



Dear school Principal,

Greetings for the day.

Time and again, St. Peter's College has set very high standards in the field of technical and scientific achievements, organizing and supporting all endeavours aimed at spreading knowledge. In keeping with a Tradition we began the previous year, we, the students of the Computer Club of St. Peter's College, Agra are pleased to inform you and to cordially invite you to **TECHNOMATICA 2015** WHICH WILL BE HOSTED ON 31st JULY, 2015.

TECHNOMATICA 2015 is an endeavour towards bringing together brilliant young minds to demonstrate their technical and creative skills while collaborating and learning from each other's knowledge and experience. It is an event aimed at bringing out the best in all the participants by means of competitions among the best students from all schools.

The event will consist of various competitions which are from the various walks of the technical arena and will include other thrilling and enriching activities for participants. The competitions are for the students of classes IX, X, XI and XII.

We would like to thank our principal Rev. Father Paul Thannickal, under whose able guidance we are organizing this fest and without whose expert advice none of this would have been possible. He has been an inspiration for us all.

This event is the only student coordinated fest in Agra organized at such a massive scale. It has been developed and conceptualized in a manner so as to make it a vehicle for the flowering of scientific and technical talent among students. The **TECHNOMATICA 2015** is an attempt at kindling in the young minds a desire to learn and to transform the way

they see technology- from being just a high sounding world to a revolutionary tool of infinite potential.

We promise you that your students will go back highly enriched with new skills, wider vistas, novel ways of thinking, and, above all, with greater enthusiasm for science, technology and computing- the key ingredient for becoming world class scientists, leaders of innovation and above all citizens that the society shall be proud of.

We look forward to an enthusiastic participation in ***TECHNOMATICA - 2015*** by a student team from your school, under your own leadership or that of your computer or science teachers. Your presence and whole hearted participation will make ***TECHNOMATICA-2015*** a grand success. We look forward to welcoming you warmly to ST. PETER'S COLLEGE.

Yours Sincerely,
Atishay Jain (College Captain)
Anmol Gupta (President Computer Club)
Anshul Saxena (Captain Peters House)
Ninaad Marsh Milton (Basketball Captain)

Rev. Fr. Paul Thannickal,
PRINCIPAL

RULES & REGULATIONS

1. All interested schools must send their participants with one teacher in charge preferably computer teacher as their team leader.
2. The participating schools are permitted to bring 12 participants from senior category (classes IX, X, XI and XII).
3. One participant is allowed to take part in only one competition.
4. Students are requested to come in full uniform for competitions. They must wear their identity cards all through the day.
5. Team leaders are personally responsible for the conduct of team members and are requested to maintain discipline and decorum at all times.
6. The participants are not allowed to bring cell phones, with an exception to those participating in The Scavenger Hunt or The Perfect Shot.

AWARDS FOR MERIT/PARTICIPATION

Point system: Teams/ Participation will be awarded points as follows:

First: 5 points

Second: 3 points

Third: 2 points

The teams scoring the maximum number of points shall win the BEST TEAM TROPHY.

TEAM TROPHY: There will be one best team which will be decided on the basis of the points scored in various events.

INDIVIDUAL TROPHIES: In addition to the BEST TEAM TROPHIES, individual trophies and certificates shall be awarded to all winners and runners up in individual events.

PARTICIPATION CERTIFICATES: The participation certificates shall be awarded to all the participating team members.

THE TIMELINE

WELCOME

COMPETITIONS:-

- **DARE TO QUIZ**
- **WAR OF WORDS**
- **CODING WIZARD**
- **THE PERFECT SHOT**
- **SOLVE-ATION**
- **GAMATHON**
- **SCAVENGER HUNT**

TEA BREAK

CLOSING CEREMONY

DARE TO QUIZ

(COMPUTER QUIZ)

1. The competition will be held in two rounds. First written and the second will be live quiz.
2. All schools can participate in the first round.
3. The first round will be a written one which will include questions based on the basic understanding of computers, technology, computer languages, IT, etc.
4. 6 teams shall be selected from the first round.
5. In case there is a tie and more than 6 teams qualify, a short test of 5 minutes will be conducted to choose the top six teams.
6. The second round will be on stage and will comprise questions regarding People related to the IT sector, some common technical terms, questions related to basic knowledge of programming, et cetera.

PARTICIPANTS: 2 from each school

VENUE: Round 1- Chemistry Lab

Round 2- Multipurpose Hall

WAR OF WORDS

(DEBATE)

1. The competition will consist of one round only.
2. The topic shall be provided to the participant schools 2 days before the competition.
3. All the participants will be required to speak **BOTH FOR and AGAINST** the given Topic.
4. The Topic will be related to computers and technology.
5. Time Limit is 2+2 minutes (2 minutes to speak for the Motion and two minutes to speak against the motion).
6. The participant will be judged on the basis of matter, expression, clarity of speech, pronunciation and vocabulary.
7. There will be no rebuttal round.
8. PARTICIPANT: 1 from each school.
9. VENUE: Cultural Hall.

CODING WIZARD

(PROGRAMMING)

1. A team of two students will participate in the competition.
2. The aim of this competition is to test the participant's overall programming skills by:
 1. Programming solutions to problems
 2. Debugging & Code Understanding
3. The programs have to be developed & debugged in JAVA (Blue-J) OR C++.
4. DURATION: A total time of two hours will be given to each team. This period includes the time on the computer also.
5. The judgment of the competition will be on the basis of correct solution and the logic of the program.

PARTICIPANTS: 2 from each school.

VENUE: Computer Lab 2

THE PERFECT SHOT

(PHOTOGRAPHY COMPETITION)

1. Participants have to bring their own camera (Simple Digital or DSLR) and a laptop to edit the picture.
2. The topic will be given on the spot.
3. Each participant has to submit only one picture.
4. Participant may also need to explain the picture.
5. DURATION: 1 hour 30 minutes (editing included)
6. PARTICIPANT: 1 from each school.
7. VENUE: Will be given on the spot.

SOLVE-ATION

(REASONING TEST)

1. The questions will be based on
 - a. English (Comprehension and Grammar)
 - b. Mathematics (Class XI and XII)
 - c. Logical Reasoning (Verbal and Non-Verbal)
2. There will be only one round.
3. There will be negative marking.
4. For each right answer 4 marks will be given.
5. For each wrong answer 1 mark will be deducted.
6. The students will be given a separate sheet for marking the answers.

PARTICIPANTS: 2 from each school.

VENUE: Examination Hall

DURATION: 1 hour 30 minutes.

GAMATHON

(GAMING COMPETITION)

1. The Competition will be held using **COUNTER STRIKE CONDITION ZERO** as the game for competing.
2. There will be 2 participants from each school who will play as a team progressing upwards hierarchically in a series of matches between teams from different schools.
3. Each game will involve 4 players: 2 human players and 2 bots.
4. After a series of matches the teams winning the most matches will reach the final stage.
5. The use of any Cheat Codes or other inappropriate/dishonest practices shall result in the **IMMEDIATE DISQUALIFICATION** of that **TEAM**.

PARTICIPANTS: 2 from each school

VENUE: Computer Lab

SCAVENGER HUNT

(TREASURE HUNT)

1. A team of two students will participate in the competition.
2. The Aim of this event is to test the participants' skills in solving clues based on simple logic and to make them think out of the box.
3. The participants will **WORK AS A TEAM** and will be provided with a Map of the school .They will be given a clue which would lead to another clue hidden **INSIDE** the school premises.
4. The participants will be required to successfully solve 4 quests in order to win the competition.
5. The duration for the event will be 1 hour and 30 minute
6. The participants of this event are encouraged to **carry a Mobile phone and/or a laptop** (or notebook) with a fully functional, high speed **Internet connection** as these may be required for solving some of the Quests and clues. The possession of these devices is highly recommended and could directly influence the outcome of the competition. **(Please note that neither the school nor the organizers shall hold any responsibility for non - functional Internet connections, low battery problems in laptops/phones or any other software or hardware related fault in the devices brought by the participants.)**
7. In case of no team being able to complete the Competition, the team(s) with the highest number of successfully solved quests will be awarded the winner.

PARTICIPANTS: 2 from each school.

ORGANIZERS:

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EVENT LEADERS:

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CALLING TIME IS FROM 6 P.M. TO 9 P.M.