

Tech Bizz  
M.L.V.T.E.C.

PRESENTS

# CREATEX

INNOVATE. CREATE. IGNITE.

# RULEBOOK

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**WWW.CREATEX.TECH**



M.L.V. TEXTILE & ENGINEERING  
COLLEGE, BHILWARA

## ◦ ELIGIBILITY CRITERIA

- All participants must be enrolled in any technical degree from a registered college in India.
- Teams must consist of **2-4 members**.
- Each participant can only be part of **one team**.

## ◦ PROBLEM STATEMENT & PROPOSAL SUBMISSION

- Problem statements are available on the Official Event Website: [www.createx.tech](http://www.createx.tech).
- Teams must submit their project proposal in **PDF format** by the Submission Deadline.
- Proposals should outline the solution **concept, strategy, and expected outcomes**.
- No late submissions will be excused.
- The Proposal must be submitted along with the selected Problem Statement ID.

**10 NOV** 2024  
**PROPOSAL SUBMISSION  
DEADLINE**

[Link to Proposal Format](#)

## ◦ REGISTRATION PROCESS

- Teams must Register by going to the Official Event Website.
- Team details, including the team name, members, and college, must be provided during registration.
- The Payment of registration fees will be done at the end of the registration process.

**REGISTRATION FEES**  
**₹100**  
**PER PERSON**

## REPORT SUBMISSION

Student Teams will have 30 Days to prepare their projects and the Report outlining the project details should be submitted by the Deadline.

### Contents of the report

Problem Definition

Proposed Solution

Development Process

Technology Stack Used

Impact and Scalability of the Solution

**30  
DAYS**

**REPORT SUBMISSION  
DEADLINE WILL BE  
ANNOUNCED  
THROUGH OFFICIAL  
CHANNELS**  
\*STAY TUNED FOR THOSE

Late submissions will not be accepted unless an Extension is granted by the Organizing Team.

## ON-SITE EXHIBITION & PRESENTATION

- Date of the On-site Exhibition will be announced through official channels.
- Teams will be given time to prepare their projects for presentation.

### Presentation format:

- **10-minute pitch** showcasing the problem, solution, and demonstration (if applicable).
- **Q&A session** with judges
- Teams must bring all necessary materials (laptops, prototypes, etc.) for the presentation.

## JUDGING CRITERIA

Projects will be judged based on:

- **Innovation:** Creativity and uniqueness of the solution.
- **Feasibility:** Practicality and applicability in real-world scenarios.
- **Technical Execution:** Quality of development, coding and other development standards, and implementation.
- **Impact:** Social, economic, or industry impact of the solution.
- **Presentation:** Clarity, communication, and delivery of the project pitch.

## AWARDS & RECOGNITION



Prizes will be awarded in the following categories



**Creator X  
of the year**  
Overall best project



**Code Xcellence  
Award**  
Best Software in a project



**Hard Xcellence  
Award**  
Best Hardware in a project



**Xploration  
Award**  
Most Innovative Solution

All participants will receive certificates of participation

**#CreateToInnovate**

## ◉ CODE OF CONDUCT

- Teams are expected to maintain professionalism throughout the event.
- Plagiarism or unethical behavior will lead to immediate disqualification.
- All solutions must be original and developed during the event timeline.

## ◉ GUIDANCE AND MENTORSHIP

Teams may seek support from industry experts and mentors, but all development work must be done by the team members. Teams may contact the organizers regarding the contact details of the concerned company.

## ◉ GENERAL GUIDELINES

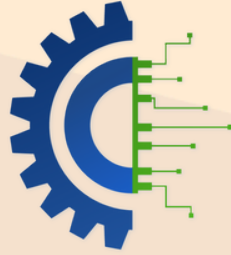
- Teams should adhere to deadlines and submission timelines.
- Participants should remain responsive to communications from the organizing committee, as many important information may be conveyed through the official channels.
- Any changes to guidelines or timelines will be communicated via the official website and email.
- All the participating teams are encouraged to post regular updates via social media platforms, using the hashtag **#CreateToInnovate**.

## ◉ TERMS & CONDITIONS

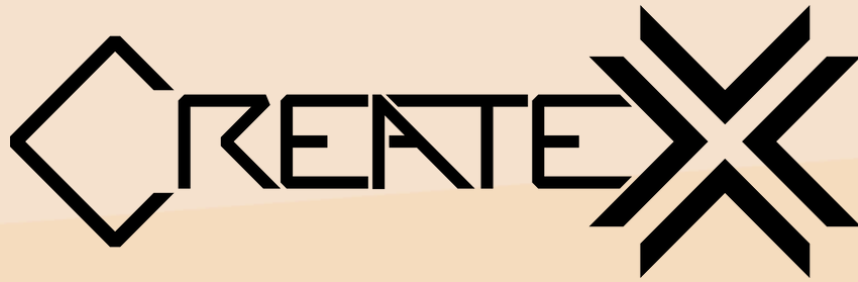


- **Ownership of Work:** The ownership of the project lies with the company that submitted the problem statement. However, students retain the right to mention their involvement in the project on resumes, portfolios, or public platforms, with proper credit given.

- **Prototypes for Review:** Students agree to share their completed prototypes and solutions with the assigned company for review as part of the event deliverables.
- **Post-event Negotiation:** Any further use, development, or commercialization of the project should be negotiated directly between the student team and the company after the event. Team CreateX will not be involved in such negotiations.
- **Hardware Cost Reimbursement:** In case the company wishes to acquire a hardware project for further development or commercialization, the company is responsible for reimbursing the student team for any incurred hardware costs, as these can be a significant expense.
- **Confidentiality:** Students must treat any proprietary information provided by the company as confidential and must not disclose it outside the event.
- **Project Timeline:** Teams are required to complete their project submissions within the event's stipulated time frame and meet all deadlines.
- **Fair Competition:** Students must ensure that all work is original and free from plagiarism. Pre-existing solutions or code cannot be used unless agreed upon by the company and disclosed in advance.
- **Feedback and Improvements:** Teams should be open to receiving feedback from companies and judges, and they are encouraged to use this feedback to improve their projects.
- **Compliance with Rules:** All participants must adhere to the rules and policies set by Team CreateX, including ethical and professional behavior during the event.
- **Responsibility for Negotiations:** Teams are responsible for managing all post-event negotiations and agreements with the company independently, without involvement from Team CreateX.
- **No Refunds:** Participants acknowledge that registration fees are non-refundable, regardless of event outcomes or any post-event developments.



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