HACK MSIT 2.0

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OVERVIEW

We at IOSD MSIT, are very excited to announce HackMSIT 2.0. Hack MSIT presents the opportunity for developers across Delhi to converge and work on exciting real-world problems we have got for them. Our previous event attracted many developers from across a diverse set of framework specializations and languages, who gave their best to develop unique solutions to challenging problems. HackMSIT 2.0 promises to be a hub of creativity and innovation for developing unique software and hardware products. We aim to further nurture the budding coding culture across our country, and HackMSIT 2.0 is a step in that direction. Bring teams of up to 4 people and take a shot at that coveted trophy.

Three Phases of HackMSIT 2.0

HACKMSIT 2.0 will be in 3 phases:

- **Phase 1 (9th March-12:00 AM| ONLINE):**

  All the registered teams will be notified of the themes. Teams will pick a theme and submit their idea and plan of action to solve a problem in that particular theme.

- **Phase 2 (9th March to 11th March-11:59 PM| ONLINE):**

  All the teams must submit their project implementation/code and a video demonstration of their project. Following these submissions, the list of shortlisted teams will be released on 12th March.

- **Phase 3 (14th March | ON VENUE):**

  Selected teams will be mentored for improvements in their projects and will code these changes at the venue (MSIT). Post this, teams will pitch their project, based on which winners of the hackathon will be decided.

SUBMISSION REQUIREMENTS

- A new Github repository is required to be made by each team.
- The Name of the repository should be <team-name>hm20.
- The team should upload the following on this repository:
  a) Their Idea and plan of action i.e, innovative solution to the problem statement. (Single pdf file).
  b) The Code and video of a demonstration of their project.

Note: The above requirements are to be uploaded by the team when they are notified to do so at specific phases of the hackathon.

SELECTION CRITERIA

Phase 1: Idea & Plan submission

Idea and Plan of action in the first phase of the competition will be selected on the basis of these pointers:

1. Innovative approach
2. The scope and scalability of the idea
3. Usability in future
4. Feasibility

Phase 2: Code submission

Code/Project's implementation in the second phase of the competition will be selected on the basis of these pointers:

1. The extent of implementation of the idea into live/workable/ideal projects.
2. Ease of code implementation, deployment, and comprehensibility in addition to other relevant factors will also be considered.
3. The level of innovation will be judged based on the use of the latest technology in that particular domain. The use of outdated syntax, structure, and framework will be considered as negative points of the project however converse will be a positive point to the project.
4. Scalability of the code and project's implementation, future user base, future up gradations along with other relevant factors will be considered.

Phase 3: On Venue Improvement and Pitching.

The Winners of the competition will be selected on the basis of these pointers:

1. Improvements (notified on the venue during the mentoring session) achieved in the projects.
2. Overall project's (final submission) usability, feasibility, innovation, and scalability.
3. Pitching

Prizes

HackMSIT 2.0 offers **prizes worth INR 30,000/-**

MAIN PRIZES

- · **Winner:** cash prize of INR 5000/-
- · **First Runner up:** cash prize of INR 3500/-
- · **Second Runner:** up cash prize of INR 1500/-

SPECIAL PRIZES

- · **Participation Certificate and Swags:** Certificate and exclusive merchandises will be given to teams selected for phase 3 of the event.

For any queries reach out to us

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Rules and Regulations

1. Disqualification Criteria: Any person found using any unfair or illegal means (e.g., computer piracy, failure to declare prior intellectual property) will automatically be disqualified.

2. Competition operation: In the event of violation of any civil or criminal law, the Organizers reserve the right to reject the participant's entry and take legal action.

3. Acceptance of prizes: Prizes must be accepted as described on the website and under any circumstances cannot be transferred in whole or in part to another team, replaced by another prize or redeemed for cash, subject to the discretion of the Organizers.

4. Limitation of liability-Inability to act: The Organizers shall assume no liability whatsoever for any situation in which their inability to act on results from an event or situation beyond their control, or a strike, lockout or any other labor dispute in the places of business of the Hackathon's organizations or partners.

5. Limitation of liability– Hackathon participation: By participating in the Hackathon, or attempting to do so, participants agree not to hold liable the hackathon organizers or partners for any damages that may result from entering or attempting to enter the Hackathon.

6. Publicity: By accepting the prize, winners authorize the Organizers and partners to use if required, their name, photo, likeness, and voice for publicity purposes without any form of compensation.

7. Personal information: All personal information obtained from eligible participants will be used for Hackathon administration purposes only.

8. Decisions: All persons who enter the Hackathon agree to the final decisions by the Organizers administering the Hackathon.

FAQ's

Ques. 1: What is a hackathon?

Answer: Hackathons are super cool events full of fun, development, technology and start-up atmosphere. Attendees work in teams to create awesome apps, chat-bots, robots or whatever you like!

Ques 2: What does it cost to attend?

Answer: HackMSIT is free of charge!

Ques 3: What skills do I need to participate?

Answer: Any skills! We are not just looking for coders! Whether you are a designer, a programmer or a creative mate, anyone can participate.

Ques 4: What should I bring with me?

Answer: Laptop, charger and cool friends. We will provide working space, regular meals, drinks and snacks. Feel free to bring extra hardware and gadgets.

Ques 5: What can I expect from HackMSIT 2.0?

Answer: An entire day of great company, good food and plenty of swag!

Ques 6: Do you have a code of conduct?

Answer: Yes. Be respectful, harassment and abuse are never tolerated.

Ques 7: Can I register as a team?

Answer: Yes, you can! You can also participate as individual.

Ques 8: Are we supposed to use any particular coding language?

Answer: No, you can code in any language.

Ques 9: What's the maximum size of a team?

Answer: The team size is required to be no more than 4 people. We also advise to form a team of at least 3 people. However, you can also register without having a team.

Ques 10: Can I bring my existing project to the hackathon?

Answer: We apologize, but all hackathon's projects should be developed during the event's timeline from scratch. We want honest conditions for all hackers. That's why all the project should be done during the hackathon's timeline.

Ques 11: What is the criterion of selection?

Answer: You will be judged on the quality, innovation, feasibility and impact of your idea/plan of action, project implementation.

Ques 12: I didn't find the answer to my question!

Answer: No problem, just write us at iosdmsit@gmail.com