
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

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