

## **SKILLS NIGHTS**

Presents

## **HACK-O-FUTURISTA**

Dates:16-24<sup>th</sup> Oct , 2021

## **#RULE BOOK**

Skills Nights(Development Wing, IIIT Nagpur) takes immense pleasure in organizing Hack-o-Futurista, a 2-day Hackathon spanning over 5 days starting from 16th October 2021 in the Annual National Tech Fest, TantraFiesta - 2k21.

Hack-o-Futurista is a national-level hackathon aiming to spark original and fruitful thinking for a more efficient and uncomplicated lifestyle in the future. The prime theme of the Hackathon is `Life in Future`.

Ideas are easy to think of but difficult to implement. If you believe you can, follow along with the rule book and conquer your quest for Hack-o-Futurista, 2021.

### **I. PARTICIPATION CRITERIA**

- There can be 2-4 members in a team. Maximum 4 members only
- Team members need not be of the same year or college.

### **II. RULES**

- Ideas relating to any possible and appropriate theme will be accepted(//problem statement )
- A team must present an Original Idea
- The use of shortcut tools (such as Wix for websites) will lead to disqualifications.
- Teams should not use any proprietary libraries in their codes. All APIs/SDKs/Libraries used in the development project should be open-source.
- A team can submit only one entry for the contest. Participation in the event is subject to a "per-team" basis meaning you are not allowed to be on more than one team at the event.
- Any intellectual property developed during and within the scope of the hackathon must be open source and licensed under one of the licensing referenced in Open Source licenses & Standards
- If plagiarism is found, the team will be disqualified immediately.
- The decisions made by the judges & organizing committee will be considered final

Note: Kindly contact the organizing team in case of any discrepancies in the rules

### III. FORMAT OF SUBMISSION

#### ☐ ROUND 1

A Document(pdf)

- Problem Statement
  - Give a concise description of an issue to be addressed or a condition to be improved upon
- Objective
  - Provide what your solution is to solve the problem statement you've selected.
- Novelty
  - Mention all the details of your project that make it different in execution and outcome than the other methods that already exist to solve the problem statement you've given
- Target Community
  - Write in detail, the specific section of society that you are providing the solution for and whose problem you are going to solve.
- Technical Implementation
  - Mention all the technological resources and assistance you will be using to bring your plan into action. Also, add a rough estimate on the cost of the final product.
- Outcome
  - Mention all the results obtained by the implementation of your solution, how it affects society, the pros and cons of using your solution, and the extent of change it brings to the current situation.
- Future aspects
  - Mention all the changes and upgrades you will bring to improve your plan. What steps you'll take to make your solution more feasible and sustainable than the present.

## ☐ ROUND 2

This is the final Product Implementation Round where you need to provide a video of you presenting the features of your final product.

Share your GitHub repo link for the code as it accounts for the maximum score in the evaluation scheme.

**Note:** Make sure each member contributes to the project on an equal scale as we have certain points to be allotted for the same.

## IV. JUDGING PARAMETERS (ROUND 1)

### ☐ ROUND 1

- Innovation & Creativity
  - Innovation is an idea that has been transformed into practical reality. For a business, this is a product, process, or business concept, or combinations that have been activated in the marketplace and produce new profits and growth for the organization.
- Feasibility
  - It is the practical extent to which a project can be performed successfully. A feasibility study is performed to evaluate the feasibility, which determines whether the solution considered to accomplish the requirements is practical and workable in the software.
- Sustainable impact.
  - Achieving sustainable impact means ensuring that the positive impact of a project on lives. of beneficiaries carries on after a project intervention has ended.
- Depth of research / Clarity of concepts
  - Participants should have an in-depth knowledge of the technology used in the solution and have a clear understanding of the concept. Judges may decide to test your knowledge on the respective approach used.

### ☐ ROUND 2

- Code Quality(10%)
  - Code written should be efficient and sensible to work on a large scale.
- User Experience(10%)
  - The product should be easy and simple to use. User Experience is an important factor that determines how good the product is.
- Technical Difficulty(25%)
  - The different hurdles that one might come across in the implementation of the idea help us to understand your technical understanding of the concepts and other unsaid personality traits.
- Features(30%)
  - Features are the most important elements which one looks for in a product because that's what makes them distinctive and unique from the ones already available.
- Reliability(25%)
  - How feasible is the product keeping in mind the problem it targets and the future developments around it?
- Other parameters include knowledge of technologies used and future implementation costs.

## V. FAQ

- Is there any registration fee to participate in the event?
  - No, the event is free.
- Who can participate?
  - Any student (UG, PG) who is studying in any college or university across the globe.
- Can I participate alone?
  - No, a minimum of 2 members are required for participation.
- How many students are allowed in one team?
  - 2 to 4 members can be there in one team.
- Do I need to register before participating?
  - Yes, it is mandatory to register before participating in the hackathon.
- Where will we get registration forms?
  - Below is the link to the D2C forum where you can register for Hack-O-Futurista

## VI. HACK-O-FUTURISTA TIMELINE (make a calendar for this one please)

- 16th Oct - Problem Statements Released  
Ideation time Starts (ROUND 1)
- 18th Oct - Ideas need to be submitted
- 20th Oct - Results ROUND 1  
Implementation Starts (ROUND 2)
- 22nd Oct - Final product submission
- 24th Oct - Ending ceremony [ Winner Declaration ]

## VII. DISCOVER MORE ABOUT US

- Instagram  
[https://www.instagram.com/skills\\_nights\\_iiitn/](https://www.instagram.com/skills_nights_iiitn/)
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