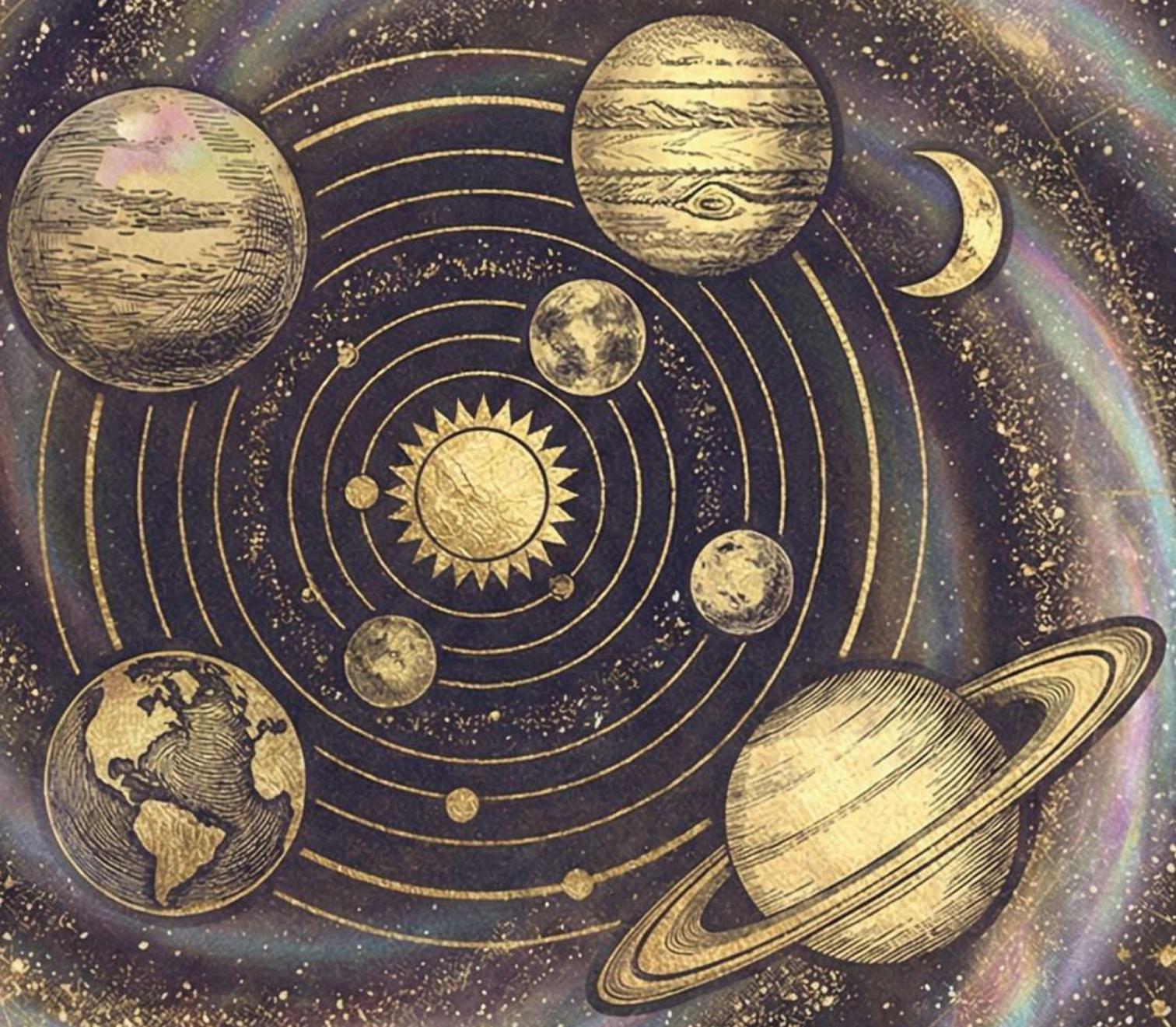


PSYNAAPSE



12TH & 13TH MARCH

INDEX

Sr. No	CONTENT	Page No
01	About Psynapse	3-4
02	About PsychStem	5
03	Keys	6
04	Trophies	7
05	Points Table	8
06	General Rules and Regulations for Fest	9
07	General Rules and Regulations for Events	10-11
08	Registration Process	12
09	Events	13-26
10	Speaker Session	27
11	Prize Distribution	27
12	Point of Contact	28
13	Thank You	29

ABOUT PSYNAPSE

Psynapse is an intercollegiate psychology fest that brings together curious minds to explore, question, and apply psychological science beyond textbooks. Designed as a platform for academic rigor and creative expression, the fest encourages analytical thinking, collaboration, and real-world application across diverse psychological domains. The fest features a range of competitive events spanning across multiple branches of psychology, along with expert-led speaker sessions that bridge theoretical concepts with real-world practice. Each year, Psynapse evolves with a new theme, offering fresh perspectives while staying rooted in intellectual depth and experiential learning.

Theme 2026: Cosmos

This year's theme views the human mind as a universe, vast, dynamic, and interconnected. Each "planet" represents a branch of psychology, inviting participants to explore distinct dimensions of thought, emotion, and behavior while recognizing the larger system they form together.

ABOUT PSYNAPSE

Whether you're fascinated by forensic profiling, intrigued by sports performance psychology, curious about organizational behavior and brand psychology, passionate about visual narratives in film, interested in the psychology of aesthetics and self-expression, eager to explore cognitive mechanisms, or captivated by expressive art—(Psynapse) offers something for everyone.

Mark your calendars for an enriching experience that promises to challenge perspectives, inspire curiosity, and celebrate psychology in all its colorful dimensions!



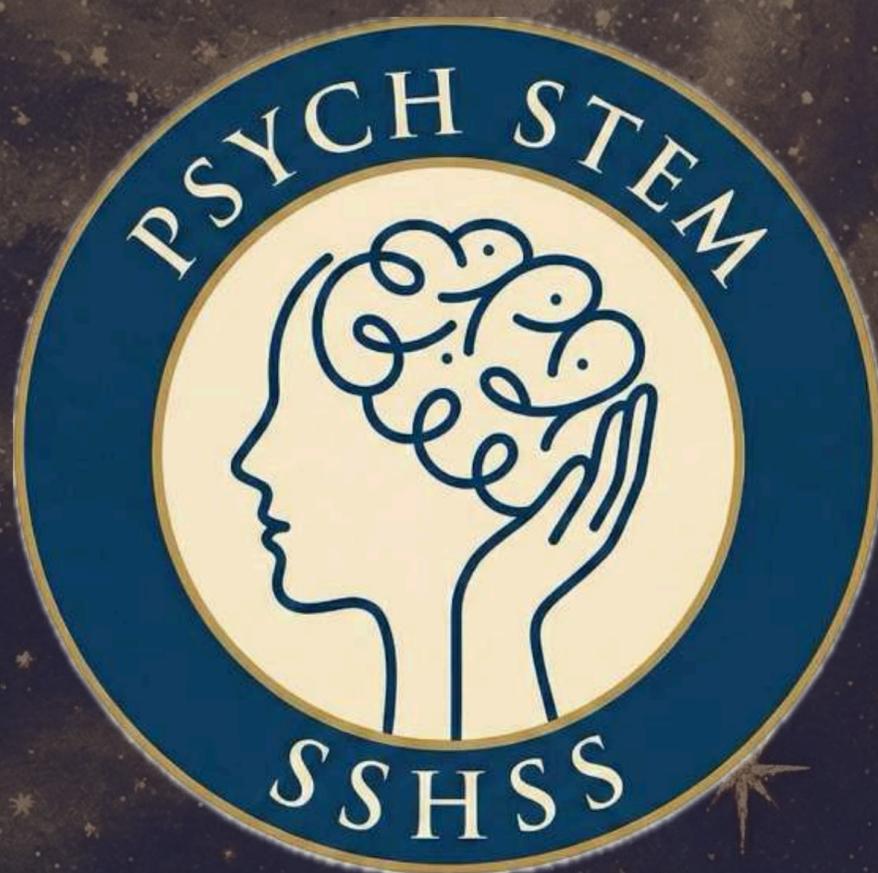
PSY
NAPSE



ABOUT PSYCHSTEM

PsychStem, the Psychology forum of **Somaiya School of Humanities and Social Science**, created by the **Department of Psychology** acts as a supportive space made by the students, for the students.

It is a platform created to promote awareness, discussion, and engagement in psychology through student initiatives, academic activities, and collaborative events. PsychStem is where intellect and fun join hands.



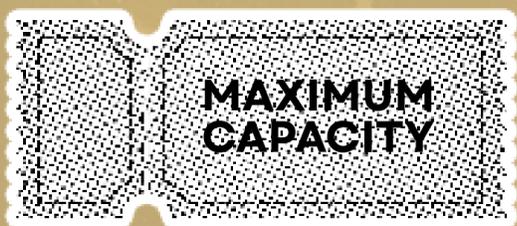
KEYS



DURATION



PARTICIPANTS
(TEAM/SOLO)



MAX CAP



LOCATION

TROPHIES



BEST COLLEGE



1st RUNNER UP

POINTS TABLE

1000
points

1500
points

500
points

^{1ST}
**RUNNER
UP**

^{1ST}
PLACE

**PARTICI-
PATION**

BEST!
of luck

GENERAL GUIDELINES FOR THE FEST

- Carry your college ID with you at all times.
- Follow the event schedule as provided by the organizing committee.
- Do not reveal college names, only the Contingent Codes assigned by the organizing committee must be used throughout the fest to maintain anonymity.
- Attire during the fest should not contain any visible college names.
- Cheating or using unfair means of participation during the events will result in disqualification.
- Attire during the fest should be appropriate and should follow the University Dress Code (revealing clothes, dresses/skirts/shorts above knee length, overly tight/sheer clothing, sleeveless clothing is not allowed)
- Prohibited Items: Vapes, Alcohol, Cigarettes, E-Cigarettes, Narcotics, Perfumes, Deodorants, Lighters, Flammable Items, Sharp Objects like knives/blades, etc.
- Confiscated items will be disposed of by the organizers. The organizing committee will not be held responsible for them.
- The organizing committee will not be responsible for lost items.
- All participants must maintain decorum at all times. Use of foul language/pushing/hitting etc. may result in disqualification.
- Misconduct with the organizing committee will not be entertained.
- Organizers' decision will be final and binding.

GENERAL RULES AND REGULATIONS FOR EVENTS

- Participation is open only to registered participants. Only those whose names are submitted to the organizing committee will be allowed to compete.
- Each team must consist of the number of members allowed in each event. Solo participation is not permitted unless explicitly mentioned.
- No substitution of team members will be allowed once the event has commenced. Any substitution after the start of the event will result in disqualification.
- Participants must report to the venue on time. Late arrival may lead to point deduction or disqualification, depending on the discretion of the organizing committee.
- Time limits must be strictly followed for performances, presentations, pitches, films, analyses, and responses. Exceeding the stipulated time may lead to point deduction or disqualification.
- The organizing committee reserves the right to modify or adjust time limits, rounds, or formats to ensure smooth conduct of the event.
- Participants must maintain discipline, decorum, and professional behaviour at all times. Disruptive conduct, arguing, or disrespect towards judges, moderators, organizers, or fellow participants will not be tolerated.
- Respectful language is mandatory. Bickering, mocking, use of foul language, or aggressive behaviour may result in warnings, point deductions, or disqualification.

GENERAL RULES AND REGULATIONS FOR EVENTS

- Any form of vulgar, offensive, explicit, discriminatory, or inappropriate content verbal, visual, or symbolic will lead to immediate disqualification.
- Participants must not tamper with any material, evidence, equipment, or event setup. Any such act will result in disqualification.
- All required materials such as props, costumes, makeup, presentations, films, music, or other resources must be arranged by the participants themselves unless stated otherwise.
- Any pre-event submissions (PPTs, films, audio tracks, documents, etc.) must be submitted within the specified deadline through the provided link. Late or on-spot submissions may result in penalties.
- The college dress code must be strictly followed. Outfits must be decent, appropriate, and in accordance with institutional norms. Violations will lead to disqualification.
- The organizing committee is not responsible for loss or damage to personal belongings.
- Any violation of rules after a warning may lead to point deduction or disqualification, depending on the severity.
- The decision of the judges and the organizing committee shall be final and binding. No appeals, objections, or disputes will be entertained.
- Additional instructions will be given by the event coordinators at the start of each event.

REGISTRATION PROCESS

HOW TO REGISTER CC Registration & Event Enrollment

- Open the CC Registration & Event Enrollment Form through the provided link.
- Enter your required details and select your preferred CC Code.
- Click on any event name to view its detailed poster and guidelines.
- Select the events you wish to participate in and confirm your participation.
- Fill in team member details (if applicable).
- Review and submit the form to complete your registration.
- Further communication will be shared via your registered email ID or phone number.

CLICK THIS LINK TO REGISTER!

[LINK](#)

ULTIMATE RIDDLE

(Cognitive Psychology)

Description:

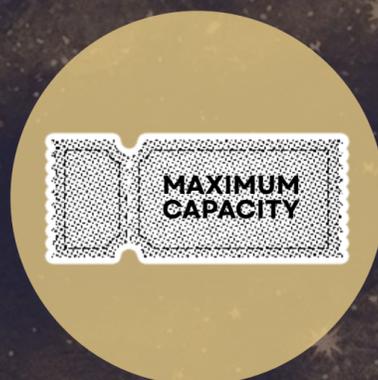
The Ultimate Riddle is a multi-stage, clue-based competitive event that evaluates participants' knowledge of cognitive psychology, logical reasoning abilities, and time management skills. Working in teams of two, participants are presented with a sequence of complex riddles, each leading to the next through a system of clues and deductions. Teams must solve as many riddles as possible within the allotted time frame, without any external assistance.



2 HRS



MIN - 2, MAX - 3



12 CAP



CLASSROOM

ULTIMATE RIDDLE

(Cognitive Psychology)

Rules & Regulations:

- Minimum 2 and maximum 3 members per team.
- Using internet or any other reference material during the game is strictly prohibited.
- Participants can proceed to the next riddle only after answering correctly.

Judging Criteria:

- Number and accuracy of sequential riddles completed
- Speed, logical reasoning, and flexibility demonstrated



12TH MARCH

9:30 am to 11:30 am

MIND BEHIND CRIME

(Criminal Psychology)

Description:

'Mind Behind The Crime' immerses participants in realistic crime scenes where every trace matters. Teams analyse visual and environmental clues to decode criminal behaviour, motives, and psychological patterns, using forensic-psychology insight under pressure.

Round 1: Images of on-site crimes shown and the findings gauged by the police will appear as hints for the participants. Participants interpret the crime done by the images alone, and explain future possibilities, what does the crime tell us about the criminal, what relevance does it have with the format it was conducted in, etc.

Round 2: An on-site crime scene developed by the team will be displayed without any hints being provided. Participants are free to roam around the hypothetical site, and list and explain their interpretations from a psychological background.



MIND BEHIND CRIME

(Criminal Psychology)

Rules & Regulations:

- Minimum 2 and maximum 3 members per team.
- Participants uncomfortable with content may opt out before the round begins. Once a round starts, withdrawal means disqualification from that round.
- Tampering with the props will lead to immediate disqualification.

Judging Criteria:

- Theoretical Application
- Precision and accuracy in observing details
- Presentation of answer



2 HRS



**MIN - 2
MAX - 3**



**AUROBINDO
LOBBY**



10 CAP

12TH MARCH

9:30 am to 11:30 am

INNER MONOLOGUE

(Expressive Arts Therapy)

Description:

'Inner Monologue' is a unique expressive art event that explores the contrast between outward behavior and internal thoughts. One performer appears on stage, expressing emotions only through body language and facial expressions, while a second performer voices the character's inner thoughts, fears, doubts, or suppressed emotions.

The event highlights emotional masking, and mental health themes, creating a powerful dual-layered storytelling experience through silence and voice.

Judging Criteria:

- Role Synchronization
- Voice modulation
- Creativity



2 HRS



NO. - 2



**AUROBINDO
CLASSROOM**



12 CAP

INNER MONOLOGUE

(Expressive Arts Therapy)

Rules & Regulations:

- Each team will consist of 2 participants.
- The voice actor is to stand at the podium and speak from the mic. The voice actor must not perform on stage.
- The voice actor may speak in Hindi, English, or a combination of the two.
- The visible actor is to perform on the stage.
- The visible actor must not speak at any point during the performance.
- The visible actor is not bound to the stage, but physical interaction with the audience is not allowed.
- Minimal props are allowed, anything required is to be arranged for by the participants.
- Background music is allowed, but it must not overpower the performance of the actors. The background music tracks must be shared 2 days prior to the organizing committee in the drive link provided.
- The performance must strictly adhere to the timings allotted by the organizing committee.

12TH MARCH

3:00 pm to 5:00 pm

BEYOND THE SCRIPT (Film Psychology)

Description:

'Beyond The Script' blends creativity with psychological insight. Teams of 2–3 members analyze a 10–15 minute compilation of film clips featuring strong psychological themes.

After the screening, teams get 30 minutes to evaluate the characters and predict their hypothetical future behaviors using psychological frameworks such as developmental and personality theories, biological and environmental influences, diagnosis, and behavioral concepts. Predictions must go beyond the original storyline.

Teams may present their ideas creatively—through acting, storytelling, posters, short videos, or other formats.

Judging Criteria:

- Creativity & Originality
- Psychological Application
- How engaging the presentation is



2 HRS



**MIN – 2
MAX – 3**



**AUROBINDO
CLASSROOM**



12 CAP

BEYOND THE SCRIPT (Film Psychology)

Rules and Regulations:

- Participants must come up with their ideas to be presented within the given time frame. Exceeding the time limit may result in loss of points.
- Allocation of slots to teams will be done by the organizing team during the event.
- Use of the internet, smart phones, smart watches or any other reference source is strictly prohibited. Use of smart phones is permitted only if the format chosen by the participants to present is short video.
- Portraying inappropriate language/behaviour and religious/political/controversial themes during the presentation is prohibited.
- Participants must keep in mind the severity of psychological disorders/conditions being mentioned and be sensitive towards it. Mocking / insensitivity towards mental health conditions will not be entertained.

13TH MARCH

9:00 am to 11:00 am

MIND OVER MUSCLE

(Sports Psychology)

Description:

'Mind Over Muscle' tests both mental strength and physical endurance. Inspired by a snakes-and-ladders-style checkerboard format, the game combines physical tasks and cognitive riddles, introducing participants to sports psychology concepts like executive control, cognitive inhibition, self-regulation, and fine motor control under fatigue.

Teams of three take turns rolling the dice and advancing across the board. Each tile presents a challenge that must be completed before moving forward. The event evaluates focus, coordination, decision-making, resilience, and teamwork under pressure. The first team to complete all challenges and reach the finish wins.

Judging Criteria:

- Number of tasks completed in the given time.



2 HRS



NO. - 3



**AUROBINDO
LOBBY**



10 CAP

MIND OVER MUSCLE

(Sports Psychology)

Rules & Regulations:

- Each team must consist of 3 participants per team with at least one male and one female participant.
- The college dress code must be strictly followed. Outfits must be decent, appropriate, and in accordance with institutional norms. Violations will lead to disqualification.
- Participants should keep in mind the health of players before team formation. The organizing committee will not be held responsible for health complications of any player.
- The organizing team will not be held responsible for any injuries.
- Allocation of slots to teams will be done by the organizing team during the event.

13TH MARCH

10:00 am to 12:00 pm

DRESS FOR PSYCH

(Fashion Psychology)

Description:

Each team will consist of two participants — one participant will embody the assigned concept as the model, while the other will be responsible for costume design and conceptual explanation. Teams will be given preparation time before presenting their theme with a brief explanation of the psychological concept and its representation. The event promotes creativity, sensitivity, psychological awareness, and confident expression. It aims to bridge theoretical understanding of psychology with artistic expression, allowing students to symbolically communicate psychological concepts in a respectful and meaningful way.



2 HRS



NO. - 2



12 CAP



SEMINAR HALL

DRESS FOR PSYCH

(Fashion Psychology)

Rules & Regulations:

- Two participants per team—one, model; another, stylist.
- Participants have to showcase within the allotted time frame, otherwise points will be deducted.
- To be brought by participants: costumes, makeup and required accessories.
- College dress code must be strictly followed.
- Tube tops, strapless outfits, and revealing clothing are not allowed.
- Dresses and skirts must be below knee length.
- Outfits must be decent and appropriate as per college norms.
- Any form of vulgarity or inappropriate representation will lead to disqualification.
- Participants must remain present during the judging process.

13TH MARCH

1:30 pm to 3:30 pm

SELL THE STORY

(Industrial Psychology)

Description:

Round 1: Subconscious Advertising Challenge

Participants must select a product category of their choice in advance and prepare prior to the competition. During the event, they will present a short advertisement concept designed to influence consumers subconsciously through emotions, memory, and psychological triggers. They cannot mention price or use direct selling lines. The focus should remain on subtle persuasion rather than explicit promotion.

Round 2: Brand Diagnosis & Rebranding

In this round, participants will be given a brand on the spot during the event that is facing issues such as low sales, wrong audience targeting, or an outdated image. They must identify the underlying psychological problem and redesign the brand's tagline, logo concept, and advertisement idea. The solution should be justified using concepts like attitude formation, consumer decision-making, stereotypes, associations, and perception.



2 HRS



NO. - 2



SEMINAR HALL



12 CAP

SELL THE STORY

(Industrial Psychology)

Rules & Regulations:

- The qualification to the next round will be based on performance and judges' scores.
- Brands will be approved by the organizing committee on a first come first serve basis. Controversial brands are to be strictly prohibited.
- Teams will be allotted a fixed time limit to present their ideas in each round. Exceeding the time limit may lead to point deduction.
- All presentation materials (PPTs, visuals, concepts) must be original. Plagiarism or imitation of existing campaigns will lead to disqualification.
- PPTs or visual content that participants wish to present should be shared with the organizing committee 2 days before the event in the google drive link provided.
- Participants must use respectful, professional, and analytical language throughout the event.

13TH MARCH

11:00 am to 1:00 pm

SPEAKER SESSION

As part of PsychFest, an exclusive speaker session will be organized to provide students with insights into contemporary psychological concepts and their practical applications. The session will be conducted by a distinguished professional/academic from the field of psychology, aiming to bridge the gap between theory and real-world practice. This engaging and interactive session will promote critical thinking, broaden perspectives, and inspire students through meaningful discussions and knowledge exchange.

E-certificates will be awarded to all participants as formal recognition of their participation and academic engagement.



PRIZE DISTRIBUTION

Your enthusiasm, passion, and drive to win are sure to make this hour an exciting and memorable one! Every challenge faced and every effort put in brings you closer to something special. We eagerly look forward to welcoming everyone to the prize distribution ceremony that will take place at the end of fest on day 2, where dedication, teamwork, and excellence will be celebrated.

Let's come together to cheer for our teams, applaud every participant, and support our fellow psychology aspirants as we conclude the fest on a high and celebratory note!



POINT OF CONTACT

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Mind Behind the Crime

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Sell the Story

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Ultimate Riddle

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Inner Monologue

Shruti Shah – 8779657804



THANK YOU!