Executive Summary – Web Hackathon 1.0

Event Overview

Web Hackathon 1.0 is a one-day coding competition focused on frontend web development organized by **KFA IT CLUB**. The event brings together aspiring developers and creative minds to design and build innovative web-based projects within a limited time frame. Participants will work in teams to conceptualize, design, and implement web solutions that address a given theme.

Purpose of the Hackathon

The primary goal of this hackathon is to:

- Encourage innovation and creativity among students.
- Provide hands-on experience in web technologies (HTML, CSS, JavaScript, frameworks).
- Promote collaboration and problem-solving skills in a real-world project setting.
- Build a platform for students to showcase their talent in frontend development.

Target Participants

- Open exclusively to students of KFA Business School & IT.
- Ideal for individuals passionate about web development, UI/UX design, and creativity.
- Participants can join individually or form teams of 2 or 3 members (team work is encouraged).

Key Features of the Event

- Frontend Focus: Only frontend development
- Support: Volunteers will be available for guidance during the hackathon.
- Foods, snacks and entertainment, certifications

Hackathon Theme

How the Theme will be decided?

Unlike traditional hackathons where the theme is fixed by organizers, the KFA IT Club Web Hackathon will involve participants in shaping the challenge.

Step 1: Theme Proposal
Each registered team must propose at least one theme/topic they would like to work on.

- **Example:** *"Website for KFA IT Club"*
- **Example:** *"Student Portfolio Platform"*
- **Example:** *"Event Management Web App"*

Step 2: Theme Pool Creation
All proposed themes will be collected by the organizing team.

Step 3: Lucky Draw Selection
On the day of the hackathon, the final theme will be selected through a lucky draw from the pool of submitted themes.

This ensures fairness and creativity.

All participants will compete under the same theme chosen during the draw.

Important Notes for Participants

- All chosen topics (themes submitted by teams) will be shared with participants 2–3 days before the hackathon.
- Teams are encouraged to research and brainstorm ideas on these topics beforehand.
- Final preparation (coding, design, implementation) must be done only on the day of the hackathon.

Rules

Technology Rules

- Only frontend development is allowed (HTML, CSS, JavaScript, React, Vue, Angular, Tailwind, Bootstrap, etc.).
- Backend development and databases are not allowed for this hackathon.
- Use of open-source libraries and assets is allowed.

Strictly Not Allowed:

- Copy-pasting AI-generated code
- Using pre-built website templates.
- Submitting plagiarized or recycled projects.

Submission Rules

Teams must submit:

- Source Code (GitHub repo or zipped folder).
- Live Demo Link (GitHub Pages / Netlify / Vercel).

Late submissions will not be accepted

Presentation Rules

- Each team will have 5–7 minutes to present their project.
- The presentation should include:

  - Problem statement & theme connection.
  - Website walkthrough/demo.
  - Key design & technical decisions.

Code of Conduct

To ensure a positive and fair experience for everyone:

- Respect & Collaboration: Treat fellow participants, mentors, and judges with respect.
- Fair Play: Work honestly—no plagiarism, cheating, or misrepresentation of work.

- Professionalism: No offensive, discriminatory, or inappropriate content.
- Inclusivity: Encourage collaboration and knowledge-sharing.
- Judges' Decision: The decision of the judges will be final and binding.

Note: Violation of the Code of Conduct may lead to disqualification.

Judging Criteria

Projects will be evaluated based on the following criteria. Each category carries a weight, and judges will assign scores on a scale of 1–10. Final scores will be calculated out of 100 points.

1. Creativity & Innovation (20%)

- Originality of the idea and design.
- Creative use of web elements (layouts, interactions, animations).
- Unique approach compared to standard solutions.

2. UI/UX Design (25%)

- Visual appeal: colors, typography, and layout consistency.
- Responsiveness across devices (desktop, tablet, mobile).
- User-friendliness and accessibility (easy navigation, readability, inclusive design).

3. Technical Implementation (20%)

- Code quality: clean, structured, and maintainable.
- Proper use of HTML, CSS, and JavaScript.
- Integration of libraries/frameworks (React, Tailwind, etc.) in a meaningful way.
- Efficient use of animations, interactivity, and responsiveness.

4. Theme Relevance (15%)

- How well the project addresses the hackathon theme selected by the lucky draw.
- Clear connection between the proposed solution and the given problem statement.

5. Presentation & Demo (20%)

- Clarity of explanation by the team.
- Smoothness of the live demo.
- Ability to communicate design/technical decisions effectively.

Bonus Points (Up to +5)

Judges may award extra points for:

- Performance optimization (fast loading, minimal bugs).
- Accessibility features (keyboard navigation, ARIA labels, color contrast).
- Extra functionality beyond the minimum requirement.
- Team collaboration (balanced contribution and role-sharing).

Expected Outcomes

By the end of the hackathon, participants will have:

- Built a functional frontend web project within a time-bound environment.
- Enhanced their teamwork, design thinking, and coding skills.
- Gained exposure to industry-standard judging and feedback.
- Connected with peers, mentors, and industry professionals.

Event Schedule – KFA IT Club Web Hackathon

Venue: KFA premises

Date: Saturday 6th September, 2025

7:15 AM – 7:30 AM | Arrival & Registration

- Teams check in at the registration desk.
- Setup laptops, Wi-Fi, and development environment.

7:30 AM – 8:15 AM | Opening Ceremony

- Welcome remarks by organizers.
- Overview of rules, judging criteria, and schedule.

- Final hackathon theme drawn from submitted topics.

8:15 AM -8:45 AM | Breakfast

9:45 AM – 12:00 PM | Hacking Session – Part 1

- Teams begin coding and designing their projects.
- Mentors/volunteers circulate for guidance.

12:00 PM – 12:30 PM | Lunch Break

- Lunch provided.
- Informal networking among participants.

12:30 PM – 2:30 PM | Hacking Session – Part 2

- Teams continue development, polish UI, debug, and prepare presentations.
- Organizers issue time reminders (1 hr left, 30 mins left, 10 mins left).

2:30 PM | Submission Deadline

- All teams must submit their source code, live demo link, and presentation (if any).
- Late submissions will not be accepted.

3:00 PM – 4:00 PM | Presentations & Judging

- Each team has 5–7 minutes to present their project.
- Judges evaluate based on creativity, UI/UX, technical implementation, theme relevance, and presentation.
- Winners announced after scoring.

4:15-5:00 PM | Closing & Award Ceremony

- Feedback from judges.
- Announcement of winners and prize distribution.
- Group photo & thank-you note from organizers.

Note for Participants:

- Arrive before 7:30 AM for registration and setup.
- Bring laptops, chargers, and any required accessories.

- Use time wisely — coding stops exactly at 2:30 PM.

Event Significance

This hackathon is more than a competition – it is a platform for learning, collaboration, and innovation. It sets the stage for future opportunities in web development, design, and creative problem-solving, contributing to both personal and professional growth of the participants.