of their preference. Adherence to the theme will be appreciated by the judges. A hard copy of the lyrics of the performance should be provided before the event begins.
7. Conduct and content: Foul language, vulgarity and insensitive handling of contentious issues are strictly prohibited. Avoid the use of religious symbolisms, sexual innuendo, or the advocacy of aggression and violence. Any actions involving the removal of articles of clothing during, after, or at the exit of the performance are also prohibited.
8. Judge's Decision: The decisions made by the judging panel are final and binding.

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

Faculty in Charge	Student in Charge
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Email: splen_echoes@rajagiri.edu	

EVENT 5: NOVATOR

Category: College only

Number of participants per team: 2 - 4

The Novator Business Innovation Challenge is an exhilarating competition at our management fest, bringing together creative minds to tackle real-world business problems with innovative solutions. Designed to push participants beyond conventional thinking, this challenge emphasizes critical problem-solving, teamwork, and strategic planning. Participants will engage in various rounds, each focused on different aspects of business innovation—from ideation to implementation. Novator offers an unforgettable experience for aspiring business leaders to showcase their potential and gain valuable insights into the world of corporate innovation.

Rules of the Event

1. Each team should consist of 2 to 4 members, with one designated as the team leader.
2. Teams are expected to bring laptops with internet facility.
3. Specific guidelines for each task will be provided by the event coordinators prior to the commencement of the task and all participants must adhere to them.
4. Unless specifically authorized by the event organizers, using mobile phones or other electronic devices is forbidden.
5. Any questions or doubts should be addressed before the start of each round.
6. Adherence to the rules and regulations is mandatory. Non-Compliance will result in disqualification.
7. Failure to complete a given task within the specified time will lead to disqualification.
8. Decisions made by the event heads and judges are final.
9. The event coordinators have the authority to implement rules as needed to address any unforeseen circumstances.
10. Pitch Duration: Each participant must deliver a pitch lasting between 3 to 4 minutes. Exceeding the time limit may lead to penalties.
11. Presentation Format: Participants are encouraged to use a PowerPoint presentation (PPT) to support their pitch. The presentation should be concise and directly aligned with the pitch.

12. Slide Limit: PPT presentations are limited to 5 to 6 slides. Any additional slides Beyond this limit will not be considered.

13. Content Guidelines:

- * The pitch must clearly explain the core concept of the idea.
- * The pitch should follow LEAN CANVAS model
- * Participants should aim to persuade the panel of the idea's relevance and feasibility.

14. Problem Statement: Teams must use the below mentioned problem statement for idea generation.

15. Originality: All ideas presented must be original and created by the participants. Plagiarism or use of existing projects will lead to disqualification.

16. Use of Visuals: Visuals are encouraged to enhance the pitch but should remain relevant. Overloading slides with text or images are discouraged.

17. Use of PROTOTYPE: Teams are encouraged to bring the prototype of the product to make it more appealing and convincing. Considerable scores will be provided for the prototype

18. Technical Requirements: Participants are responsible for ensuring their presentation is compatible with the event's display setup. Any technical difficulties should be addressed prior to their slot.

19. Professionalism: Pitches should maintain a professional tone, focusing on the idea & potential.

20. Questions from Judges: Following each pitch, judges may ask brief questions for clarification. Participants should be prepared to respond concisely.

21. Adherence to Guidelines: Participants must adhere to all guidelines. Failure to comply may result in penalties or disqualification.

PROBLEM STATEMENT 1:

Business Opportunity (Community & Environment)

SDG Alignment: SDG 12 – Responsible Consumption & Production; SDG 13 – Climate Action; SDG 11 – Sustainable Cities & Communities

Title: Lack of Sustainable Daily Habits in Communities

Background:

Although awareness about environmental issues such as pollution, waste generation, and climate change is growing, most individuals and communities still struggle to adopt

sustainable habits in daily life. Simple actions—like conserving energy and water, reducing plastic use, and choosing eco-friendly transport—are often overlooked due to lack of motivation, awareness, or convenience. Changing small everyday behaviors can have a powerful collective impact on sustainability and climate resilience.

Challenge:

Develop an innovative **business idea, product, service, or digital platform** that encourages individuals and communities to practice sustainable consumption and resource use.

PROBLEM STATEMENT: 2

Future of Work

SDG Alignment: SDG 4 – Quality Education; SDG 8 – Decent Work & Economic Growth; SDG 9 – Industry, Innovation & Infrastructure

Title: Skill Gaps and Uncertainty in Preparing for Future Careers

Background:

With rapid advancements in technology, automation, and digitalization, the nature of work is changing faster than ever. Many students and young professionals struggle to identify the right skills for future careers. Traditional academic learning often lacks practical exposure to emerging areas such as AI, data analytics, green jobs, and entrepreneurship. As a result, graduates face uncertainty about employability and career direction in a constantly evolving job market.

Challenge:

Develop an **innovative business model, digital platform, or service** that bridges the gap between education and employability by helping students and professionals gain **future-ready skills**.

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Mr. Roshan Ravi : +91 9207942075	
Email: splen_novator@rajagiri.edu	

EVENT 6: QUEST FOR HARMONY

Category: College only

Number of participants per team: 5

Embark on a thrilling adventure in “A Quest for Harmony” an offline team event where teams decode clues and navigate challenges, basking in the brilliance of team work and harmony, all within the confines of our campus.

Rules of the Event

1. Any number of teams can participate from an institution. A team should comprise five members. Teams should register under the name of a team leader.
2. The treasure hunt will consist of a preliminary round. Only qualifying teams will proceed to the hunt (this will be based on the number of teams registered).
3. A volunteer will be assigned to each team. During the game, each team should follow the instructions of the assigned volunteer for a fair game.
4. Teams must stay together till the end of the hunt.
5. The hunt consists of 7 to 10 clues, with each clue leading to the next. Teams should pick clues matching their assigned colours & are not allowed to alter or move the clue’s location.
6. Clues will be provided only after the official start time, and all team members must be present at the clue site to answer questions.
7. The game boundaries are limited to the college campus; teams should not enter the school premises or go beyond the gates.
8. Mobile phone usage is strictly prohibited during the hunt.
9. Any form of cheating or malpractice will result in point deductions or disqualifications.
10. In case of high number of contesting teams 2 representatives from each team will contest in the preliminary round. The representatives will be chosen by the team.
11. Program committee is entitled to make changes in the preliminary round if required.
12. Decisions made by the judges are final, and all teams are expected to play with integrity and sportsmanship.

Faculty in Charge	Student in Charge
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Email: splen_harmony@rajagiri.edu	

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EVENT 7: BEATA DECA

Category: College only

Number of participants per team: 6-12

BEATA DECA is an offline group dance event performed as a team.

Rules of the Event

1. Only one team will be allowed to register from an institution.
2. A team shall comprise of minimum 6 members. The number of participants shall not exceed 12.
3. The participants may choose to include multiple forms of dance, like classical, semi-classical, cinematic, and contemporary for their performance.
4. Duration of dance should be a minimum of 5 minutes and maximum of 8 minutes.
5. The team will be awarded a negative point if the time limit is exceeded.
6. Teams are allowed to include properties as part of the choreography if they wish to.
7. The teams may choose to set their performance based on a theme.
8. Vulgarity and insensitive handling of contentious issues result in disqualification. The choreography must avoid any religious symbolism, sexual innuendo, and advocacy of aggression and violence. Removal of articles of clothing or accessories during the exhibition or while entering or exiting the floor is prohibited.
9. The participants are requested to bring the song in a pen drive, which should be handed over to the technical team and must make sure that the file is saved with the chest number, at least 15 minutes before the performance.
10. Judgment criteria will be based on choreography, expression, creativity and innovation, costumes, theme (if there is one) and overall performance.
11. The judge's decision is final.

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

Faculty in Charge	Student in Charge
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EVENT 8: ARTIFEX AI

Category: College only
A team should mandatorily have 2 participants.

The ARTIFEX AI event is designed to foster students' knowledge and creativity in the domain of Artificial Intelligence (AI) by integrating conceptual understanding with practical skill development. The event encourages participants to explore innovative applications of AI tools and technologies through interactive and creative tasks.

The competition will be conducted in two rounds:

Round 1 – Elimination Round: An assessment designed to evaluate participants' understanding of AI technologies, tools, and fundamental concepts.

Round 2 – Final Round: Shortlisted participants will engage in the creation of an AI-powered video, demonstrating their ability to apply AI creatively and effectively.

Rules of the Event

1. This is a team event with exactly two members per team, both of whom must be from the same college.
2. The institution shall provide computer systems with internet facilities.
3. The team can use any AI-based online tools and editing tools.
4. Participants may use their phones for editing if they wish.
5. The college will not provide any other accessories, such as headphones or connecting cables.
6. The team will be disqualified if they use any pre-prepared content.
7. The decision made by the judging panel will be final and binding.

Rounds of The Event

Round 1: Quiz Based on AI Technologies and Tools: This round will be a written or online test containing a set of AI technologies and tool-based questions. Questions will include puzzles, logo identification, and AI tool-based questions. The duration of this round will be **40 minutes**. Answers will be scored based on accuracy. Top X% candidates will move to the next round. X will be decided based on the participation percentile.

Round 2: AI-Based Video Creation: Participants will be allowed to use any AI-based tools and video editing tools. Theme options will be announced at the start of the round. Students will have a limited time to create a 30-second video that best represents the assigned theme using the AI tools of their choice. After creating your video, post it on your Instagram page when instructed. Tagging and collaboration details will be provided on the day of the event. The duration of this round will be **90 minutes**.

Evaluation Criteria: Submissions will be evaluated based on the following criteria:

- Creativity and originality in the video.
- Tone Matching (audio perfectly matches-aligns with the visuals/visual content).
- Effective use of AI tools and adherence to the theme.
- Presentation and clarity in the visual representation.
- Count the Instagram likes for the video.

Winners will be awarded based on scores given by a panel of judges.

NOTE: If the number of teams registering for the event is less than three, the event will be held, but only consolation prizes will be awarded to the participants.

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EVENT 9: CIRCUIT OF TITANS

Category: College only

Maximum number of participants per team: 1 (No limit to the number of participants from a college)

Circuit of Titans (The Obstacle Course Race) is an exhilarating, obstacle-based sports event, specially designed for SPLENDORE participants to test physical strength, agility, and endurance. Competitors will face a series of challenging obstacles, like walls, ropes, and mud pits, each crafted to push their limits. This event promotes resilience, and strategic thinking as participants navigate the demanding course. Only those with determination and grit will conquer the course and emerge as Titans. Prepare for an unforgettable experience that challenges mind and body alike!

Rules of the Event

1. Participants must be physically fit and disclose any medical conditions that may affect their performance.
2. Participants must follow the marked path and complete all obstacles in order. Skipping an obstacle will result in a time penalty or disqualification. Participants are required to attempt each obstacle at least once. If they fail, they may proceed after a set penalty time added to their race time.
3. All participants must bring appropriate attire to be worn during the participation in the race. Safety equipment, if provided, must be worn.
4. Course marshals will be stationed at each obstacle to monitor and assist if needed. Participants must listen to their instructions.
5. Any participant showing signs of injury, extreme fatigue, or distress will be asked to stop immediately.
6. Timing will be tracked from the starting line to the finish line, including penalties. Course marshals will track any penalty times for failing or skipping obstacles.
7. In the case of a tie, participants with the fewest penalties or fastest obstacle completion time will place higher.
8. Physical contact with other participants is strictly prohibited. Unsportsmanlike conduct, such as pushing, obstructing others, or tampering with obstacles, will result in immediate disqualification.
9. Each obstacle may have specific rules outlined by the marshals. Failure to follow

these may result in penalties.

10. If an obstacle is deemed unsafe due to weather or other conditions, it may be skipped or modified at the discretion of the organizers.
11. Skipping an obstacle without a valid reason will result in a penalty, such as an additional time. A second violation of any rule may result in disqualification. Cheating or intentional rule-breaking will result in immediate disqualification.
12. Medical personnel will be available on-site. Any participant who feels unwell should seek immediate assistance. Participants must notify the nearest marshal if they or another participant require medical help.
13. The decisions of the race officials and marshals are final.
14. Any disputes must be reported to the organizers within 10 minutes of the race's conclusion.

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

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EVENT 10: DOPPELGANGER FEST

Category: College only

Number of participants per team: 1

Doppelgänger Fest (Mimicry) is a fun-filled individual performance event where participants showcase their talent in imitation. Competitors may mimic sounds, voices, speeches, or characters — including famous personalities, film actors, or even mechanical sounds. This event celebrates creativity, humor, and expressiveness as participants entertain the audience through their unique performances.

Rules of the Event

1. Each participant will be allotted a maximum of 5 minutes for the performance.
2. Performances may be presented in Malayalam or English.
3. Participants may mimic sounds, voices, speeches, or characters of real or fictional personalities.
4. The total duration of the performance must not exceed 5 minutes.
5. Performances must not contain hate speech, explicit content, or defamatory material.
6. Participants must maintain decency and respect throughout their act.

Judging Criteria

7. Creativity and Originality: Innovative and unique presentation.
8. Delivery and Timing: Effective timing, clarity, and audience engagement.
9. Accuracy: Convincing and faithful portrayal of the chosen personalities or sounds.
10. Stage Presence: Confidence, expression, and overall performance impact.

Disqualification Rules

11. Exceeding the time limit or violating any rule will result in disqualification.
12. The organizers reserve the right to disqualify any participant for valid reasons.
13. The decision of the panel of judges will be final and binding.

Note: If the number of participants registered for the event is less than three, the event will still be held, but only consolation prizes will be awarded.

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EVENT 11: LAG & TAG CYCLE

Category: College Only

Number of participants per team: 4

Lag & Tag Cycle is a fun **slow cycling relay race** where teamwork and balance matter more than speed! Each team member must ride their cycle **as slowly as possible** without losing balance or touching the ground. The team that **finishes last without any penalties** wins. The cycle will be provided at the campus.

Rules of the Event

Team Composition

- Each team consists of **4 members** (If only 3, the first participant repeats as the last member)
- Only **one rider** competes at a time.
- The next rider starts only after the previous rider crosses the relay line.

Track Details

- Track length: **15–20 meters** per rider; Width: **1–1.5 meters** per lane.
- Clear markings for **start** and **relay zones**.
- Surface should be **flat and safe** (no gravel or potholes).

Game Rules

1. Each rider must move **forward continuously** - no stopping, reversing, or pedaling backward.
2. **Feet must stay on the pedals** - if any foot touches the ground, it's a **penalty**.
3. **Crossing lane boundaries** or wobbling into another lane results in a **warning** or **disqualification** (judge's discretion).
4. The relay handoff is **completed when the next rider starts moving** after the previous one crosses the line.
5. The team's total time is recorded when the **final rider** crosses the finish line.
6. The **slowest valid time** (without penalties) wins.

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EVENT 12: DECIMA INTELLECTUS

Category: College only

Number of participants per team: 2

Decima Intellectus is an engaging group quiz competition designed to test participants' knowledge across a variety of topics, including current affairs, science, history, and pop culture. Teams collaborate to tackle challenging questions, fostering teamwork and critical thinking. The event combines competitive spirit with a fun learning experience, offering participants a chance to showcase their intellect and quick thinking.

Rules of the Event

1. Multiple teams from a single institution can participate.
2. Each team must have 2 members. Team members cannot be substituted once registered.
3. The event consists of two rounds.
4. The first round will be the preliminary round, and information on the platforms, themes, and quiz structure will be sent via email after registration.
5. Teams found engaging in malpractice will be disqualified immediately without further warning.
6. Four teams will advance to the final round after qualifying the preliminary round.

NOTE: If fewer than five teams register for the event, the event will still be held, but only consolation prizes will be awarded.

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EVENT 13: TIMEKEEPER'S TRAP

Category: College only

Number of participants per team: 5

Timekeeper's Trap is an immersive, suspense-filled puzzle game where players must work together to uncover clues, solve puzzles & find a way to escape a locked room within a set time limit. Each room is designed with a unique theme, setting & storyline that challenges players to use their wits, logic & teamwork. Players must examine every object & surface for hidden hints, crack complex codes & try to piece together the storyline. With the clock ticking, the tension mounts, pushing players to think fast, communicate clearly, and test their problem-solving skills to succeed.

Rules of the event

1. Each group should consist of 5 members.
2. All contestants must report 30 minutes before the scheduled time.
3. Contestants must follow the rules as briefed by the game master.
4. Mobile phones, smartwatches, electronic gadgets & outside tools are prohibited.
5. There are hidden clues in the room, concealed in plain sight, to help contestants locate the next steps.
6. Contestants must not force, push, or bang on furniture, walls, or props. If a drawer doesn't open, it requires a specific method or might not open at all.
7. Since the room will be locked, this game is not recommended for individuals with claustrophobia or breathing issues.
8. Safety is a priority; in case of emergencies, use designated exits and follow all safety protocols outlined by the escape room.
9. If the number of teams is high, a preliminary round will be conducted to determine the final participants.

NOTE: If fewer than three teams register, the contest will still take place, but only consolation prizes will be awarded to participants.

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EVENT 14: SILENT EXPRESSIONS

Category: College only

Number of participants per team: 5 - 8

‘Silent Expressions’ is a captivating college event that brings the art of mime to center stage, inviting participants to convey powerful stories and emotions using only gestures, facial expressions, and body movements. This unique performance style challenges individuals and teams to express complex ideas without uttering a single word, highlighting the subtleties of communication and the universal language of silence.

Rules of the event

1. Any number of teams can participate from an institution. A team should comprise five members. Teams should register under the name of a team leader.
2. Proof of Identity issued by the college is mandatory for participating in the event.
3. Each team is free to choose any theme of their liking.
4. Maximum duration will be 5 minutes.
5. Participants are prohibited from using lip sync, dialogues & properties of any kind.
6. The theme should not be announced and should only be conveyed through gestures and movements.
7. Background music is allowed.
8. Vulgarity and insensitive handling of contentious issues result in disqualification. The choreography must avoid any religious symbolism, sexual innuendo, and advocacy of aggression and violence. Removal of articles of clothing or accessories during the exhibition or while entering or exiting the floor is prohibited.
9. Judgment will be based on the overall appearance, synchronization, and presentation of the theme.
10. The decision made by the judges will be final and binding.

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LIST OF EVENTS- FOR SCHOOLS

Type of Event	Name of Event	No. of participants per team	Last date of Registration
Business pitching	Novator	2-4	27/11/2025
Flash Fiction	Five frames, One Flow	1	27/11/2025
Quiz	Decima Intellectus	2	27/11/2025
Reels making	Reelistic	1	25/11/2025 till 12 PM
Short film	Celluloid	4-8	20/11/2025

EVENT 1: NOVATOR

Category: Higher Secondary School Students, Mode: Online

Number of participants per team: 2 - 4

The Novator Business Innovation Challenge is an exhilarating competition in SPLENDORE 2025, bringing together creative minds to tackle real-world business problems with innovative solutions. Designed to push participants beyond conventional thinking, this challenge emphasizes critical problem-solving, teamwork, and strategic planning. Participants will engage in various rounds, each focused on different aspects of business innovation—from ideation to implementation. Novator offers an unforgettable experience for aspiring business leaders to showcase their potential and gain valuable insights into the world of corporate innovation.

Rules of Event

1. Each team should consist of 2 to 4 members, with one designated as the team leader.
2. Teams are expected to have laptops with internet connectors.
3. Specific guidelines for each task will be provided by the event coordinators prior to the commencement of the task and all participants must adhere to them.
4. Unless specifically authorized by the event organizers, using mobile phones or other electronic devices is forbidden.
5. Any questions or doubts should be addressed before the start of each round.
6. Adherence to the rules and regulations is mandatory. Non-Compliance will result in disqualification.
7. Failure to complete a given task within the specified time will lead to ³² disqualification.
8. Decisions made by the event heads and judges are final.
9. The event coordinators have the authority to implement rules as needed to address any unforeseen circumstances.
10. Pitch Duration: Each participant must deliver a pitch lasting between 5 to 7 minutes. Exceeding the time limit may lead to penalties.
11. Presentation Format: Participants are encouraged to use a PowerPoint presentation (PPT) to support their pitch. The presentation should be concise and directly aligned with the pitch.

12. Slide Limit: PPT presentations are limited to 5 to 6 slides. Any additional slides Beyond this limit will not be considered.

13. Content Guidelines:

- The pitch must clearly explain the core concept of the idea.
- The pitch should follow LEAN CANVAS model
- Participants should aim to persuade the panel of the idea's relevance and feasibility.

14. Problem Statement: Teams must use the below mentioned problem statement for idea generation.

15. Originality: All ideas presented must be original and created by the participants. Plagiarism or use of existing projects will lead to disqualification.

16. Use of Visuals: Visuals are encouraged to enhance the pitch but should remain relevant. Overloading slides with text or images are discouraged.

17. Use of PROTOTYPE: Teams are encouraged to use prototype of the product to make it more appealing and convincing. Considerable scores will be provided for the prototype

18. Technical Requirements: Participants are responsible for ensuring their presentation is compatible with the event's display setup. Any technical difficulties should be addressed prior to their slot.

19. Professionalism: Pitches should maintain a professional tone, focusing on the idea & potential.

20. Questions from Judges: Following each pitch, judges may ask brief questions for clarification. Participants should be prepared to respond concisely.

21. Adherence to Guidelines: Participants must adhere to all guidelines. Failure to comply may result in penalties or disqualification.

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

PROBLEM STATEMENT: 1

Business Opportunity (Community & Environment)

SDG Alignment: SDG 12 – Responsible Consumption & Production; SDG 13 – Climate Action; SDG 11 – Sustainable Cities & Communities

Title: Lack of Sustainable Daily Habits in Communities

Background:

Although awareness about environmental issues such as pollution, waste generation, and climate change are growing, most individuals and communities still struggle to adopt sustainable habits in daily life. Simple actions—like conserving energy and water, reducing plastic use, and choosing eco-friendly transport—are often overlooked due to lack of motivation, awareness, or convenience. Changing small everyday behaviors can have a powerful collective impact on sustainability and climate resilience.

Challenge:

Develop an innovative **business idea, product, service, or digital platform** that encourages individuals and communities to practice sustainable consumption and resource use.

PROBLEM STATEMENT: 2

Business Opportunity (Consumer)

SDG Alignment: SDG 2 – Zero Hunger; SDG 3 – Good Health & Well-being; SDG 12 – Responsible Consumption & Production

Title: Healthy and Affordable Food Choices for Everyday Consumers

Background:

Many people face difficulty in finding food options that are both nutritious and affordable. Busy lifestyles drive consumers toward processed or restaurant foods that are often high in fat, sugar, and preservatives. While healthier options exist, they are usually expensive, inaccessible, or inconvenient for daily consumption. There is a growing need for practical solutions that make healthy eating simple, affordable, and sustainable.

Challenge:

Design a **food-related business model, product, or service** that provides **nutritious, tasty, and affordable meals or ingredients** to everyday consumers.

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EVENT 2: FIVE FRAMES, ONE FLOW

Mode: Online

Number of participants per team: 1

Five Frames, One Flow is a spontaneous speaking challenge, designed to test participants' imagination, quick thinking, and storytelling skills.

Rules of Event

1. This is an **individual event**; each participant competes solo.
2. **Five random images** will appear on screen.
3. Participants will have 2 minutes of preparation time and 3–4 minutes of speaking time.
Images will be different for each participant.
4. All five items must be included in the story or speech and should be logically interlinked.

Example: **Items shown:** *Umbrella | Clock | Suitcase | Bird | Letter*

A participant could begin:

"It was raining when the old clock struck twelve. My umbrella flipped inside out, & as I rushed to pick up my suitcase, a bird dropped a letter at my feet....." From there, the speaker builds a natural, engaging narrative connecting all 5 items.

5. Participants must **speak spontaneously** and **should not read from pre-written notes or scripts**.
6. The **camera must remain on** throughout the performance.
7. Backgrounds must remain **neutral and distraction-free**.
8. Use of props, backgrounds, or virtual effects is **not allowed**.
9. Participants must ensure **clear audio and video quality**.
10. Exceeding or falling short of the time limit may lead to **score deductions**.
11. **Plagiarism** or using pre-rehearsed stories will result in **disqualification**.
12. Decisions made by the **judges** are final.
13. The event heads reserve the right to **amend or add rules** to address unforeseen circumstances.
14. Adherence to all rules is mandatory; **non-compliance will result in penalties or disqualification**.

Judging Criteria

Criterion	Weightage
Creativity and originality	30%
Interconnection of All Five Items	25%
Coherence and Flow	20%
Presentation and Confidence	25%

NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

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EVENT 3: DECIMA INTELLECTUS

Mode: Online for School only

Number of participants per team: 2

Decima Intellectus is an engaging group quiz competition designed to test participants' knowledge across a variety of topics, including current affairs, science, history, and pop culture. Teams collaborate to tackle challenging questions, fostering teamwork and critical thinking. The event combines competitive spirit with a fun learning experience, offering participants a chance to showcase their intellect and quick thinking.

Rules of the Event

1. Multiple teams can participate from a single institution.
2. Each team must have 2 members. Team members cannot be substituted once registered.
3. The event consists of **two rounds held online**.
4. The first round (preliminary round) will test general knowledge without specific themes.
5. Information on the platforms, themes, and quiz structure will be sent via email before the competition.
6. Teams found engaging in malpractice will be disqualified immediately without further warning.
7. Four teams will advance to the final round after qualifying from the preliminary round.

Technical Requirements:

1. The quiz must be conducted only on a computer or laptop.
2. **For Students:** Two students will participate using a laptop or desktop computer with a stable internet connection to access the quiz link.
3. **For Teachers:** A smartphone with Zoom installed and an active internet connection must be ready for monitoring.
4. The use of a virtual keyboard is strictly prohibited.
5. During the quiz, only the two students and one teacher (for Zoom proctoring) should be present in the room. Please ensure there are no external disturbances.
6. Join the Zoom meeting only at the specified time. Do not attempt to join before or after the scheduled time.

IMPORTANT: A photograph is attached showing how the students should be seated with the computer/laptop. Please ensure you are seated in the same manner.



IMPORTANT: A photograph is attached showing how the students should be seated with the computer/laptop. Please ensure you are seated in the same manner.

If fewer than five teams register for the event, the event will still be held, but only consolation prizes will be awarded.

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EVENT 4: REELISTIC

Mode: Online

Number of participants per team: 1

Reelistic is an electrifying **reel-making competition** that celebrates creativity in motion! Participants get the chance to craft captivating short reels that blend **storytelling, visuals, and originality**. It's all about making every second count — turning simple moments into powerful stories that engage, entertain, and inspire.

Rules of the Event

1. The event is an online individual reel-making challenge in which a single ‘Reel’ is to be created (shot and edited to be uploaded as a video file in the google form sent to the registered participants) in 24 hours based on the theme/idea given.
2. Only one video per participant is permitted.
3. The reel must be filmed **vertically (portrait mode)** as per the standard Instagram Reel format.
4. The winners will be awarded first and second prizes only.
5. The theme of the competition will be conveyed via mail in advance to the registered participants.
6. The event begins on **25.11.2025 afternoon** (upon receipt of the theme announcement mail and a google forms to upload and submit the participant details and the reel video) and ends on **26.11.2025** at the time specified in the same mail (any change to this arrangement shall be informed to the participants in the theme announcement mail).
7. A Google Form link will be sent along with the theme announcement mail in which the following details should be filled/uploaded on submission: a) Name of the participant b) a scanned ID card copy (in jpeg/jpg. format), c) Title of the Reel, d) Language, e) Behind-the- scenes photos (time stamped), f) the reel created.
8. The event concludes with the submission of the Google Form, which must include the final reel video file within the given deadline.
9. It is the responsibility of the teams to provide complete and error-free details such as email ID, contact numbers, full names of the participant etc. The organizing committee will not be held accountable for any issues arising from inaccuracies in the provided details.

10. The participant should submit/upload ‘behind-the-scenes’ photos with a time stamp as proof of the making process.
11. In case of any technical issues, the participant must inform the event coordinators immediately.
12. The reel should not contain any content that is vulgar, abusive, obscene, defamatory, libelous, offensive, anti-national, anti-social, hateful, discriminatory, objectionable with respect to race, religion, creed, national origin, or gender, or otherwise violates any law.
13. Reel should not contain any content that infringes or may infringe any third-party rights, including but not limited to intellectual property rights, privacy rights, publicity rights, or proprietary rights of any individual or group.
14. Duration: 30 – 90 Seconds (max). Exceeding this limit will lead to disqualification.
15. Video Format: The video file must be named by the name of the reel.
16. The content should be entirely original. Recreation of existing reels/trends or the use of AI-generated content is strictly prohibited.
17. Decisions of the organizing committee shall be final.
18. All submitted reels will remain strictly confidential and will not be screened or made accessible to participants or the public under any circumstances.

Note: If the number of teams registering for the event is less than three, the event will be held, but only consolation prizes will be awarded to the participants.

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EVENT 5: CELLULOID

Category: School only

Number of participants per team: 4 - 8

Celluloid is a 96 hours' theme based short film-making competition that provides a platform for creative minds to bring their stories to life. Participants can showcase their filmmaking skills, from scriptwriting and directing to editing and cinematography. The event celebrates storytelling, innovation, and artistic expression, encouraging filmmakers to push boundaries and explore diverse themes.

Rules of the Event

1. The event is a typical film-making challenge in which the teams should create a complete film (pre-production, production, and post-production) within the given 96 hours based on the theme/topic given.
2. Any number of teams from the same institution can participate in the event.
3. The winners will be awarded the first, second and third prizes.
4. Being an online event, the event will happen prior to the official day of SPLENDORE 2025 (27th & 28th November 2025).
5. The event will commence (tentatively) on 21.11.2025. The exact details and time (beginning and ending) will be communicated to the registered participant teams through a confirmation mail by the organizers.
6. The theme of the competition will be announced via mail to the registered participant teams.
7. All submitted films will remain strictly confidential and will not be screened or made accessible to participants or the public under any circumstances.
8. The participant team should submit (in jpeg/jpg. format) their institutional ID (of each participant) and a letter of authorization from the institution, with the names of all the team members mentioned in it (mandatory).
9. The participant teams should submit/upload ‘behind-the-scene’ photos with a time stamp/geo tag as proof of the making process.
10. A Google Form link will be sent to the leader of the registered teams in which the following details should be filled/uploaded:
 - a. An authorization letter from the institution (containing the name of the institution and names of all the participants),

- b. A scanned ID card copy of all the team members,
 - c. Title of the Movie,
 - d. Name, and role of the participants (as in the credits),
 - e. Language,
 - f. Name of the Director,
 - g. Name of the Scriptwriter,
 - h. Name of the Cinematographer,
 - i. Name of the Music Director,
 - j. Number of team members (excluding the actors),
 - k. Behind the scene photos (time stamped),
 - l. The Movie.
11. The video(film) should be submitted (via Google Drive) within the given time, failing which will lead to the team disqualification.
12. In case of any technical issues, the team members should immediately report the same to the coordinators of the event.
13. The content should be appropriate; vulgarity and obscenity (appearance on screen or dialogues) will not be entertained.
14. A subtitle is mandatory for all the entries.
15. Participants: 4(Minimum) to 8(Maximum) participants (excluding actors). The role of each participant should be reflected in the Google Form as well as in the title credits of the film.
16. It is the responsibility of the teams to provide complete and error-free details such as email ID, contact numbers, full names of the participants etc. The organizing committee will not be held accountable for any issues arising from inaccuracies in the provided details.
17. **Team members must respond promptly to all communications, including emails, to ensure the smooth and timely conduct of the event. They should acknowledge receipt of emails and follow up if they do not receive expected information (such as the event theme) within the specified timeframe.**
18. **Duration: 3 minutes (minimum) to 10 minutes (maximum).**
19. **Video Format: The video file must be named with the title of short film.**
20. **The decision of the judge(s) shall be final.**

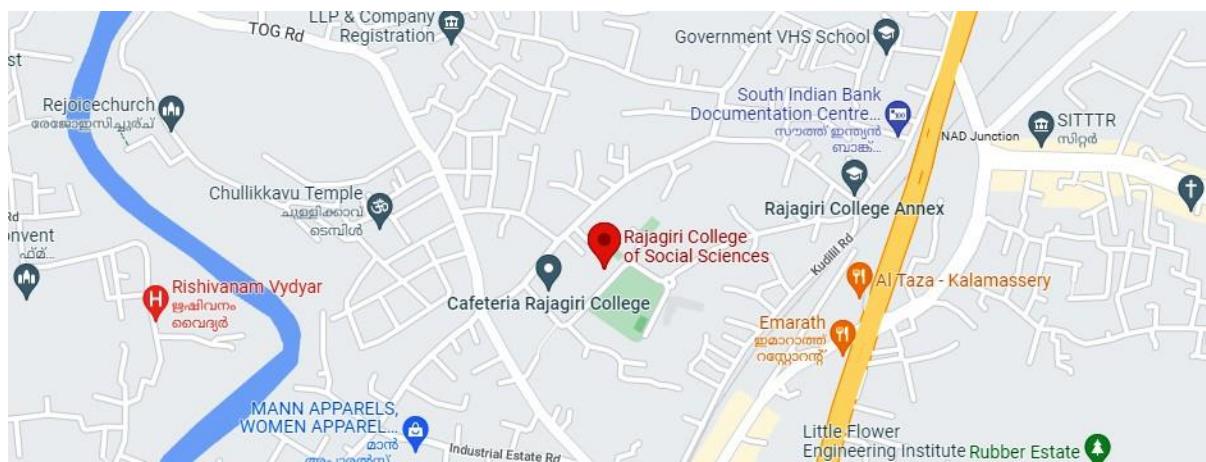
NOTE: If the number of teams registering for the event is less than three, the event will be held but only consolation prizes will be awarded to the participants.

Faculty in Charge	Student in Charge
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SPLENDORE is an Annual International Fest organized by Rajagiri College of Social Sciences since 2016. SPLENDORE welcomes students from Higher Secondary schools and Under Graduate students from all over the globe. The main objective is to showcase the talents and creativity of school and college students and facilitate interaction among them. SPLENDORE is coordinated by the Graduate Departments of Rajagiri College of Social Sciences (Social work, Commerce, Business Administration Psychology and Computer Science). Every year SPLENDORE commences with flash mobs, promotional shows & Fr. Moses National Basketball Tournament. The participants get a unique opportunity to foster their sportsman spirit, showcase their talents and win attractive cash prizes.



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