Categories Description for hack-a-week 2024

Category: Generative AI

Description of the category

Generative AI involves the creation of models capable of autonomously generating content, such as images, text, music, and more. It harnesses machine learning techniques to produce novel and diverse outputs. Participants in this category will delve into the development of innovative Generative AI models or applications that showcase the creative and practical potential of AI-generated content. They may explore architectures like GANs (Generative Adversarial Networks), VAEs (Variational Autoencoders), or other neural network-based approaches. The applications span various fields, from art and entertainment to content generation for practical purposes like image synthesis, text completion, music composition, or even synthetic data generation for other AI models.

Category: FinTech

Description of the category

FinTech (Financial Technology) focuses on technological innovations within the financial sector. It encompasses a wide range of applications, including digital banking, investment, insurance, cryptocurrencies, payment systems, and more. Participants in this category are challenged to create solutions that enhance financial services, improve transaction security, provide predictive analytics for investment decisions, streamline banking operations, or address challenges in financial inclusion and accessibility. The goal is to foster innovation that drives efficiency, security, and accessibility in financial transactions and services.

Category: EdTech

Description of the category

EdTech (Educational Technology) integrates technology into education to enhance learning experiences. It encompasses a broad spectrum of applications aiming to improve teaching methods, learning outcomes, accessibility, and educational accessibility. Participants in this category are tasked with developing educational platforms, tools, or applications that facilitate personalized learning, improve accessibility for diverse learners, support educators, or address challenges in remote learning and education access. The goal is to create innovative solutions that positively impact learning experiences across various age groups and educational settings.

Category: Game Dev

Description of the category

Game Dev (Game Development) involves creating interactive entertainment experiences that captivate audiences through engaging gameplay, immersive storytelling, and innovative design. It encompasses the creation of video games across various genres and platforms. Participants in this category are challenged to design and develop innovative games, explore new gameplay mechanics, create compelling narratives, or address specific challenges within the gaming industry. The aim is to foster creativity and push boundaries in gaming experiences.

Theme

In the mystical place called Mukundaland, Elysia discovers an ancient prophecy about a powerful relic. Embark on a wonderful journey filled with magical creatures, puzzles and levels to acquire the relic and restore balance to the world.

Screening Criteria

- Innovation and Creativity
- Alignment with the theme
- Technical and Market Feasibility
- Impact and Potential
- Presentation and Pitch

Guidelines

- A team can present on at max two categories.
- Prebuilt products that have already been developed for another competitions or projects are prohibited.
- Judges will be looking for solutions that go beyond conventional approaches and showcase creative thinking.
- Evaluation of the project's success involves assessing the level of technical sophistication, including the use of advanced algorithms or integration of external APIs.
- The project's effectiveness will be evaluated based on how well it fulfills its intended purpose and addresses the problem statement
- The overall user experience will be considered, encompassing design, intuitiveness, and how well it caters to the needs of the intended audience.
- Judges will assess the effectiveness of the team in communicating the problem, solution, and impact of their project within the allocated time.
- The quality of the live demonstration will be evaluated, focusing on how well it highlights key features and demonstrates the project's capabilities.
- Judges will look at the organization, cleanliness, and efficiency of the codebase, including factors such as readability and adherence to coding standards.
- Evaluation will consider whether the project considers diverse user needs and adheres to accessibility standards, contributing to a more impactful and user-friendly solution.
- Judges will check if the project aligns with the hackathon's theme or challenge.
- The team's ability to identify, analyze, and solve challenges will be assessed, along with their resilience in overcoming obstacles.

- Judges will evaluate the completeness and clarity of any accompanying documentation, including README files, technical documentation, and user guides.