

Introduction

“Daring ideas are like chessmen moved forward. They may be beaten, but they may start a winning game.”

— Johann Wolfgang von Goethe

Ideas are the cornerstones upon which the very foundations of life as we know it was built upon. The greatest ideas may come through a place of obscurity, but it touches the lives of many people over many years. In pursuit of promoting such ideas that will shape the course of history, Ideathon was created. We hope for it to serve as the perfect stage to showcase creative and innovative ideas that might redefine human life for the better. The opportunity to participate is open for all inspired students from the '19 batch of the Faculty of Engineering to put forth ideas that will open up new ways that will change the world for the better.

Theme

The use of information technology to solve an existing real-life issue.

Outline and rules of the competition

- ❖ Participants are expected to come up with a unique idea related to the above theme and pitch their solution to a panel of judges as a team. It is not an essential requirement to develop a product. The solution will be assessed based on the undermentioned grading criteria.
- ❖ Each team should consist of 3 to 4 members of which one should be the team leader. All members must be undergraduates of the '19 batch of Engineering Faculty of the University of Moratuwa.
- ❖ All the necessary information will be informed to the teams through the team leader.
- ❖ All teams who are willing to participate in the Ideathon must register their team by filling the google form provided by the organizers. Afterwards, the competitors must visit the website <http://decrypt3.com/> from which you will be able to download the questionnaire and the proposal template. The idea must be proposed according to the guidelines given in the template. The proposal and a panel discussion will be used to assess the quality and viability of the solution. Based on the score each team obtains, 10 teams will be shortlisted for the final pitch.
- ❖ Each team should submit their proposal before the 31st of March, 12 midnight. A panel discussion will be held on the first week of April. The 10 finalists will be announced one week later. Please note that attending the panel discussion is compulsory.

❖ Any changes or replacements of team members must be notified to the organizing committee prior to the event. No requests for changes in the composition of the team will be entertained after 3.00pm on the day of the event.

❖ Each team who gets selected to the final round will be given a mentor prior to the day of pitching to help and guide you throughout the competition. He/she will provide the team with guidance on how to plan and execute the procedure of finding a solution. The mentor is not allowed to provide the team with any kind of assistance on the real solution and the teams are also expected to act with the same attitude.

❖ The finalists will be evaluated on the of the event. The teams should pitch their solutions to the panel of judges. The guidelines for the final rounds will be provided later.

❖ On the day of the event, the teams will be confronted with a unique challenge related to their idea. The new challenge will be evaluated separately.

❖ The panel of judges will consist of professionals from industrial background as well as lecturers of the Department of Computer Science and Engineering. Professional behavior and attitude are expected of all participants. Any form of cheating or any type of action that can result in failure of another team would result in penalty points.

❖ By registering for the competition, all participants indicate that they understand, acknowledge and unconditionally agree to abide by all the rules and regulations. Any kind of disregard to the above statements can result in disqualification or penalties based on the nature of the conduct.

❖ Any changes to the above-mentioned rules shall be notified to the participants in due course.

❖ The decision of the judges will be considered final.

Grading Criteria

- Innovative and logical nature of the solution
- Target market and growth potential
- Identification and systematic analysis of competitors and rivals
- Uniqueness and ability to provide value to the customer
- Cost structure and revenue streams

Prizes

- Winners – LKR 20000
- 1st Runners up – LKR 10000
- 2nd Runners up – LKR 5000

Organizing Committee

Ideathon is organized as part of Decrypt 3.0 and handled by `18 batch of the Department of Computer Science & Engineering with the guidance of academic staff.

Any concern regarding the Ideathon is to be directed to the chief organizers or batch representatives of `18 batch.

Contact Personnel

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