ST. MARK'S SR. SEC. PUBLIC SCHOOL

Meera Bagh, New Delhi, India

presents



GEEK<a/>HERTZ 2026

11th Annual International Inter-School Tech-Fest

18 December 2026

Event at a Glance

In its 11th year, Geek<a/>Hertz 2026 brings young coders, designers, filmmakers, gamers and innovators together for a day of friendly competition.

Programme Schedule

School registration closes	**10 December 2026**
Preliminary submissions due (all events)	**12 December 2026**
Results of online-only events	**17 December 2026**
Finals at St. Mark's Sr. Sec. Public School, Meera Bagh and declaration of result	**18 December 2026**

Kindly note: Track A events are for Delhi & NCR schools and **Track B** events are open for International Schools along with national schools.

Awards

- **Every participant** will receive a participation certificate.
- All the winners will receive a **trophy and a merit certificate**.

TRACK A · DELHI & NCR SCHOOLS

General Rules

1. Register your school online at geekahertz.in or https://forms.gle/eGxkkzsPPsW7Dqgi6 , or scan the QR code below.

2. School registration closes on **10 December 2026**.
3. All preliminary entries must be submitted by **12 December 2026**.
4. The list of online events finalists will be posted on our website and Facebook page on **17 December 2026**.

5. Schools must report to the registration desk at St. Mark's Sr. Sec. Public School, Meera Bagh, by **8:30 am sharp**.
6. **Each student may take part in only one event.**
7. **Plagiarism** of any kind means immediate disqualification of the team.
8. The judges' decision is **final and binding**.

ANNEXURE 1

Registration & Submission Links

Click an event's **Register** link to enter, and its **Submit** link to upload your preliminary entry. Events marked "Delhi-NCR, National & Intl." are open to both tracks.

#	EVENT	CLASSES	MODE	OPEN TO	REGISTER	SUBMIT
1	**Junior Techies**	3–4	Online	Delhi-NCR, National & Intl.	-	**Submit**
2	**ElectraCanvas**	4–5	Online	Delhi-NCR, National & Intl.	-	**Submit**
3	**CodeQuest**	6–8	Online	Delhi-NCR, National & Intl.	-	**Submit**
4	**ComiCreations**	6–8	Online	Delhi-NCR, National & Intl.	-	**Submit**
5	**AdVistaFest**	6–9	Online	Delhi-NCR only	-	**Submit**
6	**Lights, Camera, Action**	8–12	Online	Delhi-NCR, National & Intl.	-	**Submit**
7	**Binary Masters**	9–12	Online / Offline	Delhi-NCR only	**Register**	—
8	**Markians' Gaming League**	8–12	Online	Delhi-NCR, National & Intl.	**Register**	—
9	**Imagica**	6–12	Offline	Delhi-NCR only	**Register**	—
10	**MiniComp Wizards**	6–12	Offline	Delhi-NCR only	**Register**	—
11	**3D Printing**	7–12	Offline	Delhi-NCR only	**Register**	—

TRACK A

Delhi & NCR Schools — Events

Eligible: schools in Delhi and the National Capital Region. Online and on-campus rounds.

01 Junior Techies

CLASSES	**3 – 4**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Up to 3**	MODE	**Online**
SOFTWARE	**Canva Education / Adobe Express**		

Choose **any one** of the following:

A. **Be a Cyber Superhero: Staying Safe Online** — Present "superpowers" for staying safe online: strong passwords, not talking to strangers, asking parents before downloading, and reporting bullying.

B. **Gadgets of the Future: What Will My School Look Like in 2050?** — Imagine a future classroom with robot teachers, holographic books or smart desks, and explain how each gadget would help students learn.

1. Build an original presentation in **Canva /Adobe Express** on your chosen topic — **maximum 10 slides**.
2. Submit **both** the Canva file link / Adobe Express file Link on submission link in Annexure 1.
3. The use of AI generated images is permitted.
4. Each team must include **at least one girl** participant.

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02 ElectraCanvas

EPOSTER • *Design that speaks*

CLASSES	**4 – 5**	TEAM SIZE	**1 (individual)**
ENTRIES / SCHOOL	**Open**	MODE	**Online**
SOFTWARE	**Canva / Adobe Express**		

TOPICS

Choose **any one** of the following:

A. **Screen Time vs. Green Time** — Compare time spent on phones and games with time spent outdoors and encourage a healthy balance between the two.

B. **Kind Clicks: Spread Kindness Online** — Show how to be polite and respectful online — saying no to cyberbullying and sharing positive messages.

1. Design an original poster on your chosen topic in **Canva / Adobe Express.**
2. Pair it with a catchy, original **slogan** that complements the poster.

3. Submit the Canva file link and a **.jpeg** export through the submission link in Annexure 1.

JUDGED ON **Originality & ideas · Creativity & design · Technical skill · User-friendliness**

03 CodeQuest

SCRATCH GAME CREATION CHALLENGE • *Code it, play it*

CLASSES	**6 – 8**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Up to 2**	MODE	**Online**
PLATFORM	**Scratch**		

GAME THEMES

Choose **any one** of the following:

A. **Space Rescue** — The player flies a spaceship, collects stars for points, dodges asteroids and rescues stranded astronauts. Levels should get harder as the game goes on.

B. **Cyber Maze** — The player moves through a maze with locked gates; each gate opens only when an online-safety question is answered correctly.

1. Create an original game in Scratch on your chosen theme.
2. Record and submit a **gameplay video** along with your game.
3. Submit your entry through the event's submission link in **Annexure 1**. Results are decided on this submission alone.

JUDGED ON **Originality & ideas · Creativity & design · Technical skill · User-friendliness**

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04 ComiCreations

CLASSES	**6 – 8**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Open**	MODE	**Online**
SOFTWARE	**Canva / Adobe Express**		

STORY THEMES

Choose **any one** of the following:

A. **The Robot Who Learned to Feel** — A school robot slowly learns human emotions — friendship, sadness and kindness — from the students around it. Explore what makes humans special.

B. **Glitch in the Game: Trapped Inside a Video Game** — A student is pulled into a video game and must use logic, teamwork and coding skills to fix the glitch and escape.

1. Your comic strip may run to a **maximum of 2 A4 pages**.
2. Submit **both** the Canva file link / Adobe Express and a **PDF** of the comic through the submission link in Annexure 1.

3. Story, characters and dialogue must be **100% original**. Copying existing comics or characters from the internet will lead to disqualification.
4. Each team must include **at least one girl** participant.

JUDGED ON **Originality & ideas · Creativity & design · Technical skill · User-friendliness**

05 AdVistaFest

CLASSES	**6 – 9**	TEAM SIZE	**2**
TEAMS / SCHOOL	**2**	MODE	**Online**
FILM LENGTH	**30 Seconds**		

AD BRIEFS

Choose **any one** of the following:

A. **AI Buddy** — Advertise an imaginary AI study app that helps students plan homework, revise and stay focused. Highlight that it helps you learn rather than doing the work for you.
B. **Digital Detox Week** — Create a campaign encouraging families to spend less time on screens for a week, with ideas for playing, reading and talking together.

1. Your ad may be a recorded video, an animation, or a mix of both.
2. Keep it to **30 seconds or less** — entries that run over will be disqualified.
3. Ads must be original. Copying existing advertisements from the internet is not allowed.
4. Jingles, slogans and other creative touches are encouraged.
5. The use of AI is permitted.
6. Submit your entry through the event's submission link in **Annexure 1**.
7. Each team must include **at least one girl** participant.

JUDGED ON **Storyline · Creativity · Originality · Technical execution**

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06 Lights, Camera, Action

CLASSES	**8 – 12**	TEAM SIZE	**2 – 3**
TEAMS / SCHOOL	**Open**	MODE	**Online**
FILM LENGTH	**3 – 4 minutes**		

FILM TOPICS

Choose **any one** of the following:

A. **Deepfake: When Seeing Isn't Believing** — A fake AI-made video or photo causes trouble for a student. Show how to spot fake content and why we should think before we share.
B. **Offline: A Day Without the Internet** — A family or group of friends loses the internet for a whole day. Show the problems they face and what they rediscover about each other.

1. Give your film a suitable title and keep it between **3 and 4 minutes** long.
2. Upload the film to **YouTube as Unlisted** and share the link through the submission link in Annexure 1.
3. Each team must include **at least one girl** participant.
4. **The last date for submission is 12 December 2026**

JUDGED ON **Storyline · Creativity · Originality · Editing & technical quality**

07 Binary Masters

PROGRAMMING • *Logic under the clock*

CLASSES	**9 – 12**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Open**	MODE	**Online prelims · Offline final**
LANGUAGES	**C++, Java, Python 3+**	PLATFORM	**HackerRank**

ROUND 1 · PRELIMINARY (ONLINE)

1. Held online on **13.12.2026**, open between **6:00 pm and 9:00 pm**. Once you start, you have **2 hours 30 minutes** to solve the problems.
2. Contest link: https://www.hackerrank.com/binary-masters-geek-a-hertz-2026 (will be shared on our website and Discord).
3. The **top 15 teams** go through to the final. If several teams from one school make the top places, **only one team per school** will advance.

ROUND 2 · FINAL (AT THE VENUE)

1. A hands-on round on computers at the venue, held on HackerRank.
2. Teams get **120 minutes** to solve problems built around logic, reasoning and mathematics.

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08 Markians' Gaming League

ESPORTS • *2 vs 2. Best team wins.*

CLASSES	**6 – 12**	TEAM SIZE	**2**
TEAMS / SCHOOL	**1**	MODE	**Online**

GAME	**Rocket League, 2 vs 2**

1. **Preliminaries:** 2 vs 2 Rocket League matches on 12 December 2026.
2. The **top 8 teams** advance to the 2 vs 2 **final tournament** on **13 December 2026**.
3. Every player needs an active **Epic Game** account.
4. All players must join the event Discord server: dsc.gg/geekahertz

09 Imagica

CLASSES	**6 – 12**	TEAM SIZE	**2**
TEAMS / SCHOOL	**1**	MODE	**Offline**

THEMES

Choose **any one** of the following:

A. **Useful Gadgets for Home** — A working product for the home built from old computer parts — a desk lamp, mobile stand, mini fan or storage organiser.

B. **Junk to Learning Aids for Classrooms** — Turn e-waste into teaching models, such as a working model of a computer's parts or a circuit-board display for science class.

1. Your model must be built from recyclable **e-waste / computer junk**.
2. Each school may present **one model** only.
3. A table and a power supply will be provided for your display.
4. Be ready to explain your model and answer questions from the judges and visitors.

JUDGED ON **Innovation · Use of e-waste · Usefulness · Presentation**

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10 MiniComp Wizards

ARDUINO / RASPBERRY PI • *Small boards, big ideas*

CLASSES	**6 – 12**	TEAM SIZE	**Up to 2**
TEAMS / SCHOOL	**1**	MODE	**Offline**

THEMES

Choose **any one** of the following:

A. **Smart Solutions for Safety** — A device that keeps people safe — a gas-leak alarm, fire detector, fall detector for the elderly or smart door alert.

B. **Smart Agriculture** — A device that helps farmers — an automatic plant-watering system, soil-moisture checker or weather alert system.

1. Build an original, working project on an **Arduino** board or **Raspberry Pi**.
2. Each school may present **one model** only.
3. A table will be provided. Bring everything else you need, including **extension cords**.
4. Be ready to explain your model and answer questions from the judges and visitors.

JUDGED ON **Innovation · Working model · Technical skill · Presentation**

11 PrintX 3D

DESIGN & PRINT • *Imagine it. Model it. Print it.*

CLASSES	**6 – 12**	TEAM SIZE	**2**
TEAMS / SCHOOL	**1**	MODE	**Offline**

THE CHALLENGE

Design a Daily-Life Problem Solver — Design a small, useful object that solves an everyday problem, such as a phone stand, cable organiser, pen holder or key hook.

1. Design your object in any 3D modelling software (for example, Tinkercad or Fusion 360).
2. Bring the **printed object** to the fest along with your design file.
3. Explain the problem it solves, show your design, and present the printed item to the judges.
4. Detailed technical guidelines (print size, file format) will be shared on our website and Discord.

JUDGED ON **Usefulness · Design · Creativity · Presentation**

TRACK B

International & National Schools

Open to schools anywhere — Delhi-NCR, across India and abroad. Online events only.

General Rules

1. Schools outside Delhi & NCR are eligible **only for Track B** events.
2. All Track B events are judged **on online submissions only** — there are no on-campus rounds.
3. Winners receive a **merit certificate**; every participant receives an **e-certificate**.
4. Join the Discord server for regular updates on your event: discord.gg/dA2Qa6jZ4f

01 Junior Techies

CLASSES	**3 – 4**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Up to 3**	MODE	**Online**
SOFTWARE	**Canva & Adobe Express**		

TOPICS

Choose **any one** of the following:

A. **Be a Cyber Superhero: Staying Safe Online** — Present "superpowers" for staying safe online: strong passwords, not talking to strangers, asking parents before downloading, and reporting bullying.

B. **Gadgets of the Future: What Will My School Look Like in 2050?** — Imagine a future classroom with robot teachers, holographic books or smart desks, and explain how each gadget would help students learn.

1. Build an original presentation in **Canva/Adobe Express** on your chosen topic — **maximum 10 slides**.

2. Submit the Canva file link or Adobe Express Link through the submission link in Annexure 1.
3. Results are decided on this submission alone.

JUDGED ON **Storyline · Creativity · Originality · Design quality**

02 CodeQuest

CLASSES	**6 – 8**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Up to 2**	MODE	**Online**
PLATFORM	**Scratch**		

GAME THEMES

Choose **any one** of the following:

A. **Space Rescue** — The player flies a spaceship, collects stars for points, dodges asteroids and rescues stranded astronauts. Levels should get harder as the game goes on.

B. **Cyber Maze** — The player moves through a maze with locked gates; each gate opens only when an online-safety question is answered correctly.

1. Create an original game in Scratch on your chosen theme and submit a **gameplay video** with it.
2. Submit your entry through the event's submission link in **Annexure 1**.
3. There is **no final round** — results are decided on this submission alone.

JUDGED ON **Storyline · Creativity · Originality · Code complexity**

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03 ElectraCanvas

CLASSES	**4 – 5**	TEAM SIZE	**1 (individual)**
ENTRIES / SCHOOL	**Open**	MODE	**Online**
SOFTWARE	**Canva / Adobe Express**		

TOPICS

Choose **any one** of the following:

A. **Screen Time vs. Green Time** — Compare time spent on phones and games with time spent outdoors, and encourage a healthy balance between the two.

B. **Kind Clicks: Spread Kindness Online** — Show how to be polite and respectful online — saying no to cyberbullying and sharing positive messages.

1. Design an original poster on your chosen topic in **Canva**/Adobe Express
2. Pair it with a catchy, original **slogan** that complements the poster.
3. Submit the Canva file link and a **.jpeg** export through the submission link in Annexure 1.

JUDGED ON **Creativity · Originality · Message & slogan**

04 ComiCreations

DIGITAL COMICS • *Unleash your imagination*

CLASSES	**6 – 8**	TEAM SIZE	**2**
TEAMS / SCHOOL	**Open**	MODE	**Online**
SOFTWARE	**Canva**		

STORY THEMES

Choose **any one** of the following:

A. **The Robot Who Learned to Feel** — A school robot slowly learns human emotions — friendship, sadness and kindness — from the students around it. Explore what makes humans special.

B. **Glitch in the Game: Trapped Inside a Video Game** — A student is pulled into a video game and must use logic, teamwork and coding skills to fix the glitch and escape.

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JUDGED ON **Storyline · Creativity · Originality · Technical skill**

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05 Markians' Gaming League

ESPORTS • *2 vs 2. Best team wins.*

CLASSES	**6 – 12**	TEAM SIZE	**2**
TEAMS / SCHOOL	**1**	MODE	**Online**
GAME	**Rocket League – 2 vs 2**		

1. **Preliminaries:** 2 vs 2 Rocket League matches on **12 and 13 December 2026**
2. The **top 8 teams** advance to the 2 vs 2 **final tournament** on 13 December 2026.
3. Every player needs an active Epic Game account.
4. All players must join the event Discord server: dsc.gg/geekahertz

06 Lights, Camera, Action

MOVIE MAKING • *Your story on screen*

CLASSES	**8 – 12**	TEAM SIZE	**2 – 3**
TEAMS / SCHOOL	**Open**	MODE	**Online**
FILM LENGTH	**3 – 4 minutes**		

FILM TOPICS

Choose **any one** of the following:

A. **Deepfake: When Seeing Isn't Believing** — A fake AI-made video or photo causes trouble for a student. Show how to spot fake content and why we should think before we share.

B. **Offline: A Day Without the Internet** — A family or group of friends loses the internet for a whole day. Show the problems they face and what they rediscover about each other.

1. Give your film a suitable title and keep it between **3 and 4 minutes** long.
2. Upload the film to **YouTube as Unlisted** and share the link through the submission link in Annexure 1.
3. Winners are judged and awarded on the basis of this submission.

JUDGED ON **Storyline · Creativity · Originality · Editing technique**

GET IN TOUCH

Contact & Information

For any questions about registration, submissions or event rules, please contact the Event In-charge.



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EVENT IN-CHARGE

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