5. How to Successfully Pitch your Project

The pitch may be the most important part of a hackathon.

Even if you have the best project, a bad pitch can ruin your chances of winning.

A pitch is usually about 2-4 minutes. Use the time you have wisely!!

What to include in your pitch

1. Your pitch, whether it is a video or a readme file, has to be

organized. Make sure that you are clearly stating your vision and how your project fits in with your vision.

2. You need to stand out! Explain what problem you are solving, why your problem is important to solve, and most importantly, how your project aims to solve the problem. Also remember to include what differentiates your project from what's currently available.

3. Anticipate any questions that a judge would ask you about your project and answer them.

Possible Questions:

What were the challenges you faced?
If you had more time, what would you focus on?
What's the business value / opportunity of this app?
What is your plan for the app/idea post hackathon?
What was the inspiration of the idea?
Who are your target users?
App abc is very similar. What makes yours unique?

A good guide is; **Problem, Solution, What's Unique, Implementation/Viability, What is the possible scope of your project post-hackathon**

GOOD LUCK!!