Rules and regulations for WAVE:

Registration and Idea submission:

- 1.Participants can register through google form or by contacting Student Coordinators provided in the brochure
- 2. The team should be of 2-4 members of the same college.
- 3. Registration fees 250\- per head.
- 4. Teams must submit their abstract of problem statements prior to Hackthon.
- 5. Problem statements can be selected from a given set of statements or else participants are encouraged for open innovation*.
- 6. Any hardware equipment required for your Project should be bared by you.

Evaluation process:

Initial Review (6 hours into the hackathon):

Participating teams will present their ideas and explain their problem statements to a panel of judges. They will also provide an overview of their progress up to that point.

Mid-way Review (12 hours into the hackathon):

The selected teams from the initial review will present their updated progress to a new panel of judges. Evaluation will be based on the quality of their solutions, the advancement they've made, and their implementation strategies.

Final Review (24 hours into the hackathon):

The remaining teams will present their fully developed solutions to a panel of judges. Evaluation will encompass creativity, technical excellence, feasibility, and potential impact of their solutions.

Prize Distribution:

Winners will be determined based on cumulative evaluations conducted throughout the 24-hour period. Prizes will be awarded to the winning teams during a designated ceremony.

Evaluation criteria:

Innovation Quotient: Assess the extent of creativity, originality, and ingenuity evident in the proposal. This covers the novelty of the concept, the degree of innovation embedded, and the fresh perspective on the underlying problem.

Technical Proficiency: Gauge the technical prowess and expertise displayed by the team members. Consider the intricacy of the solution design, the depth of technical understanding, and the precision of the solution's implementation.

Practical Viability: Examine the practical feasibility and workability of the solution. Evaluate its potential for real-world application, scalability within different contexts, and the extent to which it addresses the problem's core issues.

Societal Impact: Analyse the potential positive effects and transformative outcomes the solution could bring. Consider its ability to address tangible real-life challenges, pave the way for meaningful change, and provide opportunities for future expansion.

Expressive Delivery: Assess the quality of the presentation, focusing on how effectively the team communicates their idea. This involves evaluating the clarity of their communication, their capacity to articulate complex concepts, and the overall coherence of the solution's narrative.

Results:

- 1. The participating teams will be evaluated based on the above criteria.
- 2. Jury decision is final.

^{*}Open innovation is a collaborative problem-solving approach that involves actively seeking solutions, ideas, and expertise from a wide range of sources, including individuals, organisations, and communities, both within and outside of an entity or company. It emphasises the importance of sharing and leveraging external knowledge and resources to drive innovation and achieve organisational goals.