

# TechSprint

## Handbook

# 1. Introduction

Welcome to the official TechSprint Ideathon Handbook for GDG on Campus JSSATB. This document provides a complete guide to understanding the event, rules, processes, timelines, expectations, and responsibilities for all participants.

The aim of TechSprint is to encourage innovation, real-world problem solving, and impactful tech development using Google technologies.

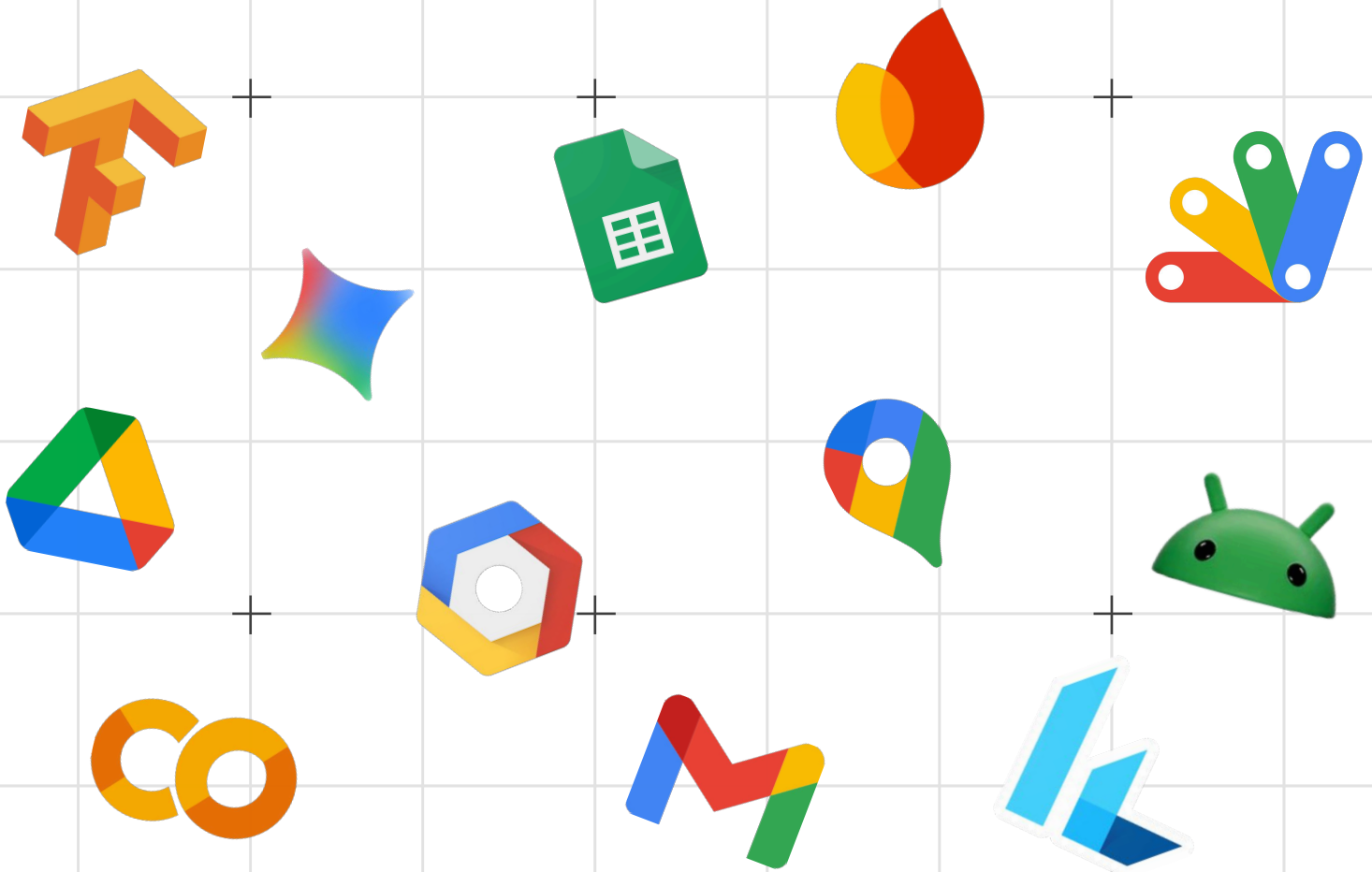
TechSprint is a fully online/virtual ideathon conducted through the Hack2Skill platform, allowing participants to collaborate and build solutions from anywhere.

## 2. Event Overview

**Event Mode:** Online/Virtual Ideathon

**Theme: Open Innovation** Participants are free to build any project of their choice, provided it follows the rules and integrates **at least one Google technology**.

TechSprint encourages creativity, innovation, and real-world application while helping participants understand the complete lifecycle of a modern ideathon.



# Event Timeline

## TechSprint Ideathon

**Registrations Close**

**31st December**

**5th January**

**Idea Submission Deadline**

**Project Evaluations**

**Conducted after  
submissions close**

**After evaluations (prizes  
to be revealed)**

**Top 3 Winner  
Announcement**

*\*All submissions must adhere strictly to the deadlines listed above.*

## 4. Participation Guidelines

To ensure fairness, consistency, and clarity, all participants must follow the guidelines below.

### 4.1 Team Formation

- Participants may form teams of **1 to 4 members**
- Collaboration must be fair and transparent
- Participants may form teams (size as per platform norms)

### 4.2 Submission Requirements

- Each idea submission must include:
  - Problem statement and motivation
  - Proposed solution
  - Tech stack with mandatory Google technology usage
  - Expected impact and feasibility

### 4.3 Acceptable Projects (Open Innovation)

- Participants may build:
  - AI/ML solutions
  - Web or mobile applications
  - Systems for sustainability, accessibility, automation, social impact, etc.
- There is no restriction on problem domain as long as the project is technically feasible and meaningful.

# 5. Rules & Regulations

## 5.1 Originality

All submissions must be original. Plagiarism or direct duplication will result in immediate disqualification.

## 5.2 Use of Google Technology (Mandatory)

Each project must include at least one Google technology such as Firebase, Flutter, TensorFlow, Google Cloud Platform (GCP), ML Kit, Dialogflow, etc...

## 5.3 Code of Conduct

Participants must:

- Maintain professionalism
- Follow deadlines
- Communicate respectfully
- Ensure clean and organized submissions

## 5.4 Disqualification Criteria

A team may be disqualified if:

- Plagiarism is detected
- Submissions violate the rules
- Misconduct or misuse of platform occurs

# 6. Evaluation Process

Submissions will be evaluated by GDG on Campus organizers using the following evaluation criteria.

## 6.1 Evaluation Criteria

- Innovation & Creativity
- Technical Feasibility
- Impact & Usefulness
- Use of Google Technology

## 6.2 Selection of Winners

The top 3 teams which have effectively met all the criteria will be selected as winners. Prizes will be revealed soon.

## 7. Platform Guidelines

All activities will occur on the **Hack2Skill** platform:

- Registration
- Idea submission
- Project uploads
- Evaluation
- Announcement of finalists

Participants must ensure they log in correctly and follow platform prompts as required.



## 8. Communication & Support

For assistance or clarifications, participants may reach out to the **GDG on Campus JSSATB team**.

All support will be provided through official communication channels.

*\*Please avoid sending repeated messages about the same query unless necessary.*

## 9. Best Practices for Participants

- Start early and refine your ideas
- Research the problem thoroughly
- Choose the right Google technologies for your use case
- Test and validate your solution
- Prepare clear documentation

Consistency and planning significantly improve your chances of winning.

## 10. Closing Notes

TechSprint is designed to inspire innovation, collaboration, and skill development. We encourage all participants to think creatively and build meaningful solutions.

We wish you the best of luck and look forward to seeing your innovative ideas.

*-Regards, Team GDG*