



HACKATHON AND CODING CLUB, BIT SINDRI



HACK-O-VERSE

P R E S E N T S

UXATHON

Let the game begin!

Are you someone who can solve some of the biggest challenges of the society through innovation, design, and research? Product Game is not just will evaluate your design. It will test how you can find out a big problem and design a solution which will be supported by data and research. At the end it's all about

Creativity and Understanding



RULES AND REGULATIONS

1. Maximum size of the team can be of two members, but solo participation is also allowed.
2. Tools Allowed: Adobe XD, Figma. Time duration is 3 hours.
3. Submission of any copied projects will not be entertained. Plagiarism will result in disqualification.
4. The coordinator's decision will be final for all aspects of the competition.
5. Plagiarism may lead to disqualification.



PROBLEM STATEMENT

Problem Statement: Designing a Website that shows all the details for the clubs in BIT

Following are the suggested domains for the club website you can choose as per your choice.

1. Technical
2. Cultural
3. Sports
4. You can make as per your choice by considering activities happening around BIT.

Now, design only the home (landing) page with wireframing and explain complete flow of design.

Submissions to be made:

- User Persona
- User Flow
- Low Fidelity Wireframes
- High Fidelity Wireframes

Brownie points for more detailed explanation.

Following points should be kept in mind while designing UI/UX:

1. The clubs name opted by you should be unique and un plagiarised
2. Any kind of malpractice during the event won't be tolerated and it ultimately leads to your disqualification.

So with these guidelines hope you all will follow each and every point as mentioned above carefully.

Feel free to ask any questions related to the problem statement that may help you clarify on the end expected result.

We the Team HnCC wishes you best of luck for this event