BPS/EC/2025-'26/110
04 March 2026

BIRLA PUBLIC SCHOOL, DOHA, QATAR
CIRCULAR FOR GRADES VI TO XI

Dear Parent,

Sub: **Alice Programming Competition 2026 by CMU-Q**

The school is pleased to invite students to participate in the **Alice Programming Competition** organized by Carnegie Mellon University in Qatar (CMU-Q).

The competition will be held on **Tuesday, 14 April 2026**.

Interested students from **Grades VI – XI (Academic Year 2025–26)** may enroll for the competition by forming teams and submitting the Google Form (link provided separately) on or before **Tuesday, 10 March 2026**.

Competition Details:

- **Name of the Competition:** Alice Programming Competition
- **Organized by:** Carnegie Mellon University in Qatar (CMU-Q)
- **Eligibility:** Grades VI to XI (Academic Year 2025–26)
- **Mode:** Team Competition
    - Each team must consist of 3 students (students from different grades are allowed).
    - A student cannot be a member of more than one team.
- **Software Requirement:** All projects must be developed using Alice 3.
- **Project Submission Deadline at School:** Tuesday, 10 March 2026
- **Submission Format:** Simulation Video/Movie in any one of the following formats: .wmv, .mp4, .mov, .avi
- **Team supervisors**: Current Computer/AI/DS/CS/IP Teacher
- **Google Form link:-** https://forms.gle/LjNfLyjMySJYcJsr6

Competition Themes

Each team must submit an **Alice 3 animation (story or game)** under one of the following themes:

1. **Food Security & Sustainable Agriculture**
   - Interactive games where players manage farms using smart irrigation, vertical farming, or eco-friendly practices.
   - Focus: balancing food production with environmental sustainability.

2. **Inclusive Education & Accessibility**
   - Projects that simulate tools or environments supporting learners with diverse needs (visual, auditory, or mobility challenges).
   - Focus: empathy, problem-solving, and designing inclusive solutions.

3. **Global Cultures & Digital Heritage**
   - Animations or games where players explore world traditions, languages, and history, preserving cultural identity through technology.
   - Focus: intercultural understanding and digital storytelling.

4. **Renewable Energy & Innovation**
   - Simulations where players design cities powered by solar, wind, or hydrogen energy, solving energy challenges creatively.
   - Focus: innovation, sustainability, and STEM problems-solving.

Resources

- Download Alice 3: https://www.alice.org/get-alice/alice-3/
- Tutorials: https://www.alice.org/resources/alice-3-how-tos/
- Sample qualifying projects (for reference only, not for submission):
  - Sample 1
  - Sample 2
  - Sample 3

Note:
Only the best projects/games will be selected after internal evaluation. Registration of selected teams for the final competition will be completed by the respective teachers/supervisors.

Students are encouraged to begin working on their projects at the earliest, focusing on creativity and alignment with the given themes.

For further details, please contact:
Mr. Biswajit Mishra
HOD – Computer Science
Email: biswajit.mishra@bpsdoha.edu.qa
Or approach your respective Computer Science teachers.

Dr. Anand R. Nair
Principal