



VIT®
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)

SELECT
(School of Electrical Engineering)



MAKEATHON

OFFICIAL OUTREACH BROCHURE

2026



26th to 28th March, 2026

Vellore Institute of Technology, Vellore, Tamil Nadu - 632014



ABOUT VIT

VIT delivers quality higher education through innovative practices aligned with international standards. The campus hosts students from diverse cultures, mentored by experienced faculty who foster academic excellence and ethical values.

VIT's extensive international collaborations enable student exchanges and joint research initiatives that enhance global recognition. The institution continues pursuing academic excellence while welcoming learners to its vibrant community.

ABOUT SELECT

The School of Electrical Engineering (SELECT) at VIT Vellore combines strong academics with innovation and industry collaboration.

SELECT features six industry-sponsored research labs and 23 academic laboratories. The EEE program ranks 7th–8th nationally and 151–200 globally (QS World Rankings).

With 96 qualified faculty, SELECT offers ABET-accredited B.Tech. and IET-accredited postgraduate programs, achieving nearly 100% placements. Centers of Excellence with Schneider Electric, Danfoss, Q-Max, and NXP support advanced R&D alongside international internships and exchange programs.

ABOUT MAKEATHON

The SELECT Makeathon is a flagship annual innovation program featuring a 36-hour intensive challenge where students, designers, and technology enthusiasts develop real-world solutions to problem statements from industry partners and innovators.

The event includes structured challenge briefings, team-based ideation, problem analysis, and end-to-end prototype development across hardware and software domains. Teams refine their solutions through iterative feedback and technical guidance from subject-matter experts associated with each challenge.

Projects are evaluated by a distinguished panel of judges, with exceptional solutions recognized for innovation, technical feasibility, and impact. The SELECT Makeathon serves as a dynamic platform for experiential learning and interdisciplinary collaboration, engaging over 50 teams annually and fostering a strong culture of engineering innovation.

- **60+ Teams**
- **350+ Participants**
- **30+ Industrial Judges**
- **20+ Colleges**
- **National-Level Participation**
- **Students, Researchers and Professionals**



MAKEATHON TRACKS

MOTION MATRIX

Rethinking Movement,
Rebuilding Mobility

IRON DOME

Defense and Strategic
Security Systems

PLANET EARTH

Agriculture & Sustainability

SHIELD PROTOCOL

Disaster Management,
Response and Resilience

OPEN INNOVATION

- The detailed problem statements can be accessed through the link provided. [Click here](#)

RULES FOR PARTICIPANTS

To ensure a smooth and enjoyable hackathon experience, please review the following contest rules:

ELIGIBILITY REQUIREMENTS

We strive for an inclusive and compliant event open to:

- Teams of 3 to 5 members
- Undergraduate Students
- Research Scholars
- Working Professionals

REQUIREMENTS ON THE DAY OF HACKATHON

All types of hardware projects relevant to the given problem statements are welcome! For your participation please ensure:

- All team members must check in at the entry on the event day.
- Only original projects not previously made public are accepted.
- Your submission (at the end of hackathon day) should include: clear documentation, a working demo, project description, images, schematics, and code.
- Submit your project before the announced deadline.
- High value components / tools / parts are not allowed to be carried by the participants.

RULES FOR PARTICIPANTS

THINGS YOU CAN CARRY ARE (OPTIONAL) :

- Soldering Iron, Multimeter, cutter, MicroSD card, power cables, USB cables, jumper wires.
- Additionally, we highly recommend you to get your Laptop, phone or tablet for programming the microcontroller or controlling it.
- Participants are expected to handle all equipment, tools, and venue property responsibly. Any intentional or negligent damage to hardware, infrastructure, or facilities will be the responsibility of the individual or team involved and may result in penalties or disqualification.
- Any sort of bullying or harassing will be removed immediately from the venue.
- Any person in the team, found use of any Drug / Alcohol / smoking on the venue will cause disqualification for the whole team and the entire team would be asked to move out of the venue immediately.

COMMUNICATION & SUPPORT :

- Mentors are available for questions and assistance throughout the event.
- Organizers are committed to prompt support and guidance.
- Activities will be arranged to foster a collaborative environment.

PRIZES & AWARDS

- The total prize pool for the competition is **₹1,00,000 plus.**
- Top projects win prizes as mentioned, while all teams who participate will receive **digital certificates**.
- Winners are chosen based on **judging criteria** provided before the event.
- **Prizes** are awarded to the **team** as a whole.
- The competition encourages **innovation, collaboration, and inclusivity** within the tech community.

RIGHTS & OWNERSHIP

- Participants retain full **ownership** of their projects.
- By participating in the event, participants grant the organizers a **non-exclusive, worldwide, royalty-free license** to use submissions for promotional and educational purposes.
- Organizers reserve the right to enforce the contest rules. By registering and submitting, you agree to all **terms and policies** stated here, ensuring a fair and transparent process.



MAKEATHON 2026

REACH OUT TO US AT

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