



Summer Fields School
DLF Phase 1, Gurgaon

DLF Q E C
INNOVATIVE SCHOOLS

CYFERNODE

4.0

The Annual Inter-School Tech Symposium organized by CyferNauts, the digital society of Summer Fields School, DLF Phase-1, Gurugram.





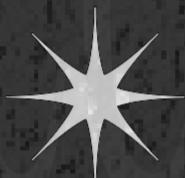
THEME

of this year is

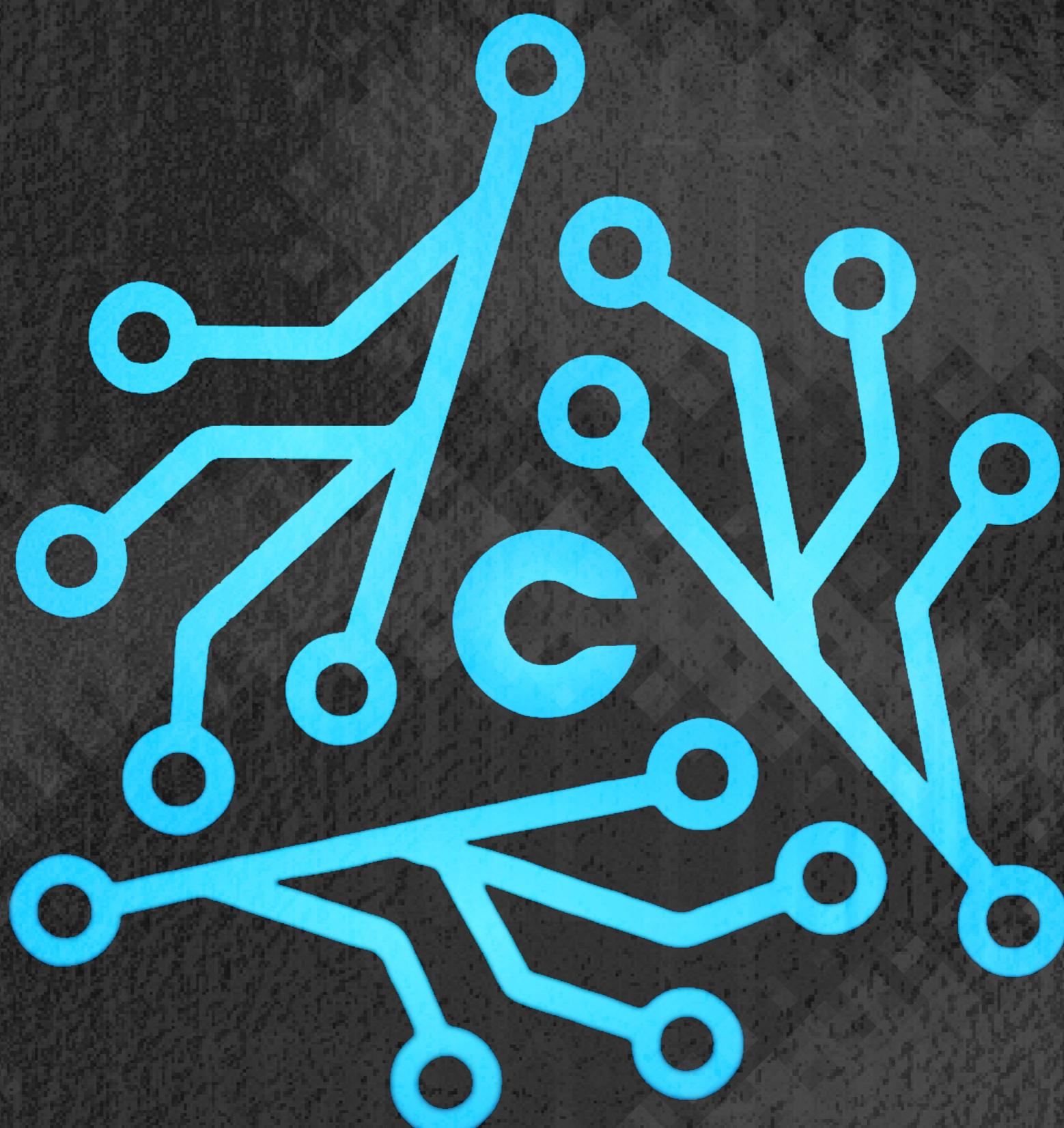
cyfernode.com

Coexistence

Synced With Humanity



A celebration of innovation with conscience, highlighting the harmony between technological advancement and human values. This year's theme envisions a future where technology empowers, connects, and uplifts, while keeping humanity at its core.



FROM THE DESK OF THE PRINCIPAL

Dear Educators,

“Technology is best when it serves humanity.” – Matt Mullenweg

It is my privilege to extend a warm welcome to all of you at CyferNode 4.0, hosted at Summer Fields School, A-Block, with the theme “Tech + Humanity.” This theme underscores the vital role technology plays in advancing human welfare while emphasizing ethical responsibility and societal impact.

In today’s rapidly evolving digital landscape, we witness how technology influences every aspect of society—from education and healthcare to communication and environmental sustainability. While these advancements hold immense potential, they also call for responsibility, compassion, and critical thinking. As educators, it is our duty to guide young minds to innovate thoughtfully, ensuring that their skills and creativity are always directed toward the betterment of humanity.

CyferNode 4.0 serves as a remarkable platform for our students to showcase their ingenuity, collaborate with peers, and engage in meaningful problem-solving. It encourages them to push the boundaries of their knowledge while keeping in mind the ethical and humanistic dimensions of their creations. This event is not merely a celebration of technological skill, but a testament to the values we wish to instill in our future leaders—integrity, empathy, and a deep sense of social responsibility.

I am confident that the proceedings of this event will be inspiring, thought-provoking, and a source of motivation for all participants. May CyferNode 4.0 spark curiosity, foster innovation, and remind us that the true power of technology lies not just in what it can do, but in how it can serve humanity.

With sincere regards,
Dr. Urmimala Sudhakar
Principal



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EVENT	CATEGORY	MODE	CLASS
1. Think. Build. Create.	Innovation	Hybrid	IX-XII
2. Code Unlocked	Programming	Hybrid	XI-XII
3. Digital Playground	Gaming	Online	IX-XII
4. Stories in Motion	Movie Making	Hybrid	IX-XII
5. Lens on Life	Photography	Online	IX-XII
6. Design for Impact	Designing	Online	IX-X
7. Voices of Change	Speaking	Offline	XI-XI
8. Human Dimensions	3D Modeling	Online	IX-XII
9. AidBots	Robotics	Offline	IX-XII

GUIDELINES

- * Registration opens on 3 October 2025 and closes on 24 October 2025.
- * Schools must submit the registration form and select events in advance. On-site registration is strictly prohibited.
- * Each participant may register for only one event.
- * Entries exceeding the maximum participant limit will be rejected.
- * The decisions of the judges shall be final and binding. No appeals will be entertained.
- * A teacher must accompany the school delegation for all offline events.
- * Personal gadgets are not permitted during offline events unless specifically mentioned.
- * Plagiarism is strictly prohibited and may result in immediate disqualification.

For further queries

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 *bashoranges*



TIMELINE

REGISTRATION BEGINS

Event details go live.

REGISTRATION DEADLINE

Last chance to register.

ONLINE EVENTS SUBMISSION

Prelims round and online event submissions

RESULTS OF THE ONLINE EVENTS

Results of online events and prelims will be declared.

OFFLINE MAIN EVENT & VALEDICTORY

Grand finale and prize distribution.

03TH
OCTOBER

24TH
OCTOBER

29TH
OCTOBER

30TH
OCTOBER

03RD
NOVEMBER



THINK. BUILD. CREATE.

Innovation

A two-stage hackathon where teams pitch AI solutions in the prelims and, in the finals, showcase a live pitch, ad video, and optional prototype for extra points — plus a surprise Reality Check Round.

Max no. of participants: 4 per team

Eligibility: IX to XII

Prompt

Social media was meant to connect and inspire, but now it feels like repetitive feeds, algorithmic sameness, and pressure for likes over creativity. Short-form video, once fun, has become performance rather than expression.

Your task is to imagine a content platform with one or more core features so powerful it changes the game. Maybe it's how people create, maybe it's how they're discovered, maybe it's how they connect. Make it freeing, not performative. Meaningful, not shallow. Human, not hollow. Your platform should make people want to belong.

ROUND 1

prelims

online

- * Mandatory 100-word write-up of your idea.
- * Include concept visuals, mockups, or branding elements.
- * Extra creative assets are optional for bonus points.
- * Submissions will be judged on how well you bring the idea to life.
- * **Deadline:** 29 October, 2025

ROUND 2

final

offline

- * Bring your own devices and internet if needed; no internet provided at the venue.
- * AI frameworks, design software, and development tools are allowed.
- * Presentation deck must include branding, mockups, PPT, or UI designs.
- * Functional prototype can earn extra points.
- * Mandatory advertisement video (max 2 minutes).
- * Teams will face a surprise scenario to test the platform's core feature, requiring quick critical thinking.
- * Offline pitch time: 5 minutes presentation + 2 minutes Q&A.

Judging Criteria

Creativity & Originality	25%
AI & Technical Feasibility	25%
Real-World Impact	20%
Presentation & Clarity	15%
Prototype & UI	15%

For further queries

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CODE UNLOCKED

A cryptic programming challenge designed to test problem-solving, logic, and technical prowess. Participants will face puzzles that demand both coding skills and sharp analytical thinking.

Max no. of participants: 2 per team

Eligibility: XI-XII

Guidelines

- * Only Python is allowed as the programming language.
- * PCs will be provided by the organizers; participants should not bring personal devices.
- * Use of Internet, AI tools, or external resources is strictly prohibited.
- * Any attempt at plagiarism or unfair means will lead to disqualification.
- * Participants must follow the time limits and instructions given during each round.

ROUND 1

prelims

online

- * Teams will have 30 minutes to complete an online quiz testing programming concepts.
- * Participants will be assessed on their coding, debugging, and problem-solving abilities.
- * The quiz will be conducted on a secure platform.
- * Participants must keep cameras switched on throughout the quiz.
- * Violations of the rules will lead to immediate disqualification.
- * Top 5 teams will qualify for the offline round.

ROUND 2

final

offline

- * No internet, AI assistance, or external resources are allowed.
- * Time Limit: 120 minutes.
- * Teams must adhere to all instructions given by the organizers during the round.
- * The questions will be based on Basic Python, Data Structures, and Algorithms, covering concepts such as file handling, data types, and related foundational topics.

Judging Criteria	
Problem-Solving	25%
Technical Accuracy	25%
No. of Problems Solved	25%
Time Efficiency	15%
Creativity in Approach	10%

For further queries

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DIGITAL PLAYGROUND

An online knockout tournament where teams compete in custom matches, testing their coordination, adaptability, and gaming skills. The competition is held in two stages: a screening round followed by the main tournament.

Max no. of participants: 5 Team Players + 1 Team Coach / Substitute

Eligibility: IX-XII

Guidelines

- * The official title for this event will be VALORANT. Each team must consist of exactly 5 active players, with the option to include 1 additional member who may serve either as a coach or a substitute player for flexibility.
- * All custom matches in the tournament will be played in the Swiftplay mode, ensuring a fast-paced yet competitive environment. The tournament will adopt a knockout format, where only the winning teams progress to subsequent rounds.
- * Before the main tournament begins, a preliminary screening round will be held. This round will determine which teams qualify to advance into the official knockout stage of the competition.
- * Since the event will be conducted entirely online, all essential announcements, schedules, and updates will be communicated exclusively through the official Discord server, which teams must join and actively monitor.
- * Offensive usernames or the use of cheats, hacks, or third-party tools will lead to strict action or immediate disqualification.

ROUND

online

- * Every match will feature teams structured in a 5+1 format, meaning five core players will actively compete while one additional member will serve as a substitute, allowing for flexibility and balance within the lineup.
- * The competition will be conducted in a knockout stage format, where teams must secure victory in each match to advance, as only the winners move forward while the losing side is eliminated from the tournament.
- * This round has been carefully designed to test multiple aspects of gameplay, placing emphasis not just on individual mechanical skill but also on how effectively teams coordinate, communicate, and execute strategies under pressure.
- * All matches will be held in a setup that mirrors professional tournaments, giving participants an immersive and competitive experience.

For further queries

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STORIES IN MOTION

A two-round competition where participants craft a short film exploring the relationship between people and technology, highlighting themes of empathy, impact, or responsibility. Each film must feature a unique twist—whether in storytelling, perspective, or technical execution—to stand out creatively.

Max no. of participants: 4

Eligibility: IX-XII

Prompt

In a near-future world where technology allows emotions to be downloaded like software, people no longer experience feelings firsthand—they simply install them. Love, grief, empathy, and joy are outsourced to algorithms, leaving genuine emotions as distant and unreal as a forgotten fairytale. Create a short film that brings this scenario to life. Showcase how technology shapes human emotions, interactions, and experiences while integrating a unique creative twist in storytelling or execution.

Guidelines

- * Teams must strictly adhere to the given time limit in each round; exceeding it will result in deductions.
- * Completely AI-generated work will not be accepted; however, AI may be used for visual or sound effects (e.g., background score).

ROUND 1

prelims

online

- * Teams will submit a short film based on the given theme. Selected entries will qualify for the offline round.
- * Upload your film to Google Drive and set the folder's sharing to “Anyone with the link can view.”
- * Submit the Google Drive link through the event submission form.
- * **Deadline for Submission:** 30 October, 2025

ROUND 2

final

offline

- * Shortlisted teams will present their films live, showcasing creativity and originality before the judges.
- * Participants are permitted to bring along props if required for the act during the offline presentation

Judging Criteria	
Story & Originality	20%
Relevance to Theme	15%
Performance & Acting	25%
Unique Twist	20%
Creativity	20%

For further queries

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LENS ON LIFE

Photography competition where participants will showcase their storytelling skills through a connected photo series. The series should creatively capture the intersection of humanity and technology, imagining how life might evolve in the next decade. Participants will submit their entries online.

Max no. of participants: 2

Eligibility: IX-XII

Prompt

Participants must create a sequence of 5-8 photographs that are visually connected and narrate a story about the evolving relationship between humanity and technology over the next decade.

The series should convey a clear narrative, demonstrating creativity, imagination, and technical skill.

Deliverables

- * Submit a .jpg poster along with the editable source file (e.g., .psd or online design link with view access if created using platforms like Figma or Canva).
- * Upload your work to Google Drive and set the folder's sharing to "Anyone with the link can view."
- * Share the folder link via the official submission portal before the deadline.
- * Late submissions will not be accepted.

ROUND

online

- * All photographs must be original; stock photos or AI-generated images are not allowed.
- * Basic editing (cropping, brightness/contrast, color correction) is permitted; heavy manipulation is prohibited.
- * Photos must be arranged in sequence to tell a coherent story.
- * Submissions must be plagiarism-free; plagiarized entries will be disqualified.
- * Each participant/team may submit only one entry.
- * Deadline: 30th October, 2025

Judging Criteria	
Creativity & Originality	25%
Relevance to Theme	20%
Storytelling & Flow	25%
Photography Skill	20%
Overall Impact	10%

For further queries

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DESIGN FOR IMPACT

A photography competition where participants showcase their storytelling skills through a connected photo series. The series should creatively capture the intersection of humanity and technology, imagining how life might evolve in the next decade. All entries will be submitted online.

Max no. of participants: 2

Eligibility: IX-X

Prompt

We talk more online than in person, yet many feel lonelier than ever. Technology has connected the world like never before, but has it truly connected hearts? How might we design technology that not only bridges distances but also builds empathy, nurtures authentic relationships, and supports real human connection? Your job is to design a technology for empathy, connection, and human relationships. Participants are expected to visually narrate how technology can evolve to create a kinder, more understanding, and truly connected world.

Deliverables

- * Submit a .jpg poster along with the editable source file (e.g., .psd or online design link with view access if created using platforms like Figma or Canva).
- * Upload your work to Google Drive and set the folder's sharing to "Anyone with the link can view."
- * Share the folder link via the official submission portal before the deadline.
- * Late submissions will not be accepted.

ROUND

online

- * Maximum 2 participants per team.
- * Participants may use any editing tool (Photoshop, Illustrator, Canva, Figma, etc.).
- * Only provided images may be used in the artwork.
- * Plagiarism is strictly prohibited; plagiarized entries will be disqualified.
- * Use of AI tools for generating posters, designs, or any part of the submission is strictly prohibited and will result in disqualification.
- * Deadline: 30th October, 2025

Judging Criteria

Creativity & Originality	30%
Composition & Design	25%
Adherence to Theme	25%
Technical Skill	20%

For further queries

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VOICES OF CHANGE

Speaking

Technology shapes our present and redefines our future, but with great power comes greater responsibility.

Voices of Change invites participants to explore the intersection of humanity and technology through thought-provoking talks. Participants will receive a surprise topic on the spot and must craft a compelling, persuasive, and creative piece within an hour. Voices of Change isn't just a competition — it's a platform where technology meets emotions, data meets ethics, and innovation meets humanity. Whether you inspire, entertain, or provoke thought, this is your chance to be the voice that sparks a change.

Max no. of participants: 1

Eligibility: XI-XII

Theme

Participants will be given surprise topics on-the-spot under the umbrella theme:

“Humanity and Technology: Responsibilities, Impacts, and Empathy”

ROUND

Offline

- * All talks must be delivered strictly in English, and no other language will be entertained at any point.
- * Speeches are expected to be persuasive and insightful, with satire or humour allowed as long as it is tasteful and relevant.
- * Participants will be given a preparation window of one full hour after the topics are officially revealed.
- * During preparation, the use of the internet, books, or personal notes for research is completely permitted.
- * Each talk must be concluded within the strict time limit of three minutes, or marks will be deducted.
- * Any form of plagiarism, including copying content from the internet, books, or peers, or directly reading out from prepared sources without adding original thought, will result in strict penalties and a reduction of marks.
- * Talks must be delivered with confidence and clarity; participants are expected to engage the audience directly and should not rely entirely on reading written notes or scripts, as this will negatively impact their evaluation.
- * The use of crude, offensive, or inappropriate language in any form will not be tolerated under any circumstances and will lead to immediate disqualification from the event.

Judging Criteria	
Creativity & Originality	20%
Relevance to Theme	20%
Content Quality & Depth	20%
Presentation & Delivery	25%
Overall Impact	15%

For further queries

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Human Dimensions

Participants are invited to design creative 3D models that highlight technology's role in improving human life and shaping a better future.

Max no. of participants: 2

Eligibility: IX-XII

Prompt

Aarav, a curious student, dreams of becoming an engineer but has limited resources. A 3D learning platform opens new worlds for him—exploring the human heart, walking through the solar system, and designing bridges. Meanwhile, Seema, a visually impaired artist, uses smart assistive tools to bring her imagination to life. Stories like Aarav's and Seema's show that technology is most powerful when it serves people, uplifts, and connects. Create a 3D model that creatively explores how technology can improve human life, strengthen communities, or shape a better future. Focus on the human dimension how innovations serve people, solve challenges, and bring empathy into design.

Deliverables

- * Rendered images/video + actual 3D model (.fbx, .blend, .obj, .stl) + short concept note.
- * Upload your work to Google Drive and set the folder's sharing to "Anyone with the link can view."
- * Submit the Google Drive link through the event submission form.
- * Ensure all textures and materials are included; submissions missing textures may lose marks.

ROUND

online

- * All work must be original. Plagiarism or use of uncredited pre-made assets as the primary model will result in disqualification.
- * Submissions must align with the theme "Humanity & Technology." Irrelevant or off-topic entries will not be considered.
- * Incomplete submissions will be rejected. Ensure all required components are included.
- * Content must remain appropriate and professional. Offensive or inappropriate material is strictly prohibited.
- * Avoid inappropriate, offensive, or irrelevant content.
- * Use of AI for generating designs, 3D models, renders, videos, etc., is strictly prohibited and will lead to disqualification.

Judging Criteria	
Creativity & Originality	25%
Man-Centric Relevance	25%
Technical Execution	20%
Practicality	15%
Future Vision	15%

For further queries

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AidBots

A robotics challenge where participants design innovative machines that serve humanity. Teams can choose between two categories: disaster management robots for rescue and relief, or healthcare and assistive robots to support and empower differently-abled individuals. Prototypes will be demonstrated along with their real-world impact.

Max no. of participants: 2

Eligibility: IX-XII

Prompt

Participants are invited to design and build robots that combine technology and humanity to solve real-world problems. Teams must select one of the following:

- * **Disaster Management Robots:** Machines that aid in rescue, relief, and crisis situations, saving lives and mitigating damages.
- * **Healthcare & Assistive Robots:** Machines that enhance healthcare or empower differently-abled individuals for greater independence.

Software prototypes are acceptable, but working physical robots are strongly encouraged and will be favored in evaluation.

Guidelines

- * Each team must consist of two participants and present a robot that is entirely self-designed and self-built using raw components; use of pre-built kits such as LEGO, VEX, or modular plug-and-play systems is not permitted.
- * All solutions must be safe, ethical, and practically implementable, with teams prepared to explain both the robot's functionality and its intended social impact.
- * Demonstrations must be conducted live; on-site construction is not allowed.
- * Plagiarism or replication without meaningful innovation will result in score penalties.

ROUND

Offline

- * Each team must deliver a live demonstration of their robot, showcasing its functionality in real time.
- * Presentation slides (PPT) must be prepared to explain the robot's design, operational features, and its potential social impact.
- * Source code files are optional but strongly encouraged to support technical transparency and innovation.
- * Every team is allotted a total of 5 minutes to complete both the demonstration and the presentation.

Judging Criteria

Innovation & Creativity	20%
Functionality & Working	30%
Relevance to Theme	15%
Practicality & Impact	20%
Presentation	15%

For further queries

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Important Links

EVENT	REGISTRATION LINKS
1. Think. Build. Create.	https://forms.gle/ChEUjC71TTXFj8b59
2. Code Unlocked	https://forms.gle/JJGCDVp3Zcuf7zeEA
3. Digital Playground	https://forms.gle/W8EVR8berkxiJwk69
4. Stories in Motion	https://forms.gle/uYughnqhyC3rEDPM7
5. Lens on Life	https://forms.gle/TLST3dbD5jc1JbD16
6. Design for Impact	https://forms.gle/7P4gB4ZaieMCchty7
7. Voices of Change	https://forms.gle/ZyNSsM9TWY5wkvSC7
8. Human Dimensions	https://forms.gle/bPVa8TrMEb6F8Tmj9
9. AidBots	https://forms.gle/WNKR564fkiM9qhiH6

- * Submission links will be shared exclusively through the official Discord server and WhatsApp groups. Please stay connected on these platforms for updates.

Socials

- * Website: cyfernode.com
- * Discord: cyfernode.com/discord
- * Instagram: cyfernode.com/instagram
- * Email: cyfernode.catechize@gmail.com

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