



Tech - Vista 2024-25 Hackathon

Name of the Event	Hackathon
Name On the Brochure	MetaMorph 2.0 VSIT Hackathon CodeVerse CodeGenesis Hackathon CodeCraze 2024 CodeSprint 2024 Build-a-Thon HackwithVSIT
Objective	Innovation: Foster creative solutions to real-world problems. Collaboration: Encourage teamwork and networking among participants. Skill Development: Enhance technical, problem-solving, and presentation skills. Rapid Prototyping: Develop and demonstrate functional prototypes within a limited timeframe. Knowledge Sharing: Promote learning and application of new technologies and methodologies. Recognition and Opportunity: Provide a platform for showcasing talent and gaining recognition. Real-World Impact: Address specific challenges with practical, scalable solutions.

Theme	<p>1. Innovation Portal A platform for students and faculty to showcase projects, research, and ideas, fostering collaboration and creativity through mentorship and feedback.</p> <p>2. Blog – Students & Faculty A collaborative space for students and faculty to share insights, experiences, and knowledge, promoting intellectual engagement and community building.</p> <p>3. Healthcare and Wellbeing Tech-driven solutions to enhance mental and physical health, like AI chatbots, fitness apps, and telehealth tools for accessible and personalized care.</p> <p>4. EdTech for All Inclusive tools to make education accessible, featuring gamified lessons, adaptive learning, and multilingual support for learners from diverse backgrounds.</p>
No. of participants	Each team must consist of 2 to 4 members.
No. of Rounds & its description	<p>Round 1: Code Development Begins (2 Hours)</p> <ul style="list-style-type: none"> • Objective: Start working on the solution to the problem statement. • Activities: Teams will begin coding and developing their solution. The focus will be on understanding the problem and laying the foundation of the solution. <p>Round 2: Mentoring Session 1 (1 Hour)</p> <ul style="list-style-type: none"> • Objective: Provide guidance and resolve technical challenges. • Activities: Mentors will assist teams in refining their approach and solving any development issues. Teams will get feedback on their progress and suggestions for improvement. <p>Round 3: Code Development Continues (2 Hours)</p> <ul style="list-style-type: none"> • Objective: Continue the development of the solution. • Activities: Teams will work on completing their prototype, integrating features, and ensuring functionality.

	<p>Mentors will be available for additional guidance if needed.</p> <p>Round 4: Mentoring Session 2 (1 Hour)</p> <ul style="list-style-type: none"> • Objective: Final guidance and preparation for the presentation. • Activities: Teams will make final adjustments to their solution and prepare for the final presentation. <p>Round 5: Final Judging and Prize Distribution (1 Hour)</p> <ul style="list-style-type: none"> • Objective: Present and evaluate the final solutions. • Activities: Each team will present their solution in a 5-10 minute slot, explaining the functionality and impact of their prototype. Judges will evaluate the prototypes based on innovation, feasibility, technical implementation, and presentation quality. • Outcome: Winners will be announced, and prizes will be awarded.
Rules and Guidelines	<p>General Rules</p> <ul style="list-style-type: none"> • Teams must consist of 2 to 4 members. • Open to all enrolled students of the college. • Solutions must be original and developed during the event. Any pre-existing code will lead to disqualification. • Participants must maintain professionalism and adhere to the schedule. • Short breaks will be provided between rounds. <p>Technical Guidelines</p> <ol style="list-style-type: none"> 1. Technology Stack: Teams are free to use any programming language, framework, or tool. However, the final solution must be developed during the event. 2. Prototype: Teams should submit a working prototype or a functional demonstration of their solution at the end of the event. 3. Devices: Participants are required to bring their own laptops and devices. Ensure you have necessary software or tools installed for development. 4. Internet Access: Participants can use the internet for research and utilizing publicly available libraries or APIs. However, any code developed outside of the event is not allowed.

	<p>Round-Specific Guidelines</p> <ol style="list-style-type: none"> 1. Round 1: Code Development Begins (2 Hours) Teams start developing their solution independently, focusing on understanding the problem and initial development. 2. Round 2: Mentoring Session 1 (1 Hour) Mentors guide teams on technical and strategic aspects, helping to refine their approach and resolve challenges. 3. Round 3: Code Development Continues (2 Hours) Teams continue developing their solution, integrating features, with mentor support available. 4. Round 4: Mentoring Session 2 (1 Hour) Teams finalize prototypes and prepare for the final presentation, with mentors providing final guidance. 5. Round 5: Final Judging and Prize Distribution (1 Hour) Teams present their prototypes (5-10 minutes), including a demo and explanation, followed by prize distribution. <p>Judging Criteria</p> <ul style="list-style-type: none"> • Innovation and Creativity (25%) • Feasibility and Practicality (25%) • Technical Implementation (30%) • Presentation Quality (20%)
Registration & Topic Allocation	<ul style="list-style-type: none"> • Registration should be done prior (the link will be available on Tech-Vista's Instagram, website, google form), the Participant should make sure they register themselves prior the event starts. • The Topic Allocation will be done before the round starts.
Judging Criteria	<ul style="list-style-type: none"> • Round-Specific Distribution <ol style="list-style-type: none"> 1. Mentoring Session 1 (30 Marks) <ul style="list-style-type: none"> ○ Innovation and Creativity (7.5 marks) ○ Feasibility and Practicality (7.5 marks) ○ Technical Implementation (10 marks) ○ Presentation and Communication (5 marks) 2. Mentoring Session 2 (30 Marks) <ul style="list-style-type: none"> ○ Innovation and Creativity (7.5 marks) ○ Feasibility and Practicality (7.5 marks) ○ Technical Implementation (10 marks) ○ Presentation and Communication (5 marks) 3. Final Judging Round (40 Marks)

	<ul style="list-style-type: none"> ○ Innovation and Creativity (10 marks) ○ Feasibility and Practicality (10 marks) ○ Technical Implementation (12 marks) ○ Presentation and Communication (8 marks)
Prizes	1 st Prize- 2 nd Prize-
Certificates	E-certificates will be provided to all participants. Hard copy certificates will be awarded to the winners.
Event In-Charge	Student: Sahil Shah Student: Ruchira Itte Faculty:

Sr. No	Name of the Team	Mentoring Session 1 (30)	Mentoring Session 2 (30)	Final Judging Round (40)	Total (100)