



RUKMINI DEVI
PUBLIC SCHOOL
The school with a difference...
Under the aegis of Seth Pokhar Mal Educational Society

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• Recognized by Directorate of Education, Govt. of NCT, Delhi



K. C. GARG MEMORIAL INTER - SCHOOL TECH SYMPOSIUM

DIGILOGOUS 10.0

Social, Technological, Sustainable



Saturday, August 3, 2024
7:30 am Onwards

CALL :

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FOR MORE UPDATES VISIT:

- www.rdpschool.edu.in
- www.digilogous.rdpschool.edu.in

REGISTRATION LINK

- <https://forms.gle/15GQ3BcazQnUUfGy8>





RUKMINI DEVI PUBLIC SCHOOL A SCHOOL WITH A DIFFERENCE...

Rukmini Devi Public School is a leading K-12 institution with over 40 years of excellence. We provide quality education while instilling strong values and ethics.

Our state-of-the-art campus includes advanced labs, a comprehensive library, and extensive sports facilities. We integrate modern technology with smart classrooms and e-learning platforms.

We blend academics with co-curricular activities and life skills, fostering a supportive environment where every student feels valued.

Join us for an enriching educational journey that combines tradition with innovation.

PRINCIPAL, RDPS

EMBRACING A DECADE OF INNOVATION

DIGILOGOUS 10.0, the premier inter-school tech symposium hosted by Rukmini Devi Public School. Celebrating its 10th edition, this event has previously seen over 1,200 participants from 50+ schools across Delhi and NCR.

This year, we are collaborating with leading visionaries to enhance the learning experience. DIGILOGOUS 2024 will feature 12 exciting school events, promising to inspire and challenge young minds in technology.

We look forward to your enthusiastic participation and innovative contributions at DIGILOGOUS!

DIGILOGOUS 10.0



LIST OF EVENTS

S.No	Name of the Event	Team Size	Participation allowed
1	ByteBattle	1	1
2	Digital Duo:Tech Jockeys	1	2
3	CodeCraft	1	1
4	EcoRevive	1	2
5	PowerPitch	2	2
6	AdMation	1	1
7	Cubing	1	1-2
8	CyberStage	1	1-10
9	Lens Legends	2	1
10	Visionary Voyage	2	1
11	Encipher	1-2	1
12	LevelUp League	1	1



Event 1

ByteBattle

Offline Event : Clicker Quiz
Grade III to V

Team Size :
Individual
Max Teams
allowed per
School : **1 Team**

In this interactive clicker assessment, participants can refine their ability to respond effectively. This event is designed to delve into Information Technology and logical reasoning through multiple-choice questions (MCQs). Participants will leverage Clicker Lab Resources intelligently to maximize their learning experience.

General Instructions:

1. Participants will be provided with clicker remotes to answer the offline assessment questions.
2. There will be 50 questions, and each question will have a 30-second time limit to answer.
3. Participants are not allowed to discuss answers with anyone during the assessment.
4. Negative marking will be applied for wrong answers.
5. Participants should come prepared with the concepts of IT technology like Hardware/Software, input/output/editing/formatting options, shortcut keys , Windows, Operating System etc

**Judgement Criteria: Maximum Points Scored
in the assessment**





Event 2

Digital Duo: Tech Jockeys

Grade III to V

Team Size : 2
participants

Max Teams
allowed per
School : 1 Team

In this engaging event, students will craft radio-style conversations centered around specific topics in the IT field. Leveraging the Language Room, participants will bring these discussions to life, showcasing their knowledge and creativity in a dynamic format.

General Instructions:

- Participants have to do a radio show on any of the given topics:
 - AI and Machine Learning
 - Cyber Safety
 - Internet and safety for kids
- The radio show can be of duration 3 mins to 5 mins.
- The language of the Radio show can be bilingual (Hindi/English).

Judgement Criteria:

- Innovativeness and Originality : 25
- Communication Skills: 25
- Engagement : 25
- Content : 25





Event 3

CodeCraft: Blank Coding

Grade VI to VIII

Team Size :

Individual

Max Teams
allowed per

School : **1-2**

Team

In this challenge, students will showcase their HTML coding skills by running a program blindfolded(System screen off). Participants will be tasked with constructing a functional code using only HTML components within a limited timeframe. This exercise will push their coding abilities to the limit as they aim to create the best-running program without the luxury of seeing their code.

General Instructions:

1. Screen can be turned on maximum of 3 times in case Image or CSS code inclusions that too for 30 Seconds only.
2. Any screen turn on will be allowed with a deduction of 5 points of the total score.
3. Internet/Mobile Phone usage is restricted.
4. In the Case of Image inclusion, media will be provided by the host School on the day of competition.

Judgement Criteria:

- **Blind Screen :** 50
- **Design :** 15
- **Use of Tags :** 15
- **Functionality :** 20





Event 4

EcoRevive: Recyclable e-waste

Grade VI to VIII

Team Size : 2

Participant

Max Teams
allowed per

School : 1 Team

Students will engage in a competition to craft innovative projects using recycled materials, without the aid of any purchased kits. This challenge will test their creativity, resourcefulness, and intellectual prowess as they transform waste into something valuable. Participants will showcase their ability to think outside the box, repurpose materials, and demonstrate their enhanced skills in creating something remarkable from seemingly ordinary items.

General Instructions:

- Students must think out of the box and use recyclable e-waste to make new products.
- A maximum of one model can be submitted by each school.
- The material used for the model should consist of computer junk.
- Each team will be provided with a table and power supply to display their model.
- Team members should be able to explain their working model and answer the queries of the judges and students.

Judgement Criteria:

- | | |
|-----------------------------------|----|
| • Creativity and Innovation : | 50 |
| • Functionality and Practicality: | 50 |





Event 5

PowerPitch:

Working model using
PowerPoint

Grade VI to VIII

Team Size : 2

Participant

Max Teams

allowed per

School : 1 Team

This event is tailored to enhance computer skills through PowerPoint mastery. Participants will craft a working model using the diverse array of tools available within PowerPoint. Their task is to depict the functionality of their model through engaging and informative illustrations. This challenge not only showcases their technical proficiency but also their ability to communicate complex concepts effectively.

General Instructions:

- Participants are required to create a **Working Presentation** using MS PowerPoint on the day of the event. (Example : Clock, thermometer etc)
- Participants will be required to complete their presentation within the time duration of 45 min.
- Ensure a consistent design theme and layout throughout your presentation.
- Participants will not allowed to carry any predesigned template with them.

Judgement Criteria:

- Creativity & Design: 30
- Accuracy : 20
- Presentation : 20
- Clarity and functionality: 30





Event 6

AdMation: Animated Advertisement

Grade IX to X

Team Size :

Individual

Max Teams
allowed per

School : **1 Team**

This animation challenge encourages the use of vibrant visuals, compelling storytelling, and advanced animation techniques to showcase their creativity and computing skills. By incorporating cutting-edge animation and dynamic storytelling, students will demonstrate their ability to captivate audiences while showcasing their proficiency in animation and computing.

General Instructions:

a) Participants are required to create an animated advertisement focused on a specific sustainability theme. The advertisement should clearly and effectively communicate a message related to this theme. The question is as follows:

Topic for Advertisement "Smart Choices for a Sustainable Future"

Concept: Highlight the impact of daily choices on the environment, emphasizing the importance of reducing, reusing, and recycling. Showcase how students can make eco-friendly decisions in their daily lives, such as choosing sustainable products, minimizing waste, and being mindful consumers.

b) The participant will demonstrate the animated advertisement that should be between 30 seconds to 1 minute long.

c) Any animation software can be used to create the advertisement .

d) The advertisement should be submitted in a commonly used Video format (e.g., MP4, AVI, MOV).

e) Upload the video to your Google drive and share the link of the video through google form: _____, ensure access is open for downloading by the host school

Judgement Criteria:

- Creativity and Originality : 25
- Relevance to Theme : 25
- Technical Quality : 25
- Presentation and Flow: 25





Event 7

Cubing :

3x1 & 5x1

Grade VI to X

Team Size :

Individual

Max Teams

allowed per School

: 1-2 Team

Cubing is a Competition to solve mechanical puzzles that are operated by twisting groups of pieces, commonly known as 'twisty puzzles'.

General Instructions:

- The competition will feature different event categories based on the different types of Rubik's Cubes, such as 5x5 and 3X3.
- Participants can participate in only one event: either the 3x3 or the 5x5.
- Students need to carry their own cube either of 3X3 or 5X5 in which they are participating.
- Prior to each round, an official scrambler will scramble the cubes following a specific scrambling algorithm.
- Scrambled cubes will be provided to participants, and they will have a limited inspection time to observe the scrambled cube before solving.
- Timing for each solve will be done using an official timing device, such as a stack mat timer.
- The timer will start when the participant touches the cube and stop when the solved state is achieved.

Judgement Criteria:

- Speed : 50 pts
- Solution : 50 pts





Event 8

CyberStage:

Enactment- Cyber-crime

Grade Open

Team Size : 1-10

Max Teams
allowed per

School : 1 Team

Students will delve into the enactment of cybercrime laws, exploring the intricate process of establishing and enforcing legal frameworks to combat criminal activities perpetrated through digital channels. In an era where technology plays an ever-expanding role in our lives, cybercrime has become a pressing concern, encompassing a broad spectrum of illicit activities including hacking, identity theft, fraud, cyberbullying, and beyond. Understanding the complexities of cybercrime legislation is paramount as we navigate the digital landscape and work towards a safer online environment.

General Instructions:

- The enactment should focus on issues related to cyber-crime, such as online safety, phishing, cyber bullying, identity theft, etc.
- Content should be age-appropriate and convey a clear, educational message about cyber-crime prevention and awareness.
- Each performance should be between 3 to 5 minutes long.
- Participants can use costumes, props, and simple set designs to enhance their presentation.
- Use of multimedia elements (e.g., slides, videos) is allowed
- The enactment can be performed in bilingual language(Hindi/English).

Judgement Criteria:

- Creativity and Originality : 25
- Acting Skills : 25
- Use of Props and Costumes: 25
- Presentation and Flow: 25





Event 9

Lens Legends

Photography

Grade IX & X

Team Size : 2

Max Teams
allowed per

School : 1 Team

This is a Bring Your Own Device (BYOD) event! Participants need only bring their camera and laptop for two exhilarating rounds. Round 1 is all about capturing raw images, while Round 2 challenges contestants to edit them to fit a given theme. It's a showcase of creativity and digital skill that promises thrilling visual narratives in every click.

General Instructions:

- Participants are encouraged to utilize DSLR cameras for photography.
- This is a Bring Your Own Device (BYOD) event, where participants are required to bring their own camera and laptop.
- The competition consists of two rounds: Round 1 involves capturing raw images, and Round 2 focuses on editing the images according to a given theme.
- Both rounds will be conducted at the host school on the day of the event. Please ensure your presence at the host school for the competition.
- Participants may request permission for mobile photography from the host school. However, please note that the final decision regarding the use of mobile phones will be made by the host school.
- Carrying your own props is not allowed.

Judgement Criteria:

- Picture Resolution : 30 pts
- Creativity : 20 pts
- Editing : 30 pts
- Relevance : 20 pts





Event 10

Visionary Voyage

Design Thinking-Open

Grade Open

Team Size : 2

Max Teams
allowed per

School : 1 Team

At this event, participants will unleash their creativity by solving a problem statement using their own devices. From naming their solutions to crafting feature lists and designing interactions, every detail counts. Attention to detail is paramount, encompassing choices in colors, fonts, and user research to ensure an exceptional user experience. Moreover, contestants will need to justify their testing methods, tools, and goals, demonstrating a thoughtful approach to refining and perfecting their solutions.

General Instructions:

- **Problem Statement:** The competition will have a specific problem statement or challenge for the teams to address and the problem statement will be provided to the teams at the beginning of the competition.
- **Time Limit:** Teams must submit their final solution within the given time frame.
- **Each team must prepare a presentation to showcase their solution.**
- **Presentations should include the problem statement, the design thinking process followed, the solution developed, and its potential impact.**

Judgement Criteria:

- **Design Thinking :** 30 pts
- **Creativity :** 30 pts
- **Utility :** 20 pts
- **Feasibility :** 20 pts





Event 11

Encipher Programming

Grade XI to XII

Team Size : 1-2

Max Teams
allowed per

School : 1 Team

This Python-exclusive competition challenges participants' programming skills and problem-solving abilities through two dynamic rounds. In Round 1, participants undertake a pen-and-paper assessment, with successful qualifiers advancing to Round 2. In this second stage, participants confront real-life problem scenarios, like Data Analysis and Visualization, where they must develop Python solutions within a set time frame. While the final topic for Round 2 is pending, participants can expect an engaging test of their Python prowess and adaptability to real-world challenges.

General Instructions:

- **Language Requirement:** The competition will exclusively focus on programming in the Python language. Participants must utilize Python for all coding tasks.
- **Two Competition Rounds:** The event will consist of two rounds to test participants' programming skills and problem-solving abilities.
- **Round 1 – Pen and Paper:** In the first round, participants will engage in a pen-and-paper assessment. Successful completion of this round will qualify participants for the next stage.
- **Round 2 – Real-Life Problem:** The second round will present participants with a real-life problem scenario, such as simulating an ATM system. Participants will be required to develop a solution using Python within the shortest time possible.

Judgement Criteria:

Round 1 : Clearance of Stage One

Round 2 :

- Execution of code : 30 pts
- Code Optimisation : 20 pts
- User Menu Options : 30 pts
- Bugs : 20 pts





Event 12

LevelUp League

Gaming

Grade XI to XII

Team Size :

Individual

Max Teams

allowed per School

: **1-2 Team**

At the event, registered participants will be grouped into brackets, engaging in head-to-head matches where only one winner emerges from each game. Across two exhilarating rounds, players will compete in console games on PS4. With each match, the intensity rises as contestants vie for victory, culminating in the crowning of two ultimate champions. Get ready for thrilling showdowns and fierce competition in this electrifying gaming event.

General Instructions:

- Participants must exhibit good sportsmanship throughout the competition.
- Respectful behavior towards opponents, referees, organizers, and equipment is expected.
- Any disruptive or disrespectful behavior may result in penalties or disqualification

Judgement Criteria:

- NA/ Clearing the stages

