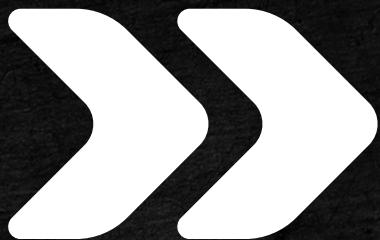




Hack.MCE
5.0



#RULEBOOK



Hack.MCE 5.0



It is a dynamic, team-based event designed to encourage creativity, problem-solving, and innovation. Participants are challenged to identify real-world problems and develop practical, implementable solutions within the event timeframe.

OVERVIEW

- The event promotes collaboration, critical thinking, and innovative solutions.
- Each team brings their own problem statement and works independently to create a solution.
- Teams will present their solutions to a panel of judges, who will evaluate them based on creativity, feasibility, impact, and presentation.
- The Ideacraft provides a platform for participants to showcase their ideas, develop new skills, and contribute meaningful solutions to real challenges.



GENERAL RULES

- **Team Formation:** Each team can have maximum of 4 members. Team members must register together before the event begins.
- **Eligibility:** Open to all students/participants as per the event's target audience. Each participant can be part of only one team.
- **Time Limit:** The Ideacraft duration for each presentation is 7 min and 3 min for the Q&A.
- **Originality:** Solutions must be original work of the participants.
- Plagiarism or copying ideas from external sources is strictly prohibited.
- **Solution Submission:** Solutions must be submitted in the required format (document, presentation, prototype, etc.) Late or incomplete submissions may be disqualified.
- **Code of Conduct:** Participants must maintain professionalism and respect.
- **Disqualification:** Non-compliance with the rules, submission after deadline, or unethical behavior may lead to disqualification.
- **AI tools** may be used only for guidance .

JUDGING CRITERIA

- Originality & Ingenuity
- Viability & Practical Application
- Communication & Presentation
- Potential Impact & Growth
- Teamwork & Effort

COMPETITION FORMAT

- Each team must bring their own problem statement to the Ideacraft.
- Teams are responsible for developing solutions to their chosen problem during the event.
- Mentorship is allowed only for guidance; the solution must be entirely the team's work.
- Judges will evaluate each team based on the defined judging criteria.
- Solutions will be assessed for creativity, feasibility, impact, and presentation.

GET IN TOUCH

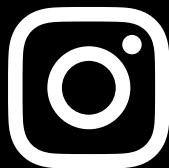
CONTACT



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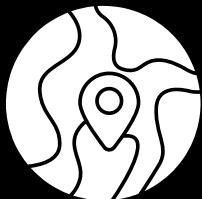
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