Timeline:

1. Registration Starts on 27th April 2022.
2. Registration Ends on 19th May 2022.
3. Release of themes 20th May 2022, 1800 hrs.
4. Idea Submission 21st May 1000 hrs, Hacking Starts.
5. Mid Project Submission 22nd May 1000 hrs.
6. Final Submission 22nd May 2359 hrs.
7. Result date to be announced later.

Themes:

Participants can develop any application based on the following technologies AI, Blockchain, General, Web, IoT or AR/VR. Themes of which should strictly be from the following.

1. Healthcare and Medicine
2. Finance and Technology
3. Education
4. Trading and E-commerce
5. Event Management
6. Mental Health Awareness
7. Blockchain Technology

Judges:

1. Prof Laxmidhar Behera
2. Dr. Manas Thakur
3. Dr. Manoj Thakur
4. Dr. Sreelakshmi Manjunath
5. Dr. Sahil Arora
6. Dr. Ashish Kumar
7. Dr. Sriram Kailasam
8. Dr. Arnav Bhavsar

Mentors:

1. Dheeraj
2. Vipul Sharma
3. Vishal Anand
4. Rishi Sharma

5. Manvi Gupta
6. Nishita Sharma
7. Abhigyan
8. Abhijeet Manhas
9. Karthik Kathuria

Evaluation Criteria

Participants will describe their project along with the problem statement that they have chosen to work on. They will be judged on the following criteria:

1. **Idea**
   Each team will describe their idea of solving the problem they have chosen. The idea would be judged based on the following:
   - Uniqueness: How unique is the idea in comparison to the solutions that already exist.
   - Relevance: How relevant is the idea to the problem chosen.
2. **Technology**
   Participants will describe in detail, how they solved the problem and the technology used.
   - How technically impressive was the hack? Did it use a particularly clever technique? Did the technology involved make you go “Wow”?
   - The soundness of their technical skills and knowledge. Could they have used some other already existing technology to make their solution better?
3. **Value**
   - How does the solution stand out among the already existing solutions?
   - How likely is it to be implemented and adopted by the people that the solution targets? - How efficiently does it solve the problem? Is it economically viable?
4. **Design**
   The visual appeal of the solution. For a website, this might be about how beautiful the CSS or graphics are. For a hardware project, it might be more about how good human-computer interaction is. The solution should be easy to use and understand.
5. **Completion**
   - Does the hack work? Did the team achieve everything they wanted?
   - Growth prospects and Scalability of the project.

   Judges should rate the participants out of 10 on each criterion. And finally, the sum of the scores will be taken into account to declare the winner.

Budget Expenditure Frosthack 2022 (Estimate around 2 Lakh)

Index	Item/ Service	Amount
1	Cash Prize - Best Blockchain App : Rs. 30,000 - First Prize : Rs. 25,000 - Second Prize : Rs. 18,000 - Third Prize : Rs. 12,000 - Best Female team : Rs. 8,000 - Best UI/UX design : Rs. 7,000	INR 1,00,000/- (Depending on Sponsorship)
2	Stickers, Tshirts, Goodies	INR 15,000 (Depending on sponsors)
3	Vouchers (provided by companies)	INR 40,000 (Depending on sponsors)
4	Snacks for students - Pizza - Coffee - Samosa - Gulab jamun	INR 25,000/-
5	Banners and posters	INR 5,000
6	Website hosting	INR 600
	TOTAL	**INR 1,92,000 /-**