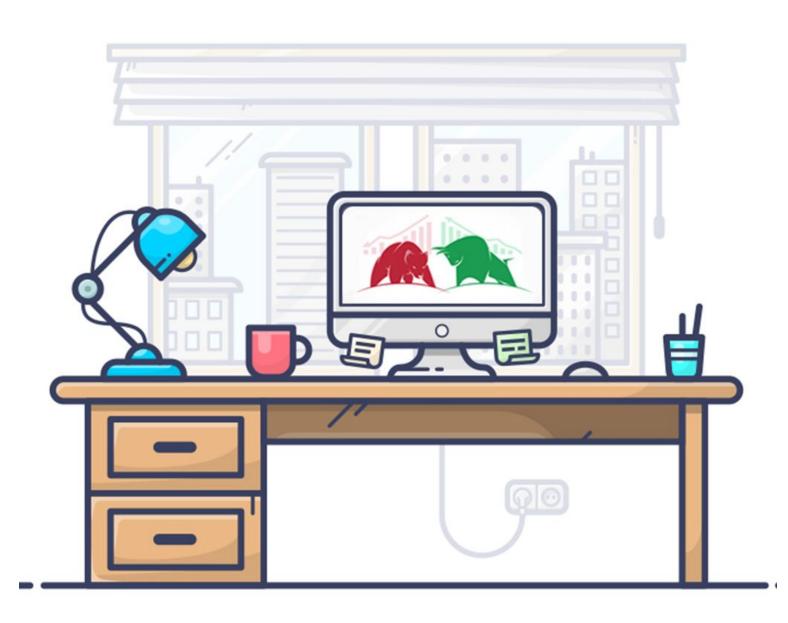
DELHI PUBLIC SCHOOL, ROHINI

presents





2019



XINO AND BIZECO GENERAL GUIDELINES

The registration process begins at 8.30 am. All participating schools are requested to adhere to the time.

- To be eligible for the XINO 2019 and BIZECO 2019 Overall Trophies, the school must participate in at least **four on-site events** respectively.
- The schedule and rules are subject to last minute changes.
- In case of participation in clashing events, it is the responsibility of the participant to ensure that they reach the respective venues on time.
- Participants of BIZECO cannot participate in more than one event.
- The organizers reserve the right to disqualify a school from an event on grounds of inappropriate behaviour or use of unfair means.
- The decision of the judges will be final and binding.
- Participation of the host school will be non-competitive for all events.
- Online registration will begin from Friday, 17th May 2019.
- Please register for XINO AND BIZECO 2019 at https://xino.in/register/.
- Please ensure that all the registration forms are correct and complete.
- All participants must be accompanied by a teacher-in-charge on the day of the event.
- For any XINO 2019 related queries, please contact us at <u>xino@dpsrohini.com</u>, and for BIZECO 2019 related queries, please contact us at <u>bizeco@dpsrohini.com</u>.

EVENTS IN XINO 2019

HACKATHON

"Hackathons are where your crazy ideas become your identity"

Technology has forever been synonymous with creativity and ingeniousness. This event was conceptualized for those who wish to be forerunners in this generation of technology. The preliminary submissions will be judged on the quality of the product and its functionality. After submission based online prelims, top 6-8 teams will make it to the onsite finals. The last date for preliminary submission is **11:59:59 PM on 18th July 2019**. Complete details for the preliminary round are available on https://xino.in/hackathon.

The theme for the final round will be announced on **19th July 2019**, along with the results of the preliminary round. The qualifying teams will also have to pitch their product to a panel of judges. The quality of the pitch will affect the overall result. The qualifying teams are allowed to carry their own devices and dongles/data connections on the day of the event.

Eligibility: Open

Number of Participants per team: 4 Number of Teams per school: 1

CROSSWORD

"Think out of the box but inside the grid."

Top six teams that qualify the written prelims will battle it out in the stage round.

Eligibility: Open

Number of Participants per team: 2 Number of Teams per school: 1

GROUP DISCUSSION

For good ideas and true innovation, you need human interaction, argument, and discussion. To give your views a voice, your logic a reason and your conviction a direction, we invite you to the colossal clash of ideas and opinions.

Eligibility: Open

Number of Participants per team: 1
Number of Teams per school: 1

QUIZ

We invite all curious enthusiasts to battle it out in this gruelling quest for supremacy. In this closely fought battle, the quiz isn't over till it's over. Top six teams that qualify the written prelims will battle it out in the stage round.

Eligibility: Open

Number of Participants per team: 2 Number of Teams per school: 1

PROGRAMMING

After an online preliminary contest, top 6-8 teams will make it to the onsite finals.

The preliminary round will take place on **15 July 2019 from 6 PM - 8 PM**. The link to the contest will be disclosed on our facebook page one hour before the contest. Participants need to register **separately** for this event.

Registration can be done at https://xino.in/programming.

In case a qualifying participant is not registered, they will be disqualified from the event. Only **one student per school** will qualify for the onsite finals. The qualifiers for the onsite finals will have to bring their own devices on the day of the event.

Languages Allowed (On-site): C++, Python

Eligibility: Open

Number of participants per team: 1

Number of Teams per school: ∞

PHOTOGRAPHY

"Photography takes an instant out of time, altering life by holding it still."

Photos exhibit a story that cannot be put into words. This event is for those who wish to share

their story through a digital medium. The topic will be declared on our facebook page.

Participants are requested to send their entry to photography@xino.in by 11:59:59 PM on 13th

July 2019. Drastic editing will not be permitted.

Eligibility: Open

Number of participants per team: 1

Number of Teams per school: 1

SURPRISE

We would tell you to expect the unexpected, but that would be too mainstream.

The battle is on, soldier.

Eligibility: Open

Number of Participants per team: 2

Number of Teams per school: 1

OPEN SOURCE MARATHON

We all know how good it feels when a pull request created by us gets merged by the project

maintainer.

An online contest which will comprise of various tasks as a part of creating the main project. More

details will be revealed on our facebook page soon. The contest will start on 14th July 2019 at

12:01 AM IST and end on 18th July 2019 at 11:59 PM IST.

Eligibility: Open

Number of Participants per team: 1

Number of Teams per school: ∞

EVENTS IN BIZECO 2019

Online Events	Endgame Pvt. Ltd.
Online Events	Bizeco Premier League
	The Insolvent
	The Outcry
Onsite Events	Turnaround
	Bizeco Stock Exchange
	The Realtor

THE ENDGAME PVT. LTD.

Guess what? The tables have turned and this time it is heroes vs heroes; pull up your socks and get ready for some action because it's up to you to choose whose side you are on!

Participants need to register separately for this event at http://bit.ly/endgame-register. Event details will be mailed to the participants after they register for the event.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: ∞

BIZECO PREMIER LEAGUE

Ever blamed a manager for your favourite football team's poor performance? Well, now it's time to step in their shoes and see what real managing looks like, to show the world how it's done.

Participants need to register separately for this event at http://bit.ly/football-register. Event details will be mailed to the participants after they register for the event.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: ∞

THE INSOLVENT

'Expect the unexpected', but you knew that already.

A little knowledge of basic Commerce terms always helps!

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: 1

THE OUTCRY

Ever been proud of your negotiating skills? Well, we bring to you a perfect game to flaunt your skills

and be the winner.

This event is based on the historic barter system where you don't have to play the odds but the man. Teams will be given enough virtual money at the beginning of the event. The event starts

with an auction for various commodities. The teams will then be trading the commodities among

themselves. The most financially strengthened team wins.

May the best player win.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: 1

THE TURNAROUND

You don't have time because your company is dying. The company's fate is in your hands. Present us

with your innovative ideas and revive your business. Don't be unrealistic because the clock is ticking.

Teams will be allotted a company each, for which they need to think of a revival plan to prevent

the insolvency of the company.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: 1

BIZECO STOCK EXCHANGE

Risk? Loss? Unethical? It's time for you to break these stereotypes and enter the big player game:

The Stock Market!

Caution: It is not for the light-hearted.

Teams will be given virtual money to create and manage their own portfolio and compete with other teams. The trading will be done on a real-time basis.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: 1

THE REALTOR

At the age of 17, Dhirubhai Ambani used to work at a petrol pump. He didn't have the opportunity and had to struggle a lot but we are providing you with an opportunity to buy and develop a city.

Teams will enter into an auction to buy different cities. They can also establish development projects in that city. In the end, the team with the maximum amount of money will win.

Eligibility: XI-XII

Number of Participants per team: 2

Number of Teams per school: 1

SCHEDULE

Time/Venue	Main School Quadrangle	Multi Purpose Hall	Computer Science Lab Sr.	Computer Science Lab Jr.	Multimedia Lab	Classroom A	Classroom B	Library	Maths Lab	Junior Wing	General Science Lab
7:30-9:00	0					Registration and Opening ceremony	pening ceremon)	٨	0		,
9:00-9:30						Crossword Prelims					
9:30-10:00						Quiz Prelims					
10:00-10:30											
10:30-11:00	Crossword	The	The Stock	The Realtor	Hackathon		Groun	The Turnaround	Sumise	The Insolvent	Programming
11:00-11:30		Outciy					Discussion				n n
11:30-12:00											
12:00-12:30	Quiz Finals										
12:30-1:00											
1:00-1:30				3 Ja							
1:30-2:00					Valedictory Ceremony	eremony					

POINTS DISTRIBUTION

XINO 2019

S. No.	Event	First	Second	Third
1	Hackathon	60	40	20
2	Open Source Marathon	60	40	20
3	Crossword	30	20	10
4	Group Discussion	30	20	10
5	Quiz	30	20	10
6	Programming	30	20	10
7	Photography	30	20	10
8	Surprise	30	20	10

BIZECO 2019

S. No.	Event	First	Second	Third
1	The Insolvent	30	20	10
2	The Endgame Pvt Ltd	30	20	10
3	The Outcry	30	20	10
4	Bizeco Premier League	30	20	10
5	Turnaround	30	20	10
6	The Stock Exchange	30	20	10
7	The Realtor	30	20	10

CONTACT US

Message us on Facebook

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For more details, please visit our websites

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BIZECO: http://bizeco.in/