

neoxgen  
class

# Olympics 2025

## Rule Book Nexgen Olympics 2025



# NEXGEN CLASS & TECHTREE

NexGenClass is an innovative online platform transforming education by equipping students with future-ready skills through engaging and accessible courses. With a focus on creativity, technology, and problem-solving, NexGenClass empowers students to become the innovators of tomorrow.

TechTree, the parent company of NexGenClass, extends this vision through immersive physical workshops. Together, NexGenClass and TechTree bridge the gap between digital learning and hands-on experiences, providing students with a holistic approach to education.

## NEXGEN OLYMPICS 2025

NexGen Olympics 2025 is Pakistan's biggest future skills championship, designed for students from Grades 6–11. This two-day event is set to inspire young minds and provide a platform for innovation, entrepreneurship, and technical skills development. Hosted in collaboration with the National Incubation Center Karachi (NIC), the event promises an exciting lineup of competitions and activities.



Grades 6–11



National Incubation  
Center– Karachi



17th & 18th  
February 2025

## PLAYFUL GADGETS

Imagine a toy that makes learning fun. Think big, get creative, and design your own amazing gadget to learn through play!

### PLAYFUL GADGETS COMPETITION RULE BOOK

#### 1. General Rules

**Eligibility:** The competition is open to students aged 10 to 16 years.

**Individual Participation:** Participants must register individually; group submissions are not allowed.

**Originality:** All gadget ideas must be original, designed, and created solely by the participant. Submissions of plagiarized or previously published ideas will lead to disqualification.

#### 2. Competition Structure

The event will take place over two days, with workshops, mentorship, and pitching events.

##### **Day 1: Workshop and Mentorship**

**Workshop:** A workshop will be held to guide participants on how to create impactful presentations and clearly articulate their gadget ideas. This session will focus on the essentials of design thinking, user-centered design, and how to pitch ideas effectively.

**Mentorship Session:** After the workshop, participants will receive personalized mentorship. Industry experts and educators will provide valuable insights, helping participants refine their gadget concepts, improve their sketches or diagrams, and prepare for their final presentations.

##### **Day 2: Final Presentation and Judging**

**Pitching Event:** Participants will have the opportunity to present their gadget ideas to a panel of judges. The presentation should include the following:

**Gadget Purpose:** A clear explanation of the gadget's purpose and how it helps in learning through play.

Visual Display: A detailed sketch or diagram showcasing the gadget's design and functionality.

Judging Process: After all presentations are completed, the panel of judges will evaluate each submission based on creativity, relevance, and presentation quality.

Judges' Decision: The judges' decisions will be final and binding.

### 3. Judging Criteria

The judging will focus on the following aspects:

- Creativity (50%): Originality, innovation, and the uniqueness of the gadget idea.
- Relevance (30%): How effectively the gadget serves the theme of "learning through play" and its potential educational value.
- Presentation (20%): Clarity, quality of the presentation, and the visual display (sketches or diagrams).

### 4. Disqualification Criteria

#### Participants will be disqualified for:

- Plagiarism: Submitting plagiarized or unoriginal ideas.
- Failure to Follow Rules: Not adhering to the competition guidelines or meeting deadlines.
- Disruptive Behavior: Engaging in any disruptive or disrespectful behavior during the event.

### 5. Timeline

- Registration Last Date: 10th February 2025
- Workshop and Mentorship Session: 17th February 2025 (10:00 AM – 2:00 PM)
- Pitching Event: 18th February 2025 (10:00 AM – 12:00 PM)
- Result Announcement and Prize Distribution: 18th February 2025 (2:00 PM)

### 6. FAQs

Q: Who can participate in the competition?

A: The competition is open to students aged 10 to 16 years, and each participant must register individually.

Q: Do I need to have a prototype of my gadget?

A: No, a detailed sketch or diagram of your gadget, along with a clear explanation of its purpose, will be sufficient for the presentation.

Q: Can I work with a team on my submission?

A: No, the competition is for individual participants only. Group submissions are not allowed.

Q: What if I have difficulty creating the sketch or diagram for my gadget?

A: Don't worry! The workshop and mentorship sessions will guide you on how to create an effective visual representation of your idea. Mentors will also help you refine your presentation.

Q: Will there be any assistance available for my pitch presentation?

A: Yes, during the mentorship session, you will receive personalized feedback and guidance on how to improve your pitch.

Q: How will my gadget idea be judged?

A: The judges will evaluate your idea based on creativity (50%), relevance to the theme "learning through play" (30%), and the quality of your presentation (20%).

Q: Is there a participation fee for the competition?

A: No, there is no participation fee. The competition is free of charge.

Q: What happens if I miss the registration deadline?

A: Late registrations will not be accepted. Be sure to complete your registration by the deadline.

Q: Can I submit a gadget idea that I have already worked on or presented elsewhere?

A: No, your idea must be original and created solely for this competition. Plagiarism or reusing previous submissions will result in disqualification.

Q: Will there be any technical requirements for the presentations?

A: No technical requirements are needed, but we encourage you to have a clear, easy-to-understand diagram or sketch that illustrates your gadget idea.

Q: How will the results be announced?

A: The results will be announced on 18th February 2025 after the final round. Winners will be contacted and awarded prizes during the prize distribution ceremony.

Q: Can I modify my gadget idea after submitting it for the competition?

A: You are encouraged to refine your idea during the mentorship session, but significant changes that affect the core concept should be avoided. Ensure that your final submission aligns with the rules.

# Thank you!



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## Contact

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