



16th - 17th November, 2019

## RULES FOR HACKATRON

### TEAM INFORMATION

1. A team of 2-4 people is mandatory to participate in the Hackatron.
2. All the students of a team should be from the same college/university.
3. The team members can be from different Academic Levels (Years/Programme).
4. Once a team has registered/ records sent by the head of the college, changes in the team members will not be entertained.
5. A person can only be a part of one team during the entire course of Hackatron.

### ONLINE IDEA SUBMISSION

1. After registration comes the phase of idea submission.
2. The idea should be submitted in textual format along with the necessary flowchart, technology stack, and different dependencies.
3. Ideas will be evaluated on the basis of :-
  - a)Originality of the idea
  - b)Presentation
  - c) Technology Stack
  - d) Real scenario usage
4. The decision of the selection committee will be final.
5. The result of this stage will be uploaded on our website and Facebook page.
6. There will be 2 lists, one for the shortlisted teams and another for the wait-listed team. The shortlisted teams will have to confirm their participation in the Grand Finale **“within 2 days of the result announcement of online idea submission round”**. Failing to do so, the wait-listed teams will be qualified for the Grand Finale.



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## GRAND FINALE

1. When you reach B.I.T. Sindri, you will be accompanied by Team Hackatron.
2. All the team members must be present physically for the registration with the valid college ID-proof.
3. After the registration, the teams will receive Hackatronics ID cards, accommodation details, and food coupons.
4. The team should always carry the Hackatronics ID cards with them.

## ACCOMMODATION AND FOODING

1. Facilities like accommodation and fooding will be provided from 5:00 P.M. of November 15th, 2019 to 10:00 A.M. of November 18th, 2019.
2. Apart from regular meals, refreshments will be provided during the session.



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## GENERAL RULES

1. All the teams must follow the college rules strictly and if anyone is found breaking the rules it may lead to disqualification of the entire team.
2. All participants must produce their Hackatronics ID cards when asked.
3. The team should take care of their gadgets as well as their belongings. Team Hackatronics will not be responsible for any losses.
4. All the teams must bring their laptops.
5. We will provide a power source and internet connectivity.
6. All works on the project should be done at Hackatronics. Your project should be initialized at the start of the Hackatronics.
7. Protection of Intellectual Property Rights and Copyright issues must be strictly followed, that is, you cannot submit the content that is copyrighted, protected by trade secret or otherwise subject to third party intellectual property rights or other proprietary rights, including privacy and public rights, unless you are the owner of such rights or have the permission from the rightful owner to post the content.
8. Since the aim of the Hackatronics is Social Welfare, the code shall be open source so that it can be Picked-up and used for a social cause.
9. It is a software and software - hardware mixed Hackatronics. All the submissions must be in the form of Web Applications or mobile applications etc. or any GUI based application OR can be a microcontroller-based system.
10. The participants can present their application prototypes at Hackatronics but the winners will have to complete the project with full documentation and ready to be deployed.
11. The ownership of the project of the winners will belong to B.I.T. Sindri, Dhanbad.
12. Every Team attending the Grand Finale will receive Participation Certificates.



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## WINNING RECIPE

1. Your team consists of people of different background who are best in their respective fields.
2. Your idea should be unique.
3. Your user experience and the user interface should be intuitive and the learning curve should not be steep for the users.
4. You should try to give the most optimized solution and your application should be usable and solves the required problem but it may not be a perfect solution.
5. You are leveraging the power of the latest technologies and trends.