



— ANNUAL S.T.E.M. FEST —

Technika '24

DECODE . DERIVE . DISCOVER .

7th October 2024 —



GENERAL GUIDELINES

- Last Date of registration is **25 September , 2024**
- Registration link (via website): technika2024.xyz
- The submission window for online prelims will be open from September 20 , 2024 till September 30 , 2024.
- Students should avail this opportunity to display their novelty and ingenuity and should not resort to any unfair means and plagiarism.
- Decisions of the judges will be final and binding.
- Certificates and Trophies will be awarded to the winners.
- The results of the online prelims and Enigma Cryptic Hunt will be declared by 3rd October and the results of all offline events will be declared on **October 07, 2024** in the Closing Ceremony itself.
- Prelims of the IT events will be held online and for further information and updates kindly ensure to join the server :- <https://discord.gg/Jn3YnQhVA8>
- For further queries contact us at technika2024.csi@gmail.com or on the contact details provided at the end of this brochure.
- Only one participating team is allowed for each event.



EVENTS

Events	Domain	Class	Participants
<u>GraphiCon</u>	IT	IX-XII	1
<u>3DVerse</u>	IT	IX-XII	1
<u>WebForge</u>	IT	IX-XII	2
<u>Dev.py</u>	IT	IX-XII	2
<u>Enigma</u>	IT	Open	2
<u>Eureka</u>	SCIENCE	IX-XII	2
<u>Ideation</u>	SCIENCE	VI - VIII	3
<u>Scicathon</u>	SCIENCE	XI-XII	2
<u>Math Mania</u>	MATHS	IX-XII	2
<u>Number Nerds</u>	MATHS	XI-XII	2
<u>Mathsqueraade</u>	MATHS	IX-X	2



IT

GRAPHICON



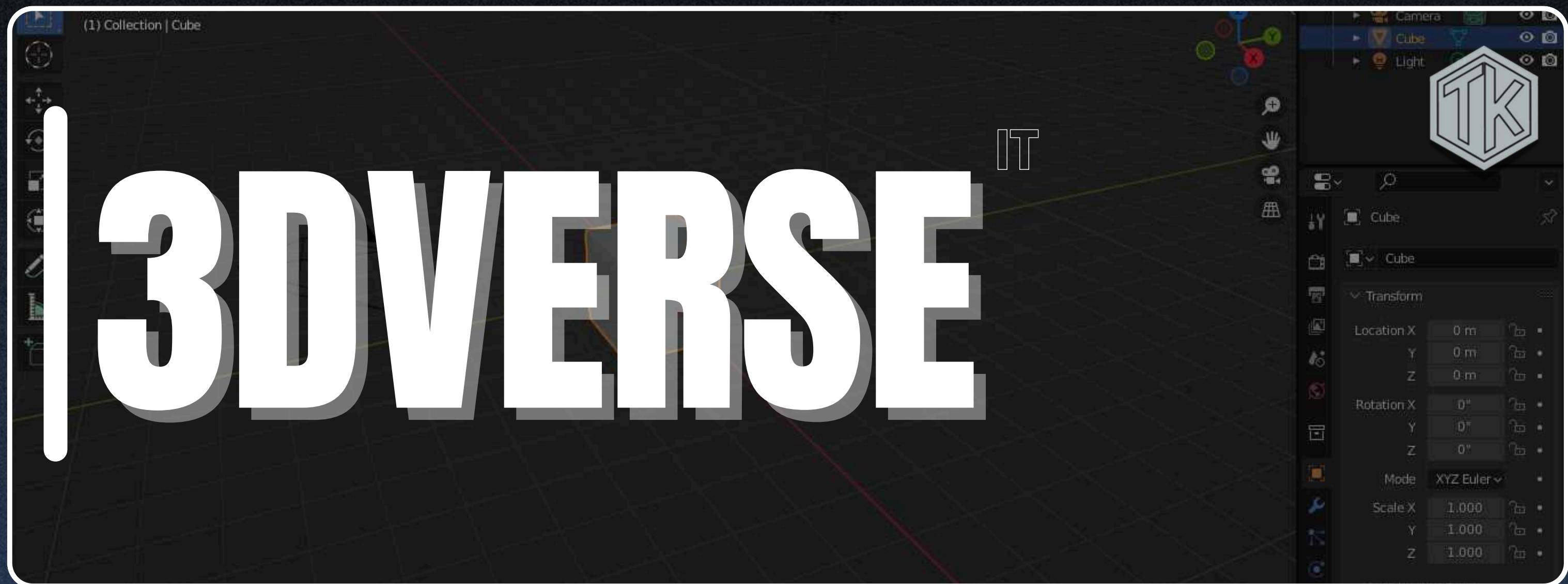
Class : IX - XII



Participant : 1

Details

- The topic for the prelims will be shared on the discord server by September 20.
- It is mandatory for everyone to send the layers as well as their final output while submission of prelims entry, if not it would lead to disqualification.
- The submission of prelims will be in the form of Google Drive folder. The link will be shared on discord.
- The top 8 teams will be selected to create a design on the topic that will be given on the day of the event.
- Any software can be used for prelim round but only Adobe Photoshop is allowed in the final round.



Class : IX - XII



Participant : 1

Details

- For the prelims, participants have to design and create a 3D model in Blender app on the topic 'A wall clock'.
- This model will be submitted via Google Drive in the form of a .blend file. The link will be shared on discord.
- The top 8 teams will be selected and invited for the offline final round.
- For the finals, the participants will be allowed to use only 2 blender objects which will be disclosed on the day of the event and create a 3D design of their choice.
- The participants will be allowed to use only 4 textures and 2 HDRIs in the final round which will have to be submitted and approved by the event heads beforehand.
- No other objects except the approved ones, lights and cameras will be allowed in the final round.



Class : IX - XII

Participants : 2

Details

- Topics for prelims will be shared on the discord server by September 20.
- Participants must only use HTML, CSS, and JavaScript. Use of additional libraries is not allowed.
- The projects must include a homepage and at least one additional page. It should also feature interactive elements like forms or buttons.
- Submission of prelims round will be in the form of a Google Drive folder. The link will be shared on discord.
- The top 8 teams will be selected for the final round which will be conducted offline in the school.
- The topics for the finals will be given on the spot.
- In the final round, the participants are allowed to use Visual Studio Code and Notepad++ for making webpage.



Class : IX - XII



Participants : 2

Details

- The prelims round will be conducted online on 30th September 2024. Timings will be shared on discord.
- The code must be written in Python programming language only.
- The top 8 teams will be selected for the finals which will be held offline in the school.
- In the finals, some programming problems will be given, which need to be solved within the time limit and with accuracy.
- The judgment will be based on points in both prelims and final round.



ENIGMA



Class : Open



Duration : 36 hours



Participants : 2

Details

- A cryptic hunt is an online treasure hunt where participants receive questions, hints, and clues.
- Participants must find answers by exploring the internet, using ciphers, and deciphering pop culture references.
- The goal is to answer questions as quickly as possible to be placed highest on the leaderboard.
- Team play, answer sharing, and collaborating with other competitors is strictly prohibited.
- Spaming admins or other participants may lead to disqualification.
- The one who finishes the hunt or is in the top of the leaderboard wins the event.
- The event will take place between 28th September 00:00 and 29th September 12:00.



SCIENCE



EUREKA



Class : IX - XII



Participants : 2

Details

- Each team will be given 2 scientists - 1 for each participant on which they will have to research in the given time duration of 15 minutes.
- Each team will be required to devise and present a new theory which combines the theories of both the scientists assigned.
- For the final round, the participants will have the limitation of debating only with the theories they had formed in the previous round. They will be arguing against an assigned opponent team.
- For internet access, kindly bring your own devices with internet services.

IDEATION



Class : VI - VIII



Participants : 3

Details

- Participants will have to design and present a product that they think could thrive in the current market. The theme of the event will be Shark-Tank based (reality show).
- The last date of submission for prelims is 30th September. For the same, a PowerPoint presentation will have to be submitted via e-mail.
- The presentation should show the designed product which tackles the problem they are attempting to solve, how their idea/system combats the target problem, developmental procedure, budget allocation, etc.
- For finals a working model is to be presented on the day of the event.

SCI CATHON



Class : Class : XI – XII



Participants : 2

Details

- The event will be conducted in two offline rounds – prelims and finals.
- In the prelims, each team will be given three subjective questions that are related to class 11th and 12th Physics and Chemistry course and their real life application. Participants are advised to be thorough with the concepts.
- The teams will be required to answer the questions within a time frame of 45 minutes.
- For finals, viva round will be conducted wherein each team will be asked a question and either of the participants shall answer on the spot. On the basis of the answer provided, another question will be asked which has to be answered by the other participant.
- Mobile phones are strictly not allowed. Any deviation from the aforementioned will lead to disqualification.
- The final judgement will be taken by the organising team and judges.

MATHS MANIA



Class : IX - XII



Participants : 2

Details

- There will be two offline rounds in the event.
- The students should have a strong understanding of theoretical mathematics and mathematicians.
- For prelims, each team will be given a bingo game.
- Teams that qualify in the prelims will face each other in crossword round in finals.
- Clues in the preliminary bingo round will involve solving practical questions within a set time.
- Clues in the final crossword round will focus on "Mathematicians and their contribution to the field of mathematics.
- Students should be proficient in solving the practical questions related to their levels and have proper knowledge of historical events related to mathematical ideas.

NUMBER NERDS



Class : XI - XII



Participants : 2

Details

- Each team must have one participant from each class (XI, and XII).
- In each round, all students of the same class will solve the same question.
- There will be 4 rounds for each class and 1 bonus round for each team.
- Scoring is based on the time taken to solve the question and accuracy of the answer.
- The team's final score will be the total score of all individual participants.
- The team with the highest total score wins.
- All questions will be syllabus based.

MATHSQUERADE



Class : IX - X



Participants : 2

Details

- Each team must choose a topic related to secondary school level mathematical concept and construct a creative enactment that explains the concept and how it is used in daily life. Props can be used for the presentation.
- Students from the other teams will be asking questions to the performing team, which should be answered based on their understanding of their chosen topic.
- The time limit for the enactment is 3-5 minutes.
- Exceeding the time limit would result in negative marking.
- Plagiarism is strictly prohibited and will result in disqualification.
- Judgement will be on the basis of clarity of concept, relevance and presentation.

CONTACT US

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