



SETH ANANDRAM JAIPURIA SCHOOL

Vasundhara, Ghaziabad

MÉLANGE

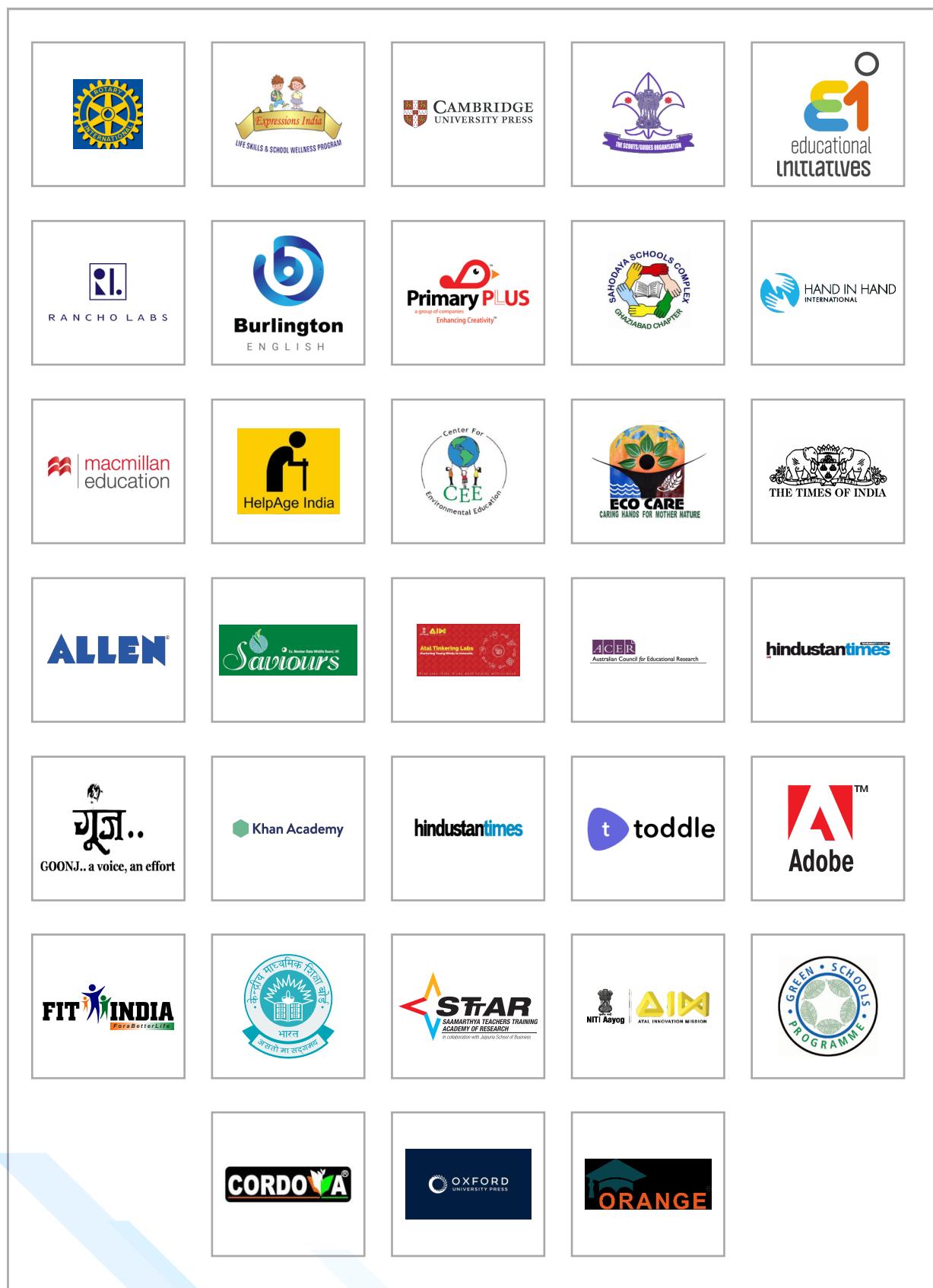
DYNAMIC | ENTHRALLING | MESMERIZING

07 NOV - 08 NOV

2K25



EDUCATIONAL PARTNERS





FROM THE DIRECTOR PRINCIPAL'S DESK...



“In every young mind lies an algorithm of curiosity, and when guided by empathy, it transforms into inventions that shape tomorrow’s world while uplifting humanity.”

“In every young mind lies an algorithm of curiosity, and when guided by empathy, it transforms into inventions that shape tomorrow’s world while uplifting humanity.”

Mélange 2025, our annual techno-literary fest, is a celebration of a transformative vision where literature meets technology, imagination converges with intellect and human compassion balances innovation. In an era shaped by artificial intelligence, robotics and digital transformation, creativity must be paired with empathy to ensure innovation truly serves humanity. The fest is a vibrant canvas where imagination meets innovation, storytelling blends with coding, art with design, thought with technology. Adding to this synergy is Kalakriti, the collaborative art event, where creativity finds its purest form through colours, strokes and installations, harmonizing artistry with technology. Together, these diverse threads weave a tapestry of ideas and solutions that inspire the future.

At Mélange 2025, participants are encouraged to experiment fearlessly, embracing both success and failure as stepping stones to growth. The events are designed to foster collaboration, cultivate curiosity and encourage interdisciplinary thinking, enabling learners to approach challenges with a mindset that is both inventive and compassionate.

The fest celebrates diversity of thought, uniting innovators, writers, thinkers and performers to spark dialogue and envision meaningful change. Through AI projects, debates and collaborative workshops and Kalakriti- our art event, students learn that true innovation emerges when creativity fuses with empathy, touching lives beyond conventional boundaries.

As we embark on this journey of Mélange 2025, I urge every participant to engage with purpose, compete with zeal and connect with empathy. Share your talents, learn from others and allow your curiosity to drive innovation that is not only brilliant but also humane.

Together, let us celebrate the boundless potential of young minds, the transformative power of technology guided by empathy and the infinite possibilities that emerge when innovation, artificial intelligence and artistic expression beautifully intersect.

May Mélange 2025 be an experience that inspires, nurtures empathy, celebrates art and technological brilliance and leaves an enduring mark on all who are part of it!

Warm Regards

Ms. Shalini Nambiar

Director Principal

GENERAL RULES AND REGULATIONS

- This event comprises of an array of online & offline events for students from classes I- XII.
- Kindly confirm your participation latest by **24/10/2025** on the below mentioned link.
- Reporting time for registration of participating team is between 8:30 am to 9:30 am.
- All participating teams to report in proper school uniform & must carry their school I-card.
- At the time of registration, each school will be allocated a “school code”, which will be taken as their identity for all events.
- One student can participate only in one event.
- Class groups to be adhered to strictly. Students to be selected from each class as per class group. However, for open category, students from any class may participate.
- Each event has a set of specific rules & regulations, mentioned under each event.
- Use of any unfair means is strictly prohibited and will lead to disqualification.
- Judges' decision would be final for all the events.
- Results will be declared on the **school website / FB handle / Cyber Crew website**.
- It is mandatory for the winning team to collect the event prizes on Day II i.e. **08th Nov. 2025**.
- Event details & guidelines are attached along with the brochure.
- Participants are advised to join the discord channel for all technical events.

Important Links

For registration, send your consent in the following link.
<https://linktr.ee/melange2k25>

For Event updates visit cyber crew website
www.cybercrew.sajs.co.in

For Queries Contact:

Event Coordinators:	Deepa Sharma - 9868010699 Vandana Rustagi - 9811046372 Rachna Patnaik - 9810312738
President - Cyber crew:	Pratham Grover - 9540407579
Vice President - Cyber crew:	Saanvi Agarwal - 9891202405
ATL Coordinator :	Raksha Ghildiyal - 8447732980
President: ATL-	Ishan Saraswat - 8178802024
Kalakriti Coordinator :	Chandrasen - 9891596257
President - Kalakriti :	Yuvani Madan - 7011022790

Registration:8:30 am-9:30 am

Day-1

Date:- 07-11-2025

Sl.	Category	Event Name	Topic	Description	Time	Class	No. of Participants
1	Computers & Robotics	Little Picassos	Helping elders at home	Where Creativity Meets Caring	1 hr.	I-II	2
2		Dream Bots Unleashed	Robots as Helpers	Robots: Care & Inspire	1 hr.	IV-V	2
3		Inno Apps	Eco-Companion	AI for Good, Apps for All	2 hrs(prep time) 30-60 second video	VI-VIII	2
4		Visual Odyssey	-	Empathy in Action: Designing Innovations for Humankind	3 hrs.	IX - XII	2
5		Map Quest	-	Games on Virtual Map	1.5 hrs.	IX-X	2
6		Melange: Through Lens	Melange....A Journey	Documentary	-	Open	3
7		Kindness Chronicles		Small Stories, Big Hearts	1 hr.(prep) 2 min. (presentation)	VI-VIII	2
9		Predictive Pathways		AI Recommendation system	3 hrs.(prep) (5 min. pres.)	Open	1-3
10		Virtual Warriors(online)	-	Gaming		Open	5+1
11		Sherlocked(online)		Cryptic Hunt	48 hrs.	Open	1
12		Robo Race	-	Where Robots Meet the Challenge	3 hrs.	Open	2-4
13		Robo Soccer	-	Kick, Score, and Fair Play	3 hrs.	Open	2-4
14		Robo Sumo	-	Battle of Bots!	3 hrs.	Open	2-4
15		Aero Blast	-	Water Rocket Race	3 hrs.	Open	2-4
16		Drone Racing	-	Compete with Heart, Conquer with Skill	3 hrs.	Open	2-4
17		Battle of Prompts	-	Craft with Clarity, Create with Care	2 hrs.	Open	1
19		3D Visionaries	-	Design, Detail, Deliver	2 hrs.	Open	2-4
20		Impactathon		Innovate Today, Change Tomorrow	24 hrs.	Open	4+1
21	Math	Mathitecture		Design the Future	1.5 hrs.	VIII-IX	2
23		Battle of Memes	On the spot	Memejacking	1 hr.	Open	1

Registration: 8:30 am-9:30 am

Day-1

Date:- 07-11-2025

Sl.	Category	Event Name	Topic	Description	Time	Class	No. of Participants
24	German French	Mein Berlin durch Künstliche Intelligenz	Futeristic Berlin Depiction through the eys of AI	Reimagining Berlin through the eyes of AI	1.5 hrs.	VIII-X	2
25		Une vision de Paris par l'IA	Futeristic France Depiction through the eys of AI	Reimagining France through the eyes of AI	1.5 hrs.	VIII-X	2
26	Hindi	दिल से इंसान, दिमाग से विज्ञान	मानव पहले फिर तकनीक	तुकड़ नाटक	8 min. max	IX-XII	10-12
27		अभियानित	समानुभूति के भाव को अपनाते हुए भारत विश्व गुरु बनने के मार्ग पर अग्रसर है	वाद विवाद प्रतियोगिता	2 min. each for & against	IX-X	2
29	Science	Science Shark Tank		Pitch Your Invention	10 min.	VIII-X	2-3
30		Greenovation		Creating Eco-Friendly Futures	10 min.	VI-VIII	3-5
31	Economics	TradeXpress	-	School Stock Market Simulation Challenge	40 min.(Prep. time) 3min((presentation))	IX-XII	2
32		Pitch- A -Thon	-	The AI-DEA business Vault	10 min. max.	XI-XII	4

Registration: 8:30 Onwards

Day-2

Date:- 08-11-2025

Sl.	Category	Event Name	Topic	Description	Time	Class	No. of Participants
1	Computers & Robotics	Inspire.AI	AI for a Better Tomorrow	Research Today, Shape Tomorrow	5-7 min. presentation 2-3 min. Q & A session	Open	2
2		Text Transformers	On the Spot	Fun with AI & Words	30 min. Prep. (2-3 min. presentation)	X-XII	2
3		Melange: Through Lens	Melange....A Journey	Documentary	3 min. video (presentation)	Open	3
4		Impactathon	-	Innovate Today, Change Tomorrow	1 hr.	Open	4+1
5		Machine Minds	On the Spot	Innovating with AI and Mathematics using Teachable Machine	50 min.	IX-X	2
6		Debate Dynamics	On the spot	Speak with Conviction, Listen with Respect	3--5 min.	IX-XII	2-3
7	Hindi	विज्ञापन मंच	AI स्मार्ट स्टडी बड़ी	अपनी सोच को दीजिए आवाज़, रचिए नया अंदाज़ (विज्ञापन प्रस्तुति)	2 min. max.	VI - VIII	3-4

Prize Distribution 12:00 pm. Onwards

Day 1

IT & ROBOTICS

Little Picassos

Where Creativity Meets Caring

Event Rules

Software: Pinta

- Class: I-II
- No. of Participants: 2
- Time limit: 1 hr.
- Topic: Helping elders at home
- Students can use their imagination to arrange objects creatively and show acts of kindness, care or helping others in their artwork.

Judgement Criteria

Innovation, Creativity, Design Quality, Empathy Expression

Dream Bots Unleashed

Robots Stories that Care & Inspire

Event Rules

- Software: Scratch (Website: <https://scratch.mit.edu>)
- Class: IV-V
- No. of Participants: 2
- Time limit: 1 hr.
- Topic: Robots as Helpers (Design an interactive robot story)
- Participants will create an appealing and creative story using the mentioned software.
- A relevant title should be given to the story.

Judgement Criteria

Relevance to theme, Design, Use of Blocks, Overall Presentation

Visual Odyssey

Empathy in Action: Designing Innovations for Humankind

Event Rules

- Software-Blender
- Class :IX - XII
- No of Participants :2
- Time: 3 hrs. (2 Hours → Modeling, UV / texturing, basic lighting in Blender.)
(1 Hour → Rendering, composing final images & preparing a pitch presentation (3–5 minutes).)
- The theme will be revealed one day prior to the event.(on cyber crew website)

- Participants must reimagine one innovation associated with empathy and human welfare. Their design should show how it could be transformed to serve humankind in a new, creative, and compassionate way.
- At the end of the event, participants will present their creation, highlighting how it improve lives through empathy-driven innovation.
- 3D geometry must be created during the competition.
- Importing ready-made 3D models leads to disqualification
- Online textures, HDRIs, and 2D references allowed.
- Only default Blender add-ons permitted. No third-party add-ons.
- A short pitch is to be prepared with the final render.
- Model must connect to the given scientist's work (logical reinterpretations are allowed).
- Fair Play – Rule-breaking (imported models, AI assets, external help, etc.) leads to disqualification.

Judgement Criteria

Concept, Technical Execution, Relevance, Storytelling

Inno Apps

AI for Good, Apps for All

Event Rules

- Class: VI-VIII
- No. of Participants: 2
- Software : MIT App Inventor
- Time: 2 hrs. Prep. Time (30-60 second presentation)
- Topic: Eco-Companion – Empathy for the Planet.
- An AI-powered app that encourages students and the community to adopt eco-friendly habits such as saving energy, reducing waste and recycling. The solution addresses real-world environmental challenges in schools and neighborhoods while promoting sustainable living.
- Design Challenge: Participants will design an AI-powered app that inspires students and the community to adopt eco-friendly habits such as saving energy, reducing waste, recycling, and protecting natural resources.
- The app should address real-world environmental challenges within schools or local communities, while promoting sustainable living practices. Also, app design must clearly demonstrate how it contributes to the SDG Goal 12 & 13.
- Ensure that Home Screen buttons are clear, easy to read, and fully visible without scrolling.
- All text, images, and media elements must be accurate, relevant and age-appropriate.
- The app should have a user-friendly interface & the AI

Judgement Criteria

Design thinking, Usability along with technical requirements focus on design, SDG relevance, Creativity

Map Quest

Games on Virtual Maps

Event Rules

- Class: IX-X
- No. of Participants: 2
- Time limit: 1.5 hrs.
- Participants will use a platform that integrates Google Street View, such as GeoGuessr.
- Teams will identify the location based on Google Maps street-level imagery.
- Each round will consist of randomly selected street-view images.
- Teams must guess the location of each image within a set time limit for each round.
- Teams must submit their guess within the designated time frame per image.
- Teams must have their own IDs.

Judgement Criteria

Proximity, Speed, Accuracy.

Kindness Chronicles

Small Stories, Big Hearts

Event Rules

- Software: Adobe Express
- Class: VI-VIII
- No. of Participants: 2
- Time limit: 1 hr.(prep, 2 min. (presentation)
- Topic: Participants can choose one topic from the following themes:
 - Acts of Kindness – Small gestures, big impact.
 - Helping Hands – Stories of support and care.
 - Understanding Differences – Embracing diversity and inclusion.
 - Compassion in Action – Turning empathy into deeds.
 - Friendship and Caring – Bonds built on kindness.
 - The Ripple Effect – How one kind act spreads?
- Participants may also create any famous story with a moral value.
- The final video should be presented in MP4 format.
- Use of generative AI is prohibited.
- Adobe IDs will be provided on the spot

Judgement Criteria

Clarity of Storytelling, Tools used, Animation Quality, Theme

Melange: Through Lens

Documentary

Event Rules

- Software: Any movie software
- Class: Open
- No. of Participants: 3
- Time : The Movie should be of 03 min. max.
- Topic : Melange....A Journey
- Participants have to shoot clippings of the entire fest and submit a documentary (combination of softwares) on day II by 10:30 am in a rendered format
- Participants can also shoot on Day II but failing to submit on time will result in disqualification.
- Maximum length of the documentary will be of 3 min.
- Participants must bring their own gears (camera, tripod, laptop) etc.
- Wi-fi will be provided by the host school in case of requirement. (if required)

Day 2

Final presentation

Predictive Pathways

AI Recommendation system

Participants will create a recommendation system using AI and machine learning techniques. The system should recommend movies, books, music or any other products based on user preferences, past behaviors and ratings.

Event Rules

- Class: Open
- No. of Participants: 1-3
- Time limit: 3 hrs.(prep) 5 min. (presentation).
- Dataset will be provided on the spot to check the originality of the system.

Project Description:

- For testing, Participants can use publicly available datasets or create their own by collecting data on user preferences, such as movie ratings, book reviews, or music listening habits.
- Technology Stack: Python, with libraries like Pandas, Scikit-learn, and Tensor Flow.
- Participants can also use collaborative filtering or content-based filtering techniques to build the recommendation engine.
- Output: The system should suggest relevant items (movies, books, etc.) based on a user's previous choices or inputs.
- Participants are required to bring their own device.

Judgement Criteria

Innovation, Creativity, Technical Implementation, Algorithms & Quality of code

Virtual Warriors (Online)

Gaming

Event Rules

- Software: Game-Valorant
- Class: Open
- No. of participants: 5+1
- Only first 16 entries will be allowed to participate.
- Top 2 from the semi finals will proceed to the final round
- PRELIMS & SEMI FINALS: 06th Nov.,2025 (ONLINE)
- FINALS: 07th Nov.,2025 (ONLINE)
- For event details visit cybercrew.sajs.co.in

Sherlocked(online)

Cryptic Hunt

Cryptic online hunt will make you think like you never did before. It's a CTF event where you will be given hints on the basis of which you need to answer and move on to the next level. The hint can be anywhere on the internet like in a search engine, a streaming platform or in the school.

Event Rules

- Class: Open
- No. of Participants: 1
- Time limit: 48 hrs. (05 - 07Nov. 2025)
- Hints to each level will be uploaded on the discord server.

Judgement Criteria

Number of levels traced

Robo Race

Where Robots Meet the Challenge

Robo Race is a thrilling challenge where robots navigate a track filled with turns and obstacles. It tests speed, control, and stability while encouraging teamwork, innovation, and problem-solving skills.

Event Rules

- Class: Open
- No. of Participants: 2-4
- Time limit: 3 hrs.

BOT Specification

- Base size must not exceed 30cm × 25cm.
- Bots must not exceed 3 kg.
- A 10% tolerance is allowed in one dimension or in weight.
- Control may be wired or wireless.
- On-board power supply must not exceed 12V DC.
- Participants must carry backup batteries.
- Use of fire, liquid, or sharp objects is prohibited.

Track Specification

- Track width: 50cm – 70cm, with side walls.
- Features: U-turns, wedges, right angles, loops, narrow paths, and obstacles (e.g., speed breakers).
- Time factor, Checkpoints & obstacles crossed, Corrections: 3 allowed; after that, -10 second each, Teams may be asked technical questions.

Judgement Criteria

The final decision will be by event managers.

Robo Soccer

Kick, Score, and Fair Play!

Robo Soccer is an exciting competition where participants design and build robots to play a mini version of soccer. The event tests creativity, control and strategy, while promoting teamwork, problem-solving, fair play, and empathy. Teams are encouraged to support each other, respect opponents, and follow rules responsibly.

Event Rules

- Class: Open
- No. of Participants: 2-4
- Time limit: 3 hrs.

Match Format

- Matches are 1 vs 1.
- The team scoring the most goals within the given time wins.

Bot Specifications

- Bot must fit within a cube of 30cm × 30cm × 30cm at all times.
- A 10% tolerance allowed in one dimension or in weight.
- Weight must not exceed 3 kg (including battery and motors).
- Onboard power supply must not exceed 12V DC.
- Bots may be controlled with or without wire.
- For wireless bots, two frequency options must be available.
- Grabbing or holding the ball is not allowed.
- Fans, suction, adhesives, or sticky materials are prohibited.

Arena

Approximate size: 10 ft × 4 ft.

Judgement Criteria

- The winner will be the team with the highest scores at the end of the match.
- Violation of size, weight, or prohibited mechanism rules will lead to immediate disqualification.
- Event manager decisions will be final and binding.

Robo sumo

Battle of Bots: Compete with Strategy, Respect, and Skill

Robo Sumo is an exciting and strategic competition where robots face off to push each other out of a circular arena. The event tests design, control, and strategy while emphasizing teamwork, innovation and respectful competition. Participants are encouraged to collaborate effectively, support their teammates and show empathy toward fellow competitors by following fair play rules.

Event Rules

- Class: Open
- No. of Participants: 2-4
- Time limit: 3 hrs.

Arena

- Circular arena with 1.5-meter diameter.
- Match starts with both bots placed inside the ring at designated positions.

Bot Specifications

- Bot must fit within a cube of 30cm × 30cm × 30cm at all times. (10% tolerance allowed)
- Maximum weight limit: 5 kg (including battery and motors).
- Onboard power supply must not exceed 12V DC.
- Bots may be controlled either via wired or wireless.
- For wireless bots, two frequency options must be available.

- Grabbing, holding, or adhesive mechanisms are strictly prohibited.
- Fans, suction, or any destructive components are not allowed.

Match Rules

- At a given time only one bot from each team is allowed in the arena.
- The objective is to push the opponent's bot out of the arena.
- Each successful push earns points.

Aero Blast

The Water Rocket Race

Aero Blast – Launch with Care, Soar with Skill

The Water Rocket Race is a creative and thrilling event where students design rockets powered only by water and air pressure. The competition encourages scientific thinking, design innovation and practical understanding of aerodynamics while fostering teamwork, responsibility and consideration for safety. Participants learn to collaborate effectively, support each other and ensure a safe environment for all.

Event Rules

- Class: Open
- No. of Participants: 2-4
- Time limit: 3 hrs.

Arena

- Launches will take place in an open ground under supervision where only participants and judges are allowed.

ROCKET SPECIFICATIONS The rocket body must be made using a plastic bottle (max 2 liters). Maximum length of the assembled rocket: 60 cm. Only water and air pressure are allowed as propellants.

Match Rules

- Each team will get two launch attempts.
- Rocket must be launched only with the provided launcher.
- Teams must fill water and set pressure within the given preparation time.
- If the rocket misfires or fails to launch, it will still be counted as an attempt.
- Rockets must be launched safely within the marked area.
- Unsafe launches will lead to disqualification.
- Maximum pressure is allowed between 50 to 70 psi.

Drone Racing

Compete with Heart, Conquer with Skill

A thrilling competition where teams design, build and pilot drones through challenging tracks. The event tests speed, accuracy and control while promoting innovation, teamwork, fair play and responsible competition. Participants are encouraged to make quick decisions under pressure while showing respect and empathy toward fellow competitors.

Event Rules

- Class: Open
- No. of Participants: 2-4
- Time limit: 3 hrs.

Drone Operation

All drones must be operated in Line of Sight (LOS) mode, even if FPV cameras are used. Only one drone per team is allowed throughout the competition.

Drone Specifications

Only self-built or custom-assembled drones are allowed. Drones must not exceed the maximum size limit is 500mm.

Judging & Decisions

Winners will be decided based on lap completion time and penalties. Any disputes will be resolved by the organizers and judges and their decision will be final.

Fair Play

Damaging the arena, obstacles or other drones will result in disqualification. If a drone sustains irreparable damage, the team cannot replace it with another drone and will be eliminated.

Battle of Prompts

Craft with Clarity, Create with Care

Prompt engineering is the art of crafting instructions for AI models to generate desired outputs. This contest challenges participants to design the most effective, creative and robust prompts within given themes.

Event Rules

- Class: Open
- Time limit: 2 hrs.
- No. of Participants: 1
- Model Access: Participants will be provided access to [chosen AI model – e.g., ChatGPT, Gemini, Claude, or open-source LLM].
- Rounds: Round 1 – Task Fulfilment (30 mins): Create prompts for a given input (e.g., summarization, structured output). Round 2 – Creativity Challenge (30 mins): Design a creative prompt (story, poem, role-play). Round 3 – Live Challenge (30 mins.): Solve a surprise prompt task under time pressure.
- Submission Format: Each participant must submit – Prompt text, Generated output, Brief reasoning (2–3 sentences).
- Restrictions: No harmful, unsafe, or offensive prompts. No plagiarism (original work only). One entry per round.
- Disqualification: Any violation of rules will result in disqualification.

Judgement Criteria

Winners will be decided based on the quality of prompts as per the following parameters: task fulfilment, clarity, creativity, robustness and safety. Any disputes will be resolved by the organizers and judges, and their decision will be final.

3D Visionaries

Design, Detail, Deliver

The competition challenges participants to replicate a given 3D design using Tinker CAD within a limited time. Each team will receive a reference 3D design and they must model it as accurately as possible using the minimum number of features and tools.

Event Rules

- Class: Open
- Time limit: 2 hrs.
- No. of Participants: 2-4
- Design Challenge: A reference 3D design will be shared with all teams at the beginning of the competition. Teams must replicate the given design using Tinker CAD utilizing the minimum number of features and tools while maintaining accuracy and smoothness.
- Design files must be submitted before the deadline. Late submissions or post-deadline modifications will not be accepted.
- Each team must prepare a PowerPoint presentation explaining: Design process, Tools and methodology used,

Judgement Criteria

- Evaluation: Judging will consider both the digital/physical design and the quality of the team's presentation.
- Originality: Entries must be unique and reflect the team's own ideas.

Impactathon (24 hrs. Hackathon)

Innovate Today, Change Tomorrow

Impactathon is a 24-hours (offline) hackathon designed to empower young innovators to think like entrepreneurs of tomorrow. This competition blends the power of technology, creativity and entrepreneurial thinking to encourage participants to create impactful solutions that solve real-world challenges.

Event Rules

- Class: Open
- Time limit: 24 hrs.
- No. of Participants: 4 participants + 1 mentor (optional).
- Format: Team-based, collaborative hackathon.
- Time Frame Duration: 24 hours of intensive innovation.
- Deliverables: - A well-structured Business Plan, A Prototype / Mockup of the solution.
- A Pitch Presentation delivered to the judging panel.

Theme:

- Aligning with SDG Goals in Problem Solving, Participants will explore global issues linked to the 17 UN Sustainable Development Goals and propose innovative, technology-driven business solutions that are practical, impactful and scalable.

Surprise Night Event for Impactathon Participants!

Star Gazing Session: Take a break from your screens and look up at the universe!

During the Impactathon, participants will get a one-of-a-kind chance to explore the night sky through a high-end telescope, guided by astronomy experts.

Day 2- Final Presentation

Mathitecture

Design the Future

Event Rules

- Class: VIII-IX
- No. of Participants: 2 participants
- Time limit: 1.5 hrs.
- Tools: Tools: Minecraft (Creative Mode/Education Edition)
- Participants will design and build a sustainable society layout in Minecraft while applying mathematical concepts like area, perimeter, cost calculation and resource optimization.
- Teams must use Minecraft blocks as building units and calculate the mathematical dimensions (length, breadth, height, area and cost) of the structures they create.
- Along with the build, they will present their math-based planning showing how they calculated costs and justified sustainability.
- Total Area: 25,000 sq. meters (approximately 6.2 acres). Approximately being 512x512 blocks.
- Residential Building: Wood, stone, bricks, and glass (can use Minecraft's building blocks). Rough equivalent of ₹800 per in-game block unit for the building.
- Park/Green Area: Grass, flowers, trees, bushes, etc. Approximate cost of ₹300 per block unit.
- Roads/Pavements: Stone slabs, gravel, concrete (depends on the materials used). Equivalent to ₹400 per block unit.
- Solar Panels: Using redstone and daylight sensors. Equivalent to ₹10,000 per unit.
- Rainwater Harvesting System: Create an in-game rainwater harvesting system using buckets and storage tanks (or Minecraft equivalent mods). Equivalent to ₹30,000 per system.

Mandatory Elements to Build & Calculate:

- Residential Blocks → Calculate floor area & cost
- Roads/Pavements → Measure length × width in blocks → cost
- Green Zones/Parks → Calculate area → cost
- Sustainability Features (Solar panels, Rainwater harvesting, or eco-friendly innovation) → fixed cost per unit.

Judgement Criteria

Math Application, Creativity & Innovation, Sustainability Factor, Clarity & Presentation

Battle of Memes

Memejacking

Event Rules

- Class: Open
- No. of Participants: 1
- Topic: On the spot
- Time limit: 1hr
- Participants must create memes based on the given topic.
- Memes will be uploaded on Social Networking sites for open voting.
- Link to vote will be shared on school's official website.
- Voting will be closed on the same day at 6:30 pm.
- Winners will be decided on the basis of votes.

Judgement Criteria

Maximum Votes

दिल से इंसान, दिमाग से विज्ञान

नुकङ्ग नाटक

Event Rules

- कक्षा: IX – XII
- प्रतिभागियों की संख्या: 10–12
- विषय: मानव पहले फिर तकनीक
- समय सीमा: अधिकतम 8 मिनट
- परिधान: जीन्स, कुर्ता एवं दुपट्टा
- नाटक को रोचक बनाने हेतु प्रतिभागी प्रॉप्स एवं वायं यंत्रों का उपयोग कर सकते हैं।

Judgement Criteria

विषयवस्तु, मौलिकता, संदेश, संपूर्ण प्रस्तुति

अभिव्यक्ति

वाद विवाद प्रतियोगिता

Event Rules

- Class: IX - X
- No. of Participants: 2 (एक पक्ष में और एक विपक्ष में)
- Topic: समानुभूति के भाव को अपनाते हुए भारत विश्व गुरु बनने के मार्ग पर अग्रसर है
- Time limit: अधिकतम दो मिनट प्रति विद्यार्थी, समय-सीमा का पालन करना अनिवार्य है ।
- प्रस्तुति केवल हिंदी में होनी चाहिए। किसी भी प्रकार की आपत्तिजनक/अशोभनीय भाषा का प्रयोग नहीं होना चाहिए।
- वक्ताओं के लिए उचित अभिवादन के साथ शुरूआत करना और दर्शकों या विरोधियों को बीच में न टोकना महत्वपूर्ण है।
- अपने तर्कों के लिए विश्वसनीय साक्ष्य प्रस्तुत करने होते हैं। निर्णय अंतिम होते हैं और इसमें पक्षपात नहीं किया जाता।

Judgement Criteria

विषयानुसार, भाषा की शुद्धता एवं अभिव्यक्ति, प्रस्तुति एवं आत्मविश्वास, तर्क – वितर्क एवं प्रभाव

Mein Berlin durch Künstliche Intelligenz

Reimagining Berlin through the eyes of AI

Event Rules

- Class: VIII-X
- No. of Participants: 2
- Time limit: 1.5 hrs.
- Topic: Futuristic Berlin depiction on A3 size poster through the eyes of AI, followed by brief oral presentation of their creation.

Judgement Criteria

Creativity and originality, Relevance to the theme, Oral presentation (language content and fluency)

Une vision de Paris par l'IA

Reimagining France through the eyes of AI

Event Rules

- Class: VIII-X
- No. of Participants: 2
- Time limit: 1.5 hrs
- Topic: Futuristic Paris depiction on A3 size poster through the eyes of AI, followed by brief oral presentation of their creation.

Judgement Criteria

Creativity and originality, Relevance to the theme, Oral presentation (language content and fluency)

Science

Science Shark Tank

Pitch Your Invention

Event Rules

- Class: Grades VIII–X
- No. of Participants: 2–3
- Time limit: 10 minutes
(7 min presentation + 3 min Q&A)
- Teams must design a science-based product, innovation, or experiment solving a real-world issue.
- Visual aids (PPTs, posters, or prototypes) are encouraged.

Judgement Criteria

Creativity, Scientific accuracy and feasibility, Real-world application and sustainability, Presentation skills

Greenovation

Creating Eco-Friendly Futures

To encourage students to think creatively, innovate sustainable products, and promote environmental responsibility.

Event Rules

- Class: Grades VI–VIII
- No. of Participants: 3–5
- Time limit: 10 minutes
(7 min presentation + 3 min Q&A)

Round I

- Participating Schools to submit a concept note (1–2 pages) about the eco-friendly product they plan to make.
- Top 10–15 teams will be shortlisted for the final rounds.
- Shortlisted teams bring their eco-friendly product to the host school.

Round II

- Shortlisted teams bring their working product to the host school.
- Product categories may include:
Recycled home décor
Organic cleaning solutions
Natural personal care items
Up cycled furniture or accessories
Plastic-free alternatives (cloth, jute, paper, etc.)
Energy-efficient prototypes
- Teams will set up stalls for live exhibition and demonstration.

Round III: Pitch & Q&A

- Each team gets 5 minutes to present their product, highlighting the Benefits, Sustainability, Cost-effectiveness followed by a 2-minute Q&A session with judges.

Judgement Criteria

Innovation, Eco-Friendliness & Sustainability, Practicality & Usability, Cost-effectiveness.

Commerce

Trade Xpress

School Stock Market Simulation Challenge

Step into the shoes of investors, traders, and financial strategists! In this high-energy event, student teams will navigate a dynamic marketplace where prices shift, opportunities arise, and risks must be managed—all in a live physical setup. No prior stock market knowledge is required; the game is designed to be fun, beginner-friendly, and highly engaging.

Event Rules

- Class: IX–XII
- No. of Participants: 2
- Each team will be given an initial virtual capital at the start.
- Teams will participate in multiple rounds simulating different aspects of the financial world.
- Decision-making must be within the time limits announced during each round.
- All trades/decisions must be routed through the official Games Master & brokers (provided by organizers).
- Final scores will be based on the value of each team's portfolio at the end of the event.
- Judges'/GamesMaster's decisions will be final and bidding.

Pitch- A –Thon

The AI-DEA business Vault

In the High Stake Showdown, students must develop an innovative, ethical business plan for a product or service that integrates AI as a core feature—enhancing real-world solutions empathetically. The idea should align with the UN Sustainable Development Goals (SDGs), using AI to create socially responsible and environmentally conscious solutions that address a community problem.

Event Rules

- Class: IX–XII
- No. of Participants: 4
- Time limit: Pitch : 5 minutes on the AI business idea
- Q & A sessions : 3-5 minutes with a panel of mock investors
- After registering Teams are required to upload their pitch deck (PPT) in advance.
- The pitch deck should be 5-7 slides – Covering: Problem, Product, AI Integration, market Analysis, Innovation, feasibility, ubiquitous Product and Impact.
- Teams must present using their original pitch deck solving the problem of the community and respond to the questions
- Teams are required to upload their PPT in advance , latest by 24 th October at VanijyaAarohan@gmail.com
- Participants may bring their prototype of the product to support their presentation.

Judgement Criteria

Originality and innovation, alignment with SDG, Feasibility and execution plan, , Effective integration & use of AI , Team Coordination , Q & A Handling.

IT & ROBOTICS

Inspire.AI

Research Today, Shape Tomorrow

The AI Research Paper Presentation Competition is an exciting platform for school students to explore, research, and present their ideas on Artificial Intelligence and its impact on the world.

Event Rules

- Class: Open
- Time limit: 5–7 minutes for presentation
2–3 minute Question and Answer session
- No. of Participants: 2
- Topic: AI for a Better Tomorrow
- Participants are required to submit a research paper in PDF format via email inspire_AI@jaipuria.edu.in to the event coordinators by October 27, 2025.
- Word Limit: 1000 to 1500 words (excluding title page, abstract, and references).
- Structure of the Presentation - Title Page Abstract (150–200 words) Introduction Methodology Research and Analysis Findings/Results Conclusion and Recommendations References
- Shortlisted participants will be notified before the competition.
- Presentations must be delivered using a PowerPoint presentation with a maximum of 6–8 slides.
- Plagiarism will result in immediate disqualification.

Judgement Criteria

Judges will evaluate participants on both the content of the paper and the clarity of their presentation during the Q&A

Machine Minds

Innovating with AI and Mathematics using Teachable Machine

Event Rules

- Class Level: IX-X
- No. of Participants: 2 per team
- Time Limit: 1 hour (30 minutes for creating the AI model) (15 minutes for testing, 5 minutes for presentation)
- Topic: On the Spot (math-integrated tasks, e.g., shapes, number recognition, geometry, patterns, fractions)
- Platform/Tool: Google Teachable Machine (image/audio/pose recognition – no coding needed)

Event Flow

1. Model Creation: Teams will be given a math-related theme on the spot (examples: Recognizing geometric shapes, classifying numbers as prime/composite, identifying fractions/decimals, detecting math symbols, recognizing hand gestures for operations).
2. Model Training & Testing: Teams train their AI model with real-life samples (drawn figures, hand gestures, math flashcards, spoken numbers, etc.) & need to check accuracy and refine their dataset.
3. Presentation
 - Each team explains:
 - How they trained the model
 - What math concept it demonstrates
 - How AI can assist in learning/solving math
 - Live demonstration of the model

Day 2

Text Transformers

Fun with AI & Words

Event Rules

- Class: X-XII
- No. of Participants: 2 per team
- Topic: On the Spot (a short passage/story will be given)
- Time: 30 minutes for work + 2–3 minutes for presentation
- Tools: AI tool (like ChatGPT / simple NLP tool)
- Each team gets a short passage & using AI, they apply basic NLP Steps: Text Normalization(tokenization, stop word removal)
- Using the final keywords, teams will be asked to create a poem/short story.
- The final creative output must be entirely prepared by the participants.
- Any work found to be generated using AI will result in disqualification.

Debate Dynamics

Speak with conviction, Listen with respect

Event Rules

- Class: IX-XII
- No. of Participants: 2-3
- Topic: On the spot
- Time limit: 3–5 minutes per speaker (depending on age group and event rules)

Team Roles:

- Proposition Speaker 1: Defines motion, presents case.
- Opposition Speaker 1: Challenges definition, sets counter-case.
- Proposition Speaker 2: Builds arguments, rebuts opposition.
- Opposition Speaker 2: Strengthens stance, rebuts proposition..
- Rebuttals & Summation: Each side must directly respond to the other's arguments, not just state their own.
- Moderator/Chairperson: Ensures timekeeping, fairness, and order.
- Drawing of lots to determine sides of the motion (Proposition & Opposition) for each team
- Both participants must prepare arguments for both the proposition (prop) and opposition.

Motion:

- Topics for the first two rounds will be shared prior and for the third round it will be given on the spot.
- Debate flow timings:
- Opening Statements:
- Proposition Speaker 1 (3 minutes)
- Opposition Speaker 1 (3 minutes)

Rebuttal Round:

- Proposition Speaker 2 (3 minutes)
- Opposition Speaker 2 (3 minutes)
- Closing Statements:
- Proposition Speaker 1 (3 minutes)
- Opposition Speaker 1 (3 minutes)

Judgement Criteria

Content, Style, Strategy, Time management and ability to respond to the opposing side's arguments.

विज्ञापन मंच

अपनी सोच को दीजिए आवाज़, रचिए नया अंदाज़ (विज्ञापन प्रस्तुति)

Event Rules

- कक्षा: VI – VIII
- प्रतिभागियों की संख्या: 3-4
- समय सीमा: 2 min. max.
- विषय: AI स्टार्ट स्टडी बड़ी
- प्रत्येक टीम में 3 से 4 प्रतिभागी होंगे।
- प्रत्येक प्रस्तुति की समय-सीमा अधिकतम 2 मिनट होगी।
- विज्ञापन प्रस्तुति केवल हिंदी भाषा में होगी।
- प्रस्तुत किया जाने वाला विज्ञापन पूर्णतः मौलिक तथा रचनात्मक होना चाहिए।
- किसी भी प्रकार की आपत्तिजनक या अनुचित सामग्री प्रस्तुति में शामिल नहीं होगी।

Judgement Criteria

सुजनात्मकता, अभिव्यक्ति, अभिनय, स्पष्टता



Day 1

07 NOVEMBER, 2025

Palette Pursuit

Colors of Compassion, Strokes of Imagination

Event Rules

- Class: VI-VIII & IX - XII
- No. of Participants: 2
- Time limit: 2 hrs.
- Topic1: (VI-VIII) Life Without Colors – Express emotions using only black, white, and gray.
- Topic2: (IX-XII) Desi Gogh – Recreate a Western painting in Indian folk art style.
- Materials Allowed: Participants must bring their own materials (paints, brushes, palettes, etc.).
- Drawing sheets will be provided by the organizers (A3 size).
- Mediums Allowed: Watercolors, poster colors, acrylics, or mixed media. Oil paints are not allowed due to drying time and odor.
- They must add vibrant colors to design a beautiful, heartwarming scene that reflects empathy (e.g., helping a friend, caring for animals, protecting nature).
- Mixed media use is permitted but must be clearly explained to judges if unconventional elements are included.

Judgement Criteria

Innovation, Creativity, Design Quality, Relevance to the topic

Spray & Display

Graffiti of Gods, Colors of Today

Event Rules

- Class: IX - XII
- No. of Participants: 3
- Time limit: 2.5 hrs.

- Topic: Reimagining Indian Gods, Goddesses, or Epics in Today's World — e.g., Krishna in a metro, Durga as a modern warrior, or a Mahabharata scene in futuristic India (2050).
- Theme shared in advance for planning; no pre-made sketches or stencils allowed. The topic/theme of the graffiti has been given prior to the event, allowing teams some time for planning and concept development.
- No pre-made sketches or stencils are allowed.

Judgement Criteria

Innovation, Creativity, Design Quality, Relevance to the topic

Day 2

08 NOVEMBER, 2025

The Sculpture Soiree

Graffiti of Gods, Colors of Today

Event Rules

- Class: VI-VIII & IX - XII
- No. of Participants: 3
- Time limit: 2.5 hrs.
- Topic: Cultural Face Sculpture – Create a face or head inspired by cultural/artistic traditions (e.g., Kathakali, tribal masks, Buddha head).
- One team per category per school (2 students/team).
- Members must be from the same school and category.
- Each Team to create one sculpture with equal contribution.
- Clay or similar medium, water, working boards will be provided by the host school.
- Participants to bring additional safe sculpting tools, aprons and boards.
- Pre-made moulds, hazardous tools, non-eco-friendly materials, pre-designed or sculpted parts from outside & phones are strictly prohibited.

Judgement Criteria

Innovation, Creativity, Design Quality, Relevance to the topic

Harmonic Hues

Painting the Rhythm, Coloring the Soul

Event Rules

- Class: IX - XII
- No. of Participants: 3
- Time limit: 2 hrs.
- Participants will listen to a piece of music and instantly express their emotions and interpretation through painting or drawing — blending creativity, imagination, and rhythm into visual art.
- Participants will listen to a music piece played on the spot and create an artwork expressing its rhythm, mood, and emotion.
- A3-size paper will be provided by the organizers.
- Participants must bring their own art materials.
- The artwork must be original and created entirely during the competition time.
- The theme or mood should be based on what the student feels or imagines from the music — no pre-decided topic.

Judgement Criteria

Innovation, Creativity, Design Quality, Relevance to the topic







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