



## EVENT GUIDELINES

- Participants of Short Film, Photography, Meme Creation, must submit their entries before the event.
- All entries must follow the rules and be strictly based on psychological themes.
- Submissions that do not adhere to the guidelines will be rejected.
- The decision of the judges is final and binding.
- Individuals should not participate in more than 3 events



### CONTACT US

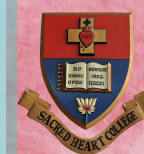
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### WEBSITE

[www.deptpsyshctpt.com](http://www.deptpsyshctpt.com)

### REGISTRATION DETAILS

REGISTRATION FEE  
STUDENTS - RS 150 /-  
Offline mode: Includes  
Lunch & Refreshment



INSTITUTION'S  
INNOVATION  
COUNCIL  
(Ministry of HRD Initiative)



## DEPARTMENT OF PSYCHOLOGY

SACRED HEART COLLEGE  
(AUTONOMOUS)  
TIRUPATTUR - 635601

In collaboration

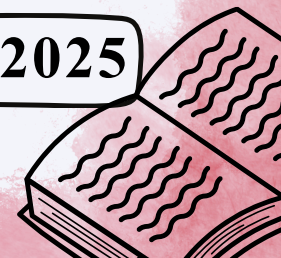
with

AUXILIUM COLLEGE  
(AUTONOMOUS)  
VELLORE-632006

**PSY FUSION 2025**

INTERCOLLEGIATE  
COMPETITION

DEC 16<sup>TH</sup> 2025



## ON STAGE EVENTS

① **“PSYCHOLOGY IN DAILY LIFE” TED-STYLE TALKS**

② **STORYTELLING**

③ **BRAIN QUIZ SHOW – “PSYCH MASTERMIND”**

④ **MIME**

⑤ **CHARACTER PORTRAYAL**



We warmly welcome all participants to a celebration of knowledge, creativity, and collaboration.

For rules and guidelines kindly check below.



Scan the QR code for registration and payment information

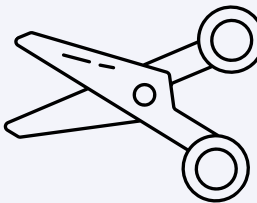
## OFF STAGE EVENTS

① **PAINTING**



② **SHORT FILM**

③ **PHOTOGRAPHY**



④ **MEME CREATION**

⑤ **PSY-INNOVATE**



# “PSYCHOLOGY IN DAILY LIFE” – TED-STYLE TALKS

Theme: Motivation, Stress & Coping, Resilience, Emotional Well-being, Positive Attitude.

Short, inspiring psychology-based talks that connect psychological principles to real-life situations.

## Team Composition:

- Each college may send 3 participant. Solo speaking event (one speaker on stage at a time)

## Time Limit:

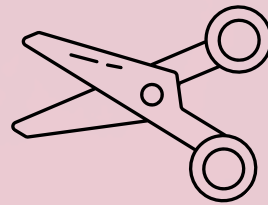
- **4 minutes per speaker.** Exceeding the time limit will result in negative marking

## Content Rules:

- Talk must relate to psychology applied in daily life
- Speakers must use original content
- Language should be clear, inspiring, and respectful
- No offensive, unscientific, or sensitive content

## Judging Criteria:

- Relevance to psychological concepts
- Clarity, accuracy & depth of content
- Stage presence and delivery
- Practical usefulness in daily life
- Overall impact on the audience
- **The judges' decision is final and binding**



# STORYTELLING

## Event Description

Participants narrate a **real-life psychological case** (strictly anonymous) and provide a brief analysis connecting it to psychological concepts.

## Team Eligibility

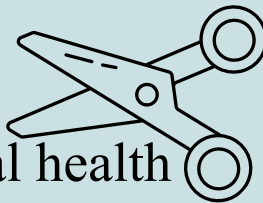
- Maximum: **3 participants per college**. Individual performance (one student narrates at a time)

Time Limit total: 4 minutes. Exceeding the time limit will lead to negative marking.

## Norms & Guidelines

- No real names, photos, or identifiable details
- Case must be real but presented anonymously
- Connect the story to psychological concepts (stress, anxiety, coping etc)

Triggering content, or disrespectful language. Maintain dignity while discussing mental health issues



## Judging Criteria

- Relevance to psychological concepts
- Clarity of narration
- Sensitivity & ethical presentation
- Overall impact and communication skills
- **Judges' decision is final and binding**



# A DYNAMIC QUIZ COMPETITION

- Rapid-Fire Round, Case-Study Analysis Round, Identify the Psychologist, Audio–Visual Round (brain parts, famous psychologists, disorders, therapies, theories)

## Team Eligibility

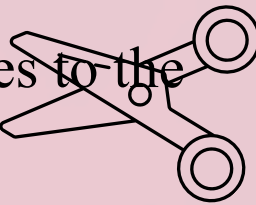
- **Maximum 2 teams per college. Each team must have 2–3 members**

## Norms & Guidelines

- All members must participate in every round. No switching or adding members after registration
- **Rapid-fire questions** require quick responses (no discussion time)
- **Case-study** questions allow 10–15 seconds for team discussion
- **Audio–visual questions** will be displayed only once. No arguments or challenges to the question pattern
- Each round carries fixed points. Tie-breaker will be a special rapid-fire set
- Use of **mobile phones, smartwatches, or reference materials** is strictly prohibited

## Judging Criteria

- Accuracy of answers. Speed and confidence
- Team coordination
- Understanding of psychological concepts
- Judges' decision is final and binding



# CHARACTER PORTRAYAL

Participants creatively portray the life, contributions, and impact of a famous psychologist or prominent influential personality using **monologue, dialogue, expressions, and props.**

## Team Eligibility

- **Maximum 3 participants** per college. Individual performance only.

## Time Limit

- **5 minutes per participant.** 1 minute allowed for stage setup/exit.

## Norms & Guidelines

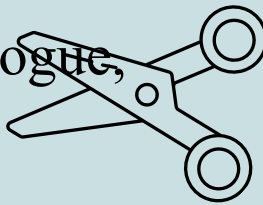
Participants may portray: **Famous psychologists** (Freud, Skinner, Bandura, etc.). **Prominent famous personality** related to human behavior, motivation, leadership, well-being, etc.

Portrayal must highlight key theories, contributions, or life events. Monologue, dialogue, costume, simple props allowed

- Maintain **dignity and accuracy** while portraying real personalities
- Avoid **exaggerated or inaccurate information.** No sensitive or triggering depictions
- No background actors or group performance.

## Judging Criteria

- Accuracy of portrayal, Creativity & stage presence, Expression, costume, & delivery, Relevance to personality and psychological concepts
- Decisions of the judges are final and binding



**SILENT MIME** based on psychological themes such as:

- Counseling sessions, Abnormal psychology cases, Crisis intervention scenarios, Emotional/behavioral conflicts, Therapeutic processes

Team Composition:

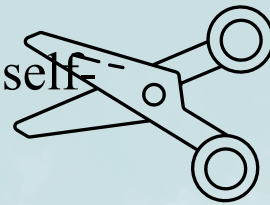
- Maximum **2 teams per college**. Minimum **5 members per team (maximum 8)**

Time Limit:

- **4 minutes for performance**. Exceeding the time limit will lead to **negative marking**

### Performance Rules:

- Performance must be **silent** (no dialogue)
- **Background music** allowed (must be appropriate)
- Simple, safe props may be used
- Content must strictly relate to psychological themes. No depiction of graphic violence, self-harm, or offensive content. Maintain **dignity when portraying** mental health topics



### Judging Criteria:

- Theme relevance, Creativity & clarity of concept, Expression and body language, Team coordination, Sensitivity & ethical portrayal Overall impact

General Instructions:

- Report **20 minutes before the event**. Unsafe props/actions, “Fire and any form of electrical devices are not permitted.”
- Judges’ decision is final and binding.

# PAINTING THEME BEST VERSION OF YOURSELF

## Participation

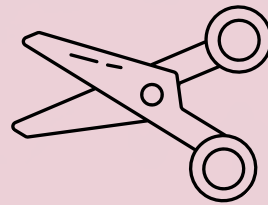
- Individual participation. Maximum 5 members per college. No teams

## Norms & Guidelines

- Artwork must clearly express psychological ideas.
- Only **handmade** paintings and sketches allowed.
- Canvas/chart size: **A3 or chart paper**. Participants must bring their own materials.

## Timing : 45 Mins

- A **2–3 line concept** note must accompany the painting explaining how it represents the theme.
- Artwork must be original and created by the participant.
- Any plagiarism or copied art results in **disqualification**.
- Avoid **graphic, disturbing, or culturally insensitive imagery**.
- Maintain **dignity** when representing emotions or mental health.



## Judging Criteria

- Relevance to psychological theme
- Creativity and originality
- Artistic expression & technique
- Clarity of concept



# SHORT FILM ( THEME : HOPE CHANGING THE NARRATIVE)

**Duration:** Maximum video length: **5 minutes** (including credits).

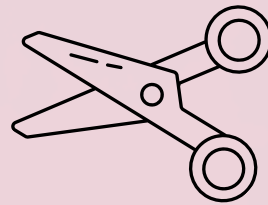
- Accepted formats: MP4 / MOV
- Language: Any language, but **English subtitles** required if using regional language.
- No copyrighted music, footage, or images unless you have permission.

## Team Composition

- Individual or group (min 5 max 8 members). Participants must handle everything: scripting, acting, editing.

## Submission Rules

- The final video must be submitted before the final event date. Last date to submit the film on **Dec 14.**
- Submission through Mail id provided above. Rename the file as:  
CollegeName\_TeamName\_FilmTitle.mp4



## Judging Criteria

- Relevance to theme
- Creativity & originality
- Cinematography and visual appeal
- Acting & expression, Editing & overall impact

Disqualification Conditions: Exceeding 5-minute limit, Vulgar, violent, or inappropriate content, Plagiarism or use of unlicensed content, Late submission.

# PSYCH-CLICK THEME FOR PHOTOGRAPHY: “MINDFUL LENS”

## “Seeing Life Through Awareness, Presence & Inner Clarity”

Participants must capture a picture that reflects mindfulness, present-moment awareness, emotional regulation, or conscious living.

### Participation

- Individual participation. **Maximum 5 members per college.**

Originality: The film must be fully original and created by the participants. No copyrighted images may be used without permission.

### Team Composition

- Can be individual
- Resolution: **720p or 1080p**
- Participants are responsible for scripting, filming, acting, and editing.

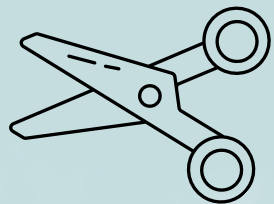
**Submission Rule:** The final video must be submitted before the final event date. Last date to submit the film on Dec 14. Submit via Gmail. File name format: CollegeName\_Name.

### Judging Criteria

- Relevance to Theme (Mindful Lens)
- Creativity & Originality
- Cinematography & Visual Quality. No Editing & Overall Impact

### Disqualification Conditions

- Use of inappropriate, vulgar, or harmful content
- Copyright violations, Late submission, Content not aligned with the theme.



## PSY-RELATED MEME COMPETITION

Themes: Theories & Psychologists • Mental Health Awareness • Student Life

Participants must create funny, creative, psychology-related memes based on the themes below.

Memes can be static images

**Participants can submit:** ✓ Static Memes (JPEG/PNG)

### Originality

- Memes must be original and created by the participants, No inappropriate, offensive, or disrespectful content.
- Maintain psychology-related humor only.

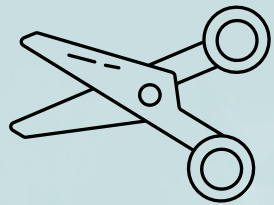
### Team Composition

- **Maximum 3 members per college.** Individual entries only.

### Submission Rule

- The final video/image must be submitted before the final event date. Last date to submit: December 14
- Submission through Gmail. File name format: College Name\_Name

**Format:** Images: JPG/PNG, Size must be within standard email limits'(under 25MB).



### Judging Criteria

- Relevance to Theme, Humor & Creativity
- Originality, Clarity & Quality.

**Disqualification:** Content that is vulgar, violent, disrespectful, or stigmatizing, Plagiarized memes, Late submission.

## PSY - INNOVATIVE THEME: PSY FRONTIER

### “INVENT, CREATE & DEMONSTRATE PSYCHOLOGY”

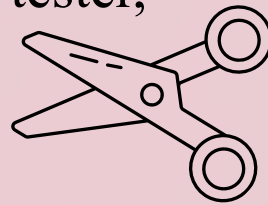
Participants must design any innovative psychology-based creation—such as a model, working prototype, tech tool, app concept, visual mechanism, board game, or interactive tool—and present it to a panel of judges.

### Event Norms & Guidelines

#### Types of Acceptable Innovations

Participants can present any ONE of the following:

- **Psychological Models** (brain models, behaviour models, cognitive models, etc.)
- **Prototype or Device** (stress detector concept, emotion wheel spinner, memory tester, reaction-time setup)
- **Simple App / App Concept** (mindfulness app, mood tracker, learning app)
- **Interactive Tools** (board games based on cognition, flashcard systems, therapy tools, behaviour charts)
- **Creative Mechanisms** (illusion-based displays, sensory kits, conditioning tools, problem-solving gadgets)



It must connect to a psychological concept.

CONTINUE..



# **PSY- INNOVATIVE THEME: PSY FRONTIER**

## **Team Composition**

- **Maximum 3 members per college**, Individual entries allowed

## **Presentation Time**

- **5 minutes for presentation, 3 minutes for Q&A by judges**

## **Presentation Requirements Must explain:**

- a. Name of the innovation
- b. Psychology concept used
- c. Purpose / real-life application
- d. Functioning (demonstration)
- e. Materials used & originality

**Submission & Setup:** No hazardous materials allowed.

## **Judging Criteria**

- Innovation & Creativity
- Psychological relevance
- Practical usefulness, Presentation & clarity
- Design & neatness

## **Disqualification**

- Purchasing ready-made models from shops, Plagiarized or copied designs, Irrelevant psychological concept, Unsafe or banned materials.

