



11th - 13th
JULY



SURYODAYA 2026



The great myth of our times is that
technology is communication.
- Libby Larsen



ABOUT US



THE SCINDIA SCHOOL

The Scindia School is not only a prestigious institution but also a leader in information technology.

The symbolism in the school's logo reflects this journey: the sun represents vision and leadership, while the two snakes signify knowledge and legacy, embodying the principles that the visionary founder foresaw for the institution.

At a time when India was entering the era of modernization, the Scindia School became the first in the country to establish a computer lab in 1982. This initiative was a realization of the vision of the late H.H. Maharaja Madhavrao J. Scindia, who believed in the importance of integrating technology into education.

The addition of IT lab has allowed the Scindia School to strengthen its foundations while blending traditional values with contemporary teaching methods. The school aims to develop "Men of Mettle" who are well-prepared to lead in the future.

In conclusion, by combining tradition with innovation, it shapes future leaders, with its logo symbolizing vision, leadership, knowledge, and legacy. It's a place where legacy meets technology, preparing students to lead with excellence in a changing world.



ABOUT US



SURYODAYA IT FEST '26

The Suryodaya IT Festival, a premier event for school students in the country, has been celebrated annually since 2005. This marks the 21st edition of the festival, a significant milestone that highlights the growth and achievements of all those who have contributed to its evolution over the past two decades.

The festival provides an engaging environment for IT masterminds from across the country to compete. Participants not only strive for success but also gain invaluable experience. Various events will take place, including Music Composition, 3D-Modelling, and many other exciting activities.

Technology constantly improves, and thus we move to improve ourselves too. This time we feature a new event: **RoboRumble** where robots clash till the last one standing.



GENERAL INFORMATION



The IT Festival welcomes students from classes IX–XII. Please read the guidelines below before submitting your team's details.

- Eligibility & Teams – One team per school, between 5-8 pupils plus 1 supervising teacher. All participants must be in classes IX–XII.
- Accommodation – Meals are provided. If you need station pickup, submit the details at least 10 days in advance.
- Fonts & Add-ons – You may bring and submit your own font before the competition starts. No external plug-ins or add-ons are allowed during the events.
- Equipment – Bring any required devices (video cameras, digital cameras, etc.). Your team is responsible for any connectivity or compatibility issues.
- Internet – Use of the internet is prohibited during the events.
- Schedule – Team in-charges must avoid any timing conflicts (see the schedule). Time slots are fixed; we may adjust location, start time, or rules if necessary.
- Prizes – The top three participants receive individual certificates as well as prizes and awards; everyone gets a participation certificate. Additional excellence awards (2) are given for Music Production and Video Editing.
- Judging – All decisions of the judges and the organizing committee are final and binding.
- Each team must participate in a minimum of 6 events.



PARTICIPATION RULES



- Each participant may participate in maximum 3 events only.
- To participate in an event, the teams only needs to give one name for the event.
- The chart below will help you see which events will clash to decide in which events to participate at once.

	PPT	Music	Coding	3D Model	Art	Quiz	Video	Photo	Robotics	Media	Gaming
PPT	Blue	Red	Red	Green	Green	Green	Green	Green	Green	Green	Green
Music	Red	Blue	Red	Green	Green	Green	Yellow	Green	Green	Green	Green
Coding	Red	Red	Blue	Green	Green	Green	Green	Green	Green	Green	Green
3D Model	Green	Green	Green	Blue	Red	Green	Green	Green	Green	Green	Green
Art	Green	Green	Green	Red	Blue	Green	Green	Green	Green	Green	Green
Quiz	Green	Green	Green	Green	Green	Blue	Green	Green	Green	Green	Green
Video	Green	Yellow	Green	Green	Green	Green	Blue	Red	Green	Green	Green
Photo	Green	Green	Green	Green	Green	Green	Red	Blue	Green	Green	Green
Robotics	Green	Green	Green	Green	Green	Green	Green	Green	Blue	Red	Green
Media	Green	Green	Green	Green	Green	Green	Green	Green	Red	Blue	Green
Gaming	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Blue

-  THE SAME EVENT
-  NOT RECOMMENDED
-  CAN'T PARTICIPATE IN BOTH



EVENTS



- CodeForge [coding]
- ArtByte [digital art]
- SlideSphere PPT-[scenario/research]
- AudioVisual Arena [music + video editing]
- Media Matrix [brochure + website design]
- MindMash [Quiz]
- RoboRumble [robotics]
- RenderRealm [3D- modeling]
- PlayScape [gaming(non comp.)]
- Retro view [photo editing]



EVENTS



CodeForge



NO. OF PARTICIPANTS: 1

DURATION: 2 HOURS

About:

Forge your programming prowess with coding challenges in Python or Java that test your coding speed and problem-solving ability. Write, debug, and triumph through rounds of high-stakes code creation.

Platform: HackerRank



EVENTS



ArtByte



NO. OF PARTICIPANTS: 1

DURATION: 3 HOURS

About:

Unleash your digital artistry on pen tablets and bring prompt-based visions to life. Pure creative freedom meets technical precision in this digital canvas battle.

Platform: Adobe Illustrator / Adobe Photoshop / MS Paint



EVENTS



SlideSphere



NO. OF PARTICIPANTS: 2

DURATION: 2 HOURS

About:

Create a presentation that sells itself, a self-guided visual storytelling experience that requires zero live narration. Solve complex problems and deliver solutions through pure design and automation.

Platform: Microsoft Powerpoint / Adobe Photoshop



EVENTS



AudioVisual Arena



NO. OF PARTICIPANTS: 1-1

DURATION: 2.5-3 HOURS

About:

Merge music and motion in this dual-discipline creative challenge. Compose an original soundtrack and craft a matching visual experience; two independent artists working in perfect sync to create something truly multimedia.

Platform: Adobe Premiere Pro / Adobe After Effects / GarageBand / Adobe Audition



EVENTS



Media Matrix



NO. OF PARTICIPANTS: 2

DURATION: 3 HOURS

About:

Build a complete digital identity for a company from scratch: website, social presence, and all. Your team has limited time to create a polished, professional online brand.

Platform: VSCode / Notepad / Adobe Photoshop / Adobe Illustrator / Dreamviewer



EVENTS



MindMash

NO. OF PARTICIPANTS: 2

About:

Test your knowledge across rapid-fire preliminary rounds leading to an intense quiz-style showdown among the top 4 teams. Prove your expertise and claim victory.

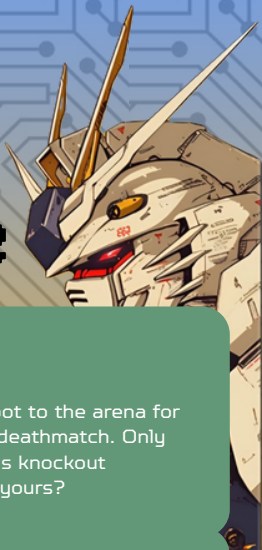
Platform: Physical



EVENTS



Robo Rumble



NO. OF PARTICIPANTS: 2

About:

Bring your custom robot to the arena for an all-out mechanical deathmatch. Only one bot will survive this knockout tournament. Will it be yours?

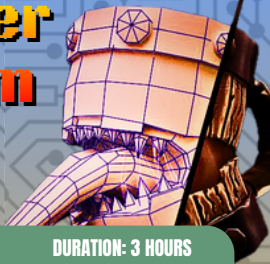
Platform: Arena



EVENTS



Render Realm



NO. OF PARTICIPANTS: 1

DURATION: 3 HOURS

About:

Step into Blender and sculpt imaginative 3D models from prompts. Transform digital possibilities into stunning visual creations in this immersive modeling challenge.

Platform: Blender



EVENTS



Retro View



NO. OF PARTICIPANTS: 1

DURATION: 1.5 HOURS

About:

Capture the moment, craft the story: a hands on photo shoot where bold lightning meets bolder ideas. Edit like a pro with live demos, presets, and one-on-one tips to turn raw shots into showstoppers.

Platform: Adobe Photoshop



EVENTS



PlayScape



NO. OF PARTICIPANTS: 3

DURATION: 1.5 HOURS

About:

Jump into a collection of games and tackle quirky objectives for pure fun and friendly competition. No pressure, just gaming glory and good times.

Platform: Various games



ITINERARY



DAY 0 - 10th JULY '26

5:00 - 7:15 PM	Registration / Activity	Academic Block
7:15 - 7:45 PM	Briefing	Academic Block
7:45 - 8:30 PM	Ice Breaking	Academic Block
8:45 - 9:20 PM	Dinner	Mess
9:30 PM	Teams Leave	





ITINERARY



DAY 1 - 11th JULY '26

7:30 - 8:30 AM	Breakfast	Mess
9:00 - 10:00 AM	Opening Ceremony	Assembly Hall
10:00 - 10:30 AM	Photograph	Madhav Pavillion
10:30 - 12:30 PM	Slide Sphere	Salvi & WRC
10:30 - 12:30 PM	CodeForge	Lab 1
10:30 - 1:00 PM	Audiovisual Arena (Music)	Mac Lab
11:30 - 12:00 PM	High Tea	Science Block
2:00 - 2:40 PM	Lunch	Mess
2:45 - 5:45 PM	RenderRealm	Mac Lab
2:45 - 5:45 PM	ArtByte	Lab 1
5:45 - 6:15 PM	High Tea	Science Block
6:30 - 7:00 PM	MindMash (Prelims)	Salvi & WRC
7:30 - 8:00 PM	PSYX Performance	Aikyam
8:00 - 10:00 PM	Principal's Dinner	Madhav Field / Aikyam
10:00 PM	Teams Leave	



ITINERARY



DAY 2 - 12th JULY '26

6:00 - 8:00 AM	Meadows Walk	Meadows
8:15 - 8:45 AM	Breakfast	Mess
9:00 - 12:00 PM	Audiovisual Arena (Video)	Mac Lab
10:00 - 11:30 PM	RetroView	Lab 1
11:30 - 12:00 PM	High Tea	Science Block
1:45 - 2:30 PM	Lunch	Mess
2:30 - 5:30 PM	RoboRumble	Madhav Pavillion
2:30 - 5:30 PM	MediaMatrix	Lab 1 & MacLab
6:30 - 7:00 PM	Astachal	Astachal
7:30 - 9:00 PM	Playscape (Non-Comp)	Salvi & WRC
9:00 - 9:30 PM	Dinner	Mess
9:30 PM	Teams Leave	



ITINERARY



DAY 3 - 13th JULY '26

7:45 - 8:30 AM	Breakfast	Mess
9:30 - 10:30 AM	Mind Mash (Finals)	Assembly Hall
11:00 - 11:30 AM	High Tea	Outside FRC
11:30 - 1:30 PM	Closing Ceremony	Assembly Hall
1:30 - 2:30 PM	Lunch	Mess
2:30 PM	Teams Leave	

- **Extra info such as complete rules and guidelines can be found on our website (suryodaya.net)**



FEE



BREAKDOWN

Payment Breakdown

Per Participant Fee (for all days) - Rs 4500

Registration Fee for team - Rs 2000

Participation cost = $8 \times 4500 + 2000 = 38000$

*Will vary if team has less than 8 members

This includes:

1. Transportation
2. Meals + Principal Dinner
3. All events
4. A whole lot of fun.

Please note that a payment link will be sent once the school has been registered for the event. For further payment details contact:

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CONTACT



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