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MATRIX ECOMM '22

MOUNT ST. MARY'S DELHI CANTT.



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.
- **A student may not participate in more than one event.**
- 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 30th September 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>

S. No	Event Name	Eligibility (Classes)	From	Till	Mode	No.of teams	No. Of Participants per team
1	A/V Sync	9th to 12th	1st October 2022	7th October 2022	Online	1	4
2	CrashHandlerDLL	6th to 12th	1st October 2022	3rd October 2022	Online	1	6
3	In-Tune	6th to 12th	2nd October 2022		Online	1	4
4	Matrix Mindcraft (Prelims)	9th to 12th	1st October 2022	2nd October 2022	Online	max 2	3
5	Tactus Gramen (Prelims)	9th to 12th	1st October 2022	2nd October 2022	Online	1	6
6	Zero-Day	9th to 12th	1st October 2022	7th October 2022	Online	1	2
7	Bidding Bankers	11th to 12th	8th October 2022	8th October 2022	Offline	1	2
8	Brand-Ad	9th to 12th			Offline	1	5
9	Diorama	9th to 12th			Offline	1	2
10	Matrix Mindcraft (Finals)	9th to 12th			Offline	max 2	3
11	Pitch Perfect	11th to 12th			Offline	1	2
12	Quizzadry	9th to 12th			Offline	1	2
13	Surprise	9th to 12th			Offline	1	1
14	Symposium	11th to 12th			Offline	1	3
15	Tactus Gramen (Finals)	9th to 12th			Offline	1	1
16	Triquetra	9th to 12th			Offline	1	1

Point Distribution

For the Overall Trophy

S. No.	Event Name	Points Distribution		
		I	II	III
1	Matrix Mindcraft	100	80	60
2	Quizzardry	100	80	60
3	Symposium	100	80	60
4	Bidding Bankers	80	60	40
5	Brand-Ad	80	60	40
6	Diorama	80	60	40
7	Pitch Perfect	80	60	40
8	Surprise	80	60	40
9	Tactus Gramen	80	60	40
10	Triquetra	80	60	40
11	A/V Sync	80	60	40
12	CrashHandlerDLL	80	60	40
13	In-Tune	80	60	40
14	Zero-Day	80	60	40

A/V Sync

(Video Editing)

Eligibility: Class 9-12

Number of participants per team: 4

Number of teams per school: 1

Dates: 1st October 2022 (Online)

Submission: 7th October 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 should not exceed 2 minutes.
- The edited trailer must be mailed to the given email-id:
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.
- Further details will be provided on Discord.

Allowed Editing Software:

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

THEME:

A movie will be provided on 1st October 2022 and the submission date is 8th October 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.

Student Incharges:

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

CrashHandlerDLL

(Game Development)

Eligibility: Class 6-12

Number of participants per team: 6

Number of teams per school: 1

Dates: 1st October 2022 (Online)

Submission: 3rd October 2022

Rules:

- Participants have to create a game within the span of 48 hours (11:59 1st October 2022 to 11:59 3rd October 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.
- Further details will be provided on Discord.

Student Incharges:

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

In-Tune

(*Music Editing*)

Eligibility: Class 6-12

Number of participants per team: 4

Number of teams per school: 1

Date: 2nd October 2022 (Online)

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 October 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

Student Incharges:

- Poorva Dwivedi: 8800867702
- Tarun Joshi: 7982289483
- Lakshya Gupta: 9811871998

Matrix Mindcraft

(*Cryptic Hunt*)

Eligibility: Class 9-12

Number of participants per team: 3

Number of teams per school: 2

Dates:

- **1st October to 2nd October 2022 (Online)**
- **8th October 2022 (Offline)**

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 1st October 2022 to 2359 hours 2nd October 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:

- 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.

Note:

The students participating in the Online Prelims will be the ones attending the Offline Finals.

Student Incharges:

1. Hans James: 9643976553
2. Palash Gupta: 9650086738
3. Prakhar Alok Semwal: 9958831439

Tactus Gramen

"Tactical Gaming"

Eligibility : Class 9-12

Number of participants per team:

5 for Valorant, 1 for FIFA and Brawlhalla, Total: 6

Dates: Round 1 on 1st to 2nd October 2022 (Online)

Round 2 & 3 on 8th October 2022 (Offline)

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 Brawlhalla against other schools. The top 4 players in the Free-for-all match 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.

Further rules and details will be shared on Discord.

Note:

The students participating in the Online Prelims will be the ones attending the Offline Finals.

Student Incharges:

- > 1. Prakhar Alok Semwal: 9958831439
- 2. Vaadish Singh: 7070991970
- 4: 3. Hans James: 9643976553

Zero-Day

(Hackathon)

Eligibility: Class 9-12

Number of participants per team: 2

Number of teams per school: 1

Dates: 1st October 2022 (Online)

Submission: 7th October 2022

Rules:

1. The teams will have to prepare a website or app based on one of the themes released on (23:59 hours, 1st October 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 (23:59 hours, 7th October 2022). The submission time will be determined by the last performed commit.

Student Incharges:

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

BIDDING BANKERS

NO. OF TEAMS: 1

NO. OF PARTICIPANTS: 2

ELIGIBILITY: 11TH & 12TH

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 rumors. 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 Organizers will be final and Binding.

Students Incharge:

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

BRAND-AD

NO. OF TEAMS: 1

NO. OF PARTICIPANTS: 5

ELIGIBILITY: CLASSES 9-12

EMAIL ID: ecombuzz2022@gmail.com

**“CREATIVITY WITHOUT STRATEGY IS CALLED ART;
CREATIVITY WITH STRATEGY IS CALLED ADVERTISING.”**

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 Incharges:

- Khyati Bhaduria: 8600267636
- Nikunj Hasteer: 9899934187

DIORAMA

“YOUR IMAGE IS OUR FOCUS”

NO OF TEAMS: 1

NO OF PARTICIPANTS: 2

ELIGIBILITY: 9th to 12th

EMAIL ID: 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 provide the product on the day of the competition.
 2. Necessary equipment 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 along with the necessary software installed. Host school will not provide 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 Incharge:

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

PITCH PERFECT

Teams: 1

No. of participants: 2

Eligibility: Classes 11 to 12

Email: ecombuzz2022@gmail.com

“The value of an idea lies in the using of it”

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 Incharge:

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

Quizzardry

“Come, Quiz, Conquer”

Teams: 1

Participants: 2

Eligibility: Class 9 to 12

Finals: 8th October 2022 (Offline)

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 Incharges:

1. Parth Jain: 9871585819
2. Andrew Puttam: 9818344408
3. Abhigyan Singh Negi: 9968123302 (text only)

Surprise

Eligibility: Class 9-12

Number of participants per team: 1

Number of teams per school: 1

Date: 8th October 2022 (Offline)



Student Incharges:

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

SYMPOSIUM

“Penser différemment”

Teams: 1

No. of participants: 3

Eligibility: Classes 11& 12

Email: ecommbuzz2022@gmail.com

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:
 - Analyzing the causes of prevailing bankruptcy in Indian States
 - Role of India's capex plan in providing impetus to private investments and economic magnification
 - Space Exploration: past, present and future.
 - The Power of Photorealism in today's Game Engines.
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

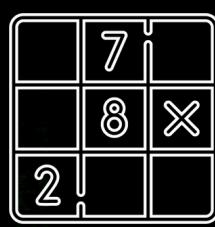
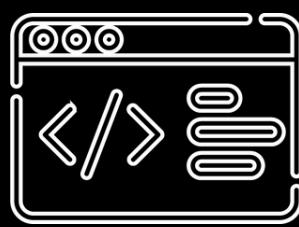
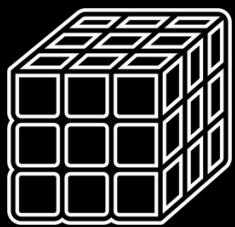
Time Limit: 3 minutes

Exceeding the time limit will lead to negative marking.

Students Incharge:

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

Triquetra



(Cubing, Programming, Sudoku)

Eligibility: Class 9-12

Number of participants per team: 1

Number of teams per school: 1

Date: 8th October 2022

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.

Student Incharges:

1. Prakhar Alok Semwal: 9958831439
2. Palash Gupta: 9650086738
3. Rishabh Aggrawal: 9409810000

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