



Introduction

Hackathon is a team-based competition where you would have to work together in their team to produce a source code based on the topic given during the event day. You can join as a team consisting of a maximum of 4 people and a minimum of 2 people. Don't have a team? Don't worry! There will be a team-forming session on the first day of the Hackathon. You are required bring a laptop and any device that you need. We will provide you a designated sleeping area and food during the hackathon, however, you need to bring your own sleeping bag and some toiletries if needed.

Prizes

There will be 3 prizes available for the top 3 teams:



There will also be a special award to be given out to the best team that fulfils a special requirement. The details about the special requirement will be announced a month before the Hackathon.

Themes

There are 3 themes available to be chosen from, namely:









Judging Criteria

The judging will be done for only the end product, the process of solving the problem and the quality of the codes will not be evaluated. A detailed judging criteria will be announced a month before the Hackathon.

Rules/General Information

Materials and resources

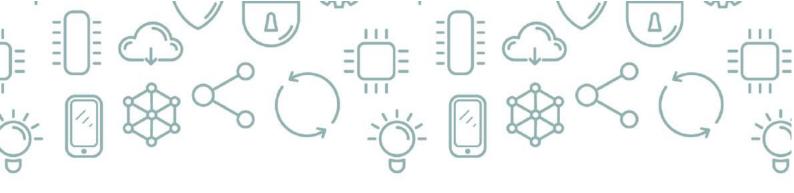
- All codes and designs for your project must be created during the hackathon. You are not allowed to start coding before being told to do so.
- Third party tools, APIs, libraries, frameworks or open-source codes are allowed to be used in your project. Any SDK or IDE is also allowed to be used.
- Please cite any material used(audio, image, video etc.) by providing the link of the source of the material to avoid any infringement issue.
- There is no limitation on the programming languages to be used.
 You can use any programming language for the hack.

• Intellectual Property

All submissions to the hackathon remain to be the intellectual properties of the teams/individuals that developed them. However, the participants agree that the content of the submissions will be publicly displayed on the website of IT Society MMU Cyberjaya for showcase purposes.

• Participation & Grouping

o Each team must be comprised of 2 - 4 people.



- Teams must be made up exclusively of university students currently enrolled in undergraduate studies who are not organizers, volunteers, judges, sponsors or in any other privileged position at the event.
- Each team must come up with a short documentation on the project which includes the team members' basic information (name, email address and university), the project description, the summary of the solution and the technology used. The documentation is for the judges' references and no mark will be given on the documentation.

Judging & Prizes

- There will be 3 prizes to be given out to the top 3 teams and a special award to be given out to the best team that fulfils a special requirement which will be announced a month before the Hackathon.
- The final decision of the panel of judges is irrevocable thus no appeal against the decision is allowed after the announcement of the winners.
- Teams can be disqualified from the competition at the organizers' discretion. Submissions that consist of inappropriate languages, images or content that is found objectionable will not be accepted by the Hackathon.



FAQ

What is a Hackathon?

A Hackathon is an event in which people across professions gather together to solve a problem in a given period of time by making use of the technologies. During the Hackathon, programmers, designers and developers will have to work towards a solution to the problem and build a product within the given period of time.

• Why should I join the Hackathon?

- Joining a Hackathon means getting a full package of benefits in return. You will learn about new technologies, ideas generation, ways to handle a project, ways to present your ideas, importance of teamwork and much more. Most importantly, you get to learn the best way by putting the skill sets you have learned in class to use and demonstrating your knowledge in the particular theme you choose to work on.
- The Hackathon is also a great place for you to expand your social circle in the IT field.
- Moreover, food and drinks are provided throughout the whole Hackathon session!
- There will also be a certificate and an event t-shirt to be given out to each of the participants!

• Who can participate in the Hackathon?

The Hackathon is open to any university/college student who is currently enrolled in an **undergraduate** program.

Can we join the Hackathon as a team?

Yes, you are allowed to join the Hackathon as a team consisting of a maximum of 4 people and a minimum of 2 people.



I don't have a team. Can I still join the Hackathon?

Yes, you can. There will be an online platform to aid in team-forming which will be available throughout a month before the Hackathon. Follow our facebook page to get updates! There will also be a team-forming session on the first day of the Hackathon. You can mingle with new faces and find similar minds to work together on the hack!

• I don't have any knowledge in programming, can I still join the Hackathon?

Yes, students of all professions are welcome to join the Hackathon. A team usually consists of a designer, an innovator and developers. Hence, you can still help in contributing ideas to the team and help in the designing part if you are not too technically proficient. However, the application of students with IT or programming background will be prioritized.

• Is there a designated sleeping area?

There will be a designated sleeping area for the participants. However, participants are to bring their own sleeping bags and toiletries if needed.

Will food and beverage be provided?

Absolutely. Food, beverages and coffee will be provided throughout the Hackathon.

• What should I bring?

You should bring your own laptop, any device that you need, a sleeping bag and some toiletries if needed.

Can I not spend the night during the Hackathon?

You are allowed to go back home in the evening, however, at least one groupmate must be at the competition venue to check in the group's attendance during the registration session every morning. If the group fails to do so, the entire group will be disqualified.



Is there any restriction on what programming language to be used?

There is no restriction on the programming language to be used. The teams can develop the product in any language they desire.

• What are the prizes?

There will be 3 prizes available for the top 3 teams:

o 1st prize: RM1000

o 2nd prize: RM750

o 3rd prize: RM500

There will also be a special award to be won if the team qualifies for the special requirement.

Will there be Internet access?

Yes, Internet access will be provided.

• Who owns my project?

All submissions to the Hackathon remain to be the intellectual properties of the teams/individuals that developed them. However, the submissions will be showcased on the IT Society website.

• How many themes can/should I choose?

You may choose to work on more than one theme, however, you have to choose only ONE theme to be judged on despite having several themes in your hack.