



BML MUNJAL UNIVERSITY

STUDENTS HANDBOOK

HACKBMU 7.0

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Meet the Team

WELCOME, STUDENTS!

The 7th edition of ACM BMU's flagship 24-hour hackathon, HackBMU 7.0 promises to break conventions with a dynamic new judging format designed to keep the adrenaline pumping and the fingers clicking.

This is not your typical 24 hour hackathon – Welcome to the future, welcome to HackBMU!

ABOUT ACM BMU

The ACM BMU Student Chapter, proud recipient of the Honorable Mention for Best Emerging Student Chapter at the ACM India Awards 2024, is the official student chapter of ACM—the world's largest computing society—at BML Munjal University.

As a student-driven community, we are one of the most active and dynamic clubs on campus, organizing a diverse range of technical events throughout the year. From workshops and expert talks to hackathons, monthly coding contests, and research initiatives, we create opportunities for students to learn, innovate, and collaborate.



ABOUT GLITCH



Glitch 2025 is ACM BMU's three-day long annual technical celebration comprising a plethora of technical events and entertainment activities which will keep participants on the edge of their seats.

Brace yourselves and join us as we explore the limitless possibilities of technology, collaborate with like-minded individuals, and make Glitch an unforgettable experience!

THEME : “DISRUPT THE NORM”

Challenge conventions, rethink the ordinary, and craft bold, game-changing solutions. If it's “how it's always been done,” it's time to disrupt it.

At HackBMU 7.0, we invite you to break free from the status quo—question assumptions, identify outdated systems, and create transformative solutions. Leverage emerging technologies in unexpected ways and design with vision, not just incremental improvements.

Whether in education, healthcare, sustainability, or social connectivity, ask: “Why does it have to be this way?” True innovation begins by challenging limits. Now's your turn to disrupt the norm.

RULES

1. Each team must consist of 2 to 5 members. Participants who choose to submit solo are welcome to do so but will not be eligible for winning the hackathon; however, they will still be eligible for participation prizes.

2. Throughout the event, teams have the opportunity to ask sponsors, volunteers, organizers, and other people for guidance and assistance

3. All work on a project should be completed during the hackathon.

4. Teams are permitted to revisit ideas they've previously explored, provided they avoid reusing code.

5. Teams can utilize libraries, frameworks, or open-source code in their projects. However, pre-developing a project and open-sourcing it solely to use the code during the event is not allowed as it contradicts the spirit of the rules.



6. You can enhance existing projects with new features. However, judges will assess only the additions made during the hackathon. These additions will determine the winners.

7. Teams can use ideas they had before and they can also work on projects that have been done. Hacks don't have to be new; they can improve or change existing ideas.

8. Teams are required to stop working on their projects once the allotted time ends. However, they are permitted to debug and make minor adjustments to their programs after the time limit has expired.

9. Projects that violate the rules of Conduct are not allowed.

10. The organizers reserve the right to exclude teams from the competition. There could be a number of reasons, such as violating the Code of Conduct, the Competition Rules, or other unsportsmanlike behavior.

EVALUATION CRITERIA

There will be multiple rounds of evaluation to assess the performance of each team:

1. **Code Review (15 points)**

- Teams will give a 2-3 minute pitch/description to the mentor
- It is mandatory for all teams
- Marks will be assigned to the criteria:
 - Idea – 5 points
 - Tech Stack – 5 points
 - Innovation and scope – 5 points

Spin The Wheel (10 bonus points)

- Not a mandatory challenge (only for bonus points)
- One team member spins the wheel for a tech component (ML, Chatbot, Tailwind framework, etc.)
- Teams incorporating the component before judging get 10 bonus points

Duel – Pitch Debate (15 points)

- Teams face-off with an assigned opponent team
- One member from each team debates why their idea is better
- Topics include tech stack, problem relevance, target audience, etc.
- Teams with the best relevant points receive 15 points

Rules for Duel:

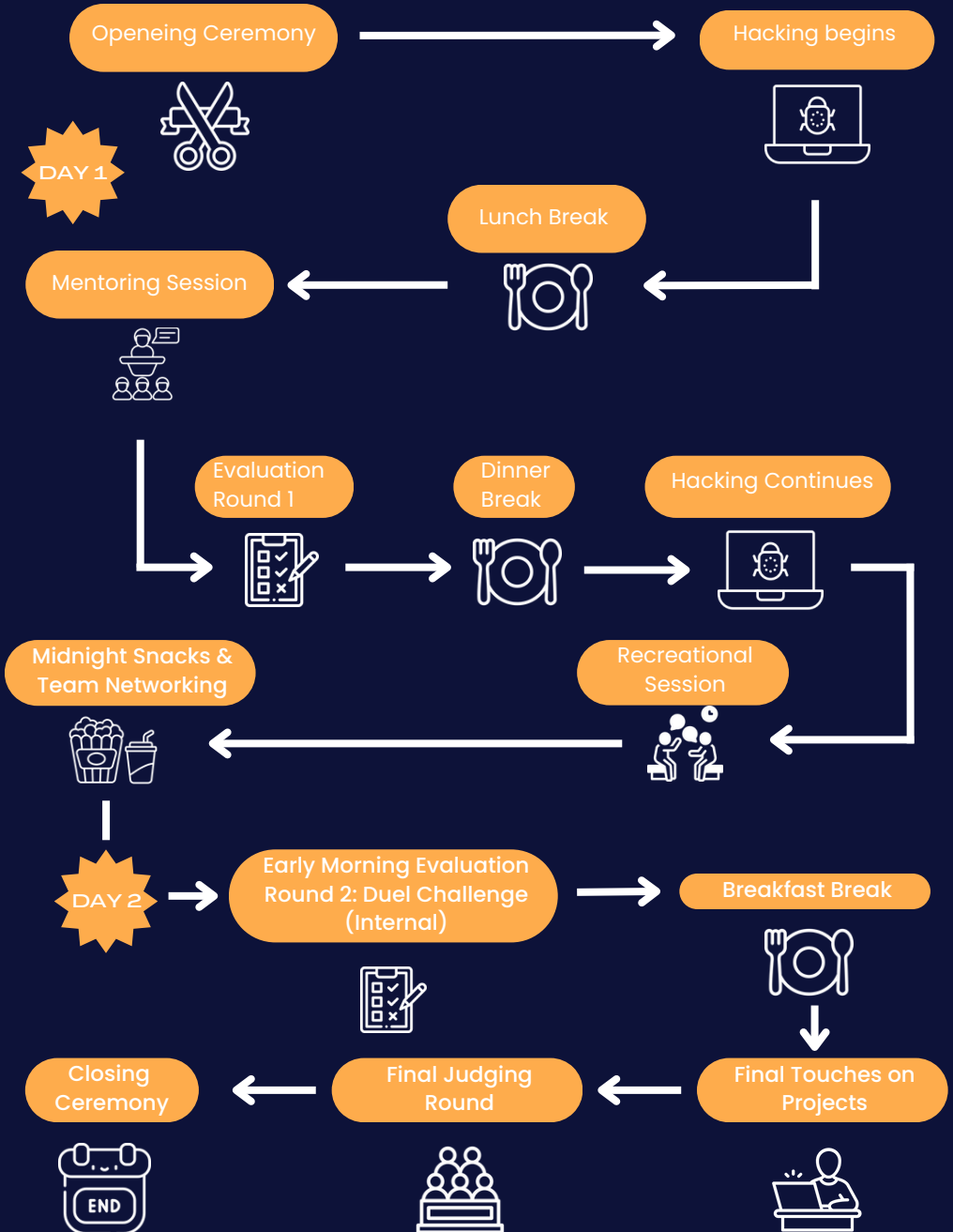
- No abuse, demeaning, discrimination or physical harm
- No personal attacks
- Violations result in 5-point deductions per comment
- No coordinator bias
- 3-minute time limit per pair
- No second chances

Final Evaluation (70 points)

- Judging round by expert panel



FLOW OF EVENTS





BENEFITS

Internships
Mentorships
Networking
Learning

TARGET AUDIENCE

College students
Young professionals
Technology enthusiasts

ESTIMATED PARTICIPANTS:

40-50 teams (200-250 individuals)

REACH OUT TO US

We are thrilled to welcome you to HackBMU 7.0, our annual hackathon that continues to evolve as a pivotal platform for fostering innovation and creative solutions. With our theme "Disrupt the Norm," this event is dedicated to challenging conventions and creating bold, game-changing solutions.

At HackBMU 7.0, you will have the opportunity to collaborate with like-minded individuals, engage with industry experts, and develop groundbreaking ideas that can positively impact society. We extend our sincere gratitude to our sponsors, participants, and supporters, whose unwavering commitment has made this event possible. Together, we can inspire positive change and create a lasting impact through our collective efforts.





**BML MUNJAL
UNIVERSITY**

[Contact Name]

[Email Address]

[Phone Number]

We deeply appreciate your contribution in making HackBMU 7.0 a memorable and impactful experience. Thank you for being part of this innovation-driven journey!