

ROORKEE INSTITUTE OF TECHNOLOGY

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HACKATHON-2023

Hackathons are more like Marathons: Some people go to complete and compete but most people take part for begin technically better and having fun with team spirit. Whatever the reason is of yours at the hackathon, make sure you're upholding the spirit of the hackathon by collaborating with other teams, helping beginners, and gathering knowledge.

The rules of the competition

1. You must treat all team members, competitors, judges, coaches, volunteers, etc, with respect and courtesy.
2. Hackathon team will be constituted of **5 members**.
3. All prizes are to be shared between all team members.
4. Teams should be made up exclusively of students or EMCRs who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
5. All team members should be present at the event. Leaving the venue for some time hack elsewhere is fine.
6. Teams can of course gain advice and support from organizers, volunteers, sponsors, and others.
7. All work on a project should be don during the hackathon.
8. Teams can use an idea they had before the event.
9. Teams can work on ideas that have already been done. Hacks do not have to be "innovative". If somebody wants to work on a common idea they should be allowed to do so and should be judged on the quality of their hack.
10. Teams can use libraries, frameworks, or open-source code in their projects. Working on a project before the even tan 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.
11. Teams must stop hacking once the time is up. However, teams are allowed to debug and make small fixes to their programs after time is up, e.g., If during demoing your hack you fine 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.
12. Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, behaving in a way that violates the code of conduct or other unsporting behaviour.

All-out Time

Students will be eligible to claim **32 hours** toward their Professional Practice requirement for participation in the Hackathon.

Pitching

As the day 1 finishes a video is to be captured of all the teams available along with their team leader.

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Important Note

You are encouraged to present what you have done even if your hack is broken or you weren't able to finish. Do not break of hack is not broken be ready for next one.

Judging Criteria

Teams will be judged on majorly the following criteria. Judges will weigh the criteria equally. During judging, participants have to describe what they did and how for each of the criterion in their hack.

- **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?
- **Design:** Did the team put thought into the user experience? How well designed is the interface?
- **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?

These criteria will guide judges but ultimately judges are free to make decisions based on their feeling of which hacks are impressively broken and deserving ones.

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