

INNOVATION LAB

Itahari International College

CREATIVE CLASH 2026

Innovation in Action

24th – 27th February 2026

SUB EVENTS

Design Dynamo • Web Wizards • Code Clash

Brand Brilliance • Bullish Battle

MAIN EVENT

CLASH-A-THON

OFFICIAL EVENT HANDBOOK



**“The best way to predict
the future is to create it.”**

Peter Drucker

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Event Overview

1.1. About Creative Clash 2026

Creative Clash is an intra college premier innovation competition organised by the **Innovation Lab, Itahari International College**. The event has been designed to provide students with a rigorous, practice oriented platform for applying creative problem solving, technical competencies, and strategic thinking to address real world challenges.

The programme brings together designers, developers, analytical thinkers, and aspiring entrepreneurs through a structured series of specialised sub events and a premier main event, thereby fostering innovation, interdisciplinary collaboration, and industry preparedness.

“Creativity is thinking up new things. Innovation is doing new things.” — Theodore Levitt

1.1.1 Event Vision

To cultivate a culture of innovation, collaborative problem solving, and entrepreneurial thinking, empowering students to transform conceptual ideas into practical, scalable solutions with demonstrable impact.

1.1.2 Event Mission

- ✓ Foster experiential learning beyond traditional pedagogical frameworks
- ✓ Integrate design thinking, technological innovation, and business acumen
- ✓ Prepare students for contemporary industry challenges and professional environments
- ✓ Identify and nurture emerging innovators and future industry leaders

1.2. Event Structure

Event Specifications

Duration:	24th February to 27th February 2026
Format:	Hybrid (Sub events: On site Hackathon: On site Kick off + Off site Development + On site Presentations)
Participation:	Individual/Duo (Sub events) Team based (Main Event)
Venue:	Itahari International College

1.3. Event Highlights



Design Dynamo

UI Design Challenge



Web Wizards

Frontend Showdown



Code Clash

Algorithm Battle



Brand Brilliance

Business and Branding Challenge



Bullish Battle

Stock Market Simulation

MAIN EVENT



CLASH-A-THON

Hybrid Hackathon | Cross-Disciplinary Teams

Regulations & Guidelines

2.1. Eligibility Criteria

- ⦿ Participation is exclusively available to **Computing and Business students** enrolled at Itahari International College
- ⦿ Prior registration is mandatory for all participants
- ⦿ Registration must be completed through the official Innovation Lab portal
- ⦿ Sub events require individual participation (except Brand Brilliance); Clash-a-Thon requires cross-disciplinary team participation
- ⦿ Clash-a-Thon teams must submit proposals during the designated selection phase; shortlisted teams collaborate remotely during the development phase

2.2. Structural Regulations

- Participants may register for multiple sub events concurrently
- Each sub event adheres to its designated format, schedule, and evaluation criteria
- Punctual attendance is mandatory as per the official event schedule

2.3. Submission Protocols

- ☑ All submissions must conform to the prescribed format and deadlines
- ☑ Late or incomplete submissions shall not be accepted under any circumstances
- ☑ Only work submitted through official channels shall be considered for evaluation

⚠ Warning: Participants who have not completed the registration process shall **not be permitted to participate** under any circumstances.

Code of Conduct

Creative Clash 2026 is organised to foster innovation, collaborative excellence, professionalism, and ethical competition amongst students of Itahari International College. All participants are expected to maintain the highest standards of conduct throughout the duration of the event.

Note: Participation in Creative Clash 2026 constitutes full acceptance of this Code of Conduct.

3.1. Professional Conduct

- Participants must conduct themselves in a respectful, professional, and ethical manner at all times
- Mutual respect towards fellow participants, organisers, judges, mentors, faculty members, and volunteers is obligatory
- Any form of harassment, discrimination, intimidation, or offensive behaviour shall not be tolerated

3.2. Academic Integrity

- All submitted work must be **original** and created solely by the participant or team during the designated event timeline
- Plagiarism or unauthorised external assistance is strictly prohibited
- Participants must demonstrate genuine creative thinking and original intellectual contribution; reliance on automated tools to replace independent problem solving is not permitted

3.3. Monitoring & Compliance

- Participants shall be monitored through CCTV surveillance and direct supervision
- Attempts to circumvent monitoring or supervision shall be treated as misconduct

- Participants must comply with all instructions from the organising committee and event officials

3.4. Ethical Use of Resources


- Event resources, facilities, and equipment must be utilised responsibly
- Any damage to property or misuse of resources may result in immediate disqualification and subsequent disciplinary action

3.5. Violations & Disciplinary Measures

- Any breach of the Code of Conduct may result in immediate disqualification
- Severe cases may be escalated to the college administration for further action
- Decisions made by event officials are **final and binding**

3.6. Consent & Acknowledgement





- By participating, individuals consent to the use of event photographs, videos, and recordings for official academic and promotional purposes
- Participants acknowledge and agree to abide by this Code of Conduct for the entire duration of the event

 **Warning:** Once a team has been officially registered and submitted, **no modifications to team composition** shall be permitted under any circumstances.

Prerequisites & Requirements

To ensure a productive and competitive environment, participants are expected to possess foundational competencies and arrive prepared with the necessary equipment.

4.1. Equipment Requirements

	Personal Laptop	Mandatory for all technical and business sub events
	Power Adaptor	Along with necessary cables and peripheral devices
	College ID Card	Required for verification and venue access
	Stationery	Notebooks, pens, and other materials as needed


4.2. Competency Framework

Computing Skills

- Programming language proficiency
- Web/application development basics
- Version control (Git/GitHub)
- Design and prototyping tools

Business Skills

- Business Model Canvas
- Value proposition design
- Revenue model concepts
- Market analysis basics

 **Tip:** Participants are advised to thoroughly review the event documentation for all sub events and the main event in which they intend to participate.

Event Schedule

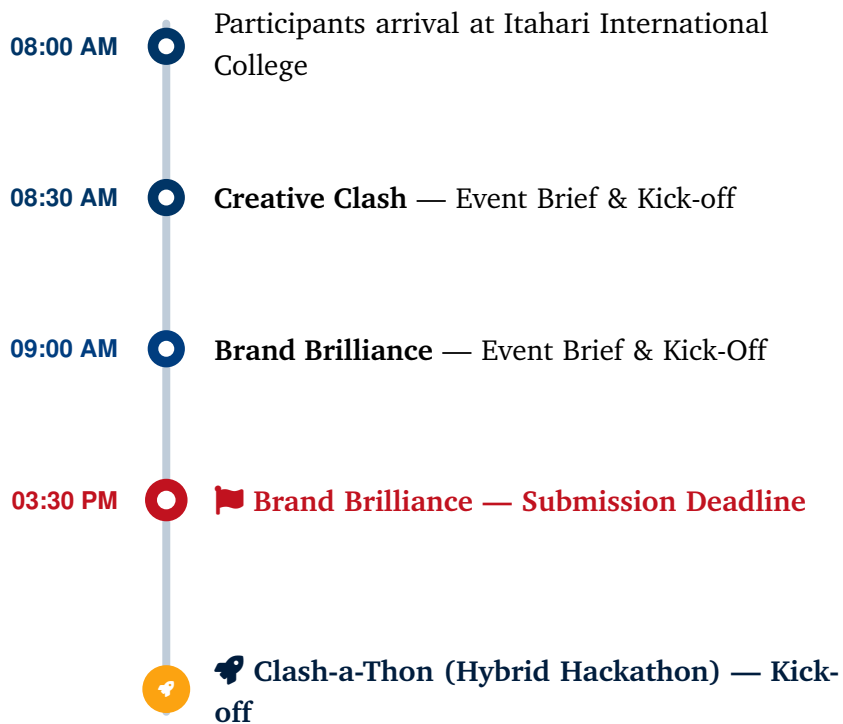
Creative Clash 2026 spans four days of innovation, competition, and collaboration. Below is an overview of the event timeline.



Note: Detailed schedules for each day are provided on the following pages. Participants must report at least **15 minutes early** for each scheduled session.

DAY 01

24th February 2026 | Tuesday








Opening Day

The event kicks off with the Creative Clash briefing followed by Brand Brilliance. Clash-a-Thon teams receive their problem statement and begin remote development.









25th February 2026 | Wednesday

☀ FIRST HALF

- 08:00 AM  Participants arrival at Itahari International College
- 08:30 AM  **Code Clash** — Event Brief, Theme Release & Kick-Off
- 09:00 AM  **Brand Brilliance** — Pitch Presentations Begin
- 12:00 PM   **Code Clash — Submission Deadline**

🌙 SECOND HALF

- 12:00 PM  Participants arrival at Itahari International College
- 12:30 PM  **Design Dynamo** — Event Brief & Kick-Off
- 03:30 PM   **Design Dynamo — Submission Deadline**
-   **Clash-a-Thon (Remote Hackathon) — Development Continues**





Brand Pitch, Design & Code Day

Code Clash and Brand Brilliance Pitch runs in the morning, Design Dynamo in the afternoon. Clash-a-Thon teams continue remote development.









26th February 2026 | Thursday

☀ FIRST HALF

- 08:00 AM  Participants arrival at Itahari International College
- 08:30 AM  **Web Wizards** — Event Brief, Theme Release & Kick-Off
- 12:00 PM   **Web Wizards — Submission Deadline**

🌙 SECOND HALF

- 12:00 PM  Participants arrival at Itahari International College
- 12:30 PM  **Bullish Battle** — Event Brief & Kick-Off
- 03:30 PM   **Bullish Battle — Submission Deadline**
-   **Clash-a-Thon — Final Submission Deadline: 4:00 PM**






Web & Trading Day

Web Wizards runs in the morning, Bullish Battle in the afternoon. Clash-a-Thon remote development phase concludes with final submission deadline at 4:00 PM sharp.

DAY 04

27th February 2026 | Friday



- 08:30 AM  **Clash-a-Thon** — Final Pitch & Live Demos Begin
- 01:00 PM  **Creative Clash 2026** — Closing Ceremony
- 01:15 PM  **Winner Announcement & Prize Distribution**
- 02:45 PM  **Official Event Photoshoot**
- 04:00 PM  **Departure from College**

Grand Finale

Clash-a-Thon teams present their solutions to the judging panel. Winners are announced during the Closing Ceremony. Semi-formal attire is required.

Sub Events

Creative Clash 2026 features five specialised sub events, each designed to challenge participants in distinct domains. All sub events are conducted on site at Itahari International College.



Design Dynamo

UI Design Challenge | Individual



Web Wizards

Frontend Showdown | Individual



Code Clash

Algorithm Battle | Individual



Brand Brilliance

Business Branding Challenge | Duo



Bullish Battle

Stock Market Simulation | Individual

Design Dynamo

Demonstrate mastery in user experience design. Develop an intuitive, accessible, and visually compelling web interface.



📍 On site

👤 Individual

🕒 2.5 Hours

💻 Laptop
Required

🔗 CHALLENGE SCOPE

Design Dynamo is a UI focused design challenge centred on user centric design principles. Participants will receive a design brief and thematic requirements at the commencement of the event. participants must design a 2 page web interface that addresses the given problem statement.

Tools & Deliverables

Permitted Tools

✓ Figma

Required Submission

📁 Figma File (.fig format) / Design File

⚠️ **Warning:** Essential Guidelines:

- All designs must be created **during the event**.
- Late submissions shall **not be accepted**.
- Participants must bring their own laptop and peripheral devices.

Web Wizards

Transform designs into functional reality. Construct responsive and interactive frontend solutions.



📍 On site

👤 Individual

🕒 3 Hours

💻 Laptop
Required

🔗 CHALLENGE SCOPE

Web Wizards challenges participants to construct a functional, responsive frontend interface using contemporary web technologies. Develop a webpage adhering to the specified theme with clean code architecture. Evaluation emphasises code quality, responsiveness, and performance.

Technology Stack & Submission

Permitted Technologies

✓ HTML, CSS, JavaScript

Required Submissions

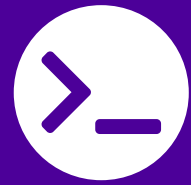
📁 Public GitHub repository URL

📁 Live deployment URL

i Note: Guidelines: All code must be written during the event. Templates and external codebases are prohibited. Internet access is for reference only. Bring your own laptop.


Code Clash


Demonstrate algorithmic proficiency. Analyse, strategise, and implement elegant solutions under temporal constraints.



 On site

 Individual

 3 Hours

 Workstation
Provided

CHALLENGE SCOPE

Code Clash is a competitive programming challenge centred on algorithmic thinking and logical problem solving. Participants solve algorithmic problems within the stipulated timeframe, optimising code for performance whilst adhering to time and space constraints.


Languages & Submission

Permitted Languages

✓ C, C++, C#, Java, Python, JavaScript

Submission

 Code file as instructed on platform

 **Note: Guidelines:** Internet access is strictly prohibited. Workstations provided. Solutions must pass all test cases.


Brand Brilliance

Develop entrepreneurial acumen. Construct comprehensive brand identities and business strategies from first principles.



 On site

 Duo

 5.5 Hours




 Laptop
Required

CHALLENGE SCOPE




Brand Brilliance is a business and branding challenge. Teams build a comprehensive brand from scratch using mystery constraints revealed at commencement.

Brand Brief & Deliverables

Clue Card Contains:

-  Industry Type
-  Core Business Problem
-  Market Constraints

Required Deliverables:

-  Brand Identity
-  Brand Strategy
-  Brand ads

Submission Requirements

-  Brand Pitch Deck (PPT)
-  Logo File (.SVG/.PNG)
-  Brand ads (.MP4/.MOV)

Bullish Battle

Apply financial acumen to simulated markets. Optimise portfolio value through strategic trading decisions.



📍 On site

👤 Individual

🕒 2 Hours

💻 Laptop
Required

🎯 CHALLENGE SCOPE

Bullish Battle is a real time stock market simulation challenge. Participants trade virtual securities using simulated capital whilst responding dynamically to market intelligence, financial reports, and price fluctuations. Access via dedicated trading portal.

Event Phases & Evaluation

Trading Phases:

1. Initial Bidding
2. Active Trading
3. Trade Analysis

Winner Determination:

- 🏆 Maximum final virtual capital
- 🏆 Tie breaker: Trade Analysis quality

i Note: Guidelines: Trading decisions are final. No platform manipulation or collusion. Trade Analysis must articulate rationale behind decisions.

Main Event: Clash-a-Thon

CLASH-A-THON 🚀

🖥️ Hybrid Hackathon | 24th–27th February 2026

A cross-disciplinary hackathon simulating real-world innovation. Teams collaborate remotely to build impactful, fully deployed solutions with Interface, Logic, and Storage layers, accompanied by a viable business model.

📁 Format

Hybrid (On-site + Off-site)

🕒 Duration

24th–27th Feb 2026 (4 days)

👥 Team Size

4–5 members
(cross-disciplinary)

🔊 Kick-off

Tue 24th Feb, On-site

🚩 Submission

Thu 26th Feb, 4:00 PM

🗣️ Final Pitch

Fri 27th Feb, 8:30 AM

⚠️ **Warning:** Kick-off attendance is **mandatory for all team members**. Submission deadline is **strictly enforced** — no extensions.

7.1. Team Composition



4–5 Members

One designated Team Lead per team.
Cross-disciplinary collaboration required.



Gender Diversity

Teams with female representation
receive bonus evaluation points.



Cross-Disciplinary

Must include members from both
Computing and Business backgrounds.



Role Coverage

Frontend, Backend, and Business
or Documentation roles required.

7.2. Hackathon Flow

1	Problem Statement Released	11th Feb
	Theme and problem statement announced to all registered teams. Ideation begins.	
2	Proposal Submission	11th–18th Feb
	Submit 2–3 page PDF covering problem, solution, technical approach, and business perspective.	
3	Top 10 Teams Announced	22th Feb
	Shortlisted teams notified. Selected teams are obligated to implement the proposed solution.	
4	On-site Kick-off	24th Feb
	Mandatory on-site session for all members. Detailed briefing, rules explained, development begins.	
5	Off-site Development & Submission	24th–26th Feb
	Remote development period. Final submission via MST Platform by 26th Feb, 4:00 PM. No extensions.	
6	Final Pitch & Awards	27th Feb
	On-site presentations (12–15 min per team). Judging panel evaluation and awards ceremony.	

7.3. Submission Protocols

Proposal Submission

Window: 11th–18th February 2026 (11:59 PM) | **Format:** PDF, 2–3 pages, min. 12pt font

- **Problem Statement** (200–300 words)
- **Proposed Solution** (200–300 words)
- **Technical Approach** (150–250 words)
- **Business Perspective** (100–150 words)
- **Team Composition** (100–150 words)
- **Scope & Constraints** (100–150 words)

Note: Top 10 teams shortlisted from proposals. Once selected, teams must implement the proposed solution.




Project Submission

Deadline: 26th February 2026, 4:00 PM (Strictly enforced)

Three Mandatory Layers:



Deployment Requirements:

-  **Web Application** — Live URL (Vercel, Netlify, Railway, etc.)
-  **Mobile Application** — APK file or TestFlight link
-  **Desktop Application** — Installer or standalone executable

Warning: “It works on my machine” does not constitute deployment. Systems must be accessible to the judging panel.

Required Deliverables

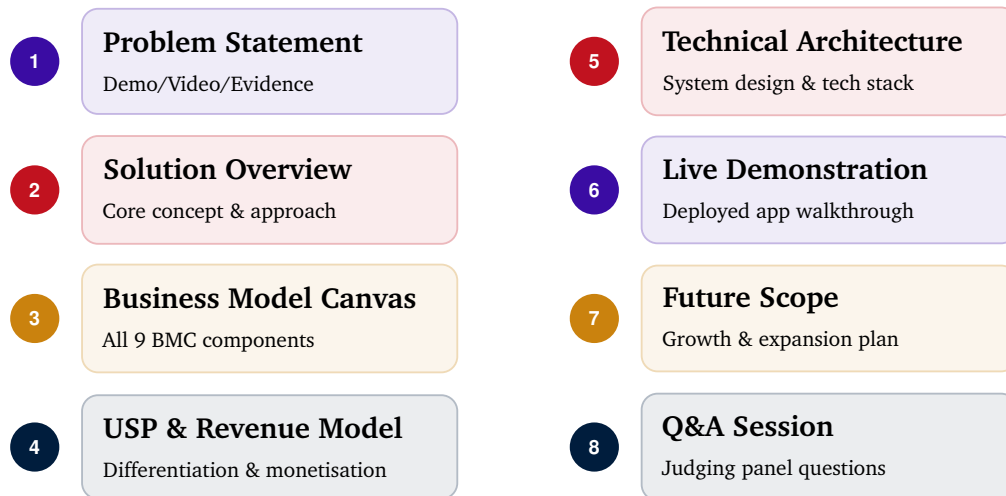
Submit via MST Platform by **26th February 2026, 4:00 PM.**

Repository naming convention: ClashAThon-TeamName-ProjectName

- | | |
|--|--|
| <ul style="list-style-type: none">✓ Functional MVP
GitHub Repo + Live Deployment URL✓ Pitch Deck
PPT or PDF format✓ Demo Video (Optional)
MP4, supplementary material | <ul style="list-style-type: none">✓ Documentation (5–7 pg PDF)
Architecture diagram
DB schema / ER diagram
API specifications✓ Business Section
BMC (9 components), USP,
Competitor & Market analysis |
|--|--|

7.4. Project Demonstration & Presentation

Each team receives **15 minutes** for their final presentation. Structure it as follows:



Tip: A bell sounds at the **8-minute mark** as warning. A final bell signals the end of allotted time. Avoid excessive team introductions, omitting the business model, or attributing bugs to “it worked yesterday.”

7.5. Evaluation Criteria




Problem Validation	15%
Technical Execution	15%
Interface & UX	15%
Business Viability	15%
Data & Persistence	10%
Deployment & Docs	10%
Team Diversity	10%
Presentation Quality	10%

Note: The decisions of the judging panel are **final and binding**.

Event Attire & Essentials

To ensure a professional and well organised experience throughout Creative Clash 2026, all participants are advised to arrive appropriately prepared.


8.1. Required Items

-  **Valid College Identification Card** for verification purposes
-  Laptop with power adaptor and peripheral devices
-  Stationery items as required

8.2. Dress Code

Final Day Presentation

All team members are required to wear **semi formal or formal attire** for the final day presentation. Professional attire contributes to a favourable impression upon the judging panel.

 **Note:** Each team member must possess their college identification (ID Cards) throughout the event duration.

Awards & Certification

All participants who demonstrate excellence in Creative Clash 2026 shall be recognised through certificates and awards.

Participation Certificate



Conferred upon the selected **Top 10 Clash-a-Thon teams** as formal recognition of their dedication and contribution to the main event.

 **Recipients:** Top 10 Hackathon Teams

Exclusive Gift Hampers



Presented to **Winners** of each Sub event and the Main event in recognition of their achievement and creative excellence.


 **Recipients:** All Event Winners

Certificate of Achievement



Presented to the **Winners and Runners up** of all events. This distinguished certificate is officially endorsed by Itahari International College.

 **Recipients:** Winners & Runners Up

 **Note:** All certificates and awards shall be presented during the **Awards Ceremony** on 27th February 2026.

Intellectual Property Rights


By participating in Creative Clash, participants acknowledge and agree to the following terms regarding the utilisation of their submitted projects:

- All projects developed and submitted during the hackathon may be utilised by Itahari International College for academic, promotional, developmental, or institutional purposes.
- By registering and submitting a project, participants grant Itahari International College a **non exclusive, royalty free, perpetual licence** to use, reproduce, modify, publish, and distribute the submitted works.
- Participants retain ownership of their original intellectual property but agree to share the rights for institutional utilisation as outlined above.
- Innovation Lab & Itahari International College may elect to feature selected projects in academic showcases, research initiatives, publications, or as part of the Innovation Lab portfolio.

10.1. Authority & Amendments

The Creative Clash Innovation Management Team reserves full authority to:

- Modify event regulations or structural elements
- Render final decisions on all matters pertaining to the event
- Adjudicate disputes or issues that arise during the event

 **Note:** The Innovation Management Team reserves the right to amend the regulations and content of this handbook as necessary. Any modifications shall be communicated to all participants in a timely manner.

Contact Information

For enquiries, support, and further details regarding the event, participants are encouraged to contact the event officials through the channels specified below.



EVENT LEAD

Romy Khatri
Innovation Lab, Itahari International College

 romy.khatri@iic.edu.np


 +977 9801597028

Creative Clash 2026


11.1. Official Communication Channels




Email Support
innovation.lab@iic.edu.np



Official Website
innovationatiic.vercel.app



Notice Board
Innovation
Lab Updates

 **Tip:** Participants bear responsibility for monitoring the official Discord server and email announcements regularly.



Best of Luck

to All Participants

Creative Clash 2026 is more than a competition. It is a **platform for growth**, where innovative thinking meets practical execution. Embrace the challenge, collaborate with purpose, and let your creativity define your success.

*“Success is not final, failure is not fatal:
it is the courage to continue that counts.”*

— **Winston Churchill**

Innovation Lab

Itahari International College

INNOVATION LAB

Itahari International College

CREATIVE CLASH 2026

Innovation in Action

24th – 27th February 2026

“The only way to do great work is to love what you do.”

— **Steve Jobs**

innovation.lab@iic.edu.np • www.iic.edu.np