

# inSCIgnis 2026



**EVENT DETAILS & RULE BOOK**

# **OFFLINE GENERAL EVENTS**

## **1. NERLSE (North Eastern Regional Level Science Exhibition):**

**Information:** It is the most highlighted event of inSCIgnis, the biggest science exhibition in the region. Here the students are made to showcase their creativity and innovation through models, and these models are then set up for display. It brings a collection of the best science projects/models by the students from various institutions around the state. It is an excellent platform for knowledge sharing and exploring new possibilities. The exhibition will exhibit the various creative ideas and skills of the young minds coming from various institutions. A great moment of interaction between the exhibits and the viewers are expected which will induce new ideas in the young minds.

The Exhibition will start from **9 am on 28<sup>th</sup> February 2026** in the university playground.

**Targeted audience:** Open for all.

### **Rules & Guidelines:**

NERLSE:

- **Maximum three members per team. No cross teams allowed.**
- Maximum five models from one institute. Emphasis should be given to cost effective models.
- The Exhibition will start from **9 am on 28<sup>th</sup> February 2026** in the university playground.

- Each team needs to present their models which will be judged by faculty of Tezpur University. English, Hindi and Assamese language can be used for explanation.

The marking will be based on:

- a. Creativity and Innovation
- b. Understanding of the Model & its concept
- c. Explanation / presentation
- d. Model (In case of draw, the model with higher marks in concept will be given preference).

**Registration:** Offline Registration will be on **28th February 2026**. No registration fees.

**Prizes:** Exciting prizes for the winners.

**Contact:** Sagarika Sarkar - 9707959531

Saina Saikia - 8876187036

## **2. CEREBRUM (Open Quiz):**

**Information:** It's an open science quiz, open for all.

The event will be conducted on **28th February** from **10:30 am** in the **KBR auditorium**.

**Targeted audience:** Open for all.

### **Rules and Guidelines:**

- CEREBRUM is an Open Science Quiz.
- Each team can consist of a maximum of 2 members. Lone wolves are allowed.

- There will be two rounds in the quiz, written Prelims followed by the Finals.
- The top 6 teams in the Prelims will be selected for the Finals.

**Registration:** Offline Registration will be on **28th February 2026**. No registration fees.

**Prizes:** Exciting prizes for the winners.

**Contact:** Pratikshya Deka - 9395054235

### **3. THALAMUS (School Quiz):**

**Information:** It's a school level science quiz for the students of Class 8 –12.

The event will be conducted on **1st March** from **9:00 am** in the **KBR Auditorium**.

**Targeted audience:** Students from class 8-12

#### **Rules and Guidelines:**

- Each team can consist of a maximum of **2 members**. Both the members must be from the same institute. Lone wolves are also permitted.
- There will be two rounds, a written Prelims followed by the Final round.
- The best 6 teams from the Prelims will be selected for the Finals.
- Decision of the Quiz Master will be considered final.
- Exciting prizes for the top three and certificate of participation for all the finalists.

**Registration:** Offline Registration will be on **1st March 2026**. No registration fees.

**Prizes:** Exciting prizes for the winner

**Contact:** Kuldip Sarma - 600280725

Anisha Palit - 6003224763

## **4. ASTRONOMY EVENT:**

### **A. PHYSICS BOARD GAME-**

**Information:** The board game is derived from Housie.

The event will be held on **1st March** from **11:00 am** in the **Department of Physics**.

**Targeted audience:** Students from class 8-12 can join.

#### **Rules and Guidelines:**

- The game will be conducted in groups of three, consisting of **team members from class 8 to 12**.
- A preliminary questionnaire round to be organized out of which 4 teams are to be selected to the main round of the game.
- The game is based on a board similar to a Snake and ladder board where teams are to be subjected to questions to earn the privilege to go for a roll, according to which movement of the team token across the board are to be determined.
- The object of the game is to reach the end of the board as efficiently as possible avoiding obstacles and taking advantage of the environmental factors.
- A coordinator in the role of the command leader of the groups provides the teams with the question.

**Registration:** Offline Registration will start on **1st March 2026**. No registration fees.

**Prizes:** Exciting Prizes for the winners.

**Contact:** Tarpita Bhattacharyya - 9101361731

Aryadeep Borgohain - 8473824328

## **B. ASTRONOMY CLUB VISIT:**

### **Conditions:**

#### ➤ **Clear sky**

#### **Observations:**

1. Constellations
2. Visible planets
3. Moon
4. Visible Nebula

(Yet to be confirmed, depends on the day of observation)

**Talk session:** A talk upon the objects observed Demonstration:

Parts of the telescope

Sky map

#### ➤ **Cloudy sky:**

1. Observations if possible (same as above in case of clear sky)
2. Talk sessions (same as above)
3. Model demonstration and a discussion
4. Sky map demonstration (optional)

#### ➤ **Rainy day:**

1. Talk about any noteworthy topics of astronomy
2. Any Fun activities Quizzes or Debates
3. Model Demonstration (if possible)

#### 4. Sky map demonstration

**Information:** The event will be held from **5:30 pm** on **28th February** in the **SAIC Building**.

**Targeted audience:** **Open for all.**

**Registration:** No prior registration required. No registration fees.

**Contact:** Puskar Dey - 8402912402

Aniket Das - 9707243299

#### 5. AI-CHEMY:

**Information:** This is an event in the form of a magic show whereby various spectacular experiments of chemistry will be displayed in front of the audience, building up excitement and interest among them. The experiments performed will have visually awe-struck results that will seem no less than a magic for the people watching.

The event will be held on **1st March** from **1:00 pm** onwards in the **Community Hall**.

**Targeted audience:** **Open for all.**

##### **Rules and Guidelines:**

- Members demonstrating the experiments will take all the necessary safety measures.
- Viewers will be accommodated at a safe distance to nullify any harm from the chemicals.
- The experiments will be performed under proper guidance of faculty and seniors.

**Registration:** No prior registration required. No registration fees.

**Contact:** Nazeez Farhan Laskar - 9954216476

## **6. CHEMYSTERY:**

**Information:** A mystery-cum-chemistry event organized by the department of chemical Sciences. As the name suggests, chemistry and mystery will be ruling the core of this event and its various levels. Basically, participants have to find the way behind the story. As the level advances, clues will be more difficult to untangle but interesting.

The event will be on **28th February** from **4:30 pm** onwards in the **Department of Chemical Sciences**.

### **Targeted audience:**

**Category I: Class 6-9**

**Category II: Class 10- UG**

### **Rules and Guidelines:**

- Time allotted to each round will be 20 minutes.
- A total of 15 questions will be there. 10 questions in 1<sup>st</sup> round and 5 questions in 2nd round.
- There will be elimination in the 1st round, based on the marks participants score after attaining all the questions.
- No negative marking.
- Participants will receive brownie points based on their responses in the 2nd round.
- First round will be MCQ type and second round will be written type.
- Each question in the 1st round will carry 2 marks. Each question in the second round will carry 2 marks with a total of 30 marks.

**Registration:** Offline registration will be on **28th February 2026**. No registration fees.



**Prize:** Exciting prizes for the winner.

**Contact:** Shirin Anjum – 7896005763

## 7. CHESS-É-MATICS

**Information:** As the name suggests, this event interlinks mathematics with chess. This event focuses on the mathematical aspect of chess and enhances its beauty through some interesting twists. QNA round consists of mathematical chess problems following which the participants will play a twisted game of chess.

The event will be held on **1<sup>st</sup> March** from **2 pm** onwards in the Department of **Mathematical Sciences**.

### Targeted Audience:

- I. Category A: students up to 10th level.**
- II. Category B: students of 11th,12th, UG & PG level. (PhD scholars can also apply under Category B)**

### Rules and Guidelines:

1. It is an individual event.
2. The event will be of two rounds.
3. Round 1 will be a written question-answer round. There will be 15 questions following the pattern given below: -

NO. OF QUESTIONS	POINTS
8	1 ( $1*8=8$ )
2	3 ( $3*2=6$ )
2	4 ( $4*2=8$ )
2	5 ( $5*2=10$ )
1	8 ( $8*1=8$ )

<b>Total=15</b>	<b>TOTAL=40</b>
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N.B. The questions will be based on the game of chess with the fusion of mathematics. The assigned points will be awarded to an absolutely correct answer only. There will be no partial marking as well as no negative marking for a wrong answer.

4. The points scored by a participant by answering a question correctly in Round 1 correspond to a particular piece of chess. For example, if a participant answers a question of 3 points correctly, he/she will earn a bishop. Similarly, if he/she answers a question of 4 points correctly, he/she will earn a knight. Following is the list of pieces corresponding to the points:

**Point Piece:**

<b>POINT</b>	<b>PIECE</b>
1	Pawn
3	Bishop
4	Knight
5	Rook
8	Queen

5. Time allotted in Round 1 is 1 Hour. The top 8 scorers from each category of Round 1 will be selected for Round 2.
6. In Round 2, the participants will play a chess game only with those Pieces which they had earned in Round 1. For example, if you earn 6 pawns, 2 knights and 2 bishops you will play with these 10 (6+2+2) pieces and the King.
7. Strategic Setup: The participant scoring less in Round 1 will have the choice of setting up their pieces first, introducing an element of strategy. This allows

their opponent to gain insight into their opponent's strategy and can counter it accordingly.

8. Time Allotment (5 | 3): Each player for Round 2 will get 5 minutes each with a 3 second increment per move. However the final match for each category will be played (10 | 5).
9. Endgame: It will be in a knock-out format until the 1st, 2nd, and 3rd places are decided.

**Registration:** Offline Registration will be on **1st March 2026**. No registration fees.

**Prizes:** Exciting prizes for the winner.

**Contact:** Binit Baishya - 9387692656

Puja Dutta - 8822117163

## **8. OFFLINE TREASURE HUNT:**

**Information:** An event organised by the Department of Molecular Biology and Biotechnology, which centers around participants solving clues and riddles to find a treasure that has been hidden within the confines of the University. The team who decodes the clues and finds the treasure first wins the game. It is a test of perseverance, deduction skills and teamwork.

The event will be held on **28<sup>th</sup> February** from **9:00 am** onwards in the **SAIC Building**.

**Targeted audience:** Students of **TEZPUR UNIVERSITY**

[except UG 1st year and 2nd year students of School of Sciences, UG 3rd year (MBBT Department) and MSc 1st year (MBBT Department)].

**Time duration:** 2 hours

It is a group event.

The event consists of two rounds:

1. Preliminary round
2. Clue round

**Description of rounds:**

**Preliminary round (Aptitude based)**

- All participants are required to form teams and each team will consist of three members.
- A question paper consisting of questions related to science, general knowledge, general aptitude and riddles will be provided to each team. The goal is to solve the questions within the allotted time period.
- Top 10 teams with the highest scores will be qualified to the next round i.e., the clue round. Remaining teams will be disqualified in this round.

**NOTE: In case of more than one team obtaining the same scores, selection will be done on the basis of the highest number of star questions answered.**

**Clue round (Colour coded):**

- Top 10 teams with the highest scores in the preliminary round will enter the clue round.
- All the teams will be grouped into five groups, namely, A, B, C, D and E. Each group will consist of two teams.
- Each team will be provided with a specified coloured badge, same as the piece of paper in the envelope which contains the corresponding clues.
- The first clue will be given to each team at the venue where the event will be organised. This clue will lead to the next respective clues in order, hidden in various hunt locations. In this way, each team will be led to the final treasure destination.

- Elimination rounds within the specified groups will be ensured as the number of clues will be reduced after the first round.
- After finding the clues, one of the team members should report to the coordinator's desk to note the time.
- The team that succeeds in finding the final treasure should return to the department where the hunt began.
- NOTE: Participants would only require to have deduction skills and good understanding ability to solve the clues.

### Criteria:

- Points will be allotted for each clue found.
- Teams can ask for hints after a certain period of time but this will lead to a deduction in total points obtained.
- Total points secured will also be determined by the time taken by a team to find a particular clue.
- Ranking of all the teams will be based on points obtained by each team.
- The fastest team to find all the clues and the final treasure will be declared the winner.
- If there is a tie, then a three questions quick round will be held on spot.

### Rules and Guidelines:

- **All the participants are required to bring their University ID Cards.**
- Participants must reach the venue 15 minutes prior to the commencement of the event. Late-comers are liable to be disqualified.
- Participants are required to bring their own pen and pencil for the preliminary round.

- All the clues and hints of the event will be available and accessible within the defined perimeter of the University premises.
- Cheating, stealing, sabotaging, removing hidden items or violation of rules will result in immediate disqualification as there will be controlled monitoring of the event.
- Anyone found tampering with another team's clues or treasures will lead to immediate disqualification of the entire team to which the person belongs.
- While finding one's own clues or treasures, if a team comes across clues or treasures that belong to other teams, they are asked to leave them hidden exactly where they were found. A violation of this rule will lead to disqualification from the event.
- If any clues are missing from their right place, respective teams should inform coordinators and co-coordinators immediately.
- Any sort of misconduct or violation of rule will not be tolerated and will lead to immediate disqualification from the event.
- All decisions made by the organisers will be final and no further complaints or discussions will be entertained in this regard.

Further details will be provided on the day of the event.

**Registration:** Offline registration will be on 28th February and in the place event from **9:00AM** onwards. No registration fees.

**Exciting prizes for the winners.**

**Contact:** Manish Duarah – 8136087784

Bikramadittyia Neil Mahanta - 9365258723

## 9. TERRA POIESIS:

**Information:** A game of creativity. When one person's poem grows into another's painting, a shared world of imagination is born; creation inspiring creation.

The event will be on **1<sup>st</sup> March** from **4 pm** onwards in the Department of **Environmental Science**.

### Targeted Audience:

- **Junior Category: Class 8 to class 12.**
- **Senior Category: Open for all.**

### Rules & Guidelines:

- A team of 2 members should be there- one has to write the poem & the other has to express it in art form.
- For Junior Category: minimum of 6 lines.
- For Senior Category: minimum of 8 lines.
- Initially,,poem writing will be held and subsequently an art competition will be held.(Team members will not be allowed to sit together during the event.)
- After the completion of poem, the poems will be provided to respective team members of each group. Based on his/her understanding of the respective poem a sketch has to be made.
- Paper and basic pencil will be provided. **Other art supplies like color need to be brought individually.**

### TIME FRAME:

- **Poem writing:** 30 minutes
- **For sketch:** 1 hour.

**Registration:** Offline registration will start on **1st March 2026**. No registration fees.

**Contact:** Ankur Talukdar - 8399076740

Prajakta Dutta - 9954457117

## **10. S.A.I.C. VISIT:**

**Information:** An event designed to warmly welcome participants and provide them with the opportunity to explore, observe, and gain valuable exposure to a wide range of scientific instruments. The program aims to enhance understanding of how these instruments function, while also highlighting their applications and significance in scientific research, education, and various professional fields. It serves as a platform for learning, curiosity, and inspiration, allowing attendees to connect theoretical knowledge with real-world practices. Additionally, it encourages participants to engage actively, ask questions, and develop hands-on experience, fostering a deeper appreciation for the precision, innovation, and impact of scientific tools in advancing knowledge and discovery.

This event will start on **28<sup>th</sup> February** from **1:00 pm onwards** in the **SAIC Building**.

**Targeted Audience:** Open for all

**Registration:** No prior registration required. No registration fees.

### **Rules and Guidelines:**

- The Participants will be guided through the scientific instruments present in the S.A.I.C. building and a person in charge will provide them with the knowledge of the instruments.

**Contact:** Baranya Sandilya – 7896794229



## **WORKSHOPS (Only for UG/PG):**

### **MOLECULAR BIOLOGY AND BIOTECHNOLOGY**

#### **Information:**

**Topic:** Plant Secondary Metabolites: Medicine or Toxin.

**Speaker:** Dr. Jyoti Prasad Saikia

**Maximum number of participants:** 40

**Mode of conduction:** Offline

**Date and Time:** **1st March from 9 AM onwards**

**Duration:** 3 hours.

**Location:** Department of Molecular Biology and Biotechnology.

**Mode of conduction:** Offline

**Registration:** Registration will be done on a first come first basis.

**Contact:** Abhik Pandit - 9954771592

### **MATHEMATICAL SCIENCES**

#### **Information:**

**Topic:** Learning Mathematics.

**Speaker:** Professor Dhiren Kumar Basnet

**Maximum Number of Participants:** **40**

**Date and time:** **1st March from 9 AM onwards.**

**Duration:** 3 hours

**Location:** Department of Mathematical Sciences.

**Mode of conduction:** Offline

**Registration:** Registration will be done on a first come first serve basis.

**Contact:** Chandrama Baruah - 9101032559

## **PHYSICS**

### **Information:**

**Topic:** Particle Universe.

**Speaker:** Dr. Moon Moon Devi

**Maximum number of Participants:** 40

**Date and time:** 1st March from 9 AM onwards.

**Duration:** 3 hours.

**Location:** Department of Physics.

**Mode of conduction:** Offline

**Registration:** Registration will be done on a first come first serve basis.

**Contact:** Dhritimoy Sarma – 9387812159

## **CHEMICAL SCIENCES**

### **Information:**

**Topic:** Principle of chromatographic technique.

**Speaker:** Dr. Mohini M. Konai

**Maximum number of participants: 40**

**Date and Time: 1st March from 9AM onwards.**

**Duration:** 3 hours

**Location:** Department of Chemical Sciences.

**Mode of conduction:** Offline

**Registration:** Registration will be done on a first come first serve basis.

**Contact:** Krishangi Thakur - 9864778361

## **ENVIRONMENTAL SCIENCE**

### **Information:**

**Topic:** Plastic pollution and its effect on aquatic biodiversity.

**Speaker:** Dr. Sumi Handique

**Maximum number of participants: 40**

**Date and Time: 1st March from 9 AM onwards.**

**Duration:** 3 hours

**Location:** Department of Environmental Science.

**Mode of conduction:** Offline

**Registration:** Registration will be done on a first come first serve basis.

**Contact:** Farhena Hussain - 6003209934

# ONLINE EVENTS

## 1.CALOTYPE

### Information:

Calotype is a grand photography event where everyone can take part. This event aims to encourage all professional and non-professional photographers to show their creativity and how they see the world through their photos.

**Theme of the event: “THE UNNOTICED”**

### Guidelines:

- The event is open for all.
- It will contain a single round and will be held in the online mode.
- Participants should mail their photographs, in relevance to the theme.
- The photograph should be accompanied by a caption within 30 words (compulsory).
- SUBJECT line (in email) must clearly mention: **“Caption\_Institution Name\_Participant’s Name \_Event Name”**.
- **Participants are requested to mention their Instagram username correctly.**
- The last date of submission is **1st March 2026**.

### Rules:

- This event is open for all institutions: schools, colleges, and universities.
- Each participant is allowed 1 entry. If multiple entries are found only the first photograph will be considered.
- Alumni from different colleges and universities are welcome to participate.
- The photograph should be accompanied by a caption within 30 words (compulsory)

- **The picture should be saved as “Participant’s name @calotype.jpeg”. In case of alumni, “Participant’s name@calotype.jpeg”.**
- The photograph must be free of any watermarks, copyright marks and text.
- Please limit your adjustment to minor changes of cropping, sharpening and contrast. Minor editing is allowed, but extensive manipulation is to be strictly avoided. The participants must be ready with the original photograph to be made available to the organizers if need arises.
- Plagiarism is to be strictly avoided. Such photographs will be immediately disqualified.
- No adult content allowed. The content should be appropriate for all age groups.
- For the people’s choice award, no likes and comments from fake and unauthorised accounts will be entertained. If found this will lead to direct disqualification.
- Copyright: The copyright in all images submitted to the contest shall remain with the owner who will be credited. Each entrant grants to the organizers a license to use their images in relation to the Competition and Exhibition, if required.

### **Evaluation Criteria**

Two awards on the basis of Judge’s decision (80% contribution of photograph, 20% contribution of Caption) One award – People’s choice (most liked, commented & shared). The theme and originality of the photograph will also be considered.

**Registration:** No prior registration required.

**Exciting prizes for the winners.**

Entries will be received till **1st March 2026.**

Email ID: [inscignis.calotype2026@gmail.com](mailto:inscignis.calotype2026@gmail.com)

**Contact:** Nilotpol Talukdar - 8876912172

## **2. YOUdle:**

### **Information:**

It is an online doodle art competition. Doodles are spontaneous simple drawings representing human feelings by reflecting a person's subconscious thoughts, emotions and mood through the choice of shapes, patterns and intensity.

**The event is open for all. Participants have to participate individually.**

### **Rules and regulations:**

- Participants have to submit the doodle to [inscignis.youdle@gmail.com](mailto:inscignis.youdle@gmail.com)
- Maximum 2 entries from an individual are allowed.
- The doodles should be original.
- You have to submit the doodle along with name, proper address, contact number and institute name (if student).
- No adult content permitted. The content should be appropriate for all age groups.

### **Judgement criteria:**

- Top 3 doodles will get prizes & certificates. The top 3 doodles will be printed in the annual magazine of inSCIgnis and it will be displayed on the venue of inSCIgnis.
- The last date of submission is **1st March 2026**.
- The participants are not allowed to submit the doodle used in previous year's Youdle competition. No prior Registration is required.
- For more details you can check <https://an-admin.github.io/inscignis/>. The doodles will be judged 70:30 ratio:

- 70% accounts for the quality of the doodle and extent to which it matches with the awesomeness of art.
- 30% accounts for the reactions, comments and shares on the post of your doodle on the Facebook page of inSCIgnis.

**Registration:** No prior registration required.

**Exciting prizes for the winners.**

Entries will be received till **1st March 2026**.

Send your entries to: [inscignis.youdle@gmail.com](mailto:inscignis.youdle@gmail.com)

**Contact:** Sauradeep Sinha - 9395330599

### **3. SCI-EMPHASIS:**

Introducing Sci-emphasis,

A creative writing event blending science and literature.

**Topic: “When art, science, and socialism unite, ideas become revolutions.”**

**TAGLINE:** Imagining a world where science is reoriented around an ideology of human well-being, socio-cultural solidarity and ecological restoration through radical aesthetics.

Today's scientific education is an effort to turn students into workers instead of creators. What if you get the opportunity to design a world, free from the shackles of capitalism? What if science and technology are used to serve human needs instead of corporate greed? How do you envision a society based on equity, justice and co-operation unwarpd by motives of profit, individual luxury and an idea of infinite growth in a finite planet?

Build a world where scientific and technological tools are re-imagined through an artistic vision to serve human society and the ecology (700-1000 words).

**বিষয়:** যেতিয়া শিল্প, বিজ্ঞান আৰু সমাজবাদ একত্ৰিত হয়, তেতিয়া ধাৰণাসমূহ বিপ্লৱলৈ পৰিৱৰ্তিত হয়।

**টেগলাইন:** মানৱ কল্যাণ, সমাজিক আৰু সাংস্কৃতিক সংহতি তথা পাৰিপাৰ্শ্বিকতাৰ সংৰক্ষণৰ আদৰ্শক কেন্দ্ৰ কৰি গঢ়ি উঠা বৈজ্ঞানিক চিন্তাধাৰাৰ জৰিয়তে এখনি সৰ্বাংগসুন্দৰ পৃথিৱীৰ কল্পনা।

আধুনিক বৈজ্ঞানিক শিক্ষা প্ৰণালী ছাত্র-ছাত্রীসকলক সৃজনীমূলক কৰাৰ পৰিৱৰ্তে তেওঁলোকক একো একোটা যন্ত্ৰ হিচাপেহে গঢ়ি তোলাৰ এক প্ৰচেষ্টা হৈ পৰা যেন পৰিলক্ষিত হয়। কিন্তু আপোনাক যদি পুঁজিবাদৰ চক্ৰবেহুৰ পৰা মুক্ত এখন নতুন পৃথিৱী গঢ়াৰ সুযোগ দিয়া হয়; যদি বিজ্ঞান আৰু প্ৰযুক্তিক কেৱল মাথোঁ ব্যৱসায়িক মুনাফা আদায়ৰ আহিলা ৰূপে গণ্য কৰাৰ সলনি মানৱীয় প্ৰয়োজন পূৰণৰ বাবে ব্যৱহাৰ কৰা হয় তেন্তে সেই সমাজখন কেনেকুৱা হ'ব?

সীমিত সম্পদ থকা এই পৃথিৱীত অসীম লাভালাভ আদায় সম্ভৱপৰ বুলি ধাৰণা কৰা মানসিকতাৰ দ্বাৰা বিকৃত নোহোৱা, সমতা, ন্যায় আৰু সহযোগিতাৰ ওপৰত ভিত্তি কৰি গঢ় লোৱা ব্যক্তিকেन्द्रিকতা তথা লালসামুক্ত এখন সমাজ আপুনি কেনেদৰে কল্পনা কৰে?

বিজ্ঞান আৰু প্ৰযুক্তিবিদ্যাৰ আহিলাসমূহক এটি শিল্পীসুলভ তথা সৃজনীশীল দৃষ্টিভংগীৰে পুনৰ কল্পনা কৰি সেইসমূহক পাৰিপাৰ্শ্বিকতাৰ বিনষ্ট নকৰাকৈ মানৱ কল্যাণৰ হকে নিয়োজিত কৰি এখন নতুন পৃথিৱী গঢ়ি তোলাৰ সম্পৰ্কে নিজৰ মতামত দাঙি ধৰক। (৭০০-১০০০ শব্দৰ ভিতৰত)

#### **Rules and regulations:**

- Submission will run till **1st March 2026**.



- Open for all categories and no participation fee.
- One student can send a maximum of one submission in each language.
- Word limit: 700-1000 words.
- It's an entry-based event; thus, no prior registration is required.
- While sending the entries, participants will be required to mention their name, school/college, class in the subject of the mail.

**MEDIUM OF THE COMPETITION WILL BE ASSAMESE AND ENGLISH (separate Categories)**

**Registration:** No prior registration required. Entries will be accepted till **1st March 2026**.

Send your entries to: [sciemphasis@gmail.com](mailto:sciemphasis@gmail.com)

**Exciting prizes for the winners.**

**Contact:** Jyotiparna Kakati - 7577895084

## **4.SCI-QLIMBIA:**

Welcome to the thrilling world of "Sci-QLimbia" – where science meets fun in the form of memes! Get ready for an exhilarating online quiz competition that will challenge your knowledge and tickle your funny bone. Sci-QLimbia is not your average quiz; it's a journey through the realms of Physics, Chemistry, Mathematics, and Biology, all presented to you in the delightful language of memes.

### **About Sci-QLimbia:**

**Information:** Dive into the fascinating universe of science with Sci-QLimbia, where learning is not only educational but also entertaining. This unique quiz

competition is designed to engage participants in a creative and humorous way, making science more accessible and enjoyable for everyone.

### **Targeted Audience:**

**Category A:** For students in classes 8 to 10.

**Category B:** For students in classes 11 to 12.

### **Rules and Guidelines:**

**Platform:** The quiz will be held on google form which will be given in google classroom.

**Rounds:** Two exciting rounds, each comprising 10 questions.

**Domains:** Questions drawn from the captivating worlds of physics, chemistry, mathematics, and biology.

**Question Types:** Objective questions, including multiple choice questions (MCQ).

**Scoring:** Each question carries 5 points, making each round a total of 50 points.

**No Negative Marking:** Fear not, there's no penalty for incorrect answers - embrace the spirit of learning and exploration!

**Selection:** The top 15 from the first round will be selected for the second round and the top 3 of the second round will be taken as the winners, also if somebody scores the same score then preference will be given to the one who submitted first.

**How to Participate:** Everything related to its participation will be announced soon.

**Why Sci-QLimbia?** Engaging Content: Say goodbye to traditional quizzes and hello to a blend of education and entertainment.

No Negative Marking: Take risks, explore new concepts, and learn without fear of penalties.

Online Convenience: Participate from the comfort of your home using a simple Google Form.

### **Winners Announcement:**

Get ready to embark on a scientific journey like never before. Sci-QLimbia awaits you – where science and memes collide, and knowledge is the ultimate prize.

**Registration:** Round 1 for both the categories will be held on 27<sup>th</sup> February and Round 2 will be held on 28<sup>th</sup> February.

**Exciting Prizes for the winners.**

Email ID: [sciqlimbia@gmail.com](mailto:sciqlimbia@gmail.com)

**Contact:** Dhriti Kalita - 6901345845

## **5.CODE WAR:**

**Information:** Are you an experienced programmer or just a beginner? Do you want to test your skills? Well then, this a great opportunity, inSCIgnis 2026 brings you the perfect platform where you can show off and test your programming skills.

Code wars have always served as a good means to advance language skills. These discrete programming exercises train a range of skills in a variety of programming languages, and are completed within an online integrated development environment.

Taking part in this event will test your computing skills up to the spine.

**Targeted Audience:** Open for all.

## Rules and Guidelines:

1. **Problem Statements:** The hackathon will feature **9** problem statements. Teams can freely choose their preferred problem statement without any restriction on the number of teams per statement.
2. **Team Composition:** Teams can consist of **1 to 3 members**. Cross-institute teams are allowed, enabling participants from different institutes to collaborate and innovate together. Each team must clearly define their roles and responsibilities at the time of registration.
3. **Development Phase:** Participants will have **72 hours** to work on their chosen problem statement and develop a solution.
4. **Submission Requirements:** To qualify for evaluation, each team must submit the following:  
GitHub Repository: A public repository containing all project files, code, and documentation.  
One-Page Summary: A concise document summarizing the solution, highlighting its core features, innovation, and impact.  
Presentation Video: A 2-minute video demonstrating the solution, uploaded to YouTube or shared via a Google Drive link. Failure to submit any of these components will result in disqualification.
5. **Evaluation Process:** All submissions will be evaluated based on the provided materials (GitHub repository, one-page summary, and video). The evaluation will focus on innovation, technical implementation, and feasibility.
6. **Winning Criteria:** The team delivering the most innovative, impactful, and well-implemented solution will be declared the winner.
7. **Additional Guidelines:** Each team must adhere to ethical coding practices and submit only original work. Use of external libraries, APIs, and tools must be appropriately credited. Cross-institute teams must ensure clear communication

and collaboration throughout the hackathon. Participants must comply with all hackathon policies and deadlines.

**Registration:** Registration will start from 23<sup>rd</sup> February.

**Exciting Prizes for the winners.**

Email ID: [inscigniscodewar@gmail.com](mailto:inscigniscodewar@gmail.com)

**Exciting prizes for the winners.**

Time: The whole competition will last for 72 hours.

**Contact:** Jyotisman Tahbildar - 9864442898