

ABHYUDAYA '25 - HACKATHON

Event Overview

The Hackathon at **Abhyudaya'25**, organized under the banner of **Engineering India**, is an intensive innovation-driven event designed to provide participants with a real-time problem-solving experience. The event encourages students to apply technical knowledge, creativity, and teamwork to develop practical and impactful solutions within a limited timeframe.

Objective

- To promote innovation, critical thinking, and problem-solving skills
 - To provide hands-on exposure to real-world technical challenges
 - To encourage teamwork, collaboration, and effective presentation of ideas
 - To evaluate participants based on originality, feasibility, and execution
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Team Size

- Participation is allowed in **teams of 1 to 4 members**.
 - Cross-department or cross-year teams are permitted unless specified otherwise.
 - Each participant can be a member of **only one team**.
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Rounds

The Hackathon will be conducted in **three structured phases**, designed to evaluate participants at each stage of idea development and implementation.

Round 1: Ideation & Initial Prototype (6 Hours)

- Teams will brainstorm, conceptualize, and finalize their problem statement.
- Participants are expected to propose innovative solutions and develop an **initial prototype or workflow**.
- Evaluation will focus on **idea originality, problem understanding, and feasibility**.

Round 2: Build & Integrate (12 Hours)

- Teams will work on **full-scale development and integration** of their solution.
- This phase emphasizes **technical implementation, functionality, and optimization**.
- Mentoring and progress checks may be conducted during this phase.

Final Round: Demo & Judging

Teams will present their **final working solution/demo** to the judging panel.

- Evaluation will be based on **innovation, technical execution, impact, presentation quality, and teamwork**.
- Judges' decisions will be **final and binding**.

Judging Criteria

Use of unfair means or external assistance Evaluation will be based on the following parameters:

- Innovation and originality of the solution
- Technical feasibility and implementation

- Problem understanding and relevance
 - Team collaboration and approach
 - Quality and clarity of PPT presentation
 - Overall impact of the proposed solution
 - Deviating completely from the given topic
 - Indiscipline or violation of event rules
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Time Limits

- Presentation Time: Will be announced **during the event**
 - Teams must strictly adhere to the time limits. Failure to do so may result in penalties.
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General Instructions and Guidelines

- All work must be original. Any form of plagiarism will lead to immediate disqualification.
 - Participants must bring their own laptops, chargers, and required accessories.
 - Internet access, if provided, must be used responsibly.
 - Teams must maintain discipline, professionalism, and decorum throughout the event.
 - Any misbehavior, misconduct, or inappropriate behavior toward coordinators, judges, volunteers, or any individual at the venue may result in immediate disqualification.
 - Participants must follow all instructions given by the organizing committee.
 - The decision of the judges and organizers shall be final and binding in all matters.
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Contact Details

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