

**Padre Conceicao College of Engineering
Department of Computer Engineering
Presents**

**Techyon 2016
6th & 7th October**

HACKATHON
An Inter College Event in **association with**
Persistent Systems Limited

What is a Hackathon?

Are you interested in solving Real World Problems? Here is your chance! Hackathon provides a medium for developers to create new and innovative solutions. You develop on the Idea, demonstrate them and win some prizes, it is that simple. **Did we mention that Persistent Systems Limited is associated with us this year and will be conducting the Hackathon.**

Where?

Lab No 2, 2nd Floor, Computer Department.
Padre Conceicao College of Engineering

When?

6th & 7th October 2016

Day 1:

09.30am: Overview of Idea

5:00pm: Teams must present what they have completed so far to the Judges. Filtering of Teams will take place at this time. The criteria used for judging will be the same as mentioned for the final round. **Teams selected for the final round will have to continue working with their idea till the application is ready.**

Day 2:

10:00am: **The final teams that are selected** will make a Presentation and Show a WORKING Demo of the Project to the judges. Each team will be allotted 5 minutes.

Important Guidelines:

Teams will have to sign up online via the Website.

Registration can also be done at the Venue on Day 1 BEFORE 10AM.

Teams need to COMPULSORILY be present at 9:30am where the Hackathon Theme will be told by the PSL Team and you get a chance to ask Questions regarding the Theme. If you are present later you will have to ask the Student coordinators of the Event regarding the Theme.

Teams will also HAVE to come with their own Development Environment ie. Laptops etc. A power Strip will be handy. Internet connectivity will be provided at the Labs.

Teams will have to check if their Hardware ie Laptops are compatible with the Projector BEFORE HAND. This is to ensure that there are no problems/incompatibility issues during the Presentation with the Judges later.

The participants need to ensure that the necessary pre-requisites/working environment (Databases, web servers, IDE, third party libraries, simulators, etc.) is set-up on their laptops in advance so that time allotted during hackathon is not spent on software installations.

The solution could be presented as web app., a desktop app. or a mobile app(native(iOS, android, etc.) or hybrid) running on Windows, Linux or OS X platform and developed using a technology stack that the participants are comfortable with.

Rules

- . The team size can be a maximum of 3 members.
- . Developed Solutions should be related to the theme.
- . Each team will get **5** minutes to present their solutions.
- . DEMO / WORKING CODE IS MANDATORY.
- . Complete reuse of college projects or open source projects available online are prohibited.
However it is ok to use third party controls/libraries to implement a particular functionality.

Judging Criteria

Teams will be judged on a combination of the following factors:

Creativity

Innovation

Real-world relevance

User experience

Execution (how much was actually built)

FAQs

I'm confused about the theme. How does it affect me?

The theme will be General Domain Based, It will be announced at the Venue on Day 1 on the spot.

Who can attend?

Any undergraduate student from any Engineering College in Goa.

What should I bring?

You MUST bring your student or government-issued ID for entry, and your laptop and charger. A Power Strip would come in handy!

Will there be any concrete problems to solve or will it be open-ended?

We will be providing you with problem statements a few Hours before the hackathon, to help you plan out what material from the inventory you will require.
My question isn't answered here!

Feel free to contact us!

Faculty Coordinator

-Mrs Shona Afonso

(Assistant Professor department of Computer Engineering)

Student Coordinators

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