

MOUNT ST. MARY'S SCHOOL, DELHI CANTT



MATRIX ECOMM '22

Mount St. Mary's School, Delhi Cantt
welcomes you to
The 22nd Bro. Aloysius Matrix-Ecomm
Symposium 2022-23,
to be held on 3rd September 2022 at
Mount St Mary's School.

Our aim is to provide students with an opportunity to demonstrate their knowledge, skills, and talents.

In addition to providing new opportunities, a healthy competition can boost skills and creativity. With this firm belief, we are delighted to invite your school to participate in the Matrix-Ecomm Symposium 2022-23.

Regards,
The Matrix-Ecomm Team

General Rules

Offline Rules:

- All schools must arrive for registration by 7:45 a.m.
- All students must be in school uniform to avoid disqualification.
- The school may be represented by only one team in each event.
- Teams may be penalized or disqualified for indiscipline or for not adhering to the rules.
- Students may not participate in clashing events.
- Prize-winning schools must be present at the prize distribution ceremony on time.
- Schools may confirm their participation by registering at our website – thematrixclan.com or via the registration forms.
- The Last date for registration is 24th August 2022
- For the updates and announcements, kindly visit our website: www.thematrixclan.com event page.
- Each school must be accompanied by a teacher in charge.

General Rules

Online Rules:

- All participants are required to join the discord server
<https://discord.gg/ssjETWGY3a>
- Participants found cheating/hacking/misbehaving/disrupting the flow of the event will be disqualified.
- Registration link

DATES:

Hunt: 27th of August (1 day)

Triathlon: 3rd September (1 day)

Gaming: 27th August (2 days)

Hackathon: 27th August (7 days)

Surprise: 3rd September (1 day)

Video Editing: 27th August (7 days)

Game Dev: 27th August (2)

Hunt (will span full time of fest)

Eligibility: Class 6-12

Number of participants per team: Max 4

Number of teams per school: 1

Rules:

- The hunt will be held in two rounds - An online preliminary round and an offline final round.
- The online round will last for 24 hours from <> to <>, and the top X teams will move on to the final offline round, which will be held on school grounds.

Online:

- The platform for the hunt will be released on the day of the event (<date>)
- On logging into their account, teams will land on the first question. They must solve the standing question to proceed to the next one.
- If two participants tie up at a level, the one who solved it first would be given preference.
- All important information and hints for this event will be released subsequently on the discord server.
- Cross-teaming is strictly prohibited. If evidence is found, the teams indulging in cross-teaming (among participants of different schools) shall be disqualified.

Offline:

- This round will be in the form of a scavenger hunt.
- Participants will be given clues in order to reach the final destination, which will test their logical and technical knowledge, along with some history and facts related to technology.
- The clues will take the participants around the school grounds.

Triathlon (45-60 minutes)

(Cube, Programming, Sudoku)

Eligibility: Class 9-12

Number of participants per team: 1

Number of teams per school: Max 1

Rules:

- Participants will be engaging in 3 events (Speed-cubing, Programming, Sudoku) in the form of a race.
- One doesn't have to be good at all 3 to win this event, just able to do it with accuracy and moderate speed.
- Participants will be judged first on accuracy and then on speed.
- Systems for programming, and sudoku sheets with pen/pencil will be provided to participants, participants need to carry their own speedcubes (3x3).

Flow of events:

- Participants will first be given a problem, on which they'll have to write a code (in any language, editors/compilers/preferences may be pre-configured by the participants)
- After the participant is satisfied with their programming code, they move to sudoku, an easy-level puzzle will be provided.

- Finally, participants will move to their designated cube and solve it as fast as possible.

Scoring:

- Programming:** The number of test cases passed will determine the score.
- Sudoku:** The number of correctly filled boxes will determine the score.
- Cube:** Points will only be given if the cube is fully solved, extra will be given if done in a given time frame.

The participant with the highest score in the least amount of time wins.

Gaming

Eligibility 6-12

1 Team of 6 (5 players + 1 Substitute)

There will be three rounds of gaming:

(1) The first round will include valorant and it will be held online. Matchups will be random, a competitive game of valorant will be hosted and half of the teams will proceed to the second part of the first round.

In the second part of the first round deathmatch(es) will be held to select top 8 schools and they will then move on to the second round.

(2) The second round will have the participants play 1v1 games against other schools. Again, these matchups will also be randomized. The winners of these matches will then move on to the 3rd round.

(3) The third round will have the competitors play FIFA in 2 qualifying games, and the winners of those games will reach the final. The losers will play against each other for 3rd and 4th position whereas the winners will compete for the top 2 positions.

Hackathon

Eligibility: Class 9-12

Number of participants per team: max 2

Number of teams per school: 1

Rules:

- There will be Website/App development.

Web/App Development:

- The teams will have to prepare a website or app based on one of the themes.
- There are no restrictions on using any external resources but excess plagiarism will not be tolerated.
- The development team will have to commit their project to a GitHub repository and make a detailed README file for installation instructions.
- The project must be submitted ON or BEFORE the deadline (1st September 2022). The submission time will be determined by the last performed commit.

Surprise

Eligibility: Class 9-12

Number of participants per team: 1

Number of teams per school: 1

Quiz

Number of students per team: 3

Number of teams per school: 1

Classes: 9-12

Number of teams in finals: 6

Rules:

- There will be two rounds (preliminary and finals).
- Number of teams qualifying for the finals will be announced.
- Participants are required to have a laptop/desktop with a stable internet connection for the prelims. All further details will be given on the discord server.
- The quiz will be based on tech and general questions.
- The preliminary round will be conducted through Google forms on (enter date).
- Final round will be an offline live event on (enter date).
- The quizmaster's decision is final and binding.

Students Incharge:

BRANDAD

*"CREATIVITY WITHOUT STRATEGY IS CALLED ART;
CREATIVITY WITH STRATEGY IS CALLED ADVERTISING"*

NO. OF TEAMS: 1

NO. OF PARTICIPANTS: 5

ELIGIBILITY: CLASSES 9-12

EMAIL ID: ecombuzz2022@gmail.com

REGISTRATION LINK:

<https://forms.office.com/r/jvHDD5cLxn>

RULES:

- The participants must prepare an advertisement on the topic which will be allotted to the team once the registration process is completed.
- The performance must be made within the given time limit and the medium of performance should be English. Usage of any other language is not permitted.
- Teams may use posters, costumes, props, charts, musical instruments, jingles, taglines or any other suitable prop in order to enhance their performance. Visual aid is permitted.
- Any visual aid which is to be used has to be carried in a pen drive.
- The name of the school should **NOT** be mentioned in the performance.

TOPICS:

- The participants would be allowed to choose any one topic from the categories that they would be presented with.
- The topics will be sent to the teacher in charge **POST** registration within 2-3 working days.

DURATION:

- 3 minutes
- Participant credits not included within the time limit.
Exceeding the time limit will lead to negative marking.

JUDGEMENT CRITERIA:

- Judgement will be done based on creativity, content, and use of tagline / jingles, use of props / visual aid and delivery.

AWARDS:

- 1st position: Best Advertisement
- 2nd position: 2nd Best Advertisement

STUDENTS IN CHARGE:

- KHYAATI BHADAURIA- 8600267636
- NIKUNJ HASTEER- 9899934187

Video Editing

Eligibility: Class 9-12

Number of participants per team: max 4

Number of teams per school: 1

Rules:

- A movie will be provided to the participants and they will have 1 week to make a trailer for the same using the clips/ and or movie provided.
- The edited trailer should be of minimum 1 minute and not exceed 2 minutes.
- The edited trailer must be mailed to the given email-id: xxxxxxxxx
- Along with the final edited trailer, all the raw clips and other elements used should also be mailed.
- Participants will be judged on the basis of their quality, A/V sync, and how unique their idea of a trailer is, with regard to the respective movie.
- Try your best to be unique and add personalized aspects to the trailer.
- Copyrighted music and other sounds are allowed.
- Trailer duration: 1-2 minutes.
- Plagiarized entries would be immediately disqualified.

Allowed Editing Software:

- Adobe Premiere Pro
- Da Vinci Resolve
- Final Cut Pro X
- Lightworks
- Adobe After Effects

THEME:

A product will be provided on <DATE> and the submission date is <DATE>. The participants are required to make an advertisement for it. Raw clips will also be provided.

P.S. Cracked versions of the software are allowed. However, incase of any mishap or technical issue caused by the software, the Matrix Clan will not claim responsibility

In-tune

(Music Editing)

Eligibility: Class 6-12

Number of participants per team: max. 4

Number of teams per school: 1

Rules:

- Only one entry per school.
- Schools can form teams with 1-4 students.
- Participants can use the following DAWs (Digital Audio Workstations) for music editing: Apple Logic Pro, Apple GarageBand, Ableton, Pro Tools, FL Studio. (To use any other software, the participant must seek permission in advance)
- The final audio file should not exceed 1 minute 30 seconds.
- Audio samples will be provided through Google Drive at 5:00 pm on September 2, 2022. All entries must be submitted by 8:00 pm.
- Use of any external copyrighted audio file, other than the audio samples provided, is not permitted.
- Participants can use their own instruments to create Original Transition Melodies.
- The final audio file (entry) should be uploaded on Google Drive and the link should be sent to the email:

matrix.music2022@gmail.com

- Participants must also mail a screenshot of their Project (DAW), DAW name, a list of all the effects and plugins used, and a list of all the instruments used if participants choose to create their own Original Transition Melodies.

Judgment Criteria:

- Originality
- Creativity
- Harmonies
- Modulation
- Musical Arrangement

Game Dev

Eligibility: Class 6-12

Number of participants per team: max 6

Number of teams per school: 1

Rules:

- Participants have to create a game within the span of 48 hours.
- The game must be related to a theme that will be released at the beginning of the 48-hour period.
- The game will be awarded points for originality, playability, creativity, graphics, music/SFX, and design.
- Pre-made assets are not allowed.
- Participants may submit their games at any point during the 48-hour period, at the end of which the submission link will close. A 30-minute grace period will be provided.

DIORAMA

"YOUR IMAGE IS OUR FOCUS"

NO OF TEAMS: 1

NO OF PARTICIPANTS: 2

ELIGIBILITY: 9th to 12th

REGISTRATION LINK:

<https://forms.office.com/r/biwRYLrU5U>

EMAIL ID: mailto: ecommbuzz2022@gmail.com

RULES:

1. THIS COMPETITION INVOLVES **PHOTOGRAPHY** AS WELL AS AN **ADVERTISING SEGMENT**.
2. THE PARTICIPANTS HAVE TO **CREATE A POSTER WITH ORIGINAL PHOTOS.**
3. THE POSTER SHOULD HAVE **2-3 ORIGINAL PHOTOGRAPHS.**

- THE PHOTOGRAPHS TO BE CLICKED **ON THE SPOT.**
- BASIC EDITING CAN BE DONE.
- PHOTOGRAPHS CAN BE COLOURED OR MONOCHROME.
- **DSLR AND/OR MIRRORLESS** CAMERAS TO BE USED.
- PICTURES CLICKED USING ANY OTHER CAMERAS WILL NOT BE ACCEPTED.
- PICTURES TO BE CLICKED ONLY USING **MANUAL MODE.**
- USAGE OF **AUTO MODE** WILL NOT BE ACCEPTED AND **WILL LEAD TO DISQUALIFICATION.**

- THE PICTURES USED IN THE POSTER MUST **ALSO BE SUBMITTED INDIVIDUALLY IN JPEG FORMAT WITH METADATA.**
 - PLAGIARISED AND INAPPROPRIATE IMAGES ARE UNACCEPTABLE AND THE SCHOOL HOLDS AUTHORITY TO DISCARD ANY PICTURES AT THEIR DISCRETION.
 - THE POSTER CAN BE SUBMITTED IN A PDF OR JPEG FORMAT.
1. THE HOST SCHOOL WILL BE PROVIDING THE PRODUCT ON THE DAY OF THE COMPETITION.
 2. NECESSARY EQUIPMENTS TO BE BROUGHT BY THE STUDENTS. THE HOST SCHOOL WILL NOT PROVIDE WITH ANY EQUIPMENT NECESSARY.
 3. STUDENTS TO USE AN EMPTY SD CARD.
 4. STUDENTS TO BRING THEIR OWN LAPTOPS WITH THE NECESSARY SOFTWARE INSTALLED. HOST SCHOOL WILL NOT BE PROVIDING WITH ANY SOFTWARE OR HARDWARE.
 5. SOFTWARE CAN BE PIRATED BUT IN CASE OF ANY TECHNICAL DIFFICULTIES THE HOST SCHOOL WILL NOT BE RESPONSIBLE.

SOFTWARE:

1. LIGHTROOM FOR PHOTO EDITING
2. CANVA FOR POSTER MAKING

TIME LIMIT:

- 1 HOUR FOR CLICKING PICTURES
- 10 MINUTES FOR EDITING
- 30 MINUTES FOR MAKING A POSTER

JUDGING CRITERIA:

- CREATIVITY
- INNOVATION
- QUALITY OF PHOTOGRAPHS
- RELEVANCE TO TOPIC
- INTEGRATION OF PHOTOGRAPHS IN THE POSTER
- POSTER DESIGN

SUBMISSION:

- PARTICIPATING STUDENTS TO CARRY AN EMPTY PENDRIVE
- A FOLDER WITH THE NAME OF SCHOOL TO BE SUBMITTED IN THE PEN DRIVE
- THE FOLDER SHOULD CONTAIN THE POSTER AND ORIGINAL IMAGES AND A WORD FILE WITH STUDENT INFORMATION AND METADATA OF THE IMAGES

AWARDS

- BEST PHOTOGRAPHER
- BEST POSTER

STUDENT IN CHARGE:

FOR QUERIES CONTACT:-

1. ADITYA JACOB BIJOY - 9354465114
2. ARNAV MANCHANDA - 8851296412

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THE MATRIX HAS YOU