

JGI KNOWLEDGEUM ACADEMY

Presents

BENGALURU'S VIBRANT FEST

Odyssey

19th - 20th November 2024

CATALYST

CHALLENGE THE STATUS QUO

Emote

Perform to Transform

Excel

Create to Innovate

Experience

Learn to Unlearn

Introduction

Odyssey hosted by Knowledgeum Academy, an initiative of JAIN Group is more than just an event; it is an odyssey, a journey of discovery, innovation, and inspiration. This unique extravaganza serves as a platform for students from top schools and colleges in Bengaluru to come together and celebrate the spirit of education, creativity, and intellectual curiosity. As the epicentre of Bengaluru's academic and cultural calendar, Odyssey promises an experience like no other.

Whether you are a student keen on showcasing your talents, or simply an inquisitive mind seeking to explore the frontiers of knowledge, Odyssey has something special in store for you.

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Odyssey 2024 Theme

Catalyst

Challenge the Status Quo

CATALYST

[kat-l-ist]

Noun

With the theme 'Catalyst – Challenge the Status Quo', Odyssey has categories its events under three main headings, **Emote**, **Excel**, and **Experience**. Through engaging discussions, thought-provoking workshops, and dynamic performances, Odyssey invites you to break boundaries, inspire change, and redefine what's possible. Join us as we embark on an unforgettable journey where ideas spark revolutions and challenges fuel growth!

SEGMENT 1

EMOTE

Where passion meets the stage— Express,
Captive, and Move the World through
powerful performances.

Dance

Odyssey

Grade 8 to 10 aged 13-15

19 November 2024

Event Name: Rhythms Reimagined

Event Description:

Present a traditional dance form with a modern twist, either in choreography or the choice of music

Registrations Invited For:

Solo Performance

Group Performance

Duration:

Solo: 3 to 4 minutes | Group: 4 to 6 minutes

Exceeding the time limit will result in a point deduction

Rhythms Reimagined Rules

Odyssey

General Rules:

- Each school/college/academy/institute/individual may register only one team or participant.
- The use of colour powder, glitter, or any hazardous props is strictly forbidden.
- Participants must submit their song on a USB drive at the registration desk.
- Please refrain from using offensive or inappropriate language in the music.
- Ensure that participants are dressed in appropriate costumes.
- Minimum 4 and a maximum of 8 participants per group are allowed.

Judging Criteria:

- Creativity and Originality: 30%
- Choreography & Coordination: 25%
- Expressions, Energy & Stage Presence: 20%
- Costume & Presentation: 15%
- Adherence to Time & Theme: 10%

Category - Dance

Odyssey

Grade 11 and 12 aged 16-19

20 November 2024

Event Name: Prop Rhythm

Event Description:

Perform a dance revolving around the creative use of a prop, incorporating dynamic shifts in the music.

Registrations Invited For:

Solo Performance (On-the Spot Choreography)

Group Performance

Duration:

Solo: 3 to 4 minutes | Group: 4 to 6 minutes

Exceeding the time limit will result in the point deduction

Prop Rhythm Rules

General Rules:

- Each school/college/academy/institute/individual may register only one team or participant.
- The use of colour powder, glitter, or any hazardous props is strictly forbidden.
- Group performers must mention the type of prop that will be used during registrations.
- Solo Performance on-spot prop and music will be provided by the organiser.
- Group participants must submit their songs on a USB drive at the registration desk.
- Please refrain from using offensive or inappropriate language in the music.
- Ensure that participants are dressed in appropriate costumes.
- Minimum 4 and a maximum of 8 participants per group are allowed.

Judging Criteria:

- **Creative Use of Props: 30%**
- **Choreography & Music Adaptation: 30%**
- **Coordination & Synchronisation: 20%**
- **Energy & Stage Presence: 10%**
- **Adherence to Time & Theme: 10%**

Music

Odyssey

Grade 8 to 10 aged 13-15

19 November 2024

Event Name: Sonic Shift

Event Description:

Play an instrument with the freedom to use a back-up singer or a vocal track

Registrations Invited For:

Solo Performance

Duration:

Solo: 3 to 4 minutes

Exceeding the time limit will result in a point deduction

Sonic Shift Rules

Odyssey

General Rules:

- Each school/college/institute/academy is allowed to register 2 participants under each category.
- All musical genres are allowed (classical, contemporary, fusion, etc.), but the performance must be cohesive and well-executed.
- Please refrain from incorporating vulgar or inappropriate language in your music performances.
- The participants must submit their track on a USB drive at the registration desk.

Judging Criteria:

- **Technical Skill: 30%**
- **Tone and Expression: 30%**
- **Creativity: 20%**
- **Stage Presence: 10%**
- **Adherence to Time: 10%**

Category - Music

Odyssey

Grade 11 and 12 aged 16-19

20 November 2024

Event Name: Rap Rumble

Event Description:

Rap your heart out with the freedom to use the support of a beatboxer or a beatboxing track while rapping

Registrations Invited For:

Solo Performance

Duration:

Solo: 2 to 4 minutes

Exceeding the time limit will result in the point deduction

Rap Rumble Rules

General Rules:

- Each school/college/institute/academy is allowed to register 2 participants under each category.
- All rap & beatboxing genres are welcome, including freestyle, battle rap, or any thematic rap.
- For rapping, English, Kannada, and Hindi languages are allowed.
- Please refrain from incorporating vulgar or inappropriate language in your performances.
- The participants must submit their track on a USB drive at the registration desk.

Judging Criteria:

- **Lyrics: 30%**
- **Performance: 30%**
- **Creativity: 20%**
- **Flow: 10%**
- **Impact: 10%**

Battle of Bands

Odyssey

Grade 8 to 10 aged 13-15 & PU and Grade 11 & 12 aged 16-19
19 & 20 November 2024

Event Name: Beats Battle

Event Description:

Home grown bands join and compete against each other on original compositions or popular music

Registrations Invited For:

Group Performance

Duration:

6 to 8 minutes

Exceeding the time limit will result in the point deduction

Beats Battle Rules

General Rules:

- Each school/college/institute/academy/individual is allowed to register 1 team.
- A minimum of 3 members and a maximum of 8 members per band are allowed, where each band will include at least one vocalist and two instrumentalists.
- All musical genres are allowed. Bands are encouraged to showcase their originality, whether through covers or original compositions.
- All music must be performed live, without backing tracks.
- Bands must bring their instruments, such as guitars, keyboards, and percussion. Equipment like drum kits and amplifiers may be provided on request.
- No hazardous equipment (e.g., pyrotechnics) or dangerous stunts are not allowed during performances.

Judging Criteria:

- **Musicianship and Skill: 30%**
- **Band Coordination and Timing: 25%**
- **Stage Presence and Audience Engagement: 20%**
- **Creativity and Originality: 15%**
- **Adherence to Time and Theme: 10%**

Fashion Show

Grade 8 to 10 aged 13-15 & PU and Grade 11 & 12 aged 16-19
19 & 20 November 2024

Event Name: Runway Revolution

Event Description:

Create a fashion line up to raise awareness for a social cause of your choice as a theme; the cause to be disclosed during registrations.

Registrations Invited For:

Group Performance

No. of Participants Allowed:

7 to 12

Duration:

3 to 6 minutes

Exceeding the time limit will result in the point deduction

Runway Revolution Rules

Odyssey

General Rules:

- Outfits must clearly convey a message related to the chosen cause. It should be appropriate for a school & college event—no overly revealing or offensive attire.
- Each group must prepare a brief message (30-60 seconds) explaining their cause and how their outfit represents it.
- Participants are encouraged to use sustainable materials or repurposed items in their outfits to highlight the theme.
- Props and accessories are allowed but should complement the outfit and theme without being distracting.
- Failure to adhere to the theme, decency guidelines, or time limits may result in disqualification.

Judging Criteria:

- **Creativity and Originality: 30%**
- **Theme Relevance: 30%**
- **Presentation and Performance: 20%**
- **Overall Impact: 20%**

SEGMENT 2

EXCEL

Ignite creativity to disrupt the ordinary
and redefine possibilities

Interactive Installations

Grade 8 to 10 aged 13-15

19 November 2024

Event Name: Elemental

Event Description:

Showcase innovative and interactive dioramas or 3D renditions with an addition of a catalyst creating a visible change

Registrations Invited From:

Open Category (From Individuals to Maximum 6 Members)

Duration:

The installation should be designed for the duration of the event (10 am to 1 pm) and should be able to withstand interaction over this period.

Submission Guidelines:

Participants must submit a detailed proposal outlining their installation concept, design, and technical requirements.

The proposal will include:

- Title and description of the installation
- Concept sketches or digital mock-ups
- List of materials and technology used
- Estimated setup time and space requirements
- Interactivity description (how users will interact with the installation)

General Rules:

- Installations must involve an interactive element where the audience can actively engage with the piece (e.g., sensors, motion detectors, touch panels, augmented reality, colours, paints, art materials, POP, etc.).
- Installations must fit within the allocated space (5x5 feet).
- All materials and setups must comply with safety regulations. No sharp objects, toxic materials, open flames, or hazardous elements are allowed.
- The time given for set-up is 90 minutes.
- All submissions must be original work by the participant(s). Plagiarism or use of existing copyrighted installations without significant modification and credit is prohibited.

Judging Criteria:

- Concept and Originality
- Interactivity
- Design and Aesthetic Appeal
- Technical Execution
- Proposal Clarity and Detail
- Setup and Presentation

Category - City Building

Odyssey

Grades 11 and 12 aged 16-19

20 November 2024

Event Name: Urban Vision 2050

Event Description:

Design interactive dioramas or 2D/3D renditions of what Bangalore would look like in 26 years with a visionary essay and presentation

Registrations Invited From:

Open Category (From Individuals to Maximum 5 Members)

Duration:

Participants will have 5-7 minutes to present their model to the judges, followed by a 3-minute Q&A session

Each participant/team must present their vision of Bengaluru 2050 through either:

- A physical model (handcrafted or using building kits). Size: 3ft x 3ft
- A digital representation (using design software such as SketchUp, AutoCAD, Blender, Tinkercad, etc.)
- A brief written proposal (300–500 words) explaining the design rationale, key features, and technologies involved

General Rules:

The team must employ one or two prompts from the pointers given below, but the idea and concept can be entirely your own, which must incorporate one of the following:

Sustainability and Green Infrastructure

How can Bengaluru embrace eco-friendly urban development to combat pollution, reduce carbon emissions, and promote a greener environment?

Circular Economy and Waste Management

How can the future city adopt a circular economy where waste is minimized and resources are continuously recycled and reused?

Climate change and resilience

How would new building designs, water conservation systems, and climate-adaptive infrastructure play a role in creating a disaster-resilient city?

Water Management and Conservation

Bengaluru has faced challenges with water scarcity in the past. What futuristic technologies could be used to solve water shortages and promote conservation?

Public Transportation & Mobility

How will you integrate multi-modal transport systems (e.g., metro, e-bikes, trams) to ensure seamless and eco-friendly movement across the city?

Judging Criteria:

- Innovation and Originality
- Relevance to Theme
- Design and Aesthetic Appeal
- Technical Execution
- Clarity and Depth of Proposal
- Presentation Skills

Digital Graffiti

Grade 8 to 10 aged 13-15 & PU and Grade 11 & 12 aged 16-19
19 & 20 November 2024

Event Name: Impact Pixels

Event Description:

Create unique digital art that mesmerises the eyes and exercises the mind on a subject of your choice on a given template, and an impromptu subject

Theme: The theme will be given on spot challenging your status quo

Registrations Invited From:

Solo Participants

Duration:

3 hours

Exceeding the time limit will result in the point deduction

Impact Pixels Rules

General Rules:

- Participants must create digital graffiti artwork using digital tools (e.g., Adobe Photoshop, Illustrator, Procreate (for Apple users), GIMP, or any other graphic design software).
- The template for creating the graffiti will be given to you on the event day, with which you will have to create your art. It can be in portrait or landscape, square or circle.
- The artwork should be original and created specifically for this competition. Also, if you are using AI prompts, you must provide the evidence.
- Participants must get their own laptop/tablet or any necessary equipment to do the art.
- All submissions must be the original work of the participant. Plagiarism or use of pre-existing images, designs, or any copyrighted material is strictly prohibited.
- Each participant is allowed to submit only one entry. Multiple entries will lead to disqualification.

Judging Criteria:

- Creativity and originality
- Adherence to the theme
- Artistic quality and design elements
- Overall impact and visual appeal

SEGMENT 3

EXPERIENCE

Ignite creativity to disrupt the ordinary
and redefine possibilities

Visual Arts Workshop

Grades 8 to 10 aged 13-15

19 November 2024

Event Name: Palettes & Possibilities

Event Description:

A deep-dive into the surreal world of art and artistry through different media. It is an immersive and enriching experience that incorporates different canvases, colours and textures.

Duration:

2 Hours

Materials:

All necessary materials will be provided by the organisers

Registration:

Open to all the registered students of Odyssey.

Thinker Tank

Grades 8 to 10 aged 13-15

19 November 2024

Event Name: Thinker Lab

Duration:

2 Hours

Event Description:

Engage in a thought-provoking Think Tank Workshop, where innovative ideas collide to spark creativity and drive impactful solutions.

Registration:

Participants must register before 10th November 2024

Futuristic Technology

Odyssey

Grades 11 and 12 aged 16-19

20 November 2024

Event Name: Future Tech

Event Description:


A Futuristic Technologies Talk delving into the cutting-edge innovations that will shape the Future of Work and its impact on current learners.

Duration:

2 Hours

Registration:

Open to all the registered students of Odyssey.



**GENERAL
REGULATIONS**

- Registration fee not applicable.
- Registration commences at 8 AM, and it's imperative that all participants arrive promptly at the venue.
- Participants are required to carry their school/college ID cards.
- Participants are required to remain within the venue until the event concludes.
- Refreshments will be provided for all participants, teacher-in-charge, and an accompanying person (in case of individual registrations).
- Knowledgeum Academy cannot assume responsibility for any loss or damage to participants' personal belongings during the event.
- Participants should handle any equipment owned by the school or the venue with care.
- Any damages incurred will be documented by the organizing committee, and charges for repairs may apply.
- Participants must be accompanied by a teacher/faculty/parent.

Odyssey



REGISTER USING QR CODE

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