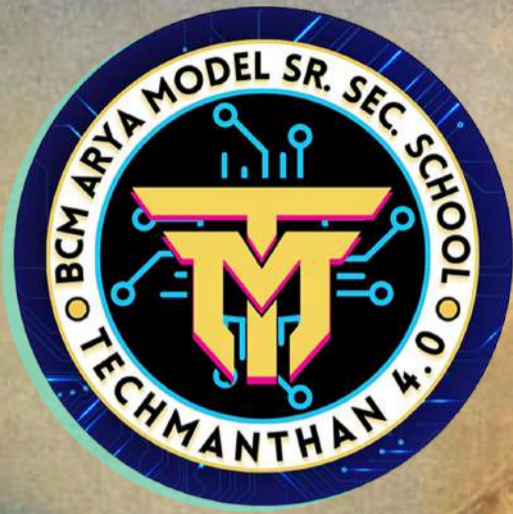




**BCM ARYA MODEL SR. SEC. SCHOOL
SHASTRI NAGAR, LUDHIANA**



TECHMANTHAN 4.0

AUGUST 21 & 22, 2026

**AN INTERNATIONAL INNOVATION CONFLUENCE:
TECH, MEDIA & FINANCE**

HUMAN VISION, AI PRECISION





TECHMANTHAN 4.0

Principal's Invitation



INNOVATE • CONNECT • TRANSFORM

DR. ANUJA KAUSHAL
PRINCIPAL

“Innovation thrives not in isolation, but at the powerful intersection of technology, media, and finance. The future belongs to those who can transform ideas into impact—through technology, amplify them through media, and sustain them through financial wisdom.”

**TAP TO HEAR THE
PRINCIPAL'S INVITATION**



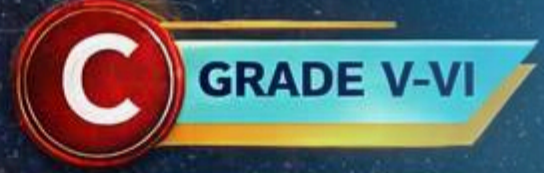
SCAN THE CODE, JOIN THE MOMENT



TECHMANTHAN 4.0

General Guidelines

- ››› TECHMANTHAN 4.0 is an amalgamation of both **ONLINE** and **OFFLINE** Events.
- ››› All the events shall be conducted under six categories:



REGISTRATION

- There is NO Registration fee for participation in **TECHMANTHAN 4.0**.
- Registration link will remain active until **July 20, 2026**.
- To Register: [CLICK HERE](#)
- Participating schools will receive a Login ID and Password after registration.

COMMUNICATION

- Event Specific **WhatsApp groups** have been created to share details/ sort queries.
- **Only one teacher in-charge** per school can join the WhatsApp group for each event.

DRESS CODE

- Plain White Shirt (**without school insignia**) with Black Trousers.

LANGUAGE

- The medium of communication for all events shall be **English**.

Cont...



TECHMANTHAN 4.0

General Guidelines

JUDGEMENT

- Participants must use **only the allotted event code** during the presentation; the school name should not be disclosed.
- Each Student can participate in one event only.
- The Organizers and Jury reserve the right to disqualify any participant/ team for not adhering to event rules and regulations.
- **The Decision of Judges** will be final and binding for all.
- Any form of plagiarism will lead to disqualification.

RESULT

- The results for both the online and offline events will be declared on **August 22, 2026**

AWARDS & PRIZES

- All winners will be awarded with trophies, certificates and attractive prizes during **Award Ceremony**.
- The **overall trophy** will be awarded to the school with maximum achievements.
- E-Certificates will be provided to all the participants.

IMPORTANT TO NOTE:

LAST DATE TO REGISTER

July 20, 2026

EVENT SCHEDULE

ONLINE EVENTS

August 21, 2026

OFFLINE EVENTS

August 22, 2026

PROGRAM CO-ORDINATORS:

- Mrs. Maninder Kaur (8146477771)
- Mrs. Mandeep Kaur (9988881885)

For more queries, mail at: bcmaryatechmanthan4@gmail.com

Cont...



TECHMANTHAN 4.0

General Guidelines

ONLINE EVENTS

- Live **ONLINE** events will be conducted on **August 21, 2026**.
- The technical interface to be used is '**Google Meet**'.
- **Timings and URL** will be shared via WhatsApp group.
- One teacher incharge will join the live session from a separate device using the event code.
- To ensure full transparency during online events, the host school will conduct strict invigilation, and participants will be asked to share their screens at any time during the event.

PARTICIPANTS MUST:

- » Ensure that they have a stable and good internet connection.
- » Join their respective event, **10 minutes prior** to the starting time with their allotted event code.
- » Keep their cameras turned ON throughout the event.
- » Keep all the necessary resources ready beforehand.

OFFLINE EVENTS

- **OFFLINE** events will be conducted on **August 22, 2026**.
- All the necessary details will be shared **one week prior** through WhatsApp group.
- No boarding and lodging will be provided by the host school.
- Only one teacher in-charge from each school should accompany all its **participating teams**.





TECHMANTHAN 4.0

Event Information

CATEGORY-A

GRADE I-II



A1

PIXEL TO PLOT
THE STORY CREATION CHALLENGE

PLATFORM: TUX PAINT
ONLINE

A2

PLANET PROTECT
GAME-A-THON

PLATFORM: SCRATCH JR
OFFLINE

CATEGORY-B

GRADE III-IV



B1

BROCHURE BLITZ

PLATFORM: MS POWERPOINT
ONLINE

B2

PIXEL PIONEERS: AQUA OPS

PLATFORM: SCRATCH 3.0
OFFLINE

CATEGORY-C

GRADE V-VI



C1

THE GR8 TEASER

PLATFORM: CANVA
ONLINE

C2

COMIC CONNECTIONS

PLATFORM: MS WORD
OFFLINE



TECHMANTHAN 4.0

Event Information

CATEGORY-D

GRADE VII-VIII >>

D1 PROMPT TO PUBLISH

PLATFORM: ANY AI WEBSITE BUILDER
ONLINE

D2

**FINANCE FLOW
DATA TO DECISIONS**

PLATFORM: GOOGLE SHEETS
ONLINE

D3

**STOP MOTION
VIDEO COMPETITION**

PLATFORM: ANY VIDEO EDITING SOFTWARE
OFFLINE

D4

MATHO-IOT-CHALLENGE

PLATFORM: TINKER CAD
ONLINE

CATEGORY-E

GRADE IX-X >>

E1

SILENCE TO SOUND

PLATFORM: ADOBE PREMIERE PRO
OFFLINE

E2

**TYPOGRAPHY
IMAGE CHALLENGE**

PLATFORM: ADOBE PHOTOSHOP
OFFLINE

E3

SKYRIDERS

OFFLINE





TECHMANTHAN 4.0

Event Information

CATEGORY-E & F

GRADE IX-XII >>

**E&F
1**

VISION2APP

**PLATFORM: MIT APP INVENTOR
ONLINE**

**E&F
2**

**WALK-A-THON
(BIPEDAL ROBOT)**

**PLATFORM: OPEN SOURCE
OFFLINE**

CATEGORY-F

GRADE XI-XII >>

F1

**PICK & SHOOT
INSTANT SHORT FILM CHALLENGE**

**PLATFORM: ANY VIDEO EDITING SOFTWARE
OFFLINE**

F2

TECH KAVACH

**PLATFORM: PYTHON
OFFLINE**

F3

RETRO BRAND RUMBLE

**HYBRID
(ONLINE/OFFLINE)**





TECHMANTHAN 4.0

*Pixel to Plot:
The Story Creation Challenge*

A1

EVENT DETAILS:

CATEGORY: A
PARTICIPANTS: 2

MODE: ONLINE

PLATFORM: TUX PAINT

THEME: PAINT-A-TALE

DESCRIPTION: Step into a world of creativity where participants transform ideas into value-based digital stories using Tux Paint, blending imagination with meaningful expression.



RULES AND REGULATIONS:

- Participants will create a story based on a value-driven theme provided on the spot.
- Participants must use only inbuilt stamps, backgrounds, and tools available in TUX Paint.
- Pre-made or pre-existing slides are not permitted.
- The artwork must be self-explanatory with only a brief one-line caption on each slide.
- The story must comprise a minimum of 8 slides, inclusive of title and moral message.
- **Time Limit: 90 minutes**

SUBMISSION AND PRESENTATION GUIDELINES:

- The final creation must be submitted as a **PDF file** within a **5-minute window** using the allotted login credentials.
- Post submission, the participants shall briefly explain their creation, outlining the theme and the narrative progression.
- **Time Limit: 1-2 minutes**

JUDGEMENT CRITERIA:

THEME RELEVANCE	10
CREATIVITY AND IMAGINATION	10
STORY SEQUENCE AND CLARITY	10
USE OF TUX PAINT TOOLS & STAMPS	10
TECHNICAL EXCELLENCE (Q/A)	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Sonam (8558988888)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Planet Protect
Game-a-thon

A2

EVENT DETAILS:

CATEGORY: A
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: SCRATCH JR

THEME: EcoVerse: Gaming for Sustainable Cities, Life under water & Climate Action (SDG – 11, 13, 15)

DESCRIPTION: Create a functional and playable game that promotes sustainability by fostering awareness and inspiring responsible action through meaningful and immersive gameplay.



RULES AND REGULATIONS:

- Participants are required to use Scratch Jr to create an innovative game aligned with the given theme.
- The use of only inbuilt features and tools of Scratch Jr is permitted.
- The game should be limited to a maximum of two levels.
- Participants may incorporate any one or a combination of specified SDGs.
- **Time Limit: 90 minutes**

PRESENTATION GUIDELINES:

- **Oral presentation** by both the participants, debriefing their game.
- **Time Limit: 1-2 minutes**

JUDGEMENT CRITERIA:

THEME INTEGRATION	10
CREATIVITY AND INNOVATION	10
GAMEPLAY AND FUNCTIONALITY	10
INTERFACE AND AESTHETICS	10
TECHNICAL EXCELLENCE (Q/A)	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Kanika (9814858891)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Brochure Blitz **B1**

EVENT DETAILS:

CATEGORY: B
PARTICIPANTS: 2

MODE: ONLINE

PLATFORM: MS POWERPOINT
2019 OR ABOVE

THEME: Ideas that Speak Through Design

DESCRIPTION: Conceptualize a professional brochure that balances aesthetic brilliance with clear communication.



RULES AND REGULATIONS:

- Participants must design a brochure in Microsoft PowerPoint on a topic given on the spot.
- The brochure should be in portrait orientation and include infographics for better visual appeal.
- Use simple, clear text, relevant images, and creative design elements.
- The brochure must consist of exactly two pages, with well-structured and organized layout.
- Participants may use the internet for reference purposes only; copying designs is strictly prohibited.
- **Time Limit: 90 minutes**

SUBMISSION AND PRESENTATION GUIDELINES:

- The final creation must be submitted as a **PDF file** within a **5-minute window** using the allotted login credentials.
- Post submission, the participants will briefly explain the tools used in creating their design.

JUDGEMENT CRITERIA:

CREATIVITY AND ORIGINALITY	10
THEME RELEVANCE	10
DESIGN AND LAYOUT	10
VISUAL APPEAL	10
TECHNICAL EXCELLENCE (Q/A)	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Ankita (9988552252)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Pixel Pioneers: Aqua-Ops **B2**

EVENT DETAILS:

CATEGORY: B
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: SCRATCH 3.0

THEME: MISSION - BLUE PLANET

DESCRIPTION: Develop a gamified underwater cleanup mission to promote SDG 14 (Life Below Water).



RULES AND REGULATIONS:

- Participants will create a game conveying their message efficiently on the relevant theme.
- No external assets (e.g., pre-made game templates, art, or code libraries) are allowed.
- The game must be an original creation with a minimum of 3 levels developed during the competition.
- **Time Limit: 90 minutes**

PRESENTATION GUIDELINES:

- **Oral pitch** presentation by both the participants, debriefing their game.
- **Time Limit: 1-2 minutes**

JUDGEMENT CRITERIA:

THEME INTEGRATION	10
INTERFACE	10
CREATIVITY AND INNOVATION	10
CORE FUNCTIONALITY	10
ARTICULATION	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Ramanpreet Kaur (9779724705)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

The Gr8 Teaser

C1

EVENT DETAILS:

CATEGORY: C
PARTICIPANT: 1

MODE: ONLINE

PLATFORM: CANVA

THEME: The clock is ticking. The screen is blank. What will you create?

DESCRIPTION: Participants will transform a blank screen into a compelling 60 to 90-second teaser, turning bold ideas into striking visuals and dynamic animations that showcase their creativity.



RULES AND REGULATIONS:

- Topic will be revealed on the spot for teaser creation.
- The participant must share the editable Canva link at the beginning of the event.
- The Participant must design a teaser using a YouTube video format (1920 x 1080 px) or an Instagram Story format (1080 x 1920 px).
- In-built Canva elements and use of Magic Write are allowed.
- Focus should be on text, animation, graphics, backgrounds, and transitions.
- Audio and visual content must be age-appropriate and decent.
- Pre-designed templates are not permitted.
- Final submission format: MP4
- **Time Limit: 60 minutes**

SUBMISSION AND PRESENTATION GUIDELINES:

- The final creation must be uploaded as an **unlisted YouTube link** within a **10-minute** window using the allotted login credentials.
- Participant will play the teaser followed by a Q/A round.
- **Time Limit: 1-2 minutes**

JUDGEMENT CRITERIA:

CREATIVITY & ORIGINALITY	10
TECHNICAL SKILL	10
VISUAL HARMONY	10
AUDIO INTEGRATION	10
TECH PROWESS (Q/A ROUND)	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Mandeep Kaur (9988881885)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Comic Connection **C2**

EVENT DETAILS:

CATEGORY: C
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: MS WORD 2019

THEME: A twist in the ordinary: Turn a simple situation into an unexpected humorous narrative.

DESCRIPTION: Create an original comic strip using provided images and self-written dialogues to tell a meaningful, authentic and engaging story.



RULES AND REGULATIONS:

- The topic will be provided on the spot.
- Participants must create the comic strip using only the images provided; use of external images is not allowed.
- Internet usage is strictly prohibited during the event.
- The comic strip must be designed on a single A3-sized page in landscape orientation.
- The final comic strip must be saved as a PDF file on the desktop and renamed using the School Code.
- **Time Limit: 120 minutes**

PRESENTATION GUIDELINES:

- **Oral pitch presentation** by both the participants, debriefing their script.
- **Time Limit: 1-2 minutes**

JUDGEMENT CRITERIA:

THEME INTEGRATION	10
COMIC LAYOUT AND CREATIVITY	10
CLARITY AND FLOW	10
TECHNICAL SKILL	10
PRESENTATION SKILL	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Seema (9803263379)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Prompt to Publish **D1**

EVENT DETAILS:

CATEGORY: D
PARTICIPANTS: 2

MODE: ONLINE

PLATFORM: ANY AI WEBSITE BUILDER

THEME: GLOBAL FINLENS – A website focusing on finance, geopolitics, and technology.

DESCRIPTION: By blending research with cutting-edge AI tools, explore the dynamic world of global financial technology by designing and publishing a website using AI-powered prompts.



RULES AND REGULATIONS:

- Each participant must design and create a website using AI-generated prompts based on the topic provided on the spot.
- The website should be well-structured, with clearly defined sections aligned to the given topic.
- Participants may refine and iterate prompts to enhance the design, layout, and content quality.
- A prompt log sheet (AI chat/prompt link that clearly records all prompts used throughout the creation process) must be maintained.
- The home page of the website should be named Index.html. The website must be responsive and contain 10 - 15 webpages.
- Ensure that the submission does not use any copyright-infringing material or any logo without permission by the entity that holds the right for its use.
- **Time Limit: 60 minutes**

SUBMISSION AND PRESENTATION GUIDELINES:

- The final submission must be uploaded as a **single PDF document**, including the public link of the published website and the Prompt Log Sheet within a **10-minute window** using the allotted login credentials.
- **Oral pitch presentation** by both the participants, debriefing the R&D.
- **Pitch Presentation: 1-2 minutes, Q/A Round: 2 minutes**
Total Time Limit: 4 minutes

JUDGEMENT CRITERIA:

RELEVANCE TO THE THEME	10
PROMPT QUALITY & CLARITY	20
INTERACTIVE INTERFACE & LAYOUT	10
RESEARCH BASED Q/A	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Shikha (9988124628)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

FinanceFlow: Data to Decisions

D2

EVENT DETAILS:

CATEGORY: D
PARTICIPANT: 1

MODE: ONLINE

PLATFORM: GOOGLE SHEETS

THEME: Think, Calculate, Optimize – Where Finance Meets Formulas.

DESCRIPTION: Transform raw financial data into meaningful insights using Google Sheets. Participants will organize datasets, apply formulas, and interpret results to create a structured and accurate budget model that supports smart decision-making.



RULES AND REGULATIONS:

- Participants will receive the case study at the commencement of the event.
- The Google Sheets link will be shared by the host school one day prior to the competition with each participating school.
- Participants are required to extract relevant data from the given case study as per the instructions and create a structured budgeting worksheet.
- Participants must effectively demonstrate the use of key Google Sheets features, including:
 - **Data Organization**
 - Organize the dataset using appropriate headings, consistent formatting, and a structured layout to ensure clarity, readability, and ease of interpretation.
 - **Data Processing and Analysis**
 - Utilize Google Sheets tools such as formulas, functions, pivot tables, sorting, filtering, conditional formatting, and data validation to systematically analyze and organize the data.
 - **Data Interpretation**
 - Interpret the analyzed data to derive logical conclusions from the budgeting model, highlighting key financial insights and observable trends.
- **Time Limit: 90 minutes**

PRESENTATION GUIDELINES:

- Participants will present their analysis and key findings derived from the Google Sheet, offering a clear, structured, and comprehensive explanation of the calculations performed, along with the insights generated from the data.
- **Presentation: 1-2 minutes, Q/A Round: 2 minutes**
Total Time Limit: 4 minutes

JUDGEMENT CRITERIA:

DATA ORGANIZATION AND STRUCTURE	10
EFFECTIVE USE OF GOOGLE SHEET FUNCTIONS	10
DATA ANALYSIS AND INTERPRETATION	10
ACCURACY OF CALCULATIONS	10
PRESENTATION AND Q/A	10
TOTAL	50



FOR QUERIES:

CONTACT EVENT COORDINATOR

Ms. Simranjeet Kaur (8567815410)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Stop-Motion Video Competition

D3

EVENT DETAILS:

CATEGORY: D
PARTICIPANTS: 3

MODE: OFFLINE

PLATFORM: ANY VIDEO EDITING SOFTWARE

THEME: The frames are still. The story isn't. What will you animate?

DESCRIPTION: Create a stop-motion video by capturing a sequence of still images and combining them to create a smooth, frame-by-frame animation that brings a story or concept to life.



RULES AND REGULATIONS:

- The theme will be announced two days prior.
- Participants must create a stop-motion video by using any media (e.g. clay animation, paper cut-outs, hand-drawn frames, object movement) depicting the theme.
- Video must be smooth and coherent in frame progression.
- Audio must be clear and appropriate.
- Participants must bring their own equipment required for creating the story content or editing the video.
- Avoid the use of copyright material.
- **TIME LIMIT: 120 minutes**
- **Duration of the video: 30 - 60 seconds**
- **Acceptable file type: MP4**

SUBMISSION GUIDELINES:

- The final creation must be uploaded within a **10-minutes window** as an **unlisted YouTube link** through the allotted login credentials.



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Neeraj Kumari (9988133082)

(Only One Teacher In-charge will join the above group)

JUDGEMENT CRITERIA:

THEME INTEGRATION	10
CREATIVITY AND ORIGINALITY	10
VIDEO EDITING TECHNIQUE	15
VISUAL APPEAL	15
TOTAL	50



TECHMANTHAN 4.0

Matho-IOT Challenge **D4**

EVENT DETAILS:

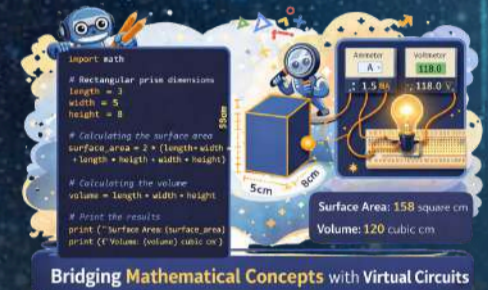
CATEGORY: D
PARTICIPANT: 1

MODE: ONLINE

PLATFORM: TINKERCAD

THEME: Bridging Mathematical Concepts with Virtual Circuits.

DESCRIPTION: Develop a simulation using syntax coding to analyze and demonstrate the solution to a given case-based mensuration problem.



RULES AND REGULATIONS:

- Each participant must design and program a working simulation.
- The participant must share the Tinkercad project resource link personally on WhatsApp at the beginning of the event.
- A case-based question on Mensuration will be provided on the spot.
- Participants must use at least two sensors available in Tinkercad to develop their solution.
- Participants must use text-based coding only; block-based coding is not permitted.
- Coding must be applied to generate outputs and demonstrate the required Mathematical calculations for the given problem.
- Participants should clearly explain the working of the simulation, including sensor inputs, and the Mensuration concepts applied.
- Use of AI is strictly prohibited.
- Participants must ensure a stable internet connection and proper functioning of the Tinkercad platform during the event.
- Participants must present their work by sharing their screen during the event.
- **Time Limit: 90 minutes**

PRESENTATION GUIDELINES:

- Oral presentation by the participant explaining the simulation and mathematical concepts applied.
- **Time Limit: 5 minutes**

JUDGEMENT CRITERIA:

UNDERSTANDING AND APPLICATION OF MENSURATION CONCEPT	10
LOGICAL SOLUTION TO THE GIVEN CASE-BASED PROBLEM	10
EFFECTIVE USE OF SENSORS	10
CODING AND FUNCTIONALITY	10
INNOVATION AND SIMULATION DESIGN	05
EXPLANATION AND PRESENTATION	05
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Gurpreet Kaur (9888925210)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Silence to Sound

E1

EVENT DETAILS:

CATEGORY: E
PARTICIPANTS: 1

MODE: OFFLINE

PLATFORM: ADOBE PREMIERE PRO 2023

THEME: Audio Alchemy: Transforming Visuals Through Sound

DESCRIPTION: Re-envision a given video clip by harnessing sound as a powerful creative tool to craft an entirely new interpretation, while preserving the original visuals.



RULES AND REGULATIONS:

- A short video clip (2-3 min) will be provided to participants on the spot.
- The original video visuals must not be trimmed, cut or modified.
- Participants may add:
 - Background music
 - Sound effects
 - Captions or subtitles
 - AI-generated audio/voiceover
- All content must be age-appropriate and decent.
- Language no bar.
- Internet access will be provided.
- **Time Limit: 90 minutes**

SUBMISSION GUIDELINES:

- **File Format: MPEG4**
- Export and Save the final video on the desktop with your School Code as the file name.

JUDGEMENT CRITERIA:

CREATIVITY & IMAGINATION	10
AUDIO SYNCHRONIZATION WITH VISUALS	10
AUDIO MIXING & BALANCE	10
CAPTION/NARRATION CLARITY & RELEVANCE	10
OVERALL IMPACT	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Shelly Uppal (9781112800)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Typography Image Challenge

E2

EVENT DETAILS:

CATEGORY: E
PARTICIPANT: 1

MODE: OFFLINE

PLATFORM: ADOBE PHOTOSHOP

THEME: Explore the power of typography, blending creativity and imagination.

DESCRIPTION: The competition aims to develop artistic expression, digital creativity, allowing participants to discover how words can go beyond language and become powerful visual art.



RULES AND REGULATIONS:

- Focus Element to design a typograph will be provided on the spot.
- Through innovative use of font styles, sizes, colors, and placement, participants will create visually appealing typographs that communicate an idea or theme; use of images is not allowed.
- Use English Words Relevant to the Theme. Repetition of words should not be there.
- Limited time will be given to search for the vocabulary.
- Text may be stylized or shaped creatively but must remain clearly readable.
- Minimum 25 words.
- The design and vocabulary should clearly reflect the theme.
- Only Original design is allowed. (AI generated/ Obscene language, harmful imagery, or inappropriate themes will lead to disqualification.
- **TIME LIMIT: 90 minutes**

PRESENTATION GUIDELINES:

- File Format: JPEG or PNG only.
- Minimum resolution: 720p, aspect ratio 16:9/ 9:16.
- Once your typography masterpiece is complete, save your final design on the desktop with your school code.

JUDGEMENT CRITERIA:

CREATIVITY & ORIGINALITY	10
RELEVANCE TO THEME	10
LITERARY CONTENT (CHOICE OF WORDS)	10
TYPOGRAPHY & LAYOUT	20
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Gaganpreet Kaur (9914064488)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Skyrider **E3**

EVENT DETAILS:

CATEGORY: E

PARTICIPANT: 1

MODE: OFFLINE

DESCRIPTION: A thrilling drone challenge where pilots navigate through an obstacle course filled with hurdles, testing their precision, control and drone maneuvering skills.



RULES AND REGULATIONS:

- **DRONE SPECIFICATIONS:**

Drones must not exceed 25 cm in length, width or height and 250 g in weight.

- **OBSTACLE COURSE:**

The course includes designated starting and landing points, with challenges such as tunnels, cones, gates and other obstacles.

- **SAFETY:**

All drones must have safety features such as propeller guards. Pilots must operate within marked arena boundaries. Safety personnel will be present throughout the event.

PRESENTATION GUIDELINES:

- Successfully completing the course earns **50 points**.
- The **top 3 fastest** will receive additional points:
 - 1st place: 20 points**
 - 2nd place: 15 points**
 - 3rd place: 10 points**



FOR QUERIES:
CONTACT EVENT COORDINATOR
Mr. Nitin (6239722871)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Vision2APP



EVENT DETAILS:

CATEGORY: E & F
PARTICIPANTS: 2

MODE: ONLINE

PLATFORM: MIT APP INVENTOR

THEME: FinBuild: The Asset Arena

DESCRIPTION: Design a user-friendly digital application that perfectly aligns with the theme, incorporating all relevant aspects and delivering innovative, practical solutions.



RULES AND REGULATIONS:

- Topic will be revealed on the spot for APP creation.
- Give a pertinent name to the App.
- Participants may use open-source extensions.
- The APP should be chiselled distinct.
- The interface of the app should be USER-FRIENDLY.
- **Time Limit: 90 minutes**

SUBMISSION AND PRESENTATION GUIDELINES:

- Submit a **Google Drive link (in shareable mode)** that includes a compressed folder of the complete source code within a **10-minutes window** using the allotted login credentials.
- **Presentation: 2-3 minutes, Q/A Round: 2 minutes**
Total Time Limit: 5 minutes

JUDGEMENT CRITERIA:

THEME INTEGRATION	10
CREATIVITY AND IMAGINATION	10
TECHNICAL EXCELLENCE (Q/A)	10
UTILITY	10
Q/A ROUND	10
TOTAL	50



FOR QUERIES:

CONTACT EVENT COORDINATOR

Ms. Urvashi Bhardwaj (9915953687)

Ms. Prabhsimran Kaur (8427989231)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Walk-A-Thon
(Bipedal Robot)

E & F2

EVENT DETAILS:

CATEGORY: E & F
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: OPEN SOURCE

THEME: Open-source robotics for autonomous biped walking.

DESCRIPTION: An open-source bipedal robot designed to operate autonomously, demonstrating stable and precise walking in a straight line within a defined arena.



RULES AND REGULATIONS:

- The bipedal (two-legged) walking robot must be pre-assembled. The use of wheels, tracks, or any sliding mechanisms is strictly prohibited.
- The coding must be done at the venue itself.
- The robot must not exceed the dimensions of **30 cm (Length) × 30 cm (Breadth) × 50 cm (Height)**. The size must remain constant throughout the run.
- The robot should be constructed using educational or commercially available robotic kits and must be powered solely by batteries.
- The robot must function in a fully autonomous mode. No manual control, remote operation or external intervention is permitted.
- The robot is required to walk in a straight line and successfully cover a **distance of 8 feet** on a flat track.
- Each team will be given one official attempt, with a **maximum time limit of 8 minutes** to complete the task.
- No human interaction with the robot is allowed once the run has commenced.

ADDITIONAL POINT SYSTEM:

- The top 3 fastest will receive the additional points:
 - 1st place: 20 points**
 - 2nd place: 10 points**
 - 3rd place: 5 points**
- Each foot crossed successfully = **+1 point**
(These points are additional and reward progress even if the full task is not completed)

JUDGEMENT CRITERIA:

CODING & INNOVATION	40
STABILITY	20
DESIGNING	20
WALK COMPLETION	20
TOTAL	100



FOR QUERIES:
CONTACT EVENT COORDINATOR
Er. Varun Anand (9814814949)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Pick & Shoot - Instant Short Film Challenge

F1

EVENT DETAILS:

CATEGORY: F
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: ANY VIDEO EDITING SOFTWARE

THEME: A surprise theme, limited time, and unlimited imagination—prove your filmmaking skills!

DESCRIPTION: Create a 1-minute short film showcasing creativity, storytelling, teamwork, and technical proficiency



RULES AND REGULATIONS:

- Each team will be assigned a unique theme on the spot.
- The host school campus will serve as the filming location.
- Participants are required to bring their own devices for recording and editing.
- Entire film must be shot and edited during competition time.
- AI-generated scripts, visuals, or pre-recorded videos are not allowed.
- Obscene language, harmful imagery, or inappropriate content will lead to disqualification.
- Only copyright-free background music can be used.
- **Time Limit (Recording & Editing): 90 minutes**

SUBMISSION FORMAT:

- **File Format: MP4**
- The final creation must be uploaded as an **unlisted YouTube link** within a **10-minutes window** using the allotted login credentials.

JUDGEMENT CRITERIA:

THEME RELEVANCE	10
CREATIVITY AND INNOVATION	10
DIRECTION AND VISUALS	10
TECHNICAL QUALITY	10
COHERENCE	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Sandeep Kaur (8196023170)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Tech Kavach **F2**

EVENT DETAILS:

CATEGORY: F
PARTICIPANTS: 2

MODE: OFFLINE

PLATFORM: PYTHON
(IDLE/ JUPYTER NOTEBOOK)

THEME: Python for Ethical AI & Cyber Awareness

DESCRIPTION: Create a Python-based solution that addresses AI-related cyber issues while promoting ethical practices, cyber awareness, and responsible use of technology.



RULES AND REGULATIONS:

- The solution must demonstrate ethical use of AI and awareness of cyber security principles.
- Only offline resources and pre-installed libraries are permitted.
- Any requirement for additional Python libraries must be communicated to the organizing committee at least one week in advance; no installations will be allowed during the event.
- Internet access will be strictly prohibited during the competition.
- **Time Limit: 90 minutes**

PRESENTATION GUIDELINES:

- The **oral presentation** should clearly cover the problem statement, underlying logic, solution and ethical relevance.
- **Pitch Presentation: 2-3 minutes, Q/A Round: 2 minutes**
Total Time Limit: 5 minutes

JUDGEMENT CRITERIA:

PROBLEM IDENTIFICATION & RELEVANT SOLUTION	15
CODE STRUCTURE	10
INNOVATION & CREATIVITY	10
PRESENTATION	05
Q/A ROUND	10
TOTAL	50



FOR QUERIES:
CONTACT EVENT COORDINATOR
Ms. Ambica Soni (9988295515)

(Only One Teacher In-charge will join the above group)



TECHMANTHAN 4.0

Retro Brand Rumble

F3

EVENT DETAILS:

CATEGORY: F

PARTICIPANTS: 2

MODE: HYBRID (ONLINE/OFFLINE)

THEME: Upgrade over replace: Reviving brands, Creating innovations.

DESCRIPTION: Reinvent existing products into next-generation, market-ready innovations, elevated through impactful branding, creative positioning and a powerful new identity.



RULES AND REGULATIONS:

PRODUCT INNOVATION

- Participants must enhance an existing analog product by adding smart or innovative features without compromising the originality of the product.
- Permanent changes such as drilling, cutting, soldering, or altering the structural integrity of the product are not allowed.
- Enhancements must use only non-invasive methods like clamps, straps, adhesives or magnets. The setup should be fully removable, restoring the product to its original state without leaving any marks or damage.
- All modifications must be safe to use. No sharp edges, exposed wires or unsafe mechanisms are allowed.

PRODUCT BRANDING

- Participants must develop a complete identity for their product, including:
 - Product Name
 - Logo
 - Tag Line
 - Advertising Banner
- All branding elements must be original and created by the participants.

PRESENTATION GUIDELINES:

- Each team will pitch their upgraded product.
- For offline participation, teams should bring the product and must deliver a persuasive product pitch highlighting its features, practical utility, and compelling reasons for purchase.
- The presentation should clearly reflect the product's value, target audience, and market appeal, followed by a question & answer round.
- **Pitch Presentation: 2-3 minutes, Q/A Round: 2 minutes**
Total Time Limit: 5 minutes

JUDGEMENT CRITERIA:

UTILITY & DESIGN	10
USE OF IOT	10
REBRANDING	10
PITCH PRESENTATION	15
Q/A ROUND	05
TOTAL	50



FOR QUERIES:

CONTACT EVENT COORDINATOR

Ms. Gagandeep Shukla (9872860084)

(Only One Teacher In-charge will join the above group)



Code Create Conquer

with AI



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