

# Buildathon 2025- "Innovate, Build, Present"

*An Intense 6-Hour Sprint of Innovation!*

## Event Overview

**Buildathon** is a **6-hour rapid innovation challenge** where student teams tackle real-world problems, brainstorm solutions, and create working prototypes or Proofs of Concept (PoC). The event focuses on **technical feasibility, business viability, and social impact**, pushing teams to think beyond just coding and engineering.

## Objectives

- ✓ Encourage **innovation and problem-solving** under time constraints
  - ✓ Promote **interdisciplinary collaboration** (Tech + Business + Social Impact)
  - ✓ Give participants a **real-world product development experience**
  - ✓ Foster a **competitive yet learning-driven atmosphere**
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## Event Flow & Timeline (Tentative)

### T - 0: Opening Ceremony (30 min)

- Introduction to Buildathon and its purpose
- Keynote speech (optional, by an entrepreneur/tech leader)
- Announcement of **problem statements** (5-7 topics)
- Briefing on rules, evaluation criteria, and expected deliverables

### Hour 1: Research & Ideation (60 min)

- Teams analyze problem statements and pick one
- **Mentor Guidance:** Initial brainstorming session with mentors
- Conduct quick research, validate ideas, and define a **core problem statement**

### Hour 2-4: Build & Prototype (3 hours)

- Teams develop a **PoC/demo** (tech, hardware, app, business model, etc.)
- Iterative validation of ideas with **mentors from industry/startups**
- Teams prepare **business model canvas** (optional but encouraged)
- Focus on:

- **Technical feasibility** (Can it be built?)
- **Business viability** (Is it scalable/sustainable?)
- **Social impact** (Does it solve a real-world problem?)

#### **Hour 5-6: Fine-Tuning & Pitch Preparation (60 min)**

- Teams refine their prototypes and **prepare their presentations**
- **Pitch structure** (5 min pitch + 2 min Q&A)
  1. Problem Statement
  2. Solution Overview
  3. Technical Implementation
  4. Business & Social Impact
  5. Future Scope

#### **Hour 7: Final Presentations & Judging (60 min)**

- Each team presents their **solution & prototype** (5-7 min)
- Judges score teams based on:
  - **Innovation & Uniqueness** (20%)
  - **Technical Feasibility** (20%)
  - **Business Viability** (20%)
  - **Social & Real-World Impact** (20%)
  - **Presentation & Pitch Clarity** (20%)

#### **Closing & Award Ceremony (30 min)**

- **Winners announced** and prizes distributed
- **Participation certificates** to all
- Networking & interaction with judges, mentors

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## **Logistics & Requirements**

### **Team Structure**

- **2-4 members per team**
- Mix of tech, business, and design (encouraged)

### **Venue Setup**

- **Workstations with power & internet**
- A **presentation area** for final pitches
- **Mentor lounge** for discussions

### **Prizes & Recognition**

- **Best Overall Solution**
- **Most Innovative Idea**
- **Best Technical Implementation**
- **Best Business Model**
- **Best Social Impact Solution**