

ABES INSTITUTE OF TECHNOLOGY

HACKNOVATE 4.0

25 NOVEMBER 2022

JUDGING CRITERIA

OVERVIEW

Each team will prepare a video presentation of 3 minutes as their final submission on Devfolio (link to be shared). These presentations will primarily be demo-focused, and will be aided by slides.

The theme for Hacknovate 4.0 is ***INNOVATORS IN INTERVENTION*** and it has Eight different tracks:

FINTECH:

Fintech is a portmanteau of the terms “finance” and “technology” and refers to any business that uses technology to enhance or automate financial services and processes. The term is a wide and quickly developing industry serving the two customers and organisations.

EDTECH:

Edtech fueled by the impact of COVID-19 has grown into a global industry with economic and political implications. The growth in Edtech provides a cogent argument that its place in learning is not a short-term fad but a fundamental, long-term development.

ENVIRONMENT & SUSTAINABILITY:

Sustainability is a global issue that should be dealt with quickly. We encourage our hackers to come up with innovative ideas and create solutions to better our environment and tackle the issue of climate change.

HEALTHCARE:

Health services have the capacities to characterise network medical issues, to recognize neglected needs and review the assets to meet them, to build up SMART targets, and to extend managerial activities to achieve the reason for proposed activity programs.

NETWORKING:

Networking is all about bringing people together and helping them bond with each other in a meaningful, memorable way. A successful networking event is all about creating special moments that will lead to meaningful connections. Creating opportunities for those moments is essential and invaluable. So bring some ideas on the table that could diversify and connect more people around you and create an event that could reach to a whole new level.

DISASTER MANAGEMENT:

Disaster management is a process of effectively preparing for and responding to disasters. It involves strategically organizing resources to lessen the harm that disasters cause. It also involves a systematic approach to managing the responsibilities of disaster prevention, preparedness, response, and recovery.

WEB3:

The Web3 Project **envisages a world integrated with Blockchain, where users can own their data**. To achieve this, the Web3 Project will build a series of user-driven experience DApps. The Web3 Project comes with mystery boxes, NFT collections, online P2E games, and the Oshie's Club.

OPEN INNOVATION:

Open innovation is a business practice to source ideas and solutions from a broad diversity of individuals and organisations to drive innovation. Using open innovation challenges represent a true cultural break from the company silo mentality and the secrecy traditionally associated with the corporate R&D culture. An innovation model becomes viable when the company acknowledges that there are many bright professionals and greater knowledge outside the organisation.

*** All submissions will be subjected to extensive plagiarism checks. ***

Criteria:

Teams will be evaluated on a 1-100 point scale. Points will be averaged across judges. The pointers detailed under each criterion are for better understanding of the participants.

1. User Experience / Technicality (0-20 points)

- How well engineered is the project?
- Is the coding and logic sound?
- Did the team think about the user interface (UI) and user experience (UX)? Was the product designed with humans in mind?

2. Novelty / Innovation (0-20 points)

- Is this a novel approach / solution to addressing the problem?
- Has this been done before?

3. Theme Appropriateness / Clarity (0-20 points)

- Is this doing what the track requires?
- How well does the submission align with the respective tracks' goals?

4. Presentation (0-10 points)

- How well does the presentation describe their idea, solution, and tech aspects?

5. Potential for future progression (0-20 points)

- Is it feasible?
- Does this create maximum impact for many people?
- Is this solving a real solution?
- Would this create net good?

6. Scalability (0-10 points)

- Is it scalable?
- Does the project have the ability to increase or decrease in performance?
- Does it follow a rationalised and well planned approach?
