



SARALA BIRLA GYAN JYOTI
(SARALA BIRLA GROUP OF SCHOOLS)

EVO TECH 4.0

EVOLVE WITH TECHNOLOGY

2025 Inter School
IT Fest

REGISTER NOW

DATES: 14 & 15 OCTOBER, 2025

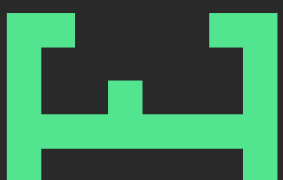
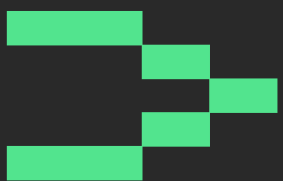
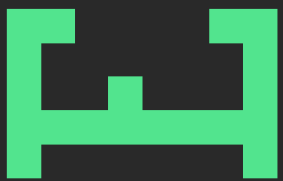
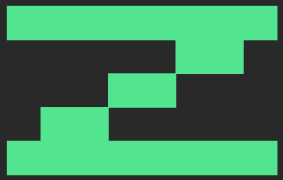
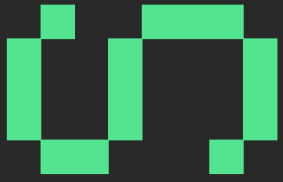
VENUE: SARALA BIRLA GYAN JYOTI

National Highway-31 Opp. Rajiv Gandhi Indoor
Stadium, Amingaon, Guwahati, Assam 781031



EVOTECH 4.0 GUIDELINES

1. All students must attend in proper school uniform and carry their valid school ID cards.
2. Any participant found adopting unfair means will be immediately disqualified.
3. Mobile phone usage is prohibited inside the school premises except in designated spaces.
 - Only participants of Robotics, Event Videography, and Mobile Gaming are permitted to carry phones.
4. Eligibility criteria and prompt/theme release dates for each event are mentioned on their respective event pages. Updates will be shared on our official Instagram handle and website.
5. Any disrespectful behavior towards mentors, event heads, staff members, or volunteers will result in direct disqualification.
6. Participants found under the influence of any prohibited substance will face immediate disqualification.
7. In case of any intentional damage to school property, strict action will be taken by the school authorities.
8. The school will not be responsible for any loss or damage of personal valuables carried by participants.
9. The judges' decision will be final and binding in all events.
10. A student can participate in only one event.



1. VISUAL COMM. & FILMS

1.1 Short Film

1.2 Poster Making

1.3 Event Videography

2. NEXT-GEN TECH

2.1 Robotics

2.2 AI Comic

3. CODING & TECHNOLOGY

3.1 Coding Championship

3.2 Tech Trivia

4. ENTREPRENEURSHIP

4.1 Startup Pitching

4.2 Marketing Plan

5. E-SPORTS

5.1 Mobile Gaming (BGMI & CODM)

5.2 Console Gaming (FIFA)

5.3 PC Gaming (Valorant)

12 Exciting events across 5 categories!

+ Special Attraction SOCIAL

IMPORTANT DATES

Registrations open	26 Aug 2025
Short Film theme reveal	27 Sep 2025
Last day to register	10 Oct 2025
Short Film submission	11 Oct 2025
Evotech 4.0 – Day 1	14 Oct 2025
Evotech 4.0 – Day 2	15 Oct 2025

*Dates are subject to change. In the event that the date(s) of any of the above are changed, updates will be made through our instagram and WhatsApp channels.



1. VISUAL COMM. & FILMS

SHORT FILM

Participants will showcase their storytelling and filmmaking skills by creating a short film on a given theme. This event encourages creative expression, social awareness, and cinematic craft among school students.

EVENT FORMAT

Theme Reveal:

- The theme for the short film is set to release on 21st September, 2025 via our Instagram & WhatsApp channels.
- In case of a change of dates, students will be informed via the same channels.
- This gives participants ample time to conceptualize, shoot, and edit their films.

Submission Deadline:

- Participants must submit their final film before 8th October, 2025, 11.59PM.
- Late submissions may lead to disqualification.

Screening & Awards:

- The best films will be screened on Day 2 of Evotech (Oct 11).
- Top 3 films will be awarded during the award ceremony on Day 2.

GUIDELINES

Duration: Maximum 3 minutes

Language: Any language (subtitles in English are mandatory if not in English)

Team Size: Up to 2 members per team / Maximum 1 team per school (Classes 8-12)

Originality: Plagiarised or AI-generated content will lead to disqualification

Format: MP4, MOV, or AVI, horizontal orientation (16:9), 1080p preferred

SUBMISSION

Upload to Google Drive or YouTube (as unlisted) and share a viewable URL via official submission form.

Submission form to be shared after Theme reveal via our Instagram/WhatsApp.



1. VISUAL COMM. & FILMS

2 POSTER MAKING

Participants will bring their creativity and communication skills to life through powerful visual storytelling.

EVENT FORMAT

On-the-Spot Creation:

- The competition will be conducted live at the venue on Day 1 (Oct 10).
- The theme will be revealed at the start of the competition.
- **Time allowed: 60 minutes**

Medium:

- Posters are to be made digitally using CANVA only.
- Participants must bring their laptops, mobile phones and chargers.
- Participants must use their own internet connection or school wifi for this competition.

GUIDELINES

Format: 1080x1350 px, 4:5 aspect ratio

Team Size: Up to 2 members per team of classes 8-12, Maximum 1 team per school

Use of AI tools, plagiarism, or any pre-designed templates will lead to immediate disqualification of the team.

Politically charged / NSFW / unfit for school-presentation work or exact representation of any particular person is not allowed.

All work must be original and made during the event time only.

SUBMISSION

Give a short presentation to our judges about your creation and thought-process. Showcase your work in your own device screen.



1. VISUAL COMM. & FILMS

3

EVENT VIDEO- GRAPHY

This event puts participants behind the lens to capture the spirit of Evotech 4.0.

EVENT FORMAT

- Participants will shoot and edit their videos on Day 1 (October 10) during the fest.
- The theme is open-ended: capture the energy, highlights, and behind-the-scenes moments of Evotech 4.0.
- The final edited video must be submitted on Day 2 (October 11).
- Winners will be announced on the same day (Day 2) after judging.

SUBMISSION

Give a short presentation to our Judges about your creation and thought-process. Showcase your work in your own device screen.

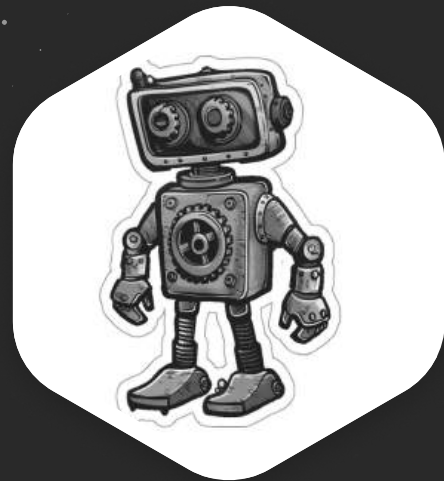
GUIDELINES

- **Team Size:** 2 students per team (Classes 8–12), max 1 team per school.
- All footage must be shot **within the school campus.**
- Participants must use their own devices for filming and editing (phone, camera, laptop, etc.).
- Only content shot during the fest is allowed — no stock or pre-shot footage.
- The final video duration must be between 3–5 minutes and at least 1080p, 16:9 aspect ratio

2. NEXT-GEN TECH

ROBOTICS

4



Drive into the realm of robotics as you engineer, program, and control machines to conquer challenges, push boundaries for innovation.

EVENT FORMAT

- The robots for the competition must be designed and constructed by the participants themselves.
- Each team will demonstrate their robotics project, along with explaining it to the judges.
- Robotics participants may attend the event only on Day 2 (11th October).

THEME / PROMPT

You may create your model on any one of the themes given below

1. Aerial Robotics and Automation
2. Environmental Conservation

GUIDELINES

- There are three categories
 - Senior (Classes 8-12)
 - Junior (Classes 5-7)
 - PowerGirls (Specially for Girls) (Classes 5-9)
- Each category can have a maximum of 3 students.
- Students must bring their own extension cords and any other equipment required.
- Participants must adhere to the given safety instructions and ensure that their robots do not cause any harm or damage.

2. NEXT-GEN TECH

AI COMIC 5



This event combines storytelling, visual creativity, and the power of artificial intelligence.

EVENT FORMAT

- The theme will be revealed on the spot during the event.
- **Participants must:**
 - a. Brainstorm and develop a short storyline
 - b. Use any AI image generation tools (e.g., ChatGPT, Perplexity, Gemini, Midjourney, etc.) to create comic-style visuals or panels
 - c. Arrange their panels in a readable comic format using tools like Canva in the provided template.
- **Time limit: 1.5 hours**
- **Work must be done entirely during the event using personal devices.**

COMIC GUIDELINES

Team Size: Each school can send 1 team of 2 students from classes 8-12.

AI tools must be used **only for image generation**. Text, dialogues, and concept must be original.

Participants must bring their own laptops/tablets and ensure access to the AI tools they plan to use.

Final submission must be in the layout of given comic layout template.

SUBMISSION

A layout consisting of 6-8 panels will be given, students must attach their generated panels, add dialogues, and give the comic a suitable title.

3. CODING & TECHNOLOGY

CODING CHAMP- IONSHIP

6



Crack problems, code solutions,
and prove your logic.

EVENT FORMAT

- The championship will be held in two stages- Prelims and Finals.
- The top 5 teams from the prelims will be selected for the Finals.
- In the Finals, teams will be provided with 90 minutes for writing the program.
- Theme will be provided for both the rounds.
- Prompt will be shared on the day of the event.

GUIDELINES

Team Size: Each school can send 1 team of 2 students from classes 8-12.

Languages Allowed: Programming to be done using Python language only.

No use of AI assistants, IDEs with autocomplete, or external code repositories

GitHub co-pilot or any similar coding assistant is not allowed.

3. CODING & TECHNOLOGY

TECH TRIVIA 7



Tech Trivia is a fast-paced quiz competition that tests participants' knowledge in the world of technology

EVENT FORMAT

- The theme of the quiz will be Information Technology (IT).
- The competition will have two rounds depending on the number of participating teams:
 - Preliminary Round
 - Final Round
- Top teams from prelims will qualify for the finals.
- Specific rules and question formats will be disclosed to the teams on the day of the event.

QUIZ GUIDELINES

Team Size: Each school can send 1 team of 2 students from classes 8-12.

Any form of cheating, sharing answers, or disruptive behavior will result in immediate disqualification.



4. ENTREPRENEURSHIP

3 STARTUP PITCHING

Teams will conceptualize a startup idea and pitch it to a panel of judges, simulating a real-world investor scenario.

EVENT FORMAT

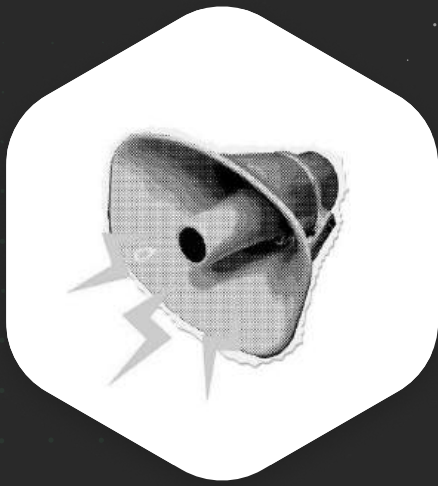
- Teams must prepare a startup pitch in advance on any product or service and present it using slides.
- **Each team will get:**
 - 5-7 minutes to pitch their idea
 - 2 minutes for a Q&A round with judges
- Judges will evaluate based on problem significance, market opportunity, feasibility, and presentation.

SUBMISSION

Deliver a pitch deck about your innovation and creation . Showcase your work in your own device screen.

GUIDELINES

- **Team Size:** 2–4 students per team
- **Eligibility:** Classes 10–12 (max 1 team per school)
- **Each pitch must include:**
 - Startup name and idea
 - Problem statement
 - Solution statement
 - Target audience
 - Competitive advantage
 - Business model
 - Marketing strategy
 - Basic competitors/market research
 - SWOT Analysis
 - Financial Projections
- Presentation must be original
- Slides must be submitted before the event begins (time TBA)



4. ENTREPRENEURSHIP

MARKETING PLAN

In this event, participants will play the role of a brand strategist — developing a comprehensive marketing campaign for a hypothetical product or service.

EVENT FORMAT

- Eligibility classes- 10 to 12 (max one team per school)
- Teams will be given 5 to 7 mins to present their marketing plan
- Prototype of the product is not compulsory
- Presentation shall be in the form of PPT or PDF in pen drive
- After each presentation, a brief Q & A session will be conducted

GUIDELINES

- 2 to 4 members per team
- Overview of the product or service
- Marketing research
- Marketing objectives
- Marketing strategy
- 4 P's of marketing mix
- Action plan, implementation, and evaluation



5. ESPORTS

MOBILE GAMING 10

Dive into the virtual combat zones of BGMI and CODM. Defeat all your opponents and come out on top to get that sweet winner winner chicken dinner!

CRITERIA

- **Team Size:** 4- 5 students per team
- **Eligibility:** Classes 8-12 (max 1 team per school)
- Participants must adhere to fair play and sportsmanship throughout the tournament.
- The organizers reserve the right to make decisions on match disputes, rule interpretations, and any unforeseen circumstances.

GAMES

BGMI CODM

GUIDELINES

- TOTAL OF 6- 8 MATCHES WILL BE PLAYED DEPENDING ON THE GAME
- Participants are requested to bring their own devices (mobiles phones) along with necessary cellular data.
- The use of any unfair external software for gameplay enhancement is strictly prohibited and will result in instant disqualification.
- The management will not provide any power outputs, participants can carry power banks if needed.
- ALL IN GAME MAPS SHOULD BE DOWNLOADED.
- Points distribution to be shared on discord 3 days prior to match day.
- The decision of the management will be final.
- TEAMING UP WITH OTHER TEAMS WILL LEAD TO DISQUALIFICATION



CONSOLE GAMING

11

Experience the thrill of virtual football as you compete against opponents in the ultimate FIFA gaming event. Prove your dominance on the digital pitch and claim victory in the electrifying gaming tournament

GUIDELINES

- Participants must adhere to fair play and sportsmanship throughout the tournament.
- The organizers reserve the right to make decisions on match disputes, rule interpretations, and any unforeseen circumstances.
- If in a matter of conflict, it will be decided with a coin flip. Example: If a team wants a particular player team
- Participants are requested to bring their own devices (mobiles phones) along with necessary cellular data.
- The use of any unfair external software for gameplay enhancement is strictly prohibited and will result in instant disqualification.
- The decision of the management will be final.
- TEAMING UP WITH OTHER TEAMS WILL LEAD TO DISQUALIFICATION
- **Team Size: 1 player per team**
- **Maximum 1 team per school**
- **Eligibility: Class 9-12**

GAMES

FIFA



PC GAMING 12

Get ready for the ultimate Valorant showdown! Top teams clash in a battle of skill, strategy, and teamwork. Who will emerge victorious and claim the championship title

EVENT FORMAT

- Participants must adhere to fair play and sportsmanship throughout the tournament.
- The organizers reserve the right to make decisions on match disputes, rule interpretations, and any unforeseen circumstances.
- If in a matter of conflict, it will be decided with a coin flip. Example: If a team wants a particular player team

GUIDELINES

- **Team Size: 5 players per team**
- **Maximum 1 team per school**
- **Eligibility: Class 9-12**

GAMES

VALORANT

SCHEDULE

E/OTECH 4.0

DAY 1 - 14th October, 2025, Tuesday

#	EVENT NAME	EVENT VENUE	TIMING
1	REGISTRATION		8:30AM
2	EVENT VIDEOGRAPHY	Within the Event Venues	8:30 AM onwards
3	OPENING CEREMONY	Auditorium	09:00
4	POSTER MAKING COMPETITION	Comp Lab 2	9:30 - 11:00 AM
5	AI COMIC COMPETITION	Comp Lab 1	9:30 - 11:30 AM
6	START-UP PITCHING	Auditorium	9:30-11:00 AM
7	MARKETING	Auditorium	11:15-1:00PM
8	CONSOLE GAMING	Junior Library	10:00 AM onwards
9	PC GAMING		
10	MOBILE GAMING	Yoga Room & Chess Room	9:30 AM onwards
11	PRIZE DISTRIBUTION	Auditorium	1.10 PM onwards
12	SOCIALS	Auditorium	

Refreshment will be provided

DAY 2 - 15th October, 2025, Wednesday

Sno.	Event	Event Venue	Timing
1	REPORTING TIME	Auditorium	8:30 AM
2	CODING CHAMPIONSHIP	Comp Lab 1	
3	TECH TRIVIA	Auditorium	9.00 AM
4	CONSOLE GAMING (Final)	Junior Library	9:00 AM onwards
5	MOBILE GAMING (Final)	Yoga Room & Chess Room	9:00 AM onwards
6	ROBOTICS	French Room	9.00AM onwards
7	SHORTFILM (Final judgement)	-	9.00AM onwards
8	EVENT VIDEOGRAPHY (Submission)	Comp Lab 2	10:30
9	PRIZE DISTRIBUTION & CLOSING	Auditorium	1.00 PM

* Participants of Tech Trivia and Robotics may join the Event Venue on Day 2 only

Refreshment will be provided

REGISTRATION FEES

1. Short Film Making	₹150 per participant
2. Poster Making	₹150 per participant
3. Event Videography	₹150 per participant
4. Robotics	₹150 per participant
5. AI Comic	₹150 per participant
6. Coding Championship	₹150 per participant
7. Tech Trivia	₹150 per participant
8. Startup Pitching	₹150 per participant
9. Marketing Plan	₹150 per participant
10. Mobile Gaming	₹250 per participant
11. Console Gaming	₹350 per participant
12. PC Gaming	₹350 per participant

**SCAN &
REGISTER
NOW!**

