

AMITY INTERNATIONAL SCHOOL, SAKET

presents

ATL TECHFEST

alpha
bit
2025

Q?BIT

handbook

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THEME

Participants will compete in an engaging inter-school quiz centered around Technology and Artificial Intelligence. The event challenges teams to demonstrate their knowledge, awareness, and analytical ability across a wide range of topics.

OBJECTIVE

The objective of Q?Bit 2025 is to challenge participants to test their understanding of the technological and AI-driven world. The quiz is designed to assess critical thinking, logical reasoning, and conceptual clarity while fostering teamwork, curiosity, and a passion for innovation. It aims to create an environment where intellect meets strategy, and knowledge drives creativity.

FRAMEWORK

	Prelims (Offline)	Finals (Offline)
Duration:	12th November 2025, 9:00 am	12th November 2025, 10:30 am
Round Details:	Format: 35 multiple-choice questions Time Limit: 30 minutes Medium: Paper-based Focus: Technology and AI General Knowledge	Format: Case Study and Identification Questions Quiz Style: Pounce and Bounce

EXPECTED OUTCOMES

Q?Bit 2025 is designed to identify and celebrate intellect, innovation, and teamwork by testing participants' mental agility and technical awareness. Through two dynamic and competitive rounds, participants will showcase their knowledge of technology and artificial intelligence. The event aims to recognize students who exhibit quick thinking, in-depth understanding, and the ability to apply their technical knowledge effectively under pressure.

Scoring System

Round	Type	Points
Round 1 (Paper Based)	Correct Answer	+1 point
	Incorrect Answer	No negative marking
Round 2 (Live Quiz)	Direct Answer	+10 points
	Pounce (Correct)	+10 points
	Pounce (Incorrect)	-5 points
	Bounce (Correct)	+5 points

Quiz Format

Pounce and Bounce (Finals)

“Pounce and Bounce” is a dynamic and strategic quiz format that rewards both quick thinking and risk-taking.

How it works:

The quizmaster presents a question to one team. Before that team answers, other teams can “pounce” if they think they know the answer. If correct, they earn +10 points; if wrong, they lose -5 points. The original team earns +10 points for a correct answer. If they fail, the question “bounces” to the next team for +5 points without penalty.

TECHNOLOGY & TOOLS

Since Q?Bit is a quiz-based event, participants will not require programming or design software. However, questions will test awareness of:

1. **Programming languages:** Python, Java, C++, HTML/CSS, JavaScript.
2. **Emerging technologies:** AI, ML, Cloud Computing, Cybersecurity, and Data Science.
3. **Tools and platforms:** OpenAI models, Google AI, GitHub, and other general tech ecosystems. All devices must remain switched off during the quiz.
4. Use of phones, tablets, or laptops is strictly prohibited.

GUIDELINES & RULES

1. Electronic gadgets, calculators, and smart devices are strictly prohibited.
2. Any form of malpractice will lead to instant disqualification.
3. Decisions made by the quizmaster and judging panel are final.
4. Teams must maintain decorum throughout the event.
5. In case of a tie, a tie-breaker round will be conducted.
6. Teams must submit their written round answer sheets within the time limit.
7. Audience prompting during the final round will lead to disqualification of the concerned team.

Scoring System

Round	Type	Points
Round 1 (Paper Based)	Correct Answer	+1 point
	Incorrect Answer	No negative marking
Round 2 (Live Quiz)	Direct Answer	+10 points
	Pounce (Correct)	+10 points
	Pounce (Incorrect)	-5 points
	Bounce (Correct)	+5 points

Judging Criteria

- Accuracy:** Correctness of answers and logical reasoning.
- Speed & Strategy:** Quick responses and effective use of pounce and bounce rounds.
- Knowledge Depth:** Understanding of technology, AI, and innovation.
- Team Coordination:** Ability to collaborate effectively under time constraints.
- Composure:** Presence of mind and confidence during on-stage rounds.