

2 Hackathon Rules & Constraints Document – Immerse the Bay 2025

(Summarizing from the 2025 Opening Ceremony slides)

1. Event Overview

- **Event:** Immerse the Bay 2025
 - **Dates:** November 14–16, 2025
 - **Theme: “Down the Rabbit Hole”** – focus on immersive, exploratory, layered XR experiences.
-

2. Core Hackathon Rules

From the slides:

- **Project Requirement**
 - Teams have **36 hours** to build a project involving **extended reality (XR)** technology.
- **Team Size**
 - Teams must have **2–4 people**.
- **Tracks**
 - **Primary track prizes** focus on **application-based categories**.
 - **Sponsored track prizes** focus on **platform/utilization of sponsors**.
- **Submission Requirements**
 - Devpost project page.
 - Public Git repository (MIT-licensed).
 - **Demo video:**
 - Max **30 seconds**
 - Vertical / TikTok-style
 - Linked on Devpost
- **Code & Licensing**
 - All code developed during the hackathon must be **open source under**

the MIT License.

- **Hardware / Software Use**
 - Only **sponsored or publicly available** devices and software may be used.
 - If you use non-public devices/software, your project is **only eligible** for the “**Wild West**” track.
 - **Paid Services**
 - Only **AI model keys or cloud storage** are allowed as paid services.
 - Total spending must be \leq **\$20** for the entire hackathon.
 - Usage must be **cited in the README**.
 - **AI Assistance**
 - Use of AI tools to help with development is allowed.
 - You are expected to **cite** AI support in your repo / README.
 - **Pens Down**
 - Hacking ends at **9:00 AM Sunday** (“Pencils down”).
 - System will pull the latest state of Devpost + Git repo at **9:01 AM**.
 - No exceptions for judging version.
 - You *can* continue editing for your personal portfolio later (Devpost shows end time 3:00 PM).
-

3. Schedule Snapshot

From slides:

Friday, November 14

- 7:00 PM – Opening Ceremony (Hewlett 200)
- 8:15 PM – Team Formation (Huang Foyer)
- 9:00 PM – Hacking Begins (Huang Basement)
- 9:30 PM – Team formation forms + equipment loan requests due
- 9:45 PM – Hardware checkout (HP Garage, basement)

Saturday, November 15

- 11:00 AM – Brunch (Huang Basement)
- 11:00 AM–8:00 PM – Beat Saber Qualifiers
- Campus tour, field games, anime watch party, etc. (sidequests)

Sunday, November 16

- 9:00 AM – Pencils Down (Huang Basement)
 - 10:00 AM – Lunch (Huang Basement)
 - 12:00 PM – Judging (Huang Basement)
 - 12:00 PM – Hardware Return (HP Garage)
 - 1:00 PM – Closing Ceremony (Hewlett 200)
 - 2:00 PM – Beat Saber Finals (Hewlett 200)
 - 3:00 PM – Expo / Networking (Huang Basement)
-

4. Tracks & Prizes (Primary and Bonus)

From judging section of slides:

Primary Tracks:

1. **Creative Zenith – Best of Creative XR**
 2. **Virtuous Reality – Best of Social Good and XR**
 3. **AI Horizons – Best Use of AI with XR**
 4. **Game Changer – Best of Gaming in XR**
 5. **Wild West – Thinking Outside the Box** (bonus primary track)
- Primary track winners receive **up to 4 Meta Quest 2 headsets** (per team).
 - Wild West recognizes unconventional, non-standard or “rule-bending” XR projects.

Immersion League (Continuing Track):

- A meta-track for projects continued across hackathons (Immerse the Bay, MIT Reality Hack, etc.)

- Not eligible for standard awards, but special continuing recognition.
 - No funding cap; open to ongoing work & open-source contributions.
-

5. Available Tech & Hardware (Equipment Loaning)

From equipment slide:

Loanable equipment includes:

- Quest 3 / Quest 3s / Quest 2
- Pico 4
- Snap Spectacles
- Vision Pro (shared)
- Afference rings
- XREAL Air 2 Ultra
- OpenBCI UltraCortex & Galea (separate application process)

Your current confirmed hardware:

- **Meta Quest 2** (secured)
- **Afference ring** (secured)

We'll build primarily for these.

6. Sidequests / Extra Activities

From sidequest slides:

- Beat Saber tournament
- Campus tour
- Spikeball / field games
- Anime watch party
- Giant poker
- Collegiate meetup

These are optional, but you'll want to plan dev time around them.

7. Key Constraints for Our Team

- **Time:** 36 hours of hacking, hard stop at 9:00 AM Sunday.
- **Team Size:** 2–4 (your team must obey this).
- **XR Requirement:** Project MUST involve XR in a non-trivial way.
- **Code:** MIT-licensed, public repo.
- **AI Budget:** \leq \$20 for any external AI/cloud services, must be cited.
- **Hardware:** Must use sponsored or publicly available devices/software (Quest 2 + Afference are valid).
- **Video:** 30-second vertical demo is **mandatory** for Devpost judging.