



**CYBER
SYMPHONY
2025**



POWERED BY

TECHKRITI'26
I I T K A N P U R

26TH NOV 2025

CYBER SYMPHONY



<https://fizrobotics.com/cyber-symphony>

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INVITATION

Respected Fellow Principal,

Greetings from **Jagran Public School, Noida!**

It is with great excitement and enthusiasm that I invite your esteemed institution to participate in our upcoming **Interschool Cyber Symphony Competition 2025**, to be held in collaboration with **FIZ Robotic Solutions & Techkriti, IIT Kanpur** on **26th November 2025** at **Jagran Public School, Noida**.

This fest aims to ignite innovation and foster a spirit of healthy competition among young minds. It offers students an exceptional opportunity to showcase their technical prowess, creativity, and teamwork through a variety of engaging and intellectually stimulating events. We believe that collaboration and interaction among schools play a crucial role in shaping the future of education and technology. We would be delighted to have your school join us for this event.

Please confirm your school's participation by registering at <https://fizrobotics.com/cyber-symphony> or contacting us at by **20th Nov, 2025**.

We look forward to welcoming your students and faculty to this exhilarating event and fostering a shared passion for technology and innovation.

Warm regards,

Dr. D.K. Sinha

Principal, Jagran Public School, Noida



About Events

Date: 26th November 2025

Venue: Jagran Public School, Noida

Presented by: Jagran Public School Noida & FIZ Robotic Solutions (FRS)

Technical Event Partner: Techkriti, IIT Kanpur

Where Robotics Meets Creativity In collaboration with **Jagran Public School, Noida & FIZ Robotic Solutions** brings the **CYBER SYMPHONY** competition an innovative platform blending robotics and digital creativity to inspire young minds. This inter-school event fosters innovation, problem-solving, and teamwork while showcasing talent in both STEM and digital design.

Computer Based Events:

1. **PC Gaming** – Enter the ultimate PC gaming arena where strategy, reflexes, and teamwork decide the champions.
2. **Web Designing** – Unleash your creativity by designing functional and visually appealing websites that blend aesthetics with technical skills.
3. **Video Editing** – Transform raw footage into engaging stories using advanced editing techniques, effects, and storytelling skills that captivate audiences.
4. **Viral Instinct** – Showcase your humor and creativity by designing hilarious memes using given templates and your own witty ideas.



About Events

Robotics Events:

1. **Hoverush** – Build and control your own hovercraft to navigate through challenging tracks with precision and speed.
2. **Manoeuvre** – Test your robotic design and control as your bot overcomes obstacles and completes complex movement-based tasks.
3. **Robo Soccer** – Compete in an exciting robotic soccer match where strategy, coordination, and robot performance determine victory.
4. **Flying Machine** – Design and fly your own aircraft model to achieve the best flight duration, stability, and creativity.

Non-Technical Events:

1. **Rubik Cube** – Solve a series of scrambled cubes (2x2, 3x3, and Pyramid) in consecutive rounds to test your speed and logic.
2. **Quizzard** – Participate in a thrilling quiz challenge covering current affairs, science, and general knowledge to prove your intellect.
3. **Mobile Gaming** – Compete in fast-paced mobile gaming battles that test your reflexes, strategy, and fun spirit.

Guidelines & Registration

Guidelines

- Registrations open from 24th October 2025 and closes on 20th November 2025.
- Participants or teams must register once for their selected event(s).
- Multiple entries are allowed, but event timings will not be adjusted for overlaps.
- Confirmation of registration will be provided after verification by the Organizing Committee.
- Participants must carry their school ID card and registration confirmation slip on the event day.

How to Register

- Register now — just scan the QR code or click the link to get started!
- <https://fizrobotics.com/cyber-symphony>



Scan and Register now!

Schedule at a Glance

S. NO.	EVENT NAME	TIME	VENUE
1.	Viral Instinct (Meme Generation)	09:30 AM to 11:00 AM	Sr. Computer Lab (2 nd Floor)
2.	HyperStrike PC (PC Gaming)	09:30 AM to 11:00 AM	ATAL Lab (2 nd Floor)
3.	Quizzard (AI-QUIZ)	09:30 AM to 11:00 AM	Sr. AV Room(Big Hall)
4.	HyperStrike Mobile (Mobile Gaming)	09:30 AM to 11:00 AM	IX E
5.	UI/UX Rumble (Web Designing)	11:00 AM to 12:30 PM	Sr. Computer Lab (2 nd Floor)
6.	Frame-Lock (Video Editing)	11:00 AM to 12:30 PM	ATAL Lab (2 nd Floor)
7.	Twist- Triads	11:00 AM to 12:30 PM	Sr. AV Room (Big Hall)
8.	Hoverush	09:30 AM to 11:00 AM	BasketBall Court
9.	Robo Soccer	09:30 AM to 11:00 AM	BasketBall Court
10.	Flying Machine	11:30 AM to 12:30 PM	Playground
11.	Manoeuvre	11:30 AM to 1:00 PM	Playground



COMPUTER BASED EVENTS



1 PC Gaming

[Event Duration - 1.5 Hours]

Event Name : Hyper Strike PC

No. of Participant : 1

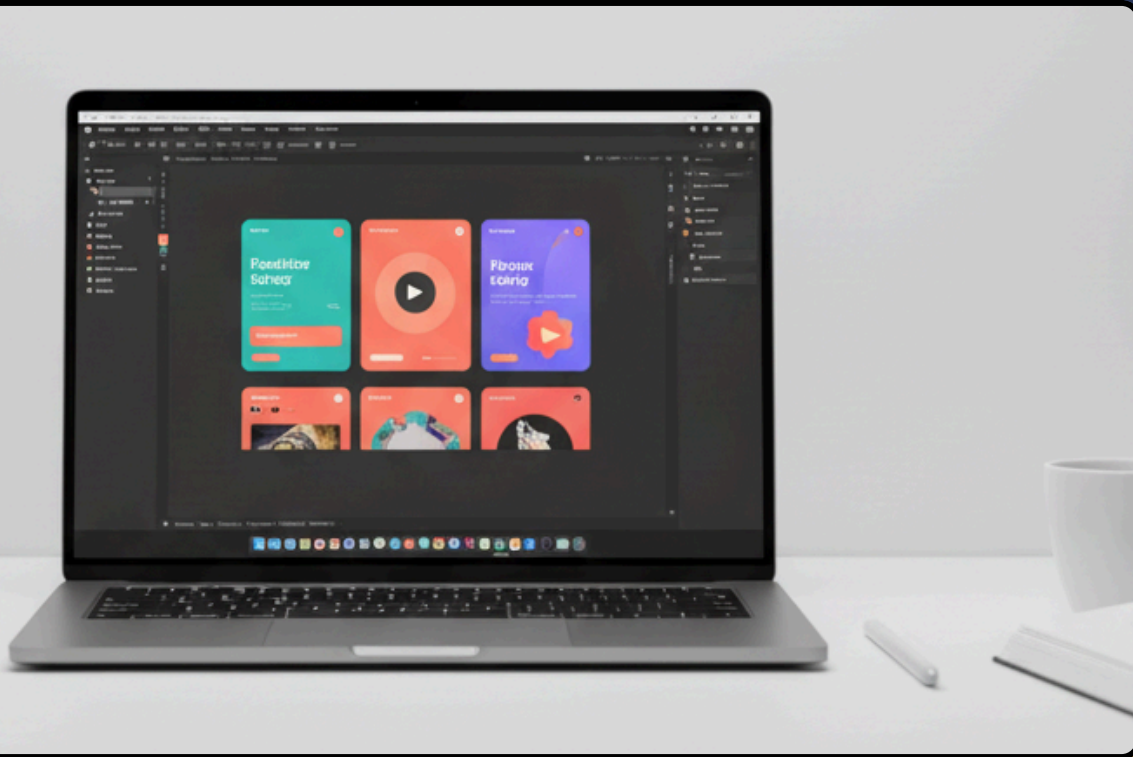
Classes : VI-XII

Event Description :

- Games will be revealed 1-2 days prior to the event.
- Participants have to bring their own headphones.
- Participants are allowed to use their own **keyboard, headphones** and **mouse** if they want.
- Any kind of toxicity or cheating will lead to disqualification.

Event Incharges:

- Sankalp Samantara - 9311477311
- Lakshey Bhati - 9310764612



2

Web Designing

[Event Duration - 1 Hours]

Event Name : UI/UX Rumble

No. of Participant : 1

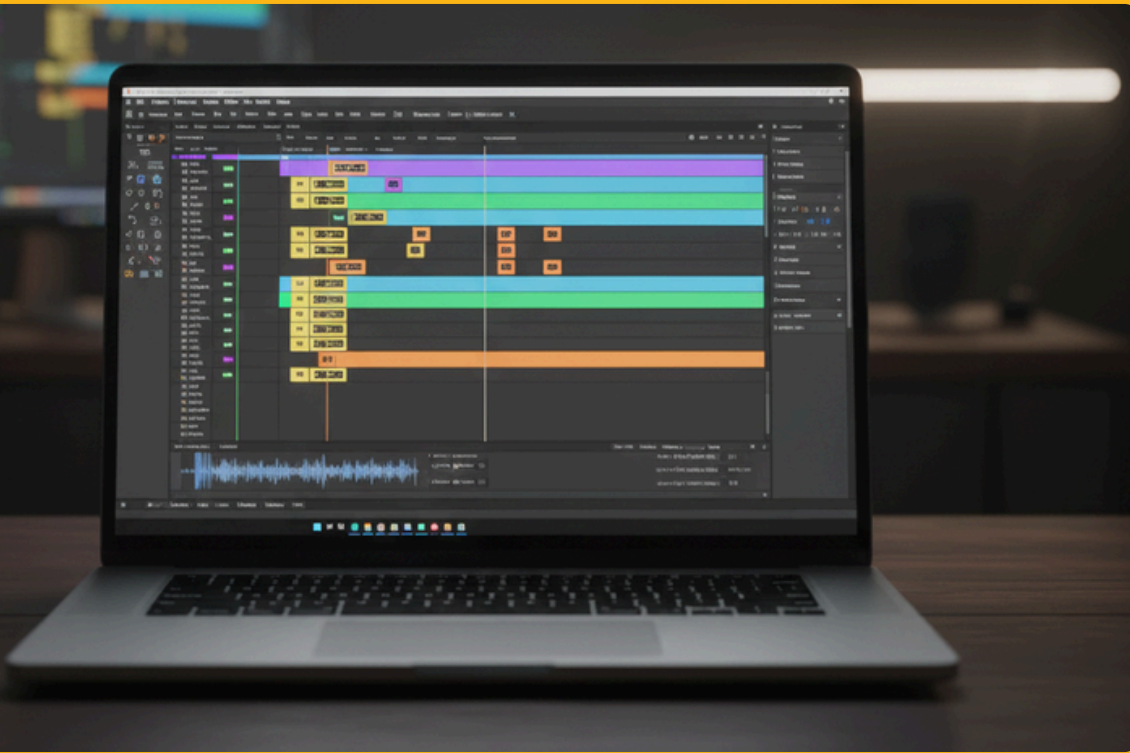
Classes : VI-XII

Event Description :

- Software provided: Figma (free version).
- Topic will be provided on the spot.

Event Incharges:

- Shivam Chauhan - 962520223
- Chinmay Tripathi - 9818713618



3

Video Editing

[Event Duration - 1.5 Hours]

Event Name : Frame lock

No. of Participant : 1

Classes : VI-XII

Event Description :

- Video clips will be provided on the spot
- Clips will be same for all participants.
- Software: Filmora , Capcut

Event Incharges:

- Rehaan Alam - 8447318344
- Harshit Bhati - 9717887643



4 Viral Instinct

[Event Duration - 1.5 Hours]

Event Name : Meme Generation

No. of Participant : 1

Classes : VI-XII

Event Description :

- Templates will be provided on the spot.
- Each participant has to make five memes.

Event Incharges:

- Rehaan Alam - 8447318344
- Chinmay Tripathi - 9818713618



ROBOTICS EVENTS

Event Incharges:

- Pradhumya Singh - 9310627004
- Arnav Tripathi - 7827955550



1

Hoverush

(TECHKRITI, IIT KANPUR ZONAL EVENT)

Grade: VI - XII

[Event Duration - 2 Hours]

Format:

- **Hovercraft Design:** The hovercraft must be self-built (no readymade/lego kits/3D printed parts will be allowed), a minimum lift height of 3 cm at full throttle. Only electric motors are allowed, and metal propellers are prohibited.
- **Match Rules:** Teams must follow the track, avoiding penalties for obstacles, human intervention, or deviating from the path.

Rules:

- **Team Size:** 1-3 students
- **Maximum bot dimensions:** 50x50x50 cm
- **Maximum bot weight:** 2 kg
- **Operating voltage:** Maximum 24V DC

Scoring System: Racing points are awarded based on successful track navigation, obstacle avoidance, and time taken. The final score will be calculated as Total Points. Penalties will be added for hand-touch, position reset of bot and bot failure.



2

Manoeuvre

(TECHKRITI, IIT KANPUR ZONAL EVENT)

Grade: VI - XII

[Event Duration - 2 Hours]

Format:

- The bot must be manually controlled and capable of gripping various blocks or shapes. It should be able to insert them into corresponding grooves carved into a cubic block. The gripping mechanism should be precise and able to handle various shapes securely. The bot should be completely hand-made, no ready made/lego chassis will be allowed.
- The bot can be either wired or wireless. Wireless control options include a dual-frequency remote, Bluetooth, or Wi-Fi.
- The bot should be able to precisely align and place the blocks into their respective grooves, requiring accurate control of its movements and gripping mechanism.
- For wireless bots, ensure the control mechanism provides a stable connection and sufficient range to operate effectively within the task area without any interference or lag.

Rules:

- **Team Size:** 1-3 students
- **Maximum bot dimensions:** 50x50x50 cm
- **Maximum bot weight:** 2 kg
- **Operating voltage:** Maximum 24V DC



3 Robo Soccer

[Event Duration - 2 Hours]

Grade: VI - XII

Format:

- Teams compete in a soccer match using their bots to score goals.
- Matches are divided into two 3-minute halves.
- Bots must be controlled via wired remote or wireless systems.
- No ready made/lego chassis and grippers will be allowed.
- The bot should not hold the play ball during the matches. Holding the ball will lead to direct disqualification from the event.

Rules:

- **Team Size:** 1-3 students
- **Maximum bot dimensions:** 50x50x50 cm
- **Maximum bot weight:** 3 kg
- **Operating voltage:** Maximum 24V
- **Bot Limitation:** Each team can field only 1 bot during the match.
- **Mechanisms:** Bots must be equipped with non-destructive mechanisms.
- **Goal Rules:** Goals scored by human interference will be invalidated.



4 Flying Machine

[Event Duration - 2 Hours]

Grade: VI - XII

Format:

- Participants must design a single stage water rocket to achieve maximum distance and accuracy.
- Each team gets two launch attempts.
- Team of only 1-3 students are allowed to participate.

Rules:

- Rockets must not exceed 2L in capacity.
- Only water and compressed air can be used as propellants.
- Safety measures (e.g., proper assembly and handling) must be followed.
- Launcher has to be fabricated by the teams individually, sharing of launcher is prohibited. Teams making their own hand made launchers will be rewarded with bonus points.
- Manual and electronic pumps are permitted in the event; however, teams must bring their own. The organizer will not provide launchers or pumps to any team.



NON-TECHNICAL EVENT



1 Rubik Cube

[Event Duration - 1.5 Hours]

Event Name : Twist Triads

No. of Participant : 1

Classes : VI-XII

Event Description :

- Scrambled cube will be given.
- Three cubes (**2x2, 3x3 and Pyramid**) are to be solved in three consecutive rounds.
- All three cubes are to be brought by the participants.
- Participants are not allowed to see the performance of fellow participants.

Event Incharges:

- Himanshi Kharb - 9319060335
- Shivam Kandyal - 8076120683



2

Quizzard

[Event Duration - 1 Hours]

Event Name : AI Quiz

No. of Participant : 2

Classes : VI-XII

Event Description :

- Use of electronic gadgets is strictly prohibited.
- Participants are not allowed to discuss with other groups.
- Time limit and promptness is very important.
- The Quiz master's decision is final.
- No outside help is allowed.
- Only one correct answer to each question.

Event Incharges:

- Himanshi Kharb - 9319060335
- Shivam Kandyal - 8076120683



3

Mobile Gaming

[Event Duration - 1.5 Hours]

Event Name : HyperStrike Mobile

No. of Participant : 2

Classes : VI-XII

Event Description :

- Participants enrolling from same school will play as a team.
- Participants must bring their own device with internet connection.
- School will provide network but will not be accountable for any connectivity issues.
- Any kind of toxicity, cheating will lead to disqualification.
- Participants are allowed to bring their own headphones.
- There will be two Games:
 - **Game 1:** BGMI
 - **Game 2:** Will be revealed 1 day prior to the event.

Event Incharges:

- Harshit Bhati - 9717887643
- Shivam Chauhan - 9625202223



General Rules

General Terms & Conditions

1. Participants must bring their own laptops, devices, and robots as required for the competition.
2. The Internet will be provided at the venue, but all other technical equipment (bots, controllers, cameras, software, etc.) must be brought by the participants.
3. Each team can consist of only 1-3 students, until otherwise specified in the individual rulebook of an event.
4. The participants are responsible for the safety and functionality of their equipment.
5. Any violation of competition rules or unethical practices will lead to disqualification.
6. The judges' decision will be final and binding.
7. The participants must adhere to the schedule provided; delays may result in forfeiture.
8. Participants are expected to maintain discipline and abide by the school's code of conduct.
9. Refreshment will be provided to all the participants.
10. Any team participating in one event category cannot participate in the other one.

(Example:- If a participant takes part in a computer-based/non-technical event, they cannot participate in robotic events and vice-versa.)

How to Register:

Visit our official website to register: <https://fizrobotics.com/cyber-symphony>

Key Dates

- **Last Date to Register:** 20th November 2025.
- **Competition:** 26th November 2025

CYBER SYMPHONY 2024



Teacher Incharges

Ms. Vineeta Somni
+91-7905716044

Mr. Sanjeev Kumar
+91-9873021443

Student Event Incharge

- **Viral Instinct (Meme Generation)**
 - Rehaan Alam - 8447318344
 - Chinmay Tripathi - 9818713618
- **HyperStrike PC (PC Gaming)**
 - Sankalp Samantara - 9311477311
 - Lakshey Bhati - 9310764612
- **Quizzard (AI Quiz)**
 - Himanshi Kharb - 9319060335
 - Shivam Kandyal - 8076120683
- **Twist Triads (Cube)**
 - Himanshi Kharb - 9319060335
 - Shivam Kandyal - 8076120683
- **HyperStrike Mobile (Mobile Gaming)**
 - Harshit Bhati -
 - Shivam Chauhan - 9625202223
- **UI/UX Rumble (Web Designing)**
 - Shivam Chauhan - 962520223
 - Chinmay Tripathi - 9818713618
- **FrameLock (Video Editing)**
 - Rehaan Alam - 8447318344
 - Harshit Bhati -
- **Robotics Event Incharges:**
 - Pradhuma Singh - 9310627004
 - Arnav Tripathi - 7827955550

THE ORGANIZING TEAM

COMPUTER TEAM

Ms. Vineeta Somni
+91-7905716044

Mr. Sanjeev Kumar
+91-9873021443

ROBOTICS TEAM

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