



Rule Book

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. You are requested to go through the 'Code of Conduct'.

Rules for TEAM Formation

- Team size is limited to 3-4 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, 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.
- Individuals registering in the event without a team will be teamed up before the event with other individual participants.

Rules for Submission of ideas

- The process of participation through submission of ideas begins on 20th of September at 00:00:00 hours lasting till 20th of October 23:59:59 hours.
- Teams/Individuals are required to register on the website (www.versionbetamanit.in). On registration every team/individual will be provided with a unique RID (Registration ID) which shall be used for all further proceedings.
- The rules for team formation are mentioned in annexure "Rules for TEAM Formation".
- Teams are required to submit the resume of all the team members.
- Any special needs such as medical facilities, hardware support, etc. need to be mentioned beforehand in detail.



Specifications for Idea:

- The ideas submitted through the portal should be original, however, it is not mandatory.
- The idea submitted by the team/individual shall also be evaluated 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 within 48 hours, i.e. before 23:59:59 hours on 22nd October.
- If a team fails to confirm their participation, then they would no longer be considered for further rounds.
- The final list of participating teams will be displayed on the website as well as the Facebook page on 23rd October at 10:00:00 hours.

In case of any discrepancy in the registration form/team details/bank account details contact Team Version β, with proper RID.

Rules for On-Site Registration

1. Registration for the on-site hackathon will begin on (21/9/18) at (00:00 hrs) and will end at (12/10/18) at (23:59 hrs).
2. Each team/individual must carry a "No Objection Certificate" from their institute administration.
3. All the team members must be physically present for the registration with a valid institute ID-proof.
4. All the individual participants will be teamed up, and the teams will be provided with new RIDs.
5. The teams will receive T-Shirts, goodies, accommodation, food coupons and Version β ID-cards at the registration desk.

Accommodation & Food Rules

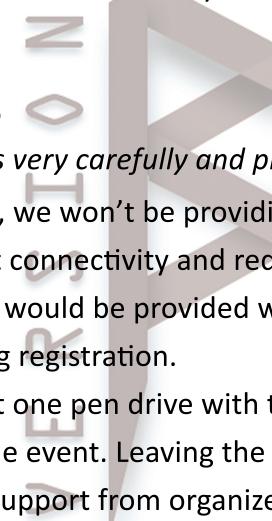
1. Food and Lodging facility will be provided from the morning (10:00 hrs.) of October 26, 2018 to the afternoon (15:00 hrs.) of October 28, 2018. Henceforth the accommodation facility ends at 16:00 hrs.
2. The team members will be accommodated in the pre-arranged lodging facilities inside the MANIT campus.
3. Team members will receive food coupons which they need to present at the food counters.
4. Apart from the regular day meals, mid-night snacks will also be provided.



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 hack-area during the event at night (22:00 hrs.-06:00hrs.).
- Each participant must read the 'Code of Conduct' carefully.



HACKATHON 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.
- The teams who require hardware support would be provided with hardware kits during the Hackathon for which they must provide the details during registration.
- We suggest every team must carry at least one pen drive with them.
- All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.
- All work on a project should be done at the Hackathon. 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 using the code during the event is against the spirit of the rules and is not allowed.
- Teams must stop hacking once the time is up. However, teams are allowed to debug their programs after time is up. e.g. If during demoing your hack you find a bug that breaks your application and the fix is only a few lines of code, it's okay to fix that. Making large changes or adding new features is not allowed.
- Projects that violate the Code of Conduct are not allowed.
- 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.



Version β Marketplace:

Version B has its own currency, Betums. On completion of the online registration procedure, every team/individual shall be allotted a cloud based account, accessible using the unique RID. 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. Since we've already covered your food and accommodation, 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.

(Extra Betums for individual participants as a head start, as they're working with a totally new team.)

DEMOS (TOP 15 TEAMS)

- Top 15 teams decided by the panel on the basis of their Betums scored based on their initial idea, idea progression and pre-submission scores shall be allowed to present their idea.
- After hacking finishes, teams will show their projects to each other and to the judges.
You are strongly encouraged to present a demo of what you have built. Pitches or presentations are discouraged.
- You are not judged on the quality of your pitch or the quality of your idea. As you are judged on what you built, you'll only hurt yourself by not showing a demo.
- You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. It's okay if you didn't finish your hack that happens all the time! Completion is only one part of the judging criteria, so you might still do well.
- Also, demoing is not just about the competition. It's a chance to share with others what you learned and what you tried to build; that's what hacking is all about!
- In the case that you don't have anything to demo and make it to top 15, 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.

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"?

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?).



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

Learning: Did the team stretch themselves? Did they try to learn something new? What kind of projects have they worked on before? If a team which always does virtual reality projects decides to switch up and try doing a mobile app instead, that exploration should be rewarded.

These criteria will guide judges but ultimately judges are free to make decisions based on their intuition of which projects are the most impressive and most deserving.

It's important to note that these judging criteria do not include:

- How good your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down.
- How well you present. Hacking is about building and learning, not about selling. Make sure you make the judges understand what the project is.
- How good the idea is. Again, Hackathons aren't about coming up with innovative ideas. It's about building and learning.
- How well the project solves a problem. You can build something totally useless and as long as you're learning and having fun, that's a good hack! Sometimes a pointless project is one of the best hacks!

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!

Ownership:

All teams retain full ownership what they have created during the Hackathon.

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. Cheers and Godspeed, Hackers!