



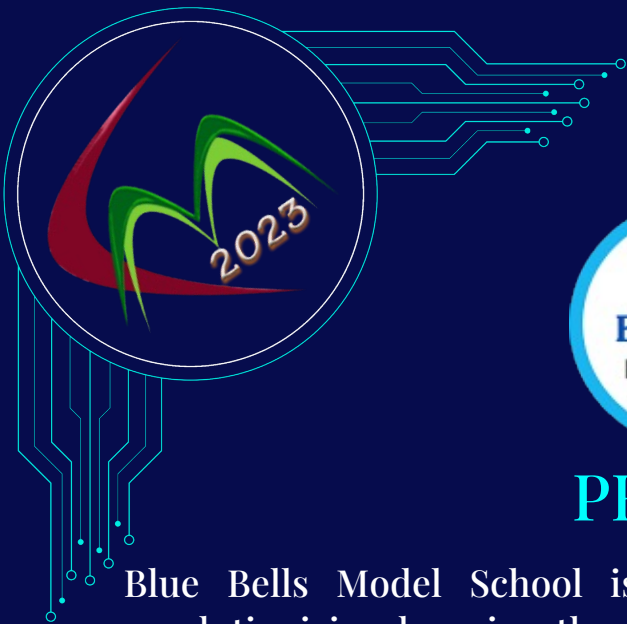
BLUE BELLS MODEL SCHOOL

PRESENTS

CYBERMANIA²⁰²³

ARTE INDIAE
(SKILL INDIA)





PRELUDE

Blue Bells Model School is at the forefront of Education 5.0, revolutionizing learning through innovative approaches. Embracing the future, the school promotes IoT, Design Thinking, and skill-based experiential learning. With a focus on technology-driven education, the school organizes various IT-related activities, including the much-anticipated CyberMania 2023. By fostering a culture of creativity and digital literacy, Blue Bells Model School is shaping young minds to be adept in the modern world. Through initiatives like CyberMania, the school is not only imparting knowledge but also nurturing essential skills, preparing students to excel in the dynamic landscape of the 21st century.

In an age where technology is omnipresent, fostering IT proficiency and digital literacy is paramount. CyberMania serves as a catalyst, sparking curiosity and enthusiasm among students about the vast world of Information Technology. Through a series of engaging and intellectually stimulating competitions, participants will not only showcase their technical prowess but also enhance their problem-solving skills. The event aims to instill a sense of digital responsibility and awareness, ensuring that the younger generation is well-equipped to navigate the complexities of the digital landscape.

Let us join our hands to make our children future ready!



BLUE BELLS MODEL SCHOOL CYBERMANIA THEME- ARTE INDIAE (SKILL INDIA)

GENERAL INSTRUCTIONS

1. All the events are open for schools from all parts of the country.
2. One student can participate in ONE event only.
3. The date of submission for all the entries along with the Email ID of the Teacher-in-charge has been notified in the Guidelines of each event.
4. The participants are requested to abide by the Guidelines specified for each event.
5. Only one Registration Form will be accepted from the participating school.
6. The decision of the judges will be final and binding.
7. Event Details for CyberMania 2023 are attached for reference and record.
8. All registrations should be done latest by October 10, 2023 on the provided link : <https://forms.gle/tfGtD3ygYXhKjqFd7>
9. CyberMania 2023 will culminate on October 28, 2023, with the announcement of results on the CyberMania official website as well as offline in the school.
10. A participating certificate will be provided to each participant.
11. A certificate of merit will be provided to the winners.
12. A Letter of Honour will be awarded to the winning school.
13. The school must participate in all the events to qualify for the Letter of Honour.
14. The Letter of Honour will be e-mailed to the concerned school on their official school id.
15. Last date for Registration is October 10, 2023

Creating Illusion

भविष्य : एक भ्रम

"Deception that delights"

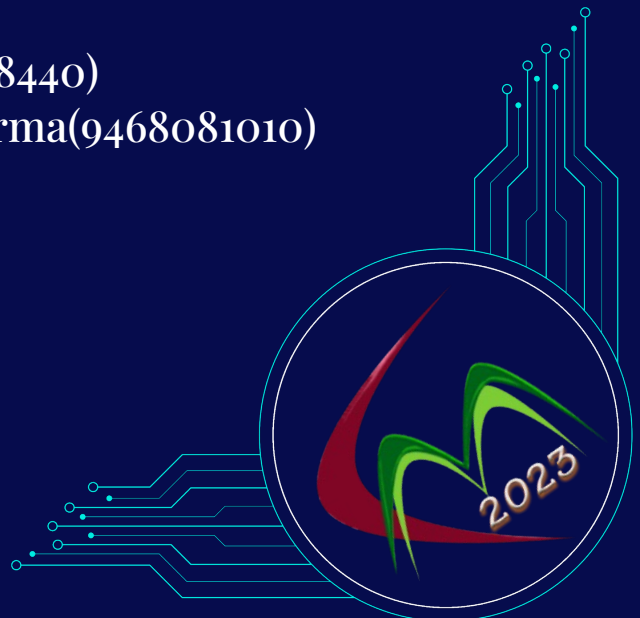
Class	:	III-IV
Software	:	MS- Paint
No. of participants	:	1
Time	:	1 hour
Mode	:	Offline

Guidelines:

- The participants will design an illusion, tricking the human eye through the software MS-Paint.
- The design should be saved in jpeg format.
- Content should be original and age appropriate.
- Participants are not allowed to carry any material along with them.
- The school will provide the system without internet to the participants.

Student In-Charge : Manvi (8130998440)

Teacher In-Charge : Ms. Saroj Sharma(9468081010)



Comic Strip

खुशहाल भारत

“Where fantasy meets the Perseverance of the nation”

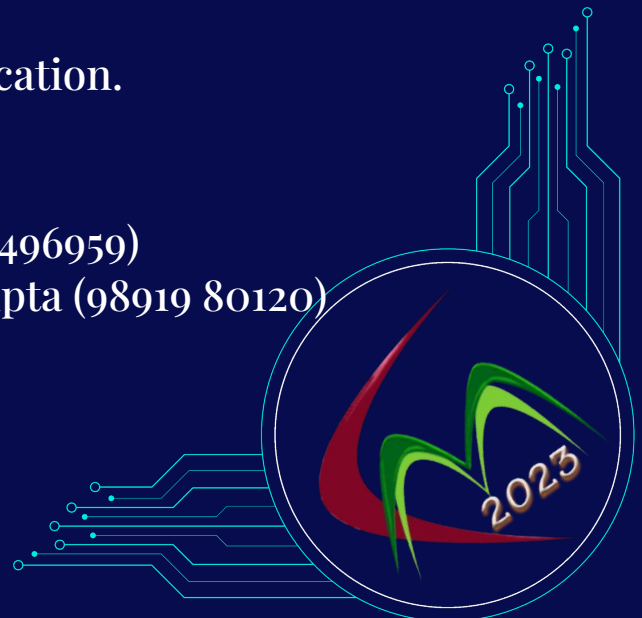
Class	:	IV-V
Topic	:	Kushal Bharat
Software	:	MS- PowerPoint
No. of participants	:	2
Time	:	1 hour
Mode	:	Offline

Guidelines:

- Participants will use MS PowerPoint as their primary tool to make a comic strip of at least 10 panels on the topic- खुशहाल भारत
- Participants can use clipart, images, and shapes available in PowerPoint along with the images provided. However, majority of the content should be their own creation.
- The presentation should be saved in .pdf format.
- Content should be age-appropriate, respectful, and non-offensive.
- The school will provide the system without internet to the participants.
- Plagiarism will lead to disqualification.

Student In-Charge : Ansh Rao(9953496959)

Teacher In-Charge : Ms. Shweta Gupta (98919 80120)



Creating Games

एक मुलाकात चांद के साथ

“Step up your game, reach for the moon!”

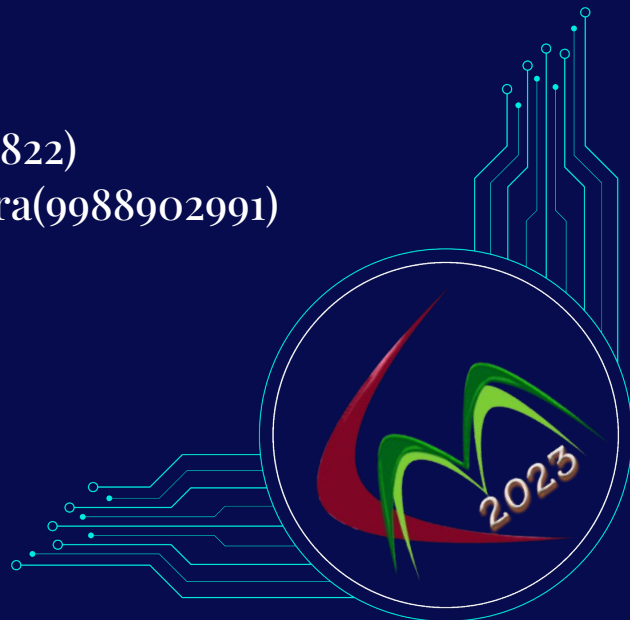
Class	:	VI-VII
Topic	:	Journey to Moon
Software	:	Arcade
No. of participants	:	2
Mode	:	Online

Guidelines:

- Participants need to create a game of at least three levels on Arcade on the topic- *Journey to Moon*.
- Together with the game & screen recording of duration 3 minutes , they will submit the source file.
- Include a synopsis of the game in about 150-200 words in word document.
- Students are not allowed to use Chat GPT or any other open AI software failing which will be disqualified.
- Last date of online submission **October 18, 2023** at the following link <https://forms.office.com/r/67G6rssfC2>
- Plagiarism will lead to disqualification.

Student In-Charge : Kanav (9319742822)

Teacher In-Charge : Ms. Tanvi Arora(9988902991)



Website Designing

सूक्ष्म से स्थूल की ओर

“We put the web in your hands, your turn to weave products”

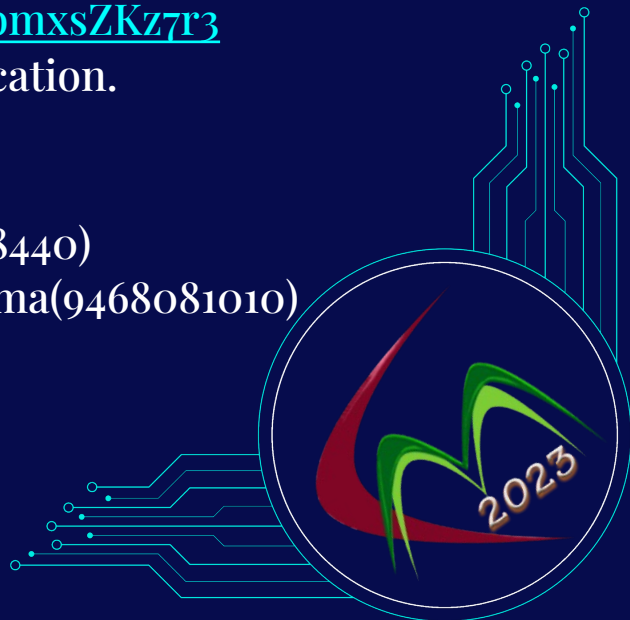
Class	:	VI-VII
Topic	:	Ecommerce website
Software	:	Google Site/Wix/Adobe Spark/Canva
No. of participants	:	2
Mode	:	Online

Guidelines:

- Participants will design an E-Commerce website, to promote the making of goods in India, through which unrecognised artisans would gain recognition.
- Participants can create a fictional product or use a real product for their websites.
- The website must have a product description, how is it better than other products of its type, return policy etc.
- The product should have a unique name.
- Participants cannot copy the code from the internet or via Chat GPT or any other open/AI software failing which will be disqualified.
- Last date of online submission **October 18, 2023** at the following link <https://forms.office.com/r/bmxsZKz7r3>
- Plagiarism will lead to disqualification.

Student In-Charge : Manvi (8130998440)

Teacher In-Charge : Ms. Saroj Sharma(9468081010)



3D Story Design

कथ कथा

“Thinking big, and bringing ideas close to reality”

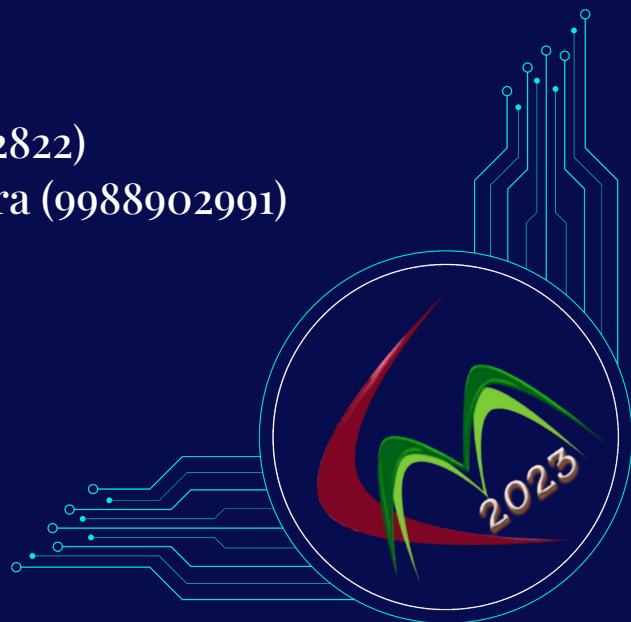
Class	:	VII-VIII
Topic	:	Story of an Entrepreneur
Software	:	HatchXR
No. of participants	:	2
Mode	:	Online

Guidelines:

- Participants will design a 3D story on HatchXR which would represent the *Story of an entrepreneur*.
- Duration of the story should not exceed 4 mins.
- Ensure that the stories are age-appropriate and free from explicit or offensive content.
- Participants are prohibited from the use of Chat-GPT or any other open AI software.
- Last date of online submission **October 18, 2023** at the following link <https://forms.office.com/r/N6WMRBPnJj>
- Plagiarism will lead to disqualification.

Student In-Charge : Kanav (9319742822)

Teacher In-Charge : Ms. Tanvi Arora (9988902991)



Photography

प्रतिबिम्ब

“Capturing the unseen beauty”

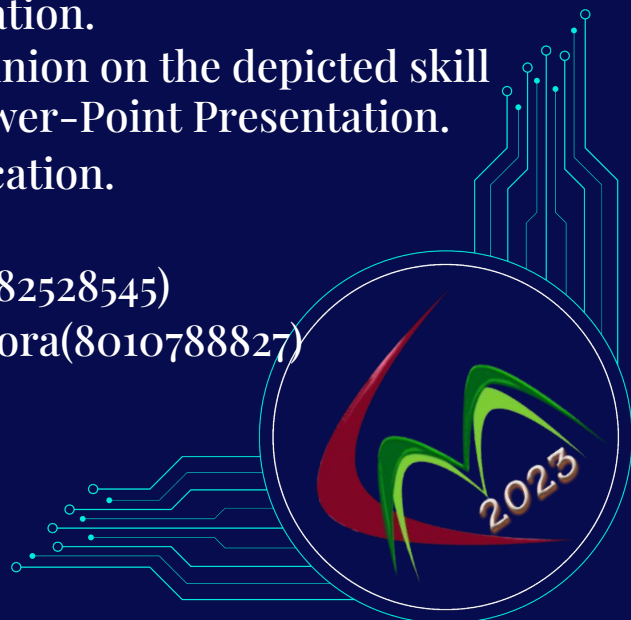
Class	:	VIII-IX
Topic	:	Street Photography
Software	:	Adobe Photoshop
No. of participants	:	2
Time	:	1 hour 30 min
Mode	:	Offline

Guidelines:

- Participants will click 5-10 pictures on the topic- *Street Photography* (depicting any skill which goes un-noticed yet contribute to economic growth/development) & submit entry at the following link <https://forms.office.com/r/EUdLifdbDy> in png format by **October 25,2023** along with their respective school code.
- The editing for the pictures would be done on-site on Adobe Photoshop.
- After modifying the pictures, a PowerPoint presentation including 5-6 slides to be created and an enticing tagline to be given to the PowerPoint Presentation.
- Lastly, they will present their opinion on the depicted skill to the judges with the help of Power-Point Presentation.
- Plagiarism will lead to disqualification.

Student In-Charge : Riya Chawla(7982528545)

Teacher In-Charge : Ms. Sanjana Arora(8010788827)



Design Thinking

Simple Solutions for Complex Problems

क्षितिज की ओर

“Let the creativity shine through your ideas”

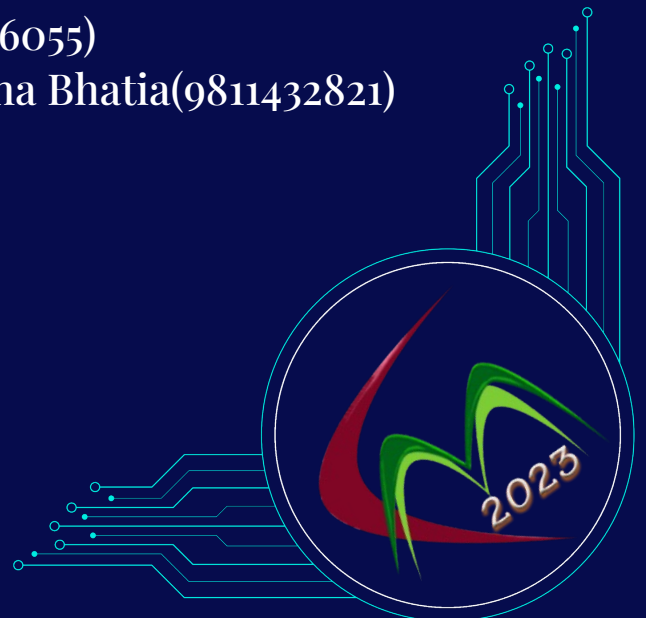
Class	:	VIII-X
Topic	:	Skill Enhancement
Software	:	Open
No. of participants	:	2
Time	:	3 min
Mode	:	Offline

Guidelines:

- Participants will propose a functional or prototype solution to the issues pertaining to SDG 2/SDG 9/SDG 13 and will submit the entry in the form of a video(mp4 format) by **October 25, 2023** at the following link : <https://forms.office.com/r/zrFo7Zn6QT>
- The video should not exceed 3 minutes.
- Shortlisted entries will be invited for the final round to present their concept in 4-5 min.
- Plagiarism will lead to disqualification.

Student In-Charge : Arshiya (9953596055)

Teacher In-Charge : Ms. Sharmishtha Bhatia(9811432821)



Film Making

अभिव्यक्ति

“Aging gracefully with automation must be a boon”

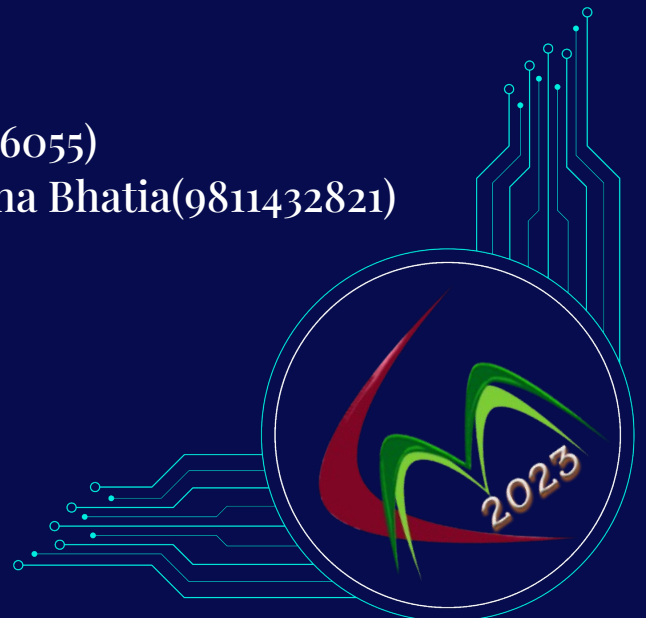
Class	:	IX-X
Topic	:	Use of AI for Senior Citizens
Software	:	Open
No. of participants	:	4-6
Time	:	3 min
Mode	:	Online

Guidelines:

- Participants will enact and shoot a film to represent how *AI is useful for senior citizens*.
- Only the registered participants can feature in the video.
- Movie must be edited by the registered participants only.
- Language: Bilingual (English & Hindi)
- It should not contain any improper or foul language/gesture as it will lead to disqualification.
- Last date of online submission **October 18, 2023** at the following link <https://forms.office.com/r/nkxob84x68>
- Plagiarism will lead to disqualification.

Student In-Charge : Arshiya (9953596055)

Teacher In-Charge : Ms. Sharmishtha Bhatia(9811432821)



AI for Business

सोन चिड़िया

“Unleashing the potential of rural communities”

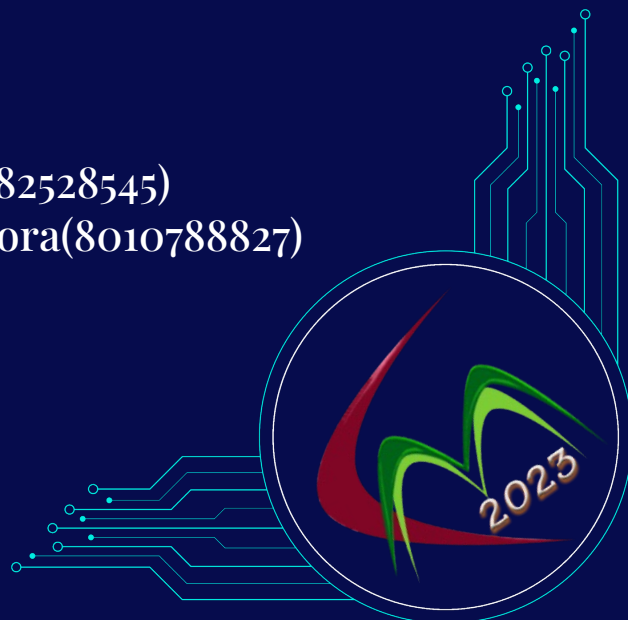
Class	:	XI-XII
Topic	:	Roots of India -Rural Skill Development
Software	:	Open
No. of participants	:	2
Time	:	3 min
Mode	:	Offline

Guidelines:

- Each participant will curate a company for promoting rural skill development like handloom weaving, pattern design and embroidery and embellishments considering SWOT analysis for their business venture integrating it with AI. The video in mp4 format of about 3 minutes must display their company's name, logo, funding plans etc.
- The film should feature only the registered participants.
- Last date of submission of video is **October 25, 2023** at the following link <https://forms.office.com/r/ov1cpvKagX>
- Shortlisted submissions will be invited to the final round to present their ideas in 4-5 min.

Student In-Charge : Riya Chawla(7982528545)

Teacher In-Charge : Ms. Sanjana Arora(8010788827)



Computer Vision

कम्प्युटर

“Be the one to protect your peers by seeing the unseen”

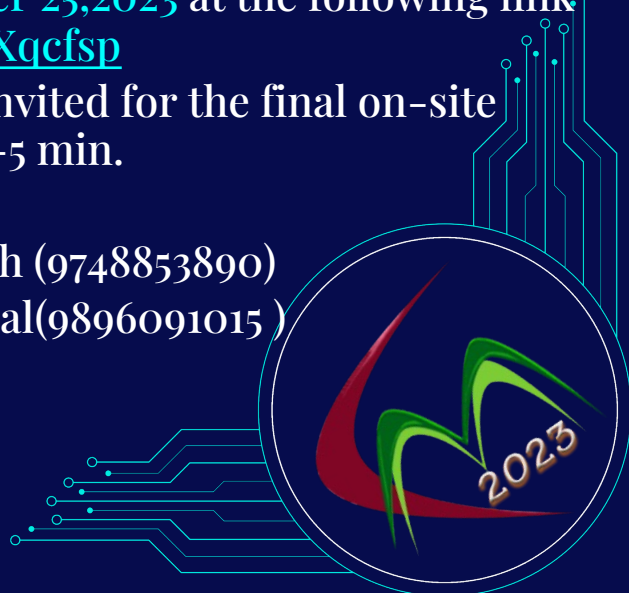
Class	:	XI-XII
Topic	:	Safety & Security
Software	:	Python
No. of participants	:	2
Time	:	4-5 min.
Mode	:	Offline

Guidelines:

- To increase students' safety and security inside school buildings, participants will develop a project based on Computer Vision Technique. Primarily, they will prepare a video in about 4 minutes explaining the details viz Identify the Problem and real time application of the project.
- Participants cannot copy the code from the internet or via Chat GPT or any other open AI software.
- Participants need to submit a video, project code, and a document outlining project requirements.
- Last date of submission is **October 25, 2023** at the following link <https://forms.office.com/r/LxAXXqcfsp>
- Shortlisted submissions will be invited for the final on-site round to pitch in their ideas in 4-5 min.

Student In-Charge : Swadha Saurabh (9748853890)

Teacher In-Charge : Mr. Hitesh Goyal(9896091015)



Skit भावाभिव्यक्ति

“Protecting data intelligently, whilst remaining in the spotlight”

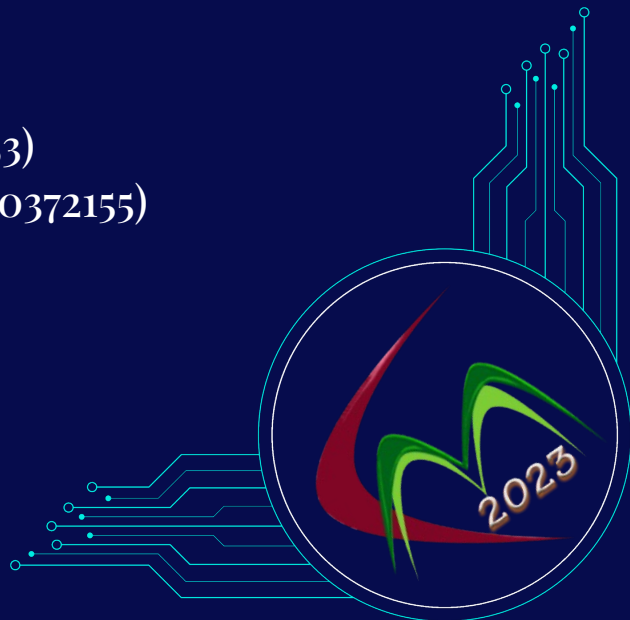
Class	:	XI-XII
Topic	:	Data Protection Law
No. of participants	:	5-6
Time	:	5 min
Mode	:	Offline

Guidelines:

- Participants need to present a skit on the topic- *Data Protection Law*.
- The participants are expected to develop a clear , engaging, simple and effective script .
- They can use maximum 3 easy carrying props and costume.
- Language: Bilingual (English & Hindi)
- Duration seven minutes including stage set up.
- Performance must not contain any improper gesture/foul language as it will lead to disqualification.

Student In-Charge : Yash (9311156953)

Teacher In-Charge : Mr. Vikas (8860372155)



Dance

नृत्य एक आनंद

“Blending together alluring art forms and automation”

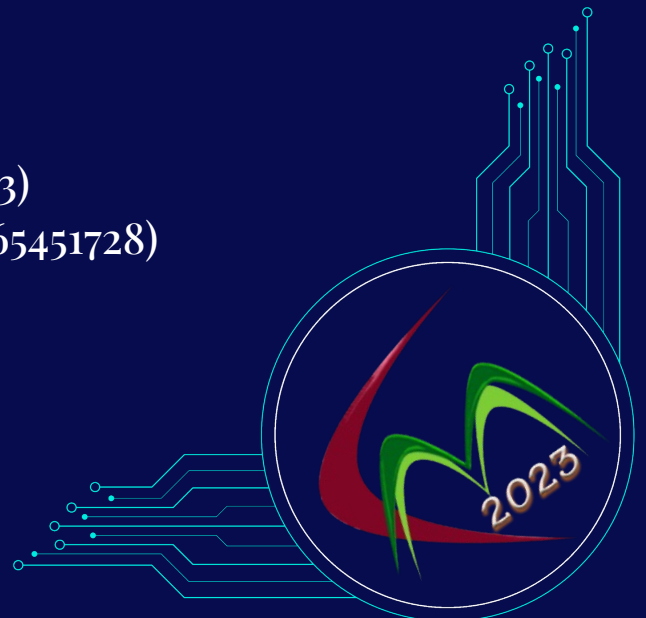
Class	:	VI-XII
Topic	:	Progression in Technology
No. of participants	:	10
Time	:	3 min. + 1 min. stage setting(optional)
Mode	:	Offline

Guidelines:

- Teams will design a well-structured choreography with a mix of formations, movements and dance styles and perform on the given theme “*Progression in Technology*”.
- The participating school will send the music in mp3 format and background presentation, if any by **October 25, 2023** at the following link : <https://forms.office.com/r/NT67wJHcVp>
- Use of costumes, props and background presentation is optional.
- Creativity in choreography and self-composed music will be appreciated.

Student In-Charge : Yash (9311156953)

Teacher In-Charge : Ms. Sakshi (9565451728)



Robotics Ground Competition

(Junior)

यांत्रिकी

TASK

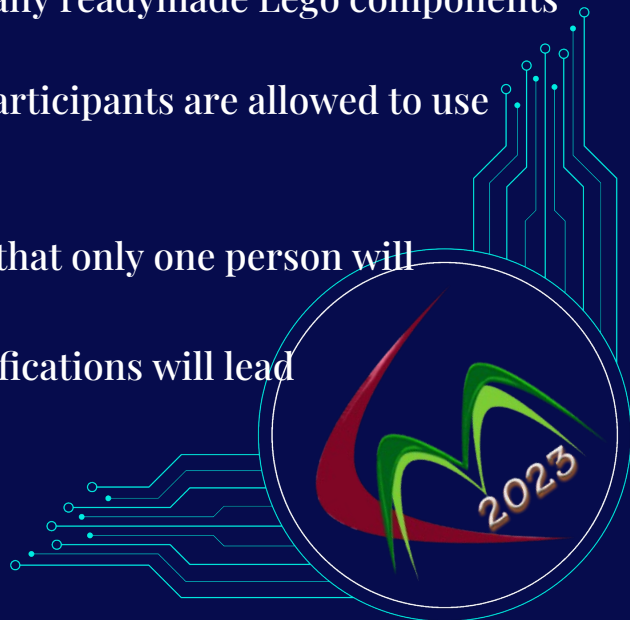
Teams have to build a manually controlled bot that can do simple tasks to follow the path given and put the blocks in target zones so that it can complete the route by overcoming the hurdles in its path.

TEAM SPECIFICATIONS

- No. of Participants: 2-4
- Grade: III-V

BOT SPECIFICATIONS

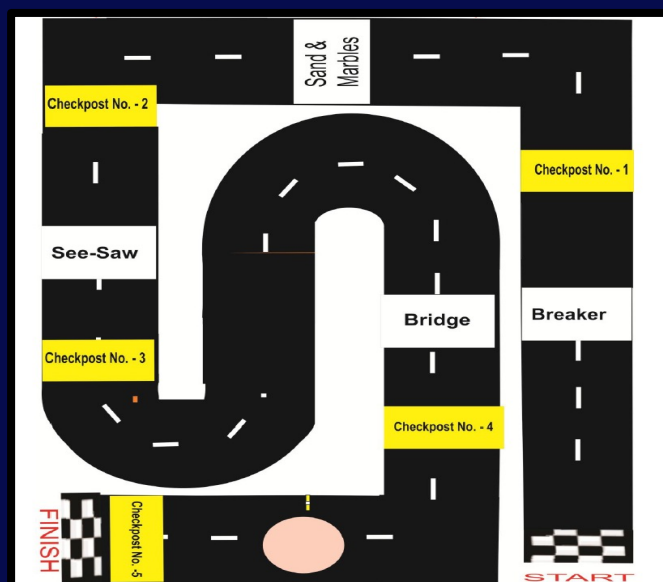
- The dimensions of the bot should be less than or equal to 300 mm X 300mm X 300mm (lxbxh) failing which the team will be disqualified from the competition.
- The bot must be controlled manually.
- Teams can use both wired as well as wireless control mechanisms. In the case of wired bots, the length of the wire should be a minimum of 2 meters so that the wire remains slack at any instant of time.
- The dimensions of the remote are not included in the size constraint of the bot.
- The Bot must have an onboard power supply in any case.
- Participants are not supposed to use any readymade Lego components or readymade gripping mechanism. However, the participants are allowed to use ready-made gear assemblies.
- The mechanism used should be such that only one person will control the bot.
- Failing to meet any of the above specifications will lead to immediate disqualification.



POWER SUPPLY

- The participants should use an onboard electric or non-electric power supply i.e. the power source should be on the bot itself. The power source must be non-polluting and must satisfy the safety constraints determined by the organizers. In the case of the non-electric power supply, the participants must get it approved by the organizers beforehand via email. Organizers are not responsible for the inconvenience if approval is not sought.
- In the case of an electric power supply, the voltage between any two points should be less than or equal to 12V DC at all times during the run.
- AC power supply will not be provided and cannot be used in the competition

ARENA



*This is practice arena for the bots, actual arena may be changed slightly at the time of competition.

GAMEPLAY

- The bot must start from the 'START' mark.
- The bot has to cross four checkpoints by crossing the hurdles i.e see-saw, bridge, marble path, and breaker.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- During the penalties timer won't be stopped during this process.

Student In-Charge : Ansh Rao(9953496959)

Teacher In-Charge : Ms. Shweta Gupta(9891980120)



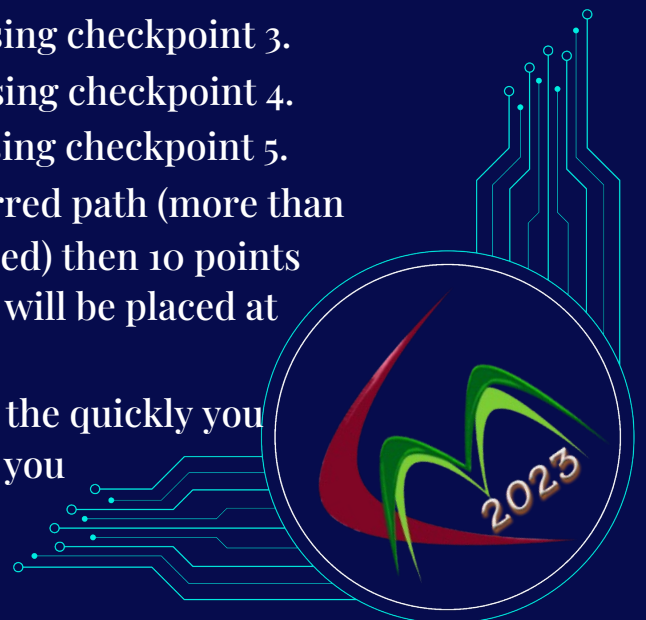
- Only two penalties will be allowed in the competition. At the moment bot will have third penalty, bot will be disqualified immediately.
- After that, bot need to drag a block of 200*200mm to the checkpoint 5.
- Remember timing is the key during the competition.
- Then it has to cross the gate to arrive at the final FINISH mark to finish the run.

GAME RULES

- The bot would be checked for safety before starting and will be disqualified if found unsafe for other participants.
- Only one team member is allowed to handle the bot. No other team member is allowed to enter the arena.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.
- The organizers reserve the right to change any or all of the above rules as they deem fit.
- The bot will be liable for disqualification if it causes any kind of damage to the arena.
- The bot is required to slide the blocks to the Deposit Zone.
- Any damage done to the blocks will lead to immediate disqualification.
- The arena has 5 checkpoints.
- The timer won't be stopped during this process.

JUDGING

- 10 points will be awarded after crossing checkpoint 1.
- 20 points will be awarded after crossing checkpoint 2.
- 30 points will be awarded after crossing checkpoint 3.
- 40 points will be awarded after crossing checkpoint 4.
- 50 points will be awarded after crossing checkpoint 5.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- 50 point will be defined for the time, the quickly you will pass the Finish line more points you will get.



Robotics (Senior)

Mud- Race

यांत्रिकी

TASK

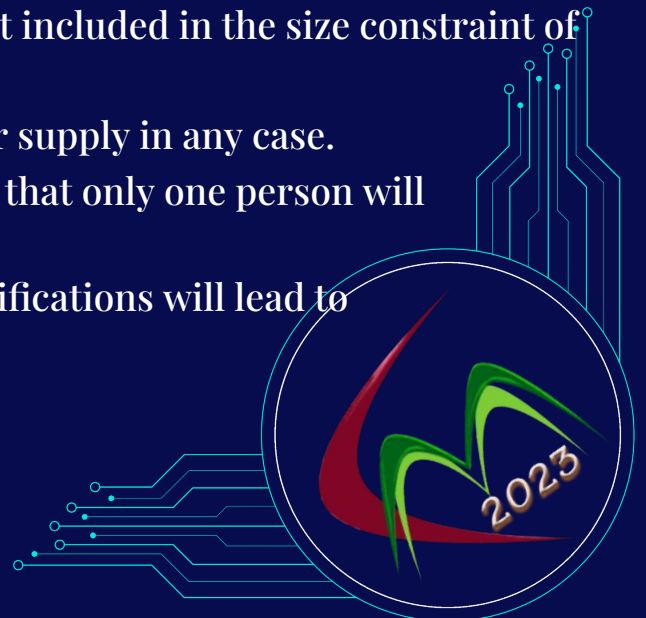
Teams have to build a manually controlled bot that can do simple tasks to follow the path given so that it can complete the route by overcoming the hurdles in its path.

TEAM SPECIFICATIONS

- No. of participants : 2-4
- Class: VI-VIII

BOT SPECIFICATIONS

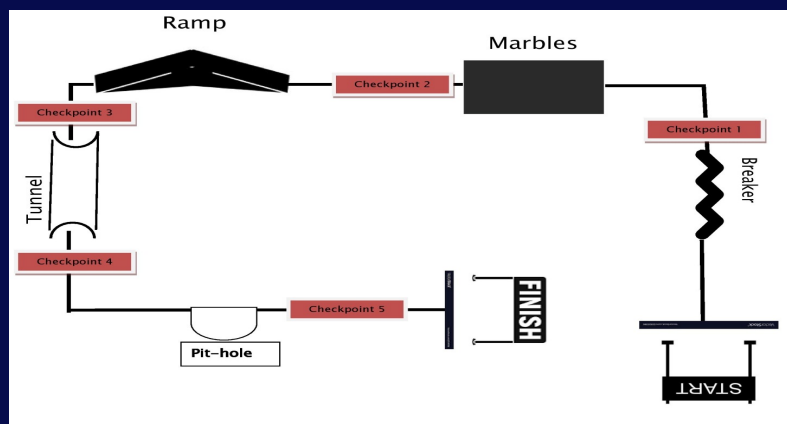
- The dimensions of the bot should be less than or equal to 300 mm X 300mm X 300mm (lxbxh) failing which the team will be disqualified from the competition.
- The bot must be controlled manually.
- Teams can not use wired control mechanisms. From the remote controller to robot No direct wire connection should be there.
- Participants are not supposed to use any readymade Lego components or readymade gripping mechanism. However, the participants are allowed to use ready-made gear assemblies.
- For wireless connectivity ,bots can use WiFi ,Bluetooth Transmitter Receiver set or other means necessary.
- The dimensions of the remote are not included in the size constraint of the bot.
- The Bot must have an onboard power supply in any case.
- The mechanism used should be such that only one person will control the bot.
- Failing to meet any of the above specifications will lead to immediate disqualification.



POWER SUPPLY

- The participants should use an onboard electric or non-electric power supply i.e. the power source should be on the bot itself. The power source must be non-polluting and must satisfy the safety constraints determined by the organizers. In the case of the non-electric power supply, the participants must get it approved by the organizers beforehand via email. Organizers are not responsible for the inconvenience if approval is not sought.
- In the case of an electric power supply, the voltage between any two points should be less than or equal to 12V DC at all times during the run.
- AC power supply will not be provided and cannot be used in the competition

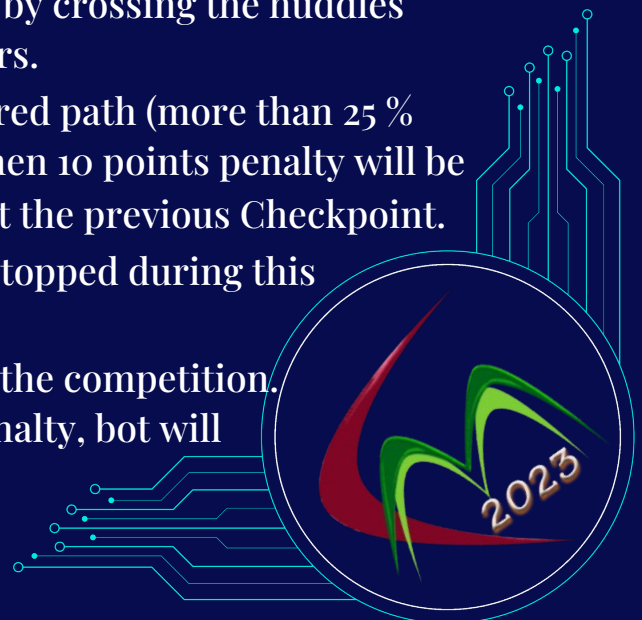
ARENA



*This is practice arena for the bots, actual arena may be changed slightly at the time of competition.

GAMEPLAY

- The bot must start from the 'START' mark.
- The bot has to cross five checkpoints by crossing the huddles i.e Ramp, Tunnel, Zigzag, and breakers.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- During the penalties timer won't be stopped during this process.
- Only two penalties will be allowed in the competition. At the moment bot will have third penalty, bot will be disqualifying immediately.



- Remember timing is the key during the competition.
- Then it has to cross the final FINISH mark to finish the run.

GAME RULES

- The bot would be checked for safety before starting and will be disqualified if found unsafe for other participants.
- Only one team member is allowed to handle the bot. No other team member is allowed to enter the arena.
- The bot will be liable for disqualification if it causes any kind of damage to the arena.
- The arena has 5 checkpoints.
- The timer won't be stopped during this process.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.
- The organizers reserve the right to change any or all of the above rules as they deem fit.

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- 50 points will be awarded after crossing checkpoint 5.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- 50 points will be defined for the time, the quickly you will pass the Finish line more points you will get.

Student In-Charge : Ansh Rao(9953496959)

Teacher In-Charge : Ms. Shweta Gupta(9891980120)

