

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 that 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 cards 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 any other privileged position at the event.

RULES FOR REGISTRATION

1. The registration process for the competition begins on 22nd October 2024 at 00:00:00 hours lasting till 1st November 2024 at 00:00:00 hours.
2. Teams are required to register on the [website](#).
3. The rules for team formation are mentioned in the 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 the participating teams will be displayed on the website as well as the social media handles of ISTE SC MANIT on 2nd November 2024.
3. Selected teams will have to confirm their participation by sending an email to us by 23:59:59 hours on 3rd November 2024.
4. If a team fails to send a confirmation email before the deadline, their participation will stand cancelled.

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

RULES FOR ONLINE REGISTRATION FOR SHORTLISTED TEAMS

1. Registration for the hackathon will begin on 22nd October 2024.
2. After registration, a confirmation mail will be sent to the registered email address.
3. After successful registrations, teams will be provided with T-shirts and goodies.

HACKATHON GENERAL RULES

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

1. All team members must arrange for individual essentials such as laptops , chargers, etc.
2. All the team members should be present at the time of 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 the Hackathon itself.
4. It is permitted to use libraries, frameworks, or open-source code in its projects. However, 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 β .
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 behavior.

8. Each team will be assigned two members from Team ISTE as coordinators, for the duration of the hackathon. All queries need to be conveyed through the respective coordinators to Team ISTE.
9. After the inauguration ceremony, the participants are forbidden from leaving the New Teaching Block (the venue of the hackathon) without prior notice throughout the hacking phase.
10. Each team will be assigned their designated hack stations in the New Teaching Block. At least one member from each team should be present at their respective hack stations for the complete duration.
11. The resting area and the required amenities will be present in the New Teaching Block itself.
12. Teams are required to inform their respective coordinators before they make a switch in the personnel working on the project.
13. Movement of participants is restricted to the following areas: Hackstations, resting areas, designated washrooms, and the lobby beside these areas.



SCHEDULE

- **October 22, 2024-** Registration starts.
- **October 22, 2024-** Ideation Phase.
- **November 1, 2024-** Registration Ends
- **November 2, 2024-** Shortlisted participants' announcement.
- **November 2-3, 2024-** Last date of Registration for selected teams.
- **November 8, 2024-** Problem Statements and Rules are released.
- **November 8, 2024-** The Hack Begins.
- **November 10, 2024-** The Hack Ends.
- **November 10, 2024-** Presentation.
- **November 10, 2024-** 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 and exploring new ideas.

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 hack's 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 learning?

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, 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 β .

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 companies.

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 learning is involved, and you are making friends along the way, it's a win-win experience for life!

SO PULL UP YOUR SOCKS AND HACK AWAY!

Team Version β