

**St. Mark's Sr. Sec. Public School,  
Meera Bagh, New Delhi**



**Annual Inter School Computer Symposium**

**Date : 27 October, 2016 (Thursday)**

**GEEK BIT AWARDS**

- An Overall Rolling Trophy will be awarded to the school which scores the highest points.
- The point system in each game would be as follows:-
  - 1<sup>st</sup> position: 10 points
  - 2<sup>nd</sup> position: 6 points
  - Semi-finalists: 4 points
- Participation certificates will be given to all the participants.
- The Winning team & The Runner-Up of each event will be awarded merit certificates.

## General Rules

1. All schools **must arrive for the registration at 8.30AM.**
2. School may be **disqualified** for not adhering to the event rules.
3. School should confirm their participation by visiting our school website **[www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)**. The **Last date for registration is October 14<sup>th</sup>, 2016.**
4. Submission Date for all the preliminary categories is **21st October' 2016.** List of Final round participants will be uploaded on our Facebook page and our school website on **24th October, 2016.**
5. The participating teams are advised to keep visiting our website **[www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)** and Facebook for updates **<https://www.facebook.com/geekahertzsms>**.
6. Students should come in white uniform and the logo of the school not be visible.
7. The decision of the judges will be final and binding.

### Rules and Regulations for the events

#### 1. Gamers' Paradise (GAME DESIGNING)

Teams per school: 1

Participants per team: 3-5

Classes: 8-12

- a) The event will be based on a topic which will be given on **13<sup>th</sup> October, 2016** on our Facebook page (<https://www.facebook.com/geekahertzsms>) or on our website i.e. [www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)
- b) A trailer for the game should be uploaded on YouTube and the link to the video along with the participants' details are to be sent to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)".
- c) Subject line must be "**gamedesign\_schoolname**" and file name must be "**school name.**"
- d) A total of 5 teams will be selected to take part in the finals.
- e) All finalists are required to bring their original source code, device and software for the game. No team will be provided any hardware and software at the venue.
- f) All the finalists will have to present their game on the spot to the judges and students whilst showcasing gameplay.
- g) If any significant part of the design/model is found to be extracted from the internet, the team will be disqualified from the competition.

## 2. Markians' League Gaming

Teams per school: 1

Classes: 6-12

Participant(s) per team: 1

- a) Participants will compete in a random game which will be revealed on the day of the competition itself.
- b) Participants are allowed to bring their own peripherals to the competition like Game controller, Joystick Keyboard, or gaming mouse etc.

## 3. Web Coders (Web Designing)

Teams per school: Open

Participants per team: 2

Classes: 6-8

- a. The event will be based on a topic which will be given on **14<sup>th</sup> October, 2016** on our Facebook page (<https://www.facebook.com/geekahertzsms>) or on our website i.e. [www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)
- b. The students will be judged on the following criteria:
  - i. Originality & Unique ideas
  - ii. Creativity & Design Technical Skills
  - iii. Easy-to-use
- c. Students are required to submit the website to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)"
- d. Subject line must be "**webcoders\_schoolname**" and file name must be "**school name.**"
- e. A total of 10 teams will be selected for the final round.
- f. Time allotted for the Final Round is 90 Minutes.

## 4. Lights Camera Action (Movie Making)

Teams per school: Open

Participants per team: 2-3

Classes: 8-12

- a) The event will be based on a topic, "Beti Bachao, Beti Padhao". The movie should be uploaded on YouTube and the link to the video along with the participants' details is to be sent to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)".
- b) Subject line must be "**lightscameraaction\_schoolname**" and file name must be "**school name.**"
- c) Students will be judged on
  - Story line
  - Creativity
  - originality
  - Technicality of the movie.
- d) All movies are to be given a suitable title and should be 4-5 minutes long.
- e) A total of 8 teams will be selected for the finals.

## **5. Snapshot (Photo Editing)**

**Teams per school: Open**

**Participant(s) per team: 2**

**Software: Adobe Photoshop or any other free image editing software**

**Classes: 9-12**

- a) In the Prelims, participants are required to edit, combine and/or create images and build a final composition based on a topic which will be given on **14<sup>th</sup> October, 2016** on our Facebook page (<https://www.facebook.com/geekahertzsms>) or on our website i.e. [www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)
- b) Students must submit their creations (.psd/.jpg/.png) to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)" along with participant's details.
- c) Subject line must be "**snapshot\_schoolname**" and file name must be "**school name.**"
- d) A total of 12 teams will be selected for the final round.
- e) Time allotted for the Final Round is 90 Minutes.
- f) Participants will be provided with the theme and raw data on the spot, and will have to create their own composition.

## **6. Binary Masters (Programming)**

**Teams per school: Open**

**Participant(s) per team: 2**

**Software Provided: Turbo C++ 4.5, Eclipse (Java), Python 2.7**

**Classes: 9-12**

- a) A written preliminary round will be held for all students. For more information on preliminary round, be connected with our Facebook page or our website.
- b) The top 15 teams will be short listed for the Final Round. The final rounds will be hands-on-computers.
- c) The participants will be given 120 minutes to solve problems.
- d) The problems will encompass themes of logic, reasoning and math.

## **7. Design.apk (Android App Designing)**

**Venue: Online Submission Only**

**Teams per school: Open**

**Participant(s) per team: 2**

**Classes: 7-12**

- a) Students will be required to make their own original app based on a topic which will be declared on **13<sup>th</sup> October, 2016** on our Facebook page (<https://www.facebook.com/geekahertzsms>) or on our website i.e. [www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)
- b) Participants are requested to email their app source code to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)" along with a YouTube link of the Software/App presentation video [Maximum 3 Minutes] and the participants' details.
- c) The top 5 teams will be called upon for presenting their App.
- d) Students who will be selected for the finals are required to present a self-created app/software on his/her own android device, along with a well-formatted hardcopy/softcopy of the source code.

## **8. Junior Techies (PowerPoint Presentation)**

**Teams per school: Open**

**Participant(s) per team: 1**

**Software: Microsoft PowerPoint**

**Classes: 3-5**

- a) For the prelims, participants will have to prepare an original presentation based on the topic which will be declared on **13<sup>th</sup> October, 2016** on our Facebook page (<https://www.facebook.com/geekahertzsms> ) or on our website i.e. [www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)
- b) Students must submit their creations to "[geekahertz.sms@gmail.com](mailto:geekahertz.sms@gmail.com)" along with participants' details.
- c) Subject line must be "**jrtechies\_schoolname**" and file name must be "**school name.**"
- d) Based on the results of the preliminary round, 12 teams will be selected for the final round.
- e) Participants will be required to create a presentation with the theme and raw data provided on the spot in 90 Minutes.
- f) No other media may be used; however participants are encouraged to write some of the text themselves.

## **9. Creative Catchers (Brochure Designing)**

**Teams per school: Open**

**Participant(s) per team: 2**

**Software: Microsoft Publisher or Microsoft Word**

**Classes: 8-10**

- a) The competition is for 12 entries only which will be decided on a first come, first served basis.
- b) Time allotted for the competition is 120 Minutes.
- c) Participants will be provided with the theme and raw data on the spot, and will have to create their own composition.
- d) Students will be judged on creativity and originality of the brochure.

## **10. Imagica (Innovation)**

**Classes: Open**

**Teams per school: 1**

**Participant per team: 2**

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

**\* For more details login to our Facebook page**

**<https://www.facebook.com/geekahertzsms> or our website**

**[www.saintmarksschool.com/geekahertz](http://www.saintmarksschool.com/geekahertz)**