



**VIT<sup>®</sup>**  
**Vellore Institute of Technology**  
(Deemed to be University under section 3 of UGC Act, 1956)  
**CHENNAI**



presents

# **HACKATHON 2k19**

by



## **What**

**Microsoft**, in tandem with **VIT Chennai**, presents to you HACKATHON on **12th and 13th of October**. Put your problem solving skills and your coding prowess to the test as you pitch your solution to the eminent Industry professionals who will be conducting the event. Come with your best team and participate in this challenge; **24 hours** is all you get to hack-code-win the big prizes -including multiple **internship offers** and attractive cash prizes.

## **Where**

Hackathon 2k19 will be held in 2nd and 3rd floor of **VIT Chennai's Central Library**.

## When

The Event starts at Sat **12th Oct** 08:00:00 and ends at **13th Oct** 10:00:00.

## FEE

Applicants registering as participant pay **Rs 500** registration fee.  
However, no refunds will be issued.

## How

All the participants need to create an account on the mentioned site.

<http://www.vitchennaievents.com/conf>.

A team can consist of 2-4 participants only.

Only 1 member of the team needs to login and create a team by  
selecting the required members.

The payment has to be made via online payment option on the site  
itself.

## Who

Attendees from all backgrounds, genders and geographies are welcome.

## Prizes

The Result of your hard work will lead to amazing **Internship offers** and attractive **Cash prizes** based on your performance.

### General Rules :

- i. All design elements, code, hardware builds, etc. must be created during the event. You cannot use existing code that you have written and finish it during the event. Third party tools and frameworks are allowed as well as your normal tooling (Gulp, Yeoman, Composer, NPM, Bower, etc.).
- ii. While you may not begin coding in advance, you can plan and brainstorm with your team in advance. Written documents and design sketches are allowed.
- iii. Participants cannot use any external APIs as a part of their core functionality. (Using Google Maps API for an app that tracks a delivery is fine, but using Google Maps API to build a navigation app is not allowed) You may also incorporate pre-existing material that is freely available to the public into your project, such as public domain images, Creative Commons music, open source libraries, existing APIs and platforms, and the like.
- iv. All participants must bring their own laptops, no computers will be provided.
- v. The organizers reserve the right to make changes to the event program.

- vi. Teams must be comprised of 2-4 people only.
- vii. A team can submit only one solution per challenge.
- viii. Internet connection will be provided. It is even better to have your own 3G/4G dongle.
- ix. All projects submitted for consideration for a prize will be subject to a full code and asset review in order to determine whether the work originated during the hackathon or not.
- x. Your project is eligible for submission only if it's in working condition and has minimum quality standards.
- xi. All materials submitted in connection with the Hackathon must be in English.
- xii. All participants are required to carry valid College photo ID along with other identity proof to the venue and produce the same on demand.
- xiii. By entering the event venue or participating in the hackathon, the attendees permit themselves to be photographed /videographed /recorded by electronic and print mediums for telecast/publication and other display usage of the organisers.
- xiv. All the teams are required to make their own travel arrangements.

- xv. By registering for the event, you also indicate your acceptance that the organizers can send you communication from time to time regarding initiatives by the organizers.
- xvi. If the specified prize becomes unavailable due to unforeseen circumstances, the organisers may substitute the prize at their discretion.
- xvii. In case of any dispute over rankings and leaderboard, decision of Hackathon organizers shall be final.
- xviii. Once you register for the event you indicate your acceptance that the decision of the organisers and jury will be final and binding on all issues related to Hackathon and no correspondence in this regard would be entertained.
- xix. Participants are not allowed to leave the venue/premises during the 24 hr period of the hackathon without valid permission from the organizers. If failed to comply with the above stated rule, Results in the disqualification of the team.

### **Code of Conduct**

- I. By participating in Hackathon event, you agree to abide by the following code of conduct.
- II. Please treat all other hackers with utmost respect. We ask that you act kindly, behave professionally, and do not insult or put down other attendees. Remember that harassment and racist, sexist, or exclusionary jokes are not appropriate for this event. If at any point you see a fellow hacker being harassed, please talk to the nearest hackathon organizer.

III. Please treat our sponsors, organizers, and judges with the utmost respect. Without them, nothing would be possible. Consider taking some time out of your work to go meet and speak with them. If they come over to talk to you, we ask that you give them a bit of your time. They're here for you! Show them you appreciate it.

Failure to comply with the above stated Rules and Code of Conduct may result in the offending team's disqualification.

For any additional queries:

Write to us at: [microsofthackathon2K19@gmail.com](mailto:microsofthackathon2K19@gmail.com)

*Have fun. Hackathons are amazing and so are you C:*