

KREATIV 2026 – SYMPOSIUM RULE BOOK (TRACK A)

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

Important Dates

- Last Date of Registration (All Events): 05 / 02 / 2026

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)

General Rules (Applicable to All Track A 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.

TRACK ALPHA EVENTS

Technical Event – AI Hackathon

Event Description

HackMack 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 **minimum 2 members and maximum 3**.
2. Individual participation is not allowed.
3. Cross-department teams are permitted.
4. A participant can be part of only one hackathon team.

Hackathon Structure

- The AI Hackathon (HackMack) will be conducted as a **single-stage event**.
- **Only the first 30 registered teams will be accepted** for participation.
- Registration will be **closed automatically once 30 teams are confirmed**.

Submission Requirements

Each registered team must submit:

- Problem statement
- Proposed AI-based solution

- Technology stack

Final Presentation

- All selected teams (maximum of 30 teams) will present their solution.
- Teams must present a **working prototype or demo (preferred)**.
- Explanation of **AI logic, use case, and impact** is mandatory.

Results

- Winners will be selected based on the overall performance.
- Results will be announced on the **same day of the event**.
- The decision of the judges will be final.

Judging Criteria

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

Hackathon Rules

1. AI 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.

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.

Levels

level1:connection

level2:identifying words using clues

level3:mismatch logos

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.

Contact Details

Student Coordinators

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Staff Coordinator

- **D. Asir:** 7418610947