



Thakur Educational Trust's (Regd.)

# THAKUR COLLEGE OF SCIENCE & COMMERCE

Empowered Autonomous College Permanently Affiliated to University of Mumbai

(NAAC Accredited with Grade "A" (3rd Cycle) & ISO 21001:2018 Certified)

Best College Award by University of Mumbai for the Year 2018-2019



# INFOTHON X HACKATHON 2K26

FEBRUARY 12-13, 2026

MUMBAI, INDIA

# ABOUT COLLEGE

THAKUR COLLEGE OF SCIENCE AND COMMERCE (TCSC), A PREMIER INSTITUTION UNDER THE THAKUR EDUCATIONAL TRUST, IS COMMITTED TO DELIVERING QUALITY HIGHER EDUCATION WITH A FOCUS ON ACADEMIC EXCELLENCE, INNOVATION, AND HOLISTIC STUDENT DEVELOPMENT. THE COLLEGE OFFERS A DIVERSE RANGE OF UNDERGRADUATE AND POSTGRADUATE PROGRAMS DESIGNED TO MEET CONTEMPORARY ACADEMIC AND INDUSTRY REQUIREMENTS.

TCSC PROVIDES A VIBRANT LEARNING ENVIRONMENT SUPPORTED BY EXPERIENCED FACULTY, MODERN INFRASTRUCTURE AND A LEARNER-CENTRIC APPROACH. EMPHASIS IS PLACED ON INTELLECTUAL GROWTH, ETHICAL VALUES AND SKILL DEVELOPMENT, ENABLING STUDENTS TO EXCEL ACADEMICALLY AND PROFESSIONALLY.

THROUGH A COMBINATION OF ACADEMICS, CO-CURRICULAR ACTIVITIES, RESEARCH INITIATIVES AND INDUSTRY EXPOSURE, THE COLLEGE STRIVES TO NURTURE RESPONSIBLE CITIZENS AND COMPETENT PROFESSIONALS READY TO MEET GLOBAL CHALLENGES.

# INTRODUCTION, VISION & MISSION

THE BSC IT, BSC DATA SCIENCE, AND BSC AI/ML DEPARTMENTS AT TCSC ARE VIBRANT LEARNING COMMUNITIES WHERE TECHNOLOGY MEETS CREATIVITY AND INNOVATION. WITH A STRONG ACADEMIC BASE AND EXCITING CO-CURRICULAR OPPORTUNITIES, WE EMPOWER STUDENTS TO EXPLORE, EXPERIMENT AND EXCEL.

RUN BY THE STUDENTS AND FOR THE STUDENTS, OUR DEPARTMENTS ELECT A NEW STUDENT COMMITTEE EVERY YEAR, ENCOURAGING LEADERSHIP, COLLABORATION, AND ACTIVE PARTICIPATION. FROM INTERACTIVE ORIENTATION PROGRAMS TO OUR FLAGSHIP TECH FEST INFOTHON X HACKATHON 2K26, WE CREATE PLATFORMS WHERE IDEAS TURN INTO ACTION AND LEARNING BECOMES AN EXPERIENCE.

## **VISION**

SHAPING INNOVATIVE AND INDUSTRY-READY COMPUTER PROFESSIONALS.

## **MISSION**

TO EMPOWER STUDENTS THROUGH A STRONG CURRICULUM, LEADERSHIP-DRIVEN STUDENT COMMITTEES, ENGAGING ORIENTATIONS, AND FLAGSHIP TECHNICAL EVENTS SUCH AS INFOTHON X HACKATHON 2K26.

# SECURITY RULES

1. PROHIBITED ITEMS SUCH AS VAPES, ALCOHOL, NARCOTICS, PERFUMES, DEODORANTS, CIGARETTES, LIGHTERS, PEPPER SPRAY, FLAMMABLE ITEMS, SHARP OBJECTS, AND OUTSIDE FOOD OR BEVERAGES ARE STRICTLY PROHIBITED INSIDE THE VENUE.
2. MEDICATIONS: MEDICINES ARE PERMITTED ONLY WITH A VALID MEDICAL PRESCRIPTION, WHICH MUST BE PRODUCED UPON REQUEST.
3. CHECKS & VERIFICATION: ALL PARTICIPANTS AND ATTENDEES WILL UNDERGO MANDATORY FRISKING AND BAG CHECKS AT EVERY ENTRY POINT.
4. INDIVIDUALS MUST CARRY THEIR COLLEGE ID OR FEE RECEIPT, ALONG WITH A VALID GOVERNMENT-ISSUED ID, FOR VERIFICATION.
5. SUBSTANCE POLICY: ANY INDIVIDUAL FOUND UNDER THE INFLUENCE OF ALCOHOL OR NARCOTIC SUBSTANCES, OR IN POSSESSION OF PROHIBITED ITEMS, WILL BE IMMEDIATELY REMOVED FROM THE VENUE AND DENIED RE-ENTRY.
6. LIABILITY: THE ORGANIZERS SHALL NOT BE RESPONSIBLE FOR ANY LOSS, THEFT, OR DAMAGE TO PERSONAL BELONGINGS OR MATERIALS BROUGHT TO THE EVENT.
7. CONDUCT: PROPER CONDUCT WITH FELLOW PARTICIPANTS, STAFF, AND THE ORGANIZING COMMITTEE (OC) IS MANDATORY.
8. ANY FORM OF MISCONDUCT, ABUSE, OR NON-COOPERATION WILL RESULT IN STRICT DISCIPLINARY ACTION AND PENALTIES.
9. FINAL AUTHORITY: THE DECISION OF THE ORGANIZERS IN ALL MATTERS RELATED TO SECURITY, DISCIPLINE, AND PARTICIPATION SHALL BE FINAL AND BINDING.
10. PARTICIPATION PROOF: PROOFS OF PARTICIPATION ARE NON-TRANSFERABLE AND VALID ONLY FOR THE SPECIFIC DAY(S) OF PARTICIPATION

# **COSTUME RULES & GUIDELINES**

1. TOPS NOT PERMITTED: TUBE TOPS, LOW-BACK DESIGNS, DEEP OR LOW NECKLINES, BRALETTES, SPORTS BRAS, BACKLESS OUTFITS AND EXCESSIVELY SHORT CROP TOPS.
2. BOTTOMS NOT PERMITTED: BOY SHORTS, DAISY DUKES, DOLPHIN SHORTS, MICRO OR MINI SKIRTS, LEOTARDS AND ANY BOTTOMS ABOVE THE KNEE.
3. PERFORMANCE GUIDELINES: PARTICIPANTS ARE NOT ALLOWED TO PERFORM BARE-CHESTED. THE ABOVE CLOTHING IS PROHIBITED EVEN WITH MESH, SHEER FABRICS, NUDE BODYSUITS, HOSIERY OR TIGHTS.
4. COVERAGE & TRANSPARENCY: COSTUMES MUST PROVIDE ADEQUATE COVERAGE FROM ALL ANGLES AND SHOULD NOT APPEAR TRANSPARENT UNDER STAGE OR FLASH LIGHTING.
5. APPROPRIATENESS: OUTFITS MUST BE DECENT AND RESPECTFUL, WITH NO OBSCENE, OFFENSIVE, POLITICAL OR INAPPROPRIATE CONTENT.
6. SAFETY: COSTUMES SHOULD BE FREE FROM SHARP OBJECTS, FLAMMABLE MATERIALS OR UNSAFE ACCESSORIES. FOOTWEAR SHOULD BE SAFE FOR PERFORMANCE.
7. CULTURAL SENSITIVITY: ATTIRE SHOULD RESPECT SOCIAL AND CULTURAL NORMS AND AVOID ANY INAPPROPRIATE PORTRAYALS.
8. FINAL DISCRETION: ALL COSTUMES ARE SUBJECT TO SCRUTINY BY THE ORGANIZING COMMITTEE AND JUDGES, WHOSE DECISION IS FINAL AND BINDING.

# GENERAL RULES

- **REGISTRATION:** REGISTRATIONS CLOSE 30 MINUTES BEFORE THE START OF EACH EVENT. SPOT REGISTRATIONS WILL BE ACCEPTED ONLY IF SLOTS ARE AVAILABLE.
- **DISQUALIFICATION:** ANY VIOLATION OF RULES, CHEATING, MISCONDUCT, OR INAPPROPRIATE BEHAVIOR WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- **AUTHORITY:** THE DECISIONS OF JUDGES AND COORDINATORS ARE FINAL AND BINDING. THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO MODIFY EVENT DETAILS AT ANY TIME.
- **CERTIFICATION:** CERTIFICATES WILL BE AWARDED TO ALL WINNERS AND PARTICIPANTS AS A MARK OF RECOGNITION.

Sr. No.	Event Name	Day	Short Description
1	Hackathon	Day 1 & Day 2	A 2-day innovation challenge where teams build next-gen solutions in Gen AI and Agentic AI from scratch.
2	Blind Coding	Day 1	Test your logical thinking by solving coding problems without seeing the output on the screen.
3	Prompt AI	Day 1	Craft powerful and creative prompts to get the best results from AI tools and models.
4	Tech Quiz	Day 1	A fast-paced quiz covering technology, programming, AI, and general tech knowledge.
5	Offline Treasure	Day 1	A fun, logic-based treasure hunt involving clues, puzzles, and teamwork across the campus.
6	AI Debate	Day 1	A thought-provoking debate where participants discuss and defend views on AI, ethics, and future tech.
7	Reverse IT	Day 2	Debug, analyze, or reverse-engineer given outputs to understand the logic behind the code.
8	Project Expo	Day 2	Showcase your innovative projects and ideas to judges and fellow students.
9	Typing Titans	Day 2	A speed and accuracy challenge to test your typing skills under time pressure.
10	Canva	Day 2	Design creative posters or visuals using Canva within a given theme and time limit.

# HACKATHON

- DAY: DAY-1 & DAY-2
- DESCRIPTION: A 2-DAY HACKATHON BRINGING TOGETHER THE BRIGHTEST MINDS TO BUILD NEXT-GEN PROJECTS IN GEN AI AND AGENTIC AI. TEAMS WORK ON PROBLEM STATEMENTS REVEALED ON DAY 1 AND FINALIZE THEIR PROJECTS ON DAY 2.
- TEAM SIZE: 2-4 MEMBERS
- REGISTRATION: OPEN TO ALL DISCIPLINES. REGISTRATIONS CLOSE 30 MINUTES BEFORE THE EVENT.
- SPOT REGISTRATIONS DEPEND ON AVAILABILITY.
- SUBMISSION: GITHUB REPOSITORY WITH CODE + PITCH DECK
- RULES:
  1. WORK ONLY DURING HACKATHON HOURS
  2. PROJECTS MUST START FROM SCRATCH
  3. KEEP REPOSITORY PUBLIC FOR JUDGING
  4. USE OF PUBLIC APIs & OPEN-SOURCE TOOLS ALLOWED
  5. NO PLAGIARISM, ORIGINAL WORK ONLY
  6. BRING YOUR OWN LAPTOP
  7. ORGANIZERS' DECISIONS ARE FINAL

# PROMPTIFY

## EVENT OVERVIEW

PARTICIPANTS WILL USE AI TOOLS ON COLLEGE PCS TO DESIGN CREATIVE AND FUNCTIONAL WEBSITES BASED ON A GIVEN THEME. THEY WILL CRAFT PROMPTS AND GENERATE LAYOUTS, VISUALS, AND CONTENT USING AI-BASED PLATFORMS.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS.
2. INTERNET ACCESS IS ALLOWED ONLY FOR AI TOOLS AND DESIGN PLATFORMS.
3. WEBSITES MUST ALIGN WITH THE THEME REVEALED AT THE START OF THE EVENT.
4. JUDGING WILL BE BASED ON CREATIVITY AND AI UTILIZATION.
5. NO EXTENSIONS WILL BE GRANTED FOR SUBMISSION.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# BLIND CODING

## EVENT OVERVIEW

PARTICIPANTS WILL SHOWCASE THEIR CODING SKILLS UNDER TIME CONSTRAINTS BY SOLVING PROGRAMMING CHALLENGES WITHOUT SEEING THE FULL PROBLEM STATEMENT AT FIRST. THE PROBLEM WILL BE REVEALED IN PARTS, TESTING LOGIC, SPEED, AND ADAPTABILITY.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS.
2. INTERNET ACCESS IS ALLOWED ONLY IF SPECIFIED BY ORGANIZERS.
3. ALL SOLUTIONS MUST BE WRITTEN AND EXECUTED IN THE PROVIDED CODING ENVIRONMENT.
4. PARTIAL SUBMISSIONS WILL BE EVALUATED, BUT FULL SOLUTIONS CARRY MORE WEIGHT.
5. NO EXTENSIONS WILL BE GRANTED FOR SUBMISSION.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# REVERSE IT

## EVENT OVERVIEW

PARTICIPANTS WILL SOLVE PROGRAMMING OR LOGICAL CHALLENGES IN REVERSE—STARTING FROM A GIVEN OUTPUT OR RESULT, THEY MUST DEDUCE THE ORIGINAL CODE OR STEPS. THIS TESTS PROBLEM-SOLVING, DEBUGGING, AND ANALYTICAL SKILLS UNDER PRESSURE.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS.
2. INTERNET ACCESS IS ALLOWED ONLY IF SPECIFIED BY ORGANIZERS.
3. SOLUTIONS MUST BE SUBMITTED IN THE PROVIDED CODING ENVIRONMENT.
4. PARTIAL OR INCORRECT SOLUTIONS WILL BE SCORED BASED ON LOGIC AND APPROACH.
5. NO EXTENSIONS WILL BE GRANTED FOR SUBMISSION.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# TECH QUIZ

## EVENT OVERVIEW

PARTICIPANTS WILL TEST THEIR KNOWLEDGE OF TECHNOLOGY, IT CONCEPTS, AND CURRENT TECH TRENDS THROUGH A SERIES OF QUIZ ROUNDS. QUESTIONS MAY INCLUDE MULTIPLE-CHOICE, RAPID-FIRE, AND PROBLEM-SOLVING CHALLENGES TO EVALUATE SPEED, ACCURACY, AND DEPTH OF UNDERSTANDING.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS FOR QUIZ ACCESS.
2. NO EXTERNAL HELP OR INTERNET USE UNLESS EXPLICITLY ALLOWED.
3. THE QUIZ MAY BE CONDUCTED IN MULTIPLE ROUNDS, WITH ELIMINATIONS AFTER EACH ROUND.
4. DECISION OF THE QUIZ MASTER/JUDGES WILL BE FINAL.
5. PARTICIPANTS MUST ADHERE TO TIME LIMITS FOR EACH QUESTION.
6. NO EXTENSIONS OR RETAKES WILL BE ALLOWED.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# PROJECT EXPO

## EVENT OVERVIEW

PARTICIPANTS WILL SHOWCASE THEIR INNOVATIVE PROJECTS BY PRESENTING WORKING MODELS, PROTOTYPES, OR SOFTWARE SOLUTIONS. THE EVENT FOCUSES ON INNOVATION, TECHNICAL KNOWLEDGE, AND PRESENTATION SKILLS, ALLOWING STUDENTS TO EXPLAIN THEIR IDEAS, IMPLEMENTATION, AND REAL-WORLD APPLICATIONS.

## RULES & REGULATIONS

1. PROJECTS MUST BE ORIGINAL AND DEVELOPED BY THE PARTICIPANTS.
2. PARTICIPANTS MAY USE COLLEGE-PROVIDED SYSTEMS FOR SETUP AND DEMONSTRATION.
3. EACH PARTICIPANT MUST PRESENT AND EXPLAIN THEIR PROJECT WITHIN THE ALLOTTED TIME.
4. JUDGING WILL BE BASED ON INNOVATION, TECHNICAL DEPTH, FEASIBILITY, AND PRESENTATION.
5. NO MODIFICATIONS TO THE PROJECT WILL BE ALLOWED AFTER SUBMISSION.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# TYPING TITANS

## EVENT OVERVIEW

PARTICIPANTS WILL COMPETE TO DEMONSTRATE SPEED AND ACCURACY IN TYPING THROUGH TIMED TYPING CHALLENGES. THE EVENT TESTS CONCENTRATION, PRECISION, AND CONSISTENCY UNDER PRESSURE.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS.
2. TYPING TESTS WILL BE CONDUCTED USING A STANDARD TYPING PLATFORM/SOFTWARE.
3. ACCURACY AND SPEED WILL BOTH BE CONSIDERED FOR EVALUATION.
4. ANY USE OF EXTERNAL TOOLS OR UNFAIR MEANS WILL LEAD TO DISQUALIFICATION.
5. NO EXTENSIONS WILL BE GRANTED ONCE THE TEST BEGINS.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# CANVA

## EVENT OVERVIEW

PARTICIPANTS WILL USE CANVA TO DESIGN VISUALLY APPEALING AND CREATIVE GRAPHICS BASED ON A GIVEN THEME. THE EVENT FOCUSES ON DESIGN SKILLS, CREATIVITY, LAYOUT SENSE, AND VISUAL STORYTELLING WITHIN A LIMITED TIME.

## RULES & REGULATIONS

1. PARTICIPANTS MUST USE ONLY THE COLLEGE-PROVIDED SYSTEMS.
2. INTERNET ACCESS IS ALLOWED ONLY FOR USING CANVA AND RELATED DESIGN RESOURCES.
3. DESIGNS MUST STRICTLY FOLLOW THE THEME REVEALED AT THE START OF THE EVENT.
4. USE OF PRE-MADE TEMPLATES IS ALLOWED, BUT ORIGINALITY WILL BE GIVEN HIGHER WEIGHTAGE.
5. NO EXTENSIONS WILL BE GRANTED FOR SUBMISSION.
6. JUDGES' DECISION IS FINAL.

## REGISTRATION

- FEE: ₹50 PER PARTICIPANT
- TYPE: INDIVIDUAL EVENT (1 PARTICIPANT PER ENTRY)

# SPONSOR

A person in a dark suit and tie, seen from the side, stands in a dark room. Red and blue smoke or light effects surround them, creating a dramatic and mysterious atmosphere. The word "SPONSOR" is displayed in large, white, sans-serif capital letters at the top center of the image.

# CONTACT

