

GUenARK 2026

-- The Rule Book --

Innovation, Incubation and Startup Cell (IIS), GAUHATI UNIVERSITY
Email: guenark@gauhati.ac.in; iis_gu@gauhati.ac.in



: 24 Hrs HACKATHON / IDEATHON :

Participants must choose either Hackathon or Ideathon

1. Team Formation & Composition

- a) Teams must be formed from the same institute (no inter-college or inter-school teams).
- b) Each team should consist of 5 members, including a team leader.
- c) At least one female member is mandatory in every team.
- d) This is an on-site hackathon; online participation requests will not be entertained.

2. Team Identity

- a) The team name must be unique and should not include the institute name.
- b) A student cannot be a member of more than one team. (Hackathon / Ideathon)
- c) Teams can submit their idea under a single track only, using the same team name.
- d) The teams must submit an undertaking that they agree to all the terms and conditions of the hackathon.

3. Nomination

- a) Institutions/Universities/Colleges/GU Dept. s can nominate up to 5 teams (3 shortlisted + 2 waitlisted).
- b) Nominations must be accompanied by an authorization letter from the respective university/college/GU department, duly signed by the Registrar / Principal / Dean / Director / Head of Institution / HoD (*for GU departments only*), along with the official seal. (Format attached in next page).

4. Idea Submission Guidelines [**Last Date of Submission: January 13, 2026**]

- a) Only the team leader can submit the idea on the GUenARK portal. **Link:** <https://forms.gle/c74Yb1bSjQFXhu2P8>
- b) Each team can submit ideas for a maximum of 1 problem statement.
- c) Submissions must include:
 - Team name
 - Authorization letter scans: **(a) NOC from parents for participation, (b) Nomination Letter**
 - Team member details in NOC (name, gender, email, mobile)
 - Problem statement chosen
 - Idea title, description, and presentation of maximum 10 slides (**PDF format only**)

5. Evaluation & Selection

1. Ideas will be evaluated based on: [**results to be declared on or before January 23, 2026**]

- | | | |
|--------------------------|--------------------|----------------------|
| ▪ Novelty and innovation | ▪ Complexity | ▪ Clarity and detail |
| ▪ Feasibility | ▪ Sustainability | ▪ Scale of impact |
| ▪ User experience | ▪ Future potential | |

2. Top teams per problem statement (20 teams) will be selected for the Grand Finale.

6. Joining Fees & Notification

1. A joining fee of **Rs. 500/- (refundable)** per team will be charged from **each selected team**.
2. The selected teams will be notified by email, and the list will also be published on the Gauhati University website under GUenARK.

7. Grand Finale

1. The Grand Finale will be held offline at **GUIST [Guru Prasad Das Bhaban], Gauhati University**.
2. Teams must travel to their assigned venue and be available for meetings, training, and preparation prior to the finale.
3. Accommodation and Travel Allowance (TA) is to be borne by the participants.



HACKATHON	IDEATHON
TRACKS & PROBLEM AREAS	
<ul style="list-style-type: none"> ❖ Water & Sanitation – Theme: Clean Water & Sanitation (SDG 6) ❖ Agriculture & Tea – Theme: Zero Hunger (SDG 2) ❖ Waste Management – Theme: Responsible Consumption (SDG 12) ❖ Tourism & Heritage – Theme: Decent Work & Economic Growth (SDG 8) ❖ Good Health & Well-Being – Theme: Health (SDG 7) ❖ Urban Resilience – Theme: Climate Action (SDG 13) 	
24-HOUR ACTIVITY PLAN	[may change as per the judge's decision]
Day 1 (Afternoon – Night) <ul style="list-style-type: none"> • Hour 1–2: Problem statement briefing & team formation • Hour 3–5: Requirement analysis & brainstorming (define scope, assign roles) • Hour 6: Short break + quick sync-up • Hour 7–9: Initial prototyping (UI sketches, system design, data models) • Hour 10–11: Mentor check-in (technical validation & guidance) • Hour 12: Refine prototype plan & set milestones for Day 2 	Day 1 (Afternoon – Night) <ul style="list-style-type: none"> • Hour 1–2: Problem orientation & team formation • Hour 3–5: Research & problem scoping (market gaps, policies, stakeholders) • Hour 6: Break & team reflection • Hour 7–9: Draft initial solutions (business models, policy frameworks, prototypes) • Hour 10–11: Mentor check-in & validation feedback • Hour 12: Refine ideas & set milestones for Day 2
Day 2 (Morning – Afternoon) <ul style="list-style-type: none"> • Hour 13–15: Coding & development of core features • Hour 16: Break + mentor checkpoint • Hour 17–19: Integration & testing (debugging, refining functionality) • Hour 20: Buffer for incomplete modules or troubleshooting • Hour 21–22: Final touches (UI polish, performance check, deployment setup) • Hour 23: Team sync + pitch preparation (demo flow & Q&A) • Hour 24: Final presentations & live demos (5 min / team, max 6 slides) 	Day 2 (Morning – Afternoon) <ul style="list-style-type: none"> • Hour 13–15: Develop concrete deliverables (pitch decks, canvases, policy notes, prototypes) • Hour 16: Break & mentor checkpoint • Hour 17–19: Finalize deliverables (unit economics, roadmaps, rollout strategies) • Hour 20: Buffer for pending work • Hour 21–22: Rehearse presentations & finalize visuals • Hour 23: Team reflection & Q&A prep • Hour 24: Jury presentations (5 min/team, max 6 slides)
EXPECTED OUTCOMES	
<ul style="list-style-type: none"> • Prototypes & Demos – Early-stage working solutions (apps, devices, dashboards). • Technical Models – AI/ML models, algorithms, or simulation results. • Designs & Frameworks – System architectures, workflow designs, or engineering blueprints. • Scalable Solutions – Roadmaps for pilot testing and deployment. 	
<ul style="list-style-type: none"> • Business Models – Canvases, unit economics, and market linkage strategies. • Policy Drafts – 2–3 page actionable policy notes with adoption roadmap. • Financial Models – FinTech/microfinance concepts with impact mapping. • Education/Lifestyle Models – Innovation frameworks with feasibility and adoption mapping. 	



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GUenARK: Gauhati University Entrepreneurship and Nurturing,

Advancement through Research and Knowledge

Startup Exhibition | Ideathon | Hackathon (SIH) Chapter 1.0 || 2 - 3 February, 2026



NOMINATION LETTER FORMAT



Letterhead of
Institute / University

GAUHATI UNIVERSITY

Gopinath Bordoloi Nagar, Guwahati-781014

Date: ___/09/2025

Sub: Gauhati University GUenARK 2025 (Hackathon / Ideathon) – Nomination

I am pleased to nominate the below team from our institute to participate in SIH 1.0 of GUenARK 2025.

Our Institute details is:

Institute /university details

Team name (no repetition allowed per institute / univ. / GU dept.)

Team name:

Particulars	Name	Gender (M/F)	Email id	Mobile no.
Team Leader				
Team Member				

Regards,

Name of the signatory

principal/dean/director/head of the institution/registrar/Hod (for Gauhati University only)

Institute Name

Place



PARENTS / GUARDIAN NOC LETTER FORMAT

To,
The Registrar,
Gauhati University

Subject: Parental / Guardian Consent & No Objection Certificate for participation in 24 Hrs Hackathon / Ideathon in GUenARK 2026

Respected Sir,

I, Mr./Mrs./Ms. _____ (Parent/Guardian), residing at _____, hereby give my consent for my ward:

Name of Student: _____

Program / Year : _____

Roll No. / ID : _____

to participate in the internal of **24 Hrs. Hackathon / Ideathon — GUenARK 2026** organized by Innovation, Incubation and Startup Cell (IIS), Gauhati University at GU on 02.02.2026 to 03.02.2026, and to travel to the venue along with team members.

I also authorize the Gauhati University to act on my behalf in case of any medical/emergency situation. I confirm that my ward is medically fit to participate. (If any medical conditions/allergies exist, specify below.)

Medical conditions / Allergies (if any): _____

Emergency Contact (Name): _____ Relationship: _____

Phone (Primary): _____ Phone (Alternate): _____

Attached are photocopies of my ID and my ward's college ID for verification.

I understand the nature of the event and I have no objection to my ward's participation.

Yours faithfully,

(Signature of Parent/Guardian)

Name: _____

Relationship to Student: _____

Address: _____

Phone: _____

Email: _____

Attachments:

1. Copy of Parent/Guardian ID (Aadhaar/PAN/Passport or Driving License)
2. Student College ID
3. Medical certificate (if applicable)



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: 2-Days STARTUP EXPO :

FACILITIES PROVIDED

- Exhibition stall space (table; standees permitted).
- Access to power supply and internet.
- Basic logistical support for smooth participation.

PARTICIPANT RESPONSIBILITIES

- Startups must bring their own banners, posters, product demos, and prototypes.
- Teams are responsible for setting up and dismantling their stalls within the allotted time.
- Any sales during the exhibition must comply with Gauhati University regulations.

APPLICATION & SUBMISSION

- Applications must be submitted through the **GUenARK Portal / Registration form**
- Deadline: January 20, 2026

REQUIRED DOCUMENTS

- Startup registration certificate / incorporation details.
- Brief startup profile (founders, sector, key achievements).
- Pitch deck or presentation (PDF, max. 10 slides).
- Logo, product images, and promotional materials (if available).
- Each startup may apply under one thematic track only (*to be finalized*).

REGISTRATION FEES

- ₹1500/- per team (*Refundable after participation in the event*)

All the registration fees are refundable after successful participation in **GUenARK SIH 1.0**

Note: The fee will not be refunded in case of withdrawal or absence after registration.

AWARDS & RECOGNITION

HACKATHON

Prize worth ₹1.5 Lakh

IDEATHON

Prize worth ₹1.0 Lakh

STARTUP EXPO

Seed money linkage

ON EVENT SPECIAL PRIZES TO BE DISCLOSED for SIH



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IMPORTANT LINKS

REGISTRATION SIH 1.0

<https://forms.gle/5sAbicfHShUE6KyW9>



NOMINATION LETTER FORMAT

<https://shorturl.at/ycN0e>



NOC (patents/guardian) LETTER FORMAT

<https://shorturl.at/bEPgw>



PRESENTATION FORMAT

<https://shorturl.at/hGOLI>

