



The Aim

Hackathons have come up as the go-to option for the innovative few to engrave their mark on the global platform. We, at team Version β, have pledged to be your stepping stone in doing just that. Version β isn't just a hackathon, it's a conclave. It's focussed on the connection and network that is created when a set of talented brains come together. The real goal isn't just coding your way to the top, but taking back as much as you can, both physically as well as socially.

Rules for Version β

All the teams are requested to fill the details very carefully. Following the Code of Conduct is mandatory.

Rules for TEAM Formation

- Team size is limited to 4 hackers.
- Teams should be made up exclusively of students who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
- Every team must essentially have a team lead (By default who will register as team member 1), who'll be updated by the organising team regarding all future proceedings.
- No restrictions whatsoever on teams having participation from different institutions as long as every hacker has a proper institute ID-card for reference.

Rules for Submission of ideas

- The process of participation through submission of ideas begins on 21st of September at 00:00:00 hours lasting till 12th of October 23:59:59 hours.
- Teams are required to register on the website www.versionbetamanit.in. On registration every team will have to generate a unique RID (Registration ID) which shall be used for all further proceedings.
- The rules for team formation are mentioned in above mentioned "Rules for TEAM Formation".
- Every team member is requested to submit their GitHub profile during the time of registration.
- Any special needs such as hardware support need to be carried by the individual.

Specifications for Idea:

- The ideas submitted through the portal should be original, however, it is not mandatory.
- The idea submitted by the team will also carry significant weightage during the evaluation of final results of the contest.

Procedure to follow after the submission of idea:

- On successful submission of the idea on the portal, a confirmation message will be sent on the registered e-mail address of the participant(s).
- The individual/team has to confirm their participation via e-mail with attachments of tickets and bank account details before 23:59:59 hours on 20th October.



Security Rules

All the teams must follow the security rules strictly. If anyone is found violating the security rules, they shall be disqualified.

- Each participant must carry his/ her Version β ID-Card at all times and must produce, whenever asked for.
- Each participant is required to be present inside the college premises during the event and follow the rules of the Institution.
- Participants are responsible for all of their belongings. Version β WILL NOT be responsible for any losses whatsoever.
- Female participants must stay inside the β block during the event at night (22:00 hrs.-06:00 hrs.).
- Each participant must read the 'Code of Conduct' carefully.

VERSION β GENERAL RULES

All the teams are requested to fill the details very carefully and provide the correct details

- All the teams must bring their own laptop, we won't be providing any computers. However we will be providing you with power source, Internet connectivity and required stationary.
- All team members should be present at the event. Leaving the venue for some time to wander elsewhere is fine, but teams aren't allowed to take their models outside the β-block.
- Teams can of course gain advice and support from team Version β and the mentors .
- All work on a project should be done at the premises. Your code repository must be initialized at the beginning of Hackathon itself.
- Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the event and open-sourcing it for the sole purpose of



- Teams can be disqualified from the competition at the organizers' discretion. Violating the Code of conduct or any other unsporting actions are liable to strict actions.

Version β Depository:

Version B has its own currency, Betums. On completion of the online registration procedure, every team shall be allotted a cloud based account, accessible using the team ID. The teams shall be evaluated on every aspect, be it the validity of ideas, or the innovations in the code, or even networking. Betums will be awarded accordingly to their respective accounts. This currency will be the evaluation criterion on which the winners shall be decided. It's simple. Top teams with maximum Betums bag the prizes.



DEMOS

- After hacking finishes, teams will show their projects to the judges in an open platform.
- Presentation of the demo is advisable to help other participants and the judges understand the project better.
- You are not only judged on the quality of your pitch or the quality of your idea, but also on what you've built.
- You can still present your project even if it is incomplete. The judgement criteria includes the completion of the project but doesn't depend on it entirely.
- Demoing aims to share the learnings you drew from Version β . Try to gain as much as you can from all the projects in the hackathon. Since, learning is more important than winning.
- In the case you don't have anything to demo , you can give a presentation about what you tried and what you learned. Hearing what other people learned is interesting and inspiring for other attendees.



JUDGING CRITERIA

Teams will be judged on these four criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project.

Geek Stuff: Did the tech kill it? What problems does it sort? Did it use a particularly clever technique or did it use many different components?

The Artistic Stuff: How great is the UI? Is it accessible with ease or is it just a rubik's cube of code?

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?).



The Perfectionist: Does the hack work? Did the team achieve everything they wanted?

Picking up the crumbs: Did the team stretch themselves? Did they try to learn something new? What kind of profile they've maintained on GitHub before the contest. Sticking their neck outside the box gets the teams extra Betums!

Judging criteria will not be based on:

- How well you present. Hacking is about building and learning, not about selling. Make sure you make the judges understand what the project is.
- The problem solving ability of the project. It doesn't matter if you've created an automatic door opener as long as you've had fun doing so.

So don't worry about coming up with the next big idea or building the next Facebook. You'll have ample opportunities for that outside the Hackathon. Just focus on learning, having fun, and making new friends. At the end of the day the skills you learn and the friends you make, might lead to the next big thing—but you don't have to do that to win a Hackathon, you just need sufficient Betums!



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NATIONAL INSTITUTE OF TECHNOLOGY



INDIAN SOCIETY FOR TECHNICAL EDUCATION,
STUDENTS' CHAPTER, MANIT

Ownership:

All teams retain full ownership what they have created during Version β.

At the end of it all..

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

Team Version β

