IPSC IT FEST 2018

organised by

MODERN SCHOOL
Barakhamba Road, New Delhi

: Rules & Regulations :

A. TECHNICAL EVENTS:

I. Programming
II. Quiz
III. Networking and Hardware

B. CREATIVE EVENTS:

I. Digital Imaging
II. Web Designing
III. Audio Video Editing
IV. Team Event

General Instructions:

- There are 7 events out of which a school can participate in a <u>maximum</u> of 5 events.
- Each school can send a maximum of 6 students along with accompanying teacher in-charge.
- All students are expected to maintain discipline and adhere to their respective proper school uniforms during events.
- The judges' decision will be final and binding.
- For any queries/complaints/suggestions, accompanying teacher in-charge may discuss the issue with Ms Divya Sahdev.

A. TECHNICAL EVENTS

I. PROGRAMMING

Event Rules:

- Participants will be given 2 hours to complete the given set of 6 problems.
- The problems will be based on the concepts of numbers, arrays, strings, functions and will test logical and analytical reasoning. [Concepts related to Pointers and Filing will not be a part of the problems]
- Participants can code using any programming languages like C++, Python, Java, QBasic or any other programming language of their choice. [**Students are requested to notify the organizers about the same by 28th April, 2018**]
- Softwares that will be provided to the students are:
  – Borland Turbo C++ 4.5
  – Codeblocks
  – Python 3.4.0
  – Eclipse Oxygen (for Java)
  – QBasic 4.5.
- Use of Internet during the event is **strictly prohibited.**

II. QUIZ

Event Rules:

- The quiz will be conductedin multiple stages –
  – Quarter Finals
  – Semi-Finals
  – The Grand Finale
- Schools will be randomly allotted a group which will consist of 5-7 teams each.
- Each group will take part in a Quarter Final round and the top 4 teams from each group will proceed to the Semi-Final.
- The qualifying teams of the Quarter Finals will be randomly allotted a group of 5-7 teams each.
- Each group will then participate in a Semi-Final round and the top 3 teams of the Semi Final from each group will head for the Grand Finale.

Quarter Final:

- Each round for a group will last for 30 minutes.
- There will be <u>ONE</u> Pounce Round.

Semi Final:

- Each round for a group will last for 40 minutes.
- There will be <u>TWO</u> Pounce Rounds.

The Grand Finale:

- The Grand Finale will last for 60 minutes.
- There will be <u>FOUR</u> Pounce Rounds.

POUNCE:

Pounce is used in a Quiz to minimize the luck factor in a scenario where a team maybe asked a difficult question whereas another team was asked to answer an easier one. In the pounce system, all teams get an equal chance to answer every question. A team may pounce if the question is not directed to them but they think that they know the answer and don't want to wait for the question to pass to their team.

They "pounce" by writing the answer on a sheet of paper provided to them and they accordingly show their answer to the quiz master. The pounce will have negative scoring which means that the team will receive a negative if the attempted answer is incorrect.

To elaborate further, if there are 6 teams and the question is directed to Team B for instance, the quiz master gives 10 seconds after the question is asked for "pouncing". All teams except Team B are eligible to "pounce".

Thus, if the question is a direct question to Team B and Teams D and E pounce, D and E write the answers on a piece of paper. Assume that Team D got it right and Team E got it wrong. If Team B can't answer the question, the question is passed to Team C. So if Team C can't answer and passes, both Team D and Team E are not eligible to answer and it goes to Team F. *Teams D and E get points for the pounce (positive or negative) accordingly whether or not the Team B got the answer correct.*

III. HARDWARE AND NETWORKING

Event Rules:

- The task will test the theoretical and hands-on practical knowledge of students.
- It will be divided into two sections, a written round and a practical round.
- The task will be disclosed on the spot.

B. CREATIVE EVENTS

General Instructions:

- There are a total of 4 creative events.
- The general theme for the creative events is '**E-Commerce**'.
- The schools will be required to create poster, website, video advertisement and finally a presentation on a virtual e-commerce website namely **"www.dhamaka.com"**.
- Use of Internet is **strictly prohibited.**

I. DIGITAL IMAGING

Event Rules:

- Participants will be given2 hours to create a poster advertising their 'e-commerce' website/portal**"www.dhamaka.com".**

- Material/content/resources to create the poster will be provided on the spot.

- Software provided to the participants will be – Adobe Photoshop, Adobe Illustrator or any other basic software usually available with standard Windows operating system and MS Office.

II. WEB DESIGNING

Event Rules:

- Participants will be given 2 hours to create their 'e-commerce' website/portal**"www.dhamaka.com".**

- Material/content/resources to create the website/portal will be provided on the spot.

- Software provided to the participants will be – Sublime Text Editor 3, Prepros, Atom or any other basic software usually available with standard Windows operating system.

- Scripts that will be provided to the students will be – JQuery, Bootstrap, AngularJS.

III. AUDIO VIDEO EDITING

Event Rules:

- Participants will be given 2 hours to create a Video advertising their 'e-commerce' website/portal**"www.dhamaka.com".**

- Material/content/resources to create the video will be provided on the spot.

- Softwares provided to the participants will be – Adobe Premiere Pro CC 2017, Lightworks 14, Corel VideoStudio,Windows Movie Maker.

IV. TEAM EVENT

Event Rules:

- Participants will have 2 hours to prepare a Power Point Presentation on the spot, advertising their e-commerce website/portal **"www.dhamaka.com".**

- A team will be given 3 minutes to present. Appropriate weightage will be given for originality, creativity, humor and effectiveness of the presentationirrespective of whether the school uses their own resources or the stock resources.

- To advertise their website/portal, they <u>will be given</u> stock resources by the host school like a Digital Poster, Video and a Website which they may use to make their Presentation more impactful and authentic.

- If a school participates in any of the creative events – Digital Imaging, Webpage Designing, A/V Editing–they will be allowed to use their own resources that they have made during those events including the DigitalPoster, Video and/or Website in addition to the stock resources.

- **No extra weightage will be given** to a team in this event for having good poster/website portal/video designed by their teammates during the other events.