

RAM's Math Art Competition

Common Guidelines

1. All submissions must be original work created by the participant. The use of AI tools in creating entries is strictly prohibited.
2. A participant may submit a maximum of one entry per competition.
3. All entries must be submitted through the Google Form/link provided by the organising committee within the specified submission period.
4. Participants must strictly adhere to all rules, guidelines, deadlines, and instructions issued by the organising committee.
5. Each submission must comply with the specific rules and requirements of the respective competition.
6. Entries submitted after the deadline will not be accepted.
7. The organising committee reserves the right to reject or disqualify any entry that violates the competition rules or contains inappropriate, offensive, plagiarised, or unauthorised content.
8. The organising committee reserves the right to use submitted videos for publicity, promotional activities, social media, exhibitions, educational initiatives, and documentation related to the event with due credits to the creators. There will be no additional compensation given to the creator.
9. The decision of the organising committee/judging panel shall be final and binding.

1. Video Making Competition

Theme: Encouraging Girls in STEM

Rules and Guidelines

1. The video must be based on the theme "Encouraging Girls in STEM"
2. Entries must be submitted as a digital video in MP4 format.
3. The video must be 45–60 seconds in duration. Entries outside this time limit may be disqualified.
4. Video should be in portrait format. Eg. Insta reels or YouTube shorts.
5. This is an individual competition. Group submissions are not permitted.
6. Use of external sources to generate visuals, voices, scripts, music, animations, or other content is strictly prohibited.
7. Each participant should submit only one video.
8. All videos must be created by the participant and must be original and free from plagiarism.
9. All entries must be submitted in English.
10. The video file must be named in the following format: Name_Age_City.mp4
11. Participants must ensure that the video is clear, audible, and suitable for public viewing.
12. Copyrighted material should not be used without appropriate permission or a valid licence.

13. The video must not contain defamatory, discriminatory, obscene, offensive, or otherwise inappropriate content.
14. The organising committee reserves the right to use submitted videos for publicity, promotional activities, social media, exhibitions, educational initiatives, and documentation related to the event with due credits to the creators. There will be no additional compensation given to the creator.

2. Logo Making Competition

Theme: All Girls Maths Nurture Camp (AG MNC)

Rules and Guidelines

1. The logo must be original and created by the participant.
2. The use of external sources to generate logos is strictly prohibited.
3. Each participant should submit only one logo.
4. The logo should be relevant to the given theme and should communicate the concept clearly and creatively.
5. The design must be suitable for use in both digital and print formats.
6. Participants should ensure that the logo is clear and recognisable when reproduced in different sizes.
6. Entries must not contain copyrighted, trademarked, or otherwise unauthorised material. Participants must not copy or closely imitate existing logos, brands, or designs.
7. The logo should be submitted must have the following format:
 - a. SVG - Best for websites, digital use, and scaling
 - b. PNG
 - c. 3000 × 3000 px or larger
 - d. Transparent background
 - e. Optional - RGB for digital use; CMYK is preferable for print workflows
8. Participants may be required to submit the original/editable design file as proof of authorship.
9. The organising committee reserves the right to use submitted videos for publicity, promotional activities, social media, exhibitions, educational initiatives, and documentation related to the event with due credits to the creators. There will be no additional compensation given to the creator.

3. Math Geeky T-Shirt Design Competition

Participants are encouraged to create a creative, and visually appealing T-shirt design inspired by mathematics.

Rules and Guidelines

1. The design must be original and created by the participant.
2. The design should reflect the theme through mathematical concepts, symbols, equations, humour, creativity, or related ideas.
3. Use of external sources to generate designs is strictly prohibited.
4. Each participant should submit only one design.
5. The design should have 300 DPI resolution.
6. The design should be suitable for printing on a T-shirt and should remain visually clear when printed.
7. Participants should avoid designs that infringe copyright or trademarks.
8. Designs must not contain offensive, discriminatory, obscene, hateful, or inappropriate content.

9. Participants may be asked to provide the original/editable design file to verify originality.
10. The organising committee may request a brief description explaining the concept behind the design.
11. The organising committee reserves the right to use submitted videos for publicity, promotional activities, social media, exhibitions, educational initiatives, and documentation related to the event with due credits to the creators. There will be no additional compensation given to the creator.

4. Painting Competition

Theme: Mathematics Beyond Numbers

Rules and Guidelines

1. The painting must be based on the theme "Mathematics or STEM."
2. Entries must be original works created entirely by the participant.
3. Each participant should submit only one painting.
4. Participants may use permitted traditional or digital painting techniques
5. The artwork must not contain copyrighted characters, artwork, photographs, logos, or other third-party material unless the participant has obtained the necessary permission.
6. The painting must not contain offensive, discriminatory, obscene, hateful, or inappropriate content.
7. Physical as well as digital artwork is allowed.
8. The submission should be in PNG - 1080 × 1350 pixels
9. Participants may be required to submit a photograph/scan of the artwork along with the original work or editable/source file, where applicable.