

RULES AND REGULATIONS FOR HACKATHON

GENERAL RULES

1. The responsibility of the components and the materials required for developing the prototype during the Hackathon lies solely on the participating teams.
2. Travelling & Lodging must be borne by the participants.
3. Except basic facility (internet, electricity, working space etc) nothing will be provided so it is advised that the participants come prepared.
4. The entire idea need not be fully implemented however, the submission should be functional so that it can be reviewed by the judges.
5. The developers of the solution will have all rights and own the IP of the product. However, all code needs to be in public domain (open source) so that it can be evaluated by the judges.
6. Atleast one team members must be present at the event everytime.
7. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, breaking the Code of Conduct, or other unsporting behaviour. Harassment and abuse are never tolerated.

ELIGIBILITY

1. There can be minimum 2 members and maximum 4 members in a team.
2. Individuals of a team must be of the same school/college and should be currently enrolled in a course there.
3. An Eligible Individual may join only one Team. If a Team is entering the Hackathon, they must appoint and authorize one individual (the "Team Leader") to represent, act, and enter a Submission, on their behalf. The Team Leader and each Team member who participates in the Challenge must meet the eligibility requirements above. By entering a Submission on the Site on behalf of a Team you represent and warrant that you are the Representative authorized to act on behalf of your Team.

APPLICATION REQUIREMENTS

- **Functionality:** The Application code must function as depicted in the video and/or expressed in any other materials submitted in connection with the Hackathon.
- **New:** Applications must be newly created by the Maker during the Hackathon Submission Period.
- **Testing:** The Maker must make the Application available free of charge and without any restriction, for testing, evaluation and use by the organisers and judges during the

Hackathon and until the Judging Period ends. Makers must make their Application available for testing by:

- Including a link to the open source Application code on GitHub or BitBucket, etc.
- New features or modifications can be suggested by the judges during the various mid judgments. The teams are required to implement and integrate those features and functionalities in their product.
- Including a readme, the appropriate deployment files and testing instructions needed for testing your Application.

SCHEDULE

- All the teams have to submit their idea by January 10, 2019.
- Results of the teams which qualified for the onsite round will be uploaded on the website.
- Day 1 of Hackathon: Be present at the venue on February 1, 2019 at 7 AM.
 - Mid Judging Round 1 will start at 10am which will be judging of your ideation.
 - Mid Judging Round 2 will start at 7pm.
- Day 2 of Hackathon: Be present at the venue on February 2, 2019 at 7 AM.
 - Mid Judging Round 3 will start at 10 AM.
 - Coding time finishes and Final Judging starts at 6 PM.
- After hacking finishes, teams will show their projects to the judges.
- You are strongly encouraged to present a demo of what you have built. Pitches or presentations are discouraged. You are judged on what you built. If your hack is broken or you weren't able to finish, it's okay you can give a presentation about what you tried and what you learned.

JUDGING

1. Eligible Submissions will be evaluated by a panel of judges selected by the organisers. Judges may or may not be listed individually on the Hackathon Website, and may change before or during the Judging Period. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the Organisers.
2. Judges are not required to test the Application and may choose to judge based solely on the text description, images and video provided in the Submission.
3. Teams will be judged on these five criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.
 - a. **Technology:** How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?

- b. Design:** Did the team put thought into the user experience? How well designed is the interface? 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 the human-computer interaction is (e.g. is it easy to use or does it use a cool interface?).
 - c. Completion:** Does the hack work? Did the team achieve everything they wanted?
 - d. Learning:** Did the team stretch themselves? Did they try to learn something new?
 - e. Market Value:** How is your hack adding value to the world? What is the real life use and importance of the product? Is it affordable and practical to be used in the real world?
- 4. These criteria will guide judges but ultimately judges are free to make decisions based on their gut feeling of which projects are the most impressive and most deserving.
- 5. All expenses or costs associated with the acceptance or use of the prize or any component of the prize are the responsibility of the winner.

Remember!

The competition is just a part of the hackathon. To make the most out of the event, try something new, teach other people, and make new friends!

Happy Hacking from the NITS Hacks team!