

# MATRIX ECOMM '22

# MOUNT ST. MARY'S SCHOOL, DELHI CANTT



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.
- 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 – <https://thematrixclan.com> or via the registration forms.
- The Last date for registration is 25th August 2022
- For the updates and announcements, kindly visit our website: <https://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:  
<https://forms.gle/zvmZAvfof2qwpSaR9>

# Matrix Mindcraft

**Eligibility: Class 6-12**

**Number of participants per team: Maximum 2**

**Number of teams per school: 2**

**Dates: 26th August 2022 to 27th August**

**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 2359 hours 26 August 2022 to 2359 hours 27 August 2022, and the top 10 teams will move on to the final offline round, which will be held on school grounds.
- It is requested that all registering teams are able to be present for the offline hunt, however if a team isn't, the next best team shall be invited to the offline hunt.

**Online:**

- The platform for the hunt will be released on 11.59 p.m 26th August 2022.
- 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.

## **Event Incharges:**

1. Hans James: 9643976553
2. Palash Gupta: 9650086738
3. Abhigyan Singh Negi

# Triathlon

(Rubik's Cubing, 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.

## Event Incharges:

- Prakhar Alok Semwal: 9958831439
- Palash Gupta: 9650086738

# Tactus Gramen

"Tactical Gaming"

**Eligibility : 6-12**

**Number of participants per team:**

**5 for Valorant, 1 for FIFA and Rocket League, Total: 6**

**Dates: Round 1- 27th August 2022 to 28th August 2022**

**Round 2 & 3- 3rd September 2022**

**Rules:**

There will be three rounds of gaming:

- 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.
- 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.
- 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.

**Event Incharges:**

- Prakhar Alok Semwal: 9958831439
- Vaadish Singh: 7070991970
- Hans James: 9643976553

# **Zero-Day**

*(Hackathon)*

**Eligibility: Class 9-12**

**Number of participants per team: Max 2**

**Number of teams per school: 1**

**Dates: 25th August 2022**

**Submission: 2nd September 2022**

## **Rules:**

1. The teams will have to prepare a website or app based on one of the themes released on (1159 hours, 25th August 2022).
2. There are no restrictions on using any external resources but excess plagiarism will not be tolerated.
3. The development team will have to commit their project to a GitHub repository and make a detailed README file for installation instructions.
4. The project must be submitted ON or BEFORE the deadline (1159 hours, 2nd September 2022). The submission time will be determined by the last performed commit.
5. A grace period of 30 minutes past the submission will be provided in the case of technical difficulties.

## **Event Incharges:**

1. Palash Gupta: 9650086738
2. Vaadish Singh: 7070991970
3. Hans James: 9643976553

# Surprise

**Eligibility: Class 9-12**

**Number of participants per team: 1**

**Number of teams per school: 1**

**Date: 3rd September 2022**



## **Event Incharges:**

1. Prakhar Alok Semwal: 9958831439
2. Rishabh Aggarwal: 9409810000

# Quizzardry

"Come, Quiz, Conquer"

**Teams: 1**

**Participants: 2**

**Eligibility: Class 9 to 12**

**Finals: 3rd September 2022**

**E-mail: ecommbuzz2022@gmail.com**

**Registration link:**

**<https://forms.office.com/r/aN4MJDZwt9>**

## **Rules:**

1. There will be two rounds. Prelims and finals round would be conducted in the school itself.
2. Details will be shared on Discord server.
3. Top 6 teams from Prelims will battle in the finals. Details of the finals will be shared with the prelims' winners on the required date.
4. The quiz will be time bound.
5. In case of a tie in prelims a tie breaker round would be conducted. In case of a tie in finals extra questioning round would be conducted.
6. Top 3 teams will be awarded.
7. Use of any unfair means would lead to disqualification of team.

8. Judges decision would be final and binding.
9. Questions for the quiz will be asked related to the field of technology, business and economics.

## **Students Incharge:**

1. Parth Jain: 9871585819
2. Andrew Puttam: 9818344408

# **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:**

- Khyati Bhaduria: 8600267636
- Nikunj Hasteer: 9899934187

# A/V Sync

(Video Editing)

**Eligibility: Class 9-12**

**Number of participants per team: max 4**

**Number of teams per school: 1**

**Dates: 25th August 2022**

**Submission: 1st September 2022**

## **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:  
**[matrix.avsync@gmail.com](mailto:matrix.avsync@gmail.com)**
- 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 movie will be provided on 25th August and the submission date is 1st August 2022. The participants are required to make a trailer 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

## Event Incharges:

1. Prakhar Alok Semwal: 9958831439
2. Hans James: 9643976553

# 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](mailto: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

## **Event Incharges:**

- Poorva Dwivedi: 8800867702
- Tarun Joshi: 7982289483
- Lakshya Gupta

# CrashHandlerDLL

(Game Development)

**Eligibility: Class 6-12**

**Number of participants per team: max 6**

**Number of teams per school: 1**

**Dates: 26th to 28th August 2022**

**Submission: 28th August 2022**

## **Rules:**

- Participants have to create a game within the span of 48 hours (11.59 26th August 2022 to 11.59 28th August 2022)
- 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.

## **Event Incharges:**

1. Palash Gupta: 9650086738
2. Vaadish Singh: 7070991970
3. Hans James: 9643976553

# 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:** [ecommbuzz2022@gmail.com](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 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

## **Students In Charge:**

1. Aditya jacob Bijoy: 9354465114
2. Arnav Manchanda: 8851296412

# SYMPOSIUM

"Penser différemment"

**Teams: 1**

**No. of participants: 3**

**Eligibility: Classes 11& 12**

**Email: ecommbuzz2022@gmail.com**

**Registration Link:**

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

## **Rules:**

1. Each team will consist of a speaker, an interjector and a member to assist the speaker's audio and visual presentation.

2. Each speaker would be given 3 minutes to put forward their views on any one of the following topics related to the field of Economics and Technology:

- Analysing the causes of prevailing bankruptcy in Indian States
- Role of India's capex plan in providing impetus to private investments and economic magnification

• Is Space Exploration an indispensability or just a waste of resources and hazardous to the environment?

• Has the progression of game engines come to the point of them being too photoreal?

3. A warning bell would be sounded at 2.5 minutes and another final bell at the end of 3 minutes.

4. There will be an active rebuttal at the end of the speech of each speaker. Every speaker will be open to only one interjection.

5. NO CROSS QUESTIONING WOULD BE ALLOWED.
6. Speakers would be penalized for reading a prepared script but can refer to the visual aid they would use.
7. Participants shouldn't be mentioning their school name anytime during the presentation.
8. Awards will be presented to the Winning Team, Best Speaker as well as Best Interjector.
9. The decision of the judges would be final and binding.

## **Judging Criteria:**

- Innovation
- Content delivery
- Visual/Audio aids

## **Time Limit: 3 minutes**

*Exceeding the time limit will lead to negative marking.*

## **Students In-charge:**

1. Arjun Sehrawat: 9717163423
2. Aquin Manuvel: 9870465556

# BIDDING BANKERS

**NO. OF TEAMS: 1**

**NO. OF PARTICIPANTS: 2**

**ELIGIBILITY: 11TH & 12TH**

**REGISTRATION LINK:**

**<https://forms.office.com/r/meNA0FhJxS>**

**EMAIL ID- ecommbuzz2022@gmail.com**

*Have you ever wondered what your portfolio would have looked like if you had more money than you can imagine to invest? Well, we can't give you a suitcase full of money but this event can!*

## **Round 1: Bidding War**

1. In this round, the teams will be given a fixed amount to bid and battle for the economies presented to them.
2. The participants will be given information about the economies on the basis of which they will be bidding on them.
4. The highest bid will win that particular economy
5. Irrespective of whether a team has won an economy or not they will be moving on to the final round where they have a chance to earn profit or bear loss by investing in other team's economies.

## **Round 2: The Investment Game**

In this round the teams will be investing in the same economies based on news and rumours. Irrespective of whether a team has won an economy or not they will be investing in other economies with the goal of maximizing their profits. This round is about expanding your portfolio to make as much money as you can.

1. The participants who won an economy in the second round will have an advantage in this round as they will not just make profit or bear loss by making investment in other economies but will get a share of 25% of the profit/loss made by other teams in the economies they won in the previous round.
2. Return of Investment (ROI) will be calculated for different economies and it will be 70% Pre-determined and 30% Market driven.
3. Profit / Loss on investment by all teams will be calculated using ROI.
- 4. The team with the highest portfolio will be declared as the winners.**
5. The decision of the Organisers will be final and Binding

### **STUDENTS IN-CHARGE:**

1. Arnav Manchanda: 8851296412
2. Jaiditya Hora: 8287888036

# PITCH PERFECT

*"The value of an idea lies in the using of it"*

**Teams:**1

**No. of participants:** 2

**Eligibility:** Classes 11 to 12

**Email:** [ecombuzz2022@gmail.com](mailto:ecombuzz2022@gmail.com)

**Registration Link:**

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

## **Rules:**

1. Participants will have to design a novel product on the topic given to them after registration. Participants then have to pitch in a business idea for the product designed by them.
2. The business pitch should take into account, factors like feasibility, uses, creativity, target customers and cost of production of the product designed.
3. The product should be presented innovatively so as to appeal to the target customers...
4. Points will be deducted for exceeding the time limit.
5. The name of the school should **not** be mentioned in the Presentation.
6. Visual Aid is necessary.

## Judging Criteria:

- Innovation
- Feasibility
- Application
- Designing
- Visual/Audio aid

## Time Limit:

- First bell at 2 mins 30 seconds and second bell at 3 mins

*Exceeding the time limit will lead to negative marking.*

## Students In-charge:

1. Ayushi Gupta: 9891800028
2. Rayna Adlakha: 9910908360

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# THE MATRIX HAS YOU THE BUZZ NEVER DIES