

## AGS BAGS THE OVERALL WINNERS TROPHY !!

ODYSSEY OF THE MIND



"Odyssey of the Mind" (OOTM) is a creative problem-solving program for students of all ages, from kindergarten through college. The program encourages participants to work collaboratively to solve open-ended problems that require immense creativity, critical thinking, and teamwork.

In addition to the long-term problem, OOTM teams also work on a spontaneous problem, which is solved on the spot during the competition. Spontaneous problems are designed to test the team's ability to think on their feet and come up with creative solutions under time pressure.

Our students at AGS, Gurgaon participated in the regional round of the Odyssey of the Mind competition 2023-24. The teams impressed the jury with their exceptional critical thinking and creative skills. They were applauded for their exemplary performances.





## **AGS WINS ALL ROUNDER AWARD**

With wins across every category Participated

#### **1st Position in Problem 1**

### **1st Position in Problem 2**

The Techinal problem

### 1st Position in Problem 5











# DRIVE-IN MOVE Problem 1 Division II

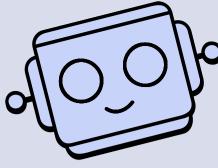
In this problem, teams designed and built a vehicle with a team-created rider that travels in a drive-in theater. During the performance, the vehicle travelled to pick up a ticket, visit a concession stand, and reverse into a parking space.







Problem 2 Division III







The team designed, built, and operated an Artificial Intelligence Tech-NO-Art device that determined if a work of art is beautiful or not. It dismantled a work of art that it decided is not beautiful to create a new work of art it believes is beautiful.

# ROCKING WORLD Probl DETOUR

Problem 5 Division III



In this problem, the team created a performance about a Rock Band on tour. Things get derailed in a very Odyssey way — while playing a song, the band is transported to an unexpected location. The band members figured out how to use music to get them back on their tour.



