

## **Our Vision**

In this fast-paced technological world, Hackathons provide an opportunity to collaborate and conceptualize a real-world problem. The 36-Hour long techno-creative competition is a fun way to push boundaries and think laterally.

Version Beta is a technical extravaganza which will keep you on your toes. It encourages learning, interaction, and fun. It provides a resource-rich and inspiring environment to enhance innovation and creativity in the stimulated technophiles.

## **RULES TO BE FOLLOWED FOR VERSION β**

All teams are requested to go through the Rule Book and the [DEVFOLIO- Code of Conduct](#).

### **RULES FOR TEAM FORMATION**

1. Each team can have 2 to 4 members only.
2. Individual registrants will have to share their team IDs for signing up for the Hackathon.
3. Teams should be made of students with proper ID-card for reference. There is no restriction on teams having participation from different institutions.
4. Every team must essentially have a team leader who'll be updated by the organizing team regarding all future proceedings related to the competition.
5. Teams should be made up exclusively of students who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.

### **RULES FOR REGISTRATION**

1. The process of registration for the competition begins on 3rd October at 00:00:00 hours lasting till 16th of October 23:59:59 hours.
2. Teams/Individuals are required to register on the [website](#).
3. The rules for team formation are mentioned in annexure "RULES FOR TEAM FORMATION".
4. Teams are required to upload the resumes and GitHub Profiles of all the team members. The resume can include your experience and skills.
5. The resumes and GitHub Profiles submitted by the team shall be evaluated during the evaluation of the final results of the hackathon.

## **AFTER REGISTRATION**

1. After registration, a confirmation mail will be sent to the registered email address.
2. The final list of 30 participating teams will be displayed on the website as well as the Facebook page on 22nd October at 10:00:00 hours.
3. Selected teams will have to confirm their participation by sending an email to us by 23:59:59 hours on 24th October.
4. If a team fails to send a confirmation email before the deadline, their participation would stand cancelled.

*\*In case of any discrepancy in the registration form/team details/bank account details contact Team Version  $\beta$ , with proper RID.\**

## **RULES FOR ONLINE REGISTRATION FOR SHORTLISTED TEAMS**

1. Registration for the online hackathon will begin on 22nd October 2020.
2. After registration, a confirmation mail will be sent to the registered email address.
3. After successful online registrations, teams will be provided with T-shirts and goodies.

## **HACKATHON GENERAL RULES**

**All participants are requested to fill all the details with clarity and should provide correct details.**

1. All team members must arrange for proper power source, internet connectivity, and other required stationery.
2. All the team members should be present at the time of online verification.
3. In the interest of fairness, students should not be working on their projects before the start of the event. Your code repository must be initialized at the beginning of Hackathon itself.
4. It is permitted to use libraries, frameworks, or open-source code in their projects. But working on the project before the event and open-sourcing for the sole purpose of using it in the hack is against the rules of Version  $\beta$ .
5. The teams should hack in the given time frame only. They will have to stop once the time is up. However, they can work on debugging small bugs or errors, which can be solved with a few lines of code. But adding a whole new feature is not allowed.
6. All the teams should follow the CODE OF CONDUCT, projects or teams failing to do so will be disqualified.
7. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the CODE OF CONDUCT, or other unsporting behaviour.

## SCHEDULE

- **October 3, 2020 at 00:00:00** - Registrations Open.
- **October 16, 2020 at 23:59:59** - Registration Ends.
- **October 22, 2020 at 10:00:00** - Shortlisted participants' announcement.
- **October 24, 2020 at 23:59:59** - Last date of Registration for selected teams.
- **October 30, 2020 at 23:30:00** - Problem Statements and Rules are released.
- **October 31, 2020 at 00:00:00** - The Online Hack Begins.
- **November 1, 2020 at 12:00:00** - The Hack Ends.
- **November 1, 2020 at 15:00:00** - Presentation.
- **November 1, 2020 at 19:00:00** - Hackathon Results and Closing Ceremony.

## HACK PRESENTATION

1. All the participating teams are allowed to present their hack.
2. The teams are encouraged to give a demo of what they have built.
3. You are not judged based on your pitch or idea but on what you built and its practical use.
4. A complete hack is one of the many factors you will be judged on. We encourage you to submit incorrect/incomplete hacks. The judges and mentors can help you figure out your mistakes. At the end of the day, Version Beta is all about learning.

## JUDGING CRITERIA

Your team will be judged on four main criteria. All the criteria weigh equally. During judging, participants should try to describe what they did for each criterion in their project.

**Technology:** Impressing the judges with your hack. How could your team tackle technical problems faced during the hack? How innovative and clever was your hack?

**Design:** How well did your team design the interface for the hack? How good is your hacks user experience?

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?).

**Completion:** Is your hack complete and working properly? Does it have everything the judges can think of?

**Learning:** Did you learn something new during these 36 hours of hack? Did the team members stretch themselves? Were the team members equally excited and passionate about their hack and to learn?

*\*These criteria will guide judges but ultimately judges are free to make decisions based on their intuition of which projects are the most impressive and most deserving.\**

It's important to note that these judging criteria do not include:

- **Readability:** 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. If your code isn't production-ready, we're not going to mark you down.
- **Presentation:** How well you present. Hacking is about building and learning, not about selling. Make sure you make the judges understand what the project is.
- **Ideation:** The idea you submit is not important, but how to hack your way through it matters more. Hackathons aren't about coming up with innovative ideas. It's about building and learning.
- **Solution:** A fully working solution is not something we are looking for. We expect you to learn and be innovative while you are working on your hack.

So don't worry about coming up with the next big idea of building the next Facebook. You'll have ample opportunities for that outside the Hackathon. Just focus on learning, having fun, and showing your creativity. At the end of the day the skills you learn might lead to the next big thing— but you don't have to do that to win Version  $\beta$ .

## Ownership of the code

All teams retain ownership of what they code or make during the Hackathon. However, the projects on the API/theme of sponsor companies will be shared with the respective company.

### REMEMBER!

Above all, competition should be taken in stride, whether it's losing or winning. Aim to win, but don't be disappointed if it's a loss, because if there is learning involved, and making friends along the way is involved, it's a win-win experience for life!

**SO PULL UP YOUR SOCKS AND HACK AWAY!**

Team Version  $\beta$

