



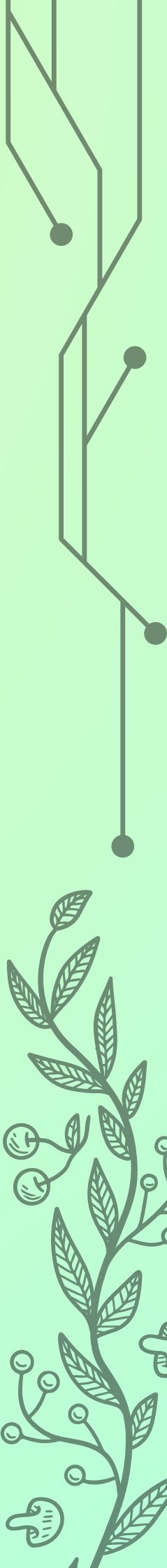
**MANIPAL
HACKATHON
— 2025 —**

CODE FOR COEXISTENCE

RULEBOOK

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ABOUT MANIPAL HACKATHON

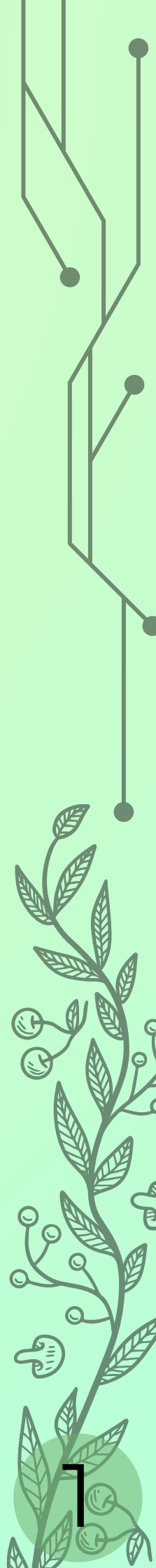
Get ready to build a better world at ***Manipal Hackathon 2025!***

Manipal Hackathon 2025, the flagship event of TechTatva, returns with the powerful theme “**Code for Coexistence**”. This 36-hour hackathon invites participants to explore how technology can foster harmony across communities, cultures, ecosystems, and beyond.

In a world that’s increasingly interconnected yet divided, we challenge you to build solutions that bridge gaps, enable inclusivity, and promote sustainable coexistence. Whether it’s designing tech for accessible education, building platforms for environmental awareness, or innovating tools for mental well-being and cultural understanding, your ideas matter here.

Join us to code with empathy, design with impact, and innovate for a future where everyone and everything can thrive together.

Let’s code for a world that thrives together.
Let’s **Code for Coexistence**.



TIMELINE



Round 1 Registrations and Submission

22 August 2025 to
10 September 2025

Round 1 Results and Release of RuleBook for Round 2

18 September, 2025

RSVP by Shortlisted Teams

25 September, 2025

Release of Problem Statements for Round 2

1 October, 2025

Round 2 Dates

8 October 2025 to
10 October, 2025

ELIGIBILITY CRITERIA

- Open to students currently pursuing a ***B.Tech degree*** (*BCA and Polytechnic colleges are not eligible*).
- Participants can be in any year of engineering study.
- All members of a team must be from the same institute of a university.
- Teams must consist of ***2-5 members***.
- An institute can have any number of teams, but a participant can only be a part of one team.
- If a team qualifies for the offline round at MIT, at least two members must be present. (*Certificates will be presented to participants who join us on campus*)

ROUND DESCRIPTION

Round 1: Ideation (Online)

In Round 1, participants must submit a presentation and video in the format provided in the subsequent pages. Submissions will be evaluated based on the judgement criteria, details of which are also provided below. The **top 30 teams** will be selected to advance to the second round.

Round 2: Execution (Onsite)

The Round 2 will be the execution phase at MIT, Manipal. It will be a **36-hour coding challenge** where teams will code, implement, and present their solutions. Participants are required to stay on the premises for the entire duration of the round. The outcome of the challenge must be a **functional working prototype**. Further details regarding Round 2 will be provided at a later date.

GUIDELINES: HACKATHON ROUNDS

In line with the theme “**Code for Coexistence**,” this year’s hackathon introduces a thoughtfully structured two-round format aimed at fostering both creative ideation and practical implementation. Each round will challenge participants in distinct yet complementary ways, ensuring a comprehensive immersive experience.

Round 1: Ideation & Creativity

This round will assess your team's creativity, originality, and vision. You'll be required to conceptualize a solution around a given problem statement within your chosen category. The focus here is on understanding the problem deeply and designing a coherent, impactful, and inclusive idea that supports peaceful, sustainable, and diverse coexistence.

GUIDELINES: HACKATHON ROUNDS

Round 2: Implementation & Prototyping

Shortlisted teams will move to the second round, where your ability to execute and build a working prototype will be tested. You'll be evaluated on technical implementation, user experience, and scalability of your solution.

Please note: You will receive a new problem statement for Round 2 (offline), which will be in the same domain as the domain chosen by you in Round 1.

If a team selects a problem statement from a specific domain in the first round (for example, from the Cybersecurity domain), the team must implement a problem statement from the same domain (i.e., Cybersecurity) in the second round.

GUIDELINES:

ROUND 1

FOR SUBMISSION:

- Submissions of the ppt and video must adhere to the specified layout.
- Design of the ppt can be customized but the prescribed layout must be followed.
- No extensions for submission will be granted upon missing the deadline.
- Each team can choose only one problem statement and make only one submission.
- Teams who fail to submit both the ppt and video will be **disqualified**.
- Mentioning your institution's name will lead to **disqualification**.
- Submitting a solution that does not match the chosen Problem Statement ID, will lead to **disqualification**.

FOR PROJECT:

- Project ideas must be original. Reusing old projects will result in **disqualification**.
- Plagiarized ideas will lead to **disqualification**.
- Collaboration between participating teams is not permitted.

SUBMISSION FORMAT: ROUND 1

PPT FORMAT:

SLIDE ONE:

- Team name and a single group photo in one frame.
- Members List, with the full name of the member (as printed on the college ID).

SLIDE TWO:

- ID number of the problem statement along with the problem title.

SLIDE THREE:

- Introduction, Background and Scope of the Solution.

SLIDE FOUR:

- Specify opportunities and limitations of existing technology for the issues identified.

NEXT 1 OR 2 SLIDES:

- Detailed description of the solution.
- A detailed flowchart for each module, showing how the features are interlinked.

SUBMISSION FORMAT: ROUND 1

NEXT SLIDE:

- Clearly state the technologies used at each stage and how they will be integrated into the solution.

NEXT 1 OR 2 SLIDES:

- Market research on similar products.
- Application of the solution.

PENULTIMATE SLIDE:

- Novelty (What makes your product stand out).
- Monetization Strategy

LAST SLIDE:

- References

FILE NAMING CONVENTION:

For example:

TeamID_TeamName_ProblemStatementID

SUBMISSION FORMAT: ROUND 1

VIDEO FORMAT:

1. **Time Limit:** The video must **not exceed 2 minutes**. Any content presented after the 2-minute mark in the video will not be evaluated.
2. **Team visibility:** All team members must be visible in the video.
3. **Minimum Video Quality bar:** 640 x 480 pixels.
4. **Submission Platform:** The video must be uploaded to Google Drive or YouTube.
5. **Content Focus:** The video should strictly discuss your idea.
6. **Language:** English only.
7. **Code of Conduct:** Any inappropriate content in the video will result in immediate **disqualification**.
8. Failure to submit a valid video will lead to a **disqualification**.

SUBMISSION FORMAT: ROUND 1

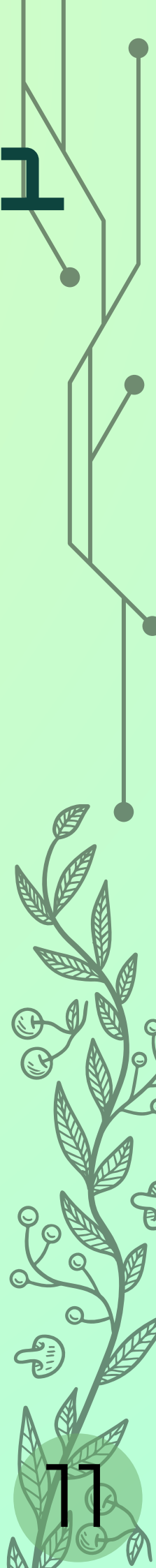
VIDEO FORMAT:

If you choose to upload a YouTube video:

Upload an unlisted video (public videos will also be accepted) on a YouTube page and upload the link to the same.

If you choose to upload your video on Google Drive:

Make sure your video is **Public**.



JUDGING CRITERIA

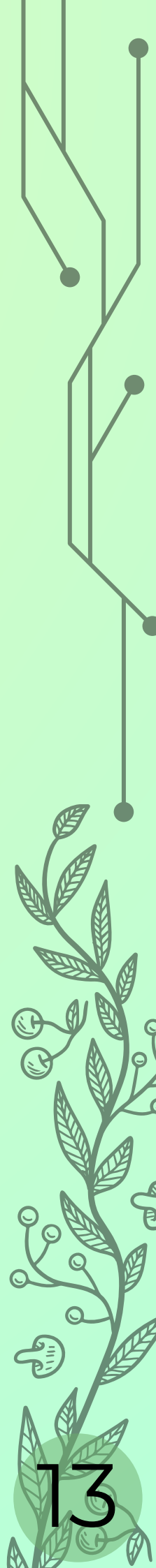
1. Innovation beyond given requirements:

- Feature Novelty: Judges will assess the uniqueness and creativity of any additional features introduced beyond the ones given in the problem statement, focusing on their contribution to the project's overall innovation.
- Implementation Quality: The evaluation will consider the effectiveness, integration, and functionality of these additional features, emphasizing how well they enhance the project's design and purpose.

JUDGING CRITERIA

2. Feasibility of the Solution:

- Practicality: The solution's ability to be implemented within the given constraints will be evaluated, focusing on the project's overall feasibility.
- Implementation: The potential for the project to reach practical implementation will be considered, with emphasis on a well-defined roadmap and clear, achievable milestones.
- Inclusivity: The team's approach to inclusive solutions, considering diverse perspectives and potential beneficiaries, will be evaluated.



JUDGING CRITERIA

3. Marketing / Media Strategy:

- Outreach Strategy: Team's plan for marketing and promoting their solution to the target audience, will be considered.
- Target Audience: The team's understanding of the intended audience and how they plan to engage them will be evaluated.
- Real-World Applicability: The potential for the prototype to thrive and impact the real world, considering marketing and media efforts, will be considered.

JUDGING CRITERIA

4. Monetization Strategy:

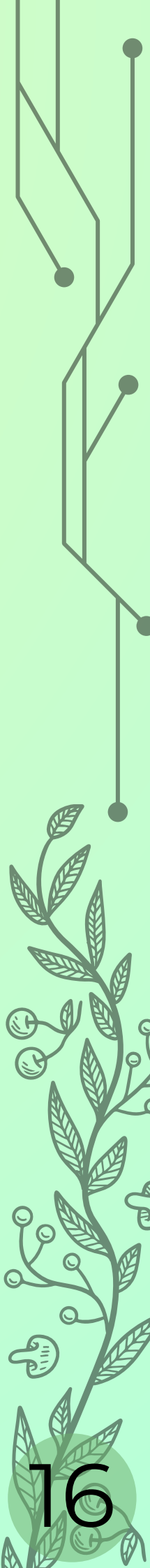
- Revenue Model: Clarity and feasibility of how the solution plans to generate income.
- Scalability: Potential of the solution to grow its user base and revenue over time.
- Sustainability: Long-term viability of the solution in terms of consistent revenue and resource efficiency.

5. Adherence to the Format:

Team adherence to the format will be considered for round 1 evaluation .

REGISTRATION PROCESS

1. Visit <https://hackathon.manipal.edu/> to begin the registration process.
2. To create an account, click the "**Login**" button located at the top right corner of the website.
3. Participants are required to **sign up** by providing the necessary details.
4. On successful registration, participants are required to verify their account using the **OTP** sent to their registered email address.
5. Once **verified**, participants can **log in** to access their personal dashboard. To form a team, they should enter the team name and invite the team members.
6. Each **team member** must have an account and **accept the invitation** to join the team.
7. Notifications will be sent if any member is already part of another team.
8. Team members and teams can be deleted as needed.



CONTACT US

Manipal Hackathon 2025 Core Committee:

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