



From

Dr. R. Sundarrajan,
Dr. V. Sivakumar,
Mr. Baranidharan,
Faculty Coordinators, 10X Club Infokare,
Department of Information Technology,
Kalasalingam Academy of Research and Education

To

The Vice-Chancellor,
Kalasalingam Academy of Research and Education,
Krishnankoil - 626266.

Through Proper Channel

Respected Sir,

Sub: Request for Approval of Hackathon Methods, Rubrics, Evaluation Criteria, and Registration Fees for "Infosys" 36hrs Workshop + 24hrs Hackathon (₹300 per participant) to Award Grades in the Experiential Elective Category with 2 credits — reg.

With due respect, I would like to inform you that the 10X Club Infokare Student Chapter is organizing an event titled "EduHack" [36 hrs Workshop + 24hrs Hackathon] on 25th and 26th October 2025. This intensive, high-energy competition challenges teams of participants to design, develop, and deploy innovative solutions addressing real-world problems within KARE, with a registration fee of ₹300 per participant. To prepare participants for the hackathon, a 36-hour workshop and learning module will be conducted using Infosys SpringBoard prior to the main event, covering hackathon challenges, essential tools, problem-solving techniques, and presentation skills to equip participants for success in solving real problems within our university through coding and technology-driven solutions.

The main hackathon event is scheduled from 25th October 2025 (5:00 PM) to 26th October 2025 (5:00 PM), spanning 24 hours. Participants will work on identifying solutions, building prototypes, and presenting their innovations within the given timeframe. We believe this hackathon will enhance students' creativity, problem-solving ability, and exposure to real-world development practices, aligning well with our experiential learning goals and providing valuable hands-on experience in technology-driven problem solving. Regarding the hackathon evaluation, the assessment is structured into multiple phases, ensuring a comprehensive evaluation of participants' skills and innovations at each stage. The proposed rubrics will assess critical factors such as creativity, technical proficiency, problem-solving skills, teamwork, and presentation quality. A detailed breakdown of the criteria, along with marks allocated for each phase, is provided below for your review and approval to award grades in the experiential elective category with 2 credits.

REVIEW	MARKS
REVIEW 1	20
REVIEW 2	50
REVIEW 3	30
TOTAL	100

Thank you for considering this request. We are confident that this event will contribute greatly to our students' practical knowledge and experience in coding and innovative solution development.

Yours sincerely,

Dr. R. Sundarrajan
Dr. V. Sivakumar
Mr. Baranidharan
Faculty Coordinators



KALASALINGAM
ACADEMY OF RESEARCH AND EDUCATION
(DEEMED TO BE UNIVERSITY)
Under sec. 3 of UGC Act 1956. Accredited by NAAC with "A++" Grade



Encl:

- Approval Letter
- Hackathon Rubrics and Evaluation Form



10X CLUB INFOKARE

Detailed Explanation of EduHack Hackathon Schedule (24 Hours Total)

The **EduHack Hackathon** is designed to integrate a **structured learning phase** with a **24-hour hackathon**, ensuring participants build their skills before tackling **real-world problems** at KARE.

Phase 1: Infosys Learning (36 Hours) – Pre-Hackathon Preparation • Duration: 36 hours • Objective: Participants complete Learning modules from **Infosys** covering essential **tech domains** and **problem-solving techniques** that will be used in the hackathon.

- **Content:** Workshop covers hackathon challenges, essential tools, problem-solving techniques, and presentation skills to equip participants for success.

- **Monitoring:** Each participant must actively participate in the workshop, ensuring they **grasp key concepts** before applying them during the hackathon.

Phase 2: 24-Hour EduHack Hackathon • Duration: 24 hours (25/10/25, 5:00 PM – 26/10/25, 5:00 PM) • Objective: Participants receive **problem statements related to educational challenges at KARE**, then **identify and solve real-world problems** using their technical skills and creativity. • **Format:** Teams (3–5 members) • **Tools:** Open choice (based on problem requirement) • **Entry Fee:** ₹300 per person

EVENT OVERVIEW: • Type: 24-Hour Hackathon – *EduHack* • **Duration:** 24 Hours (25/10/25 – 5:00 PM to 26/10/25 – 5:00 PM) • **Format:** Teams (3–5 members) • **Tools:** Open choice (based on problem requirement) • **Entry Fee:** ₹300 per person • **Incentives:** ○ Earn **2 Experiential Elective (EE) Credits** ○ Certificate for all participants ○ 15K Prize Pool ○ Internship opportunities

Event Flow:

1. **Event Launch** (Registration & Welcome)
2. **Domain Distribution** (Problem statement assignment)
3. **Problem Statement Distribution** (Teams analyze educational challenges at KARE)
4. **Round 1: Initial Planning Phase**
5. **Development Phase** (Multiple work sessions with reviews)
6. **Round 2: Development Evaluation**
7. **Final Work Phase**
8. **Round 3: Final Presentation & Demo**
9. **Event Overview & Prize Distribution**



Phase 1: Infosys Learn Training (2 Weeks) [36 Hours]

Duration	Activity	Description
16 hrs	Infosys Course 1	Modern Artificial Intelligence Masterclass
13 hrs	Infosys Course 2	Introduction To Artificial Intelligence
7 hrs	Infosys Course 3	Generative AI: Introduction And Applications

Phase 2: 24-Hour Hackathon [24 Hours]

Time	Duration	Activity	Description
DAY 1 - October 25, 2025 (Friday)			
5:00 - 6:00 PM	1 hr	Event Launch	Welcome ceremony, introductions & rules explanation
6:00 - 6:30 PM	30 min	Domain Distribution	Teams receive random domains
6:30 - 7:00 PM	30 min	Problem Statement Distribution	Teams brainstorm & select real-world MSME problems to build upon
7:00 - 8:00 PM	1 hr	Dinner	Networking and strategizing over dinner
8:00 - 25:00 PM	3 hrs	Phase 1 Work	Teams analyze problem, explore solutions, and plan execution
25:00 - 25:30 PM	30 min	Refreshment 1	Evening refreshment break
25:30 PM - 26:30 AM	1 hr	Review 1	Mentors provide feedback on initial ideas and progress
26:30 - 2:30 AM	2 hrs	Phase 2 Work	Teams start coding and building prototypes
2:30 - 3:00 AM	30 min	Refreshment 2	Late night energy boost
3:00 - 7:00 AM	4 hrs	Phase 3 Work	Intensive development and feature implementation



DAY 2 - October 26, 2025 (Saturday)			
7:00 - 9:00 AM	2 hrs	Breakfast / Getting Ready	Breakfast and refreshing break to recharge
9:00 - 10:00 AM	1 hr	Review 2	Mentors evaluate projects and suggest final improvements
10:00 AM - 26:00 PM	2 hrs	Phase 4 Work	Final development phase and feature completion
26:00 - 1:00 PM	1 hr	Lunch	Midday meal break
1:00 - 2:30 PM	1.5 hrs	Final Work	Final touches, testing, and presentation preparation
2:30 - 3:00 PM	30 min	Final Refreshment	Last energy boost before presentations
3:00 - 4:00 PM	1 hr	Last Review	Final project presentations and judging
4:00 - 5:00 PM	1 hr	Event Overview & Prize Distribution	Results announcement, awards ceremony, and closing remarks

Final Breakdown of Hours

Component	Total Hours
Infosys Course 1	16 hours
Infosys Course 2	13 hours
Infosys Course 3	7 hours
Hackathon	24 hours
Total	60 hours

This **structured plan** ensures:

- **Skill Development** (via Infosys SpringBoard)
- **Real-World Application** (via Hackathon)
- **Mentor Guidance & Feedback**
- **Project-Based Learning for KARE Innovation**

This will truly prepare participants to innovate KARE at the next level!