

APEEJAY SCHOOL, NOIDA

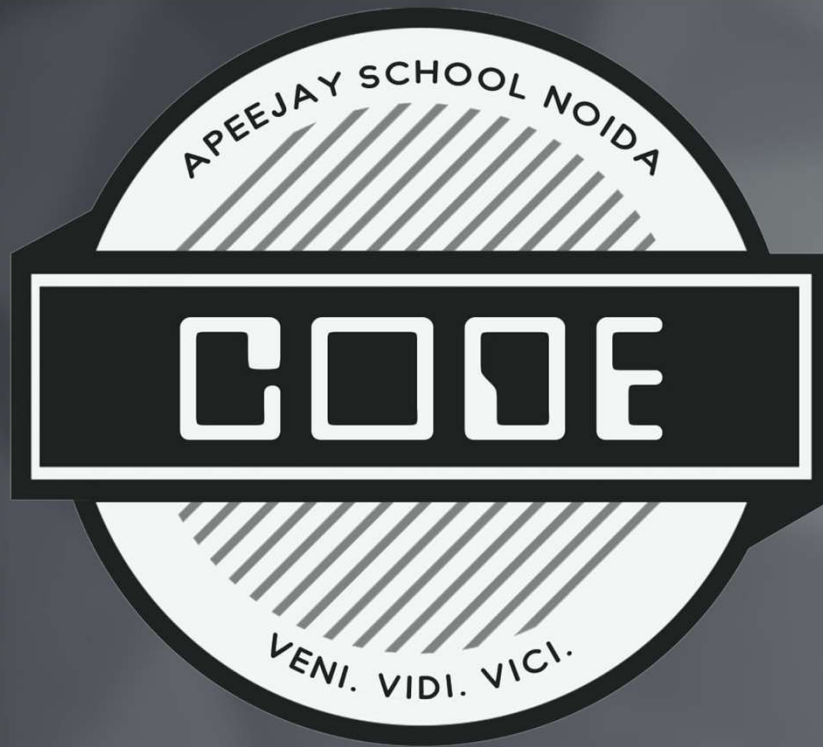
PRESENTS

CODE

VENI . VIDI . VICI .

2021

CONFLUENCE OF DIGITAL EXPERTS



General Rules

- Rules are subject to change without any prior information.
- Due to physical limitations, the event will be held on online platforms (Zoom/Discord).
- Participants must be compulsorily associated with a school.
- The decision of the Host School and the Judges will be final.
- A participant can participate in one event only.
- No points will be awarded for qualifying the Prelim Round.
- All participants need to compulsorily join our Discord server.

• Keynote

- **Domain:** OPEN
- **Teams allowed per school:** 1
- **No. of participants per team:** 2 (Digital Imaging – 1; Presentation - 1)
- **Last date of submission:**
- **Time Allotted:** 6 minutes + Q&A
- **Rounds:**
 - Elimination: Top 10 teams proceed ahead
 - Finals: Three teams emerge victorious
- **TOPIC:**
- **EXECUTION:** Participants must create a presentation on their concept of such software. NO WORKING SOFTWARE PROTOTYPE IS REQUIRED. It must be an investor-pitch-style presentation where only the idea is presented. A product render/UI-design must be created for the Digital Imaging section. Adobe Photoshop/Adobe Illustrator is to be used and a .psd/ .ai file must be submitted. Participants may create marketing samples for bonus points. For the Web Designing segment, participants must design a webpage for their product. Elements from Digital Imaging may be included here but DI will still be individually judged.
- **Rules:**
 - The judge's decision(s) will be final, binding, and unarguable.
 - Use of templates and closed-source assets is forbidden and will lead to disqualification.
- **Judgment Criteria: (total 50 points)**
 - Presentation: (15 points) [must be openable on Microsoft Office]
 - Creativity, design, quality, problem solving, originality & demonstration skills
 - Digital Imaging: (15 points)
 - Originality, ease of using the UI for the common person
 - Web Designing: (15 points)
 - Responsiveness, creativity, originality, user experience

• QUIZ

- **Domain: OPEN**
- **Teams allowed per school: 1**
- **Number of participants per team: 1**
- **Rules:**
 - All participants will be monitored on Zoom and should be connected with audio and video. Hands and faces of the participants should be clearly visible.
 - No technical issues will be entertained; participants to ensure there is no technical issue at the time of the event.
 - Any team found using any unfair means will be disqualified with immediate effect.
 - The decision of the Quizmaster will be final and binding.
- **Prelims Round:**
 - Time Duration: 30 mins
 - It will be an online crossword.
 - The link for the crossword will be provided to the participants.
 - Clues will be given, and participants will have to give the answers based on the clues.
 - Questions will be related to IT.
- **Final Round:**
 - Top six participants will qualify for the finals.
 - The questions will be displayed on the screen and will be read out by the quizmaster.

• CODE++

(Software display)

- **Domain:** OPEN
- **Teams allowed per school:** 1
- **Number of participants per team:** 2
- **Last date of submission:**
- **Languages allowed:** Python and Python-based frameworks
- **Rules:**
 - Participants are required to pitch any software they have developed, to the judges.
 - 10 product pitches will be shortlisted for the finals.
 - Participants will only be given 10 minutes to present their software, in which they should explain the working, the design and the code behind it to the judges.
 - Reuse of existing projects/pitches will lead to disqualification.
 - Software should have a working prototype.
 - The project can be uploaded to GitHub or can be zipped and uploaded to the Google Form on the CODE website.
 - “requirements.txt” must be COMPULSORILY included.
 - Any entry after the last date of submission will not be accepted.
 - Presentation must be openable on Microsoft Office.
- **Judgment Criteria:**
 - Creativity
 - Design/ UI
 - Technology used
 - Real world application of given software

• App Development

- **Domain:** OPEN
- **Teams allowed per school:** 1
- **Number of participants per team:** 2
- **Last date of submission:**
- **Rules:**
 - Participants are required to pitch any application they have developed, to the judges.
 - Participants will only be given 10 minutes to present their application, in which they should explain the working, the design and the code behind it to the judges.
 - Reuse of existing projects/pitches will lead to disqualification.
 - Application should have a working prototype.
 - “requirements.txt” must be COMPULSORILY submitted along with the application.
 - Any entry after the last date of submission will not be accepted.
 - Presentation must be openable on Microsoft Office.
- **Judgment Criteria:**
 - Creativity
 - Design/ UI
 - Technology used
 - Real world application of the presented project.

- # Gaming

- **Teams allowed per school: 1**
- **Number of participants per team: 5**
- **Game : Valorant**
- **Rules:**
 - All participants need to join the discord server for live-communication purposes.
 - Any form of cheating would straight away lead to the disqualification of the team.
 - All players will be monitored from the server as well as individually spectated. The players must stream in the respective channels.
 - Players should have a strong and consistent internet connection. Typical gamer excuses like lag will not be considered until we observe an absurdly high ping ourselves.
 - Due to CODE being an online event, participants will evidently use their own equipment. We will NOT be responsible in any way for potato incapable hardware, crippling software, lag, or high ping.

• Movie Making

- **Topic: Time Travel: Rewinding a Venture**
- **Teams per School: 1**
- **Members per team: 3-4**
- **Time: 5 mins.**
- **Story Opening:** Walking on the road amidst 2021, a human touch throws you two years back...

- **Rules and Regulations-**
 1. Weightage will be given considering both parameters — Visual creation and Post-production.
 2. Participants can include voiceover's, narratives, and dialogue delivery to enhance their motion picture/movie.
 3. Maximum time limit is 5 mins
 4. The description must clearly mention the school name, branch name, and the participant's name.
 5. The movie file must be saved in the following filename format: -
School name_Branch_Movie
(Example: Apeejay_Noida_Movie)
 6. The movie should not convey any negativity.
 7. There should be no form of Plagiarism or Copying.
 8. The decision of the Judge will be final and binding.

- **Judgement Criteria:**
 - ¬Originality & Creativity
 - ¬Performance skills
 - ¬Focused Topic Engagement
 - ¬Visual appeal
 - ¬VFX and SFX Incorporation

(Submission:-----link-----)

- # WEBD Open

- **Teams per School: 1**
- **Members per team: 2**
- “A designer knows he has achieved perfection not when there is nothing left to add, but when there is nothing left to take away” - Antonie De-Saint Exupery
- In this event, all participants are expected to design and code a modern and responsive website on **any one** of the following problem statements:
 - **API Development Platform**
 - Develop a web application for api testing by using a graphical user interface for HTTP client testing requests to achieve various types of answers and will have to be validated afterwards. The results are to be obtained appropriately and formatted in json form. An idea can be taken from the Postman API platform.
 - It should support the basic GET/POST/PUT/REST api requests. Every step of the API lifecycle should be simplified and improved so better APIs can be built. It should enable the user to create their own APIs and manage the API lifecycle, including versioning, documentation, testing and packaging.
- **Digitization of Education for all**
- Providing access to quality education and expanding learning opportunities for the students of the underserved communities in both rural and urban areas continue to be a major challenge.

- Address the following issues while designing the website
- Problems with traditional teaching
- Lack of resources
- Economic Divide
- Spread awareness about this issue and propose a real-world solution promoting digital education for the same.

- **Rules and Regulations**

1. Website should have at least three complete external links. (One-page websites should have at least 5 different sections.)
2. Additional research on problem statements is appreciated, but we request participants to stick to the main agenda.
3. Please follow the submission timeline as late entries won't be validated.
4. Plagiarism and templates are strictly prohibited.
5. The subject of the email must clearly mention the school name, branch name and the participant's name.
6. The file must be saved in the following filename format:
 - School name_Branch_Webd
 - Example: Apeejay_Noida_Webd

- **Judgement Criteria:**

- Originality
- Creativity and Improvisation
- Research Efforts and Presentation
- Responsiveness and Functionality
- Design and concept

• Picturesque Canvas

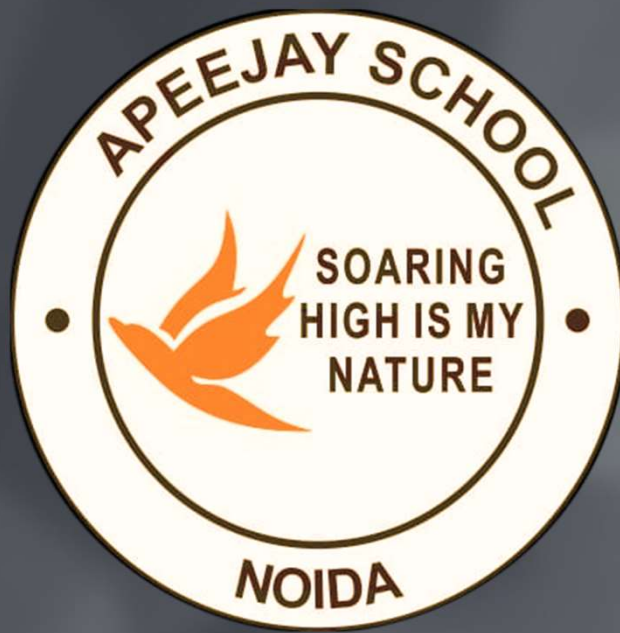
- **Domain:** Classes 3-4
- **Software:** MS Paint
- **Number of participant:** 2 per school
- **Topic:** Story Strip
- **Rounds:** Prelim (Offline Entry) and Final (Live Online)
- **Submission:** .JPEG File Format (Single File) for Preliminary Round
- **Live Event:** Story presentation and discussion in Final Round (for top 6 teams)
- **Guidelines:**
 - Only one entry should be sent from one school. Late entries and multiple entries won't be accommodated. Only first entry will be considered in case of multiple entries.
 - Participants need to present a story in the form of Story Strip through their drawing in MS Paint and send it in .JPEG format (single file) for the preliminary round on or before November 11, 2021.
 - Entries must be emailed on or before November 11, 2021. Mention the event name as the Subject of mail.
 - Files should be named as PC-School Name and Branch. E.g. PC-Apeejay School Noida
 - The shortlisted teams will be informed by November 13, 2021 to participate in the final round on November 16, 2021.
- The following information should be shared in email besides the image:
 - Name of participant
 - Class & Section
 - School name and complete address
 - Name and contact number of Teacher Incharge.
- Plagiarism and use of readily available images would lead to disqualification.
- Technical issues may please be addressed and managed at individual level.
- Final round participants would be expected to equip themselves in advance to manage the technical issues.
- Decision of the judge will be final and binding.

• Stirring Sprite

- **Domain:** Classes 5-6
- **Software:** Scratch
- **Number of participant:** 1 per school
- **Topic:** 31st Century World With Artificial Intelligence
- **Rounds:** Prelim (Offline Entry) and Final (Live Online)
- **Submission:** .SB3 File Format (Preliminary Round)
- **File Duration:** 2-3 Minutes
- **Live Event:** Theme presentation and discussion in Final Round (for top 6 teams)
- **Guidelines:**
 - Only one entry should be sent from one school.
 - Late entries and multiple entries won't be accommodated. Only first entry will be considered in case of multiple entries.
 - Participants need to weave their ideas together on the given topic and present them creatively through Scratch.
 - Email the .SB3 files for the preliminary round on or before November 11, 2021. Mention the event name as the Subject of mail.
 - Files should be named as SS-School Name and Branch. E.g. SS-Apeejay School Noida.
 - The shortlisted teams will be informed by November 13, 2021 to participate in the final round on November 16, 2021.
- The following information should be shared in email besides the .SB3 file:
 - Name of participant
 - Class & Section
 - School name and complete address
 - Name and contact number of Teacher Incharge
- Participants must present their original ideas. Plagiarism in any sort would lead to disqualification.
- Technical issues may please be addressed and managed at individual level. Final round participants would be expected to equip themselves in advance to manage the technical issues.
- Decision of the judge will be final and binding

- # CookQuise - Cook em' some circuits

- **Domain** : OPEN
- **Teams allowed per school**: 2
- **Max. Participants**: 2
- **Time** :
- **Platform** : TinkerCAD, Falstad
- **Rules**:
- CookQuise is a Circuit Hunt. On each level, participants would be given prompts on which they would have to design and simulate circuits.
- Whoever solves the most levels wins. In case of a tie the time taken to solve would be considered.
- Once you think you have solved a particular level you may submit the circuit 'sharing link' on our platform.
- You will be given access to the next prompt if your execution is correct and if not, the same will be conveyed to you. A hint may be given depending on the attempt.
- The prompts would involve the following- Designing, Coding and Troubleshooting given Circuits.



• Contact Us

- Apeejay School, Sector – 16A, Film City, Noida
- School Email: skool.ms.nvd@apj.edu
- Website: <https://code-apeejay-2021.github.io/-/>
- Registrations: <https://forms.gle/7a8pt3bHQi5ZmXVv7>
- Submissions:
- Instagram: <https://www.instagram.com/codeclubapj/>
- Discord: <https://discord.gg/SmN54FWBgd>