CREATIVE CLASH 2026

Innovation in Action

24th – 27th February 2026

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"The best way to predict the future is to create it."

Peter Drucker

Contents

Event Overview

1.1. About Creative Clash 2026

Creative Clash is an intra college premier innovation competition organised by the **Innovation Lab, Itahari International College**. The event has been designed to provide students with a rigorous, practice oriented platform for applying creative problem solving, technical competencies, and strategic thinking to address real world challenges.

The programme brings together designers, developers, analytical thinkers, and aspiring entrepreneurs through a structured series of specialised sub events and a premier main event, thereby fostering innovation, interdisciplinary collaboration, and industry preparedness.

> *"Creativity is thinking up new things. Innovation is doing new things."* — Theodore Levitt

1.1.1 Event Vision

To cultivate a culture of innovation, collaborative problem solving, and entrepreneurial thinking, empowering students to transform conceptual ideas into practical, scalable solutions with demonstrable impact.

1.1.2 Event Mission

- ✔ Foster experiential learning beyond traditional pedagogical frameworks
- ✔ Integrate design thinking, technological innovation, and business acumen
- ✔ Prepare students for contemporary industry challenges and professional environments
- ✔ Identify and nurture emerging innovators and future industry leaders

1.2. Event Structure

Event Specifications	
Duration:	24th February to 27th February 2026
Format:	Hybrid (Sub events: On site | Hackathon: On site Kick off + Off site Development + On site Presentations)
Participation:	Individual/Duo (Sub events) | Team based (Main Event)
Venue:	Itahari International College

1.3. Event Highlights

Design Dynamo

UI Design Challenge

Web Wizards

Frontend Showdown

Code Clash

Algorithm Battle

Brand Brilliance

Business and Branding Challenge

Bullish Battle

Stock Market Simulation

MAIN EVENT

CLASH-A-THON

Hybrid Hackathon | Cross-Disciplinary Teams

Regulations & Guidelines

2.1. Eligibility Criteria

◎ Participation is exclusively available to **Computing and Business students** enrolled at Itahari International College

◎ Prior registration is mandatory for all participants

◎ Registration must be completed through the official Innovation Lab portal

◎ Sub events require individual participation (except Brand Brilliance); Clash-a-Thon requires cross-disciplinary team participation

◎ Clash-a-Thon teams must submit proposals during the designated selection phase; shortlisted teams collaborate remotely during the development phase

2.2. Structural Regulations

❯ Participants may register for multiple sub events concurrently

❯ Each sub event adheres to its designated format, schedule, and evaluation criteria

❯ Punctual attendance is mandatory as per the official event schedule

2.3. Submission Protocols

☑ All submissions must conform to the prescribed format and deadlines

☑ Late or incomplete submissions shall not be accepted under any circumstances

☑ Only work submitted through official channels shall be considered for evaluation

> ⚠ **Warning:** Participants who have not completed the registration process shall **not be permitted to participate** under any circumstances.

Code of Conduct

Creative Clash 2026 is organised to foster innovation, collaborative excellence, professionalism, and ethical competition amongst students of Itahari International College. All participants are expected to maintain the highest standards of conduct throughout the duration of the event.

> ⓘ **Note:** Participation in Creative Clash 2026 constitutes full acceptance of this Code of Conduct.

3.1. Professional Conduct

- Participants must conduct themselves in a respectful, professional, and ethical manner at all times
- Mutual respect towards fellow participants, organisers, judges, mentors, faculty members, and volunteers is obligatory
- Any form of harassment, discrimination, intimidation, or offensive behaviour shall not be tolerated

3.2. Academic Integrity

- All submitted work must be **original** and created solely by the participant or team during the designated event timeline
- Plagiarism or unauthorised external assistance is strictly prohibited
- Participants must demonstrate genuine creative thinking and original intellectual contribution; reliance on automated tools to replace independent problem solving is not permitted

3.3. Monitoring & Compliance

- Participants shall be monitored through CCTV surveillance and direct supervision
- Attempts to circumvent monitoring or supervision shall be treated as misconduct

- Participants must comply with all instructions from the organising committee and event officials

3.4. Ethical Use of Resources

- Event resources, facilities, and equipment must be utilised responsibly
- Any damage to property or misuse of resources may result in immediate disqualification and subsequent disciplinary action

3.5. Violations & Disciplinary Measures

- Any breach of the Code of Conduct may result in immediate disqualification
- Severe cases may be escalated to the college administration for further action
- Decisions made by event officials are **final and binding**

3.6. Consent & Acknowledgement

- By participating, individuals consent to the use of event photographs, videos, and recordings for official academic and promotional purposes
- Participants acknowledge and agree to abide by this Code of Conduct for the entire duration of the event

> ⚠ **Warning:** Once a team has been officially registered and submitted, **no modifications to team composition** shall be permitted under any circumstances.

Prerequisites & Requirements

To ensure a productive and competitive environment, participants are expected to possess foundational competencies and arrive prepared with the necessary equipment.

4.1. Equipment Requirements

🖥️	**Personal Laptop**	Mandatory for all technical and business sub events
🔌	**Power Adaptor**	Along with necessary cables and peripheral devices
🪪	**College ID Card**	Required for verification and venue access
✏️	**Stationery**	Notebooks, pens, and other materials as needed

4.2. Competency Framework

</> Computing Skills

- Programming language proficiency
- Web/application development basics
- Version control (Git/GitHub)
- Design and prototyping tools

💼 Business Skills

- Business Model Canvas
- Value proposition design
- Revenue model concepts
- Market analysis basics

> 💡 **Tip:** Participants are advised to thoroughly review the event documentation for all sub events and the main event in which they intend to participate.
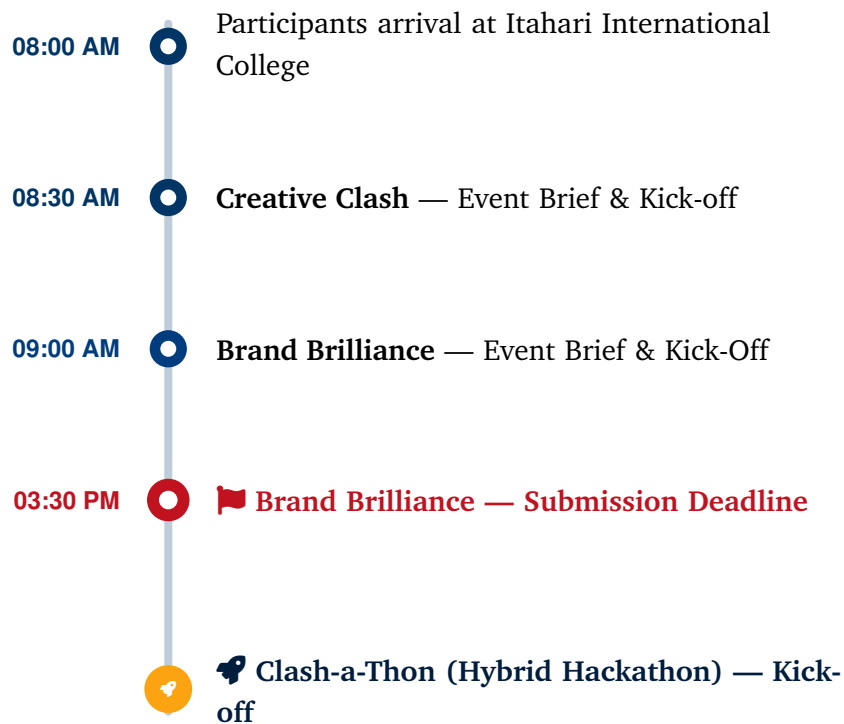
Event Schedule

Creative Clash 2026 spans four days of innovation, competition, and collaboration. Below is an overview of the event timeline.

24th February | Tuesday

DAY 01
- Opening & Creative Clash Brief
- Brand Brilliance Challenge
- Clash-a-Thon Kick-off

25th February | Wednesday

DAY 02
- Code Clash & Brand Brilliance Pitch
- Design Dynamo Challenge
- Clash-a-Thon Development

26th February | Thursday

DAY 03
- Web Wizards Challenge
- Bullish Battle Simulation
- Clash-a-Thon Deadline: 4:00 PM

27th February | Friday

DAY 04
- Clash-a-Thon Final Pitch & Demos
- Closing Ceremony
- Awards & Recognition

ⓘ **Note:** Detailed schedules for each day are provided on the following pages. Participants must report at least **15 minutes early** for each scheduled session.

08:00 AM — Participants arrival at Itahari International College

08:30 AM — **Creative Clash** — Event Brief & Kick-off

09:00 AM — **Brand Brilliance** — Event Brief & Kick-Off

03:30 PM — 🚩 **Brand Brilliance — Submission Deadline**

🚀 **Clash-a-Thon (Hybrid Hackathon) — Kick-off**

Opening   Day

The event kicks off with the Creative Clash briefing followed by Brand Brilliance. Clash-a-Thon teams receive their problem statement and begin remote development.

☀ **FIRST HALF**

08:00 AM — Participants arrival at Itahari International College

08:30 AM — **Code Clash** — Event Brief, Theme Release & Kick-Off

09:00 AM — **Brand Brilliance** — Pitch Presentations Begin

12:00 PM — 🚩 **Code Clash — Submission Deadline**

🌙 **SECOND HALF**

12:00 PM — Participants arrival at Itahari International College

12:30 PM — **Design Dynamo** — Event Brief & Kick-Off

03:30 PM — 🚩 **Design Dynamo — Submission Deadline**

💻 **Clash-a-Thon (Remote Hackathon) — Development Continues**

Brand Pitch, Design & Code Day

Code Clash and Brand Brilliance Pitch runs in the morning, Design Dynamo in the afternoon. Clash-a-Thon teams continue remote development.

☀ **FIRST HALF**

08:00 AM ⚪ Participants arrival at Itahari International College

08:30 AM 🟠 **Web Wizards** — Event Brief, Theme Release & Kick-Off

12:00 PM ⚪ 🚩 **Web Wizards — Submission Deadline**

🌙 **SECOND HALF**

12:00 PM ⚪ Participants arrival at Itahari International College

12:30 PM 🟢 **Bullish Battle** — Event Brief & Kick-Off

03:30 PM ⚪ 🚩 **Bullish Battle — Submission Deadline**

⚪ 🕐 **Clash-a-Thon — Final Submission Deadline: 4:00 PM**

Web & Trading Day

Web Wizards runs in the morning, Bullish Battle in the afternoon. Clash-a-Thon remote development phase concludes with final submission deadline at 4:00 PM sharp.

08:30 AM — **Clash-a-Thon** — Final Pitch & Live Demos Begin

01:00 PM — **Creative Clash 2026** — Closing Ceremony

01:15 PM — 🏆 **Winner Announcement & Prize Distribution**

02:45 PM — Official Event Photoshoot

04:00 PM — Departure from College

Grand   Finale

Clash-a-Thon teams present their solutions to the judging panel. Winners are announced during the Closing Ceremony. Semi-formal attire is required.

Sub Events

Creative Clash 2026 features five specialised sub events, each designed to challenge participants in distinct domains. All sub events are conducted on site at Itahari International College.

🎨 Design Dynamo
UI Design Challenge | Individual

</> Web Wizards
Frontend Showdown | Individual

>_ Code Clash
Algorithm Battle | Individual

📢 Brand Brilliance
Business Branding Challenge | Duo

📈 Bullish Battle
Stock Market Simulation | Individual

Design Dynamo

Demonstrate mastery in user experience design. Develop an intuitive, accessible, and visually compelling web interface.

📍 On site   👤 Individual   🕐 2.5 Hours   💻 Laptop Required

> ⊕ **CHALLENGE SCOPE**
>
> Design Dynamo is a UI focused design challenge centred on user centric design principles. Participants will receive a design brief and thematic requirements at the commencement of the event. participants must design a 2 page web interface that addresses the given problem statement.

Tools & Deliverables

Permitted Tools

✔ Figma

Required Submission

📄➡ Figma File (.fig format) / Design File

> ⚠ **Warning:** **Essential Guidelines:**
> - All designs must be created **during the event**.
> - Late submissions shall **not be accepted**.
> - Participants must bring their own laptop and peripheral devices.

Web Wizards

Transform designs into functional reality. Construct responsive and interactive frontend solutions.

📍 On site   👤 Individual   🕐 3 Hours   💻 Laptop Required

> ⊕ **CHALLENGE SCOPE**
>
> Web Wizards challenges participants to construct a functional, responsive frontend interface using contemporary web technologies. Develop a webpage adhering to the specified theme with clean code architecture. Evaluation emphasises code quality, responsiveness, and performance.

Technology Stack & Submission

Permitted Technologies

✔ HTML, CSS, JavaScript

Required Submissions

➦ Public GitHub repository URL
➦ Live deployment URL

> ℹ **Note: Guidelines:** All code must be written during the event. Templates and external codebases are prohibited. Internet access is for reference only. Bring your own laptop.

Code Clash

Demonstrate algorithmic proficiency. Analyse, strategise, and implement elegant solutions under temporal constraints.
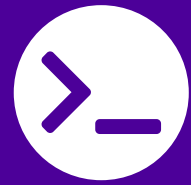
📍 On site   👤 Individual   🕐 3 Hours   🖥 Workstation Provided

⊕ **CHALLENGE SCOPE**

Code Clash is a competitive programming challenge centred on algorithmic thinking and logical problem solving. Participants solve algorithmic problems within the stipulated timeframe, optimising code for performance whilst adhering to time and space constraints.

Languages & Submission

Permitted Languages

✔ C, C++, C#, Java, Python, JavaScript

Submission

📤 Code file as instructed on platform

ℹ **Note: Guidelines:** Internet access is strictly prohibited. Workstations provided. Solutions must pass all test cases.

Brand Brilliance

Develop entrepreneurial acumen. Construct comprehensive brand identities and business strategies from first principles.

📍 On site | 👥 Duo | 🕐 5.5 Hours | 💻 Laptop Required

> ⊕ **CHALLENGE SCOPE**
>
> Brand Brilliance is a business and branding challenge. Teams build a comprehensive brand from scratch using mystery constraints revealed at commencement.

Brand Brief & Deliverables

Clue Card Contains:
- 🏷 Industry Type
- 🏷 Core Business Problem
- 🏷 Market Constraints

Required Deliverables:
- ❯ Brand Identity
- ❯ Brand Strategy
- ❯ Brand ads

Submission Requirements

- 📄 Brand Pitch Deck (PPT)
- 📄 Logo File (.SVG/.PNG)
- 📄 Brand ads (.MP4/.MOV)

Bullish Battle

Apply financial acumen to simulated markets. Optimise portfolio value through strategic trading decisions.

📍 On site   👤 Individual   🕐 2 Hours   💻 Laptop Required

> ⊕ **CHALLENGE SCOPE**
>
> Bullish Battle is a real time stock market simulation challenge. Participants trade virtual securities using simulated capital whilst responding dynamically to market intelligence, financial reports, and price fluctuations. Access via dedicated trading portal.

Event Phases & Evaluation

Trading Phases:

1. Initial Bidding
2. Active Trading
3. Trade Analysis

Winner Determination:

🏆 Maximum final virtual capital
🏆 Tie breaker: Trade Analysis quality

> ⓘ **Note: Guidelines:** Trading decisions are final. No platform manipulation or collusion. Trade Analysis must articulate rationale behind decisions.

Main Event: Clash-a-Thon

CLASH-A-THON 🚀

💻 Hybrid Hackathon | 24th–27th February 2026

A cross-disciplinary hackathon simulating real-world innovation. Teams collaborate remotely to build impactful, fully deployed solutions with Interface, Logic, and Storage layers, accompanied by a viable business model.

🌟 Format

Hybrid (On-site + Off-site)

🕐 Duration

24th–27th Feb 2026 (4 days)

👥 Team Size

4–5 members (cross-disciplinary)

🚀 Kick-off

Tue 24th Feb, On-site

🚩 Submission

Thu 26th Feb, 4:00 PM

💻 Final Pitch

Fri 27th Feb, 8:30 AM

> ⚠️ **Warning:** Kick-off attendance is **mandatory for all team members**. Submission deadline is **strictly enforced** — no extensions.

7.1. Team Composition

4–5 Members

One designated Team Lead per team. Cross-disciplinary collaboration required.

Gender Diversity

Teams with female representation receive bonus evaluation points.

Cross-Disciplinary

Members from both Computing and Business backgrounds are highly encouraged

Role Coverage

Frontend, Backend, and Business or Documentation roles required.

7.2. Hackathon Flow

1   Problem Statement Released   11th Feb
Theme and problem statement announced to all registered teams. Ideation begins.

2   Proposal Submission   11th–18th Feb
Submit 2–3 page PDF covering problem, solution, technical approach, and business perspective.

3   Top 10 Teams Announced   22th Feb
Shortlisted teams notified. Selected teams are obligated to implement the proposed solution.

4   On-site Kick-off   24th Feb
Mandatory on-site session for all members. Detailed briefing, rules explained, development begins.

5   Off-site Development & Submission   24th–26th Feb
Remote development period. Final submission via MST Platform by 26th Feb, 4:00 PM. No extensions.

6   Final Pitch & Awards   27th Feb
On-site presentations (12–15 min per team). Judging panel evaluation and awards ceremony.

7.3. Submission Protocols

Proposal Submission

Window: 11th–18th February 2026 (11:59 PM) | **Format:** PDF, 2–3 pages, min. 12pt font

> **Problem Statement** (200–300 words)
> **Proposed Solution** (200–300 words)
> **Technical Approach** (150–250 words)

> **Business Perspective** (100–150 words)
> **Team Composition** (100–150 words)
> **Scope & Constraints** (100–150 words)

> ℹ **Note:** Top 10 teams shortlisted from proposals. Once selected, teams must implement the proposed solution.

Project Submission

Deadline: 26th February 2026, 4:00 PM (Strictly enforced)

Three Mandatory Layers:

Interface Layer	→	**Logic Layer**	→	**Storage Layer**
Web, Mobile, or Desktop User-facing application		Backend, API, or ML Business logic & processing		Database or persistence Data survives restarts

Deployment Requirements:

- 🌐 **Web Application** — Live URL (Vercel, Netlify, Railway, etc.)
- 📱 **Mobile Application** — APK file or TestFlight link
- 🖥 **Desktop Application** — Installer or standalone executable

> ⚠ **Warning:** "It works on my machine" does not constitute deployment. Systems must be accessible to the judging panel.

Required Deliverables

Submit via MST Platform by **26th February 2026, 4:00 PM**.
Repository naming convention: `ClashAThon-TeamName-ProjectName`

☑ **Functional MVP**
GitHub Repo + Live Deployment URL

☑ **Pitch Deck**
PPT or PDF format

☑ **Demo Video** (Optional)
MP4, supplementary material

☑ **Documentation** (5–7 pg PDF)
Architecture diagram
DB schema / ER diagram
API specifications

☑ **Business Section**
BMC (9 components), USP,
Competitor & Market analysis

7.4. Project Demonstration & Presentation

Each team receives **15 minutes** for their final presentation. Structure it as follows:

1 **Problem Statement** — Demo/Video/Evidence	**5** **Technical Architecture** — System design & tech stack
2 **Solution Overview** — Core concept & approach	**6** **Live Demonstration** — Deployed app walkthrough
3 **Business Model Canvas** — All 9 BMC components	**7** **Future Scope** — Growth & expansion plan
4 **USP & Revenue Model** — Differentiation & monetisation	**8** **Q&A Session** — Judging panel questions
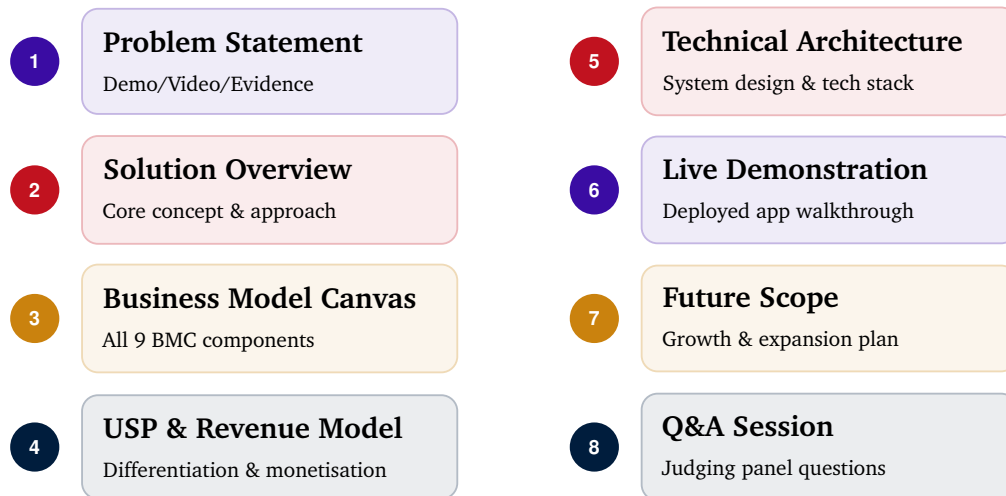
> 💡 **Tip:** A bell sounds at the **8-minute mark** as warning. A final bell signals the end of allotted time. Avoid excessive team introductions, omitting the business model, or attributing bugs to "it worked yesterday."

7.5. Evaluation Criteria

Criterion	Weight
Problem Validation	15%
Technical Execution	15%
Interface & UX	15%
Business Viability	15%
Data & Persistence	10%
Deployment & Docs	10%
Team Diversity	10%
Presentation Quality	10%

> ℹ️ **Note:** The decisions of the judging panel are **final and binding**.

CHAPTER 8

Event Attire & Essentials

To ensure a professional and well organised experience throughout Creative Clash 2026, all participants are advised to arrive appropriately prepared.

8.1. Required Items

- 🪪 **Valid College Identification Card** for verification purposes
- 💻 Laptop with power adaptor and peripheral devices
- ✏️ Stationery items as required

8.2. Dress Code

Final Day Presentation

All team members are required to wear **semi formal or formal attire** for the final day presentation. Professional attire contributes to a favourable impression upon the judging panel.

ⓘ **Note:** Each team member must possess their college identification (ID Cards) throughout the event duration.

Awards & Certification

All participants who demonstrate excellence in Creative Clash 2026 shall be recognised through certificates and awards.

Participation Certificate

Conferred upon the selected **Top 10 Clash-a-Thon teams** as formal recognition of their dedication and contribution to the main event.

👥 **Recipients:** Top 10 Hackathon Teams

Exclusive Gift Hampers

Presented to **Winners** of each Sub event and the Main event in recognition of their achievement and creative excellence.

🏆 **Recipients:** All Event Winners

Certificate of Achievement

Presented to the **Winners and Runners up** of all events. This distinguished certificate is officially endorsed by Itahari International College.

🎖 **Recipients:** Winners & Runners Up

> ℹ **Note:** All certificates and awards shall be presented during the **Awards Ceremony** on 27th February 2026.

Intellectual Property Rights

By participating in Creative Clash, participants acknowledge and agree to the following terms regarding the utilisation of their submitted projects:

- All projects developed and submitted during the hackathon may be utilised by Itahari International College for academic, promotional, developmental, or institutional purposes.
- By registering and submitting a project, participants grant Itahari International College a **non exclusive, royalty free, perpetual licence** to use, reproduce, modify, publish, and distribute the submitted works.
- Participants retain ownership of their original intellectual property but agree to share the rights for institutional utilisation as outlined above.
- Innovation Lab & Itahari International College may elect to feature selected projects in academic showcases, research initiatives, publications, or as part of the Innovation Lab portfolio.

10.1. Authority & Amendments

The Creative Clash Innovation Management Team reserves full authority to:

- Modify event regulations or structural elements
- Render final decisions on all matters pertaining to the event
- Adjudicate disputes or issues that arise during the event

> ℹ **Note:** The Innovation Management Team reserves the right to amend the regulations and content of this handbook as necessary. Any modifications shall be communicated to all participants in a timely manner.

Contact Information

For enquiries, support, and further details regarding the event, participants are encouraged to contact the event officials through the channels specified below.

Romy Khatri
Innovation Lab, Itahari International College

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📞 +977 9801597028

EVENT LEAD

Creative Clash 2026

11.1. Official Communication Channels

Email Support
innovation.lab@iic.edu.np

Official Website
innovationatiic.vercel.app

Notice Board
Innovation
Lab Updates

💡 **Tip:** Participants bear responsibility for monitoring the official Discord server and email announcements regularly.

⭐

Best of Luck

to All Participants

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Creative Clash 2026 is more than a competition. It is a **platform for growth**, where innovative thinking meets practical execution. Embrace the challenge, collaborate with purpose, and let your creativity define your success.

"Success is not final, failure is not fatal: it is the courage to continue that counts."

— Winston Churchill

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Innovation Lab

Itahari International College

CREATIVE CLASH
2026

Innovation in Action

24th – 27th February 2026

"The only way to do great work is to love what you do."

— Steve Jobs