
KREATIV 2026 – SYMPOSIUM RULE BOOK (TRACK ALPHA)

About the Symposium

KREATIV 2026 is a technical and non-technical symposium organized to promote innovation, creativity, and skill development among students through competitive and interactive events.

TRACK Alpha – Event Categories

Track Alpha consists of only two events:

Technical Event

- **AI Hackathon – HackRagnarok**

Non-Technical Event

- **Think & Twist**
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Important Dates

- **Last Date of Registration (All Events): 11 / 02 / 2026**
 - **AI Hackathon (HackRagnarok): 13 / 02 / 2026**
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Cash Prizes

AI Hackathon – HackRagnarok (Technical Event)

- **1st Prize: ₹3000**
- **2nd Prize: ₹2000**
- **3rd Prize: ₹1000**

Think & Twist (Non-Technical Event)

- **1st Prize: ₹1000**
- **2nd Prize: ₹500**

Certificates will be provided to all participants.

Facilities Provided

- **Event kit will be provided to all registered participants**
 - **Food will be provided during the event**
 - **Participants who register and pay for the AI Hackathon will be automatically eligible to participate in the Non-Technical Event (Think & Twist)**
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General Rules (Applicable to All Track Alpha Events)

- 1. Registration is mandatory for all participants.**
- 2. Participants must carry a valid college ID card.**

- 3. One participant may participate in multiple events provided there is no schedule clash.**
 - 4. Participants must report to the venue on time.**
 - 5. Any form of malpractice, misconduct, or rule violation will result in disqualification.**
 - 6. The decisions of the judges and organizing committee are final and binding.**
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TRACK A EVENTS

Technical Event – AI Hackathon (HACKRAGNAROK)

Event Description

HackRagnarok is a technical AI hackathon where participants develop innovative solutions using Artificial Intelligence, Machine Learning, or related technologies.

Team Rules

- 1. Each team must consist of exactly 3 members.**
 - 2. Individual participation is not allowed.**
 - 3. Cross-department teams are permitted.**
 - 4. A participant can be part of only one hackathon team.**
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Hackathon Structure

- **Teams must submit:**
 - **Problem statement**
 - **Proposed AI-based solution**
 - **Technology stack**
 - **Results will be announced on the same day.**
 - **Shortlisted teams will participate in the final round.**
 - **Teams must present a working prototype or demo (preferred).**
 - **Explanation of AI logic, use case, and impact is required.**
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Judging Criteria

- **Innovation and originality**
 - **Effective use of AI**
 - **Technical implementation**
 - **Feasibility and scalability**
 - **Presentation and clarity**
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Hackathon Rules

1. **Only AI/ML-based ideas and projects are allowed.**
2. **Plagiarized or copied projects will be disqualified.**

- 3. Participants must bring their own laptops.**
 - 4. Internet usage and open-source tools/APIs are allowed.**
 - 5. Teams must adhere to the given time limits.**
 - 6. Judges' decisions are final.**
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Non-Technical Event – THINK & TWIST

Event Description

Think & Twist is a non-technical event designed to test participants' logical reasoning, creativity, and presence of mind through engaging challenges.

Rules

- 1. Participation may be individual or team-based as announced by the organizers.**
 - 2. The event may consist of multiple rounds.**
 - 3. Activities may include logical puzzles, brain teasers, and creative problem-solving tasks.**
 - 4. Speed, accuracy, and logical thinking will be evaluated.**
 - 5. The judges' decision is final.**
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Code of Conduct

- Participants must maintain discipline throughout the symposium.
 - Respect towards coordinators, judges, and fellow participants is mandatory.
 - Any violation of rules may result in disqualification.
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Contact Details

- Viswanth Kanthapandiyam: 8668008781
- Soniya: 9500239751