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ST.MARY'S ACADEMY MEERUT

COSMA

SEASON XVII

28th September 2024

LIST OF EVENTS

1. SHUTTER SYNC – PHOTOGRAPHY
2. MIND BYTES – QUIZ
3. SYNCHRO-MOTION – ANIMATION CREATION
4. PIXEL PALETTE – DIGITAL ART
5. PIXEL BEATS – MUSIC VIDEO
6. DIGITAL GRAND PRIX – GAMING
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SHUTTER SYNC - PHOTOGRAPHY
CLASSES - IX TO XII

No. of Participants – 1

- The participant is required to bring his/her own equipment and shoot in the host school's premises only.
- The participants are allowed to use only a DSLR camera.
- SD cards are to be submitted at the registration desk for formatting.
- The participants will be alloted 2 hours to shoot.
- Only 1 photo per participant is to be submitted.
- The use of editing or any sort of photo enhancement including mobile photography will lead to immediate disqualification.
- A short caption describing the photo is optional.

Judging Criteria:
  Composition
  Colour and lighting
  Creativity and orginality
  Aesthetic appeal
  Viewer Engagement

MIND BYTES - QUIZ

CLASSES - IX TO XII

No. of participants - 2

- There will be 2 rounds for this event.

- In the preliminary round the participants from each school would be given the same set of questions.
The 4 teams with the maximum number of correct answers would go to the final round.

- The final round will be a head-to-head round among the 4 teams selected from the preliminary round.

- Please note that only tech related questions will be asked.

SYNCHRO-MOTION -ANIMATION CREATION

CLASSES - IX TO XII

- Only 1 student is allowed to represent the school for the event.
- The participants are to make an animated video for the COSMA Logo which can be downloaded from the COSMA website.
- The animation can be made on premiere pro or after effects. Please note that no templates are to be used i.e.- The animation has to be made from scratch.
The time limit of the animation should be 5-15 seconds, exceeding the time limit will lead to immediate disqualification.
- The project file and the final animation must be submitted in MP4 format as a drive link. The drive link is to be mailed to the given e-mail id cosma2k24@gmail.com by September 24th.

Sound effects are optional for the animation video.

Judging Criteria:
1. Attention to Detail
2. Colour and Lighting
3. Composition

PIXEL PALETTE - DIGITAL ART

CLASSES - IX TO XII

No. of Participants – 2
The duration of the event - 2 hours.

- The participants of the following event are to make an artwork of a theme provided by the host school showcasing their creativity and artistic skills.
- Please note that the participants are to make the artwork from scratch without the use of any templates or pre-made resources.

- It is mandatory for the participants to draw the artwork on a piece of paper and to submit it to the event in-charges, before starting with the digital creation of the artwork, Their digital artwork should be similar to the rough sketch submitted to the in-charges.

- The theme of the art will be revealed on the day of the event. Software to be used: Procreate, MS Paint, Sketchbook, Adobe Frescoes

Judging Criteria:
  Art Style Quality
  Originality
  Relativity of the artwork to the provided theme

ACCESS CARD

PIXEL BEATS - MUSIC VIDEO

CLASSES - IX TO XII

Maximum 4 students are allowed to represent the school for the event.

However, there's no limit to the number of characters in the video.

- The music video can be shot anywhere. (within your school campus or outside).
- The host school would provide the song to each team for their music videos.
- The time limit of the video should be 2-2.5 minutes, the song can be trimmed accordingly.
- The file is to be named in the format "SchoolName_MusicVideo.mp4".
- Showcasing illegal activities, substances, and practices is strictly prohibited, and will lead to immediate disqualification.
- All entries (final music video and behind-the-scenes) must be submitted in MP4 format as a drive link. The drive link is to be mailed to cosma2k24@gmail.com by September 24.

Judging criteria:
1. Cinematography
2. Storytelling
3. Editing

DIGITAL GRAND PRIX - GAMING

FIFA 2023

CLASSES - IX TO XII

The game being conducted is FIFA.
Number of participants from each school - 1
Game Duration: Each match will be 6 minutes per half.

- Every round will be an elimination round. Fixtures will be disclosed at the final day only.
- Weather: Randomized weather settings will be used.
- Golden Goal: In case of a draw after regular time, the match will proceed to a "Golden Goal" format. The first team to score wins.
- Fair Play: Any form of cheating, including manipulating the game settings, will result in immediate disqualification.
- Controller Settings: Participants may customize their controller Binds before the match, but must use standard controls.

FILM FLUX - REEL

CLASSES - IX TO XII

No. of Participants – 3 (Editor-1 and 2 for shoots and assistance)

- Each team will have to make a Product Advertisement (Reel/YouTube short). The hero product for your respective reels will be disclosed on the day of the event.

- The duration of the video should be less than 1 minute. The video will be shot as well as edited within the host school's campus.
- The video has to be shot strictly with a smartphone. Each team will have 3 hours to make their reel. (recording and editing inclusive). Participants have to bring their own laptop to edit their reels. Editing software/s allowed: Adobe Premiere Pro, Adobe After Effects, Final cut pro, Da Vinci Resolve. Teams can bring additional gear to shoot their videos. For example: tripods, green screens, backgrounds, microphones, etc. Background music may be added.

Judging criteria:
Creativity
Effective Sale Impact of the Advertisement
Effects (colour grading, etc.)
Storyline of the product
Overall Look and Experience

SYMPOSIUM
CLASSES - IX TO XII

No. of participants - 2 (Speaker and a PowerPoint presenter)

Each participating team would be given three minutes to present their views on any one of the topics given:

- Tech enabled authoritarianism: the rise of digital dictatorship?

- Is it acceptable for governments to access personal data in the name of national security, or should privacy always take precedence?

- The participant may choose to speak in favour or against the motion. Participants should avoid reading from a previously prepared script, any paper or aid.

- A warning bell will be rung after two minutes followed by the final bell at the end of the third minute. Continuation thereafter, will lead to deduction in marks.
  The speakers will address the chair only. Unparliamentary language or personal comments are not allowed. Such violations may lead to disqualification.

- Each speech will be followed by a lively rebuttal with only 1 question being asked from each speaker. There will be no cross-questioning. Speakers will be adjudged on the following criteria:
  Content
  Delivery (Style, fluency, poise)
  Diction
  Rebuttal Answer.
  Each school must bring and submit the presentation(ppt) in their respective pen drives.
  The presentation must also be uploaded on the drive the link of which should be shared on cosma2K24@gmail.com.

AD-ZAP

ADVERTISEMENT

CLASSES - VI TO XII

The maximum number of participants - 6 (5 actors and 1 presenter)

Participants from each school are required to prepare an advertisement for an imaginary product. The product must be from the following categories:

i) Magical Pillow

ii) Earbuds with supernatural power

The final act must be enacted on stage on the day of the Event.

Time duration for the act should be a maximum of 5 minutes (2 minutes for stage setting and 3 minutes for enactment)
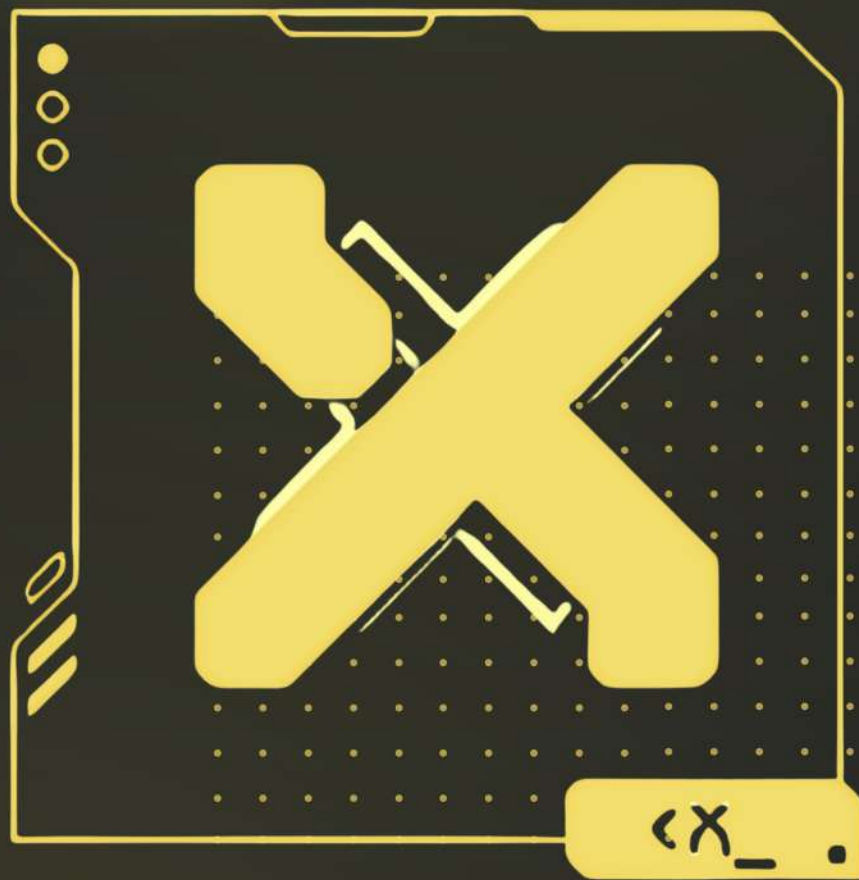
The participating teams can make a background presentation with music or sound effects which can then be run from the AV Room.

Each team should have a participant who will carry a pen drive with their presentation and play it on the day of the Event.

The script and the presentation of your Advertisement have to be submitted to the host school by September 24th on cosma2k24@gmail.com.

OBJECTIONABLE ACT OR LANGUAGE WILL LEAD TO IMMEDIATE DISQUALIFICATION.

EVENT

CLASSES - VI TO XII

No. of participants: 2

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00100000 01100110 01101111 01110010 00100000
01110011 01110101 01110010 01100101 00100000
00111010 00101001

ALGO-ARENA - CODING

CLASSES - X TO XII
No. of Participants – 2

- Each participating team would be required to design the logic and write the code for the given problem which will be assigned at the start of the event.

- The number of programs to be coded would be revealed at the inception of the event.
  The duration of the event will be 1 Hour and 30 Minutes.

- The language to be used for coding can either be one of these languages: JAVA, C++ or Python.

  The code editors allowed are:
  Java: BlueJ
  Python: IDLE
  C++: Turbo C++

  The duration of the event is 1.5 hrs.

WEB QUANTUM - WEB DEVELOPMENT

CLASSES - VI to VIII

No. of Participants - 2

- Participants will work together as a team.
  Machines will be provided by the host school for this event.
- Resource Limitation: Participants are allowed to use only the resources provided by the Host School. No external resources or internet access will be permitted during the competition.
- The host school will provide a curated set of reference material and tools necessary for website development. The theme and data for the website would be given on the spot to the participants.

- Live Coding Requirement: You must write the code for at least two web-pages during the event. You cannot use any pre-written code or templates. Failing to comply with the rules will result into immediate disqualification.
  Code Editors Allowed: Notepad or Visual Studio Code

  Judging Criteria:
  a. User Interface
  b. Data Presentation
  c. Indentation
  d. Theme and colour selection
  e. Creativity

FOR MORE INFORMATION
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