



# **Delhi Public School, Noida**

(CBSE Affiliation No.2130060)



**Kamini Bhasin**  
Principal

Dear Principal

The Computer Club of Delhi Public School, Noida - **eSpice** is pleased to host its prestigious Annual Inter-School IT Symposium, eSpice v14 on 24<sup>th</sup> August, 2017.


It is a melange of techno creative activities including gaming, programming, quizzing and some new entrepreneurial events which will provide the students of your school a platform to showcase their technical as well as creative skills. The participants will be adjudged on the basis of their knowledge, creativity and innovation.

Your school is requested to register online at <http://espice.us> latest by 5<sup>th</sup> August, 2017. Enclosed herewith are the schedule and event details, which are also available at <http://fb.com/eSpice> and <http://espice.us>

We look forward to your active participation.

With Regards

Yours Sincerely

  
(Kamini Bhasin)  
Principal



**Delhi Public School, Noida**  
**24<sup>th</sup> August, 2017**

eSpice, the computer club of Delhi Public School Noida invites you to the 14th rendition of **eSpice**—the technology symposium. This year brings several new changes, and exciting new events. We hope to see you there!

## Rules and Regulations

1. Schools **must** reach the registration venue latest by **8:30 AM**. We recommend you plan your travel in accordance with traffic trends.
2. The decisions of the judges will be final and binding
3. Any of unfair means will lead to immediate disqualification of the school
4. Any fight, online or on-site, between participants will lead to immediate disqualification of the respective schools.
5. Participants must take care of their belongings. The school is not responsible for any loss or damage to any belonging, whatsoever.
6. Participants **must** be in **complete** school uniform.
7. All eligibility criteria are invariant.
8. Every school **must** be accompanied by a teacher.
9. Participants may take part in events with conflicting time slots, however no extra time will be provided to them.
10. **Winning schools must be present during the award ceremony; absence will lead to the prize being handed over to the next team.**

# Events

## LOGO Programming

**Participants:** 1 team; 2 participants

**Eligibility:** Upto and including class V

**Software:** MSW LOGO

Teams will be given a set of problems based on basic logic, which they must solve within the time duration.

## Quiz

**Participants:** 2 teams; 2 participants each

**Eligibility:** Open

6 teams will be selected for an on-stage finals after a written preliminary round. The quiz will cover everything tech—from A to Z.

## Crossword

**Participants:** 1 team; 2 participants each

**Eligibility:** Open

6 teams will be selected for an on-stage finals after a written preliminary round.

## Programming

**Participants:** 1 team; 2 participants

**Eligibility:** Open

**Software:** Turbo C++, Dev C++, CodeBlocks, Sublime Text, PyCharm, IDLE. Participants in the finals may put in a request if they need anything else and we'll make sure it's there!

Participants must be proficient in algorithms, data structures, maths and ,most importantly, their programming language of choice. 15 teams will be chosen for the final round on-site.

## Gaming

**Participants:** 1 team; 1 participant

**Eligibility:** Open

A classic knockout-esque tournament. Participants must be prepared for any platform or game. They may not bring additional hardware.

## Hax

**Participants:** 1 team; 4 participants

**Eligibility:** Open

**Software:** Google Chrome, Photoshop, MySQL, XAMP, AE, Premiere Pro, Blender  
Participants may feel free to use frameworks, languages and libraries of their choice. (HTML/CSS/JS, Python/PHP/JS/RoR/Golang/C/++, MongoDB/MySQL/Postgres, PS/Illustrator/Sketch, AE/Premiere Pro ... )

Teams must create a product based on the theme (will be announced later). A website, complete with a logo, and 30-second video must be created along with the product. Teams may feel free to add-on 3D models, mobile applications and such, at their own discretion.

A URL for the website must be submitted by **18th August, 2017** via email. Participants may host their product for free using services like Heroku, GitHub Pages, AWS, GCE, Azure etc.

10 teams will be selected for the on-site event where they may continue working on their product. 4 teams will be further selected on-site which must then present to a panel of judges. Overall appeal, feasibility, and uniqueness will be included in the judging criteria. A functional product will lead to major boosts in points.

Participants may bring their own devices. However they may note:

- THE SCHOOL WILL **NOT** BE RESPONSIBLE FOR **ANY** LOSS/DAMAGE TO **ANY** PERIPHERAL/DEVICE/BELONGING WHATSOEVER. PARTICIPANTS ARE BRINGING THEIR DEVICES AT THEIR OWN RISK
- In case participants require an internet connection, they must bring their own networking peripherals.

Note: While use of external libraries is permitted, most of the codebase must be original—not completely relying upon an API or library.

## Pitching

**Participants:** 1 participant

**Eligibility:** Open; only for schools which have qualified for **Hax**

Speakers must give an initial pitch to a panel of judges. They are encouraged to point out how they're different; what their business model is (if applicable); who they're targeting and such. Presenting the latest version of the product is very highly recommended.

4 teams will then be selected for the final round, where speakers must present the product along with the **Hax** participants. Speakers will be judged for their speaking ability; their response to cross-questioning etc. The product will not be a criteria for the judging of the **speakers**.

While a visual aid is not required, it is very highly recommended. **Hax** teams are urged to ensure the quality of the pitch, as it will affect their result.

## Branch

**Participants:** 1 team;  $\infty$  participants per team

**Eligibility:** Open

**Software:** HTML/CSS/JS, AngularJS, Python, C++ 11, \*NIX-shell, **Git**

This is an online event that will be held over a 1-week period. All teams will **collaborate** on an open-source project to create one final product. Tasks will be uploaded, which may be claimed by teams. Each task has an associated number of points. Team with the highest total, wins.

A central guideline and file-structure will be provided on a GitHub repository. This will include the complete description of the final product, the style guidelines, help guides etc. Each task will be atomic; the team will have to contribute to a certain part of the codebase to complete the task.

While teams are not required to have knowledge of all the aforementioned software, a solid understanding of **Git** and the **\*NIX-shell** (found on OSs like Ubuntu, macOS, other linux distributions) is **imperative**.

Helpful links:

**HTML/CSS/JS/Angular/Shell/Git/Python:** <https://codecademy.com>

**Git:** <https://tinyurl.com/yd6y6pcx> , <https://git-scm.com>

**Shell:** <https://tinyurl.com/ya8gfgpr>, <https://tinyurl.com/h6tecpu>

**Note:** The event will be terminated early if the participants finish all the tasks before time.

## SCHEDULE

Time	Old MP Hall	New MP Hall	Middle Lab	Sr. Lab	Jr. Lab
8:00 - 8:30	REGISTRATION				
8:45 - 9:00	INAUGURATION (New M.P. Hall)				
9:00 - 9:30	Gaming	Crossword & Quiz Prelims	Hax	Programming	LOGO
9:30 - 10:00		Quiz Finals			
10:00 - 10:30					
10:30 - 11:00					
11:00 - 11:30		Crossword Finals			
11:30-12:30	Pitching				
13:15-14:00	VALEDICTORY (New M.P. Hall)				

## Contact

### School:

**Address:** Delhi Public School, sector-30, Noida - 201301 (UP)  
**Telephone:** +91-120-4509100  
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## eSpice Club:

**Website:** <https://espice.us>  
**Facebook page:** <https://fb.com/eSpice>  
**Email:** [hi@espice.us](mailto:hi@espice.us)

### **Teacher Incharges:**

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### **Student Incharges:**

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Vibhor Doval <b>Quiz</b>	<a href="mailto:vibhor.doval@gmail.com">vibhor.doval@gmail.com</a>	9205156741