



DELHI PUBLIC SCHOOL
INTERNATIONAL SAKET PRESENTS

INTER SYNTAX 2025

EVENT
BROCHURE



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/ABOUT US

DPS INTERNATIONAL, SAKET WELCOMES YOU TO SYNTAX V9.1 TO BE HELD OFFLINE ON 26TH JULY 2025, IN OUR SCHOOL PREMISES. WE AIM TO GIVE YOUNG IT ENTHUSIASTS A PLATFORM TO PORTRAY THEIR TECHNOLOGICAL SKILLS AND PROWESS. WITH THE FIRM BELIEF THAT IT IS POSSIBLE TO EXPLORE NEW HORIZONS OF TECHNOLOGY THROUGH INNOVATION AND PRACTICAL LEARNING, WE TAKE GREAT PLEASURE IN INVITING YOU TO PARTICIPATE IN SYNTAX V9.1

LINK FOR REGISTRATION:

<https://forms.gle/LyR2Qd4CyAoxmF619>

LINK FOR WEBSITE:

<https://syntax-inky.vercel.app>

/CONTACT US

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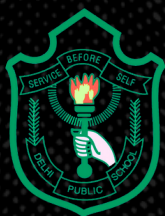
ADDRESS:

DPS INTERNATIONAL,

P-37 BIRLA VIDYA NIKETAN MARG,

SECTOR 6 PUSHP VIHAR,

NEW DELHI 110017



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/EVENTS

EVENT NAME	NUMBER OF PARTICIPANTS	MODE	ELIGIBILITY
CROSSWORD	2	OFFLINE	5TH-12TH
DESIGNATHON	2-4	HYBRID	9TH-12TH
GAMING	2	HYBRID	9TH-12TH
GRAPHIC DESIGN	1-2	OFFLINE	9TH-12TH
GROUP DISCUSSION	1	OFFLINE	9TH-12TH
HACKTHON	2-5	ONLINE	9TH-12TH
MOVIE MAKING	1-4	ONLINE	9TH-12TH
PHOTOGRAPHY	2	OFFLINE	7TH-12TH
POWERPOINT	2	OFFLINE	5TH-10TH
PROGRAMMING	2	OFFLINE	9TH-12TH
QUIZZING	2	OFFLINE	9TH-12TH
SPLICE	1-2	ONLINE	9TH-12TH
SURPRISE	3	OFFLINE	8TH-12TH



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/DESIGNATHON

PROMPT: WILL BE RELEASED ON THE DISCORD SERVER

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2-4

MODE: HYBRID

EVENT RULES:

1. EACH TEAM MUST COMPLETE ANY 5 DELIVERABLES FROM THE OFFICIAL DELIVERABLES LIST (SHARED ON DISCORD). THESE WILL SPAN BOTH DESIGN AND MARKETING STRATEGY SUCH AS DESIGNING POSTERS, BUILDING A WEBSITE, CRAFTING A GO-TO-MARKET PLAN, DEVELOPING A BRAND IDENTITY, AND MAKING A PITCH DECK. YOUR AIM IS TO BUILD A COMPLETE BRAND CONCEPT, COMBINING STRONG VISUALS WITH A COMPELLING MARKETING NARRATIVE, AND PRESENT IT AS A POLISHED, PROFESSIONAL CAMPAIGN.
2. ALL ONLINE SUBMISSIONS MUST BE COMPLETED WITHIN THE GIVEN DEADLINE. LATE SUBMISSIONS WILL NOT BE CONSIDERED.
3. DURING THE EVENT, 3 SURPRISE TASKS WILL BE RELEASED. THESE ARE OPTIONAL BUT HIGHLY ENCOURAGED, AS THEY CONTRIBUTE TO THE FINAL SELECTION.
4. SHORTLISTED TEAMS FROM THE ONLINE ROUND WILL BE INVITED TO PRESENT THEIR PROJECT LIVE TO A PANEL OF JUDGES ON 26TH JULY DURING SYNTAX.
5. ALL WORK MUST BE ORIGINAL AND CREATED WITHIN THE EVENT DURATION. USE OF PRE-MADE TEMPLATES OR PLAGIARIZED CONTENT WILL LEAD TO DISQUALIFICATION..
6. ALL IMPORTANT UPDATES – INCLUDING DELIVERABLES, DEADLINES, AND SURPRISE TASKS – WILL BE COMMUNICATED EXCLUSIVELY VIA DISCORD. STAY ACTIVE AND CHECK REGULARLY

JUDGING CRITERIA:

CREATIVITY

ORIGINALITY

RELEVANCE TO THE GENRE

ANIMATIONS



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/GAMING

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE:

PRELIMS (ONLINE): ROCKET LEAGUE

FINALS (OFFLINE): RANDOM PSS GAMES (2V2)

EVENT RULES:

1. TEAMS WILL COMPETE IN 2V2 ROCKET LEAGUE MATCHES.
2. THE TOURNAMENT WILL FOLLOW A SINGLE-ELIMINATION BRACKET FORMAT.
3. THE TOP 4 TEAMS FROM THE ONLINE PRELIMINARY ROUNDS WILL ADVANCE TO THE OFFLINE FINALS.
4. CHEATING OR USE OF HACKS WILL RESULT IN IMMEDIATE DISQUALIFICATION.

ROCKET LEAGUE:

1. TEAMS WILL COMPETE IN 2V2 ROCKET LEAGUE MATCHES.
2. THE TOP 4 TEAMS FROM THE ONLINE PRELIMINARY ROUNDS WILL ADVANCE TO THE OFFLINE FINALS

FINALS:

1. THE TOP 4 SCHOOLS WILL COMPETE IN A 2V2 TOURNAMENT FOR THE GRAND FINALE.



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/CROSSWORD

PROMPT: WILL BE GIVEN ON THE SPOT

ELIGIBILITY: 5-12

NUMBER OF TEAMS PER SCHOOL: 2

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EVENT RULES:

1. NO EXTERNAL HELP IS ALLOWED / NO INTERNET
2. THERE WILL ONLY BE 30-45 MINUTES FOR THE TEAM TO FINISH THE CROSSWORD

JUDGING CRITERIA:

ACCURACY

TIME TAKEN



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/GRAPHIC DESIGN

PROMPT: WILL BE GIVEN ON THE SPOT

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EVENT RULES:

1. PARTICIPANTS WILL BE GIVEN 15 MINUTES AT THE START TO DOWNLOAD ALL NECESSARY ASSETS OR REFERENCE IMAGES USING THEIR PERSONAL HOTSPOTS. AFTER THIS, HOTSPOTS WILL BE COLLECTED AND NO FURTHER INTERNET ACCESS WILL BE ALLOWED.
2. PARTICIPANTS MUST CARRY THEIR OWN HARDWARE, INCLUDING LAPTOPS AND PERSONAL HOTSPOTS (FOR INITIAL ASSET DOWNLOAD ONLY).
3. ONLY THE FOLLOWING SOFTWARE ARE PERMITTED: ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, BLENDER & FIGMA
4. TIME LIMIT: 90 MINUTES (EXCLUDING THE INITIAL 15-MINUTE ASSET DOWNLOAD PERIOD).
5. PLAGIARISM OF ANY KIND WILL RESULT IN IMMEDIATE DISQUALIFICATION.
6. PRE-MADE TEMPLATES ARE STRICTLY PROHIBITED. USE OF ANY TEMPLATES (EVEN MODIFIED) WILL LEAD TO DISQUALIFICATION.
7. THE USE OF AI TOOLS IS NOT ALLOWED. THIS INCLUDES AI-GENERATED TEXT, IMAGES, OR DESIGN ELEMENTS.
8. THE 'JUDGES' DECISION WILL BE FINAL AND BINDING.

JUDGING CRITERIA:

1. CREATIVITY
2. ORIGINALITY
3. RELEVANCE TO THEME
4. VISUAL IMPACT
5. TECHNICAL SKILLS



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/HACKATHON

PROMPT: WILL BE GIVEN ON DISCORD

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2-5

MODE: ONLINE

EVENT RULES:

1. EACH TEAM WILL MAKE A GAME: THE GAME MUST BE A 2D SINGLE PLAYER GAME, UPLOADED TO ITCH.IO; THE GAME ENGINE CAN BE OF THE TEAM'S CHOOSING (EXAMPLE: UNITY, GODOT, RPGGAMESENGINE), EXCLUDING THE FOLLOWING:

- A. SCRATCH GAMES
- B. FLASH GAMES
- C. WEB GAMES
- D. JAVA SCRIPT GAMES
- E. ROBLOX GAMES
- F. MULTIPLAYER GAMES

2. PARTICIPANTS WILL HAVE 2 WEEKS TO CODE THE GAME IN ITS ENTIRETY. LATE SUBMISSIONS WILL NOT BE ACCEPTED.

3. THE SUBMISSION MUST BE MADE VIA A GOOGLE FORM WITH A LINK TO YOUR PROJECT ON ITCH.IO

4. GROUNDS FOR DISQUALIFICATION:

- A. MALICIOUS CODE/MALWARE
- B. AI-GENERATED CODE
- C. PREMADE ASSETS AND CODE

5. ANY COMMUNICATION BETWEEN PARTICIPANTS AND JUDGES WILL BE DONE EXCLUSIVELY VIA DISCORD.

6. THE WINNING GAME WILL BE SHOWCASED IN ITS ENTIRETY ON YOUTUBE.



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/PHOTOGRAPHY

PROMPT: TO BE GIVEN ON THE SPOT

ELIGIBILITY: 7-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EQUIPMENT: DSLR

EVENT RULES:

1. PARTICIPANTS WILL BRING THEIR OWN DSLR CAMERAS AND ANY OTHER ACCESSORIES THEY MAY REQUIRE SUCH AS TRIPOD STANDS ETC.
2. PARTICIPANTS ARE ALLOWED TO BRING THEIR OWN LAPTOPS BUT ONLY FOR SUBMISSION PURPOSES, THE SCHOOL IS NOT RESPONSIBLE FOR THEIR DEVICES.
3. THE DETAILS OF THE COMPETITION WILL BE DISCLOSED ON THE SPOT.
4. YOU MAY PROVIDE A CAPTION FOR THE PHOTOGRAPHS UNDER 50 WORDS, BUT THIS IS NOT COMPULSORY.
5. THE PHOTOGRAPH MUST BE TAKEN IN SCHOOL PREMISES.
6. ONLY IN-CAMERA EDITING IS ALLOWED, NO EXTERNAL EDITING SOFTWARES IS ALLOWED.
7. THE PICTURES SHOULD ONLY BE RAW FORMAT.
8. ANY PLAGIARISM IN THE ENTRIES IS STRICTLY PROHIBITED AND CAN RESULT IN DISQUALIFICATION.

SUBMISSIONS:

1. PARTICIPANTS ON THE DAY OF THE EVENT WILL BE REQUIRED TO SUBMIT THEIR PHOTOS THROUGH A GOOGLE FORM LINK THAT WILL BE PROVIDED BY THE ORGANISERS.
2. PARTICIPANTS WILL BE GIVEN AN ALLOCATED TIME LIMIT TO SUBMIT THEIR PHOTOGRAPHS. ANY PHOTOS SUBMITTED AFTER THE DEADLINE WILL NOT BE ACCEPTED.



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JUDGING CRITERIA:

1. CREATIVITY
2. TECHNICAL SKILL
3. ABILITY OF STORY-TELLING
4. CLARITY
5. RELEVANCE TO TOPIC



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/PHOTOGRAPHY

PROMPT: TO BE GIVEN ON THE SPOT

ELIGIBILITY: 7-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EQUIPMENT: PHONE

EVENT RULES:

1. PARTICIPANTS WILL BRING THEIR OWN PHONES AND ANY OTHER ACCESSORIES THEY MAY REQUIRE SUCH AS TRIPOD STANDS ETC.
2. THE DETAILS OF THE COMPETITION WILL BE DISCLOSED ON THE SPOT.
3. YOU ARE REQUIRED TO PROVIDE A CAPTION FOR THE PHOTOGRAPHS UNDER 50 WORDS.
4. THE PHOTOGRAPH MUST BE TAKEN IN SCHOOL PREMISES.
5. ONLY IN-PHONE EDITING IS ALLOWED, NO EXTERNAL EDITING SOFTWARES IS ALLOWED.
6. NO DRASTIC CHANGES CAN BE MADE TO THE PHOTOS WHEN DOING IN-PHONE EDITING AND NO EXTRA TIME WILL BE GIVEN FOR EDITING.
7. THE PICTURES SHOULD ONLY BE .JPEG/.JPG OR RAW FORMAT. SCREENSHOTS OF THE PHOTOGRAPH WILL NOT BE ACCEPTED.
8. IT IS COMPULSORY TO SUBMIT THE METADATA OF THE PHOTOGRAPH CLICKED.
9. ANY PLAGIARISM IN THE ENTRIES IS STRICTLY PROHIBITED AND CAN RESULT IN DISQUALIFICATION.

SUBMISSIONS:

1. PARTICIPANTS ON THE DAY OF THE EVENT WILL BE REQUIRED TO SUBMIT THEIR PHOTOS THROUGH A GOOGLE FORM LINK THAT WILL BE PROVIDED BY THE ORGANISERS.
2. PARTICIPANTS WILL BE GIVEN AN ALLOCATED TIME LIMIT TO SUBMIT THEIR PHOTOGRAPHS. ANY PHOTOS SUBMITTED AFTER THE DEADLINE WILL NOT BE ACCEPTED.



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/PHOTOGRAPHY

JUDGING CRITERIA:

1. CREATIVITY
2. TECHNICAL SKILL
3. ABILITY OF STORY-TELLING
4. CLARITY
5. RELEVANCE TO TOPIC



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/POWERPOINT

PROMPT: WILL BE GIVEN ON THE SPOT

ELIGIBILITY: 5-10

NUMBER OF TEAMS PER SCHOOL: 2 (1 JUNIOR+ 1 SENIOR)

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EVENT RULES:

1. THERE WILL BE 2 CATEGORIES: SENIOR AND JUNIOR.
2. JUNIOR CATEGORY: GRADES 5 - 7
3. SENIOR CATEGORY: GRADES 8 - 10
4. THE PROMPT WILL BE RELEASED ON THE DAY OF THE EVENT FOR BOTH CATEGORIES.
5. A POWERPOINT PRESENTATION HAS TO BE MADE WITHIN 75 MINUTES.
6. THERE SHOULD BE MINIMUM 7 SLIDES AND MAXIMUM 10 CONTENT SLIDES IN TOTAL.
7. PARTICIPANTS WILL BE ALLOWED TO USE THE INTERNET TO RESEARCH AND COLLECT INFORMATION/IMAGES. HOWEVER, PLAGIARISM IS STRICTLY UNACCEPTABLE AND WILL RESULT IN INSTANT DISQUALIFICATION.
8. SUBMISSION MUST BE MADE AND SUBMITTED WITHIN THE 75-MINUTE TIME LIMIT. ANY SUBMISSIONS RECEIVED AFTER THAT TIME WILL BE DISQUALIFIED.
9. NO PRE-MADE TEMPLATES WILL BE ALLOWED FOR USE DURING THE EVENT
10. USE OF AI TOOLS SUCH AS CHAT GPT OR GOOGLE GEMINI IS STRICTLY PROHIBITED. ANY USE WILL LEAD TO DISQUALIFICATION.
11. NO PERSONAL DEVICES WILL BE ALLOWED. THE EVENT WILL TAKE PLACE ON COMPUTERS PROVIDED BY THE SCHOOL.
12. THE END OF THE PRESENTATION SHOULD INCLUDE NAMES OF THE TEAM MEMBERS AND NAMES OF THEIR RESPECTIVE SCHOOLS.



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/POWERPOINT

JUDGING CRITERIA:

1. CREATIVITY-10
2. ORIGINALITY-10
3. TECHNICAL SKILLS-10
4. RELEVANCE TO THEME-10
5. DATA AND RESEARCH-10



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/PROGRAMMING

PROMPT: WILL BE GIVEN ON THE SPOT

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EVENT RULES:

1. EACH PARTICIPANT MUST BRING THEIR OWN LAPTOP (2 LAPTOPS PER TEAM ALLOWED).
2. TEAMS MUST ENSURE LAPTOPS ARE FULLY CHARGED; LIMITED CHARGING POINTS MAY BE AVAILABLE.
3. INTERNET ACCESS MAY OR MAY NOT BE PROVIDED ENSURE HOTSPOT IS AVAILABLE.
4. ALL PARTICIPANTS MUST HAVE A VALID HACKERRANK ACCOUNT BEFORE THE EVENT.
5. HACKERRANK ID FORMAT: SCHOOLNAME_YOURNAME (E.G., GREENFIELDHIGH_AARAVSHARMA)
6. PARTICIPANTS MUST LOG IN USING THEIR REGISTERED HACKERRANK ID ONLY.
7. NO USE OF AI TOOLS, CODING FORUMS, OR SEARCH ENGINES IS PERMITTED.
8. TAB SWITCHING AND SUSPICIOUS BEHAVIOR WILL BE MONITORED AND MAY LEAD TO DISQUALIFICATION.
9. DISCUSSION IS ALLOWED ONLY WITHIN THE TEAM; NO INTERACTION WITH OTHER TEAMS.
10. ALL CODE MUST BE ORIGINAL; PLAGIARISM = IMMEDIATE DISQUALIFICATION.

JUDGING CRITERIA:

1. TIME TAKEN
2. POINTS ACCUMULATED BY THE END OF THE EVENT



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ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 1-2

MODE: ONLINE

FORMAT:

ROUND 1 - 21ST JULY

AUX WARS:

PARTICIPANTS WILL PARTICIPATE IN A KNOCKOUT TOURNAMENT. PARTICIPANTS WILL HAVE TO PLAY A SONG OF THEIR CHOICE FITTING THE VIBE/GENRE FROM A SPECIFIC BAND/ARTIST/ALBUM BOTH SELECTED BY A RANDOMIZED WHEEL. THE WINNER BETWEEN THE TWO PARTICIPANTS IN EACH ROUND WILL MOVE FORWARD TILL THE FINALE. THE PARTICIPANT WHO WINS THE FINAL WILL BE AWARDED 5 BONUS POINTS IN TOTAL, GIVING THEM A BOOST IN THE COMPETITION.

AUDIO PRODUCTION:

PARTICIPANTS WILL GET 2 HOURS IN A MONITORED ONLINE MEETING TO MIX AND COMPLETE THE SAMPLE SONGS PROVIDED TO THEM. THE BEAT HAS TO BE 2-3 MINUTES LONG. THE PARTICIPANTS HAVE TO MAKE USE OF AT LEAST 1 COMPLETE SAMPLE.

TOP 8 TEAMS WILL QUALIFY TO ROUND 2.

ROUND 2 - 23RD JULY 00:00 AM

PARTICIPANTS WILL BE PROVIDED WITH A SAMPLE WHICH THEY WILL HAVE TO WORK WITH AND SUBMIT A FINISHED MUSIC FILE WITHIN 48 HOURS. THE SONG HAS TO BE 2-4 MINUTES LONG. THERE WILL ALSO BE A SURPRISE TWIST IN ROUND 2 TO MAKE IT MORE ENGAGING.



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JUDGING CRITERIA:

1. ORIGINALITY
2. CREATIVITY
3. USE OF SAMPLE
4. TECHNIQUE & SKILL
5. MIXING AND MASTERING

EVENT RULES:

1. USE OF AI AND EXTERNALITIES IS PROHIBITED AND WILL RESULT IN DISQUALIFICATION OF THE TEAM.
2. INCLUDING VOCALS IS VOLUNTARY.
3. PARTICIPANTS HAVE TO SUBMIT ALL STEM FILES.



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/MOVIE MAKING

PROMPT: WILL BE RELEASED ON DISCORD

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 1-4

MODE: ONLINE

SUBMISSION: 15TH TO 23RD JULY

EVENT RULES:

1. THE TOPIC WILL BE DISCLOSED ON 15TH JULY 2024
2. ENTRIES MUST BE SUBMITTED NO LATER THAN 11:59 PM, 23ST JULY 2025.
3. A TITLE MUST BE PROVIDED
4. THE TIME DURATION OF THE MOVIE SHOULD NOT BE MORE THAN 5 MINUTES.
5. THE TEAM WILL BE DISQUALIFIED IF THE VIDEO IS TAKEN FROM THE INTERNET. NO STOCK PHOTOGRAPHS/FOOTAGE ARE ALLOWED.
6. ANY COPYRIGHTED MATERIAL SHOULD BE GIVEN PROPER CREDIT INCLUDING SOUND EFFECTS AND MUSIC AT THE END.
7. MP4 FORMAT ONLY
8. EDITING SOFTWARES- IMOVIE, CANVA, SPLICE, CAPCUT, PREMIER PRO AND AFTER EFFECTS
9. THE END OF THE MOVIE SHOULD INCLUDE THE NAMES OF THE TEAM MEMBERS.
10. SCHOOL NAMES SHOULD BE INCLUDED AT THE END OF THE MOVIE.

JUDGING CRITERIA:

1. CREATIVITY
2. TECHNICAL SKILLS
3. CLARITY
4. RELEVANCE TO THE TOPIC



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/MOVIE MAKING

SUBMISSION PROCESS:

1. STUDENTS NEED SUBMIT THEIR SHORT FILMS THROUGH GOOGLE FORMS.
2. STUDENTS NEED TO CREATE A GOOGLE DRIVE LINK OF THEIR FILM AND ADD IT TO THE GOOGLE FORM.
3. THE SCHOOL NAME SHOULD BE INCLUDED IN THE FORM OF A CAPTION.



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/QUIZZING

PROMPT: QUIZ WILL BE GIVEN ON-THE SPOT

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 2

MODE: OFFLINE

EVENT RULES:

1. USE OF INTERNET IS PROHIBITED

FORMAT:

1. A PRELIMINARY ROUND WILL BE HELD WHERE EACH TEAM IS PROVIDED A SHEET OF QUESTIONS. TEAMS MUST COMPLETE THE SHEET IN 30 MINUTES. 6 TEAMS WITH THE HIGHEST SCORE PROCEED TO THE FINAL ROUND TO BE CONDUCTED IN THE AUDITORIUM.
2. THE FORMAT OF THE FINAL ROUND WILL BE DISCLOSED ON THE SPOT.



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/SURPRISE

PROMPT: IT'S A SURPRISE

ELIGIBILITY: 8-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 3

MODE: OFFLINE

RULES: TO BE GIVEN AT THE VENUE

JUDGING CRITERIA: TO BE GIVEN AT THE VENUE



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/GROUP DISCUSSION

PROMPT: PROMPT WILL BE GIVEN ON THE SPOT

ELIGIBILITY: 9-12

NUMBER OF TEAMS PER SCHOOL: 1

NUMBER OF PARTICIPANTS PER TEAM: 1

MODE: OFFLINE

EVENT RULES:

1. INDIVIDUAL EVENT – 1 PARTICIPANT PER SCHOOL
2. AI-GENERATED OR PRE-WRITTEN CONTENT IS NOT ALLOWED
3. ALL TOPICS ARE DISCLOSED ON THE SPOT
4. PARTICIPANTS MAY BRING PERSONAL DEVICES FOR FINAL ROUND RESEARCH ONLY
5. JUDGING BASED ON TIMING, RELEVANCE, ORIGINALITY

PRELIMS:

1. FORMAT: TRADITIONAL GROUP DISCUSSION
2. TOPICS: ON-THE-SPOT
3. BEHAVIOUR: MODERATELY FORMAL
4. RULES: NO OUTSIDE HELP ALLOWED
5. EVALUATION: RELEVANCE, COHERENCE, ENGAGEMENT, CONTENT
6. PROGRESSION: TOP INDIVIDUALS FROM ALL ROOMS MOVE TO FINALS

FINALS:

1. PARTICIPANTS: TOP INDIVIDUALS FROM ALL ROOMS
2. FORMAT:
 - ON-THE-SPOT SCENARIO/TOPIC
 - INDIVIDUAL ROLE-PLAY (E.G., POLICYMAKER, ACTIVIST, CEO)
 - SPEECH SUPPORTING THE ASSIGNED STANCE
3. FOCUS: CREATIVITY, ADAPTABILITY, PERSUASIVE COMMUNICATION, AND STRONG CONTENT



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/GROUP DISCUSSION

JUDGING CRITERIA:

1. CONTENT & RELEVANCE
2. COMMUNICATION SKILLS
3. CRITICAL THINKING
4. ENGAGEMENT & DELIVERY
5. CREATIVITY (FINAL ROUND)