



# IN season 3 QUIZ ITIVE

THE  
GAME OF  
PSYCH

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# ST. XAVIER'S COLLEGE JAIPUR

Nevta - Mahapura Road, Jaipur - 302029, Rajasthan, India

Affiliated to the University of Rajasthan

Approved under Section 2(f) & 12(B) of the UGC Act, 1956

A Christian Minority Jesuit Institution

An ISO 14001:2015 Certified Institution

## DEPARTMENT OF PSYCHOLOGY

in collaboration with

## MENTAL HEALTH & COUNSELLING CELL

Scan here to register



Registration fee: Rs.200 per Team

# GENERAL GUIDELINES

- **Date and Time of Pre-Elimination Event:** 14th December 2024, 11:00 AM
- **Date and Time of Final Event:** 18th December 2024, 11:00 AM
- **Platform:** Google Meet for Pre-Elimination and Final Round
- **Eligibility:** 11th and 12th-grade school students across world
- **Content:** Psychology topics relevant to the 11th and 12th-grade curriculum
- **Negative Marking:** Applicable only in the pre-elimination round.
- All the other relevant information will be circulated in the Participant Whatsapp Group by the teacher and student coordinators
- **Team Composition:**
  - Each teams must consist of only two members.
  - We encourage participation from both grades.
  - There is no limit to the number of teams from a single institute.
  - **Eliminations:** Only teams qualified in Pre-Elimination round will proceed to Final Rounds

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# GENERAL GUIDELINES

## **Technical Requirements:**

- Participants will need to join two separate Google Meet sessions throughout the event: the main meeting with all the participants and another meeting where they will be monitored by a volunteer or an assistant coordinator.
- It is recommended to use two devices or a laptop/computer for convenience.
- Participants are required to keep their video cameras and mics on for the entire duration of the event and refrain from switching windows on their devices. Failure to comply with these rules will result in disqualification.
- Participants must avoid any background noise or disturbances.
- It is the responsibility of each team member to ensure they have a stable internet connection and the required devices ready for participation in every round.
- Team members are encouraged to coordinate among themselves to ensure active participation and achieve the best possible results in the rounds.

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# GENERAL ROUNDS

- *Pre - elimination Round -*

**Tik, Tik.. BOOM!**

14 December 2024

Time: 11:00 AM

- *Round 1-*

**Train Your Brain**

18 December 2024

Time: 11:00 AM

- *Stage Rounds -*

**Riddle Me This**

**Sound, Camera, Action!**

**Hot Wings**

18 December 2024

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# PRE-ELIMINATION TIK, TIK.. BOOM!

- This is a pre-event round that will take place on Google Meet and will be administered through Google Forms.
- The teams are required to attempt an online quiz. The quiz will consist of 60 multiple-choice questions to be completed within 15 minutes.
- Each correct answer will be awarded 1 point and Incorrect answers will result in negative marking of 0.5.
- Each team must designate one member to attempt the quiz on behalf of the team.
- The quiz link will be shared with the designated participant in a breakout room during the session.
- Participants must complete the form with details of both team members.
- Only one attempt per team is allowed. As soon as the participants submit the quiz, their results will be reported to the coordinators.
- Results will be announced on 16th December on the MHCC Instagram page.
- The top 12 teams will move on to Round 1.

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# ROUND 1

# TRAIN YOUR BRAIN !

- This round will test the cognitive and problem-solving skills of teams through a psychology-based crossword puzzle.
- Teams that qualify will join a Google Meet session and will be assigned breakout rooms, which will be closely monitored by one volunteer.
- One team member will receive a link to a psychology-based crossword puzzle.
- One point will be awarded for every correct answer.
- Teams will have 4 minutes to solve the puzzle. On reaching the time limit, participants will be asked to stop and their scores will be calculated.
- Only 8 teams will progress to Round 2.

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# ROUND 2

# RIDDLE ME THIS!

- This is a riddle-based round that challenges your critical thinking and psychological knowledge.
- Teams will be given psychology-related riddles and each riddle must be solved within 60 seconds.
- Each correct answer will be awarded 1 point.
- Teams can request a hint, but each hint will deduct 1 point from their score.
- Teams can discuss answers privately in their breakout rooms but must present their final answer in the meeting.
- Once the final answer is presented, it cannot be changed. Teams must manage their time effectively.

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# ROUND 3

# SOUND, CAMERA, ACTION!

- This round tests your ability to analyze visual and audio stimuli related to psychology.
- Teams will have to answer questions based on one visual and one audio clip.
- A sample audio clip will be presented to all participants at the beginning of the round. This is to ensure that the team members will have no issue hearing the audios as they will only be played once.
- Teams will have 10 seconds to answer each question.
- If a team answers correctly, 1 point will be given, where as, if a team answers incorrectly, the question will pass to the next team as a bonus question:
- Bonus questions are worth 5 points and should be answered within 5 seconds.
- Incorrectly answered bonus questions will not be passed further.
- Top 6 teams will qualify for the next round.

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# ROUND 4

# HOT WINGS!

- This is a rapid-fire round.
- Each team that qualifies for this round will be asked to choose a category, from which they will be asked the questions.
- The teams will get preference as per their ranks. One category can be picked by only one team.
- Participants may skip a question they don't know the answer to.
- Every correct answer will reward them 1 point.
- Participants may skip questions they are unsure about.
- The team with the highest number of correct answers will be declared the winner.
- The decision of the judges will be final and conclusive.

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# JUDGEMENT CRITERIA

**Teams will be judged and eliminated on the basis of the following criterion in the Pre-Elimination and Final rounds:**

## **1. Knowledge and Accuracy**

Participants will be judged on their understanding of psychology and their ability to answer accurately. Correct answers will fetch points, while incorrect answers may result in negative marking in certain rounds (like the pre-elimination).

## **2. Time Management**

Participants must complete tasks within the allocated time for each round. Efficiency in time utilization will be critical.

## **3. Team Coordination**

Judgment will include how effectively team members coordinate during tasks. Effective communication is key.

## **4. Adaptability and Problem-Solving Skills**

The ability to analyze and respond to challenges will be evaluated. Teams that display logical thinking and adaptability will gain an advantage.

## **5. Professional Conduct**

Teams must adhere to technical and behavioral guidelines, such as keeping videos and mics on and avoiding disruptions. Any violation may impact scoring.

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**GOOD  
LUCK!**

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**COORDINATORS**

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