DAWN OF <ODE

Hackathon Guidelines

Welcome to the Final round of Dawn of Code hackathon!
To ensure a smooth and fair experience for everyone, please read and follow the guidelines below.

General Rules:

1. All participants must be present and report at **1:30 PM IST** sharp at the **AB-02** entrance gate.

2. It is mandatory for all the team members to be present.
   Your reporting venue will be announced at the entry desk on the event day.

3. Each team must carry at least one charged laptop.

4. Remember to bring your own chargers and extension cords.

5. We expect all participants to maintain a respectful and collaborative environment. Any form of misconduct will not be tolerated and will result in immediate disqualification.

6. Every participant must carry their respective college ID cards.

7. **Only External Participants can attend the event online.**

Judging and Presentations:

Pitching Flexibility: Your presentation is flexible. You can explain your project to the judges through a PowerPoint presentation, a live demo, or a detailed explanation. Choose the format that best showcases your work.

Judging Process: Our judges are experts in your problem domain. The judging process is completely unbiased and fair, and the marks awarded are final.

No Interference: The organizing committee and club members will not be able to answer questions regarding hackathon outcomes or judging decisions. The judging criteria will be based on innovation, technical implementation, and problem-solving.

Pitch Time Limit: Each team will be allotted exactly **5 minutes** for their presentation. Please adhere strictly to the time limit to ensure a smooth flow for all participants.

Technical Setup: Please ensure your presentation materials are ready to go. We will not be able to provide technical support for last-minute issues with your laptop or presentation.

The project presentation of **external participants** will be conducted via online mode on the same day and same time.

Judgement Basis

Judges will evaluate your solution on:

- **Relevance** – Does it address the chosen problem effectively?

- **Clarity** – Is the idea structured and well-explained?

- **Feasibility** – Is it possible, practical, and viable to execute in the real world?

- **Innovation** – Is it unique and creative compared to existing solutions?

- **Impact** – Does it hold real-world usefulness?

Important Note

- All project ideas, abstracts, and PPTs will be collected by **club coordinators, faculties, Unigoal team and Sheryians team**.

- The **final judgement** lies solely with the **judges**.

- The club has **no role in final judgement.**