



# ST. XAVIER'S SR. SEC. SCHOOL

(Christian Catholic Minority Institution - F. No. C-63 of 2006)

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Affiliated to the Central Board  
of Secondary Education  
vide no. 2730060

Recognised by the Directorate of  
Education, GNCT of Delhi vide letter  
no. DE. 95(9)/Gen-66 dated 26-4-66

19<sup>th</sup> July, 2016

The Principal,

**Subject: Invitation for INTERFACE 2016**  
Annual Inter-School Computer Festival

Dear Sir/Madam,

We take immense pleasure in inviting your school to our 21<sup>st</sup> Annual Inter-School Computer Festival, INTERFACE 2016. St. Xavier's Sr. Sec. School has always been encouraging students to foray into the world of technology and discover their true potential. The **Abacus Club** is the main force behind the organization of this event. The Club aims to bring out the extraordinary talents possessed by the tech-savvy generation of today. We bring you **INTERFACE 2016**, a platform to test your e-knowledge, web skills and techno-preparedness. The event will be held on **19<sup>th</sup> and 20<sup>th</sup> August 2016**.

The registration can be done online on our website [www.interface16.com](http://www.interface16.com) or the schools can send the list of participants through Email to [stx.abacus@gmail.com](mailto:stx.abacus@gmail.com). The last date for registering your school is **8<sup>th</sup> August 2016**. The first **TWENTY** schools confirming their participation will be selected for the competition.

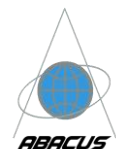
Kindly find the enclosed list of events, event details and the schedule.

Looking forward to your active participation.

With Best Wishes,

Awaiting your response

  
Fr. M. Arockiam S.J.  
Principal



## INTERFACE 2016 EVENTS

S. NO.	EVENT	NO. OF PARTICIPANTS	NO. OF TEAMS
1.	Mind Your Code	2	1
2.	Creative Event	2	1
3.	Convention	1	1
4.	Aperture	1	1
5.	Gamedrome	2	1
6.	Brand Advertising	4	1
7.	Movie Making	4	1
8.	Robo Rash	2	1
9.	Technoholic	2	1
10.	Flash Animation	2	1
11.	3D Modelling	2	1



## **INTERFACE 2016**

### **EVENT DETAILS**

#### **1. MIND YOUR CODE**

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

SOFTWARES: Turbo C++, Codeblocks 16.01

```
#pragma comment("Mind your code",code_skills.lib);
```

Code it out in this battle between the best, the brightest and most importantly the fastest coders in the capital! You shall be tested on your knowledge, speed and accuracy.

#### **2. CREATIVE EVENT**

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

SOFTWARES: Sublime Text 3, Notepad++,  
Bootstrap 3.3.5, Adobe Photoshop CS3 or above  
Google Chrome & Mozilla Firefox

Can you create a truly one of a kind masterpiece that is visually stunning and artistically complex? The event will be a test of both your web designing and digital imaging skills.

- All the images, relevant information and other media related to the topic will be provided.
- No external media will be allowed.



### 3. CONVENTION (GROUP DISCUSSION)

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

“Raise your words, not your voice. It’s the rain that grows flowers,  
Not the thunders.”

Format for the event will be declared on the spot.

### 4. APERTURE

NO. OF PARTICIPANTS: 1

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

“Let your words be few and your exposures many.”

Get a topic. Click a picture. Make others see what you see in your frame. To win,  
it's simple-“click the best picture”.

It is a photography competition in which the participants will be required to use  
their prowess in photography to click photos on the given topic.

- Each team is required to bring their own cameras, tripod stands, laptops equipped with required software, chargers and all other equipment that they may require.
- Host school will not be responsible for any loss or damage to any equipment.



## 5. GAMEDROME

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

If you are the master of the humble keyboard and the mighty controller, fight it out in this arena where your skills shall be stretched to their limits. Only the one who is both the PC master and a console freak shall be able to withstand the challenges and win.

- The team shall consist of a PC and a console gamer.
- Participants may carry their own gaming peripherals.

## 6. BRAND ADVERTISING

NO. OF PARTICIPANTS: 4

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

“Creativity with strategy is advertising. Every advertisement should be thought of as a contribution to the complex symbol which is the brand image.”

**Prelims:** Each team will have to create an illustration based on the product they get in the given time.

- Participants will be provided with a cartridge A1 sized sheet for the illustration.
- Participants have to bring all the other necessary art supplies.

**Finals:** The 8 selected teams will have to produce, direct and enact an advertisement on stage.

- The advertisement should be of 5-7 minutes.
- The advertisement should be completely in English. Any team found indulging in rowdyism, vulgarity and castism would be immediately disqualified.
- Teams may create their own props if required.



## 7. MOVIE MAKING

NO. OF PARTICIPANTS: 4

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

This is an online event. Each team will have to create not a cinematic puff piece but a short film that captures the essence of the topic and portrays your thoughts and ideas with blatant clarity.

- Topic for the event will be updated on the website and event page.

## 8. ROBORASH

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

- Participants are required to make a robocar to participate in the event. These robocars have to compete with each other in knockout matches.
- Maximum Power Supply: 12V
- Participants will have to bring their own battery eliminators.
- You are free to use anything except fire/water.
- Further details will be given on the spot.

## 9. TECHNOHOLIC (QUIZ)

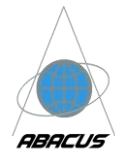
NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

**Prelims:** A written round containing questions to test your knowledge of the tech world.

**Finals:** The selected 6 teams will battle it out in the on-stage finals.



## 10. FLASH ANIMATION

NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: UPTO CLASS X

SOFTWARE: Adobe Flash

- Participants will have to create a short animation on the given topic.

## 11. 3D MODELLING

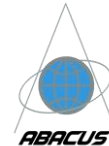
NO. OF PARTICIPANTS: 2

NO. OF TEAMS PER SCHOOL: 1

ELIGIBILITY: OPEN

SOFTWARE: Google SketchUp 2015

- This event will test all your creative and technical skills in all the 3 dimensions.



# INTERFACE 2016

## SCHEDULE

### DAY 1

LOCATION	Computer Lab		Language Lab		Creativity Room	Millennium Hall	Heritage Hall
TIME	Senior	Junior	Senior	Junior			
8:00 – 8:30	REGISTRATION						
8:30 – 9:00	INAUGURATION						
9:00 - 10:00	3D MODELLING	CREATIVE EVENT	CONVENTION (PRELIMS)	TECHNOHOLIC (PRELIMS)	GAMEDROME (PRELIMS)		BRAND ADVERTISEMENT (PRELIMS)
10:00 - 11:00							
11:00 - 12:00				TECHNOHOLIC FINALS			
12:00 - 01:00							





## DAY 2

LOCATION	Computer Lab		Language Lab	Multimedia Lab	Millennium Hall	School Ground
TIME	Senior	Junior	Senior			
8:00 – 8:30	REGISTRATION					
8:30 – 9:00	MIND YOUR CODE	FLASH ANIMATION	CONVENTION (FINALS)	ROBORASH	ADVERTISEMENT (FINALS)	APERTURE
9:00 - 10:00						
10:00 - 10:30						
10:30 - 11:00					GAMING FINALS	
11:00 - 12:00						
12:00 - 1:00	AWARD CEREMONY					

## **INTERFACE 2016**

### **CONTACT DETAILS**

<b>PRESIDENT</b>	Karan Verma	+91-8802480582	karan.arunverma@gmail.com
<b>VICE-PRESIDENT</b>	Manan Jain	+91-9910628790	mananjain2810@gmail.com
<b>SENIOR EXEC.</b>	Shubham Rohra	+91-9891999471	shubhamrohra@gmail.com

<b>EVENT NAME</b>	<b>EVENT HEADS</b>	<b>CONTACT NUMBER</b>	<b>E-MAIL</b>
<b>3D Modeling</b>	Priyank Singh	+91-9650939325	priyanksingh1999@gmail.com
<b>Brand Advertisement</b>	Shreya Arora	+91-9910157081	sherry.arora@gmail.com
<b>Creative Event</b>	Shivam Rohra	+91-9891424722	shivamrohra@gmail.com
<b>Flash Animation</b>	Naveen Minocha	+91-9311182374	naman.minocha@gmail.com
<b>Gaming</b>	Himanshu Sharma	+91-9013432879	9100.himanshu@gmail.com
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