

## NIRMITH – Hackathon

Organized by: IEEE Computer Society (IEEE CS) Club

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### 1. Event Description

**NIRMITH** is a theme-based hackathon conducted under the **IEEE Computer Society (IEEE CS) Club**, aimed at encouraging innovation, logical thinking, and real-world problem solving through technology.

Participants will receive the **themes and detailed problem statements one day prior to the event**. From that moment, teams are expected to ideate, design, and develop a solution addressing the given problem. Teams can prepare their projects in advance and refine them before the event day.

The hackathon consists of **two phases**:

#### Phase 1: Preparation Phase

- Themes and problem statements are released one day before the event.
- Teams analyse the problem and build a solution accordingly.
- Any tools, IDEs, platforms, applications, or AI assistance may be used during preparation.

#### Phase 2: Presentation & Evaluation Phase (Event Day)

- Teams will present their solution on the event day.
- Each team gets **3 minutes for presentation** followed by **2 minutes of Q&A**.
- Presentations will be conducted in **batches**, created based on the number of registered participants.
- Teams will be **randomly assigned to batches**, and batch timings will be shared beforehand.
- Participants may attend the event according to their **assigned batch time**.

The goal of NIRMITH is to ensure that solutions are **accurate, feasible, executable, and capable of solving the actual problem statement effectively**.

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### 2. General Rules

1. Teams must strictly adhere to the **5-minute presentation limit** (3 minutes presentation + 2 minutes Q&A). No extra time will be allowed.
2. The solution presented must include **fully executable code**. Demonstration of working code is mandatory.
3. Teams may use **any IDE, programming language, framework, platform, library, API, or AI assistance**, provided the solution:
  - Meets all problem requirements
  - Is practical, feasible, and accurate

4. Supporting resources such as diagrams, datasets, APIs, documentation, or references may be used.
  5. After completing the presentation, teams must upload their entire project to **GitHub** and submit the repository link to the organizers.
  6. The GitHub repository should include:
    - Source code
    - README with explanation and execution steps
    - Any dependencies or setup instructions
  7. Winners will be declared **only after all teams have completed their presentations**.
  8. Refreshments may be accessed **at any time during the event**, without restrictions.
  9. Participants must bring their **own workstation (laptop)**. The organizers are not responsible for loss, damage, or technical issues.
  10. Entries beyond the **maximum participant/team limit** (to be declared later) will not be accepted.
  11. Any form of plagiarism, misrepresentation, or rule violation may result in **disqualification**.
  12. The organizing committee reserves the right to modify rules or take final decisions if required. All decisions are final.
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### 3. Participant Rules & Code of Conduct

1. Each team must consist of **2 to 4 participants (mandatory)**.
2. Solo participation is **not allowed**.
3. Team composition cannot be changed after registration.
4. Participants must arrive and present according to their **assigned batch timing**.
5. All participants must maintain **professional and respectful behaviour** towards judges, organizers, and fellow teams.
6. Participants must ensure their solution is:
  - Original
  - Relevant to the given problem statement
  - Clearly explained during presentation
7. Any misconduct, unethical behaviour, or disruption during the event may lead to **immediate disqualification**.