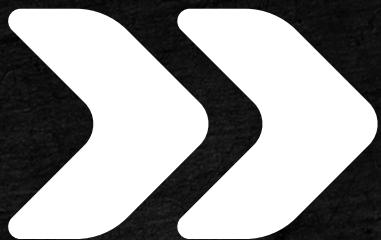




Hack.MCE  
5.0



**#RULEBOOK**



# Hack.MCE 5.0



DEV\_HACK is an intensive 24-hour hackathon conducted in two phases, bringing together programmers, designers, and tech enthusiasts to develop innovative solutions and prototypes. This competitive event fosters creativity, teamwork, and rapid problem-solving, challenging participants to create impactful technological solutions within chosen problem domains. Only the top 40 teams from all registrations will be shortlisted, ensuring participation of the best of the best.

Participants receive broad problem domains to explore and define their own challenges, rather than specific problem statements. The two-phase structure allows teams to brainstorm, plan, and build functional prototypes addressing real-world issues. This selective approach tests technical expertise, problem identification skills, and the ability to work effectively under pressure, with the most innovative solutions receiving exciting prizes and recognition.



# GENERAL RULES

- **Team Formation:** Each team must consist of one to four members, and teams may include students from different departments or colleges. Once registered, team members cannot be changed
- **Eligibility:** Participants must carry a valid college or university identity card, and only registered participants will be allowed inside the venue.
- **Code of Conduct:** Participants are expected to maintain professional and ethical behaviour, and any form of misconduct, abuse or cheating will result in disqualification.
- **Use of Resources:** Teams must bring their own laptops and gadgets, while internet and Wi-Fi will be provided by the organizers. Any additional hardware requirements must be arranged by the participants themselves.
- **Time Management:** The hackathon will strictly run for twenty-four hours with no extra time given, and teams must follow submission deadlines .
- **Judging:** All decisions made by the jury panel will be final and binding, and teams must be present for every evaluation round as absence may lead to disqualification.
- **Submission:** Final submissions must include the source code, a presentation or demo and documentation.
- **Certificates & Prizes:** Certificates will be awarded to all participants, and prize winners will be announced after the final evaluation.

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# PHASES IN THE EVENT

**Phase 1 (Online Idea Submission):** Teams submit their project ideas based on the provided domains.

**Phase 2 (On-Campus Grand Finale):** The top 40 shortlisted teams will be invited to the MCE campus to build a working prototype of their idea in a 24-hour hackathon.

## TIMELINE

- Registrations Open: 28th September
- Idea Submission Deadline: 10th November
- Shortlisting & Announcement of Finalists: 12th November
- Grand Finale (On-Campus): 21st & 22nd November

## REGISTRATION

Fee: ₹600 per team.

**Payment:** Payment must be completed via UPI during the online registration process.

- Upon successful registration, your team will receive a confirmation email.

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# DOMAINS

Teams can choose to build a project in any of the following domains:

- Artificial Intelligence & Machine Learning
- FinTech & Blockchain
- Healthcare & MedTech
- EdTech & Learning Solutions

## PHASE 1: IDEA SUBMISSION

- All registered teams must submit a presentation document outlining their idea.
- The presentation must include:
  - **Problem Statement:** Clearly identify and articulate the specific problem you have selected to address
  - **Solution Overview:** Provide a thorough description of your proposed solution, including your methodology and implementation approach
  - **Technical Framework:** Specify the complete technology stack and tools you intend to utilize for development
  - **Project Viability:** Demonstrate the potential impact of your solution and assess the feasibility of successful implementation
- **Judging Criteria (Phase 1):** Innovation, Feasibility, Impact, and Technical Approach.
- **Submission Process:** All presentations must be submitted online using the designated forms that will be distributed by the organizing team to registered participants.

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# PHASE 2: ON-CAMPUS FINALE

- Only the top 40 shortlisted teams will participate.
- The finale will be a continuous 24-hour hackathon.
- Teams are required to build a functional prototype of their proposed idea.
- Industry mentors will be available to guide teams.
- The event will conclude with final project demonstrations to a panel of judges.

## JUDGING CRITERIA (FINALE)

- Problem-Solution Fit (20%): How well does the solution address the chosen problem?
- Innovation & Creativity (25%): Is the idea original and creative?
- Technical Implementation (25%): How well is the prototype built? Code quality, functionality, and use of technology.
- Practical Impact & Scalability (20%): Can this solution be used in the real world? Does it have the potential to grow?
- Presentation & Teamwork (10%): How well the team presents its project and collaborates.

GOOD LUCK!

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# GET IN TOUCH

## CONTACT



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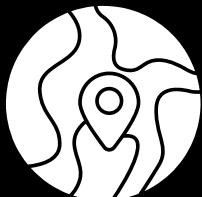
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## IG\_HANDLE



DEVOPS\_MALNAD

## VENUE



MALNAD COLLEGE  
OF ENGINEERING

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