

Hackathon

Overview

A hackathon is an event in which computer programmers and others involved in software development, including interface designers, graphic designers, and project managers collaborate intensively on software projects. Some hackathons are intended simply for educational or social purposes, although in many cases the goal is to create usable software. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API, or the subject and the demographic group of the programmers. In other cases, there is no restriction on the type of software being created.

KJSCE Hackathon will be a two-day overnight event at Abhiyantriki 2018. It is a team event with each team having 1 - 4 members. There will be a single/multiple problem statements. The teams are expected to create software/hardware solutions to these problems. One and a half days shall be provided to the participating teams to come up with innovative solutions and build a prototype. The latter half of the second day is spent on judging. The teams are judged on the basis of a 5/10 minute pitch given in front of a judge/panel of judges. The most innovative solution is deemed as the winner. The teams shall be provided with internet and charging outlets. They must make arrangements for the required development software and hardware on their own.

Eligibility

Top 40 registered teams from the applications will be invited for the event via email. Criteria for filtering would be profile, no of past projects and activities on github and other relevant platforms

Rules and Regulations

- Each participant must be a student of a college at the time of the contest in order to be eligible.
- It is not necessary for all the members of a team to belong to the same college.
- A team should consist of a minimum of 1 member, and a maximum of 4 members.
- Each participant is expected to prepare and bring any software or hardware tool they might require during the hackathon on their own.
- All code must be hosted on a code sharing site, on a public repo. (Preferably github)
- All code must be written during the period of the hackathon only. Any code written otherwise and used (excluding APIs) shall be discounted and the team disqualified.
- All teams must present a proof of concept alongside the presentation in order to be considered for the prize.
- The **theme for the hackathon** will be disclosed a week prior to the event and the specific problem statements will be handed out on the day of the event

Registration and payment

- The registrations will be opened at: <http://hack.kjscecodecell.com/>
- This event is completely free.
- All the selected participants will be provided with food and refreshments during the course of the event.

Judging Criteria

Judging will be done in two rounds. During the first round there is a short business case pitch for the judging panel. For the second and final round of judging, the teams with the best scores get to pitch their product on stage for the final judges.

Round 1 - Preselection

Every team will do a pitch in front of (just) the jury. The judges will select the top projects for round 2.

- Exactly 3 minutes of pitching.
- It is recommended to use visual aids along with your presentation (powerpoint, prezi, demonstration of the product, etc)
- 2 minutes of questions from the jury

Round 2 - Finals

The selected teams will all pitch on stage for the entire audience and the judges and battle for the available prizes.

- Exactly 7 minutes of pitching.
- It is recommended to use visual aids along with your presentation (powerpoint, prezi, demonstration of the product, etc)
- 2 minutes of questions from the jury

The judges will look at...

- **Viability:** Has the project a realistic chance of being implemented by partners, is the idea scalable and applicable to more industries. Is it realistic to further develop the project?
- **Originality:** Is your project creative, new and innovative? Is it something we already know or is the idea disruptive?
- **UX:** How is the design and user experience of your project? Is it easy to understand and use?
- **Wow-effect:** Can you amaze the judges with new use-cases, big opportunities or surprises? How much did you achieve during the hackathon?
- **Completion:** The amount of work that was speculated that has been implemented.

Disqualification Criteria

Plagiarism in any form will not be tolerated and the team involving in such activities will be disqualified.

Prizes and certificates

Over Rs. 50,000 Worth Prizes to be won.

Along with cash prizes we have JetBrains & Wolfram | One Licences and a lot of swag in offer for all the winners as well as the participants of the Hackathon.

All other participants will be given participation certificates.

Do checkout our website for further details.

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The organizers have the final say in case of any discrepancies.