DAYAWATI MODI ACADEMY

cordially invites your school to

INNOVERSE 2.0

From Ideation to Innovation

DMA S.T.R.E.A.M. FEST

Science · Technology · Research · Engineering · Arts · Mathematics

The Inter-School **Technology, Innovation & Creative Futures Festival** · A Universe of Innovation for Young Minds

DATES	TIMINGS	VENUE
30 – 31 Oct 2026	**9:00 AM – 1:00 PM**	**DMA Campus**
Friday & Saturday	Registration from 8:00 AM	Dayawati Modi Academy, Meerut

18	05	02	01
COMPETITIONS	CATEGORIES	DAYS	CAMPUS

One Campus. Two Days. Infinite Possibilities.

IMAGINE · INNOVATE · IMPACT

INVITATION & RULEBOOK FOR PARTICIPATING SCHOOLS · innoverse.dma1.in

01 · THE FESTIVAL

About Innoverse 2.0

To the Principal, Teachers & Students of all Participating Schools,

Greetings from **Dayawati Modi Academy**! It gives us immense pleasure to invite your school to **INNOVERSE 2.0**, our flagship inter-school festival of technology, innovation and creative futures, to be held on **30 & 31 October 2026** at the DMA Campus.

We look forward to welcoming your young innovators, coders, researchers, creators, performers and gamers. This booklet carries everything your team needs: the event index, schedule, general guidelines and a dedicated page for every competition with its rules, judging criteria, team size and registration link.

Dr. Suraj Sharma
Principal · Chief Patron

Mr. Vivek Singh Yadav
Vice Principal · Patron

Dayawati Modi Academy's flagship inter-school **Technology, Innovation & Creative Futures Festival**, where young innovators, coders, researchers, creators, performers and gamers come together to **imagine, create, compete and inspire**.

From AI, robotics, coding and research to gaming, filmmaking, music and performing arts, **INNOVERSE 2.0** is where technology meets creativity and ideas become possibilities.

THEME 2026

Innovation and Learning

From robots on the race track to recipes in the kitchen, every Innoverse challenge asks one question: **What can we create today for a kinder, smarter and greener tomorrow?**

Five Universes

Innovate & Code
A · 3 EVENTS

Prototypes, pitches, apps and racing robots built against the clock.

Science & Logic
B · 4 EVENTS

Live experiments, science exhibits, maths at full speed and original research.

Create & Capture
C · 5 EVENTS

Reels, films, photographs, layouts and paint. Stories that stop the scroll.

Stage & Spotlight
D · 4 EVENTS

Talks, a sustainable-fashion runway, dance and live bands under the lights.

Play & Plate
E · 2 EVENTS

Three gaming arenas and a cook-off. Reflexes and recipes.

What's new in 2.0

GAMEVERSE replaces the Tekken 8 bracket, with three arenas: VR Beat Saber, PS5 Tekken 8 and PC Call of Duty.

Battle of Bands: school bands play live, with their own instruments and vocals, on Day 2.

IGNITE: a student research & technology symposium. Best papers may be recommended for publication.

NRITYA NOVA: an inter-school dance competition on the Assembly Stage on Day 1.

Photography is now an offline, on-the-spot contest on campus on both days; theme revealed at 9:30 AM.

Short Film is online. Films go live on Innoverse's social handles, and views count.

02 · DIGITAL INDEX

Event Index

18 competitions in 5 categories. **Tap any event** to jump straight to its page; every page has a **Back to Index** link at the bottom.

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A INNOVATE & CODE — 3 events

A1	**INNOVIZ**	Where Ideas Meet Innovation	DAY 1 · FRI 30 OCT	08
A2	**APPOVATION**	Code Idea, Create Impact	DAY 1 · FRI 30 OCT	10
A3	**TRACKATHON**	Where Design Thinking Races Ahead	DAY 2 · SAT 31 OCT	12

B SCIENCE & LOGIC — 4 events

B1	**LIVE LABS**	Experience Science in Action	DAY 1 · FRI 30 OCT	DAY 2 · SAT 31 OCT	13
B2	**SCIVERSE**	Innovate Today for a Sustainable Tomorrow	DAY 1 · FRI 30 OCT		14
B3	**MATH MANIA**	Where Numbers Play	DAY 1 · FRI 30 OCT		16
B4	**IGNITE**	Think. Research. Present. Publish.	DAY 2 · SAT 31 OCT		17

C CREATE & CAPTURE — 5 events

C1	**SNAP REEL**	Event Teaser Challenge: Capture. Create. Ignite	DAY 1 · FRI 30 OCT		19
C2	**PAGE X**	Create the Cover, Capture Tomorrow	DAY 2 · SAT 31 OCT		20
C3	**AI ART JAM**	Paint the Future. Inspire the World.	DAY 2 · SAT 31 OCT		21
C4	**Short Film**	Make it. Post it. Get the city watching.	• ONLINE	SCREENING D1	22
C5	**Photography**	One frame. One cause.	DAY 1 · FRI 30 OCT	DAY 2 · SAT 31 OCT	24

D STAGE & SPOTLIGHT — 4 events

D1	**TECH TALK**	Your Voice. Your Vision. Our Future	DAY 1 · FRI 30 OCT	25
D2	**TECH FUSION**	Innovate & Sustain Fashion Challenge	DAY 2 · SAT 31 OCT	26
D3	**Battle of Bands**	Plug in. Turn up. Take the stage.	DAY 2 · SAT 31 OCT	27
D4	**NRITYA NOVA**	Where Rhythm Meets Tomorrow	DAY 1 · FRI 30 OCT	28

E PLAY & PLATE — 2 events

E1	**GAMEVERSE**	Three arenas. One champion school.	DAY 2 · SAT 31 OCT	29
E2	**SUPER CHEF**	Serving Creativity, Innovation and Nutrition Together	DAY 1 · FRI 30 OCT	31

03 · SCHEDULE & TIMINGS

Date Roster

Timings may shift by a few minutes on the day. The final roster is shared with every escort teacher at the registration desk.

Before the fest 1 – 29 OCT · ONLINE

1 Oct · Thu	**Registrations open · Short Film brief released** All events
18 Oct · Sun	**Short Film · Final film upload deadline (11:59 PM)** Online form
20 Oct · Tue	**IGNITE · Synopsis / abstract (200 – 300 words) due** By email to innoverse@dma1.in
21 Oct · Wed	**Short Film · Films go live on Innoverse handles** Views & voting open
24 Oct · Sat	**Pre-submission deadline · INNOVIZ, APPOVATION & SCIVERSE** By email to innoverse@dma1.in
25 Oct · Sun	**Registration closes** Online registration forms · all events
26 Oct · Mon	**Shortlisted teams confirmation** By email
29 Oct · Thu	**IGNITE · Full research paper due** Shortlisted participants · by email to innoverse@dma1.in
29 Oct · Thu	**Short Film · Views & voting close (6:00 PM)** Audience score frozen

Day 1 · Friday, 30 Oct 2026 INAUGURATION & EVENT ROUNDS

8:00 AM – 8:30 AM — **Arrival & Registration**
School registration desk · document verification

9:00 AM – 9:30 AM — **Inauguration**
Digital Library

9:30 AM – 11:30 AM — **Event Rounds**
As per schedule at respective venues

INNOVIZ	Library	**APPOVATION**	A.I. Lab
LIVE LABS · Senior	Quadrangle	**MATH MANIA · Junior & Senior**	Maths Lab / Classrooms
SCIVERSE · Senior	Physics Lab	**SCIVERSE · Junior**	Bio Lab
TECH TALK	Sr. IT Lab	**SUPER CHEF**	Home Science Lab
SNAP REEL	STEM Lab	**NRITYA NOVA**	Assembly Stage
Photography · On-the-spot round	DMA Campus · Library Foyer		

11:30 AM – 12:00 Noon — **Refreshment Break**

12:00 Noon – 1:00 PM — **Short Film Screening & Day 1 Closing**
Digital Library · Top-10 films, open to all participants & escort teachers

Day 2 · Saturday, 31 Oct 2026 EVENT ROUNDS & VALEDICTORY

8:00 AM – 8:30 AM — **Arrival & Registration**
School registration desk · document verification

9:00 AM – 11:30 AM — **Event Rounds**
As per schedule at respective venues

TRACKATHON	Robotics Lab / 8D	**IGNITE · Research Symposium**	Jr. IT Lab
LIVE LABS · Junior	Quadrangle	**PAGE X**	IT Lab
TECH FUSION · Junior & Senior	Library	**AI ART JAM · Junior & Senior**	Classrooms
Battle of Bands	Assembly Stage	**GAMEVERSE · VR**	Yoga Room
GAMEVERSE · PS5	A Block, opposite AI Lab	**GAMEVERSE · PC**	AI Lab
Photography · On-the-spot round	DMA Campus · Library Foyer		

11:30 AM – 12:00 Noon — **Refreshment Break**

12:00 Noon – 1:00 PM — **Valedictory Ceremony & Closing**
Digital Library · prize distribution

04 · FOR ALL PARTICIPANTS

General Guidelines

01 Registration
All schools are requested to confirm their participation latest by **Sunday, 25 October 2026** by filling the online registration forms at innoverse.dma1.in/register. Online contests have their own deadlines (see the Date Roster).

02 Pre-submission
Documents for pre-submission are to be emailed by **Saturday, 24 October 2026** to innoverse@dma1.in only. Each of those event pages (INNOVIZ, APPOVATION, SCIVERSE) has a **Click here to Draft your Email** link with the email ready to fill in. Shortlisted teams are confirmed by email on **Monday, 26 October 2026**.

03 Event dates
30 & 31 October 2026, 9:00 AM – 1:00 PM.

04 Venue
Dayawati Modi Academy Campus (multiple venues).

05 One event per student per day
A student can take part in only ONE event per day. The same student **may also register for a Day 2 event**: at most one event on 30 Oct and one on 31 Oct. The online Short Film contest does not count towards this limit.

06 Registration desk
Registration / document verification: **8:00 AM to 8:30 AM** at the school registration desk. Each school is assigned a school code, and participants introduce themselves using that code.

07 Escort teacher
Schools must send at least 1 teacher escort.

08 One team per event
Only one team per school per event will be allowed.

09 Prizes & certificates
The best team per event wins a prize. Participation certificates for all participants.

10 Dress code
Formals.

11 Originality
All submissions / models must be original. Any form of plagiarism results in immediate disqualification.

12 Judges' decision
The decision of the judges will be final and binding.

13 Devices
All teams must bring their own devices / accessories required for participation.

14 ID & discipline
Student ID card is mandatory. Strict adherence to discipline, decorum and safety protocols is expected throughout the fest.

15 Entries
All entries and creative artwork will be the property of the host school.

16 Personal belongings
Participants are responsible for their own gadgets and belongings. The host school is not responsible for any loss or damage.

Prizes & Recognition

🏆 **Best team** · a prize for the best team in every event.
★ **Every participant** · participation certificate.
Prizes are presented at the Valedictory Ceremony on Day 2, 12:00 Noon, Digital Library.

Organising Committee

CHIEF PATRON	**Dr. Suraj Sharma** · Principal
PATRON	**Mr. Vivek Singh Yadav** · Vice Principal
OVERALL IN-CHARGE	**Mr. Sudhir Sanwal**
EVENT COORDINATOR	**Ms. Neeta Sirohi**
TECH COORDINATOR	**Mr. Priyank Saxena**
STUDENT COORDINATORS	**Ishaan Shehrawat · Nandini Biswas · Pranay Kapahi**

A · INNOVATE & CODE EVENT 01 / 18 · A1

INNOVIZ

Where Ideas Meet Innovation

SPONSORED BY
State Bank of India
Banking Partner

Day 1
Friday, 30 Oct 2026
9:30 AM – 11:30 AM Library

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT	LANGUAGE
Classes IX – XII (Senior Category)	A team of 3 participants per school	5-minute pitch + short Q&A	English

About the event

INNOVIZ celebrates technological creativity with a firm focus on the United Nations Sustainable Development Goals (SDGs). Entries must prioritise constructive, sustainable impact and align with the event themes. Harmful or destructive applications are not allowed.

Key dates

24 Oct	25 Oct	26 Oct	30 Oct
Pre-submission deadline	Registration closes	Shortlisted teams confirmed by email	Competition (Day 1)

INNOVIZ pre-submission (project proposal) DUE 24 OCTOBER 2026

Your project proposal as a Word or PDF file named **school_name.innoviz.pdf/docx**.

Click here to Draft your Email Draft in Gmail instead ↗

The email opens with the subject and a details form filled in: complete the blanks, attach your file and send. Link not working? Email innoverse@dma1.in with the subject `INNOVIZ Pre-submission · [School name] · [Team name]`.

What to prepare

1 · Product Design

- Pre-submission of project proposal in Word file.
- Prototype: a functional model or working demonstration.
- Presentation: concept overview, product specs, Unique Selling Proposition (USP) and real-world applications.

2 · Advertising

- Video advertisement (MP4) and logo (GIF / PNG / image).
- Video: MP4 format; clearly present main features and USP; structure using the AIDA model (Attention → Interest → Desire → Action). Videos will be screened publicly prior to judging.
- Logo: GIF / image format; design should complement the product and advertisement.

3 · Finance: Investor Pitch

- Revenue model and key financials.
- Market analysis and target audience.
- Key metrics (unit cost, pricing, break-even).
- Short- and long-term projections.
- Funding requirements.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=innoviz

Judging criteria

Technical Innovation & Feasibility	10
Sustainability & SDG Alignment	10
Branding & Advertising (Logo + Video)	10
Financial Planning & Viability	10
Presentation & Q&A Response	10
TOTAL	50 pts

What to bring

- ✓ Prototype / working model
- ✓ Advertisement video (MP4)
- ✓ Logo (GIF / PNG)
- ✓ Own devices & accessories

INNOVIZ · continued

Rules & regulations

1. Themes (choose any one): **Health & Wellness** · **Agriculture and Environment** · **AI in Social Welfare** · **Affordable & Clean Energy** · **Food & Nutrition Security**.
2. Pitch time: maximum **5 minutes per team** (this includes product design, advertisement and finance), followed by a short Q&A with the judges.
3. **Pre-submission (mandatory):** the project proposal, by **24 October 2026**. Use **Click here to Draft your Email** in the box above.
4. Language: English.

TEACHER IN-CHARGE Mr. R. S. Upadhyay, Mr. Anirudh Singh

COORDINATORS Ms. Vineeta Punetha, Dr. Pooja Jaisingh

A · INNOVATE & CODE EVENT 02 / 18 · A2

APPOVATION

Code Idea, Create Impact

SPONSORED BY

Punjab National Bank
Banking Partner

Day 1
Friday, 30 Oct 2026 9:30 AM – 11:30 AM A.I. Lab

ELIGIBILITY
Classes IX – XII (Senior Category)

TEAM SIZE
A team of 2 participants per school

DURATION / FORMAT
90 minutes total for app building and presentation

About the event

Appovation is a high-energy, 90-minute app-build challenge that turns bright ideas into working educational tools. Each participant creates an App Inventor prototype that answers a real social or school need, with a focus on accessibility, community impact and clear storytelling. Demonstrate a live feature, explain your thinking, and show how technology can be a helping hand.

Key dates

24 Oct	25 Oct	26 Oct	30 Oct
Phase 1 pre-submission deadline	Registration closes	Shortlisted teams confirmed by email	Phase 2 on-spot build (Day 1)

APPOVATION Phase 1 idea submission (PPT) DUE 24 OCTOBER 2026

A PPT of **not more than 10 slides** covering your theme, key features and core modules.

Click here to Draft your Email Draft in Gmail instead ↗

The email opens with the subject and a details form filled in: complete the blanks, attach your file and send. Link not working? Email innoverse@dma1.in with the subject `APPOVATION Phase 1 · [School name] · [Team name]`.

Themes

AI Tutors for All
- Education Without Barriers
- SDG 4 · SDG 10

Community AI
- Local Problems, Human Solutions
- SDG 11 · SDG 17

Rules & regulations

1. Software: **MIT App Inventor**.
2. **Phase 1 (Pre-submission):** Idea submission (theme, features & modules). Share a concise proposal (PPT) outlining the Theme, Key Features and Core Modules, along with a vision of how it will address the given social challenges and create a positive societal impact, in **not more than 10 slides**.
3. Email the PPT by **24 October 2026**. Use **Click here to Draft your Email** in the box above.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=appovation

Judging criteria

Presentation	10
Idea & Impact	10
Creativity & Innovation	10
UI & Accessibility	10
App Inventor Use	10
TOTAL	50 pts

What to bring

- ✓ Own testing device (Android phone / tablet)
- ✓ School ID

APPOVATION · continued

Rules & regulations (continued)

4. **Phase 2 (On-spot app design & submission):** shortlisted teams will be informed to prepare for Phase 2. Each team will develop the app on the spot based on their selected theme.
5. Each team will get **90 minutes total** for on-spot app building, project submission and presentation before the judges.
6. **Originality:** work must be entirely the participant's own. Plagiarism = disqualification.
7. **Strict timing:** no work before the official start. Late submissions will not be judged.
8. **Equipment:** login ID of the MIT platform and desktop will be provided by the host school. You need to bring your own testing device.
9. **Privacy & Ethics:** do not collect or transmit sensitive personal data.

TEACHER IN-CHARGE Ms. Karuna Sharma, Ms. Nirmala Singh COORDINATORS Mr. K. D. Kaushik

A · INNOVATE & CODE EVENT 03 / 18 · A3

TRACKATHON

Where Design Thinking Races Ahead

SPONSORED BY

STEMROBO™ Innovation, Creativity & Learning

STEMROBO
EdTech Partner

Day 2
Saturday, 31 Oct 2026

9:00 AM – 11:30 AM

Robotics Lab / 8D

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes VII – XII	A team of 2 participants per school	Timed laps on the obstacle course

About the event

Compete for the title in TRACKATHON! Teams will showcase their engineering skills, programming expertise and strategic thinking as their robotic cars navigate a challenging obstacle course. Speed, precision and innovation are key!

Rules & regulations

1. **Bring your own robot:** each team must come with a self-made & designed, remote-controlled wireless robot.
2. **Obstacle course:** navigate hurdles and challenges; total lap time determines the winner.
3. **Fair play:** no manhandling. Touching the robot adds **+5 seconds** per incident. Cheating or rule violations lead to immediate disqualification.
4. **Robot specs:** max size 30 cm (L) x 25 cm (B) x 15 cm (H). Weight: 1 – 1.5 kg.

TEACHER IN-CHARGE Mr. Mukul COORDINATORS Mr. Manish

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=trackathon

Judging criteria

Fastest bot wins (total lap time)	50

Judging criteria: fastest bot wins. +5 seconds per touch incident.

What to bring

- ✓ Self-made wireless robot
- ✓ Remote / controller
- ✓ Spare batteries & charger
- ✓ Tool kit

B · SCIENCE & LOGIC EVENT 04 / 18 · B1

LIVE LABS

Experience Science in Action

SPONSORED BY

EXTRA MARKS

Extramarks
EdTech Partner

Day 1 Friday, 30 Oct 2026	9:30 AM – 11:30 AM	**Senior (IX – XII)** · Quadrangle
Day 2 Saturday, 31 Oct 2026	9:00 AM – 11:30 AM	**Junior (VI – VIII)** · Quadrangle

ELIGIBILITY
Classes VI – VIII (Junior) · IX – XII (Senior)

TEAM SIZE
A team of 2 participants per school

DURATION / FORMAT
Live demonstration

About the event

Step into a realm where questions take form and learning becomes a spectacle. LIVE LABS is an experiential showcase that brings concepts of Physics, Chemistry, Biology & Mathematics to life through live, working demonstrations. Students present fully functional models and interactive experiments that educate and inspire.

Rules & regulations

1. Participants must bring a working demo / model and a backdrop or display that explains the concept (objective, principle, materials, procedure and applications).
2. All set-ups will undergo a mandatory safety check during set-up.
3. No hazardous chemicals or unsafe procedures allowed.
4. Demonstrations involving heat, electricity or moving parts must include appropriate safety guards and supervision.

TEACHER IN-CHARGE Ms. Sandhya Garg, Ms. Satnam Kaur

COORDINATORS Dr. Pradeep Kumar Singhal, Ms. Rachna Tomar, Dr. Vijay Thakur, Ms. Anju Chaudhary

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=live-labs

Judging criteria

Impact & Wow Factor	10
Conceptual Clarity	10
Creativity & Originality	10
Execution & Safety	10
Communication & Engagement	10
TOTAL	**50 pts**

What to bring

- ✓ Working demo / model
- ✓ Backdrop / display board

B · SCIENCE & LOGIC EVENT 05 / 18 · B2

SCIVERSE

Innovate Today for a Sustainable Tomorrow

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EXTRA MARKS

Extramarks
EdTech Partner

Day 1 Friday, 30 Oct 2026	9:30 AM – 11:30 AM	**Senior (IX – XII)** · Physics Lab
Day 1 Friday, 30 Oct 2026	9:30 AM – 11:30 AM	**Junior (VI – VIII)** · Bio Lab

ELIGIBILITY
Classes VI – VIII (Junior) · IX – XII (Senior)

TEAM SIZE
A team of 2 participants per school in each category

DURATION / FORMAT
Exhibition & judging

About the event

Step into the world of discovery and innovation with SCIVERSE, the Science Exhibition: an immersive platform where young minds present groundbreaking scientific models and solutions that impact our world. The exhibition offers students a unique opportunity to showcase how science and technology, through design thinking and creative problem-solving, can address real-world challenges, promote sustainability and inspire societal progress.

Key dates

24 Oct	25 Oct	26 Oct	30 Oct
Write-up pre-submission deadline	Registration closes	Shortlisted teams confirmed by email	Exhibition (Day 1)

✉ SCIVERSE write-up

DUE 24 OCTOBER 2026

A write-up of **max 150 words** in a Word document (.docx), using the prescribed template.

✉ Click here to Draft your Email Draft in Gmail instead ↗

The email opens with the subject and a details form filled in: complete the blanks, attach your file and send. Link not working? Email innoverse@dma1.in with the subject `SCIVERSE Write-up · [School name] · [Junior / Senior] · [Team name]`.

Themes (choose any one)

- **Health & Wellness**
- **Innovation for a Better Future**
- **Disaster & Waste Management**
- **Affordable & Clean Energy**

Rules & regulations

1. **Pre-submission:** each team must submit a brief write-up (**max 150 words**) using the prescribed template, covering the Scientific Concept, Design Process and Educational Significance of the model.
2. Submission format: Word document (.docx), by **24 October 2026**. Use **Click here to Draft your Email** in the box above. Entries are screened, and shortlisted teams are confirmed by email on **26 October 2026**.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=sciverse

Judging criteria

Creativity & Originality	10
Scientific Accuracy	10
Sustainability Impact	10
Presentation Clarity	10
Visual Appeal	10
TOTAL	50 pts

What to bring

- ✓ Model / exhibit (eco-friendly materials)
- ✓ All materials & stationery
- ✓ Extension board (if needed)

SCIVERSE · continued

Rules & regulations (continued)

3. Projects may include investigation-based studies, application of basic science & technology principles, or novel solutions / indigenous designs addressing real problems.
4. Use of eco-friendly materials is mandatory.
5. **Exhibition set-up:** each team will be provided a 2 × 5 ft table. The entire exhibit must fit within the table dimensions. One power plug (5A) will be provided per table.
6. Participants must come fully equipped with all required materials and stationery (no materials or stationery will be provided by the host school).

TEACHER IN-CHARGE Dr. Dipender Hindu

COORDINATORS Ms. Seema Tyagi, Ms. Manjari Agarwal, Mr. Jairaj Singh, Ms. Poonam Singh, Ms. Minakshi Tyagi

B · SCIENCE & LOGIC EVENT 06 / 18 · B3

MATH MANIA

Where Numbers Play

SPONSORED BY

HDFC BANK

HDFC Bank
Banking Partner

Day 1
Friday, 30 Oct 2026

9:30 AM – 11:30 AM

Junior & Senior · Maths Lab / Classrooms

ELIGIBILITY
Classes VI – VIII (Junior) · IX – XII (Senior)

TEAM SIZE
A team of 2 participants per school in each category

DURATION / FORMAT
2 minutes per team (strictly timed)

About the event

Experience the excitement of mathematics like never before! Math Mania transforms abstract ideas into playful, hands-on puzzles and games that educate, entertain and inspire. Teams will present short, creative demonstrations that illuminate a mathematical concept, show its real-world value and engage the audience. Expect clever thinking, instant "aha!" moments and plenty of fun.

Rules & regulations

1. Theme: **Mathematical Games / Puzzles**.
2. **Focus:** puzzles or games must clearly illustrate a mathematical concept and be appropriate for the team's grade level.
3. **Presentation time:** 2 minutes per team (strictly timed).
4. **Content:** presentations must include a concise explanation of the chosen concept and its educational value or application. Use props, visual aids or a short demo if needed.
5. **Materials:** teams should bring any props or handouts they require. Keep set-ups compact and easy to handle.
6. **Conduct:** creativity and fair play are expected. Judges' decisions are final.

TEACHER IN-CHARGE Ms. Chetna Agarwal, Ms. Sangeeta Parmar, Ms. Abhilasha Singh

COORDINATORS Mr. Anil Bhardwaj, Mr. Alok Vashishth, Mr. Sharad Gupta

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=math-mania

Judging criteria

Selection & Relevance of Concept	10
Clarity of Presentation & Explanation	10
Creativity & Originality	10
Experiential & Educational Impact	10
Teamwork & Delivery	10
TOTAL	**50 pts**

What to bring

- ✓ Props / puzzles / game
- ✓ Visual aids or handouts

B · SCIENCE & LOGIC EVENT 07 / 18 · B4

IGNITE

Think. Research. Present. Publish.

SPONSORED BY

mahindra

Mahindra
Automobile Partner

Day 2
Saturday, 31 Oct 2026 — 9:00 AM – 11:30 AM — **Symposium · paper presentations** · Jr. IT Lab

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes IX – XII	Individual, or a team of up to 3 students	8-minute presentation + 4-minute Q&A

About the event

IGNITE 2026 · Student Research & Technology Symposium. IGNITE is not merely a presentation competition. It is a platform for young researchers to question, investigate, create and contribute knowledge that can shape the future. Shortlisted students present their research papers to an expert panel on Day 2.

Key dates

20 Oct	25 Oct	26 Oct	29 Oct
Synopsis / abstract (200 – 300 words) due	Registration closes	Shortlisted abstracts announced by email	Full research paper due (shortlisted only)

31 Oct
Symposium (Day 2)

✉ IGNITE synopsis / abstract

DUE 20 OCTOBER 2026

A synopsis of **200 – 300 words**. Paste it in the email body or attach it.

✉ Click here to Draft your Email — Draft in Gmail instead ↗

The email opens with the subject and a details form filled in: complete the blanks, attach your file and send. Link not working? Email innoverse@dma1.in with the subject `IGNITE 2026 Synopsis · [School name] · [Team name] · [Research topic]`.

✉ IGNITE full research paper (shortlisted only)

DUE 29 OCTOBER 2026

The full paper (PDF): Title, Abstract, Introduction / Research Question, Methodology, Findings, Discussion, Conclusion and References.

✉ Click here to Draft your Email — Draft in Gmail instead ↗

The email opens with the subject and a details form filled in: complete the blanks, attach your file and send. Link not working? Email innoverse@dma1.in with the subject `IGNITE 2026 Full Paper · [School name] · [Paper title]`.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=ignite

Judging criteria

Originality & Innovation	10
Research Quality & Rigour	10
Real-world Relevance	10
Presentation	10
Response to Questions	10
TOTAL	50 pts

What to bring

- ✓ Research paper (printed + PDF)
- ✓ Slides on pen drive
- ✓ Prototype / poster (optional)
- ✓ School ID

IGNITE · continued

Research domains

Computing & AI
- Artificial Intelligence
- Computer Science
- Data Science
- Cybersecurity

Engineering & Robotics
- Robotics
- Engineering
- Emerging Technologies

Life & Planet
- Biotechnology
- Sustainability

Maths & Beyond
- Mathematics
- Interdisciplinary research

Open
- Any other topic of your choice

Rules & regulations

1. **Original research:** the paper must demonstrate original thinking, research, experimentation, analysis, innovation or a technology-based solution to a real-world problem.
2. **Synopsis submission:** a synopsis (abstract) of **200 – 300 words** must be emailed by **20 October 2026** (use the first **Click here to Draft your Email** button above). Only shortlisted abstracts proceed to the symposium.
3. **Research paper:** shortlisted participants must email the full paper by **29 October 2026** (use the second **Click here to Draft your Email** button above): a properly structured paper containing Title, Abstract, Introduction / Research Question, Methodology, Findings, Discussion, Conclusion and References.
4. **Academic integrity:** plagiarism, fabricated data or copied research will result in disqualification. All sources must be appropriately cited. Any use of AI tools must be declared, and students must be able to explain and defend their work independently.
5. **Presentation:** each team gets **8 minutes** for the presentation + **4 minutes** for questions from the expert panel. Prototypes, demonstrations, simulations and research posters may be used where relevant.
6. **Publication opportunity:** selected high-quality papers may be recommended for publication / proceedings, subject to editorial review, originality checks and the requirements of the respective publication platform. Presentation itself does not guarantee publication.
7. **Recognition:** outstanding submissions may receive awards such as **Best Research Paper**, **Best Innovation**, **Best Technical Presentation**, **Best Social Impact Research** and the **Emerging Researcher Award**.

TEACHER IN-CHARGE Mr. Satish COORDINATORS Mr. Sindhu

C · CREATE & CAPTURE EVENT 08 / 18 · C1

SNAP REEL

Event Teaser Challenge: Capture. Create. Ignite

SPONSORED BY

Domino's
Food & Beverage Partner

Day 1
Friday, 30 Oct 2026

9:30 AM – 11:30 AM STEM Lab

ELIGIBILITY
Classes VIII – XII

TEAM SIZE
One team per school (3 participants)

DURATION / FORMAT
90 min total for Shoot + Edit + Submit

About the event

Fast, furious and creative: the Event Teaser Challenge gives teams a chance to conceptualise, shoot and edit a powerful 60-second teaser on a theme revealed at the start. In one minute you must hook the viewer, tell a story and leave an impact. This event celebrates quick thinking, cinematic storytelling, teamwork and technical skill, all under a tight time limit.

Rules & regulations

1. **Time limit:** theme revealed at the start, then a total of **90 minutes** to shoot, edit and submit the teaser. The time limit is strict; no activity before the official start.
2. **Equipment:** bring everything on the **What to bring** list. Organisers provide the venue and a basic power outlet only.
3. **Technical specs:** final file MP4 (H.264), 1920 × 1080 (1080p) recommended, max 60 seconds, file named **TEAMNAME_TEASER.mp4**. Use only original or royalty-free audio.
4. **Conduct & content:** theme revealed on the spot; entries must follow it. Content must be school-appropriate. No copyrighted music, stock footage or plagiarised material. **Violations = disqualification.**
5. **Consent & suitability:** all content must be suitable for viewers of every age. Every person appearing in the teaser must agree to be filmed; for anyone under 18 who is not a team member, written parental consent is also required.
6. Respect safety and the venue.

TEACHER IN-CHARGE Mr. Rajeev Arora, Mr. Ravi Kaushik

COORDINATORS Mr. Ankur Tomar

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=snap-reel

Judging criteria

Concept & Originality	10
Storytelling & Impact	10
Technical Execution	10
Creativity & Style	10
Teamwork & Resourcefulness	10
TOTAL	50 pts

What to bring

- ✓ Camera / smartphone
- ✓ Laptop with editing software & charger
- ✓ USB / SSD storage
- ✓ Tripod / gimbal
- ✓ Mic / headphones (optional)
- ✓ Power bank / hotspot (optional)
- ✓ Props / costumes

C · CREATE & CAPTURE EVENT 09 / 18 · C2

PAGE X

Create the Cover, Capture Tomorrow

SPONSORED BY

mahindra

Mahindra
Automobile Partner

Day 2
Saturday, 31 Oct 2026 | 9:00 AM – 11:30 AM | IT Lab

ELIGIBILITY
Classes IX – XII (Senior Category only)

TEAM SIZE
A team of 2 participants per school

DURATION / FORMAT
90 min design + 2 min presentation per team

About the event

Unleash your creativity in the Tech Magazine Cover Design Challenge! Design an original, visually striking magazine cover inspired by a tech theme revealed on the event day. Showcase futuristic ideas in Artificial Intelligence, Robotics, Green Tech and more through innovative design and storytelling.

Rules & regulations

1. Software: **Canva**.
2. **Bring your own gadget** (laptop / tablet with charger) **and your own internet source** (hotspot / data card). Organisers will not provide devices or internet.
3. The theme will be revealed on the event day.
4. Each team will design a tech magazine cover page inspired by the provided theme.
5. Time limit: 90 minutes to design, 2 minutes per team for presentation.
6. No use of pre-made templates from tools like Adobe Express or similar.
7. Creativity, originality and alignment with the theme will be key evaluation factors.
8. The design must be presented in digital format (A3 size or 800 × 1200 px).

TEACHER IN-CHARGE Mr. Sanjeev Kumar

COORDINATORS Ms. Sonia Dhawan, Dr. Rekha Sharma

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=page-x

Judging criteria

Creativity & Originality	10
Relevance to Theme	10
Visual Appeal & Design	10
Concept Clarity & Innovation	10
Overall Presentation	10
TOTAL	**50 pts**

What to bring

- ✓ Own gadget (laptop / tablet) & charger
- ✓ Own internet source (hotspot / data card)
- ✓ School ID
- ✓ Canva login (optional)

C · CREATE & CAPTURE EVENT 10 / 18 · C3

AI ART JAM

Paint the Future. Inspire the World.

SPONSORED BY

Printo
Print Partner

Day 2
Saturday, 31 Oct 2026

9:00 AM – 11:30 AM

Junior & Senior · Classrooms

ELIGIBILITY
Classes VI – VIII (Junior) · IX – XII (Senior)

TEAM SIZE
One participant per school in each category

DURATION / FORMAT
2 hours on the spot

About the event

Step into the future with AI ART JAM, where imagination meets creativity! Students will be challenged to paint an original acrylic artwork on the theme **"World in 2050"**, bringing to life futuristic cities, cutting-edge technology, AI-driven innovations and sustainable living.

Rules & regulations

1. Each participant will create one acrylic colour painting based on the theme **"World in 2050"** (futuristic cities / cutting-edge technology / AI-driven innovations / sustainable living).
2. Time limit: 2 hours on the spot.
3. Drawing sheet: A2 size (will be provided on the spot).
4. Only acrylic colours & brushes (to be brought by participants).
5. Creativity, innovation and interpretation of the futuristic theme are key.
6. Plagiarism or copying of existing artworks will result in disqualification.

TEACHER IN-CHARGE Ms. Chetna Sirohi, Ms. Komal Khare

COORDINATORS Mr. Anuj Tyagi, Ms. Sharda Rani

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=ai-art-jam

Judging criteria

Creativity	10
Interpretation of the Theme	10
Painting Technique & Skill	10
Visual Impact & Composition	10
Innovation & Conceptual Thinking	10
TOTAL	**50 pts**

What to bring

✓ Acrylic colours ✓ Brushes

C · CREATE & CAPTURE EVENT 11 / 18 · C4

SHORT FILM

Make it. Post it. Get the city watching.

SPONSORED BY

McDonald's
Food & Beverage Partner

Day 1 ONLINE CONTEST
Friday, 30 Oct 2026
12:00 PM – 1:00 PM — **Top-10 screening** · Digital Library

Day 2 ONLINE CONTEST
Saturday, 31 Oct 2026
12:00 PM – 1:00 PM — **Awards** · Digital Library

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes VIII – XII	2 – 6 members	Film: 3 – 7 minutes

About the event

Cinematic storytelling from start to finish: script, shoot, edit and post-production. This year it's an **online contest**. Submitted films premiere on Innoverse's official social media handles, and the best film is decided by the jury and the audience together. Schools, rally your views!

Key dates

1 Oct Registrations & brief released	**18 Oct · 11:59 PM** Final film upload deadline	**21 Oct** Films go live on Innoverse handles	**29 Oct · 6 PM** Views & voting close
30 Oct Top-10 screened on campus		**31 Oct** Winners announced	

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=short-film

Film upload form:
innoverse.dma1.in/register/film.php
by 18 Oct, 11:59 PM

Choose one theme

Tech for Good
- An app, gadget or idea that changes one person's day
- A grandparent learning UPI
- A village and its first smart classroom

Problems & Solutions
- A real problem in your neighbourhood, and a practical fix
- Waterlogging, traffic, stray animals, waste
- Show the before, the idea and the after

Awareness
- Cyber safety and online scams
- Screen addiction and mental health
- Road safety, deepfakes, digital footprint

Social Change
- Kindness, inclusion and equality
- Saving water and energy
- Stories of everyday heroes

Judging criteria

Audience score (views, likes, shares)	20
Jury: story & screenplay	10
Jury: cinematography & editing	10
Jury: message & theme	10
TOTAL	50 pts

What to bring

- ✓ Backup copy on pen drive (for screening)
- ✓ School ID

Rules & regulations

1. **Step 1, register:** complete the Short Film registration (school, escort teacher and 2 – 6 team members) through the registration form. You get a registration reference (INV-…).
2. **Step 2, choose a theme and upload:** pick one of the four themes and upload the final film (MP4, 1080p, 16:9) with its details through the Short Film upload form by **18 October, 11:59 PM**. Open the form with your registration reference and the escort teacher's mobile number.

SHORT FILM · continued

Rules & regulations (continued)

3. **Mandatory credits:** the opening or closing card must show the **Team name, Participants' names, School name, "Innoverse 2.0 · Dayawati Modi Academy"** and the **Innoverse logo** (shared by email after registration).
4. Length 3 – 7 minutes including credits. Any language, with English subtitles.
5. Script and footage must be original. Only royalty-free music may be used, with no copyrighted clips, songs or logos (other than the Innoverse / DMA logos).
6. **Going live:** submitted films are published on Innoverse official social handles on **21 October**. Teams and schools are encouraged to share them. Views, likes and shares until **29 October, 6 PM** count towards the Audience Score.
7. Bought views, bots or fake accounts lead to immediate disqualification. The committee reviews engagement data.
8. Content must be suitable for all ages. Anyone filmed must give consent, and a parent's consent is needed for minors who are not in the team.
9. Awards: **Best Film** (jury + audience score), **People's Choice** (highest audience score) and **Best Message**.

TEACHER IN-CHARGE Mr. Neeraj, Mr. Priyank

C · CREATE & CAPTURE EVENT 12 / 18 · C5

PHOTOGRAPHY

One frame. One cause.

SPONSORED BY

Burger King
Food & Beverage Partner

Day 1 Friday, 30 Oct 2026	9:30 AM – 11:30 AM	**On-the-spot round** · DMA Campus · report at Library Foyer
Day 2 Saturday, 31 Oct 2026	9:30 AM – 11:30 AM	**On-the-spot round** · DMA Campus · report at Library Foyer

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes IX – XII	Individual	2 hours each day

About the event

An **offline, on-the-spot photography contest** held on campus on **both festival days**. Participants shoot within the DMA campus, and the theme is revealed on campus at **9:30 AM** each day.

Rules & regulations

1. The contest is **offline** and runs on **both days**. Report at the Library Foyer before **9:30 AM**.
2. The theme is **revealed on campus at 9:30 AM** each day. There is no pre-announced theme.
3. Shoot **within the DMA campus only** and submit your **best 3 photographs** (unedited, straight from the device) by **11:30 AM** at the Library Foyer.
4. Phone or camera is fine. Only in-device basic edits are allowed. No editing apps, filters, compositing, AI generation or pre-shot photographs.
5. Watermarks and borders are not allowed.
6. Winning photos may be shared on Innoverse handles with credit.

TEACHER IN-CHARGE Mr. Neeraj

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=photography

Judging criteria

Message & storytelling	16
Composition	12
Theme relevance	12
Technical quality	10
TOTAL	50 pts

What to bring

- ✓ Phone or camera (charged)
- ✓ Data cable / card reader
- ✓ School ID

D · STAGE & SPOTLIGHT EVENT 13 / 18 · D1

TECH TALK

Your Voice. Your Vision. Our Future

SPONSORED BY

HYUNDAI

Hyundai
Automobile Partner

Day 1
Friday, 30 Oct 2026

9:30 AM – 11:30 AM

Sr. IT Lab

ELIGIBILITY
Classes IX – XII (Senior Category only)

TEAM SIZE
A team of two participants per school

DURATION / FORMAT
2 minutes per speaker (4 minutes per team)

About the event

In a world driven by technology, ideas hold the power to transform society. Tech-Talk is a TED-style speaking event where young visionaries present clashing ideas with clarity, insight and purpose, challenging assumptions while sparking meaningful conversations about technology's role in shaping tomorrow.

Thought-provoking topics

Technology	• A Boon for Sustainable Development or a Threat to Natural Resources?
Artificial Intelligence	• Should AI Be Allowed to Make Decisions That Directly Affect Human Lives?
Smart Cities and Smart Technology	• Sustainable Future or Surveillance Society?
Human Values & Global Responsibility	• Are We Progressing Technologically Faster Than We Are Progressing as Humanity?
Electric Vehicles (EVs)	• Are Not the Ultimate Solution to Urban Air Pollution

Rules & regulations

1. Each team will present clashing ideas on the selected topic in a TED Talk format; it is not a debate.
2. Each speaker will get **two minutes** to speak, making it **4 minutes for each team**. Strict timing will be enforced.
3. The talk must be delivered as a prepared, persuasive stage presentation, without reading from scripts or printed notes.
4. Any form of plagiarism will result in immediate disqualification.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=tech-talk

Judging criteria

Relevance	10
Clarity & Confidence	10
Creativity	10
Accuracy	10
Audience Impact	10
TOTAL	50 pts

What to bring

✓ School ID

TEACHER IN-CHARGE Ms. Latika Gupta, Mr. Pankaj Sharma

COORDINATORS Ms. Anika Gupta, Ms. Neha Mishra

D · STAGE & SPOTLIGHT EVENT 14 / 18 · D2

TECH FUSION

Innovate & Sustain Fashion Challenge

SPONSORED BY

Trendzilla

Trendzilla
Fashion Partner

Day 2
Saturday, 31 Oct 2026

9:00 AM – 11:30 AM

Junior & Senior · Library

ELIGIBILITY
Classes VI – VIII (Junior) · IX – XII (Senior)

TEAM SIZE
A team of 2 participants per school (1 model, 1 designer)

DURATION / FORMAT
1 hour to assemble + runway walk & 60-second pitch

About the event

Step into the future of fashion with the Innovate & Sustain Fashion Challenge! Participants will design and showcase an avant-garde, sustainable outfit that demonstrates creativity, innovation and eco-conscious thinking. The challenge is to transform ordinary materials into extraordinary wearable art, highlighting sustainability, recycling or upcycling techniques. Showcase your creation with a runway walk and a 60-second pitch on its materials, techniques and concept.

Rules & regulations

1. Teams must create a transformational fashion look that highlights sustainability and innovation.
2. Each outfit should use at least one eco-friendly, recycled or upcycled material.
3. Participants may use some ready-made clothing as a base but must add original, innovative design elements.
4. Sustainable techniques such as **natural dyeing, modular clothing or zero-waste design** are encouraged. Extra points for **handcrafted or fully stitched elements**.
5. Time on the day to assemble and accessorise the look: **1 hour**. Hair and make-up may be pre-done.

TEACHER IN-CHARGE Ms. Deepa Sinha, Dr. Jyoti Kumari, Ms. Anjali Vats

COORDINATORS Dr. Garima Singh, Ms. Aanchal Sharma

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=tech-fusion

Judging criteria

Creativity & Originality	10
Innovation & Use of Materials	10
Sustainability & Eco-friendly Design	10
Ramp Walk & Presentation	10
Clarity & Impact of Explanation	10
TOTAL	50 pts

What to bring

- ✓ Outfit materials & base clothing
- ✓ Accessories
- ✓ Sewing kit

D · STAGE & SPOTLIGHT EVENT 15 / 18 · D3

BATTLE OF BANDS

Plug in. Turn up. Take the stage.

SPONSORED BY

DHT

DHT
Gaming Partner

Day 2
Saturday, 31 Oct 2026

9:00 AM – 11:30 AM

Assembly Stage

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes IX – XII	4 – 8 members	10 min per band (incl. 3 min sound check)

About the event

Live instruments and vocals with a full band on stage, scored on tightness, tone and presence.

Rules & regulations

1. The school provides a drum kit (shells + cymbals), guitar and bass amps, a keyboard stand and vocal mics.
2. Bring your own instruments, cables and pedals.
3. Play any mix of original songs and covers. Originals earn bonus points.
4. No pre-recorded backing tracks, except an intro of 30 seconds or less.
5. Lyrics must be appropriate for a school audience. Performance order is decided by draw.

TEACHER IN-CHARGE Mr. Nitin Kumar

COORDINATORS Mr. Rohit Choudhary

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=battle-of-bands

Judging criteria

Musicality & tightness	15
Vocals	10
Tone & arrangement	10
Stage presence	10
Originality	5
TOTAL	50 pts

What to bring

- ✓ Instruments
- ✓ Cables & pedals
- ✓ Drumsticks

D · STAGE & SPOTLIGHT EVENT 16 / 18 · D4

NRITYA NOVA

Where Rhythm Meets Tomorrow

SPONSORED BY

9DXR LABS

9DXR Labs
VR Learning Partner

Day 1
Friday, 30 Oct 2026

9:30 AM – 11:30 AM

Assembly Stage

ELIGIBILITY
Classes VI – XII

TEAM SIZE
One team per school · 6 – 12 dancers

DURATION / FORMAT
4 – 6 minutes per team (including entry & exit)

About the event

The inter-school **Dance Competition** of INNOVERSE 2.0, where school teams take centre stage to reimagine dance for the future.

From classical and folk to contemporary, hip-hop and fusion, teams are invited to blend the richness of tradition with the energy of technology—creating performances that are original and futuristic.

Rules & regulations

1. Theme: **Dance of the Future: where tradition meets technology**. Any dance style or fusion of styles is allowed.
2. Performance time: **4 to 6 minutes**, including entry and exit. Exceeding the time limit will attract a penalty.
3. Submit the music track (MP3 on a pen drive, labelled with the school name) at the registration desk by **9:00 AM** on Day 1. Carry a backup copy.
4. Props are allowed, but no fire, water, glitter, colour powder or anything that may damage or dirty the stage.
5. Costumes, music and lyrics must be appropriate for a school audience.
6. The order of performance will be decided by draw. Teams must be ready backstage when their turn is called.

TEACHER IN-CHARGE Ms. Swati Mishra **COORDINATORS** Ms. Pinki Rathi, Ms. Manpreet

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=beat-blaze

Judging criteria

Choreography & Creativity	10
Synchronisation & Formations	10
Expression & Energy	10
Theme Interpretation	10
Costume & Stage Presence	10
TOTAL	**50 pts**

What to bring

- ✓ Music track on pen drive (+ backup)
- ✓ Costumes & props
- ✓ School ID

E · PLAY & PLATE EVENT 17 / 18 · E1

GAMEVERSE

Three arenas. One champion school.

SPONSORED BY

DHT

DHT
Gaming Partner

Day 2 Saturday, 31 Oct 2026	9:00 AM – 11:30 AM	**VR · Beat Saber (VI – XII)** · Yoga Room
Day 2 Saturday, 31 Oct 2026	9:00 AM – 11:30 AM	**PS5 · Tekken 8 (IX – XII)** · A Block, opposite AI Lab
Day 2 Saturday, 31 Oct 2026	9:00 AM – 11:30 AM	**PC · Call of Duty (IX – XII)** · AI Lab

ELIGIBILITY
VR: Classes VI – XII · PS5 & PC: Classes IX – XII

TEAM SIZE
VR: full-group score attack · PS5: 1v1 · PC: 5v5

DURATION / FORMAT
Arena-wise score attack / brackets on Day 2

About the event

Innoverse's gaming zone, grown from last year's Tekken 8 bracket into three arenas: **VR**, **PS5** and **PC**. Each arena crowns its own winner.

Three arenas

ARENA 01 · VR

Beat Saber

Meta Quest · Full-group score attack · Classes VI – XII · Yoga Room

POWERED BY 9DXR LABS

- Each player gets one practice song and then plays two official songs from the set list, on Hard difficulty.
- All registered VR participants compete in a full-group score attack. Ranking is by combined score.
- No modifiers (No Fail, slower song, etc.).
- A hygiene face cover is provided. Play inside the marked safe zone.
- Players may stop at any time if they feel dizzy. A replay is given only for hardware faults.

ARENA 02 · PS5

Tekken 8

PlayStation 5 · 1v1 knockout · Classes IX – XII · A Block, opposite AI Lab

- Default tournament settings: 3 rounds per match, 60-second timer.
- Single elimination. Matches are best of 3, and the Grand Final is best of 5.
- Standard controllers are provided. Your own wired controller is allowed after an organiser checks it.
- Characters may be changed only between matches.
- Pausing mid-round costs the round, unless it was a hardware fault.

ARENA 03 · PC

Call of Duty (COD)

PC · 5v5 custom match · Classes IX – XII · AI Lab

- 5v5 custom match on a standard map. The team winning the required rounds wins the match.
- Organiser accounts only, with the same preset loadout for both teams. Map and mode are announced on the day.
- Your own wired mouse, keyboard and headset are allowed after they are checked. No macros or config files.
- Any cheat, script or third-party software means a permanent ban from GAMEVERSE.
- Knockout bracket. Semi-finals and final are played on the stage screen.

General rules

1. As per competition protocol, each player may participate in only one arena.
2. Report 15 minutes before your slot. Arriving more than 10 minutes late is a walkover.

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=gameverse

Judging criteria

Bracket / score result **50**

Each arena awards 1st, 2nd and 3rd places. The points go to the school.

What to bring

- ✓ School ID
- ✓ Wired controller / mouse / headset (optional)

GAMEVERSE · continued

General rules (continued)

3. Players must behave like good sports: no trash talk, rage-quitting or damaging equipment. The referee can disqualify for misconduct.
4. Brackets and match timings are posted at each arena (Yoga Room, A Block opposite AI Lab, AI Lab) and shared with escort teachers.

TEACHER IN-CHARGE Mr. Anuj Chaudhary (VR Gaming), Mr. Varun (PS5 Gaming), Ms. Ishmeet (PC Gaming)

COORDINATORS Mr. Pankaj Sharma, Mr. Saurabh Khanna, Mr. Akshat Raj

E · PLAY & PLATE EVENT 18 / 18 · E2

SUPER CHEF

Serving Creativity, Innovation and Nutrition Together

SPONSORED BY

The Belgian Waffle Co.
Food & Beverage Partner

Day 1
Friday, 30 Oct 2026

9:30 AM – 11:30 AM

Home Science Lab

ELIGIBILITY	TEAM SIZE	DURATION / FORMAT
Classes IX – XII (Senior Category)	A team of 2 participants per school	45 minutes

About the event

SUPER CHEF is a unique competition where culinary creativity meets futuristic design and nutritional science. Participants will design and present a **healthy sandwich and salad** with a **tech-inspired or futuristic theme**, using geometric plating, molecular-style arrangement or data-driven layouts. The focus is on **innovative presentation, nutritional balance and creative storytelling**, showcasing imagination and food science in a simple yet impactful way.

Rules & regulations

1. Each team (max 2 students) will prepare **one sandwich and one salad within 45 minutes**.
2. Dishes must reflect a tech-inspired or futuristic design (e.g. geometric plating, data-themed layout).
3. Only raw, fresh or ready-to-eat ingredients allowed. **No fire, ovens, stoves or heating devices.**
4. A simple poster or digital slide (A3 / 800 × 1200 px) must explain the design concept, nutritional benefits and tech-theme connection.
5. All recipes and designs must be **original**, with strict adherence to **hygiene and safety** protocols.

TEACHER IN-CHARGE Ms. Abhiruchi Rawat

COORDINATORS Ms. Chitra Tyagi, Ms. Banita Rajeev, Ms. Anuradha Arora

REGISTER · LAST DATE 25 OCT

REGISTER NOW →

innoverse.dma1.in/register/?event=super-chef

Judging criteria

Creativity in Design & Futuristic Theme	10
Nutritional Value & Health Focus	10
Presentation Clarity & Concept Explanation	10
Visual Appeal & Innovation	10
Impact & Originality	10
TOTAL	50 pts

What to bring

- ✓ Raw / ready-to-eat ingredients
- ✓ Plates & utensils
- ✓ Poster (A3) or digital slide

05 · OUR PARTNERS

Co-Sponsored By

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State Bank of India

Punjab National Bank

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FOOD & BEVERAGE PARTNERS

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The Belgian Waffle Co.

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EVENT PARTNERS AT A GLANCE

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TECH TALK	Hyundai	**TECH FUSION**	Trendzilla	**Battle of Bands**	DHT
NRITYA NOVA	9DXR Labs	**GAMEVERSE**	DHT	**SUPER CHEF**	The Belgian Waffle Co.

Thank You!

Our heartfelt thanks to every **co-sponsor and partner** who makes INNOVERSE 2.0 possible, and to every participating school, teacher and student. We can't wait to see what you imagine, build and create. See you on campus on **30 & 31 October 2026**!

RSVP

Dr. Suraj Sharma
Principal
Mr. Vivek Singh Yadav
Vice Principal

CONTACT

Mr. Sudhir Sanwal
Overall In-charge
+91 87559 82469
ssanwal@dma1.in

ONLINE

Register: innoverse.dma1.in/register
Submissions: innoverse@dma1.in
Instagram: @innoverse.dma
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DEDICATION ★ MOTIVATION ★ ASPIRATION