

DELEGATE BOOKLET



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ABOUT MADHACK

WHAT IS MADHACK?

The IEEE Student Branch of UCSC proudly presents "MADHack 3.0", an inter-university Mobile Application Development hackathon. MADHack 3.0 aims to empower participants to unleash their creativity, push the boundaries of innovation, and test their skills by providing them with the opportunity to learn competitively develop mobile applications on any platform of their choice.

TIME LINE & REGISTRATION

EVENT TIMELINE



REGISTRATIONS - MADHACK 3.0



All the contestants must get registered as a team.

Status of registrations will be notified to all teams.

Limited teams will be allowed to register and the registrations will close once the contestant limit is reached

To complete the registration process, each participating team is required to provide the following information.

Team leader & Other 3 members details:

- Name
- University
- Contact number
- Email

RULES & REGULATIONS

TEAM FORMATION



- To sign up for the hackathon, you must form **a team of 3 or 4 members including a team leader**.
- Although this is the case, there is no rule against team members being from different academic years. Please note that this competition is **only open to undergraduates**.
- All members of your team **MUST** be of the **same university**. Any team found to be breaking this rule will be **disqualified**.

GUIDELINES



Initial Round :

- Address the provided use case by completing 50% of the UIs and fully developing the backend. Showcase the functionalities through a video presentation.
- Evaluate the top 10 teams for the final round, based on meeting these criteria, with emphasis on creativity in development.
- Submit your entries between the 05th of February to the 13th of February before 11:59 pm.
- No extensions will be granted to this submission deadline.
- Evaluation will be based on the following criteria:
 - **30 marks for UIs and 70 marks for the backend.**

GUIDELINES



Final Round :

- Finalists will engage with a client request on a specific system, focusing on mobile app development.
- Use IDEs, version control systems, and frameworks tailored for mobile app development, choosing carefully to align with your app's requirements.
- Emphasize a seamless and user-friendly UI/UX design, applying mobile platform design principles for responsiveness and touch interactions.
- Showcase your mobile app's features, functionalities, and user interface to judges at the end of the 24-hour hackathon, presenting during your allocated time slot.
- Evaluate based on the effectiveness of the mobile app's development, creativity, user experience, problem-solving approach, and adherence to the given domain.

JUDGING PROCESS



- This is the final stage of the competition.
- Final Stage Overview:

Each team will have a 20-minute slot for their presentation to the judges
Presentation: 15 minutes
Q&A session: 5 minutes
- More information about this stage will be given to the teams by their mentor.

AWARDS

AWARDS AND PRIZES



Certificates and event swags will be granted to the **top ten teams** as recognition of their achievement.

2ND PLACE

LKR
40,000

1ST PLACE

LKR
60,000

3RD PLACE

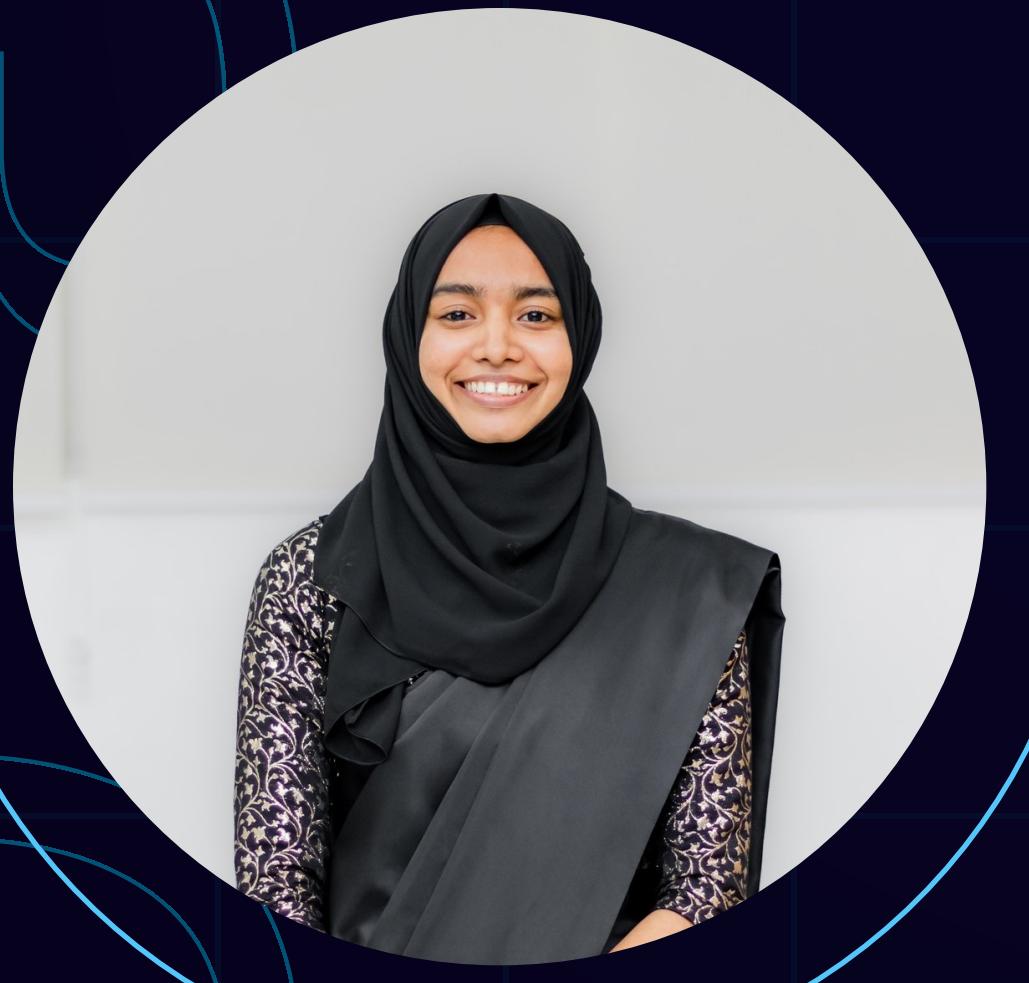
LKR
20,000

CONTACT US

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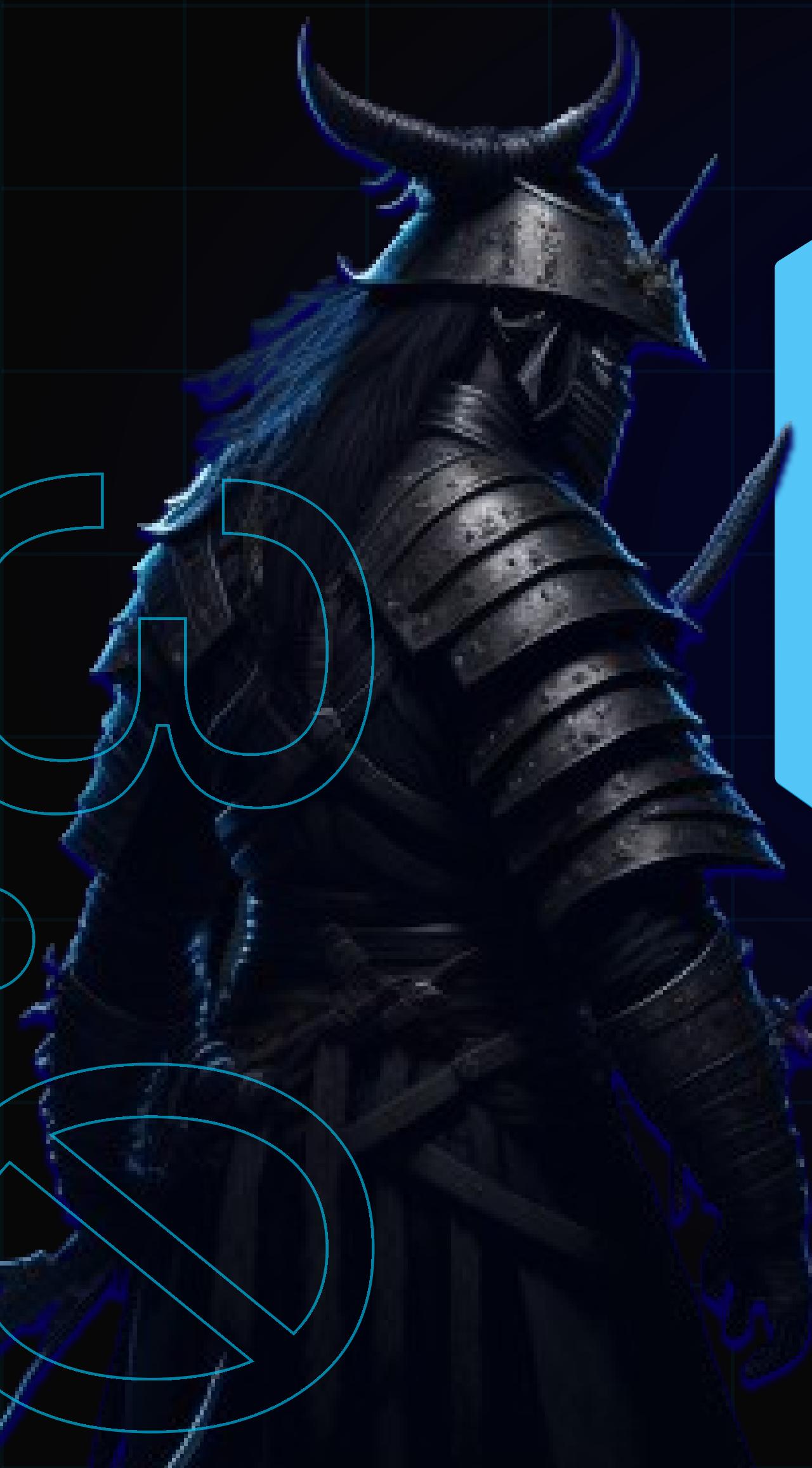


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THANK YOU



Organized by

