

RULE BOOK



IT BUSINESS
Case **Competition**

INTRODUCTION

Unleash your creativity and business acumen in the **IT Business Case Competition** at **BitFest 2025**, organized by the **Department of CSE, KUET**. Compete with teams across Bangladesh to solve real-world challenges through innovative solutions.

The purpose of this rule book is to offer all participants a comprehensive idea of the rules, regulations, anticipations, and directives of the competition. It is strongly advised that you carefully read and comprehend this document to ensure that you have a thorough understanding of your responsibilities and obligations.

TEAM FORMATION

1. Undergraduate students from any university (including those who graduated after January 2024) are eligible to participate in the competition.
2. Teams can be formed with a minimum of 3 member and maximum of 4 members.
3. Teams can be composed of individuals from different universities.
4. Once the registration process is completed, members of a team cannot be substituted or removed. Failure to comply with this rule will lead to instant disqualification.

COMPETITION STRUCTURE

1. The competition will consist of three rounds.
2. Different cases will be given for each round.
3. The first two rounds being online submissions and the final round requiring an offline presentation at KUET premises.
4. Elimination will take place at the end of every round.
5. Each round will be marked independently, and marks from previous rounds will not be carried over to subsequent rounds.

FIRST ROUND

1. Teams must solve a IT Business Case and submit it in PPT and PDF formats through a Google Form.
2. Access to the case will be restricted to registered teams only.
3. The case will be sent via email to the team leader upon release.
4. The registration will remain open until 11:59 PM, December 17th.
5. The case will be released on December 16th.
6. The submission deadline is 11:59 PM, December 20th.

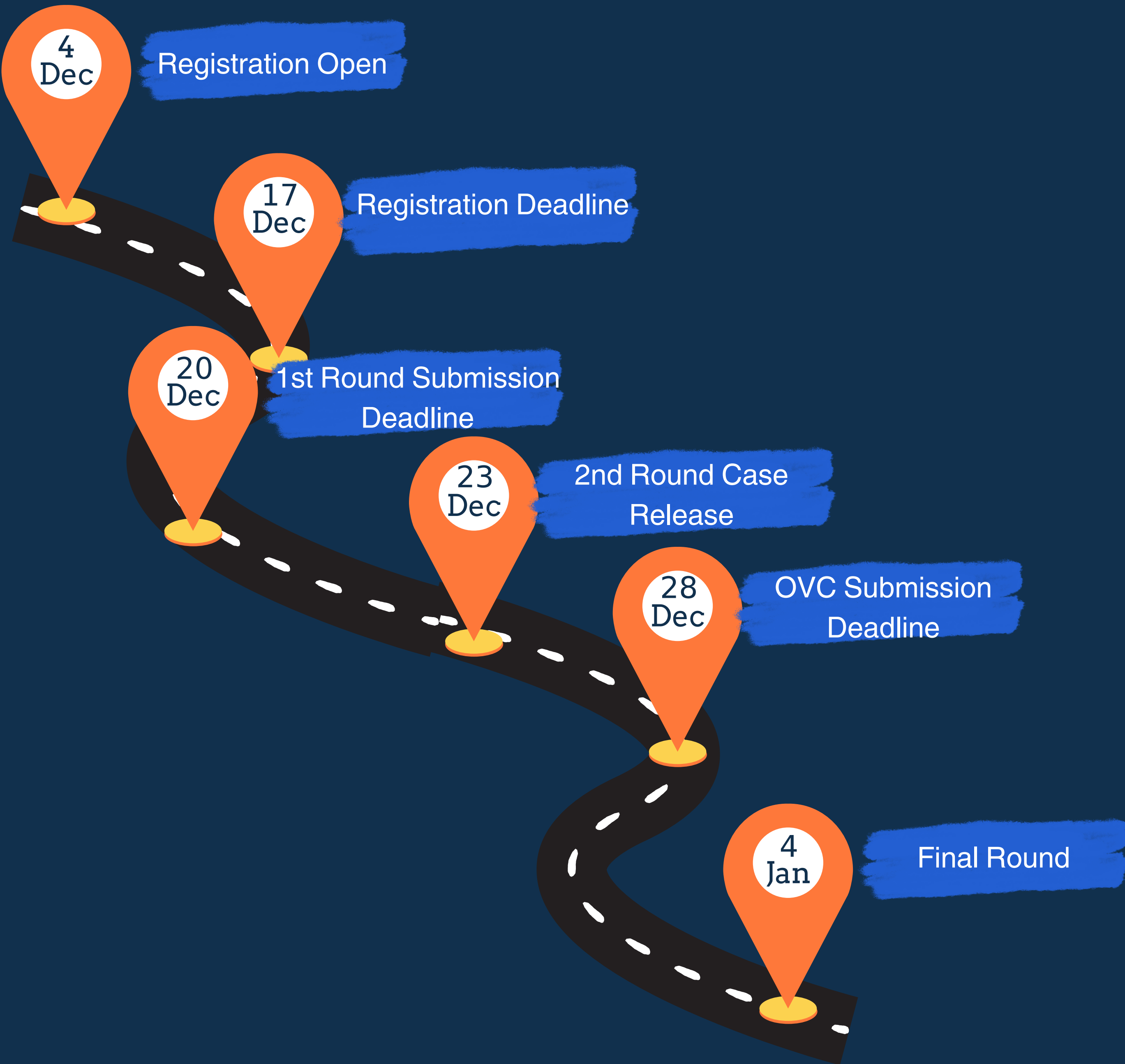
SEMI FINAL ROUND

1. A maximum of 20 teams will be shortlisted for the semifinal round based on their first-round submissions.
2. Teams will receive a new case via email for this round.
3. The case must be solved through an advertisement or an OVC (Online Video Commercial).
4. Teams can expect their OVC to be published on our official Facebook page the day after submission.
5. In addition to the advertisement, teams must provide a solution to the case in the form of a PPT/PDF presentation.
6. Teams will be selected for the next round based on social media engagement of the content within 24 hours of publishing, as well as an expert judgement by a panel of judges.

FINAL ROUND

1. A maximum 8 teams will be selected for the final round.
NB. 2 teams will be kept as reserved team.
2. Teams must present the solution provided in the previous round in an offline presentation and participate in a Q&A session at KUET premises.
3. The final round will take place on January 4th.

EVENT ROADMAP



REGISTRATION PROCESS

Registration Fee: 600 BDT

Please send your registration fee by any of the following methods before proceeding further. Don't forget to add your Team Name in the reference section.

Bkash
01521503837

Nagad
01840754552

Go to this registration link and fill out the form with required information.

Registration Link: [Register Here](#)

A confirmation will be sent to the team leader within 24 hours of successful registration. Please check your spam folder. Contact us if you don't get any confirmation.

PRIZE MONEY

Champion 20,000 BDT

1st Runners Up 15,000 BDT

2nd Runners Up 10,000 BDT

TERMS & CONDITIONS

1. It should be understood that the organizers of the competition have the right to disqualify any team from participating if they fail to comply with any of the rules and regulations. The decision of the competition organizers shall be final and binding.
2. It is expected that all teams will conduct themselves in a professional and ethical manner throughout the competition, refraining from any behavior that may bring disrepute to the competition or their respective universities.
3. Furthermore, the competition organizers may use the name, photographs, and videos taken during the competition for promotional and advertising purposes.
4. The authority reserves the right to modify or change the rules, timeline and other details of the competition as needed.

BITFEST 2025

"WHERE BYTES MEET BRILLIANCE"