STEPCONE-2024
STANDARD OPERATING PROCEDURE
EVENT NAME: HACK4HUMANITY
DEPARTMENT NAME: CSE & CSE-AIML & AIDS
EVENT TYPE : Flagship Event
EVENT DESCRIPTION:

The Hack for Humanity is an overnight (14-hours) challenge which stands as a pivotal experience, transcending theoretical knowledge, instilling practical tech prowess, and fostering collaborative problem-solving abilities. By encouraging students to collaborate on building innovative projects and have a friendly competition. The purpose of this event is to familiarize the students with the real-life challenges they would encounter while developing a product and to evaluate them on their creative and efficient approach to solve the problem and meet the needs of market. Groups of will be offered problem statements among 3 categories in various domains (Machine Learning, Web or application development, And any other domain of participant's interest). Each group will be consisting of 3 to 4 members and working together on the chosen problem statement among the provided.

EVENT GUIDELINES:

* Each team should have at least on laptop
* All the team members registered should be present at the venue by the start time
* There should be no malpractice involved in working on the problem statement
* The participants should be present at the venue for the whole event (all through the night)
* There should be no changes in the registered members in a team

TEAM SIZE: 3-4Members

PLAN OF ACTION:

Welcome and Orientation (30 minutes):

* Welcome participants, mentors, and judges.
* Provide a brief overview of the event, rules, and logistics.
* Introduce mentors and judges.
  Problem Statement Selection (30 minutes):
* Allow teams to choose their preferred problem statement within their chosen domain.
  Start Hacking (12 hours):
* Commence the 14-hour hacking period, allowing teams to work on their projects.
* Encourage regular check-ins with mentors for guidance and support.
  Breaks and Networking (1 hours):
* Schedule short breaks for participants to relax and network with peers.
* Organize optional networking activities or games.

JUDGING CRITERIA:

A panel of judges, composed of domain experts and Stepcone organizers, carefully evaluate the presented work based on a set of criteria, innovativeness, skills and keeping other attributes in view.

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