Techno KreatiCon

Event Rules and Regulations

CS Idea Pitching Event – Rules & Regulations

General Rules

Eligibility:

Open to students and professionals in the field of Computer Science, IT, and related domains.

Teams must consist of **2 to 5 members**. Individual participation is not allowed.

Each participant can register with only one team.

Team Composition:

Teams must register with a unique team name.

Once registered, team members cannot be changed.

Each team must select one domain from the given categories during registration.

Event Structure:

The event will take place over **two days**:

Day 1 (October 23rd): Idea pitching for 3 domains.

Day 2 (October 24th): Idea pitching for 2 domains and the final round.

Two finalists will be selected from each domain, and these 10 finalists will compete in the final round.

Domain-Specific Pitching (Days 1 & 2)

Idea Presentation:

Each team will have **10 minutes** to present their idea, followed by a **5-minute Q&A** from the jury.

Presentations should focus on:

Problem identification.

Innovation and uniqueness of the solution.

Feasibility and scalability of the idea.

Technical approach.

Teams are encouraged to use visual aids such as slides, mockups, or prototypes.

Domains:

Teams must select one of the following domains:

Al & Machine Learning

Automation & Robotics

Business Models & Innovations

Software Development & Engineering

Open Innovation (for creative, cross-domain ideas)

Judges will select two teams from each domain to advance to the final round.

Judging Criteria:

Innovation (25%): How creative and original is the idea?

Technical Approach (25%): Can the idea be technically and realistically implemented?

Impact (25%): What is the potential effect of the idea on the real world or target audience?

Presentation (25%): Clarity, structure, and delivery of the pitch.

Final Round (Day 2)

On-the-Spot Problem Statement:

The 5 domain finalists will be given a **problem statement** and have **1 hour** to develop a creative approach or solution.

The solution must be presented in **10 minutes**, followed by a **5-minute Q&A** from the judges.

Final Round Judging Criteria:

Creativity (30%): How innovative is the approach to solving the problem?

Technical Knowledge (30%): Does the team demonstrate a deep understanding of relevant technologies?

Feasibility (20%): Is the proposed solution practical within real-world constraints?

Presentation (20%): How well did the team communicate their idea and solution?

Code of Conduct

Respect and Professionalism:

All participants must behave professionally and respectfully towards each other, mentors, and judges.

Harassment, discrimination, or inappropriate behavior will not be tolerated.

Original Work:

All ideas and solutions must be the team's original work. Plagiarism or copying existing work without proper credit will result in disqualification.

Fair Play:

Teams must refrain from engaging in unfair practices such as sabotage, cheating, or influencing the jury.

Equipment:

Teams are responsible for bringing their own laptops and any other materials needed for their presentation.

power outlets will be provided at the venue.

Mentors and Guidance:

Mentors will be available for consultation during the event, on both days.

Teams are encouraged to seek feedback but must present their solutions.

Prizes and Recognition

Prizes:

First Prize: (TBD)

Second Prize: (TBD)

Third Prize: (TBD)

Two Special Prize: (TBD)

Certificates will be awarded to all participants, with special recognition for finalists.

Award Distribution:

Prizes will be awarded based on the final round performance, as judged by the jury panel.