

UNIVERSITY PARTNER



Handbook

Introduction

Following the legacy of **IICQuest 1.0**, we are immensely delighted to present its second embodiment (**IICQuest 2.0**). This event is enriched with multifaceted aspects like Hackathon, Guest Lecture Sessions, Panel Discussions and many more. This event will commence on **June 12, 2024** and it will end on **June 14, 2024**.

In the momentous **36 hour** long Journey of Quest, you will have an opportunity to unleash your vigor and we hope this voyage will be etched in your memories for life long. Collaborating in a team, you can stretch out the boundary of Innovation and create solutions which will have meaningful impact in the corresponding domain.

With every line of code written, every algorithm crafted, and every prototype tested, you'll be one step closer to making a tangible impact on the prescribed domain.

Registration:

- Participants need to be either **3** or **4** in a group.
- Should register as a team.
- Only one team per college.
- Participants photo (pp size) is required.
- Registration fee - Rs. 5,000
- Registration can be done by providing information in an email of innovation.lab@iic.edu.np.
- Information required for registration
 1. College Name
 2. Team Name
 3. Participants Information (Student Name, Student Gender, Student Faculty, Team Leader)
 4. College Representative Name and Contact Number.

Registration Deadline - May 25, 2024

- **Venue: Itahari International College**

Event Itinerary:

Day 1 (June 12):

Time	Event Details
8:00 AM	Presence in the Itahari International College
9:30 AM	Theme Introduction
12:00 PM	Proposal Submission and Hackathon starts

Day 2 (June 13):

Time	Event Details
	Hackathon continues

Day 3 (June 14):

Time	Event Details
12:00 AM	Submission
7:00 AM	Presentation and Demo Starts
12:30 PM	Panel Discussion
1:30 PM	Formal and informal programs
2:00 PM	Prize Distribution
4:00 PM	Departure from college

Note:

The hardware equipment, like arduino, raspberry pi, etc, if needed during Hackathon, will not be provided by Itahari International College.

Itahari International College is not responsible for the **Arrival** and **Departure** of the participants. Itahari International College will send the buses on the departure day at 4:00 pm to Inaruwa, Damak, Biratnagar and Dharan, other means of transportation are to be arranged by the participants.

The fooding (Breakfast, Lunch, Dinner, Tea and Coffee) will be provided by Itahari International College, other requirements, if needed, need to be arranged by the participants.

Proposal Submission Guidelines

The proposal is to be submitted in the google classroom that will be informed during the IICQuest. The guidelines to prepare proposal is as follows:

- Title
- Group Name
- Introduction of the idea

Project Submission Guidelines

- Each team must submit their project by the designated deadline, failure to submit on time will result in non-submission.
- Each team should submit their project, presentation slide and documentation via github repo link.
- Project showcases should be concise and engaging, with a maximum time limit of 12 minutes per team.

Presentation Guidelines

- Should contain at least the following information:
 - Introduction of the idea
 - Problem statement
 - Solution Overview
 - Business model
 - Future Road Map
- 5 minutes of presentation, 3 minutes of demonstration and 4 minutes of Q/A session.
- A bell will ring after 8 minutes and the final bell after 12 minutes.
- The order of the presentation will be arranged by the IIC Quest Management Team and will be on the notice board.
- No one, except the presenting participants and some volunteers selected by Itahari International College will be allowed to enter the room with the judges.
- Each group needs to be around the presentation hall 10 minutes prior to their allocated time.
- Each member of the group needs to be present in the hall. If someone can't be present in the hall due to any reasons, IIC Quest Management Team is to be informed prior to their presentation.

Theme

The theme will be released right before the start of the Hackathon.

Prize

(T&C Applied)

Winner : **Rs. 75,000**

Runner up: **Rs. 50,000**

Two category based winner will be awarded Rs. **15,000** each

Terms and Conditions

- **Punctual Presence:** Participants must ensure consistent attendance at the event venue indicated by Itahari International College throughout the scheduled duration.
- **Proper Preparation:** Participants must equip themselves with all necessary tools and devices, including laptops and chargers, to facilitate uninterrupted workflow. Any hardware tools required need to be arranged by the participants.
- **Development Restrictions:** Pre-existing or ready-made projects are strictly prohibited. All work must be initiated and developed during the hackathon.
- **Collaboration:** Collaboration is to be done within the team only. For support, volunteers and organizers can be contacted.
- **Meal Consumption and Leisure Time, transportation time:** Meal consumption and leisure time are incorporated into the 36-hour hackathon duration.
- **Conclusion of Work:** By the end of the designated time frame, all teams must add their projects in Github. Failing to do so will result in non-submission.
- **Judging Process:** Winners will be determined by judges based on specified criteria. The decisions made by the judges are final.
- **Authority and Rule Changes:** The IIC Quest Committee retains full authority over all decisions, and rules are subject to change as deemed necessary by the committee.
- **Transportation Arrangements:** Participants are responsible for arranging their transportation to and from Itahari International College. The transportation facility

will be arranged by Itahari International College during the tenure of the hackathon.

- **Tax Deduction - Prizes awarded in IICQuest may be subject to tax deductions.**
- **Once the team details have been submitted to the Itahari International College team, any alterations to the team composition are not permissible.**

Ethical Guidelines

- **Integrity:** Participants are expected to uphold high standards of integrity and honesty in all actions and decisions throughout the hackathon. Engaging in deceptive or unethical practices, including cheating or misrepresentation, is strictly prohibited.
- **Societal Impact:** Participants are urged to consider the broader societal impact of their projects.
- **Responsibility:** Participants must take responsibility for the ethical implications of their projects and their potential consequences.
- **Transparency:** Participants are expected to be transparent and accountable in their project development process. They should clearly communicate their intentions, methods, and outcomes. Moreover, they should be open to feedback, scrutiny, and critique from peers, mentors, and judges, fostering an environment of transparency and continuous improvement.
- **Respect:** Participants should demonstrate respect towards fellow participants, organizers, volunteers, and judges throughout the hackathon.

- Confidentiality: Participants should respect the confidentiality of sensitive information shared during the hackathon, including proprietary or confidential data provided.
- Fair Play: Participants should engage in fair play and adhere to the rules and guidelines set forth by Itahari International College.
- Collaboration: Participants are encouraged to collaborate with other teams and share knowledge after the hackathon.
- Adherence to Guidelines: Participants should adhere to any additional guidelines or requirements specified by the hackathon organizers, including those related to project submission, presentation format, and code of conduct.
- Environmental Considerations: Participants should consider the environmental impact of their projects and strive to minimize any negative effects on the environment. This includes minimizing waste, conserving resources, and considering the sustainability of project materials and technologies used.
- Health and Wellness: Participants are reminded that the use of tobacco items, drinking, and smoking are strictly prohibited during the hackathon.

Intellectual Property Rights and Usage Permissions

Participation in the IIC Quest, hosted by Itahari International College, entails an agreement wherein each team consents to the college's utilization of the projects crafted during the hackathon. This consent empowers the college to employ the projects in any manner it deems suitable, devoid of the necessity to seek prior approval or notify involved parties.

Under this agreement, Itahari International College is granted permission for a spectrum of actions, including but not limited to modification, distribution, and even commercialization of the projects. Participants entrust the college with this discretion, affirming its capacity to integrate the projects into its initiatives without the obligation of pre-approval or consent.

Note: This handbook can be changed by the Itahari International College and participants will be informed about it, if any.

Contact

For any queries, please feel free to contact the Itahari International College Team.

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