Synthacks Rules

Themes: Sustainability, Medical, Finance, Education, Transport

The following are the rules that must be abided by while participating in Synthacks 2024.

1. The participants can create their project using any technology they want including but not limited to: Machine learning, AI, App development, IoT, Robotics etc.
2. If hardware components are being used, the participants must procure the required equipment themselves.
3. Usage of any paid API is not permitted.
4. Plagiarism is not allowed in any case, it will cause the entire team to be disqualified.
5. Participants WILL NOT be allowed to work on their projects before the competition

If a team is found breaking any rule, they will have until the next auditing round to rectify their code. During the auditing round, the auditing team will inspect the team's code to ensure the rules are being met. If the rules are still not met, the team will not be eligible for judging, and will not receive any prizes.

Eligibility Criteria and Age Categories
9th - 12th - Senior Category
6th - 8th - Junior Category

Rules of Procedure

1. Auditing Rounds
    a. Round 1: Auditors will collect information about the team's ideas, how they plan on accomplishing their goals, and the technologies they plan on using.
    b. Round 2: Auditors will collect information about the progress that the team has made, challenges they have faced, how they have dealt with them, and whether they will be able to meet their goals.
    c. Round 3: During the final auditing round the teams will show their finished code along with a small sample of how their programs work.
2. Guidelines for Submission: A Google Drive will be created where the participants will be able to upload their code.
3. Judging Criteria
    a. Criterion A: Compatibility - How accessible is this hack? (this is in relation to the theme chosen by the team)
    b. Criterion B: Technology- How technically impressive is the hack? How difficult was the technical problem the team tackled?
    c. Criterion C: Design- How much thought did the team put into the user experience? How well designed is the interface? For a website, this might be about how beautiful the CSS or graphics are. For a hardware project, it might be more about how good the human-computer interaction is (e.g. is it easy to use or does it use a cool interface?).

d. Criterion D: Uniqueness- How unique is the team's idea? Does it solve a problem? To what extent?
e. Criterion E: Completion- Does the hack work? Did the team achieve everything they wanted?

Remember that these do not include:

a. How good your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things.
b. How well you pitch. Hacking is about building and learning, not about selling