

Hackathon Guidelines

Rounds

1. Round 1: The initial stage of the competition will be online. This segment, focused on technical skills, will adopt an online quiz format for its execution.
2. Round 2: In round two, teams present online their proposed solutions for the given problems via engaging prototype, showcasing creativity and strategic thinking in highlighting product features.
3. Round 3: In the culminating third round, set on the Chandigarh University campus, teams will transition to an offline mode to unveil their completed products aligned with the provided problem statements.

Schedule

Registration: Open from September 15rd to September 23rd

First Quiz Round: 25-26 September, 10:00 AM to 11:59 PM

Second Round: 3rd October - 5th October, 10:00 AM to 10:00 PM

Final Round: October 18th to October 19th, 10:00 AM to 10:00 AM

Guidelines / Hackathon Rules

Eligibility

1. Participation is open to individuals who are currently enrolled in either an undergraduate or postgraduate degree program.
2. To uphold the principle of impartiality and maintain a fair and a balanced competition, organisers are excluded from participation in the hackathon. This ensures equal opportunities for external participants and cultivates a transparent and unbiased atmosphere throughout the event.

Team Formation

1. The composition of teams should consist of atmost five members, thereby guaranteeing a harmonious and inclusive representation. Each team is expected to

include at least one female member, thereby emphasizing the importance of gender equality within the teams and aligning with the SDG goal.

2. Once the registration process has been completed, alterations to team members will not be permissible.
3. Teams are required to adhere to the code of conduct and must avoid creating applications that breach its guidelines. For instance, any application ideas found to be racially insensitive will lead to disqualification.

Project Development

1. Participants are allowed to develop project designs and assets before the commencement of the hackathon's official start date.
2. Each team can submit only one entry for the hackathon. You can participate in the event as a member of only one team, which means you can't be part of multiple teams during the event.
3. Each engaged team bears the responsibility of methodically documenting the elected licence, undertaking this either through the precise integration of references on every pertinent code page or by establishing a universally recognized and dedicated segment that expounds upon the licence in force.
4. Any code that is made publicly accessible and subsequently integrated into the application must undergo a comprehensive process of enumerating the licences that exercise authority over the deployed code.

Project Submission & Timeline

1. It is requisite for all participating teams to possess a distinctive team name.
2. All Submission materials must be in English.
3. It is requisite that your code is accessible within a publicly accessible repository. This measure ensures transparency and enables others to review, collaborate, and provide feedback on your work.
4. The initial stage of the competition will be online. This round will employ an online quiz that would test the technical skills of the individual student. All are requested to adhere to the code of conduct accordingly.
5. During the second phase, teams will virtually present their proposed solutions for the designated challenges through prototypes, thereby demonstrating creativity.
6. In the conclusive third phase, situated within the premises of Chandigarh University, teams will switch to the offline mode to introduce their finalised products that correspond to the prescribed problem statements.
7. The final product will be assessed by a panel of industry judges. It's mandatory for each participating team to bring their personal laptop, with necessary softwares, government-issued ID proof, and university ID proof. Any ID proof used must include the date of birth (DOB).

Attendee Code of Conduct

Our dedication lies in nurturing an environment that is inclusive, respectful, and promotes collaboration throughout our hackathon. Every individual present, encompassing participants, mentors, sponsors, volunteers, and organisers, is anticipated to uphold the ensuing code of conduct:

1. We strictly prohibit any form of harassment, including but not limited to offensive comments, imagery, intimidation, stalking, or any behaviour that creates an unwelcome or hostile environment for participants.
2. Respect for intellectual property is essential; participants must refrain from plagiarising or using others' work without proper attribution or authorization.
3. Participants are expected to maintain a professional and appropriate attire throughout the event to ensure a respectful and conducive environment for all attendees.
4. It is mandatory for a student to carry their University ID Cards to the venue.
5. Promote inclusivity by embracing diversity and fostering an inviting environment for all. Display openness to varying perspectives and experiences, while refraining from actions or language that might alienate or marginalised individuals.
6. Individuals who violate this code of conduct may be subject to various outcomes, which encompass but are not restricted to, receiving warnings, being excluded from the event, and, when warranted, legal actions may be pursued.

Judging

A. Judges

Depending upon the rounds, the eligible submissions would be evaluated either by the event organizers or by a panel of judges representing the sponsors. The Judges' decision is conclusive, and no further correspondence or discussions will be entertained. The criteria mentioned below will serve as the basis for selecting the winners, one from each category.

B. Criteria

ROUND 1

1. The participants would be screened on the basis of their knowledge on certain subjects such as Data Structures, Operating System, Computer Networks, Theory of Computation and Database Management System.
2. The screening would be relative to the scores obtained by the student, without any involvement or influence from the organizers.

ROUND 2

1. The teams that successfully qualify in Round 1 will undergo assessment in Round 2, as per the below given criteria -

1. **Innovation:** Does the prototype demonstrate creative and unique solutions to the challenge?
2. **Impact:** What value does the prototype bring to users or the problem it addresses?
3. **Feasibility:** Can the prototype realistically be developed into a functional solution, considering potential limitations?
4. **Presentation:** How well is the prototype's purpose and functionality communicated in the presentation?

2. Additionally, it is essential to emphasize that the solution presented for the chosen problem statement must align with the guidelines outlined in the following tracks and working groups:

1. Sherpa Track: [Link to Sherpa Track](<https://www.g20.org/en/workstreams/sherpa-track/>)
2. Engagement Groups: [Link to Engagement Groups](<https://www.g20.org/en/workstreams/engagement-groups/>)
3. Finance Track: [Link to Finance Track](<https://www.g20.org/en/workstreams/finance-track/>)

Your solution should adhere to the principles and objectives laid out in these tracks to ensure its alignment with the context of the event.

ROUND 3

The teams that successfully qualify in Round 1 will undergo assessment in Round 2, as per the below given criteria -

1. **User Experience:** How seamless and engaging is the overall interaction for users?
2. **Execution:** How well is the final product developed, with attention to technical details and coding quality?
3. **Functionality:** Does the final product effectively deliver on its intended purpose and features?
4. **Overall Excellence:** How well-rounded is the final product in terms of its design, functionality, and execution?

Prizes

1. E-certificates for participation would be awarded to all the participants qualifying for round 2.
2. E-certificates for appreciation would be awarded to all the finalists.
3. Winners will be awarded with internships in the sponsor companies.