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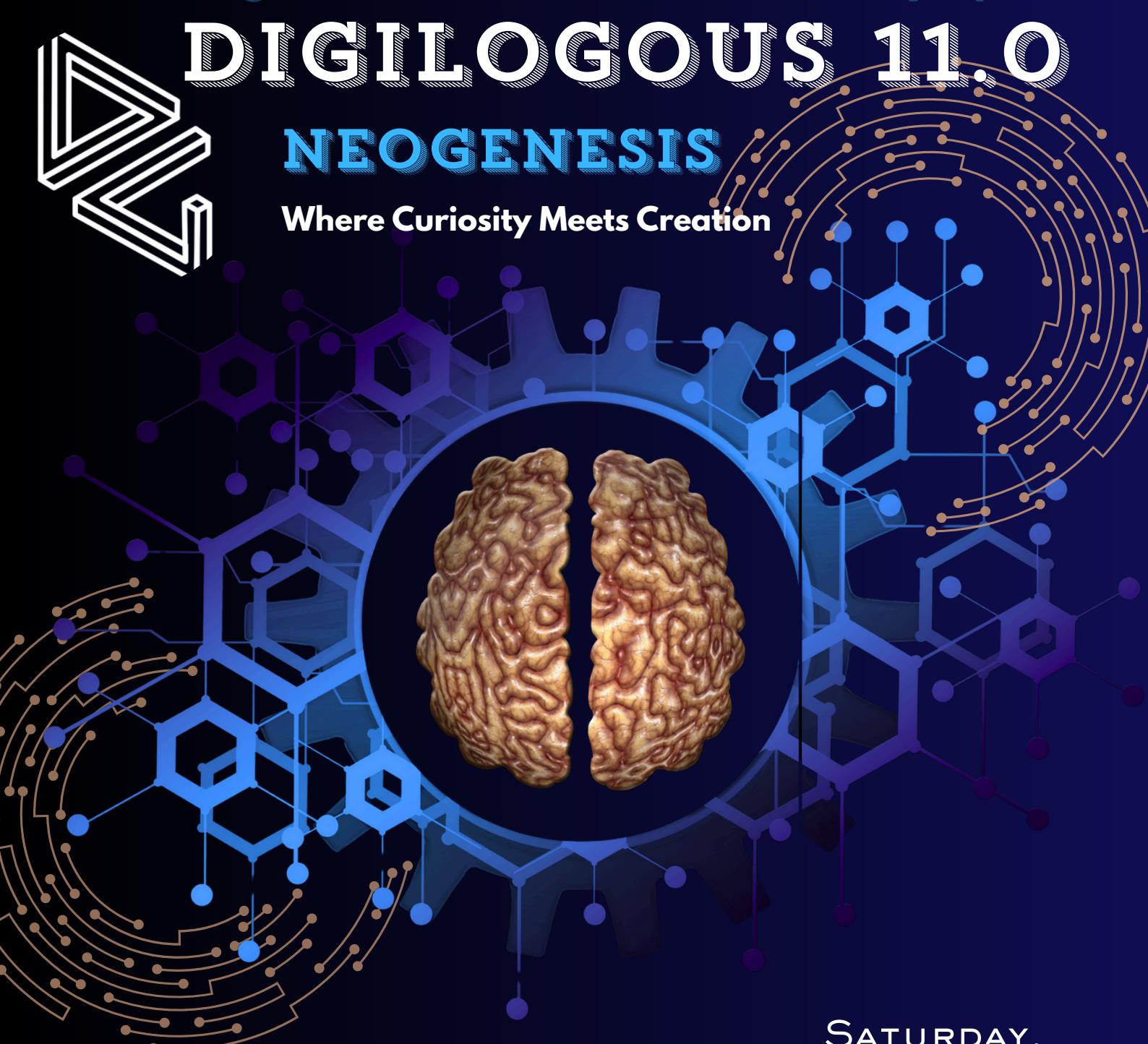


K. C. Garg Memorial Inter-School Tech Symposium

DIGILOGOUS 11.0

NEOGENESIS

Where Curiosity Meets Creation



SATURDAY,
AUGUST 2, 2025
7:30 AM ONWARDS

REGISTRATION LINK:

<https://forms.gle/L6J9i8gChJBwcWou7>

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RUKMINI DEVI PUBLIC SCHOOL

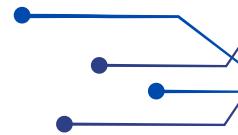
A SCHOOL WITH A DIFFERENCE...

Rukmini Devi Public School is a leading K-12 institution with over 40 years of excellence. We provide quality education while instilling strong values and ethics.

Our state-of-the-art campus includes advanced labs, a comprehensive library, and extensive sports facilities. We integrate modern technology with smart classrooms and e-learning platforms.



We blend academics with co-curricular activities and life skills, fostering a supportive environment where every student feels valued. Join us for an enriching educational journey that combines tradition with innovation.



**EMBRACING A DECADE
OF INNOVATION**

DIGILOGOUS 11.0, the flagship inter-school tech symposium hosted by Rukmini Devi Public School, returns with even greater energy and innovation! Building on the legacy of a decade of digital excellence, last year's edition welcomed over 1,200 participants from 50+ schools across Delhi and NCR. In its 11th edition, DIGILOGOUS continues to push the boundaries of creativity, collaboration, and coding. With a fresh lineup of 14+ dynamic events, the 2025 symposium will bring together the brightest young tech enthusiasts for a thrilling showcase of talent and teamwork.

Join us at DIGILOGOUS 11.0, where future tech leaders converge, ideas come alive, and innovation takes center stage. We look forward to your enthusiastic participation and groundbreaking contributions!

LIST OF EVENTS

S.No.	Name of the Event	Team Size	Participation allowed
1	Robo Wars	2-3	1
2	ImpactX: STEM Innovation	2-3	1
3	Design Thinking Sprint	2	1
4	AI for Good	1	1
5	DesignDynamics: Web Edition	1	2
6	Visual Pitch: Photography Meets Marketing Innovation	2	2
7	Ad Madness : Motion Design	2	1
8	Encipher: Python Programming	1	2
9	Tech Tussle	2	1
10	Excel Warriors	1	1
11	IT Monologue	1	2
12	Cubetron	1	2
13	Console Clash	1	2
14	Mystery Trail	1	2



Event I

Robo Wars

Offline Event: Clash of Circuits

Grade VI to XII

Team Size:
2-3 Participants
Maximum Teams
Allowed per
School: 1 Team

Witness a high-octane clash of creativity, coding, and control in ROBO WARS: Clash of Circuits! In this thrilling robotics showdown, students will design, build, and battle robots using Robotics Kits. Each team will enter the arena with a custom-built bot, ready to navigate challenges, outmaneuver opponents, and survive intense head-to-head battles.

General Instructions:

- The bots must be controlled using wired or wireless controllers.
- Battles will take place in a structured arena with obstacles and combat zones.
- Each match will be time-bound, and bots will compete until one is immobilized or the timer ends.
- Teams must demonstrate basic knowledge of their robot's design, functioning, and strategy during inspection.
- The robot should sit comfortably on the floor (All wheels touching the ground) during verification. If the wheels do not touch the ground while the robot is kept inside the prop, it will be disqualified.
- The wheels of the bots need to be clean and shouldn't have any greasing or other material. Such actions can cause damage to the arena and these bots will be rejected during verification.
- Any tampering with any product in any way is strictly prohibited. If a team is found guilty of such an offense, it will be barred from the IRCLeague.
- Bot size must be at least 10 inch X 10 inch.

Judgement Criteria:

- Presentation: 30 pts
- Research: 30 pts
- Creativity: 20 pts
- Content Relevance and Clarity: 20 pts

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Event 2

ImpactX: STEM Innovation

Offline Event

Grade V to IX

Team Size:

2-3 Participants

Maximum Teams

Allowed per

School: 1 Team

STEM in Action – Turning Ideas into Impact!

A creativity-driven event where students are encouraged to use STEM kits to design and present innovative models addressing real-life issues, such as clean energy, sustainable transportation, waste management, and more. From clean energy to sustainable transport and smart waste management, young minds will turn bold ideas into functional models that address pressing global challenges. It's where imagination meets impact.

General Instructions:

- A maximum of up to 3 students are allowed in a team from each school.
- Models must be constructed beforehand and brought to the venue.
- A presentation will also be prepared by the participating team, where the aim, functionality, innovative techniques involved, and a real-life use case of the STEM project will be explained in depth.
- A maximum of one model can be submitted by each school.
- Each team will be provided with a table and power supply to display their model.
- All team members should be able to explain their working model and showcase their presentation in front of the panel of judges. All members should also be able to answer questions asked by the judges at the event.
- The presentation duration should not be more than 5 mins.

Judgement Criteria:

- Presentation of project: 20 pts
- Function and Practicality: 40 pts
- Creativity and Innovation: 40 pts

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Event 3

Design Thinking Sprint

Offline Event

Grade IX to XII

Team Size :
2 Participants
Maximum Teams
Allowed per
School : 1 Team

Get ready to unleash your creativity in this fast-paced Design Thinking Sprint! Participants will dive into real-world challenges, ideate bold solutions, and build rapid prototypes using tools like Canva, Miro, and PowerPoint. This hands-on sprint is about thinking differently, moving fast, and turning big ideas into real, user-focused designs.

General Instructions:

- Each team will receive a surprise problem statement at the start of the event.
- Devices (laptops/tablets/phones) must be brought by the participants, along with a stable internet connection.
- Teams will have 60–90 minutes to brainstorm, design, and build their prototype.
- Each team will deliver a 1.5-minute pitch to present their solution to the judges.
- Use of AI tools (like ChatGPT, Gemini, etc.) for ideation, problem-solving, or content generation is strictly prohibited. Violation may result in disqualification.

The final decision of the judges and organising committee is absolute, binding, and non-negotiable.

Judgement Criteria:

- Innovation and Creativity: 25 pts
- User-Centric Approach: 25 pts
- Prototype Clarity and Execution: 25 pts
- Pitch and Communication: 25 pts





Event 4

AI for Good

Offline Event: Prompting with Purpose

Grade: VI-XII

Team Size :
1 Participant
Maximum Teams Allowed per School : 1 Team

"AI for Good Impact", a forward-thinking event where students become changemakers by tackling real-world societal challenges. Participants will show their creative and precise prompt engineering skills to guide AI towards producing meaningful, socially responsible outputs aligned with the theme: "AI for Good."

General Instructions:

- Participants are given a base prompt and the output generated from it.
- They must analyse the limitations of the output and then refine the original prompt based on a specific refinement goal.
- The objective is to iteratively craft a better prompt that leads AI to generate a more appropriate, impactful, or creatively aligned response.
- They will be given two refinement goals for the base AI output and are required to develop a suitable prompt within a particular time limit for each goal.
- After the submission of the AI chat link, they will be given some time to develop reasons behind their prompt and changes they did to the same. They will present their reasoning to the judges.
- Participants have to bring their own devices (laptop with an internet connection)

Judgement Criteria:

- **Prompt Clarity and Precision: 30 pts**
- **Creativity and Innovation: 20 pts**
- **Alignment with Refinement Challenge: 30 pts**
- **Prompt Engineering Rationale: 20 pts**

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Event 5

DesignDynamics: Web Edition

Offline Event: Website Designing

Grade VII-VIII

Team Size :
1 Participant
Max Teams
Allowed per
School : 2 Teams

Unleash your creativity and technical skills in the Webpage Creation Competition! This exciting event challenges students to design and develop a fully functional, visually appealing, and user-friendly webpage based on a given theme. Participants will showcase their talent using modern web development tools and platforms.

The competition encourages clean design, effective content layout, interactive elements, and responsiveness.

Important Note: Use of Notepad++, VS Code(editor) and other editors is strictly prohibited.

General Instructions:

- The theme or topic for the webpage will be provided at the beginning of the competition.
- All webpage content should be relevant and appropriate to the given theme.
- The total duration of the competition is approximately: 1 hr.
- Participants must submit their final project within the allotted time.
- Use of pre-built templates or AI-generated content is discouraged.
- Languages allowed: HTML, JavaScript, CSS
- Failure to adhere to tool restrictions or time limits may lead to disqualification.

Judgement Criteria:

- Creativity and Design: 25 Pts
- Functionality and Responsiveness: 25 Pts
- Code Structure and Cleanliness: 25 Pts
- Overall User Experience: 25 Pts

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Event 6

Visual Pitch

Photography Meets Marketing

Innovation

Grade IX-XII



Team Size :

2 Participants

Maximum Teams

Allowed per

School : 2 Teams

Visual Pitch is where creativity meets strategy!

Students will push the boundaries of digital marketing and photography by capturing striking images and transforming them into compelling advertisements. It's your chance to blend visual storytelling with marketing brilliance, turning ideas into powerful, marketable content!

General Instructions:

Round - 1

- Participants are required to create a cinematic-style product commercial for any product of their choice. The commercial should resemble a professional commercial and highlight the product in a captivating way.
- Reference videos have been shared in the guidelines document to help participants understand the expected quality and style.

Submission Guidelines:

- Format: Video (MP4 recommended)
- Duration: 20 seconds to 1 minute
- Submission Method: Upload the video to Google Drive and share the link through the Google Form provided. Kindly refer to the document for detailed submission procedure and reference videos: [Guidelines](#)

4. Deadline: 25 July 2025

- Participants can use both a mobile camera or DSLR for this round's shoot.
- The result for round 1 will be declared by 27 July 2025.
- Selected teams will qualify for round-2 and are required to come to the host school for the same.
- Plagiarism or copying existing advertisements or using AI generative softwares will lead to disqualification.
- Link for submission of entries: <https://forms.gle/Fcg9yoV34ucgT2od9>

Judgement Criteria:

- Creativity and Concept: 30 pts
- Cinematography and Editing: 30 pts
- Clarity and Purpose: 20 pts
- Product Integration: 20 pts



Event 6

Visual Pitch

**Photography Meets Marketing
Innovation
Grade IX-XII**



Team Size :
2 Participants
Maximum Teams
Allowed per
School : **2 Teams**

Round - 2

- Participants are required to bring their own camera and laptop with an internet connection.
- Participants are encouraged to utilise DSLR cameras or semi-professional cameras for photography. No mobile photography is allowed.
- Devices should be properly labelled, and the host school is not responsible for the safety and security of devices.
- Students will use the props to take creative photographs in order to highlight the product or concept in an innovative way. After capturing the photo, students will create a still advertisement using the photograph. This could include text overlays, graphic design elements, and a marketing message.
- Carrying your own props is not allowed.
- AI-generated images, ads, or taglines are strictly prohibited. Use of such content may lead to disqualification.
- All content (photo + design) must be original and created during the event.
- The final decision of the judges and organising committee is absolute, binding, and non-negotiable.

Judgement Criteria:

- Creativity and Originality: 30 pts
- Visual and Technical Quality: 25 pts
- Ad Design and Message Clarity: 25 pts
- Relevance and Presentation: 20 pts





Event 7

Ad Madness

Offline Event: Motion Design

Grades IX - XII

Team Size :
2 Participants
Maximum Teams
Allowed per
School : 1 Team

Create. Animate. Captivate!

This animation challenge encourages the use of vibrant visuals, compelling storytelling, and advanced animation techniques to showcase their creativity and computing skills.

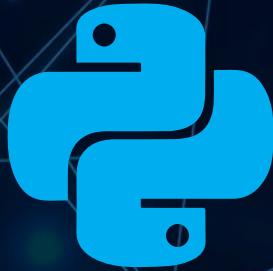
General Instructions:

- Participants are required to create an animated advertisement focused on a specific theme. The advertisement should clearly and effectively communicate a message related to this theme. The theme is as follows:
“Disconnect to Reconnect” – unplug from screens and reconnect with people, nature, or hobbies
- The video of the advertisement should be between 30 seconds to 90 seconds maximum.
- In round 1, participating students will create short motion design advertisements and will upload the video to their Google Drive/ YouTube and share the link to the video through a Google Form (<https://forms.gle/MfEiMdgZkQD8YiD5A>) . Ensure access is open for downloading by the host school.
- In round 2, the participants will gather at the host school to demonstrate the animated advertisement in front of a panel of judges on the day of the event.
- Suitable animation software can be used to create the advertisement: Canva/Canva Pro, Capcut, Adobe After Effects, Adobe Spark.

Judgement Criteria:

- Creativity and Originality: 25 pts
- Creativity: 25 pts
- Technical Quality: 25 pts
- Presentation and Flow: 25 pts





Event 8 Encipher

Offline Event: Python Programming
Grades XI - XII

Team Size :
1 Participant
Maximum Teams
Allowed per
School : 2 Teams

Welcome to Encipher — where coding warriors rise! Today, the arena echoes with creativity, logic, and the spirit of innovation. Each line of Python you write is a move in this thrilling battle of ideas. Sharpen your minds, unleash your code, and let your passion take the lead. May the best Pythoner's script their way to glory!

General Instructions:

- Participants must use Python for all coding tasks.
- The event consists of two rounds.
- Round 1 will be a pen-and-paper coding assessment. Successful participants from Round 1 will qualify for Round 2.
- Round 2 participants will solve a real-life problem, such as the Weather Report App.
- Participants must develop and complete the solution in the shortest possible time.
- Individual participation only – collaboration or code sharing is strictly prohibited.
- Any attempt at plagiarism or unethical behaviour will result in immediate disqualification.
- Participants are expected to maintain professionalism and a competitive spirit.
- Logical thinking, coding accuracy, and speed are key to winning.

The final decision of the judges and organizing committee is absolute, binding, and non-negotiable.

Judgement Criteria:

Round 1: Maximum score in a pen and paper test

Round 2:

- Execution of code: 30 pts
- Code Optimisation: 20 pts
- User Menu Options: 30 pts
- Bugs: 20 pts

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Event 9

Tech Tussle

Offline Event: IT QUIZ

Grades : IX-XII

Team Size :

2 Participants

Max Teams

Allowed per

School : 1 Team

The Smartest Click Wins!

Get ready for a fast-paced and fun quiz that will twist your brain and spark your curiosity! This event is all about boosting IT awareness and encouraging friendly competition. It's not just about speed — you'll need smart thinking and a good grasp of today's tech world. From cool inventions to the latest trends, this quiz celebrates curious minds and quick thinkers.

General Instructions:

- Participants should come prepared with trivia on various Technology, Science, and Tech business-related topics.
- The quiz will be conducted in 2 rounds:

ROUND 1:

- A questionnaire will be shared 15 days prior to event
- Participants will do a quiz round through pen and paper in MCQ style.
- Negative marking will be applied for wrong answers.

ROUND 2:

- Top-scoring teams or participants will be qualified for round 2.
- This round will be conducted on the stage.

Judgement Criteria:

Maximum Points Scored in the assessment

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Event 10

Excel Warriors

Offline Event: Data Analysis Challenge

Grades : VIII-XII

Team Size :

1 Participant

Maximum Teams

Allowed per

School : 1 Team

Step into the world of data and unleash the power of Excel in the Excel Data Analysis Challenge.

Participants will be provided with a set of raw data, and their task is to clean, analyse, and visualize it using Microsoft Excel. From identifying trends to creating meaningful charts and dashboards, students will showcase how data can be turned into powerful insights.

This event encourages critical thinking, attention to detail, and creativity in presenting data. It's not just about numbers—it's about making data speak.

General Instructions:

Key Skills to Demonstrate:

- **Data Cleaning:** Handling duplicates, blanks, errors, formatting
- **Data Analysis:** Use of formulas, pivot tables, sorting/filtering, and functions
- **Visualization:** Charts, graphs, dashboards, and conditional formatting

Important Notes:

- In this event, participants have to bring their own device (BYOD).
- Internet use during the competition is not allowed.
- All work must be done individually without external assistance.
- Pre-built templates or macros are not permitted.

Judgement Criteria:

- **Data Understanding and Cleaning:** 25 pts
- **Insight Generation:** 25 pts
- **Visualization and Presentation:** 25 pts
- **Interpretation and Conclusion:** 25 pts





Event II

IT Monologue

Offline Event: Byte-Sized Monologues

Grades : III-IV

Team Size :

1 Participant

Maximum Teams

Allowed per

School : 2 Teams

A creativity-driven event where participants bring to life iconic IT personalities, innovative gadgets, or revolutionary software. Through their presentations and costumes, they will showcase the remarkable contributions and features that have shaped the digital world. From pioneering tech visionaries to ground-breaking innovations, young minds will celebrate the digital revolution and inspire us all. It's where imagination meets innovation!

Theme: Personification of any IT Gadget, IT Personality, or Software

General Instructions:

- Presentation should include updates like: features, innovations, benefits, and information about the personality, etc.
- Each team will get a maximum of 90 seconds to present itself.
- Participants are required to use relevant props.

Judgement Criteria:

- Presentation: 30 pts
- Creativity: 20 pts
- Research: 30 pts
- Content: 20 pts





Event 12

Cubetron

Offline Event: Solving 3x3 and 5x5
Rubik's Cube

Grades : V-VIII (Category 1)
IX-XII (Category 2)

Team Size :

1 Participant

Maximum Teams

Allowed per

School : 2 Teams

Get ready to twist, turn, and solve! The Interschool 3x3 and 5x5 Rubik's Cube Challenge is a thrilling test of speed, focus, and problem-solving skills. This competition invites the best young cubers from various schools to compete head-to-head in solving the classic 3x3 and 5x5 Rubik's Cube in the shortest possible time.

General Instructions:

Category 1:

- Students need to carry their own cube (3X3 for two rounds).
- Prior to each round, a scrambler will scramble the cubes.
- Scrambled cubes will be provided to participants, and they will have a limited inspection time to observe the scrambled cube before solving.
- Timings will be recorded using an official timing device, such as a stackmat timer.
- The timer will start when the participant touches the cube and stop when the solved state is achieved.

Round Instructions:

- In round 1, participants have to solve a 3x3 cube, and the one who solves correctly and in the minimum time span will be shortlisted for the second round.
- Best performers from Round 1 will be selected and qualify for Round 2.
- In round 2, participants have to solve a 3x3 cube correctly and in the minimum time span.

Judgement Criteria:

Round 1: Clearance of Stage 1 Based on "First to Solve"

Round 2:

- Speed: 50 pts
- Solution: 50 pts





Event 12 Cubetron

Offline Event: Solving 3x3 and 5x5
Rubik's Cube

Grades : V-VIII (Category 1)
IX-XII (Category 2)

Team Size :
1 Participant
Maximum Teams
Allowed per
School : 2 Teams

Category 2:

- Students need to carry their own cube (5X5 for two rounds).
- Prior to each round, a scrambler will scramble the cubes.
- Scrambled cubes will be provided to participants, and they will have a limited inspection time to observe the scrambled cube before solving.
- Timings will be recorded using an official timing device, such as a stackmat timer.
- The timer will start when the participant touches the cube and stop when the solved state is achieved.

Round Instructions:

- In round 1, participants have to solve a 5x5 cube, and the one who solves correctly and in the minimum time span will be shortlisted for the second round.
- Best performers from Round 1 will be selected and qualify for Round 2.
- In round 2, participants have to solve a 5x5 cube correctly and in the minimum time span.

Judgement Criteria:

Round 1: Clearance of Stage 1 Based on "First to Solve"

Round 2:

- Speed: 50 pts
- Solution: 50 pts

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Event 13

Console Clash

Offline Event: Gaming Tournament

Grades : IX to XII

Team Size :
1 Participant
Maximum Teams
Allowed per
School : 2 Teams

Level Up Your Skills – It's Game Time on the PS-esports!

Competitive eSports event featuring popular games. The registered participants will be grouped into brackets, engaging in head-to-head matches where only one winner emerges from each game. With each match, the intensity rises as contestants vie for victory, culminating in the crowning of the ultimate champion.

General Instructions:

- Participants must exhibit good sportsmanship throughout the competition.
- Respectful behaviour towards opponents, referees, organisers, and equipment is expected.
- Any disruptive or disrespectful behaviour may result in penalties or disqualification.
- A maximum of 2 individual participants will be allowed from each school.
- Ready-made brackets will not be changed, and no other game choice will be allowed.

Judgement Criteria:

- Clearing All the Stages

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Event 14

Mystery Trail

Offline Event: Surprise Event

Grades : VII to XII

Team Size :
1 Participant
Maximum Teams
Allowed per
School : 2 Team

"An investment in knowledge pays the best interest." — Benjamin Franklin
Everything about this event will be revealed on the day itself, keeping you on the edge of your seat!

General Instructions:

- Participants must bring their mobile phones, which should be properly labelled with their name/school name.
- Participants are responsible for ensuring their phones are fully charged before the event.
- The escorting teacher will oversee the safe handling of the devices during the event.
- Phones may only be used for scanning QR codes (event purpose).
- AI tools (e.g., ChatGPT, Google Lens, etc.) are not allowed unless a specific task requires it. Teams found using prohibited apps/tools will be disqualified.
- Any type of cheating will lead to immediate disqualification.

Judgement Criteria:

- No. of Levels Cleared
- Time Taken

