NESTival 2025

Nurturing Excellence, Showcasing Talents
Organized by The NEST School
Powered by Meenakshi Sundararajan Engineering College
November 21st & 22nd 2025

On behalf of The NEST School (powered by Meenakshi Sundararajan Engineering College), we warmly invite your students to participate in NESTival 2025, a two-day interschool festival on 21–22 November 2025 featuring creative, technical and sustainability events. Please register your participants via the official registration form by 14 November 2025. We look forward to your school's participation and to celebrating the talent, innovation and spirit of young learners together.

EVENT DETAILS

1. VIBE CHECK

DANCE

A high-energy interschool dance showdown celebrating creativity, movement and stagecraft. This event focuses purely on choreography, music and live performance.

What you should focus on

- **Clarity:** Make sure your concept, music choice and choreography clearly reflect the theme.
- **Choreography:** Strong formations, transitions, levels and movement vocabulary.
- **Timing & Sync:** Clean counts, tight group work and well-timed highlights (big moves, freezes).
- **Expression & Stagecraft:** Facial expression, energy, interaction with the audience and clear entrances/exits.

Details

- **Levels:** I (Grades 4–6), II (Grades 7–9), III (Grades 10–12)

- **Participation:** Solo or Group
- **Group size:** Up to 12 performers
- **Theme:** Open theme
- **Judgement criteria:** Creativity, choreography, stagecraft, overall impact, adherence to time limits
- **Duration:** Solo — up to 2 minutes | Group — up to 4 minutes

Rules & Guidelines

1. Any dance style or fusion of styles is allowed (contemporary, hip-hop, classical, folk, freestyle, etc.) as long as it fits the theme.
2. Pre-recorded music is allowed.
3. Props allowed but must be pre-declared and safe.
4. All media must be submitted 48 hours before the event. Music tracks should be submitted in .mp3 or .wav format.
5. Bring all necessary cables and adaptors.
6. Bring your soundscapes and necessary back-up files in a USB drive on the day of the event.
7. Teams are responsible for their own props and quick setup/clearance (max 2 minutes)
8. School-appropriate content only.

2. INDIE BLEND

Music

A live group performance blending Indian and western or any indigenous instruments and musical styles. Create original compositions or unique arrangements that bring the two traditions together.

What you should focus on

- **Balance:** Make sure Indian and Western/Indigenous elements support each other, not compete.
- **Arrangement:** Plan clear sections where instruments take the lead.
- **Tight ensemble:** Precision in rhythm and cues is essential.
- **Stage presence:** Visual coordination and confident delivery matter as much as sound.

Details:

- **Levels:** I (Grades 4–6), II (Grades 7–9), III (Grades 10–12)
- **Participation:** Solo or Group
- **Group size:** Up to 8 performers

- **Theme:** Fusion of Indian and Western/Indigenous musical styles and instruments
- **Judgement Criteria:** Musicality, creativity in fusion, coordination, stage presence, and overall performance.
- **Duration:** Solo — up to 3 minutes | Group — up to 6 minutes

Rules & Guidelines

1. The performance must be entirely live, no pre-recorded tracks or karaoke allowed.
2. No lip-syncing permitted.
3. Original compositions or creative renditions of existing pieces are encouraged.
4. All performances must adhere strictly to the time limits.

3. SILENCE PLEASE!

Mime

Mime is a silent, physical storytelling performance using gesture, expression and movement to convey a narrative. Participants are allowed to use props and/or recordings.

What you should focus on

- **Clarity:** Make sure actions clearly communicate the narrative.
- **Expression & timing:** Exaggerated but controlled facial expressions and precise timing.
- **Costume & props:** Use costumes/makeup to enhance characters. Props may be used too.
- **Synchronization:** Group mimes must be perfectly coordinated.

Details

- **Levels:** II (Grades 7–9), III (Grades 10–12)
- **Participation:** Solo or Group
- **Group Size:** Up to 6 performers per group
- **Theme:** Fractured Realities
- **Judgement Criteria:** Creativity, clarity of storytelling, expressions, synchronization, and overall stage impact.
- **Duration:** Up to 3 minutes

Rules & Resources

1. Mime entries must be silent — no dialogues or voiceovers allowed.
2. Any background audio, visuals, or tracks must be submitted 48 hours before the event.
3. Mime costumes and make-up are mandatory.

4. Props are allowed but must be safe and pre-declared.
5. Content must be school-appropriate and align with the theme.

4. PLOT LUCK

Improv

Improv (short for improvisation) is an unscripted, spontaneous performance where participants create scenes, characters, and stories on the spot in response to prompts. The focus is on quick thinking, creativity, and teamwork.

What you should focus on

- **Spontaneity:** Be ready to think fast and adapt.
- **Collaboration:** Listen to teammates, build on their ideas.
- **Humour & engagement:** Keep the audience entertained and involved.
- **Stage presence:** Confidence, voice clarity, and movement make a big difference.

Details:

- **Levels:** II (Grades 7–9), III (Grades 10–12)
- **Participation:** Group
- **Group Size:** 3–6 performers per team
- **Theme:** Prompts will be given on the spot
- **Judgement Criteria:** Creativity, teamwork, quick thinking, stage presence, audience engagement, and overall impact
- **Duration:** Up to 7 minutes

Rules & Guidelines

1. No scripts are allowed — performance must be fully improvised.
2. Teams will receive their prompt at the registration counter.
3. No offensive or inappropriate language, gestures, or themes permitted.
4. Teams must stick to the time limit.
5. Props and costumes may be used if simple and safe, but not required.

5. PALLETE PLAY

Visual Art

Create an A3-sized hand-drawn or painted artwork inspired by the given theme. You may use AI for references, but you must declare it and produce a manually finished piece during the event.

What you should focus on:

- **Concept:** Choose a clear surreal dreamscape idea before you start.
- **Integration:** You may bring references to inspire composition, colour, texture but don't copy directly from AI/internet.
- **Execution:** Strong composition, confident mark-making and neat finishing.
- **Time management:** You have 90 minutes — plan sketch, colour, and final details.

Details:

- **Levels:** II (Grades 7–9), III (Grades 10–12)
- **Participation:** Solo or Pairs
- **Theme:** Surreal Dreamscape
- **Judgement Criteria:** Creativity, originality, effective integration of AI references, composition, and overall visual impact.
- **Duration:** 90 minutes

Rules & Guidelines

1. Final artwork must be created on-site during the event.
2. Any visual art medium is allowed (paints, markers, collage, mixed media).
3. AI-assisted tools may be used only for reference; final work must be manually executed.
4. Participants must bring their own art supplies (paints, brushes, pencils, markers, paper, etc.).
5. Participants must bring their own devices (if they want to view AI references).
6. Submit your completed artwork at the end of the session.

6. ECO HUES - (Rangoli/Kolam from biodegradable materials)

Visual Art

Traditional rangoli art made using only eco-friendly, biodegradable materials to celebrate sustainability.

What you should focus on

- **Design & concept:** Strong, meaningful composition that reflects a sustainable planet.
- **Material use:** Use only natural, biodegradable items — creativity with textures (flowers, pulses, rice flour).
- **Neatness & finish:** Clean edges and harmonious colour balance.
- **Teamwork:** Coordinate layout and time management with your team.

Details:

- **Levels:** I (Grades 4–6) and II (Grades 7–9)
- **Participation:** Solo or Group
- **Group size:** Teams up to 4 participants
- **Theme:** Open theme
- **Judgement Criteria:** Creativity, design, colour harmony, use of eco-friendly materials, and overall visual impact.
- **Duration:** 90 minutes

Rules & Guidelines

1. Only natural, biodegradable materials are allowed (flowers, pulses, rice flour, sand, etc.).
2. Each team will be provided a 3 m × 3 m workspace.
3. Plastic, glitter, synthetic paints, or foam are strictly prohibited.
4. Participants must bring their own eco-friendly materials for the rangoli.

7. FLIPSIDE- (Turncoat debate)

Debate

Turncoat is a unique debate format where a single speaker must argue both for and against the same motion, and then conclude with a balanced summary. The heart of a turncoat debate lies in how convincingly you argue both sides with equal strength- showcasing adaptability, logic, and balance.

Format and Structure

• Each participant is allotted 6 minutes in total.

• Structure:

- • For the motion — 2.5 minutes
- • Against the motion — 2.5 minutes
- • Conclusion/summary — 1 minute

Details:

- **Levels:** II (Grades 7–9), III (Grades 10–12)
- **Participation:** Solo or Group
- **Topic:** AI and Our Future

- **Judgement Criteria:** Content quality, adaptability while switching sides, logical reasoning, rebuttal strength, delivery, and overall persuasiveness.

Rules & Regulations

1. Participants must clearly indicate the transition when shifting from FOR to AGAINST.
2. Personal attacks, offensive language, or inappropriate behaviour will lead to immediate disqualification.
4. Citations and facts must be accurate and verifiable.
5. The use of notes, supporting materials, or electronic devices during the debate is not allowed.

8. VISION DROP- (TEDx-Style Talk)

A short, inspiring talk (TEDx- style) presenting big ideas or creative solutions on innovations for a sustainable future. Aim for clarity, storytelling and strong takeaways.

What you should focus on

- Original idea: Present one clear insight or solution.
- Structure: Strong opening, clear body, memorable conclusion.
- Delivery: Engage the audience with pacing and eye contact.
- Slides: Keep slides visual and concise.

Details:

- **Levels:** II (Grades 7–9), III (Grades 10–12)
- **Participation:** Solo or Group
- **Theme:** Innovations for a Sustainable Future
- **Judgement Criteria:** Originality of ideas, clarity of structure, delivery, engagement and stage presence.
- **Duration:** 4-5 minutes

Rules & Resources

1. Presentations must be authentic.
2. All media must be submitted 48 hours before the event.

SHARK TANK JUNIOR- (Entrepreneurial Product/Service Presentation)

Entrepreneurship / Pitch

Shark Tank Junior is a student pitch challenge where young innovators present a product, service or idea to a panel of judges. Teams must clearly explain the problem they're solving, demonstrate value, and persuade the judges that their idea is viable and impactful. This is a creative, fast-paced event that rewards clear thinking, practicality and confident storytelling.

What you should focus on
• **Problem:** Describe the real problem or need your idea addresses — who is affected and why it matters.
• **Solution & Value:** Explain your product/service simply and show how it solves the problem better than alternatives.
• **Feasibility:** Show that your idea can be made or delivered — basic cost, materials, and steps to build or launch.
• **Market & Impact:** Who will buy or use this? Estimate size, pricing, and the social or environmental impact.
• **Presentation & Pitchcraft:** Clear structure (hook → demo → ask), confident delivery, and strong visuals or props.
• **Prototype / Demo (if any):** A working demo, mock-up or clear visual mock helps — keep it safe and reliable.

Details:
• **Levels:** II (Grades 7–9), III (Grades 10–12)
• **Participation:** Solo or Group
• **Group Size:** Up to 4 participants
• **Theme:** Open category
• **Judgement Criteria:** Innovation & originality, feasibility & planning, market awareness, clarity of pitch & presentation, and overall impact.
• **Duration:** Pitch — up to 4 minutes; Q&A with judges — up to 2 minutes

Rules & Guidelines:

1. Pitches must be the original work of the student(s). Significant adult or external work must be acknowledged.
2. All products, prototypes and demonstrations must be safe, non-toxic and school-appropriate. Hazardous items are strictly prohibited.
3. Teams must submit a one-page summary (idea, target user, basic costs, and ask) and slides (if any) 48 hours before the event.

4. Any props, physical prototypes or samples must be declared at registration and be quick to set up (max 2 minutes).
5. Judges will act as investors and will ask questions during the Q&A.
6. No live sales or solicitation to the audience during the event.

TECH EVENTS

DRONE DASH- (Drone Obstacle Race)

Details:
"Drone Dash is an exciting obstacle challenge where teams navigate their own drones through gates, hoops, and tunnels, testing speed, precision, and control. Bring your drone, gear up, and get ready to race against time!"

Levels: Level I , II (Up to 2 participants)

Instructions:

- All participants must bring their own drone to take part in the competition.
- Ensure your drone is fully charged and in proper working condition before arrival.
- Teams are responsible for carrying any accessories or attachments required (e.g., propeller guards, landing gear, sticks for balloon popping, etc.).
- The organizers will not provide drones; only the obstacle course and event setup will be arranged at the venue.
- Safety gear such as goggles and helmets is mandatory during the event.
- Participants should test and be familiar with their own drones prior to the competition to avoid technical delays.

Judgement Criteria:
Speed, avoiding obstacles, Fair play & adherence to rules, Teamwork & control skills

MAZE-O-BOTS- (Robot maze challenge)

Levels: Level I , II (Up to 2 participants)

Details:
Guide your robot through the maze as fast as possible — no remote controls allowed! The fastest bot wins!

Robotic requirements

- The robot must navigate the maze autonomously (no remote control or manual help).
- It can use sensors, coding, or pre-set instructions.

- Size limit: Must fit within 12 cm × 12 cm × 10 cm to enter the maze with the ground clearance 1-2 cm
- Power: Make sure your robot has charged batteries or a reliable power source.

Maze Details:

- The maze will have walls, turns, and dead ends.
- All bots start from the Start Line and must reach the Finish Zone.
- Maze layout is the same for all bots and will be revealed at the event.

Race Rules:

1. Each bot gets [1-2] minutes to complete the maze.
2. You'll get one trial on the maze before you start.
3. If your bot gets stuck, you can:
    - Ask to restart from the beginning (once).
    - Or let the timer run and accept the distance/time achieved.
4. No touching or steering the robot during the run.
5. Fastest successful completion wins!

What to Bring:

- Your robot (fully built and tested)
- Charging cable or spare batteries
- A name tag for your bot!
- Optional: Poster or explanation of how your bot works

Judging Criteria:

Maze Completion , Performance, Design & Engineering, Autonomy & Coding/Logic, Explanation & Presentation

KICKBOT ARENA- (Robo Soccer)

Details

Build and control a robot that can play soccer! Your robot will try to score goals while defending its own side.

Team Guidelines:

- Teams of **4 students**.
- Each team must bring **one robot** to compete.

Levels: Level II & III

Robot Requirements:

- **Bot Dimensions**: Length × Width × Height: 15 cm × 15 cm × 15 cm (max).
- **Weight:** ≤ 1.5–2 kg (including battery)

- **Power**: Only battery-powered bots allowed (no wall plugs).
- **Control type**: Can be wired or autonomous
- **Allowed parts**:
  - LEGO, Arduino, Raspberry Pi, VEX, or other DIY kits are welcome.
  - Wheels, tracks, or legs allowed (must be safe and stable).
- Only **one robot per team** on the field at a time.

The Playing Field:

- Field Size... 150 cm (L) × 90 cm (W)...
- Goal Post Size.... 20 cm (W) × 15 cm (H)...
- Center Circle... Radius 15 cm...
- Ball Dimensions: 6–8 cm

Match Rules:

- Match time: **1 minute per game**.
- 1v1 format (one team vs another).
- Teams switch sides after each match. (4 matches)
- **Kick-off** from the center to start.
- Robots must stay within the field boundaries.
- No flipping, damaging, or trapping opponent bots.
- Only the robot may touch the ball (no hands or human interference).
- If the ball goes out of bounds- Referee places the ball back at the center or nearest side.

Fouls & Penalties:

- Manual interference: Warning or disqualification.
- Bot intentionally blocks or pushes opponent robot unsafely: 1-point penalty.
- Bots that don't function properly may be given **1 retry** before being marked inactive.

Scoring:

- Each goal = **1 point**.
- At the end of the match, the team with more goals wins.
- In case of tie:
  - Sudden death (next goal wins), or
  - Judge's decision based on performance.

What to Bring:

- Your robot, controller (if applicable), and extra batteries
- Any coding or setup tools you need
- Optional: A short explanation of how your bot works

LIGHTS, CAMERA, 60!- (YouTube shorts)

Details:

Big Ideas in small videos. The participants will script, shoot and edit a 60 second video based on the given theme and present it.

Levels: LEVEL II & III (Upto 4 participants)

Create Your Video (Shoot & Edit)

- **Time given**: 1–2 hours (customizable)
- Kids will plan, shoot, and edit a **vertical video** on-site.
- All footage must be **captured during the event** — no pre-recorded clips.

Devices and software:

- Phones or tablets (own devices or school-provided)
- Basic editing apps or AI generated visuals and VFX can also be included
- Props and costumes (if brought or provided)

Video Requirements:

- Must be **60 seconds or less**
- Must be in **vertical format** (9:16)
- Must follow the theme
- Content must be **child-safe**, **non-violent**, and **original**
- Optional: Add music, text, voiceover (no copyrighted music)

Submission:

Once editing is done, each team will:

- Show their video to an event coordinator
- Submit the file via a provided link/drive

What to Bring

- Smartphone or tablet with camera
- Basic editing app (pre-installed)
- Headphones (optional)
- Charging cable/power bank

Judging Criteria:

Creativity & Originality, Technical Execution, Relevance to the theme, Storytelling/Clarity and Editing expertise

Theme: NESTival 2025

APP VENTURE –(Launch the app)

Details:

Design and develop a simple, original app that solves a problem, entertains, educates, or inspires — then present and launch it live at the event!

Levels: Level II & III (Team 2 to 4)

App Requirements:

- App must be **original** and built by the participant(s).
- Apps can be created using any platform or tool (e.g., MIT App Inventor, Thunkable, Kodular, Swift Playground, Android Studio).
- Must be simple and functional — no minimum complexity required.
- Apps can be:
  - Educational tools
  - Utility apps
  - Creative or artistic apps
- Apps should run smoothly on **Android or iOS** devices.
- Internet connection may or may not be required

Presentation & Launch at the Event:

- Each team/student will get 3 minutes to:
  1. Introduce themselves and their app
  2. Explain the idea and purpose
  3. Show a live demo of the app
  4. Answer brief questions from judges/audience
- Bring any supporting material like posters, slides, or prototype sketches if desired.
- Devices will be connected to a projector or large screen for demonstration.

What to Bring:

- Your device with the app installed and tested
- Charging cable/backup battery
- Any supporting presentation material (optional)
- A printed or digital copy of a short app description

Guidelines:

- All work must be original and done by participants.
- No plagiarism or use of pre-built apps without modification.
- Participants must test their app beforehand to ensure it runs properly.
- Respect time limits (3 minutes) during presentations.

Judging Criteria:

Originality, Functionality, Purpose, Design & Usability and Presentation

Themes:

- **Helping Hands:** Apps that solve wastage of food
- **Healthy Habits:** Apps promoting mental health
- **Green Planet:** Environmental awareness and sustainability apps

DIGITAL DETECTIVE- (Debugging)

Details:

Students act as **digital detectives** (cybercrime investigators). Their mission is to **debug and fix programs** that represent clues in a cybercrime case. Each successfully debugged program reveals a **clue that helps solve the mystery**.

Levels: Level II & III (team - 2 to 4)

Competition Stages

Stage 1: Evidence Collection (Syntax Errors)
Stage 2: Tracing the Hacker (Logic Errors)
Stage 3: Breaking the Code (Mixed Debugging)
Stage 4: Catch the Criminal (Final Showdown)

Rules

- Each team works as a **cyber-investigation unit**.
- Programs must be fixed within the given **time limit**.
- **No outside help or internet browsing** (unless part of the designed challenge).
- Teams submit corrected code + explanation of the bug they found.
- Codes will be in Python

Judging Criteria:

Correctness, Accuracy, Efficiency, Team contribution, Story Progression and Time Management

AI STORYSCAPE - (AI Storytelling)

Details:
Students will use AI tools to **create original artwork and stories** by crafting effective prompts. The challenge encourages **creativity, critical thinking, and storytelling with AI assistance**.

Levels: Level I (Upto 2 participants)

Duration: 2 hours

Instructions:

- Bring a device with AI access (laptop/tablet + charger).
- Use only your own AI accounts/subscriptions.
- Plagiarism is not allowed (no copy-paste from pre-written AI stories).
- Work must be created during the competition time.
- You may use free stock elements (fonts, layouts, icons), but the core story and images must be AI-generated.
- For Art: DALL·E, MidJourney, Stable Diffusion, Canva AI. (5 images only)
- For Story Writing: ChatGPT, Claude, Google Gemini, or similar.
- Devices: Students bring their own laptops/tablets with active AI subscriptions

Judging Criteria:

Creativity of Idea, Effective Use of AI, Storytelling and Presentation

General Rules & Regulations

Eligibility

Levels are defined as:

- Level I: Grades 4–6
- Level II: Grades 7–9
- Level III: Grades 10–12

Registration & Participation

1. Each school/ individual must register participants in advance through the official registration form.
2. The deadline for registrations is November 18th 2025.
3. Participants must report to the event venue 30 minutes before the scheduled time.
4. School ID cards/badges must be worn at all times.
5. A participant may take part in multiple events, provided schedules do not clash.
6. School ID is mandatory for all participants.
7. Participants representing schools should be accompanied by a faculty member and individual participants should be accompanied by their parent/legal guardian .

Event Conduct

- School-appropriate content only- vulgarity, offensive language, discriminatory references, or inappropriate gestures/ content presentation/ generation will lead to disqualification.
- Participants must adhere strictly to time limits.
- Participants are responsible for the safety and handling of their own belongings.
- Participants will adhere to the security protocols till they are present inside the campus.
- Safety & security of the participants from and to the campus on both the days will entirely be the responsibility of the participants, the facilitators' or the parents accompanying them.

Technical Requirements

- All audio/video files must be submitted 48 hours before the event in the specified format (.mp3/.wav for audio, .mp4 for video).
- Participants must also carry backup files in a USB drive on the day of the event.
- All required stationery, props, instruments, cables, adaptors, and accessories must be brought by the participants.
- Stage setup and clearance must be completed within 2 minutes.
- Bots, drones, devices, laptops and chargers must be carried by the participants for all the technical events.

- Mobile phones can be carried and used only by the participants who take part in the Lights, Camera, 60 ! event.

Judging & Scoring

- The decision of the judges will be final and binding.
- In case of a tie, tie-breaking rules for specific events will apply; in all cases, judges' discretion will prevail.

General Resources Provided

- Basic: Stage, sound system, microphones, and lighting.
- LED screen
- Technical support for audio-visual setups.
- Green rooms for the required events.
- Wi-Fi access on request (for event-related use only).
- AR/ VR devices

Judging, Timekeeping, Penalties & Tie-breaks

Scoring system: Each event is scored out of 100 by two/three judges. Judges record scores on printed sheets.

Timekeeping & Penalties:

- Each event has a strict maximum duration. Performers must finish within this time.
- Grace period of 10 seconds is permitted.
- Time overrun penalty: deduct 1 point for every 10 seconds over the allowed time.
- If a performance exceeds the allotted time by more than 30% of its duration (e.g., a 4-minute piece running over by >72 seconds), the head judge may consider disqualification.

Tie-break procedure:

If two (or more) teams have the same score in an event:

1. Check highest score in "Creativity" (or the primary criterion for that event).
2. If still tied, the act with the lowest penalty deductions (e.g., no overtime or disqualification marks).
3. If *still* tied, judges confer and declare a joint place

Calculating the Overall Champion School

Points-based system

- 1st Place- 10 points; 2nd place- 6 points; 3rd Place- 3 points

- For each event, schools earn points for each podium finish. That way, the school with most 1st places wins.

- No double-counting if a school wins multiple slots in the same event (just the best result counts).

- At the end of the festival, total points across all events = Champion.