

# ChatCraft

## Overview

The ChatCraft competition will test the limits of the technical AI knowledge and ingenuity of the participants. This competition offers a platform to showcase your skills, so polish your abilities and prepare to compete!

The participants will be required to develop a working prototype chatbot that correctly answers queries according to a specific scenario, which shall be revealed on competition day. The training data for the given scenario will be provided to all participants.

## Rounds

The competition consists of two rounds:

Round 1: Participants will have to fine-tune a model (provided by Team Chatcraft) as per the task requirement using raw data. (Difficulty level: Medium, Time: 2hrs)

Round 2: Qualified participants will have to build a chatbot from scratch for the specific purpose/task using raw data. (Difficulty level: Hard, Time: 3hrs)

The winner and runner up teams will be decided on the basis of the below evaluation metrics:

Natural language processing, Deep learning	<b>15%</b>
Accuracy of responses	<b>40%</b>
Task completion	<b>40%</b>
Data processing	<b>20%</b>
<b>Qualification %</b>	<b>70%</b>

## Team Formation

Each team can have a maximum of 3 members.

## Rules

- Internet access will be allowed throughout the competition venue for the submission of codes.
- Participants may **NOT** use a generative artificial intelligence API (e.g. OpenAI) as the backend for their chatbot.

- **ONLY** the Python programming language (through the [Anaconda](#) distribution), as well as relevant 3rd party libraries (nltk, PyQt5, spaCy, scikit-learn, TextBlob, and related libraries) will be available on each lab machine.
- Participants may use additional training data other than the provided dataset for training their application.
- Participants will be required to submit their working applications on a specific Github repository for evaluation.
- Teams found using Chat GPT, Google Bard or any other websites will be **disqualified**.
- Cell phone usage is strictly **prohibited**
- Collaborating with other groups in any way will lead to **disqualification**
- Edibles are **strictly prohibited** in the competition venue
- Any team will **disqualify** due to any of the reasons mentioned below
  - Plagiarism
  - Usage of internet (except for Github) during the competition
  - Disturbance or misconduct with any invigilator or fellow competitors
- Teams are **NOT** expected to bring the laptops with them in the competition because PCs will be provided in the lab venue, communicated through the mail beforehand.
- Competition will be started on the stated time. All teams are expected to arrive on time or earlier to get a head start on instructions.
- The organizers reserve the right to modify the rules or competition parameters in the event of unforeseen challenges, technical difficulties, or circumstances beyond control.