



TECHVVIZ 2026

Vasant Valley School

XXV – Twenty-Five Years of Innovation

13 & 14 August 2026

Printable Reference Guide — Complete Event Information

Source: techvviz.vasantvalley.org

Overview

TECHVVIZ is the annual technology symposium of Vasant Valley School - a platform where students from Classes 6 to 12 across Delhi's leading institutions come together to compete, create, and connect. For 25 years, it has championed student-led innovation at the intersection of technology, design, and human ingenuity.

Open to participants across institutions, TECHVVIZ 2026 features five distinct events spanning short film production, robotics, photography, competitive programming, and hackathon-style innovation.

At a Glance

- 25th Edition
- 5 Events
- 2 Days - 13 & 14 August 2026
- Open to Classes 6-12
- Venue: Vasant Valley School

The Five Events

01 — Multimedia Contest (Short Film Production)

Unleash your creativity and showcase your storytelling prowess in our filmmaking competition. Create captivating films that entertain, inspire, and leave audiences in awe.

02 — Pixel-O-Graphic (Photography)

Capture moments like never before. Let your lens be the brush that paints extraordinary stories. Unleash the power of pixels and create masterpieces that mesmerize.

03 — RoVVotics (Robo-Football)

Experience the thrill of robot football in the RoVVotics. Build, program, and battle with your bots as they race to score goals and outsmart the competition.

04 — Byte Battles (Competitive Programming)

Enter the coding arena. Sharpen your programming prowess, solve mind-bending challenges, and write Python code to emerge victorious in this adrenaline-pumping competition.

05 — InnoVVate (Design Thinking & Coding Hackathon)

Unite with students from diverse institutions to brainstorm ground-breaking ideas and develop solutions to tackle real-world challenges over the course of the hackathon.

Event Schedule

Day 1 — Thursday, 13th August 2026

Time	Event
08:15am – 08:30am	Registration
08:30am – 09:00am	Welcome & Briefing
09:00am – 09:30am	Breakfast
09:30am – 11:45am	Preliminary Round — Multimedia Contest
09:30am – 12:30pm	Pixel-O-Graphic
09:30am – 12:30pm	Preliminary Round — RoVVotics
09:30am – 12:30pm	Preliminary Round — Byte Battles
09:00am – 1:15pm	Tech Fair

Day 2 — Friday, 14th August 2026

Time	Event
09:00am – 09:30am	Refreshments
10:00am – 11:30am	Final Round — Multimedia Contest
09:30am – 11:00am	Final Round — RoVVotics
10:00am – 11:30am	Final Round — Pixel-O-Graphic
10:00am – 11:00am	Final Round — Byte Battles
10:00am – 11:30am	Final Round — InnoVVate
11:30am onwards	Surprise Event & Collation of Results
12:00pm	Announcement of Results

Open to students of Classes 6 to 12. Join us at Vasant Valley School on 13th and 14th August 2026.

Multimedia Contest — Short Film Production

2026 Theme: "Between the Headlines / Stories Left Behind"

In an era where global events unfold instantly across our screens, conflict is often consumed as headlines, statistics, and breaking news flashes. Yet behind every report are deeply personal stories that rarely receive attention — lives interrupted without warning, relationships fractured by distance, routines erased overnight, and futures permanently altered.

The Multimedia Contest 2026 invites young filmmakers to look beyond the headlines and uncover the human experiences that are often left unseen. This year's theme challenges participants to explore the quiet and often overlooked realities of war and conflict — a child forced to leave home, a family waiting for news, a community learning to live with uncertainty, or an ordinary moment carrying extraordinary loss. Yet the impact of conflict rarely remains confined to borders or battlefields; like a ripple, it extends outward in unexpected ways, touching lives far removed from the centre of conflict.

Through the lens of storytelling and cinema, this theme invites participants to uncover these micro-stories, both near and distant, and reveal how the true cost of conflict is often experienced in quiet, unseen, and deeply personal ways.

Event Format

Two rounds — Preliminary and Final. Teams are divided into 2–3 pools in the preliminary round, with 3–4 teams advancing from each pool.

Judging Criteria

Films are evaluated on storyline, use of multimedia elements, aesthetics, and creativity. A panel of three judges presides over the final round.

Technical Interview

Teams may be called for a technical interview after the preliminary round if plagiarism is suspected. Clearing the interview is required to qualify for the final round.

Submission Format

Completed films must be submitted in MP4 format by the deadline. Submission link shared post-registration.

Rules & Regulations

1. The team must comprise of 4 members from Classes 9 to 12.
2. The duration of films must be a maximum of 8 minutes, excluding a one-minute optional live introduction or conclusion by the team members.
3. The films must have original content and should not be downloaded from the internet — such films will be disqualified. Not more than 1 minute of footage downloaded from the internet may be used.
4. It must contain all multimedia elements such as videos, visual effects, music, and images to put forward the team's perspective on the topic.
5. Teams need to upload their completed films in MP4 format by Sunday, 21st July 2026, 11:59 PM IST. The upload link will be shared after registration.

6. There will be no live speaking while the film is running (other than the optional introduction/conclusion). Commentary must be incorporated into the soundtrack of the film itself.
7. The contest will be held in two rounds. For the preliminary round, teams will be divided into 2–3 pools, with 3–4 teams advancing from each pool to the final.
8. Teams may be asked to undergo a technical interview after the preliminary round. The judge may question team members on tools and techniques used. Teams must clear this interview to qualify for the final round.
9. Films will be judged on storyline, use of multimedia, aesthetics, and creativity.
10. There will be a panel of three judges for the final round. Vasant Valley School reserves the right to appoint the judges and the decision of the judges will be final.

Pixel-O-Graphic — Photography

2026 Theme: Not Released Yet

In a world overwhelmed by constant images and fast-moving information, many stories pass unnoticed. Some exist quietly in expressions, spaces, gestures, and moments that are easy to overlook but carry deep meaning. Pixel-O-Graphic 2026 invites young photographers to slow down, observe carefully, and uncover the hidden narratives that surround us every day.

Participants will create a visual narrative through a series of three photographs that together communicate a cohesive interpretation of the theme. The emphasis is not only on technical skill, but also on observation, storytelling, perspective, and emotional depth.

Rules & Regulations

1. The competition will feature two categories: Classes 6 to 9 & Classes 10 to 12.
2. Two students may represent each school in each category.
3. On Day 1, participants will receive an on-the-spot sub-theme and will photograph a series of three images based on it.
4. Participants must submit a single final image file that combines all three photographs into one cohesive visual series.
5. Photographs must be taken during the competition period.
6. Editing is permitted. Participants may use any editing software or application.
7. Plagiarism or use of pre-shot images will lead to disqualification.
8. Images must be submitted in JPEG format.
9. Photos submitted must be at least 640 pixels on the shorter side and no more than 2000 pixels on the longer side. File size must not exceed 2 MB.
10. Participants must provide a unique title and short description for their final submission.
11. The image submission link will be shared on the day of the event.
12. Judging will take place on Day 2.
13. Finalists will present their work to the judges and audience with a one-minute introduction explaining their visual narrative and interpretation of the theme.

RoVVotics — Robotics

The RoVVotics Kickoff League 2026 challenges students to design, build, and program robots that compete in a high-energy game of robotic football. Combining engineering, coding, strategy, and teamwork, the competition encourages participants to create robots capable of navigating dynamic gameplay while responding intelligently to opponents and changing situations on the field.

Teams may use autonomous or remote-controlled robots (wired or wireless) to dribble, defend, intercept, and score goals in a fast-paced competitive arena. The competition is designed to test not only technical skill, but also innovation, adaptability, problem-solving, and game strategy.

Matches will follow a league or pool format depending on the number of participating teams. Preliminary rounds will be conducted on Day 1, followed by knockout and final rounds on Day 2.

Overview

1. Maximum two students per team.
2. A maximum of two robots may participate on the field during gameplay.
3. No robot substitution will be allowed during a match.

For the full Rules & Regulations of RoVVotics, please refer to the official document:

<https://techvviz.vasantvalley.org/assets/documents/RoVVotics-Rules-Regulations.pdf>

Byte Battles – Competitive Coding Challenge

Byte Battles 2026 is designed to test logical thinking, computational problem-solving, and coding efficiency in a fast-paced competitive environment. Participants will tackle a series of programming challenges that demand accuracy, speed, optimisation, and strong analytical skills.

The contest encourages students to think critically, write efficient code, and develop solutions under time constraints while competing against some of the best young coders across schools.

Preliminary Round

- Date: 13th August 2026
- Platform: HackerRank
- The contest link and login instructions will be shared after registration.

Final Round

- Date: 14th August 2026
- Only shortlisted finalists will qualify for the final coding round.
- Final round details and contest link will be shared with finalists separately.

Contest Topics

- Python programming fundamentals
- Logic building and problem-solving
- Strings, lists, dictionaries, and functions
- Pattern-based questions
- Algorithms and optimisation
- Data structures
- Computational thinking and debugging

Rules & Scoring

1. Participants must create and verify their HackerRank accounts before the competition begins.
2. Access to phones, external communication, or two-factor authentication devices during the contest may be restricted. Participants are advised to ensure uninterrupted account access in advance.
3. Use of official Python documentation is permitted. However, the use of AI tools, generative assistants, copied code, or collaboration with others is strictly prohibited and will result in immediate disqualification.
4. Each challenge carries a predefined score based on difficulty and test cases passed.
5. Participants may submit multiple solutions for a problem; only the highest-scoring submission will be considered.
6. Rankings will be determined by: total score achieved; time of the final highest-scoring submission; and efficiency of the solution, where applicable.
7. Participants are expected to maintain fairness, integrity, and originality throughout the contest.
8. The decision of the judges and organisers will be final and binding.

InnoVVate — Design Thinking & Coding Hackathon

In a world shaped by rapidly evolving technologies and increasingly complex global challenges, innovation today requires more than technical knowledge. It demands empathy, collaboration, creativity, critical thinking, and the ability to design meaningful solutions for real-world problems. InnoVVate 2026 aims to provide students with a platform to explore these skills through design thinking, coding, and problem-solving.

The InnoVVate Design Thinking and Coding Hackathon encourages participants to think beyond conventional approaches and develop technology-driven solutions that are imaginative, impactful, and user-centric. Through a combination of ideation, prototyping, and coding, students will work collaboratively to transform ideas into functional and creative solutions.

Event Format

Two rounds — Preliminary and Final. Teams must submit their projects for the Preliminary Round by 5th August 2026, 9:00 pm. The selected teams will present their working prototypes before a panel of judges at Vasant Valley School on 13th and 14th August 2026.

Categories

- Classes 6–9
- Classes 10–12

Team Composition

Four students per school team.

Rules & Regulations

1. Themes and guidelines for both categories will be released on 30th July 2026 at 9:00 am on the official TECHVVIZ website: <https://techvviz.vasantvalley.org>
2. Teams must upload their submissions by 5th August 2026, 9:00 pm.
3. The submission link will be shared after registration.

Honour Code

Participants are expected to uphold integrity, originality, and ethical conduct throughout the competition. Any external resources, assets, datasets, or code used must be appropriately credited. Plagiarism or misrepresentation of work will lead to disqualification.