

MOVIE MAKING - STORIES CAN INSPIRE CHANGE

A story around you which has made or brought an amazing change in the world or your community or on you

INDUSTRIAL DESIGN - WATER AND OUR FUTURE

The shortage of water for human use is one of the biggest challenge faced by us today, even though Earth is covered by 70% water

Brief- How can we reimagine the role of water in bathrooms, for an urban city home (apartment or bungalow) You can focus on three areas: shower, washbasin, toilet and think of three approaches - reduce, reuse and recycle.

Deliverables-

- A concept drawing explaining the working of your idea
- Explanation of how people will use your solution
- A before and after scenario which highlights the USP of your solution

GRAPHIC DESIGN - DESIGN A LOGO FOR INDIA'S MISSION TO JUPITER

India is making great strides in space exploration and is applauded for its frugal and efficient approach. How can this achievement be leveraged?

This logo needs to capture and reflect:

1. Frugal and efficient approach of India
2. Spirit of space exploration

Deliverables-

- One sheet showcasing your explorations
- A clear illustration of the logo you have designed
- A short concept note explaining your design

APP DESIGN - INDIA'S ENDANGERED ANIMALS

Participants are expected to create an app that not only spreads awareness about endangered animal species of India, but also campaigns for their preservation and protection.

Project Submission Deadline - 9th August 2019

Kindly refer project submission guidelines mentioned on our website

The Theme for Game Design Category will be released on 9th Aug 2019

Guidelines

- Parking Facility is not available inside the School
- Entry will be given at the Venue after 9:30 am, Students are expected to reach on time
- Competition will start at 10:00 am sharp
- It is mandatory for Students to carry their School ID Card
- All Teams are required to carry their own laptop
- No team will be provided any hardware or software at the venue
- Students are advised to bring their own Lunch Boxes (*Carry some dry snacks along with your Lunch Box*)
- Students will be allowed to consume lunch at a given time slot only in the Cafeteria
- Teams should maintain discipline at the competition venue
- It's an Open Competition Platform, Teams can use any Software to build their respective game
- On the same day results will be announced & Prizes will be distributed
- Teams are not allowed to leave the competition venue at any point of time without informing the Organizing team